

ORGANIZATION BOOK 3 FOR **CHAMPIONS**
THE MOST VERSATILE ROLE-PLAYING GAME!

The **BLOOD** AND **Dr McQuark**

By Aaron Allston

By Patrick E. Bradley



HERO

GAMES

ORGANIZATION BOOK 3

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By Aaron Allston

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INTRODUCTION



The *ORGANIZATIONS BOOK* series keeps growing. This time around, we have two entries which are somewhat more eccentric than the ones you've seen thus far: *The Blood*, and *Dr. McQuark's Superhero Supply and Gymnasium*.

THE BLOOD isn't a villain group, nor is it a hero group. It's only nominally an organization. More accurately, it's a family—a family of superpowered mutants living among us. Some of the members are heroic, some villainous, some inoffensive; all are strange. *The Blood* is designed to provide the game-master with a loosely knit group of heroes and villains, and a mystery for his players to unravel: who are the Blood, how did they get here, and what do they want?

DR. MCQUARK'S SUPERHERO SUPPLY AND GYMNASIUM is a facility where characters can purchase gadgets and get some training. This can be especially useful to the beginning hero at the start of a campaign. *Dr. McQuark* can even be used as a mentor for a beginning superhero group. He's a versatile and entertaining NPC.

HOW TO USE THIS BOOK

It's an easy matter to insert these groups into your

campaign, tailoring them to fit:

First read through this *Organizations Book*. Decide which parts of the organizations appeal to you the most, and which the least.

Then locate these groups geographically within your world. Organizations in this series are often given a location on the Eastern Seaboard in order to reflect the preoccupation of many campaigns (and the comics) with New York, but the groups can be put anywhere you prefer to have them.

Finally, decide how you want to introduce them into your campaign. It's easy to say arbitrarily that a player character has known one of the NPCs in this book for some time, usually without knowing about his unusual occupation or powers; or you can use the various scenarios presented with these groups; or you can create scenarios for your characters utilizing these NPCs.

The *Organizations Book* series is designed to provide you with non-player characters—in NPC organizations—which fulfill certain functions and can easily be dropped, whole or piecemeal, into your campaign. Let us know how we did this time out.

—Aaron Allston



A SPECIAL DEDICATION

First of all, I hope that all of you who read this supplement will find it a useful addition to your *Champions* campaign. Second, I'd particularly like to thank the staff at Hero Games, and especially Aaron Allston and Steve Peterson, whose editorial comments gave my part of this project a sense of direction. Third, I've received a great deal of support from family and friends, and would like, therefore, to dedicate *Dr. McQuark's Superhero Supply and Gymnasium* to Mike for the computer time, to John for years of game mastering, to Linda for her support and for being a terrific boss, to Bill and Mom for their encouragement, to Mom and Dad Jakubaitis and Ma Melby for their prayers, and most of all to Joy with thanks for her love, her stuffed animals, and her typing.

—Patrick E. Bradley

CHARACTER INDEX

THE BLOOD	PAGE
Pathfinder	10
Blade	10
Brynhild	11
Sabre	12
Sala	12
Phosphene/Phantasm	13
Commodore	14
Marie Debray	15
Affrighter	16
Bloodletter	16
Azor	17
DMSS&G	PAGE
Dr. McQuark	23
Radion	24
McQuark's Staff	25
Fuergeson the Great	31



THE BLOOD

THE HISTORY OF THE BLOOD

The race now known as the Blood sprang from a society of tribal hunters in Europe some 20,000 years ago. At that time, a mutant child named Azor was born. As the child grew, he developed a strong physique, the ruthlessness of the hunter, and the ambitions of a conqueror. More importantly, he was born with the rogue talent to read the thoughts of his fellow tribesmen, and he learned to affect their emotions. Through the careful use of fear, love, hate, and more subtle emotions, he was able to seize control of his tribe.

Azor was the leader of his tribe by the time he was nineteen, but that was far from sufficient to sate his ambition. He had a dream of leading all the peoples of the world into harmony under his rule. He and his people, by guile and by force of arms, conquered other tribes and absorbed the survivors into a common tribal structure. After ten years of campaigning, Azor ruled thousands of loyal followers.

But this was a long and tiring road, and though Azor's plans were succeeding, his problems were just beginning. In order to maintain effective control over his followers, Azor had to keep them together, but so many people in one spot would strip an area clean of game in no time at all. His people, who had once been only semi-nomadic, were now on the move all the time. And the toll in energy and manpower exacted by all Azor's military actions was very high. Azor was powerful, but he was almost as susceptible to exhaustion as a normal man; he was realizing his dreams, but he was too tired to enjoy them. He wanted some simpler means to his ends.

When he was thirty, Azor discovered the existence of dark and malefic creatures who had for eons been trapped within the confines of the Earth. These inhuman creatures were virtually immortal, immensely powerful, and hideously evil. Most of them had been imprisoned in alternate realities, but some were entombed within caverns, sunken cities, and other confines of the Earth. Over the eons, the trapped monsters bent their every effort to free themselves, but their powers were too greatly reduced. They had enough mental influence to corrupt humans and gain followers, but they couldn't escape.

Azor managed to strike a bargain with these beings. If they would provide him with immortality and great power, plus the ability to pass some of these powers on to his descendants, then he would remove himself to a distant world and work to free them for as many millennia as it took to do the job.

Azor was by now thoroughly insane. His contact with these creatures had seen to that. Human life meant practically nothing to him; he tortured prisoners just to learn how much punishment the human body could sustain; he slew followers gruesomely for imagined offenses and minor errors. The truest test of his madness was his willingness to deal with these creatures, knowing as he did that they intended to warp and destroy the Earth itself upon their release.

Still, however insane he may have been, Azor was a man of his word, and the trapped beings saw nothing to lose in

the bargain. They changed Azor, granting him the abilities he desired, augmenting the powers he had, and providing for these mutations to be passed along to some extent to his descendants. He was still human in appearance, still mostly human in the construction of his physical form, but some essential difference in the unlocked potential of his brain made him something other than man.

True to his word, Azor gathered his horde and departed Earth, making his way to a world unknown even to his benefactors. This was an Earth-like planet eventually to be known as Ean.

THE WORLD EAN

Ean was a world very similar to Earth in every physical respect. It also had thriving plant and animal life, but there was no native intelligent species. For Azor's purposes, Ean was ideal. Carefully and methodically, Azor set about the colonization of his world. He divided his horde into several groups and sent them off in all directions. With his vastly enhanced powers he could now communicate with his sub-leaders even across great distances, and the separation of the tribe involved no loss of control.

As time passed, it became evident that Azor's benefactors had kept their side of the bargain. The children of Azor who were born on Ean developed limited manifestations of his powers, including telepathic abilities, teleportation talents, and the power of lethal energy projection. Azor's children were also taller, stronger, and smarter on the average than normal tribesmen. Accordingly, Azor gradually placed his children in the leadership roles of the various tribes. Working in concert, Azor's children advanced their people through various stages of civilization very quickly—domesticating animals, developing agriculture, eventually working bronze, all within the span of several hundred years.

Through all of this, Azor was worshipped as a god by his people—he was the All-Father, the Creator of the World. To be of his blood was to be semi-divine. His descendants carried near-divine power; to be of the blood of Azor was to be superior, in both personal power and social standing, to any mere human. It soon became evident that Azor's Blood also tended to breed true. A child of a full Blood/human crossing was Blood ninety percent of the time. Social and political segregation naturally occurred: the Blood tended to mate mostly to Blood and humans to humans. The Blood, though, were gifted with the typical divine taste for mortal flesh, and the gene pool didn't stagnate.

AZOR'S DOWNFALL

It had to happen, though, that something went wrong in Azor's paradise. Gradually, Azor's madness grew. His study of the magics holding his benefactors in their prisons divorced him further from mankind. His thinking grew very rigid as he grew older; it grew increasingly difficult for him to deal with change in the society of his peoples. Change was confusing to him. He didn't trust it.

Over these hundreds of years, Azor's tribal horde had divided into numerous nations spread across two continents.

Azor's descendants followed his wishes, but it was they, not Azor, who ruled. Sometimes they objected to his studies, particularly to the blood sacrifices he demanded. They began to suspect that the All-Father was doing something hideously evil, though they still didn't understand the full extent of it. They began to conspire against him, to study what he was doing, to research his investigations.

The All-Father eventually noticed this unwanted attention, and took steps designed to preoccupy his more curious descendants with other matters. He manipulated lesser rulers in order to bring nations to war with one another. This plan worked for a while, for thousands of years, in fact. Azor kept troublesome nations at one another's throats, quelled scientific discovery, and grew more evil as he pursued his goals.

Then came the creation of the Council of Nine.

Around the year 8000 B.C., some ten thousand years after the journey from Earth, the rulers of the existing nine war-torn nations met in secret and established an uneasy truce. Among them, they discovered Azor's goals and put an end to his manipulations. Then they staged a coup, uniting hundreds of Blood against the All-Father. They captured and imprisoned him, utilizing the very magics he was trying to learn to dispel. Then they, as the Council of Nine, took full control of their world.

EAN UNDER THE COUNCIL

The coup against Azor had been accomplished, for the most part, in secret. To cover up the truth, the Council declared that Azor had made an ascension to glory; the All-Father had been elevated beyond the concerns of man by the gods who had preceded him. In the millenia that followed, Azor continued to be worshipped as the All-Father by an unsuspecting populace. Only the Council and those individuals charged with maintaining the shields that contained Azor knew the truth of the matter.

The Council of Nine also suppressed knowledge of the Earth and of what Azor had been seeking to accomplish. They destroyed or doctored manuscripts that dealt with Earth. They endeavored especially to destroy knowledge of how to reach Earth, for there had always been Blood who had inherited Azor's ability to walk the planes and attempt that feat. In all, the Council contrived to make Earth the stuff of myth.

Toward this end, they commissioned an order of Blood assassins: the Black Guard. Those few who knew of the existence of these "Bloodletters" (a term which originally referred only to specific commissions, but later came to be applied to the assassins themselves) believed them to be merely an auxiliary political tool of the Council, designed to keep troublesome nobility in line. Only the Council and a few perceptive Guardsmen knew that the Bloodletters also existed to track down and dispose of individuals who came too close to learning the truth about Earth.

The Council also studied the warding magic Azor had been learning. Dimensional barriers were erected which made it difficult to wander the planes of space and time. These measures made it more unlikely that the existence of Earth would be discovered by accident.

Nevertheless, conditions on Ean improved with the Council in control. Hostilities between nations were suspended. Oppression of humans at the hands of the Blood was less vigorously maintained. The development of steel by an isolated community of humans eventually improved the lot of everyone.

Ean at length evolved into a feudal society. Each nation was ruled by its representative in the Council of Nine. The Councilor set policy, was the final arbiter of disputes, and dealt with all matters of international importance. Below the Councilor was a titled individual whose rank corresponded

to King or Queen, but who functioned as governor, not ruler. He was usually the designated heir of the Councilor. Often, the children of the King or Queen, who bore titles similar to Prince or Princess, would be given regions within the nation to rule, to prepare them for the possibility that one of them would succeed their parent. Below the crown were titled landholders, mostly Blood, who occupied the same roles as medieval barons. They owned the land farmed by tenants, levied troops, and collected taxes. Landowners were served by high-ranking warriors, who in turn commanded lower-ranking soldiers. Political prisoners and criminals made up the slave-class, acting as laborers or servants.

Under the Council of Nine, it became possible for humans to become landowners, though even the wealthiest of them never reached the same level of power as the wealthiest of the Blood. Often, humans taken as husbands and wives by ruling Blood tried to make things easier for their kind, and this led to periods of extraordinary tolerance during which some humans became very influential.

EAN TODAY

If your player characters ever end up on Ean, then you'll have to know something about the planet. The physical details will probably be less important in any particular scenario than the social structure, but the GM should understand both in order to give his players the feeling that they're operating in a world that, in some sense, really exists.

PHYSICAL DETAILS

Ean is close to Earth-size, with a gravity of 1.1G. It revolves around its medium-sized yellow sun in a year of 320 days; each day is about thirty Earth-hours long. The planet has two moons, providing for adequate, if somewhat intricate tides. The starfield looks nothing like Earth's; Ean doesn't even have to exist in the same dimension. Four other planets are visible to the naked eye. Blood astronomers have discovered two other worlds in the system, but this information isn't commonly known.

The planet has suffered more volcanic disturbances in recent times than has Earth, but the majority of active



volcanoes lie in vast island archipelagos opposite the inhabited part of the world. Still, every continent does have its active volcanoes, though the Blood are canny enough not to live near any mountain that smokes.

The surface of Ean is about 75% water. There are five continents, four habitable and one polar. Of the four habitable continents, two—roughly corresponding to Africa and Europe—contain most of the population. Another continent, in the approximate position of Australia, is being settled by human colonists. The settlement process is very dangerous and arduous, because this southern continent is crawling with nasty predators. A family has to hack a homestead out of the overgrown terrain, farm it, and defend it against all comers for a period of several years in order to be recognized as the landowner by the government of the nation ruling the colony. Very few townships have been successful. The fourth major continent, the largest in the world, occupies the approximate location of North America, but is significantly larger, and mostly unsettled. There have been explorations by hardy Blood, who have found this to contain the richest farmland on Ean, but it is even more dangerous than the third continent. Only one colony is known to exist here.

FLORA AND FAUNA

There are no trees on Ean. There are, however, enormous weedy plants, some stretching up to thirty and forty feet in height. Vast tracts of these weeds constitute the Ean "forests." Some saps from these weed-things are quite beneficial; some are used in Ean medicines, others in foods. The "wood" from these plants takes a long time to dry for fire, and never gets hard enough for any extensive construction work; larger buildings on Ean must be constructed of brick or stone.

There are some interesting animals on the world. The most notable of them include:

The Borny, a mammal about the size of a modern Clydesdale, characterized by huge mooselike antlers and an uncertain temper. It's extremely strong and can carry two or even three people tirelessly. It is also the preferred meat for the table; the borny combines the best aspects of camels, horses, and cattle with some of their worst tendencies.

The Krue, an enormous sea-breathing reptilian creature which, like the tortoise, carries its shell wherever it goes. It's a meateater and quite the scourge of seaside villages on the less-occupied continents. Its shell is precious to artisans; certain layers resemble mother-of-pearl, but are much harder and thicker.

The Varin, a wolf-sized canine, is Man's Best Friend on Ean. If left in the wild, it lives in packs and hunts the wild borny. If domesticated while young, it becomes a very loyal animal companion. Its fur is mostly red, occasionally brownish. It can't be bred with terrestrial canines.

SOCIAL STRUCTURE

Ean today is a world similar to 14th-century Earth in technology and social structure. It hasn't changed much in the last few thousand years. The arrangement of Councilor to King or Queen to Landowners to Warriors and Soldiery to Tenants is still the arrangement in force in modern times. However, a middle class of artisans and political administrators has arisen, perhaps signaling the beginnings of Renaissance-like changes. The new middle class is almost exclusively human; it's not appropriate for Blood to lower themselves to that status. Thus, the increasing wealth of that social level is becoming concentrated in the hands of humans, and this fact is beginning to be of some concern to politically minded Blood.

Ean has a population of some 100 million inhabitants. The population is 99.9% human. The 100 thousand or so Blood still occupy the more powerful roles in the society, but they are greatly outnumbered by the lower classes. The Blood must maintain their social position through the twin pillars of tradition and power.

These days, the nations of Ean do not commonly war with one another. The Council works to resolve disputes without resorting to force, though sometimes the Black Guard will be commissioned when other means fail.

Disputes of honor are often resolved by a test of steel. Two disputing parties don their armor, sharpen their blades, and do combat in which the use of Blood powers is forbidden. If a disputant is physically incapable of battle, a champion is chosen. The battle can be to the death if the grievance is great, but defeat and surrender will usually suffice to settle the matter. Dueling is not regarded by the Blood in a romantic light; sword work is very practical, and not ostentatious. Training for the sword is a very popular pastime among the higher classes, for one never knows when he'll have to settle a dispute with steel.

The rulers of kingdoms, regions, and large tracts of land usually live in large castle-like structures. This is a fashionable affectation held over from the warlike years of millenia ago. It's now a sign of status to own a walled fortress on a high hill or a defensible island. Much of the rest of the population lives in farm villages. Some of these villages are now growing to several thousand citizens, and attracting the growing middle class.

The oldest kingdom on Ean is Azortis, the first land settled by Azor's followers. It lies in western "Europe" and bears a passing resemblance to Spain, since it's a bulbous peninsular kingdom. Unlike the other eight kingdoms, its borders have changed very little over the last several millenia, primarily because of its geography—the mountain range which crosses the narrowest part of the peninsula separates it from the rest of the continental land mass. Toward the center of the nation, surrounded on all sides by rich farmland, Azor built his palace, a vast, confused construction which sprawls across several hills, runs deep into the ground in places, and is raised above the land in others. After Azor's imprisonment, the palace became the seat of power for the Council of Nine. The palace is in good repair in its central regions, but the outlying wings and escape tunnels and secret chambers beneath the ground tend to be collapsed or in ill repair. It would be a marvelous setting for an adventure.

TECHNOLOGY

Gunpowder is unknown upon Ean. Transportation is accomplished by boat, or with the large, loping Borny. If gunpowder or the principles of the steam engine were to be discovered, the Council would endeavor to suppress them, just as it would suppress any technology which could begin to equalize human with Blood. Such things will not be tolerated; a brilliant scientist who became known on Ean would require a very powerful sponsor in order to survive. The study of sorcery, however, is a respectable occupation. While it is not unheard of for a human to study magic, the Blood do not encourage it, so human magicians are rare.

FINAL NOTE

If you're playing an adventure in Ean, or if you'd like to set a campaign there, treat it as you would any medieval fantasy world ruled by an oppressive clique of wizards. The civilized continents with their semifederal arrangements will reinforce this impression, and the specialized nature of most Blood powers translate well into fantasy gaming terms.

THE BLOOD ON EARTH

In 1927, two heroes of the Blood decided to penetrate the veil of secrecy that surrounded Ean's legends of Earth:

Ortor, "who wars," usually known as the Warrior, was precisely what his title indicated. He fought in all the wars that took place during his lifetime; he helped establish human colonies on unforgiving shores, just for the opportunity to do battle with nasty animals. To keep himself in practice, he would volunteer to act as champion for those who couldn't fight their own duels. But, for all this emphasis on battle, Ortor was also a scholar. He was fascinated by the oral and written traditions of his people.

Oto, "who finds the paths," known as Pathfinder, served as a scout for the Warrior, and was something of a rebel. He had the ability to walk the dimensional planes, and the somewhat rarer ability to take others with him. He chafed at the restrictions the Council placed on plane-walking, and continually violated them in secret. When he discovered the existence of the Bloodletters, he took it as a personal affront, and began teaching his children all he could about what he had learned. At the Warrior's behest, he time-walked as much as he could, circumventing the mystic barriers erected by the Council, and retrieved information about Earth.

Eventually, the two of them pieced together enough mythical references and discovered enough documents to determine that Earth actually existed. What they didn't know was the reason knowledge of that world was being suppressed, and that was what they were determined to find out.

