

by Stan West

Criminal Legion Of Wacky Non-conformists

C.L.O.W.N.TM

An Organizations Book for Champions

by Stan West

With Additional Material by the Editors

"Special" Editing Committee:

Doug "Editorial Whore" Tabb
James "Hack Hack Hack! Hack! Ha ha ha ha ha!" Dorethy
Lori "Chief Cynic and Grammar Monkey" Dorethy

"Special" Thanks to

Sue "Just don't wake me up when you get home." Tabb
Bo "It's that time again." Ring

Series Editor:

Rob "Well, I Slay Me." Bell

Editorial Contributions: George "No. Absolutely not."
MacDonald, John "I think that Paul K. Dott is funny."
Brunkhart, Coleman "This is funny? Aren't all HERO
products like this?" Charlton

Proofreading: John "I'll use them in my campaign
anyway." Brunkhart

Cover Art: Pat Zircher

Cover Design: Bart Hlavin

Interior Art: Pat Zircher

Layouts: Steve Sullivan

Art Direction: Richard Britton

Production: Suzanne Young, Kurt Fischer, Paula Peters,
Eileen Smith, Leo LaDell, Larry Brook, Judy Madison

Page Layout: Coleman Charlton

And special thanks to Mike Nystul for his undying
Pessimism

SEND IN THE CLOWNS	2
The Big Entrance	2
How to Use CLOWN in Your World	2
The History of CLOWN	2
Bylaws of CLOWN	5
CLOWN Fighting Manual	6
Relations with Other Agencies	6
Chronicles of CLOWN	7

THE CHARACTERS	8
Slapstick (Retired)	8
Popgun (Expelled)	9
Merry Andrew — The Buffoon	10
Merry Andrew's Favorite Gadgets	11
(April) Foolmaker	12
Trump Knight	13
Tag	14
Snapshot	15
Beuford the Bard	16
Spotlight	17
Skate Kate	18
Random	19
Dot	20
Marbles	21
Toe-Tapper	22
TeeHee	23

THE CLOWN BASE	24
-----------------------------	----

SCENARIOS	29
The Bidding will Start at \$50,000	29
Hey, People are Getting Hurt Over There	30
Other Scenario Ideas	31

C.L.O.W.N.TM is Hero Games' trademark for its superhero roleplaying game using the Hero system.

ChampionsTM and Champions, The Super Roleplaying GameTM are Hero Games trademarks for its superhero roleplaying game using the Hero System.

Hero SystemTM is Hero Games' trademark for its roleplaying system.

C.L.O.W.N. Copyright © 1989 Hero Games. All rights reserved.

Champions Copyright © 1981, 1984 by Hero Games. All rights reserved.

Hero System Copyright © 1984 by Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Stock # 46

Printed in U.S.A., First Printing Feb. 1989

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

ISBN 1-55806-055-3

SEND IN THE CLOWNS



THE BIG ENTRANCE

Welcome to the zany world of C.L.O.W.N., the greatest collection of jokers and pranksters this side of Stronghold (and they hope it stays that way). Some have guessed that CLOWN stands for the Criminal Legion of Wacky Non-conformists, but no one is really sure if it's an acronym, or just sounds good. (If the founders know, they aren't telling.) The purpose of CLOWN in your campaign is twofold: to provide you with a selection of truly unique villains to put a twist in your adventures, and to give your players a break from the same old world-threatening catastrophes and wrenching moral dilemmas.

Included here are the thirteen current members of CLOWN, plus two additional members no longer with the group. You'll also find their favorite gimmicks, gadgets, and equipment; the fearsome CLOWN Car; CLOWN headquarters; and several adventures and suggestions for adventures involving the most bizarre gang of hooligans you'll ever meet.

HOW TO USE CLOWN IN YOUR WORLD

CLOWN is an organization unlike most others your heroes have encountered. They help people in distress one minute and steal and mock the authorities the next.

CLOWN is best used as a light-hearted diversion for your campaign. If your gallant hero team has waged a trench war with the despicable hordes from DEMON or spent weeks tracking down and stopping a bloodthirsty psychopath, they may be ready for a change of pace. CLOWN can certainly fill the bill with their pranks, gags, small group tactics, backup forces, and an unpredictable car. Use your imagination for the pranks and jokes they will pull, keeping in mind to avoid outright destruction.

Another thing to keep in mind is the public's reaction to CLOWN. Most people condemn the crazy crimes the CLOWN corps create, but secretly enjoy seeing CLOWN make fools out of moralizing heroes, pompous villains, and intrusive government agencies. There is even rumored to be a fan club which follows CLOWN's "exploits" with warped fascination.

THE HISTORY OF CLOWN

THE BEGINNING

The world would have cringed if it knew what it was in for when three young eccentrics became friends and set off on a self-appointed mission to pull elaborate pranks, jokes, and robberies. Andrew Marks, Alan Marstowl, and Eddie Burdan became fast friends in Chelkerston Kansas, shortly before their junior year of high school. They kicked off their school year with the first of what would be an endless stream of pranks — a "CONDEMNED" sign chained to the school's front doors. As the year progressed, so did the gags. A goal post was replaced with a balsawood look-alike that broke in two when an errant wide receiver stumbled through it. Nasal-voiced fire alarms yelled, "Hey, fire drill! Everyone boogie to the doors, puleeze! Jack Barnes, put out that cigarette, and get out of the bathroom, now!"

The pranks and gags continued into the winter, with transparent plastic wrapped tightly over the basketball hoops, footballs filled with helium (what a hang time!), snowmen that threw snowballs at passing school buses, and fried chicken that got up and walked from the lunchroom like zombies.

The string of pranks came to an abrupt end when the principal caught the trio mixing hair dye into the shower water for the girl's locker room. The principal suspended the boys, and their parents added additional punishment.

Once back in school, it took less than a week for the gags to begin again. They started out as small actions like lab animals running loose and lockers with superglue on the locks, but quickly escalated as radio-controlled school buses chased the principal through the halls and into his office.

The principal put two and two together, and the boys were suspended again with a warning that further pranks would result in expulsion. The boys were grounded for the rest of the year. In retaliation, the boys went on a rampage through the town, doing everything from locking the dog-catcher in the pound to dressing up the statue of the town founder in a colorful clown costume.

The boys were rewarded for their city beautification project with an introduction to a jail cell. Vandalism charges were filed, and the boys were placed in a juvenile detention center. Alan, Eddie, and Andrew quickly put an escape plan into action, leaving the detention center and vanishing from the area. One hotwired car and three hours later, they rolled back into Chelkerston, determined to exact revenge.

Their pranks were widespread and more ambitious than ever. The founder's statue was affixed with snorkel and flippers and sunk in a pond up to its eyes. Police cars had their engines replaced with small animal wheels, each containing a gerbil. All the city street lights were retimed to turn green at the same time, and one-way signs were reversed. Stuffed kangaroos were crammed into the courtroom where their trial was conducted, and a large circus tent was put up over the mayor's house. Speed bumps were installed on the interstate. After their work was completed, the trio vanished from town in a stolen school bus, which later became a new addition to a chicken house.

NEXT STOP: PARKINGHAM UNIVERSITY

The trio decided to attend college in order to go to all the great parties they had heard about. They forged diplomas, birth certificates, social security cards, and other necessary information and applied for admission at Parkingham University, a college near the Texas-Oklahoma border. They were accepted and began having the time of their lives. They also decided to learn as much about as many subjects as they could as a contest, and made a wager for the highest grade point each semester.

They thoroughly enjoyed college. Alan found he grasped the concepts of math and physics. Eddie put his natural limberness and strength to use in physical education, mastering tumbling and cheerleading. Andrew also became a cheerleader and concentrated his studies on chemistry, mechanics, electronics, and other sciences. Andrew and Eddie also became exceptional comic actors.

Throughout their college careers, they felt it important to learn as much as they could, and avoiding major pranks was an unfortunate necessity. At the start of their third year this resolve began to wear thin. Their long serious streak ended when the football scoreboard sprouted wings and took flight during homecoming. An investigation was launched, but the culprits were never found. Seven weeks later a lecture hall film began to show live footage from the faculty Men's Room. Again, the investigation came up empty.

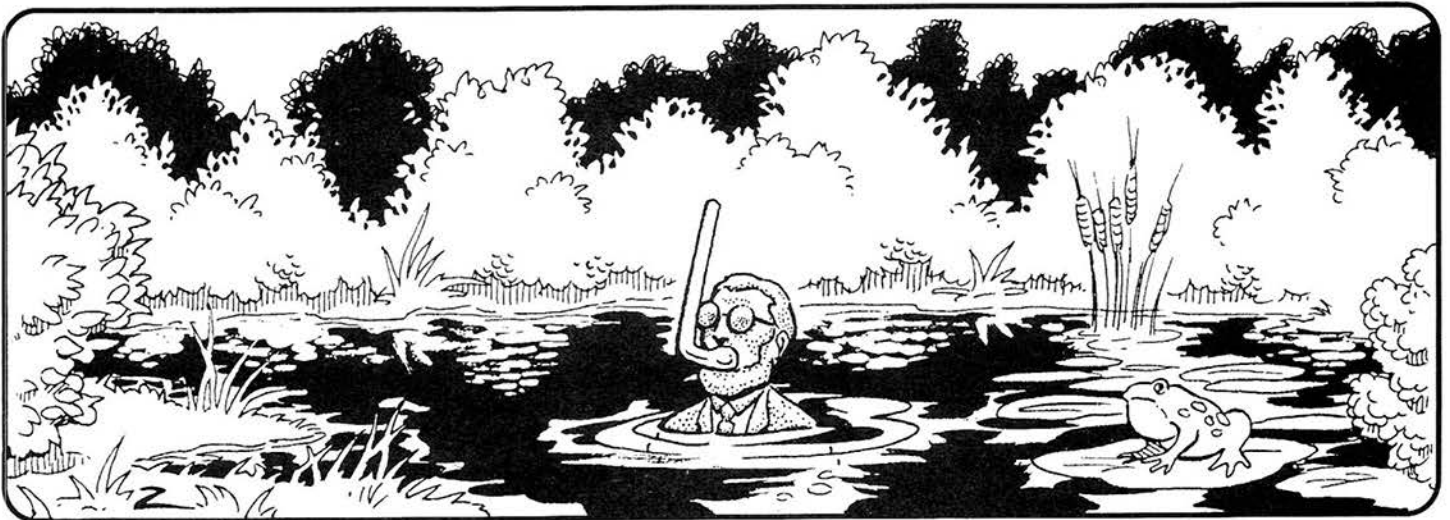
The lives of the three took a critical turn one cold winter evening when Eddie noticed some suspicious strangers on campus. Curiosity got the better of him, and he tailed one of the men to an abandoned warehouse off campus. Eddie returned to Alan and Andrew and reported what he'd seen. The next night, all three followed the stranger to the building. After several more people went in, they approached the building and peered inside. The men and women inside were talking about a small jewelry store on the edge of town, and were arguing whether it had an electrical alarm system. Slowly it dawned on them: the strangers were planning a robbery! Before they could decide what to do, Andrew slipped from the window, and fell with a crash. Two of the strangers rushed out, and forced the trio into the warehouse at gunpoint. Andrew recognized two of the people involved: Dr. Wilbur Tubers, a physics instructor, and Victor Prasht, the physical education coach. Alan, Eddie, and Andrew found themselves in a nest of criminals working for VIPER.

Dr. Tubers, knowing the boys abilities, issued the three a typical VIPER choice — Help VIPER or die ... painfully. It took no coin flip for them to decide. The three friends reluctantly became VIPER agents. (Some college students join fraternities, some student government — these three became VIPER agents.)

THE VIPER DAYS

It didn't take long for the recruits to become familiar with VIPER's tactics. Their first job, a raid on an army depot of prototype weapons, went off without a hitch. The target of the second mission was a chemical research facility. First, the vehicle the VIPER cell was to use to gain entrance broke down. When it was repaired, it arrived too late — the truck it was disguised as was already there. Dr. Tubers decided to bypass security and sneak in. They got into the complex and unexpectedly set off every alarm in the facility. After a short gunfight, the VIPER agents grabbed the chemicals and escaped.

The three, badly shaken, decided to find a way out of VIPER. They decided their only chance was to get the rest of the cell captured.



That evening the VIPER cell moved in on a large gold shipment. Andrew, Eddie, and Alan dropped back, and when the rest of the VIPER force was out of sight, they left. In the meantime the VIPER team had an easy time penetrating the security of the gold depository, but were rudely surprised to find an army of SAT agents acting on an anonymous tip.

The three celebrated their new freedom all the way to Boonville Missouri. They were glad to be free of VIPER, but regretted not finishing college, especially Andrew, who was well ahead in the betting pool. After some considerations, they decided to form their own group. VIPER, after all, was well organized and worked well as a team. For several days Andrew built equipment with financing provided by generous (if unwitting) convenience stores. They also began keeping tabs on the superhero communities.

After six months, the three emerged in spectacular fashion for their debut in Kansas City. Andrew, Eddie, and Alan were no longer the normal pranksters they had been. Andrew was now Merry Andrew the Buffoon, Eddie had become Slapstick, and the diminutive Alan transformed into Popgun, all with clownish costumes. Their first target, a toy store, was a rousing success. Oh, the police tried to stop them, but they ended up wearing sticky cream pies, rubber darts, and giftwrapping.

The newspapers raved about the a trio of clowns making keystone cops out of the police force. The new team liked the articles so much they decided to adopt the name CLOWN as their own.

CLOWN'S EARLY STAGES

CLOWN struck across the Midwest and South, hitting a bank here and a giftstore there, leaving empty vaults, humiliated police, and outrageous sight gags in their wake. For CLOWN's first official job, they kidnapped Foxbat and auctioned custody of the second-rate criminal nuisance to the highest bidder. (The Birmingham Police Dept. passed the hat and came up with \$8.67). Carefully tracking hero activities, the group seldom ran into superheroes.

CLOWN's first inevitable encounter with heroes was in New Orleans while going after a gold shipment. Their Trojan goat worked perfectly on the armored car, but as they were leaving, the Bayou Brigade, a local superteam, arrived. CLOWN lost the gold, but managed to leave the heroes stranded in an oversized bird cage complete with bells and swings. (The Cajun Commando, a local eccentric, later "gayron-teed" to bring CLOWN to justice.)

Although successful, CLOWN did not enjoy their first encounter with heroes. They again laid low, added new, more effective weapons to their arsenal, and rethought their tactics. It was at this time that the partnership became strained. Popgun struck out on his own. While robbing a Kwik-mart he got carried away and shot two customers.

Although Popgun returned with the money, Merry Andrew and Slapstick vehemently criticized him for the needless deaths. They explained that his actions would cause more heroes and agencies to hunt them. Popgun took the complaints in his usual fashion; he brushed them off. Seething inwardly, he resolved to show his partners-in-crime how things should be done.

Two months later the final break came. The CLOWNs hit an auction house for cash and a large St. Louis Cardinals baseball card collection. Everything was going smoothly until the group accidentally tripped a burglar alarm.

When the police showed up, Popgun took matters into his own hands and began firing his new, deadlier guns, injuring three officers. When Merry Andrew protested, Popgun shot him and tried to escape; but Slapstick tied him up in super-strong red tape and left with Merry Andrew. They emptied their base of their equipment and vanished. They hated to do this, but Popgun knew its location and would certainly turn them in. They reluctantly left him and the friendship they had once shared. Merry Andrew and Slapstick watched the evening news with sadness as Popgun's trial was quickly concluded. Popgun was sent to a high security prison where he could count prison bars halfway into the next century.



IS THERE LIFE AFTER POPGUN?

Slapstick and Merry Andrew began planning CLOWN's future. They liked what they were doing but they felt they had strayed from their original reason for forming the group: to pull pranks and gags on the world at large. Merry Andrew, especially, felt the need to do things that were "funny" again. Renewing their vow toward this end, they pair decided it was time to start searching for others of a similar wacky inclination to join them in their pursuit.

It took years for CLOWN to expand to its current roster. Slapstick retired before the search was done, citing a desire for a normal life (an exploding cigar had cost him an eye). Merry Andrew was saddened but accepted his decision.

With Merry Andrew as its guiding force, if not official leader, CLOWN got down to business. They set up a permanent base in a sealed off subway station in New York City with outlets under Coney Island, an old theater, and a candy store. The team eventually set up a second base in Washington DC (they figure that's where the rest of the country's professional CLOWNs are). Merry Andrew built the LAUGH (Lovable Aid. Usually Generally Helpful) computer and coaxed it into helping him build TeeHee, the CLOWN car. (Merry Andrew has since viewed this as one of his biggest mistakes.) CLOWN refined their tactics and amended their by-laws.

CLOWNs elaborate, attention-getting pranks quickly made worldwide news. Canisters of defoliant in South Korea were stolen and replaced with weed-eaters. More than once the Brooklyn Bridge displayed fifty foot long "For Sale" signs, along with full page ads run in national magazines, which received offers from Minnesota and Austin, Texas. The Presidential hotline started getting busy signals, and the *New York Post* printed a believable front page. The police cars in Washington DC had their radar detector reversed so that they measured the police car's velocity. The entire fleet of British Cavalier Airways was found one morning covered from nose to tail with feathers. The Washington Monument was given a nosecone, fins were affixed to its base, and a "Mars or Bust!" sign was glued to one side. Although the number of pranks grew, CLOWN never destroyed property of sentimental value, and notes were left detailing the dismantling of their sophisticated sight-gags.

CLOWN TODAY

CLOWN is now an international group of eccentrics, misfits, and thrill-seekers who revel in high-visibility pranks, grand jokes, and "pun-ishing" people who cross them. They have a formidable arsenal of zany weaponry (many designed by Merry Andrew), such as bubblegum guns and joy buzzers that others could utilize on regular missions. They have special bank accounts for emergency funding and a remote computer station with massive storage capability. In the event that they have to hastily abandon the base, they will beam all computer information to the remote and collect it later.

They're currently looking for a base site in Chicago, while they're finishing the Washington base. What CLOWN will do next is anyone's guess. Their unpredictability is outshone only by their earth-shattering gags, but whatever they decided to do, you can be certain it will be done in a big way.

BYLAWS OF CLOWN

"THE EVER SO HALLOWED, NEVER TO BE VIOLATED, UNDER PENALTY OF SERIOUS AND TERRIBLE CONSEQUENCE, EVEN FOR A REALLY GOOD REASON (ALTHOUGH WE'LL TALK ABOUT SPECIAL CASES), BYLAWS, REGULATIONS, AND ALL AROUND HOUSE RULES OF CLOWN"

CLOWN operates by a set of codes and standards that would be considered bizarre by most criminals (of course, CLOWN's nature is in and of itself bizarre).

Rule 1) Never kill, kidnap, or permanently harm another being, particularly a "normal" being.

Believe it or not, "normal" includes police and military personnel, innocent bystanders, secret service, and government agents. Borderline "normals" are agents of powerful organizations, like SAT, PRIMUS, VIPER, etc.

Members of CLOWN are totally committed against killing. They will drop everything including elaborate gags and expensive props to come to the rescue of anyone in danger, going as far as joining forces with heroes.

If a member of CLOWN deliberately breaks this rule he is expelled from CLOWN immediately and is ordered to turn himself in to the authorities. If the rule breaker refuses, the remaining CLOWN members will take him in, by force if necessary.

Rule 2) Never take anything that has sentimental value.

