

A Free Issue For...

CAPE, COWLS *and* **Villains Fowl**



Not Even Freedom is Free

Barak Blackburn

SECTION ONE

The Issue

Introduction

The **Freedom Fowl** (as they call themselves, or Villains Fowl as they might be called by some game designers) are a group of somewhat similarly themed, and like-minded individuals who have some qualms with the United States government, and they are going to do something about it. Unfortunately for the Heroes, what they are doing is protected under Federal Law. Disenchanted Americans in recent years have frequently quoted Thomas Jefferson:

"God forbid we should ever be twenty years without such a rebellion. The people cannot be all, and always, well informed. The part which is wrong will be discontented, in proportion to the importance of the facts they misconceive. If they remain quiet under such misconceptions, it is lethargy, the forerunner of death to the public liberty. ... And what country can preserve its liberties, if its rulers are not warned from time to time, that this people preserve the spirit of resistance? Let them take arms. The remedy is to set them right as to the facts, pardon and pacify them. What signify a few lives lost in a century or two? The tree of liberty must be refreshed from time to time, with the blood of patriots and tyrants. It is its natural manure."

As a man and historical figure, Jefferson has many similar quotes about revolution, and while the

Freedom Fowl have no religious affiliation, they are doing more than just posting on internet message boards, and holding rallies. They are going to try and bring to light the injustices they see in America, not as an attack on any particular political personage or party, but rather against what they see as the state of the nation as a whole, what the United States has become. Depending on how your own interpretation of this Issue goes, if they are associated with any religion, or current political party, they will distance themselves. None of the parties are willing to take the drastic measures they are, and they are firm believers in the separation of church and state.

Part One

The Issue starts off with someone likely close to the Heroes, a fellow Hero or a rogue law enforcement officer getting themselves into a bit of a dilemma. This character, who we shall call Officer MacGuffin for the sake of simplicity (or maybe MacGuffin Man?) was investigating some happenings he saw as potentially shady, and in so doing, entered the property of the Freedom Fowl HQ.

The Freedom Fowl have taken many precautions to ensure that they are operating within the law, and in so doing, long ago established the Founder's Church as a nonprofit. Although it is a church, and does have times

Disclaimer

This Issue is not meant to take a side in the current political climate of the United States. The Freedom Fowl are not members of the Tea Party, the Republican Party, the Democratic Party, or any other party. However, what you, as Editor bring to the table is very much up to you. The Issue was written from their political ideology, the main tenet of which is based on some of the ideas put forth by the Founding Fathers. In many ways, it could be a very "hot topic" Issue, and is meant to embrace the edgy stories of classic 70s comics, from a certain sidekick's drug addiction and the team-up title that dealt with some heady stuff, to the writing of Steve Gerber, perhaps specifically the title featuring his own feathered protagonist.

So, while the costumes and moniker of the Freedom Fowl might indeed be somewhat silly, comicbooks have the power to look past that and tell interesting stories through the conceit of brightly colored spandex costumes and ridiculous names.

But, lest one think that this Issue has to be all serious, in playtest, when the Great American Turkey took flight, one character shouted out "He can't fly, no birds that taste good can fly!" which elicited a hearty round of laughter.

when it is open to the public, it has no established religious backing, the principals of the church are rooted in the principals of the founding fathers.

Additionally, because it is a church, the Freedom Fowl are committing no crime by gathering there, under Freedom of Assembly. One notable feature of their compound is that the US flag flies upside down.

Now, Officer MacGuffin was looking into a rumor that the Founder's Church had a large store of guns and ammunition. But he entered the property illegally, and after being beaten to within an inch of his life, for trespassing, the Heroes have been called in for help.

The Founder's Church is located "upstate" (as shady paramilitary organizations always are). But, as mentioned, the Freedom Fowl have done nothing wrong, and are happy to interact with the Heroes, however the Heroes choose to approach the problem.

If the Heroes try and sneak in, they can find nothing illegal. All guns and ammo have been legally purchased and registered. If the Freedom Fowl stumble upon their stealth attempts, they could attack with no mercy, or they could speak civilly with the Heroes, asking them politely to leave, and pointing out their Constitutional rights. If a melee ensues, no matter the end result, the Heroes will have no recourse against the Freedom Fowl, no charges can be brought up; nothing!