The Warrior's plan was simple: to find Earth, find out why it was kept in such secrecy, and to return—timing their return, with Pathfinder's time-walking ability, to make it seem that they had never left at all. For extra manpower, he agreed to bring along Pathfinder's children. They were all very young by Blood standards, but each was powerful and, like their father, willing to defy whoever it was who was keeping knowledge of the Earth secret.

However, that wasn't Pathfinder's plan. Pathfinder intended to bring his children to Earth and, if they liked it, stay. He was unhappy with Ean, and hoped that Earth would provide his family with a better life. If the Warrior objected, he could either be persuaded or, if it came to that, dealt with.

Pathfinder's children, oldest to youngest, included:

Danar, "who wields the blades"—called Blade. Blade was a tall, powerful man trained to be the Warrior's protege. He was, like the Warrior, a fighter who also engaged in peaceful pursuits—in his case, the culinary arts. He was anxious to discover new knowledge about warfare, and thought he might learn something on this mythical Earth.

Okor, "who affrights"—called Affrighter. Affrighter was afflicted with a subtle and progressive insanity. He wanted to be a god like Azor. He was especially anxious to reach Earth because the legends said that Earth was where Azor achieved his full power.

Jilen, "who haunts the dark." Jilen was a brooding, secretive, and unhappy daughter, an artist by nature. She didn't like Ean, and decided that Earth could be no worse. At the very least, it would give her new subjects to study for her art.

Tyrkan, "who burns the dear." Tyrkan was characterized by emotionless cruelty but no further madness. He was very strong with the Blood power of lethal energy projection, which in his case took the form of pyrokinesis. He liked to burn

things: houses, trees, animals, people. He was not evil so much as emotionally retarded; he simply couldn't associate his deeds with the pain felt by his victims. Earth, to him, promised adventure, and perhaps a place where he could burn things without interruption.

Sala, "who calls the stones to weep." Pathfinder's fifth and last child was an attractive, but rather frivolous girl. She had the most destructive power of all, but she kept the knowledge of her full potential mostly to herself. Sala was something of a thrillseeker, and looked upon the trip to Earth as just another madcap adventure.

These five offspring, except for Blade and Sala, who were very close, didn't get along very well under normal circumstances. Nevertheless, all agreed for reasons of their own to cooperate on this forbidden enterprise. Thus, Pathfinder brought his children and the Warrior across the dimensional boundaries and found the Earth.

LEINSTER, MO

The seven Blood stepped across the dimensional planes and set foot in the little town of Leinster, Missouri, on a June night in 1927. Once they'd arrived, Pathfinder took the Warrior off to one side to explain that he and his children had no intention of returning to Ean. As Pathfinder had feared he would, the Warrior objected. Realizing that Pathfinder was on one of his periodic emotional binges, the Warrior suggested that they return to Ean just long enough to think this through and determine the consequences.

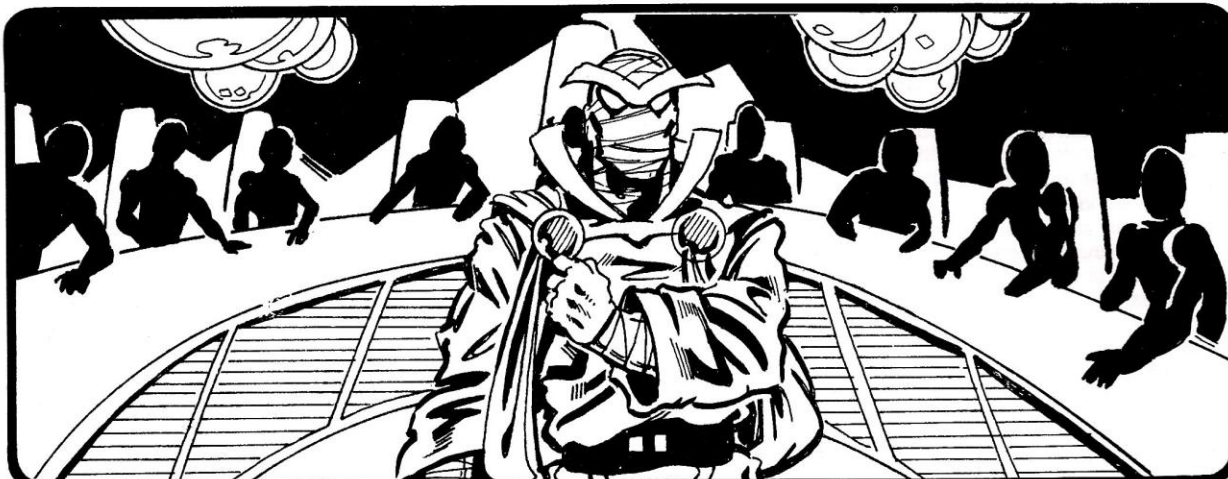
Pathfinder, though unstable and somewhat mad, was still cunning. He pretended to acquiesce to Warrior's suggestion, then hit him with lethal force when his back was turned. After hiding the remains, Pathfinder returned to his children, and told them that the Warrior was away conducting his own investigations. While he was gone, all Earth would be theirs as a playground.

Pathfinder set off to find whatever this mudball world had by way of alcohol. He began walking north, and found his way to a highway near the Mississippi, where he fell in with a band of hobos—his type of people. The hobos taught him the language and began his education regarding the world of the railroad jungle.

Blade went southward to learn what he could of this world's wars and weaponry. A day later, as he passed through a small town, he stumbled across a bank robbery. He foiled the robbery, but was knocked out when the getaway car hit him. He awoke in the town doctor's home, where his ignorance was diagnosed as a severe case of amnesia. So, in the guise of an amnesiac hero, he began to learn about his new world.

Jilen and Sala went off to the east. The sisters had never been particularly friendly, but they both had the power of flight, and they were women alone in a world of strange men, so they decided to stay together for a time. They followed the Mississippi, and eventually found St. Louis. Sala was a telepath, an ability that stood her in good stead as she began to learn the language merely by walking around the historic city. The first people to encounter the sisters thought them to be Polish by their accent.

This left Okor and Tyrkan alone in the dark on an empty street of Leinster. As one of his casually cruel demonstrations, Tyrkan showed his brother the heights to which he had developed his pyrokinetic ability. Walking from one end of town to the other, he torched the little village, killing most of its residents and sending the rest fleeing with stories of the Devil come to Missouri. After his demonstration, Tyrkan headed northwest across country, looking gleefully at ripe fields and large communities made of combustible material. Okor captured one of Leinster's fleeing residents and dragged him westward. Over the next few days, he learned a few



words of English, then killed the man and continued west. He did this several times, until he'd acquired enough English, American clothes, and money to continue alone.

THE BLACK GUARD

The excursion of the Warrior and Pathfinder had not gone unnoticed. The Council of Nine had been keeping a wary eye on the erratic and rebellious Pathfinder. When they learned that his forbidden time-walking had been for the purpose of locating long-dead documents concerning the Earth, they decided to end his threat, but they acted too late to prevent his departure. The best they could hope for would be to prevent others from learning the secrets he had stolen. And the best way to accomplish that would be see that he never returned.

Accordingly, the Council summoned their finest Bloodletter, the Black Guard named Vyss. Vyss was powerful and well educated; he was trained to be unquestioningly loyal; he was an interdimensional teleporter and a dabbler in arcane arts. He was ideal for the mission given to him.

The mission was a simple one: follow Pathfinder's trail to Earth, hunt down the Blood there, kill them, then kill himself. The Council was determined to keep such knowledge of Earth from returning to Ean, even at the cost of their best agent. For his service, Vyss's family would be greatly rewarded.

Vyss accepted the commission, and appeared in Leinster less than an hour after Tyrkan burned it to the ground. There he found a survivor: a two-year-old boy named Kent. Vyss had already recognized Tyrkan's hand in the destruction; with his arcane telepathic abilities, he was able to pry verification from Kent's mind. Then he set about tracking down the Blood. He took Kent with him; whether this was motivated by pity or by a need for a human disguise isn't known.

THE FIRST YEARS

During the first few years, Pathfinder's family saw no need to cover their trails. They were unaware that they had been followed from Ean, and some of them left obvious tracks:

Tyrkan burned town after town as he traveled across middle America. His pattern was to find a new place, find an interesting bedmate, commit some casual acts of arson, then burn down the neighborhood or the entire town after he grew weary of it. The press dubbed him the "Tennessee Torch" after some really spectacular burnings in that state, and thereafter it was easy for Vyss to follow his activities in the news, though his identity was never discovered nor his picture taken.

Affrighter reached the conclusion that this world was ripe for the picking, and just the place for him to gain the know-

ledge it would take to become another Azor. Once he'd learned the language, he adopted a distinctive uniform with a long brown robe and a scythe to represent Death, embarked on the role of a gangster, and was fought by the authorities and some two-fisted adventurers during the 1920s and 1930s. His activities made the news several times a year, so Vyss could also keep track of him.

Pathfinder was considerably harder to follow. He had been shattered emotionally by his murder of the Warrior, and continued to ride the rails, living the life of a hobo or a Skid Row bum that no policeman ever was able to catch.

Jilen faded out of sight almost entirely. Once she'd been in St. Louis long enough to learn the language and steal enough currency, she left for Europe to learn what she could of art there. She ended up in France, and kept in touch with no one but Sala.

Blade embarked on a career as a professional soldier, learning the ways of Earth-style combat. He always kept the English word "Blade" in his name, so that his family would be able to find him. Unfortunately, this enabled Vyss to keep track of him as well.

And Sala gravitated toward centers of culture and money. She made her way to New York, took the name Sheila Kowalski, and pretended to be a Polish-American heiress. Early on, she stumbled upon the tactic of accepting expensive jewelry from smitten suitors, commissioning glass duplicates, and selling the originals. As soon as she acquired some business acumen, she was able to build herself a small fortune. She occasionally appeared in society columns as the "mystery heiress" who'd taken New York by storm.

All this, Vyss followed. He took his time, learned English and other languages, built himself an identity as a war veteran wandering the nation with his child, and prepared to do his duty. In 1930, two-and-a-half years after he arrived, he began his campaign to destroy the renegade Blood, and immediately made a fatal mistake: he chose to kill Sala first, since she was the most visible, the youngest, and presumably the least dangerous. He followed her to Providence, Rhode Island, where she was visiting friends, approached her in a little park, and confidently announced his mission. Terrified, Sala revealed the full extent of her power for the first time: Vyss's body was torn to shreds, and a square city block was devastated. Sala was shaken, but she had survived, and the Bloodletter was dead.

THE RETURN OF VYSS

But Vyss wasn't quite out of the picture. As he lay dying in a park in Providence, he called upon his mystic knowledge

and transferred the vestiges of his personality into the body of five-year-old Kent. Vyss would no longer have his formidable Blood powers, but his mission could continue. With his special knowledge, he would be able to Recognize Blood, but in his human form none of them would be able to Recognize him.

So it was that an orphan boy by the name of Kent Veiss was found wandering through Providence. With his parent found slain in a bizarre fashion in the park, and no other relatives known, Kent was sent to an orphanage, where he was adopted at the age of seven.

The Kent Veiss amalgam was a peculiar individual. He had Kent's traumatic hatred of the being that had destroyed his house and killed his true parents. He had Vyss's logical mind and some rudiments of Vyss's arcane knowledge. He didn't remember Ean, other than in dreams of strange landscapes and quaint villages, but he knew that his task was the extermination of all Earthly Blood, and he was eager to perform it. He breezed through school, and was a model child for his adoptive parents. He kept newspaper and magazine clippings on the Blood when he could, and on peculiar happenings which might have been connected to them. He studied weaponry and the occult, and pushed himself to become a championship athlete, all in preparation for the day when he would again confront one of his targets.

But Kent Veiss didn't have another chance to strike at the Blood for many years. He graduated from school in 1943, and was immediately drafted. He did spot Blade on more than one occasion during the War, and even took a few shots at him during one confused battle, but didn't slay him. He spent the last half of 1945 recovering from shrapnel in the belly—a wound that earned him the Purple Heart.

Convinced that he wouldn't be able to finish the Blood on Earth by purely physical means, Kent Veiss turned again to the study of the supernatural, and over a period of several years became a formidable sorcerer. Grounding himself in his civilian identity, he became a widely respected academician in the fields of History and Ancient Culture. He married, fathered a child, and evidently settled down for good. In fact, he was merely waiting for the proper moment to strike.

BLOOD IN THE '60s

After the War, the Blood on Earth lived for the most part in contented obscurity. Only Affrighter was making headlines in his costumed identity as a supervillain. In his efforts to bring about his apotheosis, Affrighter stole various mystic artifacts and sacrificed various living beings, and these activities naturally attracted attention.

Eventually it occurred to Affrighter that if he were to be an All-Father, as Azor was, then he would have to have children. When he proved unable to sire any, he decided that he would have to steal his nieces and nephews instead. Affrighter first tried to steal Sala's first-born child, and had a tenement dumped on his head for his trouble. The next year, he learned that Blade and his mate had a son, tried to steal that one, and escaped with a smashed leg and some internal injuries. But, as the Earthlings say, the third time's the charm, and when Affrighter located the long-lost Jilen in Paris with her two infant children and her human mate, he tried again.

Enter Dr. Kent Veiss, who had tracked Affrighter to this pleasant little family scene. Veiss was by this time a formidable sorcerer. When Affrighter made his move, Veiss, who now concealed his identity in cloak and mask, and called himself Bloodletter, also made his. Jilen's little flat in Paris was attacked from opposite directions. Affrighter slew Jilen's mate and took the children; Veiss attacked both of the Blood. Affrighter hadn't wished to bring any physical harm to Jilen herself, and when he realized what was happening he tried

to protect her from the Bloodletter, but Veiss succeeded in killing her before he was driven off.

Affrighter was unable to avenge his sister's murder, but he immediately contacted Pathfinder and Blade, and told them what had happened. Affrighter may have been a murderer and a maniac himself, but he was still Blood. If some human had learned of the existence of his family and marked them for death, then he owed it to them to warn them.

As a result, the Blood on Earth became far more careful. Affrighter's occupation prevented him from keeping a low profile, but the others were able to take appropriate measures. Blade and his family changed their identities and moved from London to New York. Sala was living in Waterford, Ireland, in an identity distant from the first one she'd chosen; she was an old hand at maintaining this sort of concealment. Tyrkan hadn't been seen in ten years; there was no way to communicate with him, but at least, if he were even still alive, he was keeping a low profile. Pathfinder continued to wander, on the run from his own private devil.

In response to this new secrecy, Veiss began another stage of his campaign. As the Bloodletter, he performed some showy crimefighting, pretending to be a superhero. He informed the press about the existence of the evil Blood. He described Affrighter as the typical Blood in much the same manner that mutant-hunters were choosing the nastiest mutant around to feature in their accounts. He told the story of the destruction of Leinster, and was corroborated by the few remaining survivors of the tragedy. Then he got lucky. Just as the great mutant panics of the 1960s were beginning, a prototype scanner tagged Affrighter as a mutant. Suddenly, the Blood were not merely "muties," but insane *alien* muties! "The Blood" had entered the public consciousness, and remain there today.

BEING BLOOD

There are certain personality traits you can look for when dealing with Blood reared on Ean, or even with the children of Terran Blood:

First, they tend to be immodest. Blood on Earth will conform to Earth norms of dress when normal people are around, but are likely to be comfortably bare around the house, and in the company of close friends. This is a cultural consequence of having see-through eyes; clothes don't really serve the purposes of adornment.

Second, they have very little interest in or respect for the law. They were nobility in their own world, and have powers that enable them to get away with a lot on this world. "The law," as such, doesn't enter into their decision-making processes. A "good" Blood won't run around killing or hurting people wantonly, but he'll still jaywalk, elude arrest, run red lights, use excessive force when defending himself, cheat on his income tax, and otherwise behave in a manner society frowns upon.

Third, they tend to live light and stay ready to bolt and run. Trouble with the law, and with the Bloodletter and Affrighter make it important for them to have standby identities ready and funds and properties available under untraceable names.

Fourth, "marriage" means very little to them. Mating is not tied to religion on Ean, so there are no "holy bonds." Relationships take the form of contracts—some written, some verbal, some implicit; some temporary, some permanent. Blood, as a general rule, will dislike formal marriage because of the irrational aspect a prospective mate might bring to it.

Fifth, most of them are spoiled. They were nobility on Ean,

and they expect to take precisely what they want. They all like money, and like to have lots of it at hand, though some of them are more successful than others at getting it.

Sixth, there's considerable paranoia to the Blood mind. The Bloodletter is out to get them, Affrighter is out to get their kids, the law is out to get them, the anti-mutie folk are out to get them, the IRS is out to get them. . . . And there's the insanity—the crawling chaos which inhabits every Blood, deep down, sometimes, as with Affrighter, very close to the surface. Blood who are going to go mad usually develop the symptoms before puberty, but sometimes it happens late in life, all of a sudden, often with tragic results.

When role-playing Blood, it's also important to keep in mind several broad traits that are common among the descendants of Azor. Individuals will display specific traits to different degrees, but all Blood share them.

POWERS

Blood powers, as a rule, manifest themselves at puberty, which is a blessing, since most youthful Blood wouldn't be equipped emotionally to deal with them. The typical Blood powers include teleportation, see-through vision, and some sort of lethal energy discharge. However, the Blood are a race conceived out of chaos, and perhaps one Blood in ten will develop "sport" powers. These powers can be anything from inoffensive psi abilities to strange physical mutations.

The Blood life expectancy is three times that of a human; they live to about 200 years. They have higher rates of healing, and retain a relative youthfulness in appearance all their lives. Even very old Blood tend to look no older than a human would at sixty.

RECOGNITION

Another unusual characteristic of the Blood is their Recognition factor. A member of the Blood coming into close proximity with another member will always Recognize him as Blood. No Perception roll is required; the Blood-Recognition is flawless. This ability isn't reflected on Blood character sheets, since its advantages and disadvantages tend to cancel out; it's more a special effect than a power.

Humans taken as mates by Blood will acquire, over a period of years, a lesser Recognition factor, at which point they are referred to as "adopted Blood." By making an Intelligence

roll, they can Recognize Blood, and can be Recognized by Blood as "kin" if the Blood makes his Perception roll. One adopted Blood can also recognize another adopted Blood in this manner. The acquired Recognition factor occurs only when the Blood/human relationship is very close over a period of five to ten years; casual Blood/human relationships will not grant the acquired Recognition factor.

TITLES

Almost all Blood are members of the nobility in the culture of Ean, and accentuate their nobility by taking on a descriptive title. These descriptive titles vary from individual to individual and usually refer either to the Blood's powers or to some unusual characteristic or habit. Traditionally, these titles are taken at the age of fifteen, and mark the emergence of youth into maturity. The form for these titles usually goes along these lines: "Sala, who calls the stones to weep." It's the Blood's given name, followed by the chosen title. Sala has the rogue Blood power to cause localized earthquakes, and she's taken a title which hints at her ability without describing it fully.

Full titles are used formally, in correspondence, for example, or when being announced at social functions. Often, a derivative of the title is used as a nickname. "Oto, who finds the paths," is usually referred to as "Pathfinder."

DISADVANTAGES

Finally, there are two disadvantages which go along with being Blood:

On Earth, all Blood will read as mutants to mutant-scanning devices; this will be a special problem in campaigns characterized by anti-mutant hysteria. The Blood aren't part of the new generation of mutants brought about by atomic experimentation, but contemporary mutant-scanning devices can't tell the difference.

