



STARK CITY



HERO TURF PROFILE



FEATURING:

GEARTOWN



LAUGHING BOY

Origin: Transformed
Turf: Geartown

Prowess 7
Coordination 7
Strength 7
Intellect 3
Awareness 4
Willpower 3

Stamina 10
Determination 1

Specialties

Streetwise - Stark City Environs
Performance (Comedy)

Powers

Super-Speed 3
Blast 3 (Shooting) - Multicolored 'Sparklers' Blast
Affliction 5 - Disorienting Lights From His 'Sparklers'

Qualities

Catchphrase : "He Who Laughs Last, WINS!"
Connections : Club Owners in Geartown
Identity : Harvey Simms, Comedian
Motivation : Clean up Geartown

Challenges

Enemy : August Anarch
Personal : Suffers from Manic Episodes
Social : (GEARTOWN) Doesn't Trust Others
Personal : (GEARTOWN) Money Problems

Point Total 44



Secret Origin:

Working class factory worker Harvey Simms needed a way out of Geartown. Harvey's job wasn't paying nearly well enough for one person to survive, so he tried his hand at comedy.

Simms was successful, but one fateful night, August Anarch made a move on the Midnite Supper Club -- a small venue for all kinds of acts the night Harvey was to perform. The gangster ordered his men to kill 'Laughing Boy' and make off with the money, but Simms managed to flee the scene. During the chase, he was struck by a car and flung into a sluice duct for a chemical plant.

Harvey emerged from the sewers with strange abilities, and a hunger for vengeance against August Anarch.



HERO TURF

This rule adds a step to the Character Generation process, determining the 'Turf' your hero patrols within Stark City. Now, this is just a preview of the complete rules that will appear in 'Welcome to Stark City', but if you'd like to add some flavor to your characters' origins, feel free to use the chart below for now:

Based upon your Origin roll, use this chart to determine your character's Turf, which come with built in Aspects:

Trained

Geartown

Challenges - Social (Don't Trust Anyone), Personal (Financial Issues), Enemy (**Options to be revealed In 'Welcome to Stark City'**))

Transformed

Roll 2 dice -

1-6: Tesla Industrial Park

Qualities - Connection (Scientific Community), Motivation (Protecting Society from Dangerous Science)

Challenges - Social (Mistrusted By Stark City), Enemy (**)

7-12: Geartown (As Above)

Birthright

Platinum Coast

Qualities - Personal (Wealthy) or (Famous), Connections (Political) or (Police)

Challenges - Enemy (**)

Gimmick

Silver District

Qualities - Connections (Centurions), Connections (Centurions)

Challenges - Enemy (**),

Artificial

Tesla Industrial Park (As Above)

Unearthly

All of Stark City is your Turf! Choose two locations to determine two primary Enemies.

A comic book style illustration of Stark City. The scene is split into two panels by a white diagonal line. The left panel shows a brown, industrial-looking building with smoke rising from it. The right panel shows a blue, modern skyscraper with a green, alien-like structure on top. In the center, a grey, muscular figure with a crown is shown in a dynamic pose. The background is a mix of orange, blue, and green. The text 'STARK CITY' is written in large, bold, white letters across the top. Below it, the tagline 'BECAUSE YOUR NEVER-ENDING BATTLE NEEDS A BATTLEGROUND.' is written in white. At the bottom, the text 'A CAMPAIGN SETTING & CITY BUILDING TOOLSET FOR' is written in white, followed by the 'ICONS' logo in blue and white, and 'SUPERPOWERED ROLEPLAYING' in white. There are two circular logos: one on the bottom left for 'STARK CITY GAMES' and one on the bottom right for 'FAINTING GOAT GAMES' featuring a goat.

WELCOMETOSTARKCITY!BLOGSPOT!COM

DONATE TODAY, AND JOIN THE FUN!