EDITOR'S NOTE: PAST EXPERIENCE

When this game was run for the awesome folks at ConBust, the Heroes showed up, and the Freedom Fowl met them at the front gate to the church compound, and a classic Mexican standoff occurred, with the Heroes finally having to acquiesce and leave.

This is the first part. Heroes might want to investigate the Freedom Fowl. Let them. They will find a group of individuals who have committed no crimes, and who are well within their Constitutional rights.

Now, depending on the political bent of the Editor, things could go very differently.

But, please, read on, and if you like what follows, be sure to stage events so that the second half of the Issue can go off without too much interference or handwaving.

Part Two

The second half of the Issue takes us to the US Virgin Islands, and to the reserve Air Force base located in St. Croix.

The Freedom Fowl have assembled outside of the base, in a show of force, and the US Military is clearly unsure how to respond.

In true comicbook fashion, the Great American Turkey has a speech to deliver, and it could be after the Heroes show up, it could be via live news footage.

"Long enough has the United States asserted itself as a global empire, much as the British did long ago with their many colonies.

The residents of these fair islands, although considered citizens, have no rights as far as the United States is concerned, because at the core, our rights as Americans begin with our right to vote, to represent oneself.

Although our presence here might imply a blow against the United States, we are actually striking a blow for the great nation of the United States, striking *against* the *empire* of the United States. Let your voice be heard, let the citizens of the United States stand united, let the citizens be heard, let imperial rule end.

Thomas Jefferson is often quoted these days,

The tree of liberty must be refreshed from time to time with the blood of patriots and tyrants. ... God forbid we should ever be twenty years without such a rebellion; what country can preserve its liberties if their rulers are not warned from time to time that their people preserve the spirit of resistance? Let them take arms.'

We are here to exercise our rights as citizens, and to make it so that all United States citizens are afforded that same opportunity!

Enough of this TAXATION
WITHOUT REPRESENTATION!
Stand up, peoples of Puerto

Rico, the Mariana Islands, Guam, Samoa, Wake Island, Midway Islands, Serranilla Bank, and let the people of Cuba have Guantanamo Bay returned to the them, enough of the bullying, enough of the perpetual lease!"

So, what is going on? The Freedom Fowl are protesting the United States treatment of the peoples of the aforementioned locations, citizens who have no voice in Congress, no electoral votes, and yet are still taxed, similar (in the eyes of the Freedom Fowl at least) to the colonists who revolted against England in 1775. The population of Puerto Rico is more than over 20 states, yet they have no representation within the US government, but are still taxed.

As written, the Freedom Fowl are within their rights. Does this hamstring the Heroes? Will another Mexican standoff go down?

Any number of things can happen.

The hardline approach is that the Freedom Fowl will do nothing illegal, but there will be lots of press attention, and the Heroes

will be asked to help. Maybe after a big fracas, the Freedom Fowl sue the Heroes, sue the US government, press charges for assault and battery. It can raise some very complicated questions.

The medium approach is that maybe one of the soldiers standing guard accidentally fires his weapon. After all, these are soldiers, young men and women, unused to combat and certainly unused to being around superheroes and supervillains. This will get things started, and the Freedom Fowl, having been fired upon, will act. Will they strike against the military, or against the Heroes, or both?

A possibly even softer approach is that maybe one member of the Freedom Fowl is a bit of a loose cannon, and acts against the players or military, claiming to have had "enough talking, and now is the time for action!"

And maybe at the conclusion of it all the Freedom Fowl stay in your campaign, and pop up every now and then as a thorn in the sides of the Heroes, standing up for what they believe in, in their own inimitable way.

SECTION TWO

The Freedom Fowl

Great American Turkey is 200 Design Points, other characters are 150 design Points. Great American Turkey should have 4 Setback Tokens, other characters should have as many as the Issue warrants.