Examples being a locket given to a daughter by her mother, a diary from a teenage girl, etc. National treasures are considered sentimental to the nation and are also off-limits for theft (although non-destructive pranks are certainly acceptable).

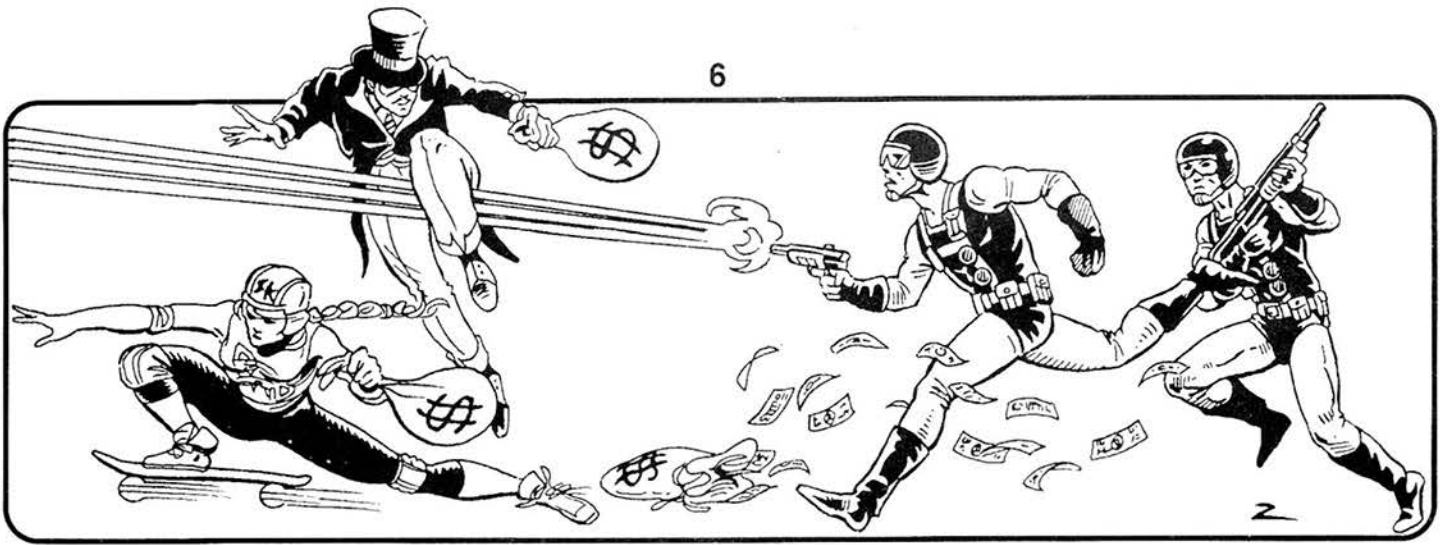
CLOWN initially did not think about sentimentality until they robbed a wedding and stole everything, including rings and family heirlooms. The wedding-goers became angry and tried to stop the theft. CLOWN escaped, but the heavily hyped news of the upset newlyweds touched a chord in the CLOWN members as well as several heroes who then vowed to bring CLOWN in. The wedding robbery loot was then mailed back to the couple along with a note of apology and a toaster as a wedding present.

This situation caused CLOWN to redefine the spoils of robbery. The definition of loot was narrowed to cash, precious metals, gems, bonds, valuable artifacts, paintings, toys, and antiques. They further decided that items other than cash should be taken only from auction houses or stores, not from private collections or safety deposit boxes.

If anyone violates the second rule or the spirit of its meaning, the offender will be given suitable punishment chosen at random from a short list.

A typical list of punishments might look like this:

- 1) Distribute a banana to every citizen of Scranton Pennsylvania.
- 2) Go an entire day without telling a joke.
- 3) Wash TeeHee.
- 4) Escort a class of obnoxious second graders to an art museum (and drive them home, one by one).
- 5) Do the dishes in the CLOWN sink.
- 6) Direct Traffic on 42nd Street during rush hour.
- 7) Act like a mime in Central Park.
- 8) Listen to Beuford lecture on Shakespeare.
- 9) Walk the city in normal clothes (which is punishment enough) wearing a sign that says, "Kick Me".
- 10) Call everyone in CLOWN "Sir" or "Ma'am" for a whole week.
- 11) Edit a supplement for a role-playing game.



CLOWN FIGHTING MANUAL

CLOWN usually employs hit-and-run tactics with small squads of three or four members. One squad member stays hidden within sight of the action, as a reserve. If TeeHee is along, it will usually be concealed in a nearby alley. (It has, however, been spotted perched like a spider on the underside of a skywalk.)

CLOWN keeps a team hidden a short distance from the target area to back up or bail out the first team. This team will spring into action after the heroes leave the area and local authorities have taken over. If the heroes stay too long, the backup team will notify the remaining CLOWNs and an attack will be launched to free their captured allies. If their comrades-in-comedy have been captured by known villains, the backup team will quickly launch an attack, calling on police or heroes for help.

When planning a gag, CLOWN thoroughly scouts their target in advance. They will streamline their plan until it meets the approval of the team leader. CLOWN sometimes sends TeeHee through the city as a diversion while they execute their plan. Remember, CLOWN may be eccentric and considered crazy by the general public, but they realize that a good joke requires preparation.

Although CLOWN does plan out their operations, they are not above impromptu gags. A CLOWN member walking down a street may decide to liven up the neighborhood by replacing the street light bulbs with fireflies in jars.

The most important thing to remember is CLOWN's pace: fast and furious. They get the better of their opponents by continually changing targets and using surprise maneuvers. This creates the confusion and unpredictability they rely on. The heroes mustn't be allowed time to think.

RELATIONS WITH OTHER AGENCIES

CLOWN has mixed relations with the organizations on the side of law and justice. Many law-enforcement agencies have been victims of CLOWN's brand of crimes, but PRIMUS and UNTIL want CLOWN the most.

CLOWN has had a handful of run-ins with PRIMUS on various matters, but PRIMUS has yet to catch any member of CLOWN. One prank which particularly incensed PRIMUS occurred when CLOWN mounted wings and an oversized propeller on a commercial bus, filled it with mannequins, and hijacked it to Cuba. CLOWN managed to make fools out of

the Cuban military in that incident as well when they left the bus behind and hijacked a train with the same wings and propeller from Cuba back to the United States.

UNTIL has run across CLOWN in Europe, Canada, and America, and were made the butt of several jokes including broadcasts that aired illegally which made UNTIL out to be a cheap imitation of a comic-book organization. There is also the continuing matter of the Toe-tapper-UNTIL feud.

SAT is not after the group so much as wanting to slowly torture April Foolmaker and "that huge lummoX that trashed six of our best agents!" (Tag), although jailing the whole lot wouldn't upset them too much.

Local law-enforcement agencies have suffered greatly from CLOWN's brand of crimes. However, the local police forces do see one bright spot in the gloom: they can (and usually do) call for high-powered help right away when they know CLOWN is around. After putting in the call, the local police chief will greet the reinforcements with something like "Wish I could help you folks, but gee, we have a couple of illegally parked cars, and we're looking for a missing girl. You'll do just fine, though. Good luck!". Then the locals will sit back and watch the federals take it on the chin.

On the whole, law-enforcement agencies and hero groups do not condone CLOWN's zany crime sprees, but many secretly root for them. If necessary, some of the hero groups or law-enforcement agencies will, very reluctantly, team up to save lives.

If VIPER ever catches up with CLOWN, they will do their best to painfully eliminate them from the face of the Earth. Of all groups, law-abiding, law-breaking or otherwise, VIPER has the biggest grudge with CLOWN. Between Snapshot's expose, the original trio's betrayal of a VIPER cell, and other numerous incidents, VIPER has had it and have put CLOWN on their "Top Ten to Trash" list.

Genocide believes there are mutants in the ranks of CLOWN and will seek them out, particularly Spotlight and Tag. The rest of the group they really don't care about, unless they, too, turn out to be mutants.

Raven is still looking for the mystery girl who escaped from their secret laboratories in the Northwest. If Raven and April Foolmaker ever meet, there is a chance she will be recognized and hunted down.

All other criminal organizations have had some isolated incidents with CLOWN, but won't go after them unless specifically ordered, if CLOWN interferes with a plan in motion at the time, or if the previous encounter was a complete humiliation of their ranks.

CHRONICLES OF CLOWN

September 1968 — High school is "CONDEMNED". Balsawood goal post cut down by wide receiver.

December 1968 — Suspension from school.

February 1969 — Second suspension from school. Field trip to juvenile home for vandalism. Not a good month.

May 1969 — Trio expresses displeasure at town in exceptionally mature fashion and leaves juvenile home. Founder's statue learns to SCUBA dive.

August 1970 — Trio enrolls at Parkingham University. Trio considers watching M.A.S.H. reruns to be high point of each day. A rather dull month.

September 1972 — Sudden outbreak of pranks at Parkingham. Score board takes off. New films in lecture hall.

November 1972 — Andrew, Alan, and Eddie investigate VIPER. Shotgun induction follows.

February 1973 — VIPER cell caught by SAT just minutes after trio resigns. CLOWN conceived.

July 1973 — Wild costumes and gadgets help in bank robbery. CLOWN is born.

November 1974 — CLOWN meets Bayou Brigade. Leaves heroes in birdcage. Popgun goes rogue.

January 1975 — CLOWN makes "short" work of Popgun. His gets a loooooong prison sentence. Merry Andrew, and Slapstick begin recruiting: It's not just a job, it's a joke.

March 1975 — Thousands of stolen stethoscopes are found hanging in refrigerated meat locker. Doctors gleefully use them immediately on patients.

May 1975 — First new member, April Foolmaker. Chickens found wandering White House lawn. Popgun breaks jail.

June 1975 — Trump Knight joins CLOWN.

September 1975 — Tag joins CLOWN.

October 1975 — Brooklyn Bridge up for sale.

December 1975 — Toe-Tapper joins CLOWN.

April 1976 — Brooklyn Bridge up for sale. This time registered with major Realtor.

June 1976 — Construction on New York CLOWN base started.

August 1976 — Snapshot joins CLOWN. Washington Monument readied for launch.

September 1976 — Beuford joins CLOWN. Slapstick retires. Merry Andrew builds LAUGH computer.

October 1976 — CLOWN base completed. Merry Andrew regrets building the LAUGH computer.

December 1976 — Merry Andrew *really* regrets building LAUGH computer. Grond redecorates CLOWN base.

January 1977 — Grond is tricked into redecorating hero base. Grond moves to Stronghold.

September 1977 — First of many illegal UNTIL cartoon broadcasts. Millions tune in.

January 1978 — Spotlight joins CLOWN. Merry Andrew builds TeeHee the CLOWN car.

July 1978 — First overseas prank by CLOWN. Eiffel Tower turned into oil derrick. "Didn't take much effort," notes Andrew.

October 1978 — Merry Andrew truly regrets Building TeeHee the CLOWN car. CLOWN fills local Raven base with walking, talking dolls wearing Edgar Allen Poe masks. CLOWN replaces Hell's Angels motorcycle seats with whoopee cushions. Hell's Angels proven to lack a sense of humor.

May 1979 — TeeHee wanders off. Two more levels added to base. Lightshow brings Grond home as pet. Grond sent on "errand" and returns to Stronghold. TeeHee returns.

December 1980 — Merry Andrew throws party at UNTIL base. UNTIL not invited. Or amused.

July 1981 — Random joins group.

January 1982 — Brooklyn bridge for sale, yet again.

August 1982 — Minneapolis outbids Austin, TX for Brooklyn Bridge. Washington DC chosen for new base site.

March 1983 — Minneapolis gets wise. Cancels payment. CLOWN saves city when Merry Andrew deactivates nuclear bomb. Bomb shell is packed with spring snakes and left for heroes to find.

April 1983 — Taking a cue from Tag, CLOWN sells a fake baseball team to Washington DC.

December 1983 — TeeHee wanders off.

January 1984 — TeeHee comes back after attending "Herbie" festival. Merry Andrew makes alterations to TeeHee's programming attempting to curb wanderlust. TeeHee drives off with Merry Andrew hanging from hood.

August 1984 — CLOWN begins construction on DC base. CLOWN constructs drive through window for secret SAT base.

May 1985 — Hundreds of porcelain pigs found missing from Wheel of Fortune set. Note left reads "No one wants us. We're leaving."

December 1985 — Brooklyn Bridge put up for sale. (Will they never learn?)

March 1986 — Skate Kate joins CLOWN. Brooklyn Bridge sold to South America. Sellers demand (and receive) cash. "Sold" sign planted, and travelers are charged a toll.

September 1986 — Gateway Arch candy striped. Dot joins CLOWN.

April 1987 — CLOWN places dotted line across Florida with huge letters reading "Cut here".

May 1987 — CLOWN sends letter of apology to Florida State Legislature when alien invaders try to cut peninsula away.

June 1987 — CLOWN sends letter of apology to alien invaders who almost got stuck with the Florida peninsula.

October 1987 — Marbles joins CLOWN. Another UNTIL farce show is aired and becomes a smash success. Broadcast rights are sold.

January 1988 — CLOWN and UNTIL battle in downtown N.Y. CLOWN escapes cleanly. UNTIL does not. Several days are spent cleaning red tape and bubble gum off equipment. Local law enforcement sends "condolences."

April 1988 — A small eastern town finds its streets literally rolled up at 9:00 pm.

September 1988 — CLOWN goes to Boardwalk. VIPER goes directly to jail. CLOWN goes into hiding.

January 1989 — CLOWN re-emerges.

THE CHARACTERS



SLAPSTICK (Retired)				
Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Enraged when killing attacks are used 11-, 11-
23	DEX	39	5	No peripheral vision.
18	CON	16	20	Code vs Killing
9	BODY	-2	20	Strict adherence to CLOWN bylaws
18	INT	8	5	Practical joker (x1/2)
14	EGO	8	25	Hunted by VIPER, 8-
10	PRE	0	25	Hunted by, Popgun, 11-
12	COM	1	10	Hunted by Foxbat, 8- (x1/2)
13	PD	10	15	Dependent NPCs, family, 11-
10	ED	6	15	Secret ID
5	SPD	17	70	CLOWN Bonus
14	REC	14		
60	END	12		
40	STUN	14		
Cost Powers				END
15	Missile Deflection 14-, bullets and shrapnel, usable against others, (OAF Cane)			
5	+2d6 in H-to-H (OAF Cane)			
6	+3" Running			
10	+10" Running, (16" Total) (OAF unicycle)			
10	2x Superleap			
8	3d6 Flash, doesn't work vs full eye covering or Forcefield. (+3/4), 4 Charges, (OAF seltzer bottle)			
Skills				
18	Acrobatics 18-			
5	Security Systems 13-			
5	Disguise 13-			
7	Juggling 16-			
30	Martial Arts, +1 multiple			
6	KS: Comedy 15-			
6	KS Actor 15-			
7	PS: Business Administration 16-			
16	+2 Levels w/combat			
20	+4 Levels w/Defensive maneuvers			
3	+1 Level w/running			
COSTS: Char. Powers Total Disadv. Base				
148 + 177 = 325 = 225 + 100				
OCV: 8; DCV: 8; ECV: 5; Phases: 3, 5, 8, 10, 12				



Slapstick helped get a few new members into the group but his heart was no longer with CLOWN.

Eddie went to Texas to make a new start with his share of loot and joined an improvisational theater troupe. He met his future wife Annette at one of the shows, and they were soon married. Eddie went into business distributing comedy novelties. By the time Lynda, Lizzy, and Andrew were born, Eddie was happy with his life. Slapstick has steered clear of the law and most of his crimes are too old to be on the books. He has little to do with CLOWN anymore, though he does keep in touch.

Personality: Slapstick is a comic through and through, enjoying vaudeville and pulling gags. He hides a sharp business mind and love for his family behind his joke-pulling facade.

Powers/Tactics: Slapstick has choreographed his active combat style to simulate old movie and vaudeville slapstick. Tripping, kicking, nose grabbing, and head bashing are all common and effective maneuvers for Slapstick. He bounces like Danny Kaye, slaps like Moe, and runs like Charlie Chaplain. His costume is equipped with a motion activated sound effects generator which produces various thumps and whistles when he attacks an opponent or even when he takes a fall himself. Slapstick is a defensive fighter, preferring to let heroes set themselves up for the fall.

Slapstick's only equipment are his unicycle which provides him with a quick entrance into and exit from combat, his high-impact cane which he uses to trip or bop his opponents and to deflect attacks, and his seltzer bottle.

Appearance: Eddie is a middle-aged man with a slender but taut build, a thin face, and a handlebar mustache. Slapstick's clothing consists of gaudy and mismatched vaudeville style suits. He wears a flower on his jacket and a straw hat.

Vital Statistics: Age 37. 6'5", 180 lb. Dark brown hair. Hazel eyes. Secret ID: Eddie Burdan.

Background: While growing up, Eddie nursed a passion for comedy. In high school Eddie met two other pranksters, Alan Marstowl and Andrew Marks. They pulled extraordinary capers, were sent to and escaped from the detention center, went to college, and were inducted into VIPER.

After leaving VIPER the trio pulled their own robberies and pranks until Eddie had an exploding cigar go off in his face, costing him an eye. That ordeal disheartened him. (It's only funny until ...)

POPGUN (Expelled)										
Val	Char	Cost	100+ Disadvantages							
15	STR	5	15	1 1/2x STUN from physical Attacks						
20	DEX	30	10	2D6 Unluck						
15	CON	10	20	Overconfidence						
10	BODY	0	5	Unusual Looks 8- (attracts ridicule)						
20	INT	10	10	Eccentric						
15	EGO	10	35	Hunted by CLOWN						
15	PRE	5	30	Hunted by PRIMUS 11-						
8	COM	-1	15	Hunted by Guardians						
6	PD	3		(New York Hero group), 8- (x1/2)						
6	ED	3	13	Hunted by Foxbat, 11- (x1/2)						
5	SPD	20	15	Secret ID						
10	REC	8								
40	END	5								
40	STUN	14								
Cost Powers			END							
36	Popgun: 5D6 Entangle, 5 Def. Backlash (+1), 6 Charges, (OAF Gun)									
15	"BANG" gun: 3D6 Mental Paralysis, 4 Charges, (OAF Gun)									
28	Squirtgun: 8d6 EB, Penetrating, 8 Charges, (OAF Gun)									
27	Ping-Pong Ball gun: 3D6 RKA, Explosion, 8 Charges, (OAF Gun)									
7	Spurs: +1D6 HKA w/Kick (-1/4), (OAF)									
33	15PD/15ED Armor, (OIF costume)									
Skills										
12	Acrobatics 14-									
3	Scientist									
6	Physics 15-									
5	Electrical Engineer 15-									
3	Mechanical Engineer 13-									
3	Inventor									
4	KS: Gunsmith 13-									
10	2D6 Luck									
20	+2 Overall Levels									
24	+4 Levels w/guns									
COSTS: Char. Powers Total Disadv. Base										
		122	+	236	=	358	=	258	+	100
OCV: 7; DCV: 7; ECV: 5; Phases: 2, 4, 6, 8, 10, 12.										

Vital Statistics: Age 37. 4'2", 100 lb. Greasy black hair. Brown eyes. Secret ID: Alan Marstowl

Background: Alan, though small in size, was an exceptionally bright young man. Because Alan spent most of his time pulling pranks with Eddie and Andrew, he failed high school and started down the trail of crime.