Second, due to the crawling chaos which was responsible for the creation of the race, the Blood are more susceptible than humans to certain mental aberrations. A fear of insanity is a common disadvantage for Blood, and it's sometimes well founded. The behavior of "Bad Blood" is characterized by unnecessary cruelty to animals and other children, growing into an obsessive hatred of other beings, short attention spans, paranoia, and faulty memory.



THE BLOOD IN YOUR CAMPAIGN

As you've probably realized, there's no single "correct" way to use the Blood in a campaign. The Blood on Earth have as many diverse interests as any other family would, and can enter the campaign in any of a number of ways. One way to do it is to choose just one character to introduce. After that character becomes an NPC fixture in your adventures, other Blood can be encountered through their association with him.

An important thing to remember when running the Blood in your campaign is that, with certain exceptions, they are *not* superheroes. They are superpowered, but they generally conceal this fact except when in the presence of close

friends. Another thing to remember is that they're family. Even when, say, Affrighter shows up, full-scale war doesn't have to break out immediately. They might exchange news, ask after one another's health, *then* pull out the big guns. The death of a Blood would be a significant event; should it happen that one of the family members actually kills Affrighter, for example, they'll miss having him out there in the shadows providing spice to their lives.

Statistics and some other important information regarding the members of Pathfinder's family can be found on the pages immediately following:

PATHFINDER

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
10	STR	0	38	EC—Blood Powers		30 x2 STUN vs physical killing attacks
18	DEX	24	37	1: 3D6+1 RKA, AP	15	10 x2 STUN vs illusions
15	CON	10	37	2: 10D6 Illusion, ¼ END	2	20 Believes that the Warrior still lives
12	BODY	4	37	3: 15" Teleport, x16 mass, interdimensional	15	15 Doesn't know about his illusion and metamorph powers
20	INT	10	37	4: 30 pts Life Support, usable on others, area effect radius		15 Alcoholic
24	EGO	28	15	19 pts Ego Defense		25 Hunted ≤11 by "the Warrior"
10	PRE	0	11	Disguise ≤14		20 Hunted ≤8 by the Bloodletter
10	COM	0	10	Shape-Shift only when not conscious		10 Unusual Looks ≤11
12	PD	10	15	3D6 Luck		129 NPC Bonus
12	ED	9	4	Dimensional Knowledge ≤13		
5	SPD	22	3	Persuasion ≤11		
7	REC	4	4	4 pts English		
40	END	5				
25	STUN	0				
(CHA Cost) 126 + 248 (Power Cost) = (Total Cost) 374 = Disadvantage Total						



Otto "Pathfinder" McLean was born on Ean in 1820. He's 5'10", and weighs about 115 lbs. He's a skinny, stooped old man with rheumy blue eyes, shaky hands, and thin graying hair. He usually wears ratty old clothes, and carries a lot of money (which he tries to avoid spending) and a bottle of "the finest liquor in the Cosmos."

A fact that remains unknown to Pathfinder's children is that the Warrior was Pathfinder's father. So heavily did the murder of the Warrior weigh on Pathfinder's mind that he began wandering restlessly, drinking heavily, on Earth and through the dimensional planes. Pathfinder is known throughout the dimensions, and he owes money to most of the people he's met. Were a high-powered sorcerer to be asked by player characters for assistance in locating an alternate dimension, he might recommend that they hire Pathfinder, then split Pathfinder's fee.

Pathfinder is even more powerful than he himself realizes. In addition to his power to walk the dimensions, he has subconscious abilities of illusion and metamorphosis. Given the extent of his feelings of guilt, it was inevitable that he would begin to see the Warrior through dark windows on stormy

nights. Believing that the Warrior was alive and tormenting him terrified Pathfinder. But his subconscious mind was relieved that he had not slain his own father, and set about creating still more appearances. Pathfinder began to metamorphose in his sleep, and would stalk the streets in the Warrior's form, fighting crime and doing good deeds. Pathfinder's children have seen the evidence, and also believe that the Warrior is out there somewhere, though none of them have seen him since 1927. If you'd care to run this scenario, Pathfinder might grow desperate after more than fifty years of suffering unending pursuit, and beg a group of heroes to save him. Dealing with the appearance of Warrior will make for mystery and an intriguing adventure that could be climaxed with a trip into Pathfinder's mind.

Pathfinder can be dangerous, especially when he's drunk; his primary mode of defense is his ability to teleport, say, someone's head three feet to the left of his body. But, though Pathfinder is known as "the meanest hobo in the Universe," he's at heart a good-natured and non-violent man who's on good terms with all his children and grandchildren, including Affrighter, who knows of nothing he wants from him.



BLADE

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
40	STR	30	15	EC—Blood Powers		10 x2 STUN vs gases
30	DEX	60	15	1 2½D6 HKA (energy) AP	12	20 Berserk ≤14, Recover ≤11 if Bryn or Sabre injured
23	CON	26	15	1 2D6 RKA, area hexes, (energy)12		20 Loves Bryn
15	BODY	10	15	15" Teleport, x4 mass, x16 distance, must concentrate on OIF ring		20 Loves to fight
15	INT	5	40	Martial Arts		5 1D6 Unluck
15	EGO	10	13	+2 SPD, cost END	4	20 Hunted ≤8 by Affrighter
15	PRE	5	30	Full Damage Resistance		20 Hunted ≤8 by Affrighter's agents
20	COM	5	20	X-Ray Vision		15 Secret identity
20	PD	12	10	Familiar w/Melee Weapons, bows, Firearms, thrown spear and knife		170 NPC Bonus
19	ED	14	6	Military Tactics ≤15		
6	SPD	20	5	Cooking ≤14		
16	REC	6	3	Pro Skill: Teacher ≤12		
54	END	4	6	English, w/dialects for Missouri, London, and New York		
47	STUN					
(CHA Cost) 207 + 193 (Power Cost) = (Total Cost) 400 = Disadvantage Total						

Blade Carstairs was born on Ean in 1899. He's 6'3", weighs about 235 lbs, and has brown eyes and black hair. He sports a beard reminiscent of the one Howard Keel wore in *Seven Brides for Seven Brothers*. With makeup, he looks to be in his 40s; without it he'd look to be in his early 30s.

Blade is a warrior at heart, but he also enjoys the warrior's reward of a good, hearty meal, and has devoted himself to the art of cooking. He has a desire to pass on his knowledge, and may occasionally be found teaching courses at the local college in swordsmanship, hand-to-hand combat, military tactics, or cooking.

Blade spent his first few decades on Earth finding opportunities to fight other people's fights. His "big break" came in 1939, with the outbreak of World War II. Seeing in this conflict the opportunity to expand his understanding of warfare, he offered his services to Great Britain, performing covert missions behind enemy lines and working with the French Resistance. In 1945, Blade was struck by a shell during the

march on Berlin. He crawled into a cave to avoid enemy fire, and there encountered a woman he would come to know as Brynhild. After a short (by Ean standards) courtship of nine years, Bryn resigned herself to her destiny and accepted Blade as her mate.

Blade loves a good fight, but he rarely goes out of his way to start one. He had no problem with Affrighter, for example, until Affrighter tried to steal his son. Now Blade and Affrighter avoid each other as much as possible, for neither really wants to become involved in a battle to the death with his brother. Still, there are numerous ways in which Blade could be introduced into a campaign. In superhero action on the street, he might step in if he were to see some innocent about to be creamed. If he were to see a superhero using a blade with less than perfect form, he might be tempted to run out and give him some pointers. Since Blade was known to numerous superheroes during World War II, a mystery requiring knowledge of that conflict might lead heroes to him.

BRYNHILD

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
60	STR	50	26	2D6 HKA, OAF, 0 END		20 Berserk ≤14, Recover ≤11 if Blade injured
23	DEX	39	20	Aikido (martial dodge, block, and throw only)		20 x2 STUN vs Magic
28	CON	36	34	Missile Deflection ≤22, OIF		20 Loves Blade
11	BODY	2	15	½ END on STR	6	15 Warlike nature
18	INT	8	10	+2 in HTH combat		5 1D6 Unluck
14	EGO	8	3	Familiar w/melee weapons		20 Hunted ≤8 by Affrighter
15	PRE	5	17	Scientist: Medicine ≤13, Genetics ≤12, Obstetrics ≤12,		15 Secret Identity
20	COM	5		Blood Medicine ≤13, Gynecology ≤12, Endocrinology ≤11, Parapsychology ≤11		118 NPC Bonus
24	PD	12	5	Paramedic ≤14		
20	ED	14	3	Linguist: 3 pts English, 2 pts Italian, 2 pts Ean		
5	SPD	17				
20	REC	4				
56	END	0				
55	STUN	0				
(CHA Cost) 200 + 133 (Power Cost) = (Total Cost) 333 = Disadvantage Total						



Bryn Gunther was born in 1915 in Germany. She's 5'6", weighs about 135 lbs, and has blue eyes and blonde hair. She is the result of a tryst between a German peasant woman and a supernatural being possessed of a trace of the blood of the ancient Norse dieties, so it's possible that some ancestor of hers could come looking for her in any of your adventures involving the Norse gods, if that happens to be a feature of your campaign.

While she inherited a great warlike spirit from her father, she was also blessed with a compassionate soul that inclined her more to put people back together than to take them apart. Thus, in 1933, when the opportunity presented itself, Bryn traveled to America to study at a hospital in upstate New York that was sponsored by a famous American adventurer. There, she learned many innovative techniques that would not be released to the outside world for more than twenty years, and trained herself in the discipline of non-lethal martial arts.

In 1941, Bryn returned to her native Germany, not to fight on one side or the other, but to protect her childhood friends from the ravages of the War, a task which met with only limited success. By the time she met Blade, she had been reduced to hiding in a cavern near Berlin in order to ensure her own safety. Believing that her home had been invaded, she beat the intruder senseless. Then she nursed him back to health. Blade had found the only woman who would ever

impress him, and he set out to win her heart.

In the years that followed the War, Bryn honed her talents and studied the application of medicine to peculiar metabolisms. By the 1980s she had become one of the world's foremost authorities on mutants, and was definitely the world's foremost authority on medicine for the Blood. Naturally, she has acquired the Blood Recognition factor and, due to her parentage, she ages at least as slowly as her husband.

Bryn has a tendency to behave in an erratic fashion. She might respond to a crude joke with cold hostility, a scathing rejoinder, or the sudden lofting of a Cadillac in the general direction of the jokester. Her first impulse when offended or attacked is to smash the offender; whether or not she follows through on that impulse depends on whether or not she makes her Ego roll in time. However, in spite of this peculiarity, she is far from unstable; she's certainly more stable than most of Blade's family.

Bryn is a noted authority on mutant biology, and can often be called into an adventure on that pretext. Since she doesn't register on scanners as a mutant, she doesn't share the risks that are taken by researchers who are mutants themselves. She also has a normal medical practice as a gynecologist. It's possible that her knowledge of obstetrics, gynecology, and pediatrics will make her a sought-after medic by super-beings who are in a family way.



SABRE

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
40	STR	30	15	EC—Blood Powers		30 x2 STUN vs energy killing attacks
20	DEX	30	15	2½D6 RKA, ¼ END, OAF ¹	2	20 x2 STUN vs magic
23	CON	26	15	2½D6 RKA (energy), ¼ END		20 Hunted ≤8 by Affrighter
14	BODY	8	15	OAF ²	2	20 Hunted ≤8 by Affrighter's agents
14	INT	4	15	15" Combat TP, x4 distance, x4 mass, ≤14, 1-segment delay	14	20 Overconfident
13	EGO	6	15	N-Ray Vision, Telescopic x100		20 Fear of breaking things, esp. people
13	PRE	3		≤14, 1-segment delay		5 1D6 Unluck
16	COM	3	10	½ END on STR		15 Secret identity
13	PD	5	15	½ Damage Resistance		37 NPC Bonus
12	ED	7	7	Mimic ≤14		
4	SPD	10	33	Linguist: native German, Ean, Greek; complete Spanish, French, Russian, Chinese, Arabic, Swahili, Bantu, Japanese; conversant Swedish, Italian		
13	REC	0	4	Pro Skill: Juggling ≤13		
46	END	0	5	Pro Skill: Translator ≤14		
46	STUN	0	3	Pro Skill: Stage Magician ≤12		
			3	Sleight of Hand ≤13		
(CHA Cost) 132 + 155 (Power Cost) = (Total Cost) 287 = Disadvantage Total						¹ Steel Marbles ² Any Blade

Sabre Carstairs, "who fares," was born in London in 1960. He's 6' tall, weighs about 220 lbs, and has brown hair and brown eyes. He looks like a younger and cleaner-shaven version of his father. For protection, he carries a handful of steel marbles; no policeman in the world would mistake them for weapons, but Sabre can flick them at supersonic velocities, and they're also good for juggling. He likes expensive clothes, Gilbert & Sullivan, and the good life in general.

Due to his maternal ancestry, Sabre is stronger than normal Blood, and his powers manifested themselves when he was only four, much sooner than he was equipped emotionally to handle them. Eventually, the necessity to control his strength led to a highly developed sense of coordination, but while young he couldn't play with other children lest he break them. Only after Peter Morgenthall came to live with Blade's

family did Sabre have any real companionship.

With his cousin Peter, Sabre shared an intense love of old movies. With his naturally versatile voice and a quick ear, Sabre soon became an accomplished mimic, and remains inclined to toss out a classic line here and there in the voice of the person who originally spoke it. Another benefit of his quick ear is his aptitude for languages. By the time he was three, he spoke perfect English, German, and Ean, and has added language after language in the years that followed. He's known to the U.N. as a brilliant linguist and talented translator for hire, so questions of linguistic importance may bring him in as a consultant. But he makes most of his money in sound studios, dubbing foreign films and cartoons, so any episode revolving around the film industry in New York or Hollywood might serve as well to introduce him.

SALA

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
15	STR	5	70	30D6 EB explosion, only along the ground, 12 per day, no range, requires 1 segment to prepare		30 x2 STUN vs bullets
15	DEX	15				30 x2 STUN vs energy killing attacks
20	CON	20	20	Multipower		20 Thrillseeker
15	BODY	10		2u X-Ray Vision		20 Hunted ≤ by Affrighter
20	INT	10		2u 10" Flight	2	15 Secret identity
20	EGO	20		1u 1D6 HKA (energy)	3	45 NPC Bonus
18	PRE	8		2u Invisibility	4	
28	COM	9		2u 4D6 Telepathy	4	
10	PD	7		1m Radio Hearing		
10	ED	5	9	Seduction ≤16		
4	SPD	15	4	4 pts English		
10	REC	6	4	4 pts French		
40	END	0	4	4 pts Polish		
33	STUN	0	3	Culture ≤13		
			4	Culture Knowledge France ≤13		
			2	City Knowledge Paris ≤11		
(CHA Cost) 130 + 130 (Power Cost) = (Total Cost) 260 = Disadvantage Total						



Sheila Kowalski Debray Morganthall d'Algeaux was born on Ean in 1910. She's 5'2", weighs about 115 lbs, and has flashing green eyes and luxuriant red hair. She's impulsive, quick-witted, and seductive. She's also an entertaining hostess who's inclined to throw her money around for effect. She looks to be in her early 30s, and prefers to be known only by her first name.

After she arrived on Earth, Sala went to New York, gathered a small fortune from favors thrown her way, and built a larger one through shrewd investment. By 1930, she had enough money to devote her life entirely to the pursuit of fun. She was particularly fond of men who belonged to the famed Empire Club, and may have been involved in some of the more scandalous adventures of the period. In the mid-1930s, Sala finagled papers, changed her name, and moved to Paris to be near her sister. She still led a life of thrill and amusement, but she was more circumspect about it. Evidently, the attack by Vyss in 1930 had taught her the value of caution.

To her own surprise, in 1952, Sala fell in love with a man named James Morganthall, an American electronics expert living in Ireland. She revealed to him the secret of her alien ancestry, married him, and bore him a son. She stayed with him until his death in 1970. In 1972, she married again, to wealthy industrialist Maurice d'Algeaux. Her relationship with d'Algeaux was affectionate, but it was more a marriage of convenience than of love, and d'Algeaux never acquired the Blood Recognition factor.

These days, the widow d'Algeaux again spends most of her time in Paris. She isn't likely to be the first Blood somebody meets, but if that's your intent then she's might be found at social functions in New York, Paris, Kingston, Rio, or any other fun city. She's not going to let on that she's superhuman unless something nasty happens. But if it does, then she'll be quite willing to "put her foot down." Sala's ability to generate extremely powerful earth tremors in localized areas could bring down any skyscraper in the world.



PHOSPHERE/PHANTASM

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
20	STR	10	20	Martial Arts		30 x2 STUN vs energy killing attacks
26	DEX	48	70	Multipower		25 Hunted ≤11 by a large group of agents
23	CON	26	3m	1D6 AP HKA, depends on teleport power	3	20 Hunted ≤8 by a criminal syndicate
10	BODY	0	16m	20" Combat TP, x16 distance, x2 mass, 1 floating location	14	10 Hunted ≤8 by the Bloodletter
10	INT	0	3u	N-Ray Vision		20 Loves to embarrass his enemies
10	EGO	0	2u	16" Gliding		20 Overconfident in single combat
10	PRE	0	1u	Instant Change		5 1D6 Unluck
12	COM	1	20	Full Damage Resistance, OIF		15 Secret identity
17	PD	13	8	13 pts Ego Defense, OIF		113 NPC Bonus
17	ED	12	8	7 pt Gadget Pool		
8	SPD	44	9	+3 w/ TP accuracy		
10	REC	2	10	Acrobatics ≤14		
54	END	4	5	Stealth ≤14		
32	STUN	0	5	Security Systems ≤11		
			5	Detective Work ≤11		
			3	Sleight of Hand ≤14		
			3	Streetwise ≤11		
			2	Familiar with pistols		
			3	Pro Skill: Writing ≤12		
			2	City Knowledge: New York ≤11		

(CHA Cost) 160 + 198 (Power Cost) = (Total Cost) 258 = Disadvantage Total

Richard McLean, "who tries," was born in 1952 in Brooklyn. He's 6'1", weighs about 185, and has brown eyes and black hair graying at the temples. He's lost most of his Brooklyn accent, but he still lapses into it occasionally.

Richard McLean's father was Tyrkan, who settled for a time in New York, briefly married, sired a son, then burned down a few blocks of tenement and left. After his mother died, Richard gravitated into petty crime and eventually came under the influence of a local syndicate chief. In 1981, a new particle-beam weapon slipped free of its housing and sprayed the laboratory, and Richard leaped in front of the beam to save his boss's life. When he awakened in the hospital, Richard was offered a deal by the district attorney's office: immunity from prosecution in exchange for state's evidence against the crimelord. Richard decided that he'd done enough for his employer, and accepted the offer.

Unfortunately, the crimelord got wind of what Richard had done, and decided to eliminate him. To his surprise, Richard didn't fall when he was thrown out of a seventh-story win-

dow; instead, he began to glide. Somehow, the particle beam had activated his latent Blood powers. Out of irritation at the murder attempt, Richard immediately set out to use his newfound abilities of teleportation, gliding, and see-through vision to bring his ex-employer to justice. As Phosphene, he wore a skin-tight black costume and fought petty crime. Eventually, he became the leader of a small superhero team.