The Great American Turkey

Traits

DETERMINED 12 (1/1/1)

- Link +5
(46 Points)

LEADERSHIP 9 (3/2/1)

- +2 When Assisting Others
- Link +5
(42 Points)

TOUGH 7 (1/1/1)

- Link +3
- Auto-Defend
(25 Points)

AUGMENTED STRENGTH 6 (1/1/1)

- Link +3
(20 Points)

FLIGHT 5 (1/2/3)

- Link +3
(22 Points)

GRANDFATHER'S RIFLE 5 (1/1/1)

- Link +3
(18 Points)

SMART 5 (1/1/1)

- Link +3
(18 Points)

NOT TO BE TAKEN LIGHTLY 1 (1/2/3)

- Link +1
(9 Points)



Stephen Shepherd

Complications

- Idealistic
- Confident
- Patriotic (through his lens)

Factoids

- Well-Spoken
- Orator
- Educated
- PhD in American History
- Knowledge of Constitutional law

Miscellaneous

Base EC: +0 Threshold: 10
Points: 200

Background

The Great American Turkey, also known as The National Bird, takes his inspiration from the suggestion by Ben Franklin that the national bird of the United States should be the turkey, and everything he does is through the lens of the type of patriotism and independence of the founding fathers. He is noble, heroic, and truly believes in what he is doing.

The Duck of Death

Traits

NECROTIC TOUCH 20 (1/2/3)

- Only When the Chips Are Down
- Incapacitate
- +2 Linked with Energy Drain (82 Points)

ENERGY DRAIN 9 (1/1/1)

- Link +5 (34 Points)

NEGATIVE ENERGY GENERATION AND CONTROL 7 (1/1/1)

- Versatile (Flight, Energy Shield, Body Transformation, _____, _____, _____)
- Auto-Defend
- Link +3 (34 Points)

Complications

None

Factoids

- Speaks in a raspy voice
- Quiet
- Menacing

Miscellaneous

Base EC: +0 Threshold: 10
Points: 150



Stephen Shepherd

Background

Little is known of the Duck of Death, except that he is not someone you want to face off against in a fight. He is happy to take a hit or two, even relishing it. "Yes, strike me, feed the necrotic energy that fuels me," he might reply to a devastating hit.

An Editor might even push to get him eligible to use NECROTIC TOUCH, and use of EC to Refresh his Traits will make him even deadlier. When you declare one Trait against a Hero for the first time, and get a disgusting result, they will be scrambling, and as his NECROTIC TOUCH powers up, Heroes may likely do everything they can to avoid the Duck.

Rooster Red

Traits

PUGILIST 9 (3/2/1)

- +2 Linked with Peck
- Link +5
(42 Points)

TENACIOUS 7 (1/1/1)

- Auto-Defend
- Link +3
(25 Points)

TOUGH 7 (1/2/3)

- Link +3
(26 Points)

STRONG 5 (1/1/1)

- Link +3
(18 Points)

PECK 5 (1/1/1)

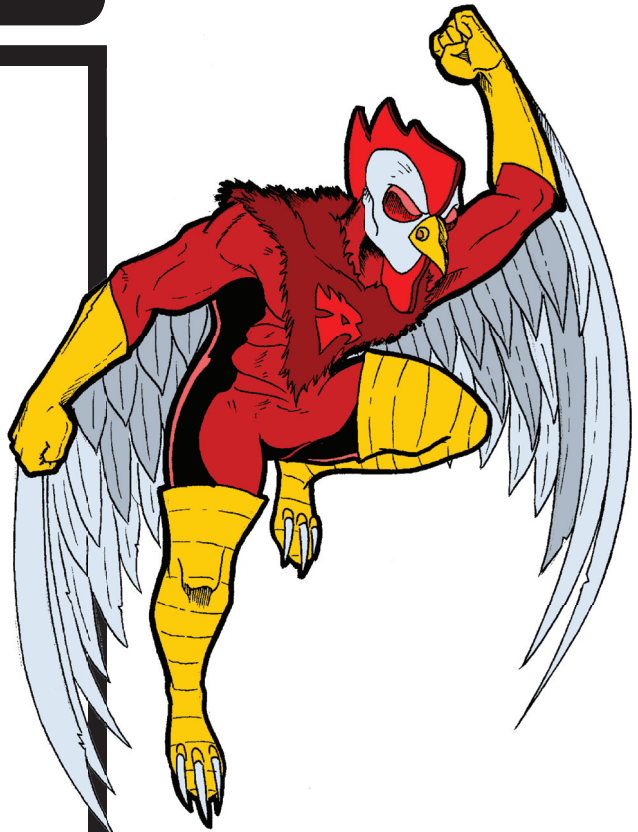
- Link +3
(18 Points)

LEAP 5 (1/1/1)

- Link +3
(18 Points)

POSE-DOWN 5 (1)

- One-Shot
- Not-A-Finisher
- Link +3
(6 Points)



Stephen Shepherd

Complications

None

Factoids

- Bold
- Aggressive
- Looking for a fight

Miscellaneous

Base EC: +0 Threshold: 10
Points: 150

Background

Styling himself after the fighting roosters, Rooster Red is a formidable hand-to-hand opponent.