Unlike the other two founders of CLOWN, Alan wanted to do more than make people laugh. Alan had made people laugh all his life. With his new powers, Alan wanted people to fear him. Striking out on his own, Popgun strained his relationship with his partners (who were too "weak" to do what he saw was necessary), and he finally shot Merry Andrew and a police officer.

Slapstick turned on him, and Popgun ended up in a high security prison. While in prison Popgun accepted an offer from VIPER to return to the organization (after all, it was his spineless partners who made him quit in the first place). In return, VIPER sprung him from his cell.

GM Note: Popgun is an optional character for a more serious campaign. He feels betrayed by his friends and is looking for revenge. Popgun is a little man with a big chip on his shoulder.

Personality: Popgun is unpredictable, volatile, and calculating. He loves guns and believes he is the world's best marksman. His ferocity and unpredictability often give him an edge in confrontations.



Powers/Tactics: Despite his size, Popgun is an impressive athlete and skilled marksman. With his deviously inventive mind he has created several weapons to match his stylized cowboy costume. One dangerous looking gun ("..a marvelous sight.."), when fired, displays a harmless looking flag with the word "BANG!" prominently displayed, which seizes the mind of his target rendering him incapable of thought or action ("But wait... Oh!... Oh! ..."). His popgun fires a cork with a trailing wire which tightly ensnares his victim. The wire itself is dangerously fine and super-strong. If the victim struggles, the wire will painfully slice ("..Oh!..this is one of the worst..") into them. His next vile gun, constantly dripping some obscene, noxious fluid, sprays a dark, viscous pool of coagulase adhesive, which sticks to his unsuspecting prey and releases an overpowering acid which renders them unconscious in moments. And his insidious ping-pong ball gun fires pallid

projectiles which explode with burning, flesh-rending, concussive force ("..Oh, the humanity!..").

Note: *The preceding description has been a cheap attempt by the editors to pack all the violence normally found in a CHAMPIONS supplement into the small space provided in this light-hearted Organization Book.*

Popgun will always go on the offensive, even against unfavorable odds, mercilessly firing away, even when down.

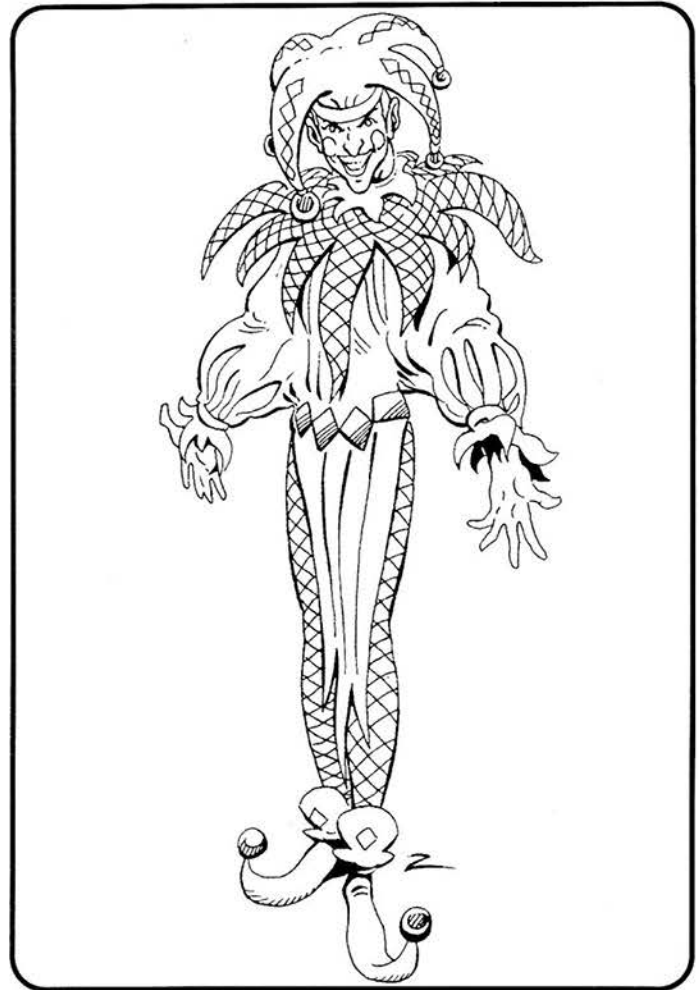
Appearance: Popgun wears a stylized cowboy costume, complete with chaps, leather vest, checkered shirt, and a ten gallon hat. Heavy duty cowboy boots with large gold spurs, a neckerchief and black mask round out his costume.

MERRY ANDREW — THE BUFFOON				
Val	Char	Cost	100+ DISADVANTAGES	
15	STR	5	20	Enraged when heckled or embarrassed in public. 11-, 11-
23	DEX	39	10	1d6 from hecklers (Oh, the pain, the pain.)
20	CON	20	10	2d6 Unluck
10	BODY	0	20	Does everything for laughs.
33	INT	23	20	Strict adherence to CLOWN bylaws
18	EGO	16	10	Code vs Killing (x1/2)
15	PRE	5	3	Moody and prone to tantrums (x1/2).
16	COM	3	30	Hunted by Guardians (N.Y. Hero Group)
13	PD	10	30	Hunted by Capitol Patrol (DC Hero Group)
9	ED	5	13	Hunted by UNTIL 11- (x1/2).
5	SPD	17	13	Hunted by VIPER 11- (x1/2).
8	REC	2	6	Hunted by Foxbat 8- (x1/4).
60	END	10	6	Hunted by Popgun 8- (x1/4)
38	STUN	10	15	Secret ID
			100	CLOWN Bonus
Cost Powers			END	
96	80 Point Gadget Pool (see Merry Andrew's Favorite Gadgets).			4
13	Regeneration, 2 Body/Rec			
Skills				
27	Gadgeteer 25-			
12	Acrobatics 15-			
9	Computer Programming 16-			
3	Driving 14-			
5	Escape Artist 15-			
3	Paramedic 14-			
5	Security Systems 14-			
5	Stealth 14-			
3	Scientist			
7	Electronics 17-			
7	Mechanical Engineering 17-			
3	Artificial Intelligence 15-			
4	KS: Vehicle Design 16-			
8	PS: Comic 17-			
15	3d6 Luck			
1	6+2 Levels w/Gadget Pool Gadgets			
COSTS: Char. Powers Total Disadv. Base				
165 + 241 = 406 = 306 + 100				
OCV: 8; DCV: 8; ECV: 6; Phases: 2, 4, 6, 8, 10, 12				

Vital Statistics: Age 37. 5'9", 175 lb. Grey hair. Green eyes. Caucasian. Secret ID: Andrew Marks.

Background: Andrew's wealthy father never let him want for anything. He gave Andrew an amusement park when he was eight and a chauffeured limousine when he was eleven. In return, his brilliant, if eccentric son, did his best to liven up the stuffy Marks household.

Andrew would have remained sheltered all his life had he not moved to Chelkerston, Kansas, where he met Eddie Burdan and the diminutive Alan Marstowl. Their mutual love of comedy gave Andrew's life a purpose. This purpose eventually led to his expulsion from Chelkerston, his short association with VIPER, the end of his friendship with Marstowl, and the discovery of his regenerative powers after being shot by a security guard at a marshmallow manufacturing plant.



The other two members of the fledgling group had decided on their names and costumes long before Andrew had. Andrew finally found Merry Andrew in a dictionary: "mer.ry-an.drew /,mer-e-'an-(,)dru/n, One that clowns publicly: BUFFOON." Andrew now calls himself by both of these names.

Personality: Merry Andrew is in many ways a classic deranged genius. Were he a serious researcher, he likely would have won a nobel prize years ago. But Andrew is a habitual prankster, and is much more concerned with the perfect gag than the perfect experiment. His sense of monomania is infectious, and the rest of CLOWN usually follows his lead, warped though it may be. However, he is sometimes temperamental, throwing violent tantrums when a prop doesn't work, or when a punchline bombs. He protects Spotlight like a daughter ("Hey, I'm her daddy, what do you expect?"), but getting him to admit he takes responsibility for her, or anything else, is about as easy as filling in the Grand Canyon with table sugar.

Powers/Tactics: Merry Andrew relies on his skills and his myriad of marvelous mechanisms. He usually takes a full complement of equipment on an outing (See Merry Andrew's Favorite Gadgets).

Merry Andrew loves to attract attention when fighting. He usually starts with his least flamboyant gadget and builds to a grand finale. He is the most committed to the purpose of CLOWN, but is the first to see the need to abandon a prank. Despite the rotating leadership of CLOWN, Merry Andrew is trusted to know when to abandon a gag.

Appearance: Merry Andrew wears various costumes, from the typical medieval fool's garb to striped zoot suits with neon shoes and a Groucho Marx nose. His favorite costume is a checkered shirt of heavy cloth, sky blue tights and shoes, lemon yellow gloves and typical court jester cap.

MERRY ANDREW'S FAVORITE GADGETS

Of all the members of CLOWN, Merry Andrew (with his massive gadget pool) changes his equipment most-often. The list below is by no means restrictive, and the GM should feel free to add any additional zany devices he can think of, keeping in mind that there should be no killing attacks, and there should always be some outlandish special effect.

BUBBLE GUM GUN — This device resembles a machine-gun with a wider than normal barrel and a gumball machine on top. It spews out one or more gumballs that burst on impact into a gooey glob.

- 3D6 Entangle, Selective Fire (+1/2), 125 Shots (+3/4), Doesn't work under water (-1/2), **OAF** (-1).

Total Cost: 67 Active Points, 27 Real Points.

JOY BUZZER — This device looks like those found in stores, but has a bit more bite.

- 6D6 Electric Blast, Penetrating (+3/4), Stun Only (-1/2), **OIF** (-1/2), No range (-1/2), 8 Uses (-1/2).

Total Cost: 52 Active Points, 16 Real Points.

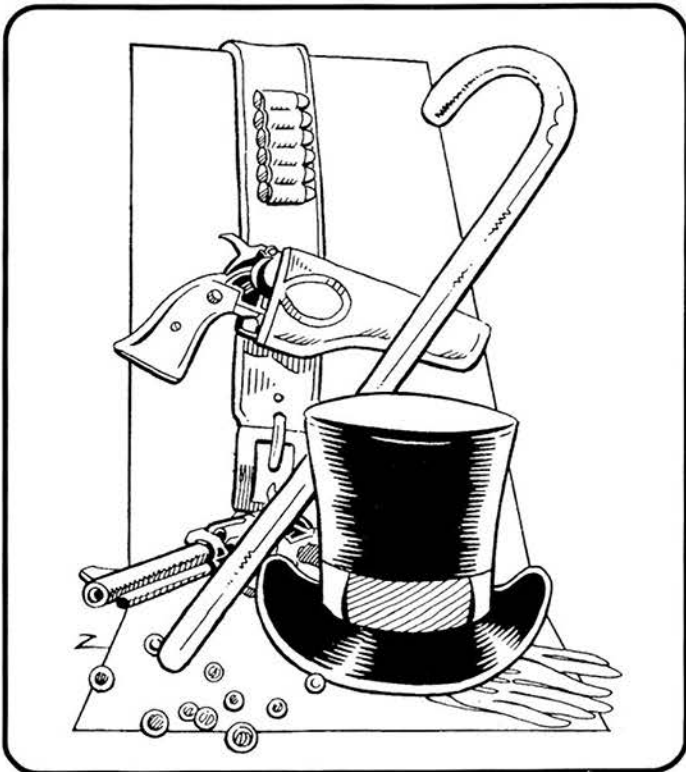
GUFFAW GAS — Sure to have them rolling in the aisles, this gas is usually disguised in anything from a juggling ball to a toy fire truck with a squirting hose. It makes a person helpless with laughter.

- 4D6 (2 Def) Mental Paralysis, 1 Use (-2), Doesn't work on characters with 10 pt. Life Support (-1/2), **OAF** (-1). Total Cost: 60 Active Points, 13 Real Points.

BANANA GUN — This slick little number is used to get rid of ground-bound nuisances. It resembles a banana with the end peeled back. Those not aware of its power may find themselves a loooong way from the action.

- 40 STR TK, Only Used to throw someone in single direction (determined at point of hitting banana oil slick) (-1), 4 Uses (-1), **OAF** (-1), Only works on characters who touch the ground (-3/4).

Total Cost: 40 Active Points, 8 Real Points.



SPRINGY SPRING — This large metal coil is thrown toward the victim, then springs up around the target and takes off—hero, spring, and all. The victim can either break out of the spring or wait for it to stop bouncing.

- 5D6 Entangle, plus 50 STR TK, Stops if Entangle is broken (-1/2), Only to "bounce" away in random direction (-1). Both **OAF** (-1) and 1 Charge.

Total Cost: 100 Active Points, 22 Real Points.

SHRINKING VIOLET SQUIRTING FLOWER — This item appears as a plastic flower worn on the costume. All you do is move in close, squeeze the bulb, and the next thing you know, shrunken antagonist, wearing no clothes, only a birthday suit. This particular item has garnered more buy-offs of codes against killing than any other.

- 4 Levels Shrinking, usable on others (+1/2), Usable at range (+1/2), doesn't shrink costumes (-1/2), 4 Uses of 2 turns duration (-1/4), **OAF** (-1), Doesn't work against shrinkers, shapechangers or growers (-1/2).

Total Cost: 80 Active Points, 21 Real Points.

EXPLODING CIGAR — Certain to be hazardous to your health... real hazardous. Funniest when planted in the cigar box of an unsuspecting victim, it can be poked in a target's mouth and lit in half a phase to go off one segment later.

- 4" Darkness, impervious to normal vision, and 6D6 Energy Blast, Stun only, only with Darkness (-1/2) Both **OAF** (-1), 1 use (-2). Total Cost: 75 Active Points, 18 Real Points.

HAND ORGAN — Sure to make a monkey out of its victim.

This innocent looking crank organ plays "When the Merry Go Round Broke Down" and causes all within earshot to act like monkeys.

- 10D6 Mind Control, **OAF** (-1), 6 uses of 2 turns duration (-0), Can only command to act like monkey (-1), Control ends if player stops cranking (-1/2).

Total Cost: 50 Active Points, 14 Real Points.

STILTS — For that needed lift. Stiltwalkers also travel farther faster.

- 2" Stretching, Costs no End. (+1/4), No noncombat stretching (-1/4), Only stretches vertically (-1) and -6" Running, Only when stretching (-1/2). Both **OIF** (-1/2). Total Cost: 22 Active Points, 10 Real Points.

CHINESE HANDCUFFS — Simply insert a hero's fingers into this fiendish oriental trap and he'll never get loose!

- 4D6 Strength Drain, Reduced Strength only applies to Entangle breaking attempts (-1), and 4D6 Entangle (4 Def.), No range (-1/2), only with STR Drain (-1/2). Both **OAF** (-1), and 1 use (-2).

Total Cost: 80 Active Points, 18 Real Points.

POGO STICK — Puts a little bounce into your robberies.

- Super Leap (4x normal), **OIF**.

Total Cost: 20 Active Points, 13 Real Points.

BUCKET OF CONFETTI — Often used on flaming characters, the Bucket is treated as if it held water but when thrown contains only confetti... and an irritating blinding agent. This is often carried on a cart with several other gadgets.

- 3D6 Flash, Armor Piercing (+1/2), **OAF** (-1), 1 use (-2), Doesn't work vs. Force Field or eye covering (-3/4). Total Cost: 45 Active Points, 9 Real Points.

(APRIL) FOOLMAKER				
Val	Char	Cost	100+ DISADVANTAGES	
10	STR	0	20	Code vs Killing
17	DEX	21	20	Strict adherence to CLOWN bylaws
18	CON	16	8	Practical Joker (x1/2).
8	BODY	-4	10	Protective of Spotlight (x1/2).
18	INT	8	4	Overconfidence (x1/4)
26	EGO	32	25	Hunted by RAVEN
10	PRE	0	15	Secret ID
18	COM	4	15	2d6 STUN when using Ego Attack
12	PD	10	83	CLOWN Bonus
8	ED	4		
4	SPD	13		
10	REC	8		
70	END	17		
32	STUN	10		
Cost Powers		END		
25	Elemental Control — Mental Powers:			
a-76	12d6 Mind control, fully invisible, Only one target at a time (-1/4)			12
b-8	10d6 Telepathy, 1/2 End, OAF (Dummy), Only works on Mind Control victim (-1/2)			6
c-12	5d6 Ego attack, 2x END.			20
d-25	Invisibility, (IR, UV, X-Ray, N-Ray, No fringe), 1/2 END, Doesn't affect machines.			6
5	Security Systems 13-			
5	Stealth 12-			
5	Paramedic 14-			
COSTS: Char. Powers Total Disadv. Base				
139 + 161 = 300 = 200 + 100				
OCV: 6 DCV: 6 ECV: 9 Phases: 3, 6, 9, 12				

Vital Statistics: Age 30. 5'1", 110 lb. Jet black hair. Grey eyes. Secret ID: April Kesnick.

Background: April was born in Chinatown to an American father and Chinese immigrant mother. When she was ten her family made a series of moves up and down the West Coast. April was unable to make close friends and dearly missed the companionship.

As she grew up, April's parents wanted her to become a doctor, but April soon became bored with the constant studying. She considered running away from home but decided it best to bide her time and stay out of trouble until she came of age. On her 18th birthday she packed her things and left, hoping to find the friendship and attention she craved.

April was hitching to New York when she was grabbed by a band of RAVEN agents. She was subjected to an excruciating brain-washing experiment. The treatment put her in a deep coma that lasted over three months. The scientists at the laboratory kept her alive on life support machines to study the effects of their tests.

April shocked them, however, when she regained strength and reawakened. When she saw the scientists, she remembered her treatment. She became enraged, and wished them all dead. Suddenly the scientists crumpled like paper dolls, apparently dead. April remembers little of her escape, but believed she killed the scientists. (She later found, much to her relief, that her powers can't actually kill anyone.)

April wandered for some time, trying to put her thoughts in order. One evening after eating at a truck stop, she tried to leave without paying, but the waiter stopped her. In desperation, April told the waiter she had already paid and was astonished when he suddenly agreed and left her alone. April found this exciting and began to subtly experiment on people she met as she traveled eastward.

April learned that she could bend people's wills, but forcing them to do things against their nature was extremely difficult. She also found that she could render people unconscious, but this was painful and tired her greatly. April delighted in her new power and began using it to make people embarrass themselves. From reading newspapers and watching televisions in stores, she learned about superheroes and villains. April came to the conclusion that heroes were naive and foolish doing what they did without payment, even if saving lives was admirable. Villains got rich quick, but seemed to have no regard for human life. April was in a quandary.