During this period, Phosphene encountered Commodore, "Recognized" him, and learned about the Blood. When he suffered a minor nervous breakdown as a result of the tension involved in leading the life of a hero, he contacted his aunt Sala, who shook him out of his depression for a time with her no-nonsense approach to living life to its fullest, but the cure was only temporary. Eventually, the potential for madness which threatens all Blood caught up with Richard, and he began to consider how he might best use his special abilities not to help others, but to diminish them. He designed a new costume, all in red, with a layered flowing cape, and began a new life as Phantasm. As Phantasm, Richard

became adept at terrorizing the superhero community. His favorite tactics involved the complete humiliation of a hero, after which he would disappear, twirling the layers of his cape about him, leaving one behind for the heroes to keep as a souvenir. On one memorable occasion, Phantasm teleported into the headquarters of a super-team, rifled their medical records, concocted a knock-out drug keyed specifically to the team leader, kidnaped her out of the midst of her own birthday party, and caused her to reappear completely unclad in a stage magician's cabinet on live national television.

Eventually, Richard's former allies tracked him down and defeated him. After they verified that Phantasm was actually Phosphene, they were able, with the help of the Blood, to restore his sanity, but Richard was never quite the same man

he'd been before. These days, Richard fights crime in both his Phosphene and Phantasm identities; as Phosphene he's cool, a trifle hesitant, and rather pleasant; as Phantasm, he's aggressive, fast-thinking, and fast-talking. Except for his habit of humiliating villains, he's an honorable fellow; he cooperates with the police, aids other teams, and lends his expertise where it's needed.

He can be encountered as a non-player superhero, fighting and embarrassing criminals wherever he finds them. Alternatively, any detective adventure can feature his secret identity as mystery writer and amateur detective "Matt Quarry." Quarry has started to sell his titles to motion picture producers, so Hollywood adventures involving the studios might come to his attention while he visits the set.

COMMODORE

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
20	STR	10	50	Mastermind (Safe Harbor)		30 x2 STUN vs energy killing attacks
20	DEX	30	5	Vehicle (The Black Swan)		30 x2 STUN vs bullets
23	CON	26	10	Karate (Martial punch, kick, block only)		20 Hunted ≤8 by Affrighter
10	BODY	0	60	Multipower		20 Hunted ≤8 by the Bloodletter
18	INT	8	8m15"	TP, x2 mass, x2 distance	8	20 Berserk ≤14, Recover ≤11 when allies seriously hurt
17	EGO	14	8m15"	Flight, ½ END	1	20 Likes to fight
20	PRE	10	2u	Invisibility	4	20 Loves to romance
20	COM	5	3u	N-Ray Vision		10 Conceited
14	PD	10	1u	Telescopic Vision		10 Swashbuckler
14	ED	9	36	30 pt Gadget Pool		10 Powerful DNPC ≤14 (Marie Debray)
5	SPD	20	5	Gadgeteering ≤13		5 1D6 Unluck
9	REC	0	5	9 pts Ego Defense		15 Secret identity
46	END	0	10	½ Damage Resistance, OIF		61 NPC Bonus
32	STUN	0	5	+1 in HTH combat		
			3	Familiar with Firearms		
			3	Familiar with Blades		
			2	Marine Biology ≤11		
			5	Pilot: light aircraft, helicopters jet fighters ≤13		
			2	2 pts French		
			3	Sailing: galleon ≤13		
			3	Gunsmith ≤11		

(CHA Cost) 142 + 229 (Power Cost) = (Total Cost) 371 = Disadvantage Total



Peter Morganthall, "who sails the seas," was born in 1956, in Waterford, Ireland. He's 6'1" tall, weighs about 185 lbs, and has brown hair and brown eyes. He's a swashbuckling figure who sports Errol Flynn mannerisms and a devilish Flynn mustache. If Commodore develops an interest in some beautiful heroine, it will be almost impossible for the other heroes to avoid interacting with him. How does one get rid of a friendly fellow who teleports, has telescopic N-Ray vision, and flies around in invisible ships?

Peter Morganthall spent the first several years of his life in Waterford, and still has an Irish accent. From his father he gained his aptitude for mechanics and electronics, and from his mother he gained a keenness of mind that enabled him to exceed even his father's talents. He makes the bulk of his money inventing innovative marine-oriented devices and, as Peter Morganthall, might be consulted by player characters on any matter concerning electronic devices.

As far back as he can remember, Peter has been entranced by the sea, and by the romance of swashbuckling adventurers of the cinema and fiction. After his father's death and his mother's remarriage, Peter spent the next several years in

New York living with Blade, Bryn, and Sabre. There he learned how to use the firearms in Blade's private collection, and the art of the cutlass under Blade's tutelage.

His training, coupled with his good looks and his romantic nature, would have made Peter an ideal actor to cast in the few swashbuckling adventure movies being made these days, but he wanted to live his fantasy, not play it. After spending a few years with Blade's clan, Peter enlisted in Britain's Royal Navy. There, he honed his electronics ability and learned to pilot jet aircraft. After his term was up, a chance encounter with a wealthy shipping magnate in the Caribbean led to an interesting offer: money and technology would be supplied and Peter would have the ship he wanted if he would perform certain services involving the retrieval of escaped supervillains. Combining his own inventiveness with the technology and money available to his patron, Peter constructed two ships styled after 16th-century Spanish galleons. The first, the *In Like Flynn*, was capable of submerging and cruising underwater at 75 knots; the second, the *Captain Blood*, was capable of flying at 100 mph. Both ships could become invisible at the touch of a button.

Commodore—the only name by which Peter was known to his patron—undertook his first action soon after the galleons were built. Taking the submersible, Commodore set about his task, only to find that the “villain” he was supposed to retrieve was Phosphene, who was not only a well-known superhero, but who turned out to be one of Commodore’s cousins. After escaping from Phosphene’s teammates, the angry Commodore returned to his “benefactor,” tore up the construction facility, reclaimed his notes, and took the *Captain Blood*.

Commodore has decided to live his pirate’s life for real, but he chooses not to prey on the innocent. Instead, he stalks and sinks drug-runners, terrifies tuna-fishers of the dolphin-slaying variety, and otherwise picks on the bad guys of the high seas. The authorities officially deplore the vigilante tactics of the Commodore, but in practice they turn a blind eye to his actions. In addition to cutting down the drug trade, Commodore has performed some harrowing rescue missions in hurricane weather, which has endeared him to the civilian population. Commodore is not technically a superhero, but

he interacts with them on a regular basis, and can often be persuaded to provide assistance when circumstance warrants, especially if there are beautiful heroines to impress, seagoing villains to fight, or new technology to absorb.

Unfortunately, we don’t have room to provide you with details on “Safe Harbor,” the Commodore’s small, rocky, island headquarters in the Caribbean, or on his ships and crew. He has added a 15’ single-masted ship called the *Black Swan* to his fleet, and his crew is a tough, tenacious group of freebooters, but specific details will be found in the upcoming *Masterminds* supplement.

Our modern-day pirate is extremely easy to bring into adventures. Anything dealing with the seas might attract his attention. He can also be found at the occasional Errol Flynn Film Festival, or at any cinematic event involving his seafaring obsession. While he confines his nautical activities mostly to the Caribbean, he likes to spend time in the big cities—a taste he probably picked up from his mother. His habit of breaking innocent men out of jail could throw him up against an unsuspecting group of player characters.



MARIE DEBRAY

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
15	STR	5	20	EC—Prescience		30 x2 STUN vs bullets
15	DEX	15	20	Danger Sense ≤21		30 x2 STUN vs energy killing attacks
18	CON	16	20	Precognition ≤16		20 Hunted ≤8 by Affrighter
15	BODY	10	20	+16 to DCV in combat, depends on Danger Sense		20 Hunted ≤8 by the Bloodletter
15	INT	5	20	4D6 Telepathy, ¼ END, invis 1		20 Irr need of family
15	EGO	10	38	32 pt Gadget Pool		15 Hyperactive
13	PRE	3	5	Aikido (Martial block, dodge, throw only)		8 Feels alienated
18	COM	4	5	Paramedic ≤13		5 Unusual looks ≤8
8	PD	5	2	Blood Medicine ≤11		1 NPC Bonus
8	ED	4	2	Medicine ≤11		
4	SPD	15	3	Familiar with Firearms		
7	REC	0	2	Pro Skill: Sailor ≤11		
36	END	0				
32	STUN	0				
(CHA Cost) 92 + 157 (Power Cost) = (Total Cost) 249 = Disadvantage Total						

Marie Debray, “who wards the unseen,” was born in Paris in 1962. She’s 5’7” tall, weighs about 135 lbs, and has brown eyes and black hair. Marie has the “sport” Blood ability of precognition. She lives in two times: the here-now, and a few seconds in the future. She often has to bite back from answering a question which hasn’t yet been asked. She often sees herself in the future answering a question which has been put to her, and sometimes neglects to answer, thinking that she’s already done it. To one who doesn’t understand her, she can seem very strange, indeed.

Marie and her twin brother, Jacques, were the children Affrighter stole from Jilen. For years, Marie was able to resist Affrighter’s techniques of persuasion because she was able to anticipate what he would do, but Jacques was not so lucky. By the time Jacques faced Commodore in the service of Affrighter, he was totally evil, probably unredeemable, and Commodore had to kill him or be killed himself. Marie joined the crew of the *Captain Blood* as Commodore’s second mate, and Affrighter added them to his list of people to be destroyed.

Marie is hyperactive. She’s unable to relax when many peo-

ple are about, because she’s seeing too many possibilities all at the same time. Nevertheless, her power does yield some specific advantages. Because she can see a couple of seconds into the future, she has a phenomenal Danger Sense, and she is horrifyingly difficult to hit in combat.

Marie will show up in almost every adventure involving the *Captain Blood*. How great a role she plays depends on how well the player-characters react to her. She can also be encountered in whichever psychic research institute is most commonly used in your campaign, as she tries to understand the nature of her ability to see images of the immediate future. She has lived with Blade and Bryn, and is very interested in medicine. She’s likely to become the next expert on Blood physiology.

Because so many people are put off by her solemnity and her strange manner, Marie has a tendency to become very attached to people who treat her well. She bears Commodore no ill will regarding the death of her twin; she blames Affrighter for it. Any occasion that brings Affrighter together with the Commodore and Marie is bound to lead to violence.



AFFRIGHTER

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
28	STR	18	20	EC—Psi/Blood Powers		35 Berserk ≤14, Recover ≤8 when thwarted
23	DEX	39	20	3½D6 RKA, x32 END Bat		30 x2 STUN vs energy killing attacks
23	CON	26		OAF (looks like top of scythe whirling toward victim)	11	20 x2 STUN vs magic
23	BODY	26		16D6 Mind Control, fear only, x8 END Battery	16	30 Hunted ≤11 by the Commodore and the <i>Captain Blood</i>
15	INT	5	20	FF (16,16), ½ END	3	30 Hunted ≤14 by the Bloodletter
25	EGO	30	20	15" TP, x256 distance, x2 mass, 5 locations, ≤11	16	25 Hates everything decent
20	PRE	10	10	13 pts Ego Defense		25 Obsessed with achieving apotheosis
6	COM	-2	20	17 pt Gadget Pool		10 2D6 Unluck
20	PD	16	4	Science: Magic Research ≤13		15 Unusual looks ≤14
21	ED	16	4	Science of Apotheosis ≤13		10 Public identity
6	SPD	27	50	Mastermind (for thugs and HQ)		85 Villain Bonus
11	REC	4				
50	END	2				
59	STUN	10				

(CHA Cost) 227 + 188 (Power Cost) = (Total Cost) 415 = Disadvantage Total



Okor, "who affrights," was born on Ean in 1901. He's 6' tall, weighs 140 lbs, and has slimy brown eyes and thin white hair. His face is repulsive, and so is his manner. The Blood on Earth say of Affrighter that his only problem is that he hates anybody who's smarter, better-looking, or nicer than he is. Unfortunately, nobody's worse. Affrighter is not an epic villain, but he's tenacious and durable. His choice of costume—the cloak and hood and scythe of Death—coupled with his skinny, nasty pale face provides him with a formidable image.

Affrighter has taken his father's word that Earth is his playground to new levels of dementia, and has for the last fifty years abused his toys to find ways to increase his power. You'll find him embarking on any mad scheme appropriate for a megalomaniacal supervillain, especially one which could gain him some mystic or forbidden knowledge. He's usually leading some group of supervillains who fit in with his deathly image, often with mercenary backups. Inevitably, he'll come up with some new plan to gain godlike powers; inevitably,

his plan will fail; inevitably, he'll try again. Affrighter doesn't maintain a permanent headquarters; he'll house his henchmen in whatever warehouse or barracks he can afford when he doesn't have enough money for really plush digs.

Baffled by his inability to sire children, Affrighter has instead attempted to kidnap his neices and nephews and raise them to follow his desires. If any Blood in your campaign, whether PC or NPC, has a child, count on Affrighter to attempt a kidnaping. Any time Affrighter meets a member of his family, a full-scale combat is likely to ensue. He doesn't really hate them, except for Commodore, but there's a lot of bad blood. An accidental encounter will result in polite inquiries regarding one another's health and latest doings, Affrighter will insist that his sibling help in the execution of his latest plan, the sibling will decline, and Affrighter will resort to force. So far, he's survived internal injuries courtesy of Blade, a horribly smashed leg courtesy of Bryn, and the sudden descent of a Budapest tenement courtesy of Sala.



BLOODLETTER

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
20	STR	10	120	80 pt Variable power pool		10 x2 STUN vs Flame
25	DEX	45	15	Magic Skill ≤15		30 Hunted ≤8 by Com- modore and the <i>Captain Blood</i>
23	CON	26	15	2D6 HKA, OAF	6	30 Hunted ≤8 by Affrighter and his minions
20	BODY	20	10	+5" Running		25 Driven to kill Blood
18	INT	8	2	+1" Swimming		20 Overconfident
18	EGO	16	15	3D6 Luck		10 2D6 Unluck
20	PRE	10	5	Detective Work ≤13		10 Competent DNPC ≤11 (daughter)
20	COM	5				15 Secret identity
10	PD	6				100 Villain Bonus
10	ED	5				
5	SPD	15				
10	REC	2				
46	END	0				
42	STUN	0				

(CHA Cost) 168 + 182 (Power Cost) = (Total Cost) 350 = Disadvantage Total

Kent Veiss was born in 1925, though he possesses some aspects of the mentality of a man born eighty years earlier. He's 5'10" tall, weighs about 195 lbs, and has brown hair and brown eyes. As the Bloodletter, Kent is the enemy of all Blood on Earth. He's a coldly scientific, capable, and versatile enemy; the Terran Blood can't relax so long as he's around. As Dr. Kent Veiss, the Bloodletter writes texts on ancient cultures and history, and tours the country giving lectures on the college circuit. This provides him with opportunities

to investigate Blood activities throughout the United States, and occasionally abroad. His personal staff consists of his secretary, Andrea, who also happens to be his daughter.

The Bloodletter's greatest failing is his extreme overconfidence. He also has a disadvantage that isn't reflected in his point total, since it's extremely unlikely it would ever come into play: were he ever to believe that he had succeeded in his mission to eliminate all Blood on Earth, then Kent Veiss would end his own life.

AZOR

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
30	STR	20	50	EC—Blood Powers		10 x1½ STUN vs light-based attacks
15	DEX	15	50	16D6 Mind Control, ½ END	8	15 Berserk ≤14, Recover ≤14 when disobeyed
28	CON	36	50	3" r. Darkness, impervious up to Radar, Reduced END	2	40 Hunted ≤14 by the Council of Nine and their followers
20	BODY	20	50	FF (32,32), hard, ½ END	8	20 Extremely rigid thinking
30	INT	20	50	15" TP, x64 mass, inter-dimensional, 10 locations	18	20 Unrelentingly evil
26	EGO	32	62	50 pt Variable power, warding magic, imprisoning powers or defenses only		8 Always keeps his word
6	PD	0	15	Magic skill ≤20		8 Very paranoid
6	ED	0	13	Persuasion ≤20		15 3D6 Unluck
5	SPD	25	14	Knowledge: Warding Magic ≤23		354 Villain Bonus
12	REC	0	50	Mastermind: Legions of Ean		
56	END	0				
49	STUN	0				
(CHA Cost) 186 + 404 (Power Cost) = (Total Cost) 590 = Disadvantage Total						



Azor, "who draws the dark," was born 20,000 years ago. He's 5'4" tall, weighs about 160 lbs, and has black hair and black eyes. He's short and stocky, with striking features including sharp cheekbones, a prominent nose, and arresting eyes. He wears black robes with gold and silver trim, carries a ceremonial dagger, and is constantly alert for danger or treachery. Normally, if combat threatens, Azor will teleport to safety and summon followers to deal with it. If a situation arises in which he cannot escape, he'll turn his mental powers against the most dangerous opponent, and try to force his victim to turn on his enemies. His expression is fevered, and when he doesn't keep himself under the strictest control it should be evident to any perceptive observer that he's borderline psychotic.

If you have *The Great Super-Villain Contest*, but haven't yet played it, you can use it as an ideal vehicle to introduce the Blood. Your heroes will encounter Affrighter, who is earning points on the "bad" side. Phantasm will be earning them on the "good" side. Meanwhile, Blade, Bryn, and Sabre have twigged to the name of Azog, recognizing it from Ean legend as the name of one of Azor's patrons; your heroes could bump into these good Blood as they attempt to research the mystical side of the GSVC. Azor himself will probably be assisting the Crimson Claw, and may actually be the one providing the minions that the Claw uses; if Azor hasn't already escaped from his dimensional prison, then the Emerald Eye may be crucial to his plans to do so.

When Azor returns to Ean, he'll resume his efforts to free the beings who gave him his powers. Within the year, thanks to secrets he discovered during his millenia of exile, he will

be ready to break the seals that imprison them. In the meantime, he'll be reveling in the adoration of his people. He won't notice that, after a time, that adoration will slacken. When he first returns, he'll be hailed as the All-Father and accorded godlike status, but as he reasserts his rule and begins to grind down the mere humans, who have accumulated too much power to suit his tastes, and restores warfare as a tool of diplomacy, discontent will begin to rise.

The Council of Nine will have escaped from Azor's immediate grasp, and will begin spreading the word that Azor is not what he seems to be. Rumors of Azor's excesses will abound, and revolution will be in the air. Azor will have his Legions of Ean to deal with armed rebellion, but these fanatically loyal soldiers will not be able to change by force the minds of those who have realized what Azor is. Only after his Terran benefactors are freed will Azor militarize the entire population and seek to conquer other worlds in a logical extension of his original aims to conquer and rule, conquer and rule. Until then, the Council may be able, with help, to strike against him.

You'll notice by looking at his character sheet that Azor is formidable, but not powerful enough to carry thousands of tribesmen from Earth to Ean. This is because his power is waning. He doesn't realize it, though. The beings who gave him his power were clever enough to allow for failure and betrayal; they set things up so that if Azor hadn't succeeded in freeing them within a reasonable period of time, he would weaken and die. Azor's immortality was conditional; if this last effort to free his benefactors fails, he won't be around much longer.