Personality-wise, he is like a volcano waiting to erupt. He seethes and glares when not allowed to attack, often pacing impatiently as he does so. As soon as he has the green-light, he charges into battle like a man possessed.

Black Swan

Traits

WINGS 11 (1/2/3)

- Link +5
 - Auto-Defend
- (51 Points)

VICIOUS 9 (1/1/1)

- Link +5
- (34 Points)

GRACEFUL 7 (1/1/1)

- Link +3
- (22 Points)

DECEPTIVELY FAST 5 (1/1/1)

- Link +3
- (18 Points)

STRONG 5 (1/1/1)

- Link +3
- (18 Points)

DISTRACTING TO WATCH 5 (1)

- One-Shot
 - Link (+3)
- (7 Points)

Complications

None

Factoids

- Attractive
- Well-spoken
- Scholar

Miscellaneous

Base EC: +0 Threshold: 10
Points: 150



Stephen Shepherd

Background

A trained dancer and academic, Black Swan is both graceful and deadly. Her WINGS can obviously be used for flight, but she will also beat people with them.

While no one knows for certain who she actually is, one rumor has surfaced that indicates she was raised in a rough inner-city neighborhood and aspired early on to do something with her life, leading her to go to college and train to become a dancer. Where she went wrong in her morals is anyone's guess.

Chick-A-Doom

Traits

BATTLE ARMOR 10 (1/2/3)

- Auto-Defend
 - Link +5
- (47 Points)

NEUTRONIC BLASTS 10 (1/1/1)

- Link +5
- (38 Points)

SUPER-STRENGTH 7 (3/2/1)

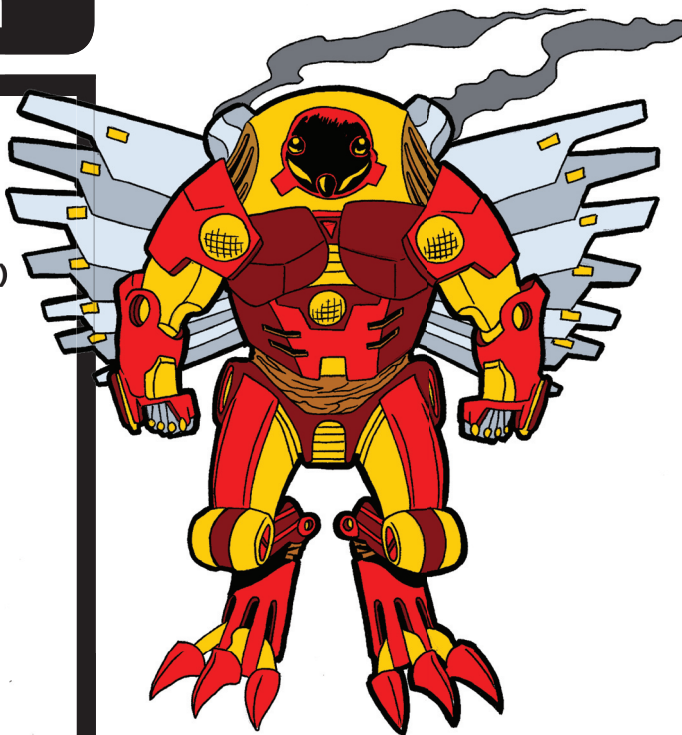
- Link +3
- (26 Points)

SELF-REPAIR 5 (1/2/3)

- Link +3
 - Not-A-Finisher
- (21 Points)

LARGE 5 (1/1/1)

- Link +3
- (18 Points)



Stephen Shepherd

Complications

None

Factoids

- Nerdy
- Bold
- Brash

Miscellaneous

Base EC: +0 Threshold: 10
Points: 150

Background

Chick-A-Doom was the screen name of the famed internet rabble rouser and revolutionary, one whose rhetoric was closely monitored by the Great American Turkey.

Being a bit of a revolutionary in the Montana Freeman vein, this flame-inciting poster was also working on something larger, something where he could convert his words to action, a fully armed and operational battle suit.