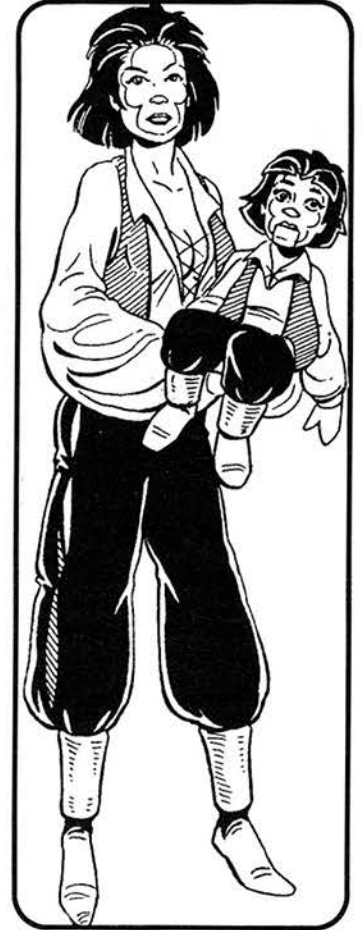
In Minnesota April stumbled across a robbery in progress at a chicken ranch. Two gaudily-costumed bandits were running from the police. For fun, April told the police to act like cats and curl up in the trunk of their car. She caught up with the robbers and playfully asked if she could come along. The two men laughed at first, but relented after finding themselves clucking like the chickens they were stealing. April asked the two if they would have killed the police, to which Merry Andrew answered, "Are you kidding?!? That's against the law!" He then clapped her on the back with a Joy Buzzer. April happily accepted this answer, as well as his offer to join CLOWN. (The chickens were later found walking back and forth across Pennsylvania Avenue during a Presidential motorcade. No one could ever figure out why they crossed the road, but speculation persists to this day.)

Personality: April is a confident woman, with an eye for details. She is meticulous, patient, and cool under pressure. She tends to act as the conscience of the group and takes care of Spotlight like a mother.

Powers/Tactics: April's unique style stems from her ability to control minds. Though she can stun her opponents mentally, she prefers controlling a victim and compelling him to do something foolish (drop his trousers, chase cars, etc.). This ability was enhanced considerably by the addition of a ventriloquist's dummy, devised by Merry Andrew, which allows her to communicate with her victim mentally. The doll itself changes to resemble her victim. She also has the ability to render herself invisible to people around her. Since this invisibility is only in the minds of others it has no effect on machines or anyone viewing her on video.

April's favorite tactic is to disappear into a crowd and manipulate the minds of her targets from the sidelines.

Appearance: April wears traditional mongol-style garb of blowsy red shirt and pants with tight cuffs and slits up the pantlegs. Instead of wearing a mask she hides her identity with striking face makeup. When not dressed as an unfortunate hero, her dummy wears a matching costume.



TRUMP KNIGHT				
Val	Char	Cost	100+	Disadvantages
40*	STR	20*	20	2x Stun from high-tech attacks
23*	DEX	26*	20	2d6 from intense Heat
30*	CON	27*	5	2d6 from Gravity or Sonic-based attacks, (x1/2)
10	BODY	0	20	Always making bets and taking chances
20	INT	10	15	Can't turn down a bet
12	EGO	4	8	Code vs Killing, (x1/2)
25	PRE	15	5	Adherence to CLOWN Bylaws, (x1/2)
20	COM	5	25	Hunted by UNTIL, 8-
8+*	PD	0*	25	Hunted by Las Vegas mob, 11-
6+*	ED	0	5	Unusual Looks 8-
6*	SPD	18*	15	Secret ID
14*	REC	0	148	CLOWN Bonus
60*	END	0		
50*	STUN	5		
Cost Powers			END	
40	60 Point Multipower Pool, 16 uses, Sceptre (OIF)			
4 u	12d6 PD Blast (Club Projectiles), scepter in Club form			
4 u	6d6 NND EB Nerve Stunner (Armor or FF), scepter in Club form			
4 u	4d6 Entangle, increases 1 Body. 1 Def/Phase (+1/2), scepter in Diamond Form			
4 u	+12 PD/ +6 ED Armor, Usable on others (+1/2), Others only(-1/4), scepter in Diamond form			
4 u	3d6 CON Drain (Heart Flutter), scepter in Heart form			
4 u	6d6 Mind Control and 6d6 Telepathy, love only (-1/2), scepter in Heart form			
4 u	30 STR TK, Full Invisible Effect (+1), scepter in Spade form			
4 u	4d6 Transformation, All or nothing, Curses target with bad luck (3d6 Unluck) for a period of time, scepter in Spade form			
44*	20 PD /20 ED Armor			
4†	+6 PD armor (Shield), Act. 11- (-1)			
13†	Missile Deflection, 20 pts., 14-			
27*	20" Flight			
3	Flash Defense (5 pts.), OIF-Helmet (-1/2)			
13*	20 Points Life Support			
8	PS: Gambling 17-			
15	3d6 Luck			
* = OIF-Mystic Armor (-1/2) † = OIF-Shield (-1/2)				
COSTS: Char. Powers Total Disadv. Base				
130 + 199 = 329 = 229 + 100				
OCV: 8; DCV: 8; ECV: 4; Phases: 2, 4, 6, 8, 10, 12				

Vital Statistics: Age: 39. 6' 2", 200 lbs. Black hair. Blue eyes. Secret ID: Kingston Freemont.

Background: Kingston was a born gambler, always winning games of chance, raffles, lotteries, and dice games. Nothing could elude his luck and skill.

Kingston took more and more chances, gambling in Vegas, Atlantic City, Monte Carlo — wherever the stakes and risks were high. Eventually he became famous throughout the world for his playing ability and phenomenal luck.

Several shady casino owners began to tire of Kingston's winning streak and decided it was time it (and Kingston) came to an end. An assassin's bomb obliterated the penthouse that Kingston had exited only minutes earlier. He fled the city but was caught by the assassins, shot, and left on the side of the highway.

Kingston, his wounds completely healed, awoke in an underground cave next to a lovely young woman and wizened old man. He asked how he had been saved, but the two strangers did not utter a word. Three nights later, the old man looked Kingston in the eye and asked, "Do you wish to gamble for your life?" Kingston was stunned by this strange, ominous question, but felt that familiar surge and asked, "What's the prize?"

The old man answered, "A treasure — a symbol, if you will, of the ultimate gamble."

A smile appeared on Kingston's lips, and he agreed. Games of chance appeared: cards, dice, a roulette wheel, and the shell game. The old man and Kingston competed for what seemed an eternity. First one took the lead, then the other.

Kingston had never encountered a more skilled opponent. With only the final game of poker remaining, the scores were identical. Kingston bluffed through a worthless hand and won the tournament.

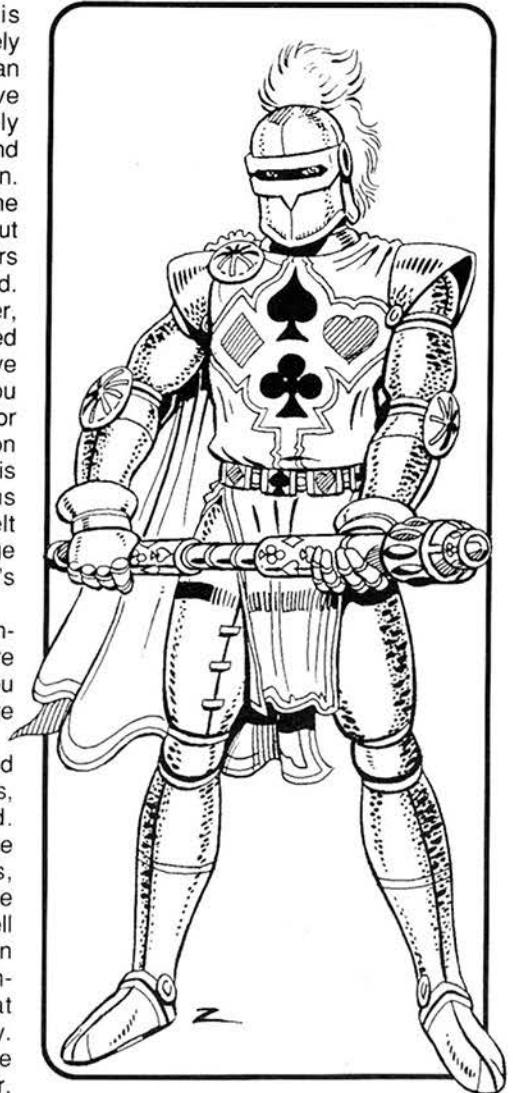
The old man smiled and in a blinding flash vanished with the woman. When Kingston's eyes cleared, a shimmering suit of armor with helmet, shield, and a glowing scepter lay on the cave floor.

Kingston put the helm on and heard a voice say, "With this suit, you are now a knight of the cards, a warrior of the gamble. You represent the lost card of royalty. You can now conquer the greatest gambles any mortal can obtain." With these words echoing in his ears, the Trump Knight left the cave and sailed into the dawn skies.

Personality: Kingston is a droll man possessing a cutting wit and wry laugh. He is often found in gambling halls and is never known to refuse a bet.

Powers/Tactics: Trump Knight will act like an imperious lord, treating adversaries with little respect unless they prove themselves deserving. He softens up his opponents with his ranged attacks, cursing them with unluck or tossing them about with TK. He then moves in, finishing them by encasing them in a growing shell of diamonds or blasting them with a stream of clubs. Trump Knight's reply to bragging heroes is, "Ya wanna bet?"

Appearance: Trump Knight wears a gold tabard with the four card suits emblazoned in black and red over his dark green armor. His shield has the same pattern as his tabard painted on it. His scepter changes color and shape to mimic the suit it is representing.



TAG				
Val	Char	Cost	100+	Disadvantages
60	STR	50	30	Berserk in combat 14-, 8-
18	DEX	24		Will mindlessly attack whoever is "It"
30	CON	40	20	Berserk 11-, 8-
15	BODY	10		when April Foolmaker hurt
8	INT	-2	5	1 1/2 x Body from magic
8	EGO	-2	10	2 x Stun from magic
25	PRE	15	5	1D6 Unluck
10	COM	0	20	Code vs Killing
40	PD	28	15	Strict adherence to CLOWN bylaws
25	ED	19	5	Always wants his way (1/2)
4	SPD	12	5	Fond of April Foolmaker (1/2)
20	REC	0	3	Loves practical jokes
60	END	0	25	Hunted by Genocide 8-
65	STUN	0	25	Hunted by UNTIL 8-
			13	Hunted by SAT 8- (1/2)
			14	CLOWN Bonus
Cost Powers			END	
15	Armor Piercing STR, Only opponents that are "It" (-1)	3		
30	Full Damage Resistance, All Killing Attacks			
15	1/2 End on STR			
8	+4" Running (10" total)			
10	2x Superleap			
5	Stealth 13-			
3	Juggling, 12-			
15	5 Levels with Punch			
COSTS: Char. Powers Total Disadv. Base				
194 + 101 = 295 = 195 + 100				
OCV: 6+; DCV: 6+; ECV: 3; Phases: 3, 6, 9, 12				

Vital Statistics: Age 28. 6' 11", 280 lbs. Muddy brown hair and eyes. Secret ID: Bart "Bubba" Dalworth

Background: Bart Dalworth, affectionately known as "Bubba", was almost twice the size of other children his age. His coordination did not keep up with his size, however. As a result, Bubba was poor at childhood games. He especially hated playing tag, because he could never catch the faster kids. He grew to hate these games and soon stopped playing with other children.

Bubba was not a star in the classroom either, and his grades rarely climbed above average. He wanted to learn but had difficulty, and before long his disdain for learning paralleled his dislike of games.

By the time he reached high school Bubba's coordination had finally compensated for his massive size. He became popular, particularly during football season, and helped his team win the state championship. Offered scholarships to Clemson and Texas A&M, he eventually chose to go to Steroids and Money University (SMU) in Texas where he hoped to get into the pros. He helped the university win a conference championship, but recruiting violations and illegal payoffs shut down the school's sports program.

Bubba's problems worsened when he was busted for drugs left in his delivery van. In jail Bubba was befriended by a man named Karendor, who claimed to be a wizard. He asked Bubba to help him escape. Bubba agreed and they broke out, disappearing into the night.

Karendor decided Bubba would be a useful tool. While casting a series of spells on Bubba, the wizard was interrupted by his arch-enemy, and the magic went wild. The energy surged into Bubba and a tremendous explosion lit the night sky.

Bubba shortly regained consciousness. Finding nothing of his friend but a scrap of cloak, he became furious and took out his rage on the unwitting hero. The fight was short and decisive.

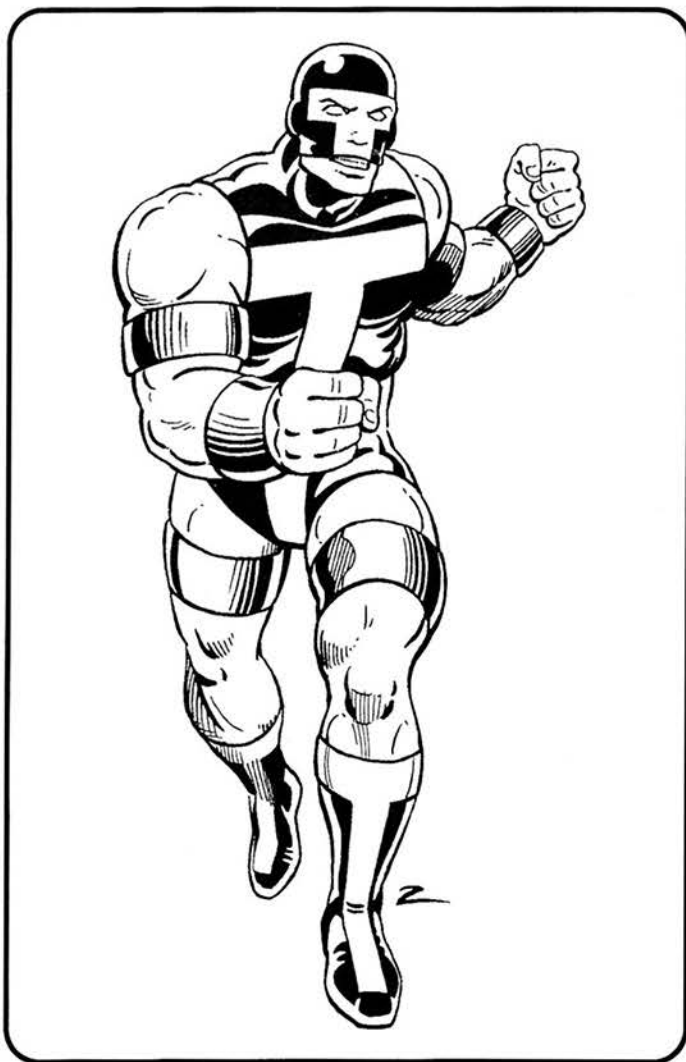
Bubba wandered Florida, breaking into stores for food and clothes. One night he found a badly hurt oriental girl (April Foolmaker) staggering down an alleyway. Bubba's rage grew when he saw her attackers. Bubba valiantly defended the girl against the SAT strike force and carried April to safety.

April remembered his strength and his skill and decided he would be a good addition to CLOWN.

Personality: Tag is a slow thinker but is by no means stupid. He is impatient, socially inept, and always wants things his way. He feels that anything he tries ends up in failure. Bubba now loves the sports he was denied as a child, particularly football tag. Nothing makes him happier than catching a quick hero and "tagging" him. He thinks of April Foolmaker as the sister he never had.

Powers/Tactics: Tag treats combat situations like a game, which, given his defenses, is not far wrong. He goes Berserk in combat, and will attack a single individual who happens to be "It." The unfortunate victim can lose this distinction simply by touching someone else and shouting "You're it" — at which point Tag will attack the new target. The members of CLOWN understand this and will usually run up to an especially tough hero, touch him, and shout "You're it." The next step is to get out of the way while Tag pounds the Hero into gelatin.

Appearance: Tag wears a simple white costume with large green T's emblazoned on it.



SNAPSHOT					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	Allergic to alcohol, 2d6 STUN	
20	DEX	30	5	1d6 Unluck	
18	CON	16	20	Code vs Killing	
10	BODY	0	15	Adherence to Clown bylaws.	
18	INT	8	8	Proud of journalistic record (x1/2).	
12	EGO	4	8	Practical Joker (x1/2).	
15	PRE	5	4	Overconfident (x1/4).	
10	COM	0	4	Arrogant when reporting (x1/4).	
12	PD	10	30	Hunted by VIPER 11-	
9	ED	5	25	Hunted by Philadelphia mobsters 11-	
5	SPD	20	15	Secret ID	
10	REC	8	52	CLOWN Bonus	
50	END	7			
36	STUN	12			
Cost Powers			END		
55	Multipower (180 pt reserve), Takes Full Phase (-1/4), doesn't work in darkness (+1/2), 8 Charges, (OAF camera)				
3 u	6d6 Transformation Attack, all or nothing, (transforms into photograph. Soaking with developing fluid turns back to normal).				
5 u	6d6 Transformation Attack, all or nothing, (same effects) 18" Area Effect				
3 u	6d6 Flash				
20	10 Points Presence Defense				
10	15 Point Flash Defense, OIF (Sunglasses)				
11	Armor (12PD/15ED), (IIF reinforced clothing)				
Skills					
3	Bureaucratics 11-				
7	Detective Work 14-				
5	Stealth 13-				
3	Streetwise 12-				
10	City Knowledge: New York, Philadelphia 14-				
6	PS: Photojournalist 15-				
10	2d6 Luck				
20	+4 Levels w/Camera Equipment				
COSTS: Char. Powers Total Disadv. Base					
125		+	171		= 296 = 196 + 100
OCV: 7; DCV: 7; ECV: 4; Phases: 3, 5, 8, 10, 12					



Rick trapped and bleeding from a gunshot wound. Backed against a table, his hand came to rest on an object which fired a beam of light at his pursuers. As it struck the criminals, a metal cage formed around them. Rick took the device and ran.

Rick contacted an old scientist friend and had him examine the device. It was a metamorphic projector. Rick was fascinated and, on an impulse, had his friend plant the device into a camera body and set it to change targets into photographs. The scientist complied, but accidentally destroyed the variable capabilities of the device, leaving it with only one function.

Rick began to realize his new camera's potential. He started taking pictures of safes, antiques, and so on, returning them to normal in the convenience of his own home. He enjoyed the excitement of what he was doing, but felt hollow and still craved challenges and the opportunity to leave his mark on the world.

Rick searched through his extensive news library and found several stories on CLOWN. He appreciated CLOWN's eccentric robberies and elaborate pranks. He decided he to join the group; if nothing else, it would make a good story. He stole the finish line of the Boston Marathon (they ran for miles before they realized they'd gone past it), as proof of his usefulness, located the hideout, and introduced himself to the group.

Personality: Rick is determined, deductive and arrogant, all qualities of a good reporter. He has an excellent photographic eye and a nose for news. Rick was happy to add his massive news library to the LAUGH computer. (LAUGH was less pleased.)

Powers/Tactics: Snapshot's metamorph camera is simple to use: just point and shoot. A short click and whirl later, the target is reduced to an easy to carry, 8x10 glossy photograph, which can be returned to normal by thoroughly soaking it with developing fluid (making for surprised and soggy superheroes). The camera also has an auto-focus system to prevent cutting off part of the target.

Appearance: Rick Sanders wears armor-reinforced field clothes (developed by Merry Andrew), boots, his press badge and carries a duffle bag filled with camera equipment. In his Snapshot guise he adds overly large, mirrored sunglasses and a beret.

Vital Statistics: Age 38. 6', 170 lb. Black hair. Brown eyes. Secret ID: Rick Sanders.

Background: When Rick received his first camera at age five, he knew how he wanted to spend his life — he would be the best photojournalist that ever lived. He hung out at the local newspaper office learning about reporting and eventually got a job as a copy boy.