SCENARIOS



APOTHEOSIS NOW

"Apotheosis Now" is a scenario for five to seven *Champions* characters of moderate power levels. It's designed to introduce the characters to Affrighter, and get them involved in the affairs of the Blood. It presumes that the characters have no knowledge of the Blood thus far.

THE SITUATION

Affrighter has found yet another key to his apotheosis. This time it's a document written by a Roman soldier in the time of the Roman occupation of Britain. The document provides details of a pagan ritual that involved human sacrifice in exchange for great magical strength.

Affrighter has decided to recreate the sacrifice a hundred-fold and gain enormous mystic might. He and his supervillain allies have chosen as their target the Homecoming dance which takes place tonight in the student center at the local university or college.

GETTING YOUR CHARACTERS INTO THE STORY

If one of your characters has a college-aged DNPC, that fellow might have been resourceful enough to escape before escape became impossible, or might have been able to activate a signaling device before one of the bad guys noticed and broke it.

Or, if one of your characters is a college-aged hero, he could have been arriving at the dance just as the bad guys came charging in, giving him an opportunity to run off and notify his teammates or try to take on the villains himself.

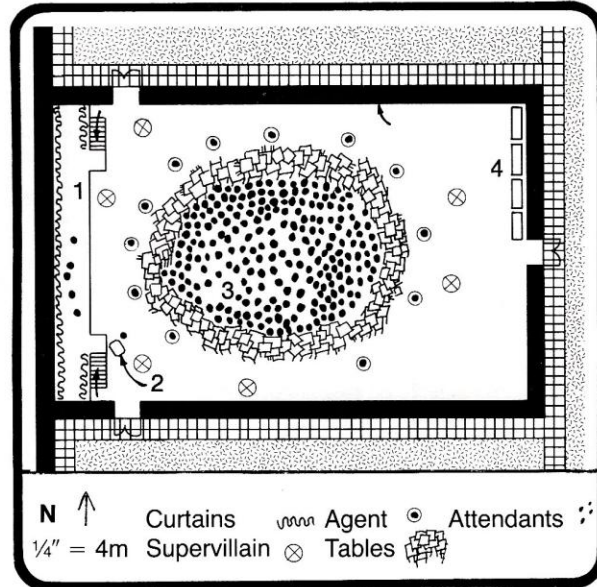
Or, while on a routine patrol, a hero could simply notice that something's not right at the Student Union.

Or you could give the heroes some advance warning. Back up a day or two and have a famous archeologist or translator call the heroes from his hospital bed to tell them that the supervillain known as Affrighter has stolen a manuscript from him. His description of the manuscript's contents should clue the heroes in on Affrighter's plans, and their investigations should lead to the scene of the crime on the big night.

THE SETTING

The map for the scenario shows the dance floor where most of the action will take place. Note that the scale here is one hex per ten meters, not the usual one hex per two meters.

(1) This is the stage, raised about four feet above the floor. Music was being provided by live musicians until Affrighter crashed the party. The band—two guitars, bass, drums, and an attractive female vocalist—has been told to shut up and stay on stage. The drummer, though, will eventually try to slither out of sight behind his drums, and leave. Affrighter is going to allow the band to witness the ritual sacrifice, then offer them their freedom if they'll agree to record a ballad based on the event.



(2) This is a podium dragged off the stage and set on the floor. Affrighter will be standing before it, studying his stolen manuscript before he attempts the ritual. If a laser or flame blast sets the document aflame, your characters will have the pleasure of seeing Affrighter's face twist in frustration and anger. He hasn't taken time to make a copy.

(3) All the rest of the dancers and the other attendees have been herded into the middle of the room, with the hall's tables stacked around them to form a barricade. The victims-to-be haven't yet seen the dozen or so five-gallon cans of gasoline that Affrighter's men have brought in. The gasoline will be poured all over the barricade and the victims, then set alight.

(4) These four tables have been left standing. They're the caterers' tables, stocked with spiked punch, small sandwiches, crackers and cheese balls, and all the other edibles usually present at such events.

The "X"s note the positions of the supervillains on the scene. The doors have been barred. This room is two stories tall, with a bank of windows at the top of one wall. The walls are DEF 5, BODY 3.

AFFRIGHTER'S MINIONS

Affrighter will have six superpowered minions and a dozen heavily-armed mercenaries assisting him on this enterprise. For the mercenaries, use VIPER Assault Agents from the "VIPER's Nest" scenario included with your basic *Champions* set. These aren't really VIPER agents, but they can be similarly equipped. For the super-powered minions, pick half a dozen appropriately repulsive villains from any source. Some possibilities might include:

From *Champions*: Brick, Dragonfly

From *Enemies*: Wyvern, Leech, Hideous

From *Enemies II*: Plague, Grond, Slug
 From *Enemies III*: Demonfire, Jabberrock
 From *Escape from Stronghold*: Ripper
 From *The GSVC*: Brother Basilisk, Void.

OPTIONS AND CONCLUSIONS

If left to his own devices, Affrighter will study the manuscript for a while, then order the supervillains to pour the gasoline. The students will be frozen for a moment in horror, then make an effort to push the wall down before being set afire.

This would be a pretty grisly scene. That's why we have superheroes to stop it. The best time to bring the heroes in would probably be just as the jugs are going galup-galup-galup, with most of the villains gleefully pouring away, Affrighter reading aloud in Latin, and one of the villains holding a lit match. This gives the bad guys some hostages and some leverage over what may be superior heroic forces, and should slow the heroes down long enough to negate any advantage of surprise.

The scene can then be played out to its inevitable conclusion, with superheroes fighting supervillains, a desperate struggle to keep a skittering Zippo lighter from sliding under the tables and into the gasoline, special effects of rain and lightning outside the building as a consequence of the spell being enacted, and so on.

Of course, none of this by itself will tell the characters about the Blood, so you should have a "good" Blood available somewhere, assuming that you don't already have a player character along who "Recognizes" Affrighter. Commodore may have attached himself to the team in relentless pursuit of its most attractive female member, or could be following them in the *Black Swan* in the hope of unraveling the technology used by a gadgeteering hero. Alternatively, Marie Debray could be elsewhere on campus, in the college's parapsychology laboratories when the scenario begins. In either case, we have a circumstance which will introduce the player characters to both varieties of Blood. Naturally, once the villains are defeated, these good Blood are going to try to leave in order to avoid answering embarrassing questions, such as why at one point Commodore referred to Affrighter as his uncle. This will further whet the heroes' appetite for solutions to the mystery.

RETURN TO EAN

"Return to Ean" is a scenario for five to seven Champions characters of moderate power levels, but it could accommodate a different number. It's designed to give characters who have met the Blood some insight into their background.

MUTANT-SCAN AND MINUTEMEN

At some time, your characters will be encountering Blood, either in friendly circumstances or in combat. Suddenly, a group of mutant-kidnaping Minutemen robots from the *Enemies* book will come crashing through the nearest wall. If you don't have a copy of *Enemies*, you can design something similar by spending 650 points and giving your robots enough power to capture and render unconscious just about any type of hero there is. Provide one for each player character in the scenario.

A scan by the agency that built the Minutemen has revealed the presence of a mutant in this area, and the robots have been dispatched to apprehend him. The Minutemen are also under orders to capture any non-mutant superheroes who may be present in order to find out whether or not human

heroes can be persuaded to join the anti-mutant cause. Naturally, one of the "mutants" being scanned is the Blood in your midst. If there are more, all the better; the Minutemen will show great robotic enthusiasm as they accomplish the task for which they were built.

If you want to make things rough on your heroes, start this scenario right on the heels of the last one. Your heroes are standing around, comforting gasoline-drenched teens, tying up the bad guys, trying to keep the Commodore from slipping away, when the Minutemen burst in. Less than one minute later, all the super-beings who'd been in the room, villains included, are being flown away, each contained in the belly of a Minuteman.

As our heroes are waking up from their pounding, riding comfortably but helpless in the Minutemen's bellies, watching the view through conveniently placed screens, the view changes. The scene flickers and becomes a pastoral setting of small villages and tilled fields. The Minutemen crash to earth, and their captives are free, for the moment, to roam the green hills of a land they'll very quickly realize isn't Earth.

COMPLICATIONS

It has not been forgotten on Ean that a Blood family escaped to Earth. After a sufficient time had elapsed in which the Bloodletter commissioned to deal with the problem should have finished his task, Blood sorcerers were instructed to prepare a spell that would make certain nothing had gone wrong. Any Blood remaining on Earth would be located and drawn across the dimensions to Ean.

Option One: The Blood sorcerers have succeeded in locating Terran Blood, but somehow, in crossing the dimensional boundaries, their magic has been amplified. The spell affected a large area, not just an individual, and brought the whole shebang to Ean. The Minutemen were knocked for a loop by spasming electromagnetic fields, and their boot jets carried them miles away from the sorcerers, out of sight, before they crashed into the forest with their captives.

Option Two: The Minutemen could have been scattered by the spell, flying off in all directions and crashing miles apart. In this way, you'll have small groups of characters not only trying to elude capture, but also trying to get back together.

Option Three: If any supervillains were captured along with the heroes, the GM should encourage the heroes to cooperate with them for the time being. After all, they're in this together. If the heroes are stubborn, confront them with something they can't defeat by themselves, such as a howling pack of Blood sorcerers, and let the villains clamor to be freed as the heroes start dropping like flies.

Option Four: If the Minutemen aren't completely destroyed, then their self-repair circuits will kick in. If you don't want the heroes to destroy all of the robots, as they're likely to do if given the opportunity, you can avoid that by having some of the Minutemen eject their cargos as they nose in for a crash-landing; cargo and Minutemen will land in different places. When the Minutemen finally recover, they'll start sensing "mutants" all over the place, and go hog-wild. This could either be a pleasant distraction for superheroes trying to escape from the Blood, or a nuisance if the Minutemen come after the heroes.

Option Five: If Azor hasn't already escaped from his dimensional prison, then *he* may have been the reason the sorcerers' spell went awry. When the sorcerers reached out to Earth, Azor latched on to their magic and caused himself to be drawn back to Ean as well. This option can be used to good effect by presenting the heroes ultimately with a choice between two evils. If the Council of Nine is out to kill or otherwise neutralize anyone who has knowledge of Earth, then Azor will be more than willing to oppose them in this,



of a sequel. . . .

to leave their characters behind, there's always the possibility see again. If, after it's all over, some of the players do choose to agonize over the familiar sights of home that they'll never fight or because they've developed emotional ties to the place, who choose to remain on Ean, whether to continue the good to return home, even if that isn't true. This allows characters characters to believe that this will be their last opportunity ever back to Earth, it's in the tradition of the comics to allow the Whatever the means chosen to send the player characters an interesting adventure.

on the libraries of Azor's palace might provide players with key to success; they know the way back, and a desperate raid or the Council. Here, too, the Council or Azor would be the cause the teleporting character to fall into the clutches of Azor would be allowed a Skill roll at -5. Failure to make the roll could as Interdimensional Tracking or Dimensional Knowledge to make it home. Characters with an appropriate skill such could be required to roll from a base of 3 on 3D6 in order spells erected by the Council are still intact. Most characters might be substantially more difficult because the guarding could, of course, leave Ean at any time. Finding Earth, though, (4) Heroes with their own Interdimensional Teleport abilities that may be capable of making the trip back.

struck it into a one-shot interdimensional teleportation device a very good gadgeteer might be able to reprogram and recon- retained in the memory of a destroyed Minuteman robot that (3) Enough sensory detail about the journey here could be too much about Ean to be allowed to leave.

under too many circumstances to send the heroes home; they know far done only as a last resort. Azor would not be willing to send the heroes home in order to get them out of the way, but this would enemies. Under duress, the Council may agree to send the as they have some use for the heroes, or consider them the heroes home, but they won't be inclined to do it as long when it's over.

(2) The Council of Nine knows enough about Earth to send (1) Pathfinder might be available to lead them back. If he happened to be the Blood who precipitated the whole affair, when he'll be around from the start. If not, he can show up to Earth.

Ean, there are several methods available for them to return

THE RETURN TO EARTH

When the heroes have decided that they've finished with mutant threat!

with this massive, incomprehensible, and hitherto-unknown robots may have dug themselves out a base in the Azor's to add an element of unanticipated danger, the Minutemen the more redeemable villains who got dragged along. And, Blood characters, or could adopt for the time being one of that brought people to Ean can be encouraged to design who didn't have characters involved in the initial adventure and partisan Blood being encountered on both sides. Players underground, perhaps a few villains working with the enemy, a hand in freeing Ean from the oppressive rule of Azor or the Council (or both). This could evolve into a full-fledged cam- The heroes might become convinced that they have to take depending on how many Blood there are on Earth.

ture might take several gaming sessions to accomplish, or to help free Ean from the mad oppressor Azor. This adven- either to safeguard Earth from menaces such as Affrighter, to return to Earth to bring back more unpredictable Blood,

The Council might contact the heroes and persuade them

that could be finished in a single gaming session.

magical abilities to get home. This would be a one-shot adven- Blood sorcerers, the Legion, and Minutemen, gather up any heroes might simply try to recapture escaped villains, elude The adventure itself can take any course you wish. The

THE ADVENTURE

weaker, smarter, dumber, faster, slower, or otherwise differ from characters. Just as with humans, any Blood can be stronger, look like, and it will serve as a framework for your Blood player aren't etched in stone. But if you meet a member of the Blood on a street in Ean, this is probably very close to what he'll Naturally, these characteristics, powers, and disadvantages

VAL	CHA	COST	END
20	STR	10	40
23	DEX	39	8
23	CON	26	2
15	BODY	10	8
15	INT	5	8
15	EGO	5	8
15	PRE	5	8
16	COM	3	8
10	PD	6	8
10	ED	5	8
5	SPD	17	8
11	REC	4	8
46	END	0	8
37	STUN	0	8

Cost	Powers	END
40	Multipower: Blood Powers	8
8mHKA or RKA w/energy effect		2
1 uD6 Telepathy		2
3 u-N-Ray Vision		2
8m30" Teleport, x2 distance, x2 mass		8
100 + Disadvantages		8
30	x2 STUN vs energy killing attacks	8
20	Hunted ≤ 8 by Bloodletter or Affrighter	8

Here's a set of stats and powers for a typical Blood:

mobilized and wandering all over the picturesque terrain.

resources to look for the heroes; units of the Legion will be characteristics. Naturally, the sorcerers will be using all their the Power Pool in half, but give them Blood stats for their Use the Bloodletter as a basis for the Blood sorcerers; cut in their midst, or use Telepathy to get their meanings across. English. The heroes will have to depend on the Terran Blood with few cities but lots of villages. Naturally, no one speaks lakes and rivers. The land is pleasantly hilly, mostly farmland land in the "forest," some will land in the swamp, some will of Azorites, not fifty miles from Azor's mad palace. Some will The heroes have crash-landed in the middle of the nation

THE SETTING

ing to modify the strictures against Blood traveling to Earth.

able to help the heroes return home, and may even be will- are willing to help against Azor, then the Council might be opposed to Azor, and will be desperate for help. If the heroes the Council will be the leaders of a Blood underground Earth so that he might tap them for information. In this case, cil, who instructed the sorcerers to summon the Blood from have taken full control of Ean, and it will be he, not the Coun- Option Six: If Azor has already escaped, then he'll already he's not as wise and just as he pretends to be.

which Azor will betray himself and the heroes will realize that association with his "friends," a circumstance will arise in true nature. It's always possible, however, that in any close Azor regains control of the planet will he willingly reveal his worship Azor as a god. Only after the Council is deposed and the Council ever knew the truth: the common folk of Ean still legend, has always been portrayed as a divine being. Only impression will be reinforced by the fact that Azor, in Ean and may at first appear to be one of the good guys. This



DR. McQUARK

THE HISTORY OF DR. McQUARK

In the year 1949, a famous costumed adventurer of the 1930s and 40s finally married, and settled down to a normal life with the woman he loved. Five years later, their son was born. Everything seemed to be going well for him and his family until the day his arch-foe, Howard Castleman, was released from prison. Castleman vowed vengeance on his old adversary, and swore that he would never rest until that vengeance was accomplished. Upon hearing of this threat, the crime-fighter took precautions. He changed his name and moved his family west.

After a fruitless and time-consuming search for his enemy, Castleman changed his tactics. Instead of spending his own efforts looking for his target, he would utilize others to do his dirty work for him. He offered his scientific genius to the fledgling VIPER organization in exchange for the use of their power and influence. Unfortunately, in 1962, before the job could be done, Castleman died. A power struggle between two rival factions of VIPER ended with Castleman on the wrong side. Castleman never knew that his old adversary had died a natural death a good two years earlier.

Thus, young Elias James "McQuark" was able to grow up in relative safety, with no interference from the legacies of his father's past. Until he was 20, when his mother told him the truth upon her own death-bed, he had no inkling of his parents' background, but he did inherit his father's brilliant mind and his mother's remarkable talents of self-discipline. He finished high school at the age of 13, and earned his first PhD when he was 19. He went on to various other universities, and collected four more doctorates.

But young Dr. McQuark never had a great respect for the traditional forms of learning. He was a poor lecturer, and worse at project management. Much of his work was based on his own esoteric theories and experiments, and this made it difficult for him to get his papers published. Despite his brilliance, he was never able to achieve tenure, and so was obliged to move from faculty position to faculty position in search of support for his "outlandish" research. Eventually, he ran out of options in academic circles. Still, undaunted, he continued his work, studying on his own and selling industrial patents to support himself.

Then, in 1979, VIPER came across information that put them on the trail of Elias's father. When they learned who Dr. McQuark was, they kidnaped him and made him an offer: work for VIPER or die! McQuark never seriously considered using his talents for evil, but he stalled for time, hoping against hope that something would happen to save him. Just as VIPER's patience ran out, just as they were about to execute him, a new superhero who called himself Radion discovered VIPER's hidden base and burst in to save him. Dr. McQuark's faith in Providence had been rewarded.

Thereafter, Radion and Dr. McQuark became fast friends. In an effort to show his appreciation for everything Radion had done for him, McQuark tried to think of a way to help Radion and other heroes in their efforts to smash organizations like VIPER. The best way to do it, he decided, was to provide materiel support. With the income from his patents, he bought some land and built a workshop. Later, he took on government contracts and expanded his operations. As his reputation grew, so did his business. He added a vehicle section, purchased more land, and hired some specialists who seemed to share his convictions regarding the need to support good works. Now, although governmental and scientific institutional contracts provide the major source of income for Dr. McQuark's organization, the development of crime-fighting aids takes precedence over all other projects.

Recently, McQuark held an open house at his new facilities, a "grand opening" designed to introduce his services to potential new customers. He placed ads in major magazines and newspapers, so it will be easy for the GM to assume that player characters have heard about him. Dr. McQuark's Superhero Supply and Gymnasium stands ready to aid the forces of justice in any way it can. No true hero is turned down if his need for Dr. McQuark's services is great. DMSS&G is despised by villains and praised by heroes. It is a strong ally in the fight against injustice!

So invite your players to come in and browse; the staff is always eager to please. But be sure to phone for an appointment first! Unexpected arrivals can lead to sudden surprises. Services are fully guaranteed or your money (and Experience points) back. They're in the yellow pages.

SUPERHERO SUPPLY AND GYMNASIUM

Dr. McQuark's Superhero Supply and Gymnasium provides an alternative for heroes who require special gadgets or vehicles, or who need the use of laboratories and training facilities in order to wage war against the forces of evil. Dr. McQuark will provide services to any hero who has a good reputation, and may even be willing to help a hero who hasn't stayed on the straight and narrow. Dr. McQuark is very sympathetic to people who value justice even above the law, and will provide assistance so long as he's convinced that his efforts will not be misused. Only occasionally will Dr. McQuark ask a hero who's used his facilities for a favor in return.

If you've ever had one of your players come up to you and ask how he can convert 15 unused Experience points into a vehicle, now you can send his character to Dr. McQuark. The gadgeteer who's looking for new gadgets to add to his gadget pool will have a marvelous time browsing in the shop. In an emergency, the VIPER hunter who needs a gimmick in order to foil that criminal organization's latest plot may be able to find exactly what he needs sitting on a shelf in the

back room. While DMSS&G specializes in services for independent heroes, even already established groups can use the facilities, either to do research or to have research done for them; sometimes even a group that has enormous resources will lack something specific that they need.

BUILDING DEVICES

If a character has a specific device in mind that he wants Dr. McQuark's organization to build, the GM will have to arrange a meeting between the character and one or more of McQuark's technicians. After that meeting, the technicians will spend some time drawing up plans if the blueprints haven't already been provided by the character. On a successful technician's Skill roll, blueprints will require approximately the amount of time listed in the chart below:

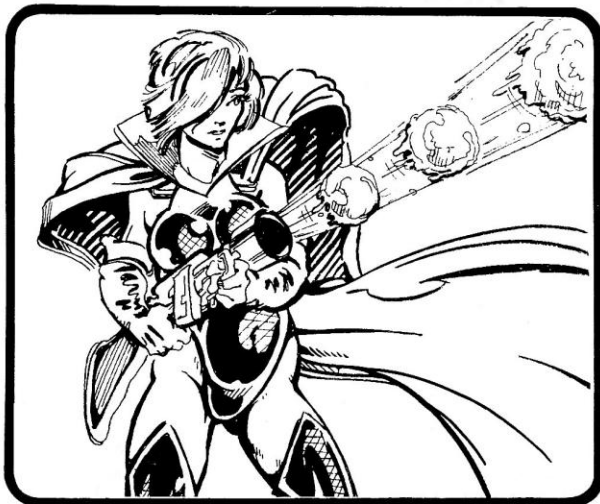
Normal gadget	1 day
Complex gadget	3 days
Ground vehicle	7 days
Air vehicle	14 days
Specialized or complex vehicle	21 days
Research required	+5 days
Prototype part	+3 + Active points/15 days
Unusual design	+2 days
Standard design	-3 days

If the Skill roll is unsuccessful, it will take substantially longer for a technician to produce a usable blueprint. Figure an extra day or so for a gadget, an extra week for a vehicle. This chart assumes that a technician has a standard workload; if there's a heavy schedule to be met, add some time. If, however, there's a very light schedule, or for some reason Dr. McQuark has instructed the technician to give a project top priority, the time could be cut as much as in half.

If more than one technician is required on a project, each portion of the project should be evaluated as a separate gadget. If work can't be done simultaneously on each portion, the time spent should be added together to determine how long it takes to produce the entire thing.

Example:

White Frost wants a rifle that shoots snowballs and will be defined in game terms as an 8D6 Energy Blast. This project will require a weapons specialist and a cryogenics technician. The weapons specialist will, assuming he makes his Skill roll, require one day for a normal gadget. But since there's no special priority assigned to this weapon, and the weapons



specialist is one of the busiest people at DMSS&G, add another day for a total of 2 days for his part of the project. With the rifle design finished, the cryogenics technician can take over. Though the device is unusual, it's not so unusual that it requires special effort, so treat it as a normal device. However, this project will require a prototype in order to make certain it works, so add +3 days plus 40/15 days for a total of 6 2/3, or 7 days. Fortunately for White Frost, the cryogenics expert usually has a light workload, so he can actually produce his part of the weapon in only 3 1/2 days. On the sixth day, White Frost will be able to see the plans along with the prototype for the snowball-producing part of his gun.

After the plans have been drawn up, work on the gadget can begin. The base time required to produce an item can be estimated by dividing its total active points by the amount by which the appropriate Skill roll is made. The Skill roll itself should be modified using the following guidelines:

Prototype	-2 to Skill roll
Unusual design	-2 to Skill roll
Standard design	+2 to Skill roll
Extremely familiar design	+3 to Skill roll
Simplistic design	+1 to Skill roll
Other difficulty factors	-1 to -3 to Skill roll

If the technician fails to make his modified Skill roll, he'll either prove unable to build the device, or he may, at the GM's discretion, produce something that doesn't quite meet the specifications he was given. If the Skill roll *is* made, further modifiers should be applied to yield a total construction time according to the table below:

Device is an air vehicle	× 2 to base time
Device is a multi-mode vehicle	× 3 to base time
Adequate lab space available	× 1/2 to base time
Work must be done elsewhere	× 1 1/2 to base time
Materials easily available	× 1/2 to base time
Materials difficult to acquire	× 1 1/2 to base time
Materials require special effort	× 2 to base time
Heavy workload	× 1 1/2 to base time
Light workload	× 1/2 to base time
Special rush order	× 1/2 to × 1/4 to base time

Example:

Now that White Frost has seen the plans for his snowball rifle, he wants construction to begin immediately. A chief technician is assigned to the project, and he makes a Skill roll with a -2 modifier for the fact that this will be a prototype, and a -1 that the GM assigned as a difficulty factor taking into account the fact that the cryogenics unit has to be matched to the rifle. The technician makes his roll by 4, which means that the project will take a base of $40/4 = 10$ days. To calculate the total time, the GM figures that there's enough available lab space at DMSS&G for the work ($\times 1/2$), that materials are easily available ($\times 1/2$), but that the chief technician has a heavy workload ($\times 2$), for a total of $10 \times 1/2 \times 1/2 \times 2 = 5$ days to complete the project. Had the technician failed his Skill roll, the GM might have given White Frost an icicle projector instead of the snowball rifle he asked for, or he may have simply decided that this particular technician couldn't figure out how to make it work, and Dr. McQuark might have had to assign the project to someone else after a week or so.

The GM should, of course, take into account the nature of his own campaign when determining how long it takes Dr. McQuark's technicians to produce usable devices. If it seems to be taking too long, reduce the time. If devices seem to be coming out too quickly, lengthen the wait.

DR. McQUARK IN YOUR CAMPAIGN

Dr. McQuark need not be merely a background element of your campaign. He could be used as more than merely the character heroes visit when they need some scientific problem solved or some esoteric chemical clue analyzed.

Conceivably, Dr. McQuark could sponsor one of your hero groups. The obvious benefits of such an arrangement would include Dr. McQuark's connections in government, private industry, and law enforcement, many of whom owe him favors. Several of these organizations would be more than willing to supply, aid, or sanction a group of heroes looking for official (or unofficial) backing.

The GM could allow a character to work for Dr. McQuark at DMSS&G, either in his civilian or his costumed identity. Even if the character works for Dr. McQuark, he may still have some of the same problems he would in a normal job ("I can't tell him why I'm late, because it would compromise my secret identity!"), but if Dr. McQuark knows that the character is a hero, he'll be more lenient with him, and will usually help him in any way he can. Characters who work for Dr. McQuark

can expect fringe benefits ranging from discounts on gadgets to extended vacations in the local hospital.

However the GM chooses to make use of Dr. McQuark, he should be very careful not to use him to make things too easy for the player characters. While McQuark's services will, in general, be reliable, things will occasionally go wrong. The teleportation device that McQuark's laboratories put together will break down one of these days and do something interesting to the characters who were using it. The special automobile that McQuark built for a hero may develop a rattle in the engine and require special maintenance after a few months. Ideally, Dr. McQuark should serve as a *springboard* for scenarios, not as a means by which player characters can avoid doing things for themselves.

One way to impress upon players the fact that Dr. McQuark shouldn't be taken for granted is to utilize his Luck and Unluck in non-combat situations. The Luck and Unluck are there not to reflect aspects of McQuark's combat skill (he doesn't usually get involved in fights), but to represent his uncanny ability either to discover something remarkable or to blow up his work. Have some fun with it. As the player characters are waiting to see him, an explosion could come from the lab, and McQuark could poke his soot-begrimed head out and say, "Be with you in a moment. Just one small adjustment to make." This should make the characters think twice about just who's building their fabulous Miraclo plane.

DR. McQUARK

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
13	STR	3	11	Computer Programming ≤17		10 Public Identity
15	DEX	15	144	120-pt Gadget Pool		15 3D6 Unluck
12	CON	4	11	Gadgeteering Skill ≤17		20 Code vs. Killing
11	BODY	2	24	Scientist: Physics ≤14,		15 Perfectionist
25	INT	15		Electronic Engineering ≤14,		8 Plays at being
18	EGO	16		Computer Science ≤14,		absent-minded (irr)
15	PRE	5		Mechanical Engineering ≤12,		35 Hunted ≤11 by
14	COM	2		Vehicular Systems ≤14,		VIPER
8	PD	5		Subatomic Physics ≤12		35 Hunted ≤8 by Terror
5	ED	3	8	High-Range Radio Hearing		Inc.
4	SPD	15		(IIF: Head Implant)		20 x2 STUN vs
10	REC	10	9	Combat Pilot ≤12		chemical attacks
30	END	3	15	3D6 Luck		10 Depends on Insulin,
24	STUN	0	50	Mastermind (DMSS&G)		1D6 STUN, 1 day
						102 NPC Bonus
(CHA Cost) 98 + 272 (Power Cost) = (Total Cost) 370 = Disadvantage Total						



Dr. McQuark is a giant of a man, both physically and mentally. He's 6'4" tall, with dark brown curly hair, and deep-set brown eyes below a permanently knitted brow. He sports a full, well-kept beard. McQuark's eccentric manner may put some characters off at first, but once they get to know him they'll realize he's a very friendly, witty fellow with a heart as big as all outdoors. Dr. McQuark's greatest desire is to live a life in which he has helped his fellow man in some small way. He hopes someday to win a Nobel prize for his contributions to science; unfortunately, devices like his digital potato peel washer, his hydro-powered electric shaver, and his bicycle-powered video game and home computer system will probably not lead to great respect. Nevertheless, he is very proud of all his creations, and will let anyone who cares to listen know about it.

Dr. McQuark enjoys pretending to be absent-minded, and he does it so well that he's almost convinced himself that it's true. He's been known, for example, to search for his hat

while wearing it. After getting frustrated he will shout "Fuergeson! Where's my hat?" To which he invariably receives the reply, "Fuergeson doesn't work here anymore, and your hat's on top of your head!" He'll then check the top of his head, find his hat, and move on to his next project. His practiced forgetfulness is usually done just for effect, but it can occasionally cause real problems for player characters.

Dr. McQuark's moods can change quickly. In one moment he'll be at loose ends and have no time to bother with piddling little problems, no matter how earth-shaking, while his portable lightbulb laser remains unperfected. In the next, after his lightbulb pops and the project ends in miserable failure, he'll turn around and be the sweetest so-and-so any player character has ever met. Don't overdo this aspect of McQuark's character, though; just remember that he's a perfectionist, and that once he gets started on something he'll carry through with it to the exclusion of anything else.

McQuark has most of his assistants buffaloed. If played

properly, he'll end up doing the same to player characters. McQuark's chief weaponsmith, Mick Kramer, often jokes that if VIPER ever did get their hands on him again, they'd have to let him go to save their own sanity. One mood that's fully predictable, though, is McQuark's annoyance and irritation if he's disturbed in his work. He doesn't like to waste time, and he considers groups like VIPER to be "rude fellows who are sworn, bound, and determined to drag me away from my work for some nonsensical purpose in which I have no interest whatsoever."

Another aspect of McQuark's personality is manifest in his workshop, which looks like a disaster area. Looks can, however, be deceiving, for it does have a system—*McQuark's* system. Items and parts are placed in piles with meticulous care, and can be retrieved days, weeks, or even years later. "A little like my brain," is how McQuark describes it. There have been many instances in which someone is searching for a certain obscure item, and McQuark has gone straight to a pile, reached in, and pulled it out.

Above all, Dr. McQuark is a kind and gentle man full of

infectious energy and capable of hurting neither man nor beast. Although he can be hard on his assistants if a project isn't quite perfect, he's very proud of them and will be the first to praise any of them when things go well. Because of his gentle nature, McQuark doesn't like to create devices that are designed to kill. Characters who order such a thing should have a very good reason for wanting it, or he will not make it.

The details of Dr. McQuark's past are not known to outsiders. Not even Radion knows everything. The government agencies that do business with McQuark have some bits of information, but only VIPER knows the full story of his background. McQuark grants no interviews. All visitors to his facilities are screened, then escorted to the proper waiting area. Regular visitors usually arrive, check in, and go directly on to whatever facilities they are using. Since confidentiality is one of the main components of Dr. McQuark's business, no staff member will answer any questions concerning clients, current projects, or Dr. McQuark himself. Characters who have gained McQuark's trust, however, could conceivably be lucky enough to find out some of the secrets of his past.



RADION

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
20	STR	10	30	EC—Explosive Energy		15 Secret Identity
20	DEX	30	60	1: 8D6 Explosion, ¼ END	3	10 2D6 Unluck
18	CON	16	60	2: +12D6 Damage, ¼ END	3	20 Code vs. Killing
10	BODY	0	20	3: 6D6 Flash, ≤14	12	20 Overconfident
15	INT	5	45	4: 30" Flight, ½ END	3	8 Cocky
9	EGO	-2	20	Martial Arts		35 Hunted ≤11 by VIPER
15	PRE	5	5	Energy Physics ≤14		35 Hunted ≤11 by Genocide
18	COM	4				18 Hunted ≤11 by a super-villain group
15	PD	11				20 x2 effect vs Power Drains
20	ED	16				25 3D6 vs inflammable liquids
6	SPD	20				62 NPC Bonus
8	REC	0				
50	END	7				
35	STUN	6				

(CHA Cost) 128 + 240 (Power Cost) = (Total Cost) 368 = Disadvantage Total

now he has the power of Radion to back up his opinion. He often helps out Dr. McQuark with problems in Energy Physics in his Ben Reasoner identity, and against VIPER as Radion. Radion has often been known to bring his hero friends to DMSS&G and introduce them to the staff. He lives in the city in a plush apartment, and is one of the few clients McQuark has who's able to pay his bills.

Ben Reasoner used to think he was the greatest thing since sliced bread. He was the quarterback of the football team, he made the Honor roll, he was class President, and he had the lead in the school play. Then, one afternoon, a bunch of kids from another school jumped him and tried to beat him up. That's when his latent mutant powers surfaced, much to the discomfort of the kids from the other school.

At college, Ben studied the nature of his powers, and embarked on a career of crime-fighting after he graduated. Not long thereafter, he met Dr. McQuark and rescued him from VIPER agents. Since then, they've become good friends. Ben still thinks he's the greatest thing since sliced bread, but

THE STAFF

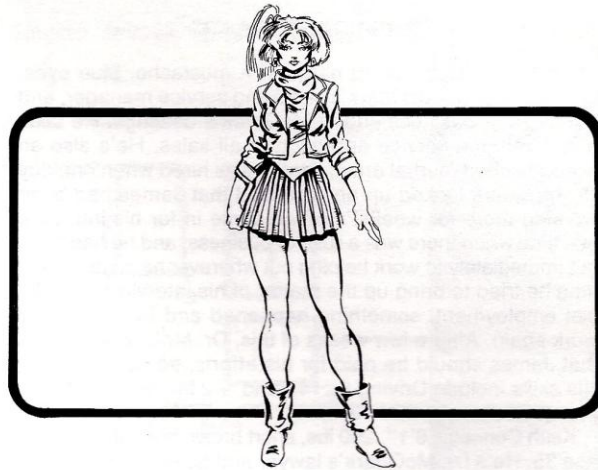
Any one of the several members of Dr. McQuark's staff could play a prominent role in your campaign. Each one is highly skilled, each one has a distinctive personality, and all of them believe very strongly in what Dr. McQuark is doing.

You'll have to design the character stats if you intend to use any of these people as more than mere supporting characters. Specific skill rolls are, however, provided for use in building gadgets and vehicles, as described earlier.

LYDIA DAVISON

Lydia Davison is 5'8" tall. She has short brown hair, brown eyes, and is about 30 years old. She's usually the first person anyone meets when visiting DMSS&G. She's congenial, but she doesn't put up with people who waste her time. She's also an excellent typist (Secretarial Skill ≤ 16).

When Dr. McQuark began to hire people to staff his organization, he interviewed many prospective secretaries, but none of them wanted to take the job after hearing what it would involve. When Dr. McQuark interviewed Lydia, he told her of the many dangers and strange people she was likely to meet and asked her if that would be a problem. She merely smiled, reached into her purse, produced her Colt .45 pistol (2D6 RKA, OAF, 6 charges), set it on the table, and said, "As long as there's a place in the desk for this, I see no problem."



MICK KRAMER

Mick Kramer is 5'9" tall. He has brown hair and a mustache, blue eyes, and is 32 years old. He's Dr. McQuark's chief weaponsmith (≤ 14); though he specializes in firearms, he's familiar with many other types of weaponry (+2 levels). He's a competent computer programmer (≤ 13), and an accomplished martial artist (5D6 Punch, 6D6 Kick). Whatever he sets his mind to doing, he does well.

Mick was recommended to Dr. McQuark by Ben Reasoner, and McQuark hired him after only a perfunctory interview. After Lydia Davison came to work at DMSS&G, Mick started dating her, and they were soon engaged to be married.

Mick plays the guitar (≤ 14) and sings very well. He often entertains at office parties or in the rec room.

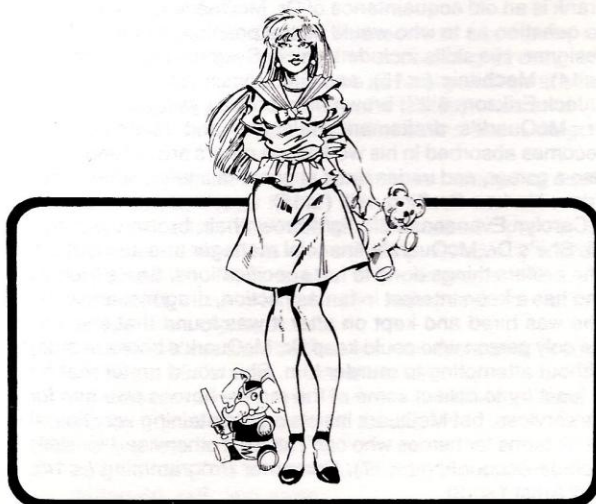


JOANN JACOBS

Joann Jacobs is 5'8" tall. She weighs about 120 lbs, has long brown hair, hazel eyes, and admits to being 25 years old. She's responsible for maintaining and programming Dr. McQuark's main computer (≤ 16). She's never seen without a stuffed animal or two nearby, and has often been known to carry on conversations with them and through them.

Despite her tendency to avoid close relationships with anything that isn't stuffed, Joann is a stunningly attractive young woman. If she's approached correctly, she can be a very caring and loving person, and she often uses her animals to get people she cares for to talk about their problems. In her interview with Dr. McQuark, he was so enthralled by the stuffed bear she'd brought with her that he hired it on the spot, on the condition that Joann come with it. The bear is still carried on the payroll, and even has a social security number of its own.