Rick became a cub reporter at 17. He covered several local events and wrote up great stories. He went undercover to expose mob figures and criminal agencies and did a multi-part feature on VIPER (they'd like to talk to him about that).

Two enemies Rick had made, VIPER and the mob, joined forces to get rid of him. They pressured the paper into sending Rick to cover the Vietnam War... at the front line. He followed his instincts and survived until his assignment, and almost his life, was cut short by a stray shell which landed near his jeep.

After his convalescence stateside, Rick hired on to a New York City paper, and found himself chasing a story involving unethical scientists. However, during the course of his investigation, his cover was blown. The ensuing chase through a secret lab found

BEUFORD THE BARD				
Val	Char	Cost	100+	Disadvantages
20	STR	5*	10	2d6 Unluck
20	DEX	30	25	Hunted by UNTIL, 8-
25	CON	20*	20	Code vs. Killing
16	BODY	10*	20	Strict adherence to CLOWN bylaws
20	INT	10	10	Assumes the world is his stage to do with as he sees fit (x1/2)
18	EGO	16	8	Assumes there is no other musician as good as he is (x1/2)
15	PRE	5	4	Always speaks in Shakespearian verse (x1/4)
14	COM	2	15	Secret Identity: Beuford Harwik
10	PD	4*	86	CLOWN Bonus
8	ED	1*		
5	SPD	20		
14	REC	14		
50	END	5		
41	STUN	8		
Cost Powers				END
12	1 Level Density Increase, Always on (-1/4). (*Density Increase bonuses already added in)			
50	10d6 Mind Control, Area Effect Radius (+1), 1/2 END, Must play instrument for duration, giving only short sentence orders (-1/2), (OAF Mandolin)			
16	Martial Arts, No Kicks (-1/4) (6d6 Punch)			
27	+12PD/+12ED Armor, (OIF Chainmail Suit)			
8	+6" Running (12" Total) (OIF Magic Boots)			
7	KS: History 16-			
5	KS: Theater and Plays 14-			
6	KS: Gourmet Cook 15-			
6	KS: Shakespeare knowledge 15-			
7	KS: Storytelling 16-			
7	PS: Musician 16-			
7	PS: Actor 16-			
COSTS: Char. Powers Total Disadv. Base				
150 + 158 = 308 = 208 + 100				
OCV: 7; DCV: 7; ECV: 6; Phases: 3, 5, 8, 10, 12				



Beuford, thinking Toe-tapper was a fellow performer, tried defending him and was attacked as well. Together, the two trounced the squad.

Toe-tapper was so impressed by Beuford's performance he invited the large man to join CLOWN. Beuford had enjoyed letting a little air out of the agents and after learning of CLOWN's theatrics, joined readily.

At first Beuford felt like he wasn't pulling his weight (a considerable task), because he lacked super powers. Trump Knight sensed this and, searching for a way to make Beuford feel more useful, discovered that an UNTIL shipment of confiscated equipment was being sent to a test facility in the Ozarks.

Trump Knight, April Foolmaker, and Beuford intercepted the shipment, and Beuford dove into the carrier's cargo. He joyfully sifted through the devices and emerged with chainmail armor, a pair of boots, and a golden mandolin. (Lord knows what the last item was doing in an UNTIL truck.)

Personality: Beuford is a jolly, sometimes short-tempered man possessed of a sharp, dry wit. His love of Shakespeare and drama is obvious in his tone and dramatic gestures. He likes playing jokes, but is rarely a good sport about being on the receiving end.

Powers/Tactics: Beuford's massive bulk, surprising agility, martial arts skill, and magic mandolin make him a formidable foe. His favorite weapon is his magic mandolin which controls the minds of those who listen to its music, but Beuford rarely uses it because his teammates are often caught up in its enchanting melodies.

Appearance: Beuford resembles Henry the Eighth in his flowing red cape and hat with colorful plumage. He wears brown chain mail with a tabard, gloves, and boots of dark blue.

Vital Statistics: Age 48. 6' 5", 480 lbs. Golden brown hair & beard. Blue eyes. Secret ID. Beuford Harwik.

Background: Beuford wanted to be a Shakespearean actor since he was a boy. He was reading "Hamlet" when other boys were seeing Spot run. By the time Beuford was nine, he had memorized every major work of Shakespeare and mastered the flute and mandolin. Other children teased Beuford mercilessly about his obsession with Shakespeare. He spent many nights crying alone at home. Food was his only friend; however, the more Beuford ate, the bigger his size and problems became.

After his father died, Beuford used his inheritance to attend several fine acting schools in London. Though he was still teased about his weight, Beuford impressed his classes with his acting abilities and received raves for the plays he was in. Unfortunately his inheritance ran out, and Beuford had to start working for a living.

Beuford bartered his size and strength for passage on a freighter bound for America. He jumped ship in New Orleans where he made money as a street performer. He played to small crowds for 3 years until a squad of UNTIL agents tried to apprehend Toe-tapper on his corner.

SPOTLIGHT									
Val	Char	Cost	100+	Disadvantages					
10	STR	0	10	1 1/2x Stun vs.					
23	DEX	39		Darkness-based attacks					
20	CON	20	10	1 1/2x BODY vs.					
10	BODY	0		Darkness-based attacks					
13	INT	3	20	Code vs. Killing					
10	EGO	0	20	Strictly follows CLOWN bylaws					
20	PRE	7*	8	Protects April Foolmaker and Merry Andrew (x1/2)					
18	COM	4		Naive, child-like (x1/2)					
10	PD	8	5	Loves childish pranks (x1/4)					
10	ED	6	4	Loves childish pranks (x1/4)					
4	SPD	7	25	Hunted by UNTIL 8-					
10	REC	10							
64	END	12							
35	STUN	10							
Cost		Powers		END					
30	Elemental Control — Light Powers								
a-30	12D6 Light Illusions,			12					
b-15	6D6 Flash, x2 END (+1)			24					
d-30	8 Body/Phase Desolidification, 1/4 END			2					
e-30	+10 PD/ +6 ED Force Wall, 1/4 END			2					
10	Instant Change, 10 Points								
COSTS: Char.		Powers	Total	Disadv.	Base				
126		+	115	=	241	=	141	+	100
OCV: 7; DCV: 7; ECV: 6; Phases: 3, 5, 8, 10, 12									

Vital Statistics: Age 18. 5' 3", 120 lbs. Honey blond hair. Green eyes. Secret ID: Vanessa Tyler.

Background: Vanessa Tyler was like most girls in Falcon Ridge Wyoming: she giggled, flirted with boys, and played shortstop. One evening she was taking a short walk to a small ridge. That night, however, a strange light appeared in the sky. Vanessa was fascinated as the light danced and darted closer. It then suddenly exploded, bathing her with white-hot jewel fragments.

Vanessa was rushed to the hospital where doctors put her on life support. Vanessa was diagnosed as brain-dead and her parents consented to remove the machines. But Vanessa did not die. She regained strength and recovered. Falcon Ridge became a media circus. Everyone wanted to see the "Miracle Child of Wyoming" Unfortunately, the media was not the only interested party.

The day after she was released from the hospital, Vanessa was abducted by VIPER agents. She was examined and found to possess a powerful energy source. Hoping to harness this mystery energy, VIPER decided to brainwash the girl.

VIPER's scientists wiped Vanessa's mind clean, but unknowingly wiped out all control of the power as well. The resulting explosion was seen over fifty miles away. Merry Andrew, on his way to deliver a package to a courtroom, saw the light show. He decided the mechanical monkeys could wait and headed toward the blast.

Merry Andrew found a smoking crater where a hill used to be, and a crying teenage girl. He loaded the girl into his car, took her back to the base, and put her to bed. When she awoke, Vanessa wandered into the next room where Merry Andrew was throwing a tantrum at the other CLOWNs. She instinctively threw a globe of light around everyone except Merry Andrew yelling, "Leave daddy alone!".

Vanessa gradually learned about her abilities. Since no one had any idea and she had no memory of who she was, the group decided to adopt her.

Personality: Spotlight is a curious, naive, and affectionate girl with the intellect of a small child. She infects everyone with her bubbling energy and ever-present smile. Spotlight is extremely loyal to Merry Andrew and April Foolmaker and enjoys the "games" they take her on.

Powers/Tactics: Spotlight's powers are based on the properties of the light spectrum. She can create illusions, blinding flashes of light, and globes of energy. She has also learned to change into light. Her illusory powers allow her to transform her clothes to whatever suits her at the time (Which has more than once caused a problem when done in the wrong place at the wrong time).

Spotlight usually follows Merry Andrew and April's instructions, using light illusions to create confusion and throwing a flash or entangle to keep heroes off balance.

Appearance: Vanessa looks the same as any normal teenager, though she acts like a small child. As Spotlight, she is a human shaped rainbow of color, ever flowing and changing.



SKATE KATE				
Val	Char	Cost	100+ Disadvantages	
13	STR	3	10	1 1/2 Stun from sonic-based attacks
18	DEX	24	20	Code vs. Killing
15	CON	10	20	Committed to CLOWN bylaws
8	BODY	-4	10	Thrillseeker (x 1/2)
13	INT	3	8	Smart mouth (x 1/2)
10	EGO	0	4	Loves making fun of authorities(x 1/4)
15	PRE	5	25	Hunted by FBI, 11-
16	COM	3	25	Hunted by VIPER, 8-
6	PD	3	5	Hunted by parents' detectives, 8- (x 1/2)
6	ED	3	15	Secret ID. Karina Yates
5	SPD	22	53	CLOWN bonus
8	REC	4		
60	END	15		
35	STUN	12		
Cost Powers				
				END
16	4d6 NND Gas Bombs (vs. 10 Points Life Support), 8 Uses (-1/2), (OAF grenades)			
22	Darkness 4" radius (Impervious to all), 4 Uses, (OAF Bombs)			
13	+10PD/+10ED non-resistant (OIF Special Pads and Clothes)			
3	5 Points Flash Defense, OIF-Helmet (-1/2)			
23	20" Flight, only on surfaces (-1/4) (OIF Skateboard)			
7	Clinging 20 STR, Only when moving 10" or more (-1/2), (OIF Skateboard)			
3	IR Vision, OIF-Helmet (-1/2)			
2	Radio Hearing, OIF-Helmet (-1/2)			
Skills				
9	Stealth 15-			
5	Security Systems 12-			
11	Computer Programming 15-			
5	Disguise 12-			
12	Acrobatics 14-			
5	Paramedic 13-			
13	Streetwise 16-			
7	KS: New York City 16-			
3	KS: Atlanta 12-			
7	PS: Skateboarding 16-			
15	+3 with skate board			
5	1d6 Luck			
COSTS: Char. Powers Total Disadv. Base				
109 + 186 = 295 = 195 + 100				
OCV: 7; DCV: 7; ECV: 6; Phases: 3, 5, 8, 10, 12				

Vital Statistics: Age 16. 5' 3", 100 lbs. Brown hair. Brown eyes. Secret ID: Karina Yates

Background: Karina was an intelligent and inquisitive girl who progressed quickly under her private tutors. When she was 12 her parents enrolled her in public school. Once there, she flaunted her superiority by teasing and playing jokes on her classmates. Her grades dropped, and her classroom antics raised the ire of her teachers. Eventually she was expelled.

Karina's parents decided to send her to a boarding school to curb her wild tendencies. The atmosphere at the school was stifling. She tried running away several times, but was always caught.

Karina began to quietly study both her schoolwork and the security of the school. On her 13th birthday, Karina escaped to Atlanta on a motorized skateboard she had built. Karina ran with a small gang and managed to steal food, money, and clothes. Soon she began to strike out on her own, pulling pranks and gags on the police during her robberies.

Karina's pranks made headlines in the city's tabloids and on the national news, but she was soon caught and put in juvenile hall. Her parents were contacted but they no longer wanted their troublesome daughter.

It was in juvenile hall where Merry Andrew appeared, disguised as a lawyer (hard to picture, isn't it?). He had seen Karina's gags on television and offered her a haven in CLOWN. Twenty-four hours later, Karina vanished from the scene while the bricks of her cell, with bat-like wings, dive-bombed police. Karina, who adopted the name Skate Kate, still hangs around the streets while not on a job with CLOWN.

Personality: Skate Kate is a quick-witted, impulsive young girl with a lethally acid tongue. Unpredictable and childish at times, she is best of pals with Marbles. She loves skateboards and stuffed animals.

Powers/Tactics: Skate Kate uses hit-and-run tactics in all situations, sometimes wheeling up to her target, yelling "Hey, look what I found!" and lobbing a darkness or gas grenade. Skate Kate also acts as a decoy, leading opponents on wild chases.

Appearance: Skate Kate wears a bright yellow body suit, elbow and knee pads, and a helmet.



RANDOM				
Val	Char	Cost	100+ Disadvantages	
13	STR	3	10	Enraged 8-, 8- when takes Body
20	DEX	30	10	2x Stun vs. Gas attacks
20	CON	20	20	Code vs. Killing
10	BODY	0	20	Loves anything to do with Luck
13	INT	3	8	Adheres to CLOWN bylaws (x1/2)
23	EGO	26	5	Practical Joker (x1/2)
15	PRE	5	25	Hunted by UNTIL, 8-
20	COM	5	25	Hunted by Eurostar, 8-
10	PD	7	20	Hunted by Aegis
10	ED	6		(European Hero group), 8-
5	SPD	20	15	Secret ID
12	REC	10	51	CLOWN bonus
70	END	15		
40	STUN	13		
Cost Powers				
37	75 Point Multipower Reserve, all powers randomly rolled (-1/2), (OIF two 6-sided dice)			END
4 u	(Roll of 2)	6d6 Entangle, 6 Def., 1/2 END		6
4 u	(Roll of 3)	6d6 Ego Attack, 1/2 END		6
4 u	(Roll of 4)	6d6 Flash Attack, 1/2 END		6
4 u	(Roll of 5)	6d6 NND magical EB (vs. Luck or Armor), 1/2 END		6
4 u	(Roll of 6)	12d6 magical EB, 1/2 END		6
4 u	(Roll of 7)	2 1/2d6 Transformation, cumulative (+1/2), changes victim into two 6 sided dice, wears off when victim is rolled for two sixes, 1/2 END		6
4 u	(Roll of 8)	12PD/12ED Force Wall		6
4 u	(Roll of 9)	6" Normal Darkness, 1/2 END		6
4 u	(Roll of 10)	4d6 Mental Paralysis, 2 Def., 1/2 END		6
4 u	(Roll of 11)	60 STR Telekinesis, 1/2 END		6
4 u	(Roll of 12)	8d6 magical energy EB, affects desolids, 1/2 END		6
20	+15PD/+15ED Force Field, OIF-Belt (-1/2)			
10	Instant Change			
10	Acrobatics 13-			
2	PS: Secretary 11-			
3	KS: Juggling 12-			
5	1 Level with Multipower			
15	3d6 Luck			
COSTS: Char. Powers Total Disadv. Base				
163 + 146 = 309 = 209 + 100				
OCV: 7; DCV: 7; ECV: 8; Phases: 3, 5, 8, 10, 12				

Vital Statistics: Age 20. 5' 6", 110 lbs. Fiery Red hair. Stunning Blue eyes. Secret ID: Lisa O'Callahan.

Background: Lisa was an only child and very close to her mother. Her homelife came to a rude end, however, when her parents became victims of an IRA car bombing.

Having no family to turn to, Lisa wandered the country, occasionally stealing to survive. Her mother's light-hearted attitude, so well ingrained in Lisa, eventually lifted her out of her depression. She joined a circus and toured Europe for several years. She learned the trapeze and juggling and became close friends with the Gypsy fortune teller, Madame Sozaina. Madame Sozaina told Lisa amazing stories of magical dice that she dreamed of using in her fortune telling act. After the fortune teller died, Lisa inherited a tome with information about the magical dice. She decided to seek them out, following Madame Sozaina's dream.



The tome led her to a bombed-out German bunker where stolen European treasures were kept during World War II. Behind a secret panel she found a sack of gold dust and two large platinum-plated dice with smooth emeralds for spots. After weeks of experimenting, she discovered how to activate the dice, but she had no control over their powers.

Using her new-found wealth, Lisa ended up in New York at an art gallery specializing in Irish artwork. Lisa tried to buy a painting but was rudely told it was priceless. Her rage at this treatment accidentally activated the dice's powers which encircled the saleswoman in a wall of force. Believing this to be a good omen, Lisa took the painting and tried to flee, but was caught and arrested.

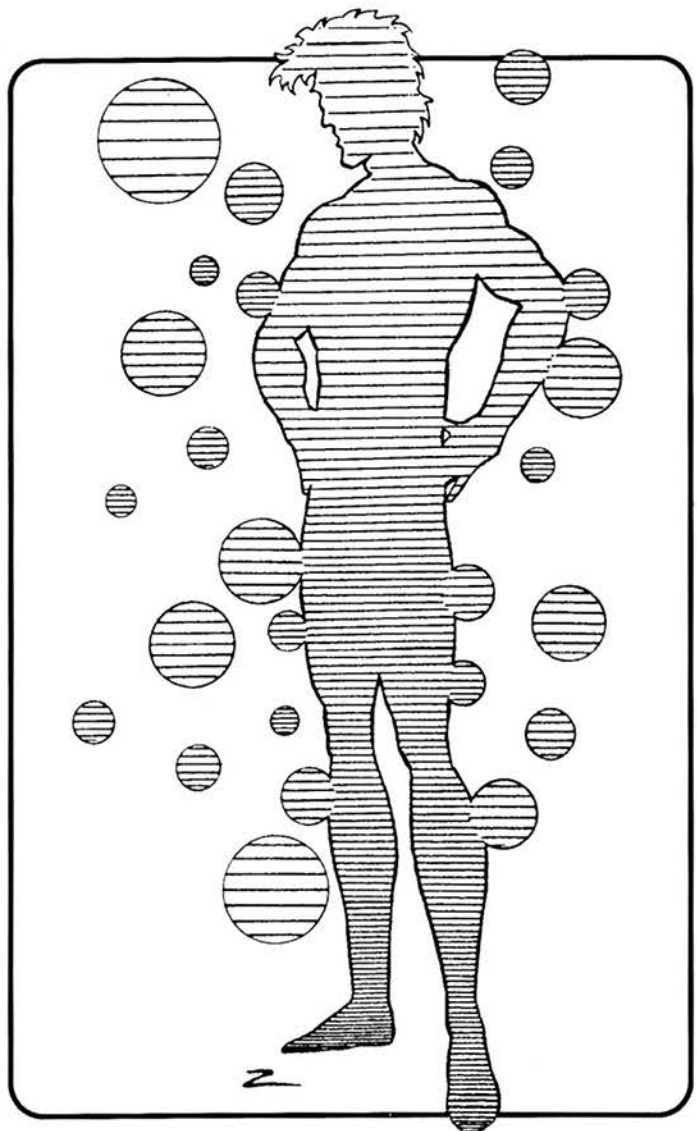
Lisa was so indignant at the whole affair she again activated the dice. With them, she dealt with the police and fled into the city. She pulled more robberies and was making her escape from one when she ran into Merry Andrew and Skate Kate, who were also fleeing from the police. The three subdued the police and Skate Kate invited her to join CLOWN.

Personality: Lisa is a whimsical, carefree woman who takes little, other than her Irish heritage, seriously. She is superstitious and looks for omens in everything. She frequently visits her homeland and is currently collecting items associated with luck.