Joann also has a Security Systems skill (≤ 16), Electronics skill (≤ 13), 2D6 of Luck, and +2" of Running. She's a very good athlete, and could serve to bring athletically inclined characters to Dr. McQuark's laboratories.



OTHER STAFF

James Price: 6', blond hair and a mustache, blue eyes, age 32. He's Dr. McQuark's sales and service manager, and handles the business end of McQuark's dealings. He uses a soft sell and service approach to all sales. He's also an accomplished martial artist. James was hired when one day Dr. McQuark looked up and realized that James had been working there for weeks! He had come in for his interview at a time when there was a rush of business, and he had been put immediately to work helping out wherever he could. Every time he tried to bring up the matter of his interview and official employment, something happened and he was put to work again. After a few weeks of this, Dr. McQuark realized that James should be paid for his efforts, so he hired him. His skills include Driving (≤ 14), and +2 levels with Martial Arts (5D6 Punch, 6D6 Kick).

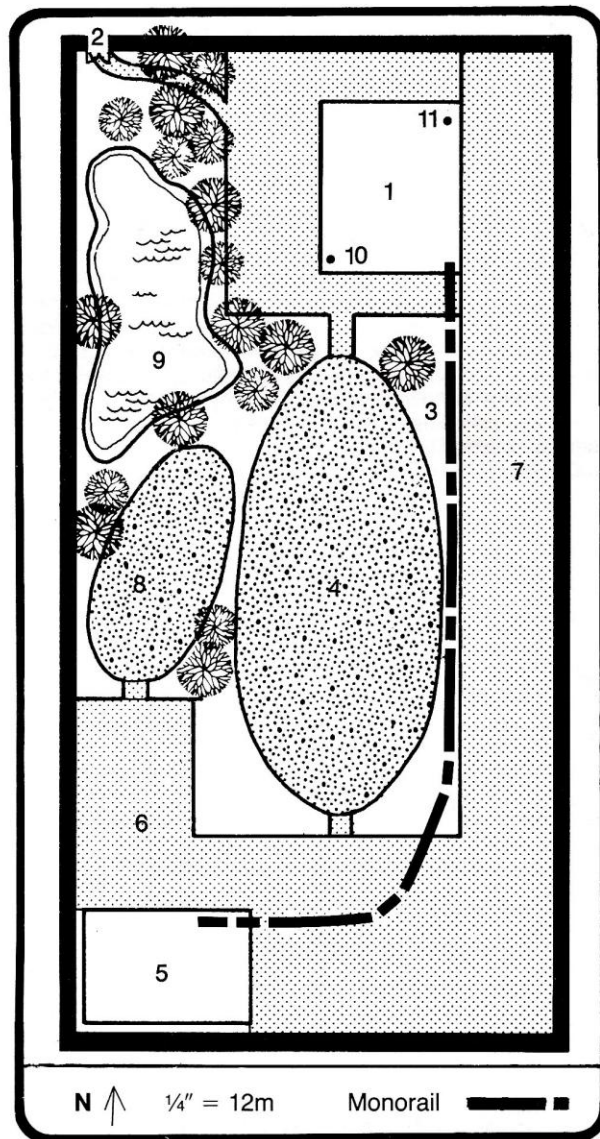
Keith Connally: 6'1", 250 lbs, short brown hair, brown eyes, age 35. He's Dr. McQuark's lawyer and government liaison. He's very stubborn, and once he's convinced that he's right he will fight on in the face of great opposition even if he's actually wrong. He mostly files McQuark's patents and copyrights, and mediates for McQuark in government contract deals. He's a wizard at math, and is a gourmet cook. He's often asked to bring something to office parties. His office is located in the city in a very plush office building. The many fees he's collected from filing Dr. McQuark's patents have made him a wealthy man in his own right. His skills include Legal talent (≤ 14), Gourmet Cooking (≤ 14), and a Lightning Calculator skill.

Bill Brady: 6'2", 220 lbs, brown wavy hair, brown eyes, age 37. He's Dr. McQuark's electronics engineer. He's extremely friendly, but has a tendency to leave people behind in a conversation, particularly when its about electronics or computers. Dr. McQuark hired Brady after Brady fixed his toaster for him, which was something Dr. McQuark had been unable to do. Brady's skills include Electronics (≤ 16), Security Systems (≤ 14), Computer Programming (≤ 13), and +1 level with swords (one of his hobbies is fencing).

Frank Constance: 6'11", 280 lbs, black hair, hazel eyes, age 47. He's Dr. McQuark's vehicular engineer. Although he's quite capable of building any vehicle, he prefers servicing them. He loves a good conversation on current events. Frank is an old acquaintance of Dr. McQuark, and there was no question as to who would fill the position of chief vehicle designer. His skills include Vehicle Systems (≤ 17), Driving (≤ 14), Mechanic (≤ 15), and Electronics (≤ 13).

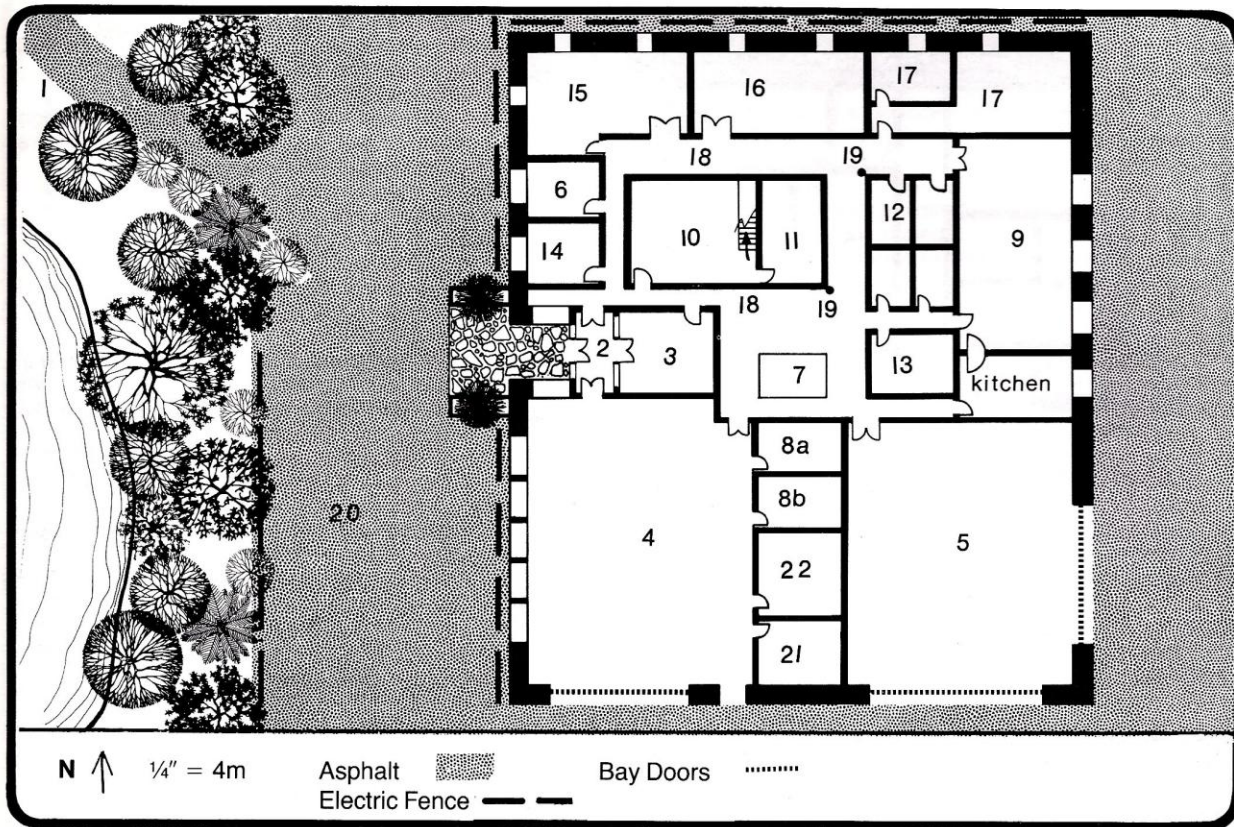
Jack Erikson: 6'2", brown hair, brown eyes, age 24. He's Dr. McQuark's draftsman. He's shy and reserved, and becomes absorbed in his work when others are around. He's also a gamer, and trades turns at game-mastering with James Price. He has Drafting skill (≤ 15).

Carolyn Evanson: 5'7", light brown hair, brown eyes, age 35. She's Dr. McQuark's financial manager and accountant. She prefers things done to her specifications. She's friendly and has a keen interest in fantasy fiction, dragons, and cats. She was hired and kept on after it was found that she was the only person who could keep Dr. McQuark's books in order without attempting to murder him. She would prefer that he at least *try* to collect some of the money heroes owe him for his services, but McQuark insists on maintaining very liberal credit terms for heroes who can't afford it otherwise. Her skills include Accounting (≤ 17), Computer Programming (≤ 14), and Artist (≤ 13).



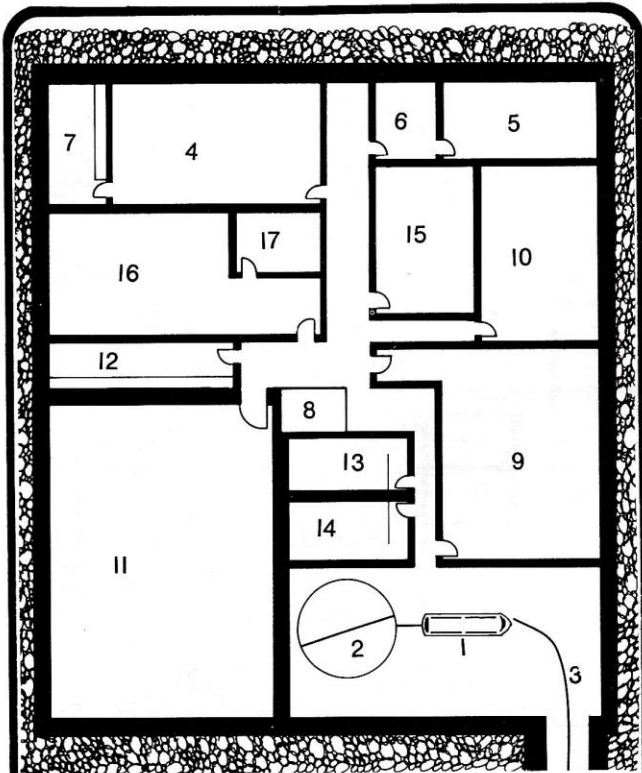
EXTERIOR MAP

1. Dr. McQuark's Superhero Supply and Gymnasium Building.
2. Driveway and road from the main highway.
3. Underground path for Monorail car.
4. Race track and ground vehicle testing area.
5. Vehicle hangar.
6. Vehicle parking area.
7. Runway; 1080 meters long.
8. Experimental engine testing track.
9. Pond; used for testing water vehicles.
10. Multi-agent Neuro-scrambler in a pop-up turret. Computer controlled. 4D6 NND (not vs. Force Field) Area Effect, 8 charges, IAF. Spend 6 points (ACM 1/4) for this gadget out of the headquarters' points allowed for powers.
11. Tractor Beam turret. 75 STR Telekinesis, x16 END Battery, OAF, computer controlled. Spend 9 points (ACM 1/4) out of points allowed for powers for this gadget.
12. Parking lot.



GROUND FLOOR MAP

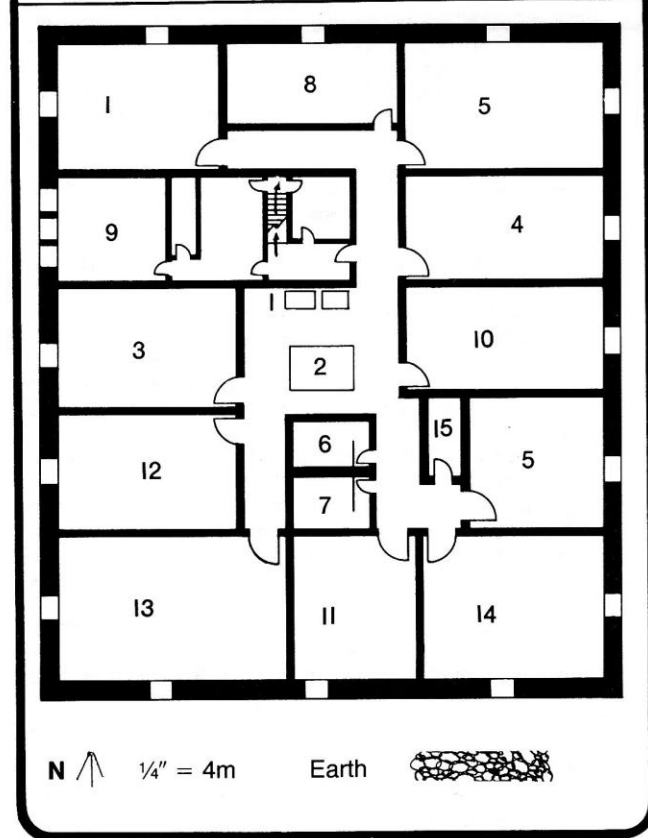
1. Driveway from the main highway.
2. Front Entrance; all glass so visitors can be observed as they arrive.
3. Lydia Davison's office and reception area. Visitors wait here comfortably for someone to help them. Lydia keeps her gun in her desk.
4. Showcase area. Vehicles are displayed here, as are pictures and plans for other vehicles.
 - a. James Price's office. Final sales are arranged here.
5. Vehicle assembly area. Vehicles up to the size of an F-15 fighter can be assembled here.
6. Frank Constance's main office. He has another office at the hangar. A copy of today's paper is usually visible on his desk.
7. Elevator. Goes to 2nd floor and the basement. Unauthorized persons may be subject to a 5D6 NND (not vs. 15 pts Life Support) attack, up to 4 charges, or however long it takes to drop the victim. An alarm will also sound. Spend 17 pts out of the headquarters powers for this gadget (IIF, ACM 3/4).
8. a. Men's Restroom.
b. Women's Restroom.
9. Staff cafeteria. Also serves as a rec room for parties.
10. Dr. McQuark's shop. The place is a mess! A large area is provided for repair, maintenance, and the building of vehicles or large gadgets. A small office space near the door is covered in technical manuals, parts listings, and empty cans of peanuts. A small safe sits behind the desk. Many shelves around the shop hold parts and gadgets; he knows the location of every one. A large door opens to let his creations in or out, and a small door leads to his private quarters. Beside the desk is a refrigerator.
11. Dr. McQuark's apartment. On the first floor is the living room with a fireplace and a kitchen dining table. Dr. McQuark is the only person who resides in the building.
12. General Technicians offices. There will usually be one technician here at all times.
13. Drafting office. This is Jack Erikson's office. It is neat and meticulous.
14. Accounting office. Carolyn Evanson has a computer terminal here so she can do the accounting directly onto the computer. On the walls are several paintings she has done herself. They're mostly of a fantasy or science fiction motif. Her bookshelf is full of books about dragons and cats.
15. Chemistry lab. Ultraviolet and infrared analyzing equipment can be found here.
16. Electronics lab. A powerful microscope is part of the equipment here. This also serves as Bill Brady's office.
17. Weapons lab. This is also Mick Kramer's office. It's decorated in an oriental motif with many martial arts weapons on the walls.
18. These hallways can be flooded with the same "knock-out" gas that's used in the elevators.
19. Neuro-scrambler turrets. These are the same type of weapon used in the exterior turrets.
20. Parking lot.
21. Tailor shop. This is where uniforms and costumes are patterned, cut, and sewn.
22. Superhero tailor shop. This is where special materials for superhero costumes are available.



BASEMENT MAP

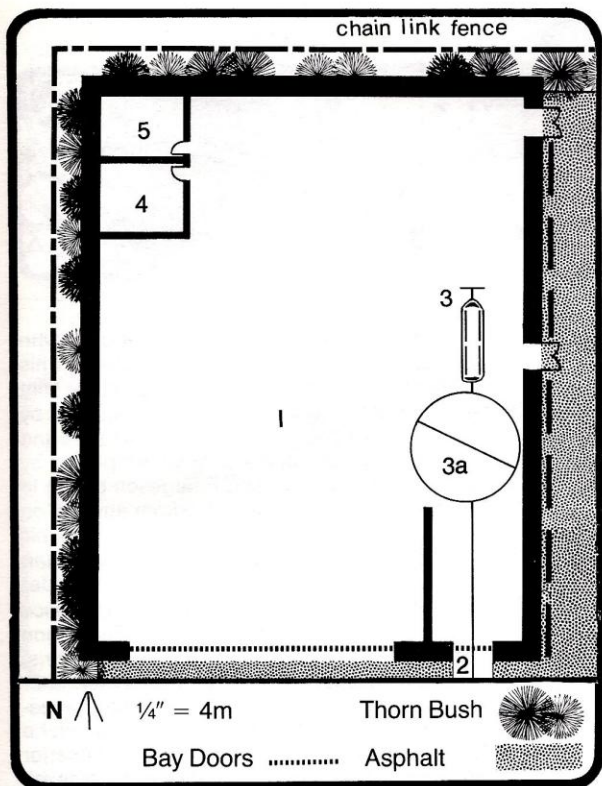
1. Monorail car to transport passengers to the hangar.
2. Monorail turntable.
3. Monorail track.
4. Time machine room (optional). If you want this gadget, pay 32 pts for it. It works on an 11 or less, and requires two technicians to operate.
5. Power plant room.
6. Power storage battery.
7. Time machine control room.
8. Elevator from 1st floor.
9. Parts storage room. Almost anything you ever wanted in a gadget can be built from parts in this room.
10. Machine shop.
11. Fully active Danger Room for 10 superheroes. Use of the Danger Room is usually by appointment only. It also serves as a gymnasium, and can be used to hone skills and talents.
12. Danger Room control room.
13. Men's shower and locker room.
14. Women's shower and locker room.
15. Communications room. A technician is always on duty.
16. Computer room.
17. Joann Jacobs's office. There are stuffed animals among her books and journals. On the walls are pictures of Teddy bears, and on her desk is a group portrait of all the 125+ stuffed animals she owns.

SECOND FLOOR MAP



1. Soft drink dispenser. This hides a web projector which acts as a 5D6 Entangle, ≤ 14 to activate, +2 levels, 16 charges. Pay 5 pts (ACM $\frac{1}{4}$) for this gadget. It will fire at unauthorized personnel and anyone who sticks a slug into it.
2. Elevator from 1st floor.
3. Radiation effects lab. A small testing chamber in the corner, and a powerful microscope with IR and UV capabilities are among the equipment in this lab.
4. Metallurgy lab. Some new alloys invented by Dr. McQuark came from here.
5. Open lab space. Currently used as a storage room.
6. Women's restroom.
7. Men's restroom.
8. Rec room. Contains video games and a pool table.
9. Upper level of Dr. McQuark's apartment. The bedroom, library, bathroom, and walk-in closet are here. There's a telescope on the roof.
10. Sonics lab. A soundproof chamber is located in the corner. Inside, there's a 3D6 NND (not vs. Sonic powers) projector with a x8 END Battery. Pay 4 pts out of the headquarters power points for this gadget (OAF, ACM $\frac{1}{4}$).
11. Forensics lab. An X-ray machine and IR and UV light equipment are part of the lab.
12. Cryogenics lab. Several containers of super-cold liquids are stored here.
13. Energy effects lab. A chamber is used to project energy onto various targets. The machine is also capable of IR UV vision.
14. Superpowers analysis lab. A large X-ray machine and IR and UV equipment are used to analyze powers.
15. Broom closet.
16. Genetics lab. Cages line the wall containing lab animals.