Powers/Tactics: Random's powers come from the magic dice which glow as she activates a power. She is the most unpredictable CLOWN because she has no control over the manner in which her powers manifest. She will utilize the result as best she can, trusting in the fates. She wears a force belt which was designed by Merry Andrew to protect her from the whims of fate.

Appearance: Random dresses in flamboyant Gypsy garb, with colorful scarves and lots of jewelry.

DOT				
Val	Char	Cost	100+ Disadvantages	
20*	STR	7*	20	Code vs. Killing
26*	DEX	32*	20	Strongly adheres to CLOWN bylaws
25*	CON	20*	8	Practical joker (x1/2)
12*	BODY	3*	8	Meticulous (x1/2)
13	INT	3	4	Hunting St. Louis mobsters 14- (x1/4)
10	EGO	0	15	Hunted by St. Louis mobsters 11-
30*	PRE	13*	5	Unusual looks 8-
10	COM	0	15	Secret ID
14*	PD	7*	47	CLOWN Bonus
25*	ED	13*	*OIF (Battlesuit)	
5*	SPD	11*		
9	REC	0		
50*	END	0*		
35*	STUN	0*		
Cost Powers			END	
76	95 Pt Multipower (IIF Battlesuit),			
6 u	Red dot: 5d6 Entangle, 5 Def., 1/4 END			2
7 u	Yellow dot: 2d6 Flash Linked to 3d6 EB, AVLD (Flash Def.)			19
4 u	Pink dot: X-Ray Vision Linked to Telescopic Vision and +4 sight perception			
7 u	Green dot: Force Wall (14PD/10ED), 1/4 END			3
6	KS: Forgery 15-			
5	KS: Chemistry 14-			
4	PS: Artist 13-			
8	+1 Level w/combat suit			
COSTS: Char. Powers Total Disadv. Base				
109 + 123 = 232 = 132 + 100				
OCV: 9 DCV: 9 ECV: 3 Phases: 3, 5, 8, 10, 12				



Vital Statistics: Age 18. 5'10", 170 lb. Bright pink hair. Blue eyes. Secret ID: Paul Kendall Zimmerman

Background: Paul lived in a low income apartment with his seven younger brothers and sisters. After his father's death, his mother worked two jobs and was rarely around, usually leaving Paul in charge.

Paul did well in school and displayed extraordinary artistic talent. One day he was approached by two mobsters who wanted to utilize his talents to create forged bank notes. Paul refused, and ended up in the emergency room. While convalescing, he was approached again. Seeing no way out, he reluctantly accepted.

Seeking help, and revenge, Paul hid the names and addresses of the mobsters in the forgeries. It didn't take long for the hoods to be caught, sentenced, and shipped off to prison. Paul was tried separately and given a suspended sentence.

Paul's life began to regain its promise until one evening when he learned that the criminals had escaped and had kidnapped his family. While searching for his family Paul was led into a building which was sealed and set ablaze. Paul was overcome with smoke and passed out.

Paul awoke with a start, face to face with a reptile-like alien. The alien telepathically explained that Paul was aboard a spaceship in orbit above Earth and that he had been captured for research and observation. Paul vehemently protested. His family was still in danger. He explained this to the alien and pleaded to be allowed to save his family. The alien, being of a warrior race, knew the importance of revenge, and struck a deal with Paul. He would give Paul the means to take his vengeance, if Paul would return for study in five Earth years. Paul agreed.

Paul was returned to St. Louis, newly outfitted in a strange (and rather garish) alien suit. He located his family and the criminals. Paul attacked the criminals, putting up a spectacular and highly visible fight. But being unfamiliar with his new power, he was cut down by machine gun fire. As the criminals were about to execute his family, some CLOWN's, fresh from candy-striping the Gateway Arch, smashed through the roof.

CLOWN routed the thugs and spirited Paul and his family away. Merry Andrew liked Paul's style (as well as his costume) and offered him a position in their group.

Personality: Paul K. Zimmerman is artistic, creative, and energetic. Knowing the alien's deadline is coming, he is trying to live each day to its fullest.

Powers/Tactics: Paul's powers stem from his alien combat suit. The suit is covered with large dots which swirl around his form. When struck, each colored dot activates a different power of the suit, and vanishes once it has been used, regenerating immediately. His yellow dots release a stunningly bright spot-light. The red dots will literally put an enemy "on the spot". Pressing the green dot produces a "dotted-line" indicating a wall of force. His vision is greatly improved by pink dots (one might call them rose-colored). Paul suspects that the suit is capable of lethal attacks but does not know how to activate them.

Paul takes the direct approach in combat, feeling that the sooner the task is done, the sooner he can get on with his life.

Appearance: Dot appears as a man-shaped outline with large multicolored dots spinning about his form.

MARBLES				
Val	Char	Cost	100+	Disadvantages
10	STR	0	20	Code vs. Killing
24	DEX	36	15	Temperamental, defiant
15	CON	10	5	Adherence to CLOWN bylaws (x1/2)
8	BODY	-4	5	Goes out of her way to collect
13	INT	3		marble-related items (x1/2)
12	EGO	4	3	Plays practical jokes (x1/4)
10	PRE	0	25	Hunted by FBI, 11-
10	COM	0	15	Hunted by NYPD, 8-
6	PD	4	15	Secret ID
6	ED	3	10	Minor
5	SPD	16	113	CLOWN Bonus
8	REC	6		
50	END	10		
30	STUN	9		
Cost Powers				END
20	Elemental Control — Marble powers:			
a-7	4d6 Flash, 4 Charges of 6 Segment duration, (OAF necklace)			
b-14	4d6 EB (ricochet marble), Autofire, 60 Charges, Area Effect, only works with lots of surrounding surfaces (-1/2), (OAF necklace)			
d-12	9d6 Energy Blast (fired marble), vs. PD, 16 Charges, (OAF marble bag)			
e-27	2d6 Running Drain, Usable at range, Cone Area Effect, 4 Charges, (OAF marble bag)			
f-4	40 STR TK only to throw target in one direction (-1), doesn't work if target isn't touching ground (-1/2), 4 Charges (OAF marble bag)			
7	Ultraviolet vision (OAF necklace)			
10	20 Points Presence Defense			
Skills				
11	Streetwise 15-			
8	City Knowledge: New York 14-, Boston 12-			
9	Pro Skill: Marble Playing, 18-			
5	Security Systems 12-			
5	Computer Programming 12-			
5	Detective Work 12-			
40	+5 Levels w/marbles			
10	+1 Overall level			
15	2d6 Luck			
COSTS: Char. Powers Total Disadv. Base				
97 + 209 = 316 = 216 + 100				
OCV: 8; DCV: 8; ECV: 4; Phases: 3, 5, 8, 10, 12				

Vital Statistics: Age 13. 4'10", 98 lb. Brown hair. Hazel eyes. Secret ID: Lynn Taralini

Background: Lynn is the daughter of a New Jersey Senator and his socialite wife. Unfortunately, no matter how hard she tried to please her parents, they would give her only a little attention. Lynn soon became an embarrassment to her father, who sent her to a private school in Boston. There she first played the game of marbles. She liked it so much she practiced for hours on end. Whenever she wasn't in class, Lynn could be found on the field, improving her game.

Lynn enjoyed marbles tournaments more than anything, and soon became a star on the circuit. It was at one of these tournaments she was asked to attend an invitation-only marbles shooting contest in India.

Lynn advanced to the final round, and her opponent was a young Indian boy — the local champion — who had never lost a game. It was said that he was favored by an ancient Indian god. The boy's marbles were strange. They were spherical, but had holes in them like beads. The boy seemed fantastically talented; however, Lynn found that if he lost one of his marbles, his game got much worse. Lynn became suspicious. Before the final game she bid her extensive marble collection against the boy's. Their last game would literally be for all the marbles. The pressure on the boy was incredible and he agreed. Lynn's extraordinary ability matched against the boy's magical marbles made the final round quite intense, but in the end the boy's god deserted him and Lynn won. Lynn strung her newly acquired marbles on a necklace and returned to the states.

Lynn found that besides improving her game, the marble necklace let her perform magical marble-related tricks. She gleefully experimented with her power, robbing stores that sold rare marbles. It was during one of these robberies that Lynn was introduced to CLOWN, who happened to be after the same collection she was.

Personality: Marbles is a competitive, shrewd, and obnoxious girl, often breaking CLOWN Bylaw #2.

Powers/Tactics: Marbles' troublemaking talents come from her marbles. Her magic necklace's abilities to create marbles, Lynn's wicked skill at firing them, and some custom-made marbles provided by Merry Andrew give Lynn a formidable arsenal. Her incredible hand strength allows her to fire marbles with blinding speed and impressive impact. Her ricochet marble can be excruciatingly painful when fired at someone in a tight spot. Her magically enhanced cat's-eye marbles give her cat-like vision when held to her eyes. But perhaps her most flamboyant effect is that which she has on the movement of others. When she scatters her marbles in his path, a hapless hero might go careening off down the street to meet his fate (or a truck) head-on, or find himself unable to stand — let alone run.

Marbles taunts her opponents from a distance until they chase her, then she releases her running drain.

Appearance: Marbles wears an opalescent body suit with a loose-fitting sweatshirt and leg-warmers. On her shirt is a stylized drawing of a marbles' circle and around her waist is a belt with various bags of marbles hanging from it.



TOE-TAPPER				
Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Enraged when insulted 8-, 8-
33	DEX	69	20	2x Stun from cold-based attacks
18	CON	16	20	Code vs Killing
9	BODY	-2	8	Assumes he is the
13	INT	3		Greatest Dancer ever (x1/2).
15	EGO	10	8	Adheres to CLOWN bylaws (x1/2).
15	PRE	5	4	Loves making fun of Heroes
16	COM	3		(Especially UNTIL) (x1/4).
13	PD	10	30	Hunted by Bayou Brigade
9	ED	5		(New Orleans Hero Team), 8-
6	SPD	17	30	Hunted by UNTIL, 11-
12	REC	10	10	Hunts UNTIL 11-
56	END	10	10	Public ID
36	STUN	10	36	CLOWN Bonus
Cost Powers				END
20	4d6 Mental Paralysis, 2 Def., 8 Uses (-1/2), must hit with cane (-1/2), OAF -Cane (-1), special effect — victim dances until charge wears off or victim breaks out			
15	Martial Arts (4 1/2d6 Punch, 6d6 Kick)			
10	2x Superleap			
22	+11" Running (17" Total)			
14	Acrobatics 18-			
5	Stealth 16-			
8	PS: Dancing 17-			
10	2d6 Luck			
10	2 Levels with Martial Arts			
16	2 Levels with Combat			
COSTS: Char. Powers Total Disadv. Base				
171 + 120 = 291 = 191 + 100				
OCV: 11; DCV: 11; ECV: 5; Phases: 2, 4, 6, 8, 10, 12				

Vital Statistics: Age 33. 6' 0", 150 lbs. Black hair. Brown eyes. Public ID: James Lincoln.

Background: James became fascinated with dancing at an early age by watching street dancers. He learned from them, and was encouraged by his Physical education teacher who showed him how to combine acrobatics with dance.

James' natural limberness and unusually slender frame made him an exemplary hooper. He received leads in several dance-related plays, and wowed enough critics and audiences to earn a scholarship at a prestigious New Orleans dance institute.

Everything was to be going his way until one evening he and his girlfriend, Ginger, accidentally stumbled into a firefight between UNTIL at a University laboratory. James escaped but Ginger was killed by a stray UNTIL blast.

James, grief stricken, held the agent responsible for her death and sued UNTIL. The courts ruled that Ginger's death was an unfortunate accident and dismissed the case. James lost heart in the legal system and could no longer bear to stay in the college which reminded him of his girlfriend. He left school and earned his living dancing in nightclubs and theaters. One night after his act, he met a stranger who said he knew of his loss and could help.

Intrigued, James followed the man. What James thought would be an overnight trip became months of training. He learned advanced styles of acrobatics and new dance-like fighting techniques. The stranger added chemicals to James' meals which boosted the young man beyond his physical peak. Finally, the stranger handed James a pulsing cane and bid him farewell.

James returned to New Orleans where he thrashed the UNTIL agents from his previous encounter. James felt a rush of satisfaction at their defeat and began to hunt for other UNTIL agents to humiliate. But James took too many chances and was eventually caught.

Halfway to prison, the prison truck was buried under a mountain of marshmallow cream and in a matter of minutes, James was a member of CLOWN sailing into the sunset on a flying bicycle built for four.

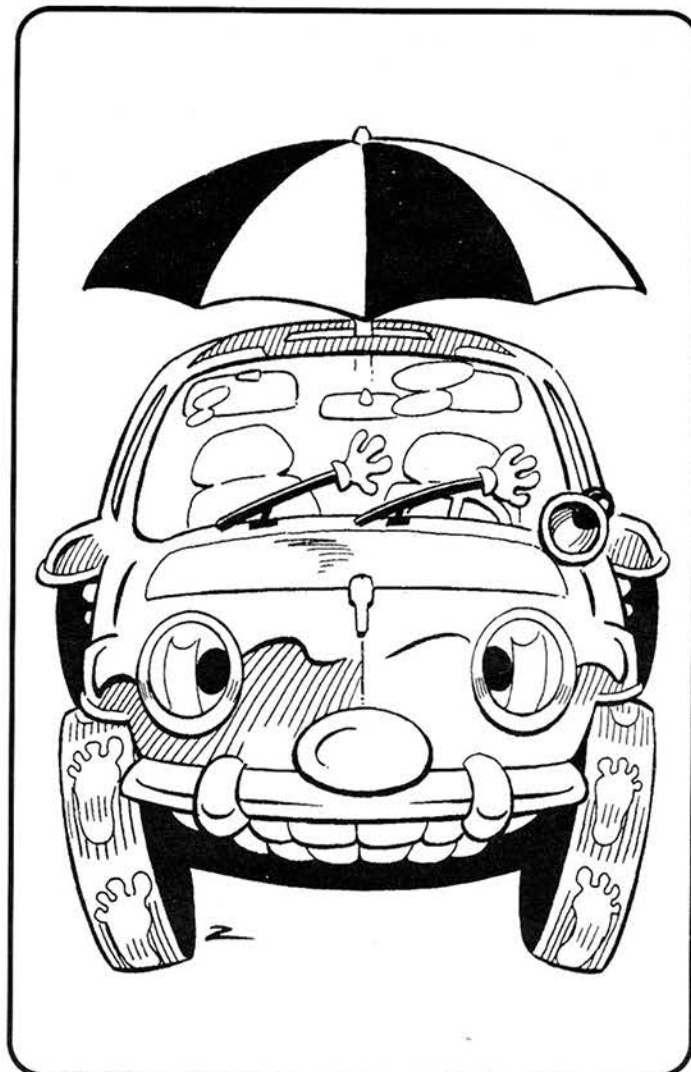
Personality: Toe-Tapper is a whimsical happy-go-lucky guy on the outside, dancing a little jig every other step. Inside he is haunted by the memory of his departed girlfriend. He knows nothing will bring her back, but he will keep making UNTIL miserable, in payment, for as long as he can. Only his love for dance equals this silent mission.

Powers/Tactics: Toe-Tapper likes to run by opponents and swat them with his cane, causing them to dance uncontrollably. Almost every move he makes is dance-related. He takes full advantage of his great speed and dexterity, sometimes literally running circles around his foes.

Appearance: Toe-Tapper is seldom seen out of his costume, a full tuxedo complete with top hat and tails. He also carries his cane wherever he goes.



TEEHEE THE CLOWN CAR	
MAX: 30" Ground	
ACC: 4 DCC: 8 TURN: 5 STR: 28	
DEF: F6; B6; L6; R6; T6; B6	
BODY: 12 ISIZ: 3/4 DMG: 5.5D6 SIZE: 1 1/2	
DCVM: -5 MASS: 4.5 Ton KNB: -5"	
CARRY: 1.2 Ton PASS: 4	
Characteristic Cost: 99	
Pts	Equipment
1	Ejection seats, OIF -Seats
11	2 Extra Limbs, 30 STR, OAF -mechanical limbs (-11/2)
7	Clinging 50 STR, IAF -tires (-1 1/4)
9	Power jacks, IAF (-1 1/4), jacks under car, 40 STR
10	Radar- OIF (-1)
10	360 degree vision, OIF -optical scanner (-1)
5	HR Radio, OIF -radio (-1)
6	TV Cameras, IIF - (-3/4)
7	Telescopic vision, IAF - Cameras (-1 1/4)
1	System hookup for AID
9	Stealth 14-, Silent Mode, IIF -noise muffler (-3/4)
16	Invisibility, normal, 4 uses for 4 turns (+0), IIF -cloaking device (-1/4)
Equipment Cost: 120	
Pts	75+ Disadvantages
3	Very complex
1	1 Segment delay on entry
Remaining points covered by CLOWN	
Total Points: 219	



TEEHEE, THE ONBOARD AID	
30 INT	15
30 EGO	30
15 DEX	30
12 SPD	0
Cost Powers	
13	Computer programming 19-
4	Driving 15-
2	Gadgeteering 15-
5	Security systems 15-
Disadvantages	
10	Code vs Killing
10	Loyalty to Merry Andrew
4	Practical joker (1/2)
4	Loves to explore the world (1/2)
69	Donated points

In some adventures, CLOWN utilizes a custom designed car, with considerable power, some surprising abilities, and complete unpredictability.

Designed and built by Merry Andrew and the LAUGH computer, the car has a life of its own. The name, TeeHee (which stands for Travels Everywhere Everytime, Helps Everytime Everywhere), was bestowed upon the AID computer installed in the car, but the car's unpredictability and decisions to go exploring tend to render the second part of the name invalid.

The car itself is a technological marvel and, in the opinions of those who have had to fight CLOWN, a logistic and tactical nightmare. "That #!@!! car almost seems to have a life of its own...".

The car has several useful abilities. It is equipped with 360 degree vision coupled with radar, and high-range radio and television reception and transmission. It also has a few surprises, such as the ability to literally run up onto a wall. With its special tires and flexible frame, the car can easily round a corner, and roll up a wall out of the way. It can also change its appearance to blend in with its surroundings (Invisibility). This leaves most heroes scratching their heads. TeeHee can also use its jacks to leap across walls and traffic jams.

The CLOWN car should be treated as a person. The AID has developed a complex personality of its own and makes tactical decisions based on its own perceptions of the battle. For the most part it will obey its driver, but once in a while it does something inconvenient, like going for a drive on the Gateway Arch or the underside of the Golden Gate Bridge. TeeHee has been known to chase after particularly "attractive" foreign models. Sometimes it will even wander into a new car lot put a price on itself and try to get sold. (Imagine the test drive!)

The car will go wandering around on its own on an 11-roll. Merry Andrew has tried to prevent it, with little success — the car was one of his greatest inventions ever.

THE CLOWN BASE



The base is positioned in a long-forgotten subway terminal near Coney Island. It appears to be an unused terminal and has old funhouse posters plastered to its walls.

If the CLOWN house is ever invaded, the group will proceed to the fourth level, download as much information they can into TeeHee, rapid burst transmit the entire computer library to a remote site, and wait in the arena. If the base defenses are unable to stop the invaders and the discovery of the other levels seems imminent, the CLOWNs will fill the elevator shaft and stairwell with chocolate nougat and make their escape through the vehicle entrance.

GENERAL FEATURES

All corridors have chutes at various places that lead to the danger room. When LAUGH decides someone needs practice, it activates a convenient chute depositing him in the Danger Room. LAUGH has installed a STR 30 suction device in each chute, just in case someone thinks he doesn't need to practice (silly organics). If CLOWN has fled, these chutes will be activated defensively.

Jack-in-the-boxes (equipped with telephones, weaponry, or seltzer bottles) are mounted on the walls at various locations. There are also illusion projectors which are used to send messages and confuse invaders: illusory pies will fly at the heroes, walls will seem to move, etc.

The stairwell is equipped with a banister that allows travel up or down. Pillows are provided for those sliding down and a large catcher's mitt for those sliding up. If an unauthorized person slides, the pillow will suddenly let the freeloader slam into a huge piece of flypaper (5d6 Sticky Entangle). The slider must give the proper password to go up (think happy thoughts and up we go.)

THE PHONY BASE

1) False Quarters. These phony quarters are intended to trick invaders. Perceptive characters, especially those with discriminatory smell or detective skills, might notice the unruffled beds, empty trash cans, and lack of odors (but this will take some time).

If anyone stays in a room for more than a few phases, sheets will leap from the bed to entangle them (3d6 Entangle), and the beds themselves will turn into large bugs which will bite the intruders doing 5d6 NND (resistant defence). "Sleep tight and don't let the bed bugs bite."

2) Computer Room. A complex looking computer contains falsified records and outdated information. All the jokes on the files are **excruciatingly** old (and weren't especially funny when they were new).

3) Storage. Rows upon rows of creme pies, whoopee cushions and joy buzzers line the shelves of this room. Nothing works quite right: the cushions sound melodious, the joy buzzer shock the wearer, etc.

4) Gag Room. Lots of shining equipment fills this room just waiting to be played with. None of it works. None of it.

5) Gag Elevator. Rows of buttons, all 13s. Whichever button is pushed, the elevator will stop on the "thirteenth floor." When the doors open, occupants will be deluged with pies, goldfish, catsup, feathers, and so forth (something different for each "floor"). The door will close again before anyone can exit (See room 6).

6) Elevator Mechanism Room. This room has the equipment that runs the gag in the adjacent elevator. The elevator is hit by various projectiles thrown from this room. Although projections of different hallways appear, and riders feel movement, the elevator never moves.

7) Costume Room. Clown suits, foam noses, Groucho Marx mustaches, floppy shoes — it's all here. Hmm... Maybe these things could help heroes infiltrate CLOWN.

8) Experimental Gag Room. Empty except for a door which reveals a different scene each time it is opened, (onrushing locomotive, lion's den, pointed howitzer, mushroom cloud... you get the drift.), and a whoopee couch.

9) Secret Elevator. Opening this door reveals only a brick wall. However, if the knob is pushed to the other side of the door it will allow access to the elevator.

LEVEL TWO

1) Elevator to Lower Floors. This "elevator's" floor will open and drop its occupants down the shaft. A large trampoline will appear at the bottom of the shaft and bounce the people back up to the proper floor. If an intruder actually uses the elevator the trampoline will direct them toward a huge banana cream pie (7d6 Entangle).

2) Stairwell. See General Features.

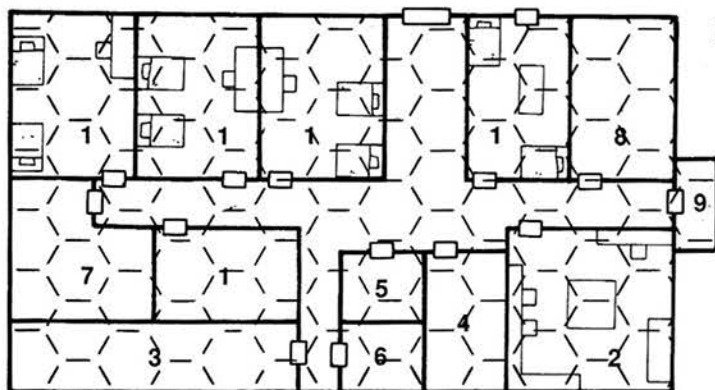
3) April Foolmaker's Quarters. The entrance to this room looks like a large calendar page (April of course). The room is almost Spartan. There are a couple of pictures, a bed, a desk with lamp and chair, a bookshelf holding a collection of medical journals, romance books, and magazines, and a couple of rolled aerobic mats.

4) Storage. Games and recreational equipment are kept here. Few of the CLOWNs have the patience for serious games, although they do enjoy role-playing games. Very **strange** role-playing games.

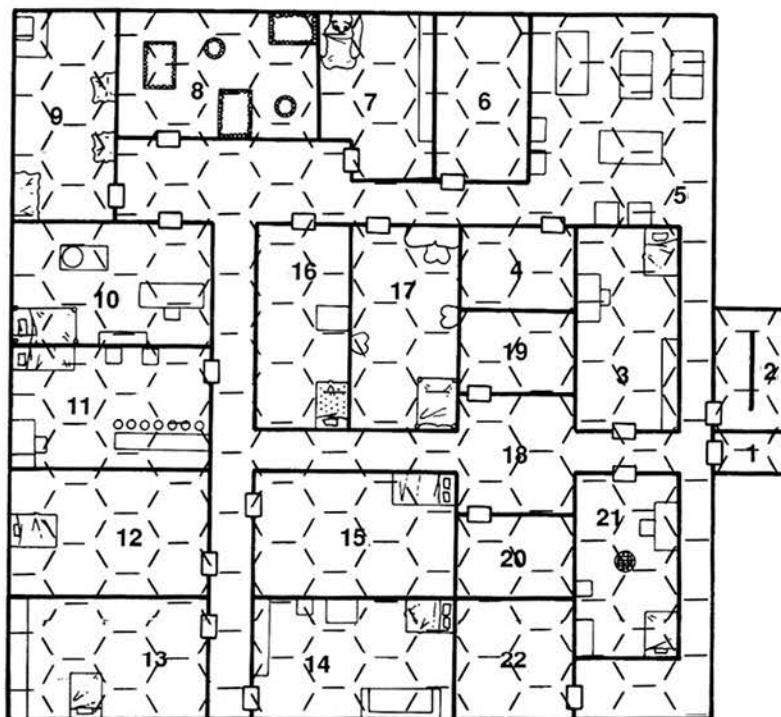
5) Recreation Room. Contains ping-pong paddles and pool tables, dart boards, and video games. Few of the games still work like they did originally — most have been altered for some obscure joke. Creatively defaced posters of heroes, villains, and politicians hang on the walls.

6) Marbles' Quarters. Marbles' door is made of sturdy glass and filled with marbles. Marbles are also set into the glazed floor and reflected in the mirrored ceiling. Hundreds of marble-shooting trophies are stored in a glass case. Marbles

PHONEY LEVEL 1



LEVEL 2



also bounce around gently in a liquid-filled tank. The floor is littered with comic books.

7) Skate Kate's Quarters. The open-mouthed face of a blue stuffed tiger is the entrance to this room. Stuffed animals virtually fill the room. The bed even joins the act, resembling a huge stuffed panda with its arms cradled. A colorful skateboard collection fills what little spare room is left.

8) Merry Andrew's Quarters. Merry Andrew's door looks like a clown face with its tongue sticking out. Monkey bars crisscross the room and trampolines are set in the floor. A robot resembling a victimized UNTIL agent stands guard at the door. The bed looks (and sounds) like an oversized whoopee cushion.

9) Unoccupied Quarters (kept up for Slapstick). Some trick canes sit in the umbrella stand, an old victrola rests on a small table, and a couple of straw hats sit on the brass bed. All the furniture is draped with dust covers.

10) Trump Knight's Quarters. This door has the Ace of each card suit on it. Two large chess knights (what else?) sit

on either side of the door, each equipped with a stunner (12d6 Stun only, electrical EB) to deal with intruders. This room looks like an executive office, except for the roulette wheel and four poster bed. The 54 cards of the deck are exquisitely detailed on the ceiling, and the tiles of the floor resemble dice in combinations of 7 and 11.

11) Random's Quarters. Shamrocks and dice cover the door. The decor is that of a humble Irish dwelling with a simple wooden desk, table, wood and rush chairs, and a long bar with Irish mugs set up for each of the seven bar stools. Dice, cards, horseshoes, rabbits' feet and other lucky items are scattered throughout the room.

12) Snapshot's Quarters. This door resembles the front page of the current daily newspaper. Photo albums fill two bookcases and a variety of cameras lie about the room, along with various newspapers and magazines. Writing and photography awards are mounted on the walls. A compartment behind his bed hides a diary of his personal experiences with CLOWN.

13) Toe-Tapper's Quarters. A single gold star marks the entrance. Toe-Tapper's room is decorated with posters and memorabilia of famous dancers (Fred Astaire, Mikhail Baryshnikov, Patrick Swayze — you know, the greatest). Tuxedos fill the closet, and a small dresser contains a collection of dance tapes and movie musicals. Numerous pairs of tap shoes cover the closet floor.

14) Beuford's Quarters. A heavy oak door with a carving of Shakespeare's profile guards this room. A sturdy set of hand made oak furniture is neatly arranged in the room. Several versions of the complete works of Shakespeare line a large bookshelf. A flute, recorder, the magic mandolin, and other instruments are mounted on the wall.

15) Tag's Quarters. A big green "T" adorns the door. Posters of sports heroes cover the walls. Hero and villain pictures are either tacked to a dart board or have red bullseyes scrawled on them with notations such as "I owe you one!"

16) Dot's Quarters. This door is covered with colorful dots. Several modern paintings (many of them his own) hang in the room. Multi-colored polka dots cover the walls. A television that converts images to 3-D is located opposite a polka-dotted waterbed. A sketch book filled with ideas sits by his desk along with caricatures of heroes and villains.

18) Statue of Comedy. This statue holds a joke book in one hand and a creme pie in the other. A plaque reads, "give me your strange, your silly, your laughing masses..."



19 & 20) Men's and Women's Bathrooms. As could be expected, the bathrooms are the exact opposite of the signs on the doors. The hot-air hand driers have pants legs hanging down from them for CLOWNs to wipe their hands on.

21) Spotlight's Quarters. A rainbow ends at the door of this room. A mirrored ball spins and a laser fires beams of light throughout the room. School books and homework are piled on a small desk, as well as a picture of April and Merry Andrew. A stereo and TV sit in one corner next to a toy box.

22) Laundry Room. A pair of robot dry-cleaners bicker at each other continuously (they do run a fine laundry, though). These robots are generally considered to be two of Merry Andrew's greatest inventions.

LEVEL THREE

1) Elevator. See level two description.

2) Stairwell. See General Features.

3) Trophy Room. Souvenirs of CLOWN's capers, such as models of redecorated landmarks (remember the Washington Monument?) highlight the room. One wall is covered with "score cards" — a tally of the number of times CLOWN has encountered heroes or villains and the outcome of each encounter. The longest scorecards, VIPER's and UNTIL's, reach the floor.

4) Museum. This large room is divided into three sections.

A) Art Gallery. This room has a collection of Dot's work and paintings by other more famous artists. All works are in environmentally-controlled cases. Any mustaches are drawn on the case — never on the painting itself.

B) Photo Gallery. Pictures, articles, other printed materials, and telecasts of CLOWN's exploits are piled here in a huge disorganized pile. Trying to find something specific would be, well, a joke.

C) Sports Hall of Fame. Tag has put his extensive sports card collections here, as well as autographed pictures, baseball gloves, and balls. Along the wall is a balsa-wood goalpost.

5) Television Room. This room has numerous televisions tuned to different channels. LAUGH monitors information from all channels (although it then files the data where no one can find it).

6) Music Hall and Stage. Fifty seats face this cabaret stage. Illusion projectors stand ready to give the semblance of an audience even if the hall is empty. Props are stored behind the main curtain. There is also a player piano and room for a small band.

7) Dance Studio. This room has a hardwood floor and mirrors on three walls. Toe-Tapper is often found here, although Marbles is also learning to dance.

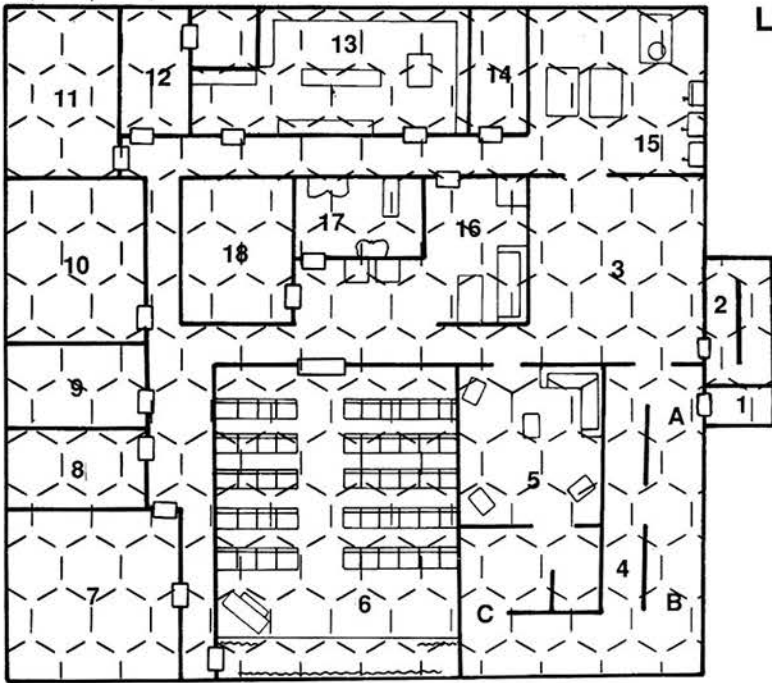
8 & 9) Men's and Women's Locker rooms. Again, the signs on the door are reversed. The lockers themselves have been gummed shut since 1987. (Don't ask.)

10) Weight and Exercise Room. Free-weights and exercise equipment are kept here. Many of the weights are fake, and weigh much more than the listed weight. Others are actually helium-filled, and literally float off the ground.

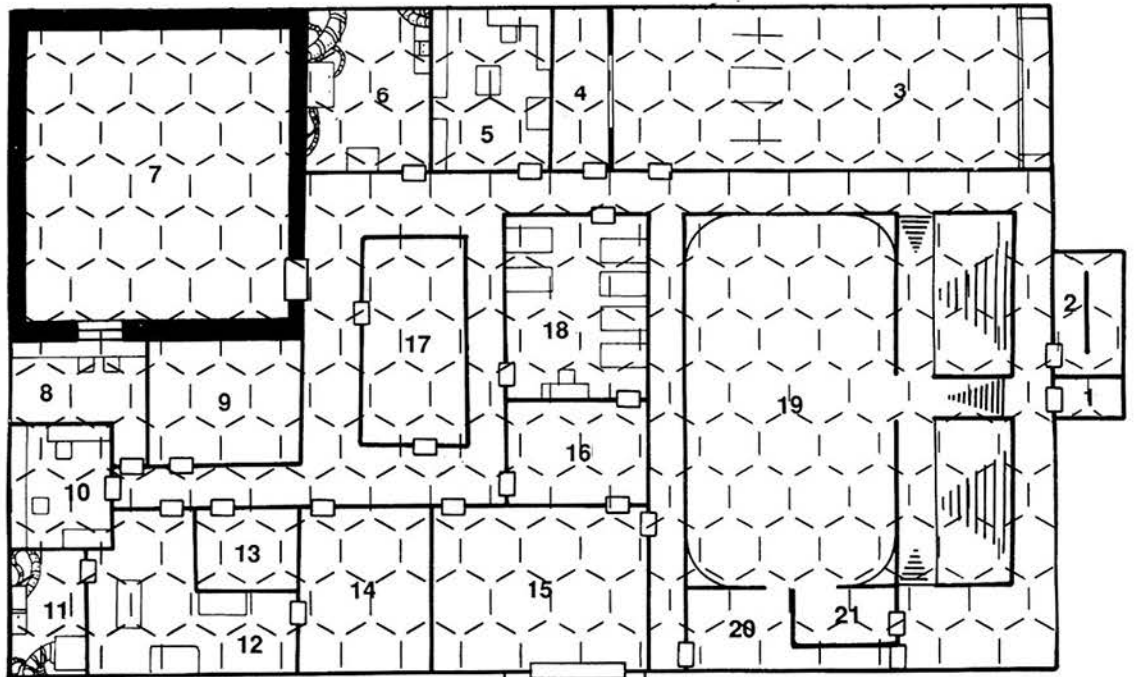
11) Art Studio. This is Dot's Studio with a complete supply of art materials.

12) Photography Studio. This room contains a darkroom with processing equipment and necessary chemicals. It is a favorite hiding place during CLOWN's hide and seek games.

LEVEL 3



LEVEL 4



13) Library. This room, used almost exclusively by Snapshot and Merry Andrew, contains an extensive joke book collection as well as books on more mundane subjects and a computer terminal to access Snapshot's news library.

14) Alternate Storage. This is where CLOWN stores anything not found in the other storage room. There is absolutely no organization to this room.

15) Gambling Casino. Trump Knight and Random are frequently found here. Slot machines, roulette wheels, and card and dice tables are always ready, manned by robots. Projectors create illusions of crowds of American presidents or shootouts between gamblers of various era's.

16) Lounge. With vending machines. You never know what is going to come out of one of these machines. (Model airplane glue was fine, but the live hand grenade was generally judged to be in poor taste ...)

17) Bakery Shoppe. A gingerbread door opens into a reproduction of the gingerbread house from Hanzel and Gretel, complete with large iron oven.

18) Kitchen. This room has rich medieval ornamentation such as large copper pots and cooking pit but has all the necessary modern appliances. The sink is piled with dishes that no one wants to do. Most of the CLOWNs are secretly waiting for Merry Andrew to invent dishwashing robots.

LEVEL FOUR

1) Elevator. See level two description.

2) Stairwell. See General Features.

3) Shooting Gallery. This is where weapons are tested. Motorized waterfowl cross at one end of the room. The room also converts into a four lane bowling alley.

4) Shooting Gallery Viewing Booth. The controls for the test range and bowling alleys are in this room.

5) Computer Lab. Used primarily by Merry Andrew and Marbles. Experimentation is going on here to boost LAUGH's capabilities.

6) Primary Power Plant. This primary plant puts out 60 END/Phase. The room itself resembles a botanical garden. However closer inspection reveals a distinctive electrical hum and wattage meters stuck in flower pots.

7) Danger Room. Cartoon images of heroes, villains, and agents attack the unwary: Dragons breathing seltzer, cowboys and Indians ambushing participants, jack-in-the-boxes attacking with oversized mallets, and starships firing cream pies are just a few of the things that can turn up.

Fully operational for up to 12 people at one time, the walls (DEF 18, BODY 18) prevent the rest of the complex from being damaged by malfunctions or energetic workouts.

8) Danger Room Control. The danger room is controlled and monitored from here. The controls have automatic overrides and are LAUGH accessible.

9) LAUGH Room. The massive AID LAUGH is stationed here. The room is filled with the sounds of snickering and chortling (the base's LAUGH track, of course). Its storage and processing power surpasses that of the most powerful computers in the business today (After all, that's what Merry Andrew made it from). The walls here are the same strength as those in the danger room.

10) "Big Brother" Room. All base security and communications are monitored here. LAUGH monitors when no one is on duty. The CLOWN on guard is expected to keep his mouth shut if he sees one of his comrades preparing a joke.