N ↑ $\frac{1}{4}'' = 4m$ Earth



HANGAR MAP

1. Hangar area. Many vehicles are stored here after they're built and while they're being tested. The entire area can be flooded with knock-out gas.
2. Entryway for the monorail car. It slopes down soon after leaving the hangar.
3. Monorail port.
 - a. Turntable.
4. Frank Constance's hangar office. He uses this office when a vehicle is being tested.
5. Radar station. There's a communications link to the local airport. There's always someone here, and it's computer monitored constantly.

MONORAIL CAR

VAL	CHA	Cost	Pts.	Equipment
30*	MAX	5	2	Common Radio, OIF
3	ACC	15	9	15 pts Life Support, OIF
5	DCC	10		
3	TURN	6		*Moves only on its rail
33	STR	16	ISIZ	6 hexes
5	DEF F		DMG	+6D6
2	DEF B		SIZE	12 hexes
3	DEF L		DCVM	-9
3	DEF R		MASS	7308 kg
5	DEF T		KNB	-6
2	DEF U	5	CCAP	2.4 tons
7	BODY	7	PASS	8 seats

DR. McQUARK'S HEADQUARTERS SPECIFICATIONS

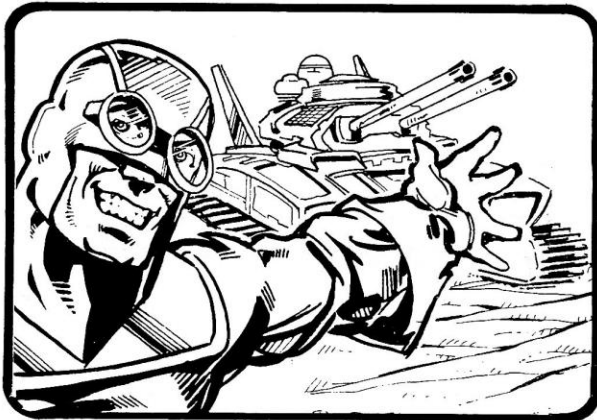
SECTION	STATISTICS	COST
Size	Total area 20,000 hexes (ACM 3 ³ / ₄), building is 2572 hexes (ACM 3 ¹ / ₄) with 1500 hexes underground, located in the suburbs	22
Armor	Walls are 6DEF, 6 BODY—standard heavy building construction	30
Laboratories	Weapons (+3), Electronics (+3), Chemistry (+3), Vehicle Repair and Construction (+5), Machine Shop (+5), Forensics (+3), Sonics (+5), Cryogenics (+4), Energy Effects (+5), Superpowers Analysis (+4), Genetics (+5), Radiation Effects (+3), Metallurgy (+4)	75
Computer	INT 30, EGO 15, DEX 21, with the following sciences: Electronics, Weapons, Chemistry, Vehicle Systems, Forensics, Sonics, Cryogenics, Energy, Genetics, Radiation, Metallurgy, Superpowers. Records of all gadgets and vehicles, and accounting records can be processed and stored from terminals in every lab. The computer monitors all security systems and radar, opens all sliding doors, and runs the air conditioning and sensors.	71
Power Plant	19 END per segment; powers computer and labs	19
Batteries	Stores 50 END	5
Powers	Up to 114 points in various weapons systems and protective devices; points should be spent to account for the equipment that uses various enhanced senses such as UV, IR, and X-ray Vision as well	114
Communications	High Range Radio with Satellite Link	8
Sensors	TV with UV, IR, Passive Sonar, OAF, Internal	55
Danger Room	10-person capacity; Lethality 10, Accuracy 6, Toughness 7, Speed 8, DEX base 14, Reaction 18	
Disadvantages	9 DNPCs (Normal, ≤8), Well-Known Base (≤11), Government Interference (≤8)	-54
Total Cost — 370		

SCENARIO



FUERGESON'S REVENGE!

In this scenario, the players will learn just who this Fuergeson, whose name they've so often heard in connection with Dr. McQuark's hat, really is. They may not be very pleased when they find out.



FUERGESON'S TANK

VAL	CHA	Cost	Pts.	Equipment
20*	MAX	10	2	Radio Trans/Rec, OIF
10*	MAX	35	25	Arm w/Grappler, 50 STR, 2" Stretching 180°, 16 uses, OAF
1	ACC	5	17	30 pts Life Support, IIF
2	DCC	4	2	Watertight, OIF
3	TURN	6	53	3D6 RKA, AP, Autofire, OIF, 60° (Front), +1 segment to activate, 125 charges
35	STR	17	5	+3 levels with RKA, IIF (computer)
20	DEF F		25	10D6 EB, 32 charges, 60° (Left), OIF
8	DEF B		18	4D6 NND (not vs. Force Field), 32 charges, OIF
15	DEF L			
15	DEF R			
10	DEF T			
15	DEF U	21		
20	BODY	20	75	+ Disadvantages
ISIZ	8 hexes		5	Overwhelmingly complex
DMG	+9D6		8	1-minute delay to start
SIZE	16 hexes		20	x2 BODY vs Magnetic Attacks
DCVM	-10		157	Additional cost
MASS	96 tons			
KNB	-9			*Ground move is 20; Tunneling is 10
CCAP	3.2 tons			
PASS	8 seats			

Stephen Fuergeson was an extremely brilliant child who showed an early aptitude for science when he blew up his house with his chemistry set at the age of 9. After a long stint in juvenile detention at the age of 15, which he earned by showing his aptitude elsewhere, he went on the straight and narrow long enough to finish college and get employed by Dr. McQuark. During his employment, Fuergeson began to realize that he couldn't learn anything else from any fool on the face of this planet, and that if he were to increase his knowledge he would have to do so on his own. He began to develop dangerous devices in his spare time right under McQuark's nose. McQuark finally took notice when a device blew up and nearly blinded Fuergeson. After Fuergeson proved unable to locate McQuark's missing hat in the debris, McQuark felt he had no choice but to fire him. Later, after Fuergeson was released from the hospital, he vowed vengeance on Dr. McQuark for this "public humiliation," which he felt was motivated by McQuark's jealousy toward a superior intellect. Fuergeson has spent the past several months developing resources with which he will crush his enemy. He is no longer merely Fuergeson the lackey. Now he is Fuergeson the Great!

THE TERRIBLE TANK

The scenario should begin on a nice, quiet, normal day at DMSS&G. Perhaps some heroes will be visiting the facility and using the gymnasium. Suddenly, the quiet will be shattered by an explosion on the west side of the building. As the heroes arrive on the scene, whether they were there at the beginning or were called in to help, they'll see a huge hole blasted through the west wall of the showcase area. Outside, there'll be a large tank with a smoking barrel, and about a dozen agents prepared for battle. From a loudspeaker at the front of the tank, a loud voice will boom: "McQuark! Come and meet your doom, or I shall bring it to you!"

FUERGESON'S AGENTS

VAL	CHA	Cost	Cost	Powers	END
12	STR	2	54	45-pt Gadget Pool	
12	DEX	6	8	+1 level with Gadgetry	
12	CON	4			
10	BODY	0	50	+ Disadvantages	
8	INT	-2			
8	EGO	-4	15	Greedy	
10	PRE	0	15	Loves to play with gadgets	
8	COM	-1			
3	PD	1			
3	ED	1			
3	SPD	8			
4	REC	0			
30	END	3			
22	STUN	0			

FUERGESON THE GREAT



VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages
15	STR	5	120	100-pt Gadget Pool		10 Public Identity
20	DEX	30	9	Gadgeteering Skill ≤15		10 2D6 Unluck
9	CON	-2	3	Scientist		20 Megalomaniac
9	BODY	-2	3	Physics ≤12		20 Conceited and vain
20	INT	10	6	Electronic Engineering ≤16		10 Pathological hatred of Dr. McQuark
15	EGO	10	3	Vehicular Systems ≤13		30 Hunted ≤11 by a hero group
10	PRE	0	7	Pilot (Jets) ≤13		25 Hunted ≤8 by a government agency
8	COM	-1	50	Mastermind		20 Blind without his glasses
5	PD	2	60	50-pt Vehicle Gadget Pool		20 x2 effect vs Flash attacks
5	ED	3				79 Villain Bonus
5	SPD	20				
5	REC	0				
27	END	5				
24	STUN	3				

(CHA Cost) 83 + 261 (Power Cost) = (Total Cost) 344 = Disadvantage Total

When the heroes are spotted, the agents and the tank will open fire on them. During the battle, the agents will try to lure the heroes away from the building, trying not to be obvious about it. All the while, the booming voice will be shouting taunts from the loudspeaker. Perceptive heroes may notice that the taunts are general, not specific, and when they get into the tank they'll discover that no one's inside. The tank is radio controlled, and there's a tape recorder connected to the loudspeaker.

Obviously, the tank was merely a diversion. Fuergeson was after McQuark's experimental *Quarkstar III* submarine all along. While his agents were causing confusion, Fuergeson flew in with his VTOL plane, loaded the sub into his "bomb-bay," and flew off again.

By this time, someone may have noticed Fuergeson's plane. If there's anyone among the player characters who's capable of giving chase, McQuark will plead with him to save the submarine at all costs. The sub is needed for a project that's coming up, and it will take too much time to create a new one.

Whether Fuergeson gets away or not, a couple of things should come out. The first would be Fuergeson's history, as it's given above. The second would be that Fuergeson has need of a submarine for some project of his own that he has in mind. The characters need not, however, discover that Fuergeson's project involves the salvaging of an alien spacecraft. Only Dr. McQuark will need to know that in order to move on to the next phase of the scenario.

INTO THE BRINY DEEP

After studying old astronomical records, conducting interviews, and doing research, Fuergeson has discovered evidence that an alien spacecraft some time ago crashed into the ocean off the coast of northern California. Fuergeson's plans involved stealing McQuark's submarine in order to salvage the alien technology, which he hopes will enable him to learn things he can't learn from Earthmen.

Whatever the result of Fuergeson's attack, Dr. McQuark should be able to figure out what Fuergeson was up to, either from a loose-lipped agent or records found on Fuergeson's plane. McQuark will provide a salvage ship and whatever equipment the heroes who become involved in this part of the adventure will require. These need not be the same heroes who were involved in the first incident. McQuark intends to donate whatever information he finds in that spacecraft to the scientific community as a whole, and he fears what might happen were such information to fall into the wrong hands.

The heroes who agree to help Dr. McQuark in this effort will be taken by the quickest available means to the California harbor where McQuark has a ship waiting. They will encounter no difficulties until they arrive at the suspected crash site. After they suit up and get into the water, though, they'll see two objects on the seabed, one obviously an alien ship, the other a highly sophisticated submarine with the letters "TI" painted in red on the side. Swimming all around the sub and the alien ship will be a score of Terror Incorporated agents (from *Enemies II*) armed with spear guns (2½D6 RKA, 4 charges) and scuba gear (10 pts Life Support). The agents

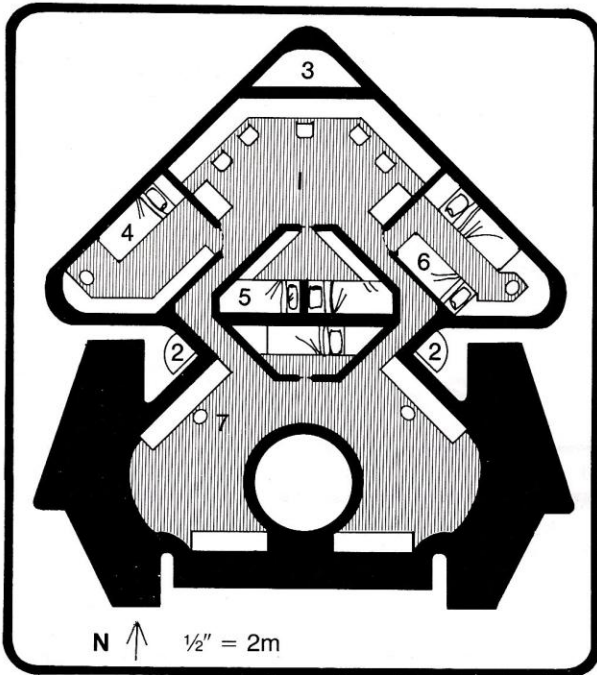
QUARKSTAR III

VAL	CHA	Cost	Pts.	Equipment
10*	MAX	10	2	Radio Trans/Rec, OIF
½	ACC	3	35	Sonar (-1/20"), ≤14, OIF
1	DCC	2	12	2 Extra Limbs, STR 30, OAF
5	TURN	10	4	½D6 HKA, AP, OIF (Diamond drill, straight ahead only)
15	STR	4	2	Watertight, OIF
6	DEF F		3	UV Vision, OAF (Lights), 60°
10	DEF B			
10	DEF L			
10	DEF R			
10	DEF T			
10	DEF U	14		
15	BODY	15		
ISIZ	½ hex			
DMG	+4D6			
SIZE	1 hex			
DCVM	-2			
MASS	2625 kg			
KNB	-4			
CCAP	200 kg			
PASS	2 seats			

75 + Disadvantages

- 5 Overwhelmingly complex
- 8 1-minute delay to start
- 10 2D6 if below 18,000 feet
- 18 Additional cost

*Not an air-breather (+¼ advantage)
*Submersible only 2 hours at a time (+¼ disadvantage)



ALIEN SHIP MAP

1. Bridge. The five seats for the captain and four crew are all ejection seats. The entire ship can be controlled by one person, but at least three are required for best results.
2. Airlock.
3. Laser pod. This is controlled by one of the two gunners in the bridge.
4. Captain's quarters. A bed and a large desk can be found in this cabin.
5. Gunner's cabin. Two beds and a small desk.
6. Navigator and Helmsman's cabin.
7. Engineering. The engineering officer sleeps here. In the center of the room is the power plant.

THE ALIEN SHIP

VAL	CHA	Cost	Pts.	Equipment
4000	MAX*	23	5	FTL, 4000 ly per day, OIF
8	ACC*	27	10	Orbital capacity, OIF
10	DCC	20	5	ECM ≤16, OIF
25	TURN	50	1	Ejection seats, OIF
45	STR	45	5	Radar reflectors, -10, OIF
10	DEF F		2	Watertight, OIF
5	DEF B		2	Radio, OIF
10	DEF L		31	5D6 RKA, 16 charges, 60°, OAF
10	DEF R			
10	DEF T			
10	DEF U	14		
20	BODY	20		
				75 + Disadvantages
				5 Overwhelmingly complex
				5 1-turn delay to start
				10 x2 BODY from rear shots
				25 Hunted ≤11 by an alien race
				148 Additional cost
				*Not an air-breather (+¼ advantage)
				*Positional uncertainty 1/10", ≤11 (+½ limitation)
				*8" Stall velocity (+¼ limitation)
				*Exhaust does damage (+½ limitation)
ISIZ	40 hxs	8		
DMG	+11D6			
SIZE	120 hexes			
DCVM	-15			
MASS	210 tons			
KNB	-11			
CCAP	12.5 tons			

don't really have much of a hope of stopping the heroes, but they'll try to hold them off and buy as much time as they can for their master, Professor Muerte, to gain access to the ship.

If it's necessary, other villains from *Enemies II* can be added to the scenario. Scorpia and Feur can join the agents in their battle against the heroes, and Giganto can stay near the alien ship to defend Professor Muerte. Fuergeson could even show up to add to the confusion; he'll be working for himself, not for Muerte. If the heroes can be held at bay for one full turn, then Muerte will be able to figure out the controls and turn the ship's firepower against them, assuming that he doesn't simply flee with his prize and abandon his agents and villains to their fate.

Even if the heroes defeat Muerte, capture the ship, and raise it to the surface, their troubles aren't necessarily over. If Professor Muerte and Terror Inc. were able to find out about what Fuergeson had discovered, then agents of the U.S. government might have found out as well, and there are certain agencies that would be very interested in learning the secrets of an alien technology.

THE AFTERMATH

At the end of the battle with Terror Inc., another boat will arrive on the scene, this one loaded with government agents of some paramilitary organization or another. If the heroes have captured the ship, the agents will demand to take possession of it. The heroes will have to decide whether to turn it over to them or take it back to Dr. McQuark. If they do turn it over to the agents, McQuark will plead with them to get it back because he fears that the alien technology could easily be misused, and he's certain that the particular agency in question is acting without the knowledge of the government as a whole. If the heroes don't take on the people who have the spacecraft, Professor Muerte or Fuergeson will, and the heroes will eventually have to recover it from one of them.

If Dr. McQuark ends up with the spacecraft, he'll fly it to his headquarters and conceal it in his pond. Eventually, he'll build an airtight shelter around it and attempt to fathom its technology. He'll be able to figure out the weapons system as easily as Professor Muerte did, and deduce that the vehicle has a faster-than-light drive, but it will take him some time to learn how to activate the engines. As long as the spacecraft is there, security will have to be beefed up around DMSS&G, because efforts to capture it could come from many different quarters, including Fuergeson, Terror Inc., and a certain agency of the U.S. government.

It would even be possible to have the alien race that built this ship show up to reclaim their property. Dr. McQuark might be willing to surrender it to them, but any of the other parties involved would put up a fight before letting it go. This option would have the advantage of preserving the status quo if an F-T-L drive doesn't already exist in your campaign. Whether or not the aliens succeed in recovering their lost vehicle, it could certainly be destroyed.

Another possibility would be to have a guardian left in suspended animation on board the ship. At some point, that guardian will awaken and take steps to insure that these dangerous Earthlings don't learn the secret of F-T-L travel.

Make whatever adjustments you need to make to fit this scenario into your campaign. If you have villains of your own whom you feel would be more appropriate than Professor Muerte's crew, by all means use them. But, unless you take steps to make certain that the alien technology is lost before it can be fathomed, you'll have to be ready for the implications of unleashing such a thing in your campaign.

They come from a world not our own on a dangerous mission. They are mutants who live among us, but are not heroes or villains as we know them. They are a royal family at odds with themselves and their adopted world. They are The Blood. What is the great mystery that called them here? What is the secret of their terrible past? Is your character one of them?

The BLOOD



Dr McQuark

So, you've saved 15 Experience Points and need a Supercar to help carry on your war against crime. What do you do now? Where do you go? Dr. McQuark's Superhero Supply & Gymnasium, of course. The Doctor and his friendly, efficient staff have been serving the superhero community for nearly 10 years. They build gadgets and do repairs of all kinds, and provide quality research and training facilities at bargain prices. Come in and browse (by appointment only). All sales and contracts are strictly confidential.

This *Super Source Book* contains two complete super organizations, high-tech hardware, detailed base diagrams, full backgrounds for all important characters, and exciting adventures. It includes everything you need to run these organizations in your Champions campaign.

Special bonus: advanced rules for generating Blood player-characters!