11) Secondary Power Plant. This plant will cut in if the primary plant fails. 4 batteries, each holding 30 END, are located here. This plant looks like a large potted palm with branches jutting into the walls. The coconuts are real.

12) Electronics and Energy Labs. This lab contains state of the art electronic and energy analysis equipment. Merry Andrew will often be here, tinkering on his latest gadget.

13) Computer Disk and Tape Storage.

14) Field Physics Labs. Equipment for force field generation and analysis is kept here as well as a containment and testing chamber.

15) TeeHee's Room and Vehicle Maintenance. This is where vehicles are constructed and repaired. TeeHee resides here when not wandering. (Merry Andrew has often questioned the wisdom of putting an exit in this room).

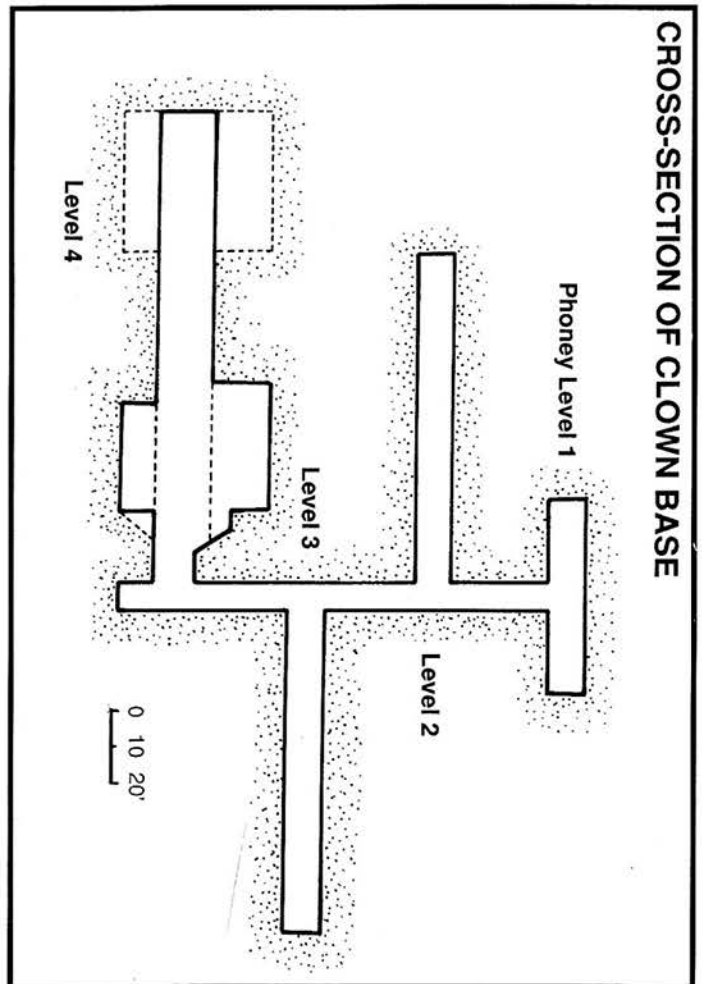
16) Medical Equipment Storage and Auto Parts. This room contains equipment for the repair of all members of CLOWN.

17) Merry Andrew's Arsenal. Most of Merry Andrew's gadgets are here. Some are partly assembled, and a few are damaged and not quite safe...

18) Sickbay. The medical labs and six beds are here as well as medical equipment, including two complete emergency medical kits. There is also a computer link to area hospitals.

19) Arena. This area has a sunken floor and nets for the overhead trapezes. Removing the nets reveals an ice skating rink. There is also seating here for 150 spectators.

20 + 21) Men's and Women's Locker room. These locker rooms are always filled with steam, even if no one is inside.



LAUGH**(Lovable Aid — Usually Generally Helpful)****INT: 40 EGO: 30 DEX: 30**

- LAUGH has these skills: Electronics, Gadgeteering, Security Systems, Computer Programming with +2,
- LAUGH has these Sciences and Knowledges: Law, Weapons, Medicine, History, Metallurgy, Psychology, Chemistry, Energy, Superpowers, Photography, Vehicle Design, Robotics.
- LAUGH has City Knowledge of: New York, Boston, Washington DC, Baltimore, St. Louis, Kansas City, Chicago, Philadelphia, Pittsburgh, Phoenix, Dallas, and New Orleans, Chelkerston, and Boise.
- LAUGH monitors base security and environmental controls. His database records information on the activities of CLOWN from daily television and satellite feeds. LAUGH also keeps tabs on other superbeings and super-powered organizations. LAUGH has a particular fondness for reruns of *Three's Company* (it's so funny ...)

Background: When Merry Andrew built the CLOWN base, he never realized how much work would be involved in its upkeep. But after the three CLOWN founders spent a whole afternoon arguing over who would take out the garbage, Andrew took notice of the problem. Daily maintenance alone would take a lot of time that could be better spent filling Lake Erie with gelatin or resetting all the clocks in Grand Central Station. He decided that a computer was needed to maintain the base.

Merry Andrew "shopped" at several major computer manufacturing plants. Using the best components on the market and inventing new ones as needed, Merry Andrew built the computer known today as LAUGH.

Like TeeHee, LAUGH is a practical joker, doing such things as wandering through phone lines talking to people at random or accessing government computers, checking payrolls, and making adjustments as it sees fit. LAUGH is more subtle with its pranks than TeeHee, mainly because of its immobility. However, with its modems and security-breaking measures, it can cause untold problems. It might even call a hero's base and reorganize all the files alphabetically by the third word of the second paragraph. Or adjust someone's credit rating ...

**SCENARIOS****THE BIDDING WILL START AT \$50,000**

This scenario is designed for three to five players. It will give them an introduction to CLOWN and its tactics. It presumes the characters have never met or heard of CLOWN before. Any CLOWN members can be used. Snapshot, Dot, Toe-tapper, and Marbles are suggested.

THE SITUATION

An auction house is selling some unusual antiques. Among the items are an antique moving-picture machine and an ornate roller coaster car. CLOWN would like to add these two items to their own collection.

GETTING THE CHARACTERS INTO THE STORY

If one of your characters is interested in collectables or is looking for a tax shelter, he could be at the auction. If a hero is a reporter or security officer he could be assigned to the auction house during this special sale. A hero's DNPC might be there, or the heroes might simply be in the neighborhood.

THE SETTING

The map for the scenario (see following page) shows the main auction room. A stage is at the front of the room. On it are a podium, an oak desk, and a few chairs, as well as the roller coaster car and picture machine. Half the chairs in the room will be occupied. The balconies on either side of the

room are empty. Hanging curtains cover the walls under the balconies. The floor and walls are polished hardwood. A large chandelier hangs near the stage. Around the room hang simulated 17th century lanterns. All the thick oak doors have high-security locks (-2 to Security Systems rolls) and guards are posted at each.

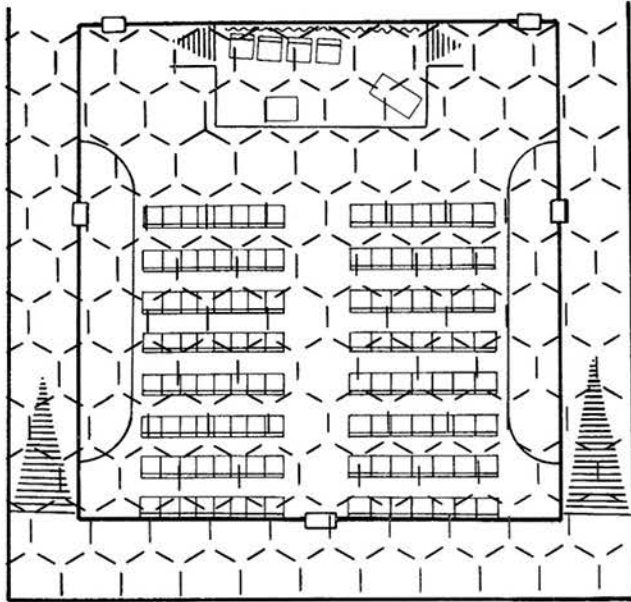
CLOWN'S TACTICS

Snapshot will be posing as a reporter at the front of the room. He plans to use his camera to transform the roller coaster car and moving-picture box into photographs and hide them in his bag. If a search is made of his equipment after the attack, he can claim he took the pictures before the confusion started.

Dot will start the distraction. Having disposed of the guard, he will enter with Marbles through the door closest to the car. He will throw his blue dot flash to blind everyone except Snapshot. Marbles will lose her marbles, tripping the remaining people. Snapshot will transform the antiques during the confusion. Any passing heroes should arrive at this point.

After the attack everyone but Snapshot will yell that they have the goods and try to make their escape. The heroes can, of course, try to prevent this. If the CLOWNs are having problems getting away, they will alert the backup team. This team won't arrive until after the first team has been captured. Once they do arrive, they will quickly formulate and implement a plan to free their teammates.

AUCTION HOUSE



HEY, PEOPLE ARE GETTING HURT OVER THERE!

This scenario is designed for two to four players. It demonstrates CLOWN's unpredictability and their commitment to preserving life. It can be used whether your heroes have met CLOWN before or not (it might be more interesting if your heroes **have** met CLOWN).

THE SITUATION

A bank robbery has turned sour. Several robbers along with a couple of bloodthirsty villains have taken over a bank, but have been surrounded by police before they could escape. They have injured several people and threaten to start killing hostages unless they are allowed to go free with all of their loot. The robbers are within ten minutes of their deadline and have already selected the first hostage for sacrifice.

GETTING THE CHARACTERS INVOLVED

One of the heroes could be in the bank taking care of business and end up looking down the barrel of a gun. This could present problems for a hero with a Secret ID.

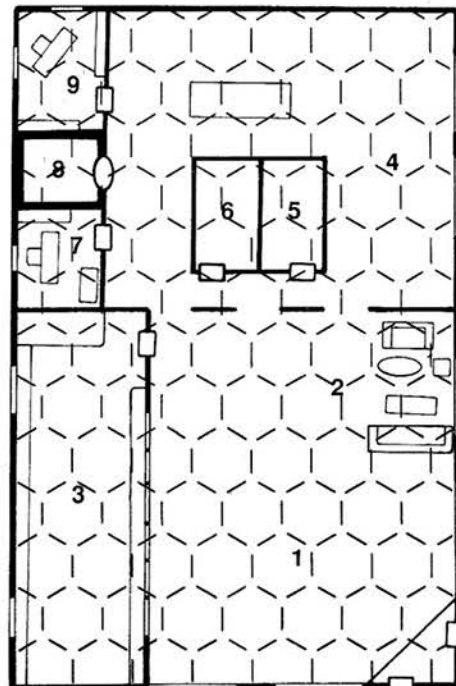
Heroes that have Radio Hearing or that have good relations with police will quickly hear what is going on. Heroes could also stumble across the scene on a routine patrol.

THE SETTING

The map shows a medium-sized suburban bank. It is currently surrounded by police and a mass of people watching the scene.

- 1) Lobby. The walls of the lobby are plate glass. Curtains are drawn to keep people from seeing inside. A chandelier hangs over a counter. A few chairs, some potted plants, and a small display of the bank's programs are also here.
- 2) Waiting area. This area has chairs and couches encircling a low table covered with old magazines.
- 3) Teller Booths. There are six separate windows here each with a computer terminal. The drive-up window behind the booth is plate glass, with a speaker and sliding drawer. The curtain is drawn on this window as well.
- 4) Executive Offices. This large area is occupied by the desks of the commercial loan, mortgage, and secretarial staff. The president's secretary has a desk outside his office.
- 5) Men's restroom.
- 6) Women's restroom.
- 7) Vice President's office. A large desk piled with papers, two chairs, a large rubber plant and an aquarium of tropical fish are here.
- 8) Vault. Several of the hostages as well as the cash and valuables that have been collected are being guarded here. If a hero was inside the bank he will be here also.
- 9) President's office. A huge oak desk is the dominant feature of this room along with two hand-carved walnut bookshelves, and a large ceiling fan.

THE BANK





- 10) Conference room. A long table surrounded padded chairs is normally the only thing in this room, though today the villains are here. A few hostages are tied up at different points around the table. These hostages are the ones slated for early withdrawal.

THE CRIMINALS

There will be about ten thugs with pistols and a couple with machine guns. They are a mixture of the thug types listed in *CHAMPIONS II*. A couple of villains lead this operation. Some possibilities are: Armadillo and Brick from *CHAMPIONS*, Laser, Leech, or Sledge from *Enemies I*, Fire and Ice, Pile Driver, or Halfjack from *Enemies II*, Power Crusher, Thunderbolt or Bullet and his Raiders from *Enemies III*.

The thugs will be scattered throughout the bank. The villains can be placed almost anywhere, but at least one should be in the conference room.

THE CONCLUSIONS

CLOWN should appear just a few seconds after the heroes have entered the bank. The confusion caused by their entrance should lead into an interesting battle, especially if the heroes have already met or heard about CLOWN.

Once the heroes have, hopefully, defeated the robbers, what are they to do with CLOWN? Are they up to trying to capture these CLOWNs, or will they let them go this time, hoping that their paths never cross again? (You can bet that CLOWN won't give the heroes any breaks when time comes to deal out practical jokes.) And what about the police at the scene? How will they feel about CLOWN's intrusion? This should present the heroes with an uncomfortable situation.

OTHER SCENARIO IDEAS

I WONDER WHAT THAT THING DOES?

In this scenario some member of CLOWN becomes curious about a particular hero's focus or gadget. CLOWN will decide to "borrow" the item for a while, examine it, try to duplicate it, (without breaking it, after all it probably has sentimental value to its owner), and return it before they are charged with breaking Bylaw #2.

After duplication, or the discovery of the rule violation, the focus will be returned. If CLOWN knows where the owner lives, they will return the item with a thank-you note and some money for rental, complete with receipt. If Merry Andrew is feeling particularly generous, he won't include an exploding cigar. Since, in most cases, the homes of heroes are not advertised, CLOWN will not spend much time or effort finding them. CLOWN will place a full-page ad in newspapers, and wait at a designated sight for the owner to arrive. CLOWN will return the item to the owner undamaged, provided it has no Killing Attacks. If a killing attack is found, CLOWN will replace the lethal effect with a stream of seltzer water, a barrage of soap-bubbles, or some other silly, harmless effect.

LOOSEN UP, BUDDY...

The entire purpose of CLOWN is, of course, to pull elaborate jokes and pranks. In this scenario CLOWN singles out one of the PCs to be the target of a full-fledged comic assault. CLOWN will usually pick out a hero who has a reputation for being a stuffed shirt, and will then steadily make his life miserable. One by one his foci will be replaced, or Grond will be chained to his motorcycle, or some such.

The outcome of this scenario is up to the particular hero. If he refuses to have anything to do with the pranks, the CLOWNs will eventually tire of the game and go home, noting that "He can't take a joke." If the hero puts up with the harassment with a smile, the CLOWNs will congratulate him for being a "good sport." And if the hero gets into the mood, or tries to go one-up on the CLOWNs, a full-fledged gag contest could result. If the hero wins, he could even be asked to join the ranks of CLOWN!



THE NEW LEADER OF CLOWN IS...

CLOWN changes leaders on a regular basis. The term of office for leader is 24 days, 7 hours, and 23 minutes (this was determined by the first five balls of a local lottery drawing). At the end of this term, a contest for the new leader begins.

The election is a complicated process. First, the LAUGH computer randomly selects three teams to compete. Beuford never participates in the election process, preferring to serve as permanent judge. LAUGH then selects the team captains and the criteria for a randomly chosen contest. The contests can be almost anything: Collect the most street signs from town in a 24 hour period (without endangering the public), finding scavenger hunt items chosen by Beuford (which can be literally anything), or winning a board game on a grand scale (Look out Atlantic City!)

The contest can run from 24 hours to a week, depending on the moods of LAUGH and Beuford and the requirements for victory. Beuford judges each team, tallies the scores, and declares the captain of the winning team CLOWN leader for the next term.

Have fun with this. If there's a board game you like to play, adapt it and have CLOWN play a version of it.

"LET'S TAKE IT BACK TO BASE AND EXAMINE IT."

How many times have you heard that in your campaign? Equipment left behind by the villain is taken back to the heroes' base and examined (usually to be exploited later). This scenario may not stop that practice, but it will make the heroes think twice about it in the future.

Premise: TeeHee has been captured by the heroes and taken to their base where useful information might be obtained from the car.

A few things to note: First, the car will try not to give away knowledge of its sentience. It will give computer-like answers to questions and will reroute deeper probes into a false information storage area. TeeHee will, in turn, try to break into the base computer and siphon as much information as it can without being detected. It will also prepare to reprogram the computer to do strange things such as access the wrong files, put cartoons or video games or security monitors ("Game Over" ...), and report false emergencies to draw the heroes away.

TeeHee will refrain from pulling pranks, reasoning that tipping its hand would only lessen its escape chances. Before leaving, TeeHee will drop a logic bomb in the base's computer and will activate the program it dreamed up while being examined. This should keep everyone busy while it makes good its escape. The longer the car is in the base, the more gags and the more complex and deeply planted into the computer they will be.

POPGUN VERSUS CLOWN

This CLOWN scenario is slightly more serious. VIPER has decided they have had enough of CLOWN. Since Popgun wants to even the score with Merry Andrew and Slapstick, he will volunteer to lead a group of agents and destroy CLOWN.

Popgun will be armed to the teeth (visions of a little Rambo come to mind). He will select a group of VIPER agents and suitable mercenaries that are as eccentric and colorful as CLOWN (his way of rubbing salt in the wound), but his group will be killers. He will call them "Popgun and the Spoilsports."

CLOWN could seek the heroes' help against this attack or the battle could attract their attention. Once Popgun and his VIPER agents are wrapped up, CLOWN will thank the heroes and try to leave, but since they are wanted criminals the heroes could have a dilemma.



C.L.O.W.N.™

The Criminal Legion Of Wacky Non-conformists

*"... lacks any redeeming quality whatsoever...
completely tasteless and moronic, I love it!"*

— Rev. Jerry Falwell

*"Guaranteed to inspire wedgie-giving in even
Miss Manners and the Queen of England!"*

— Dan Rather

"Two thumbs up (your nose)"

— Siskel and Ebert

"The definitive reference for all my Gorby pranks."

— Ronald Reagan

"So you guys are responsible..."

— Pee Wee Herman's mother

"Egg on the face of mankind."

— Julia Child

"Put that away before I take it away!"

— teachers across the country

*"Do **not** let your kids set eyes on it!"*

— PANICED

(Parents Against Noxious Iron Crown Enterprises Decadence)

Enter the wacky and wild world of C.L.O.W.N.™, a group of supers who commit crimes for the fun of it! Match wits with Slapstick and Merry Andrew. Race against TEE-HEE, a car with a mind of its own. And when CLOWN begins the world's largest scavenger hunt, can you prevent the mayhem from getting completely out of hand?

C.L.O.W.N. is an organizations book for Champions™ that includes:

- 14 detailed character write-ups
- The CLOWN base
- TEE-HEE, the CLOWN car
- Several ready-to-run adventures
- Notes on how to integrate C.L.O.W.N. into any Champions campaign.

Playable with

CHAMPIONS™
THE ULTIMATE SUPER ROLE-PLAYING GAME!

DANGER™
INTERNATIONAL

and all other HERO SYSTEM™ games



Produced and distributed by
Iron Crown Enterprises, Inc.



ISBN 1-55806-055-3