

Neutral Ground™

by Rod Smith



SPYDER

NEUTRAL GROUND™

An Adventure Scenario for Champions

by Rodford E. Smith

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INTRODUCTION

The concept behind Sanctuary is simple. Given the limited numbers of those who possess superhuman abilities, they are easily the smallest minority around. It seems only natural that members of this select group would want some place to go where they could spend time with people like themselves, people who would understand their lives and problems.

That place is Sanctuary.

Sanctuary was created to look after the interests of paranormals. In addition to providing a meeting place, it watches out for unfair treatment of superhumans by the government and the media. In short, Sanctuary takes care of its own. The manager, a retired hero named Pooka, is dedicated to this work and is very good at what he does.

Sanctuary has been described as an old-fashioned Gentlemen's Club including the facilities of an athletic club and a college dormitory. There are several large rooms available for various functions, as well as a gymnasium, two pools, a small infirmary, a chapel, a cafeteria, and twenty one-room apartments. In addition to serving as a gathering place for local paranormals, Sanctuary is often used by visiting heroes and villains who need a secure place to stay.

One unique service provided by Sanctuary is that it is an absolutely neutral ground. All paranormals are welcome, even those on the "wrong" side of the law. Many people who are considered villains in the outside world are members, and it is not uncommon to find several of them there at a time, rubbing elbows with heroes whom they may have battled more than once. Anyone who obeys the rules may stay; anyone who violates them must leave.

In a *Champions* campaign, the club is intended to provide a place where player characters can go to socialize with other paranormals. Life isn't all battles and subplots, and even the most dedicated crimefighter or world conqueror needs some time off now and then. At Sanctuary, the Player Character can pick up the current rumors, find out the latest advances in deathtrap technology, or just play cards. One of the great attractions of Sanctuary is that superhuman abilities are accepted there. Paranormals may stay at the club without being expected to use their powers for the benefit of mankind or to commit a crime, the two extremes of behavior that the majority of normals think of in connection with paranormals. This casual attitude about powers allows Sanctuary's visitors to relax, without feeling the need to conceal their ability. Many superpowered individuals will go to Sanctuary just so they may enjoy their gifts without worrying about the reactions of those less gifted.

Sanctuary can be a useful addition to your *Champions* campaign, serving as anything from an occasional plot device to a major influence in the PCs' lives. Players should at least be aware that the club exists and what it does, even if they never actually make use of its services.

CONVERTING TO OTHER HERO GAMES

With some adapting, Sanctuary can serve a similar purpose in other Hero System games. For instance, it could be used as a meeting place for espionage agents in *Danger International* or *Super-Agents*, by replacing the paranormals with talented normals or paranormal agents, or toning them down, as appropriate.

If used for *Golden Age of Champions*, the power level of the NPCs should be reduced somewhat, and the origin of the club changed to reflect that it was founded shortly after the First World War to serve the needs of adventurers. It would then be the sort of men's club where Professor Jones and his arch-enemy could meet for an outwardly polite but tense dinner. In this case, there would be no women members, and ladies would only be allowed into the dining room (the cafeteria in the current version) if escorted by a gentleman.



BACKGROUND

Sanctuary was created more than a decade ago by the retired hero Hyperion. Initially, it was a social club, no more than a place for people with unusual abilities to get together and relax among their fellows. Over the years, the scope of the project has widened considerably. In addition to its original functions, Sanctuary now provides important services to paranormals with physical, emotional, or legal troubles. Sanctuary's staff includes professionals in several fields, such as medicine, psychology, and law. These are the sorts of skills paranormals often need but have trouble getting access to. For some, Sanctuary is the only answer.

Sanctuary was founded at a time when the United States government was becoming uncomfortable with the actions of various paranormals. In addition to the obvious problems caused by superhuman criminals, many government officials were increasingly concerned about the actions of uncontrolled vigilantes. Several government-backed agencies were being formed to replace independent hero teams, and congressional legislation had been proposed to limit the activities of non-sanctioned crime fighters. It seemed possible that the Age of Heroes would come to an early end.

Hyperion, though he had been away from the hero business for many years, still remembered the sense of loss he had felt after going into retirement. Shortly after WWII came to a close, he had tried then to start an informal social group of retired adventurers but had failed, due primarily to a post-war attitude that things should get back to "normal." Hyperion's wife died suddenly in 1976. Feeling very lonely after her unfortunate death, he decided to try again to create a place where superhumans could meet with their peers.

After much searching, Hyperion decided that the best place for the club would be near a city which contained several retired heroes and a number of active hero teams. He purchased a lot in the town and hired lawyers were to handle the details of setting up a trust fund. The lawyers also asked to provide guidelines for the club's operation. The club was named "Sanctuary" from the first and was intended as a place for crime fighters to meet and share their experiences. In later years it would become a refuge for all paranormals from a sometimes hostile world.

Even Hyperion underestimated the need for such a service. He also failed entirely to anticipate that supervillains would also want to use it. For the first two years, the existing building was quite sufficient, though beginning to show a bit of wear from benign neglect. Most of club's patrons were in their forties, and there were few members younger than thirty. For the most part, the club was used by retired heroes (and the occasional reformed villain) to get together and reminisce about the "glory days".

Known villains had been members of Sanctuary since the early days, though at first this was limited to allowing only retired (and reformed) criminals into the club. The practice of letting actively wanted criminals hide out in Sanctuary began only a few years ago, when Ferret, a well-known vigilante superhero, was accused of murder. Ferret fled to Sanctuary, explaining to Pooka that he had been framed by Dr. Tsunami, his arch-enemy. Ferret had learned from one of Dr. Tsunami's henchmen that the villain planned to have him killed while he was in jail awaiting trial. Despite the fact that Ferret was legally a "criminal", Pooka took him in.

The police arrived at the club's main gate only to find several respected heroes standing outside. Their spokesman, Silver Warrior, made the police an offer: if the fugitive was allowed to stay on the grounds until the trial, Ferret would be escorted to the courthouse by Sanctuary members. If the police tried looking for him on Sanctuary grounds, they would need a warrant. Silver Warrior assured the lawmen that by the time they got a warrant, they would never find Ferret in Sanctuary.

Pooka, with the backing of Hyperion, supported those heroes who had decided to protect Ferret. Over the years, what had been an immediate response to an explosive situation evolved into official club policy. Given that the definitions of "hero" and "villain" are inherently fuzzy, Pooka and Sanctuary have decided that they cannot fairly judge Sanctuary members on what they do outside the club. Any member of Sanctuary can take refuge in the club, and expect to be hidden from his enemies (be they the police or VIPER). This is not to say that Sanctuary will physically prevent government officials like police officers from entering the grounds. Instead, they will simply make it extremely difficult to find someone who has made it into the "Sanctuary." (Sanctuary's lawyers have developed a high reputation for their ability to defend the club from Obstruction of Justice charges.)

By now, police have all but given up trying to find a Sanctuary member who makes it safely onto the grounds of the Club. They do, however, make a conscious effort to steer fleeing villains away from the club and the safe haven it provides. There is almost always an undercover officer staking out the club to watch when a wanted criminal leaves the grounds. During police manhunts for supervillains, the neighborhood surrounding Sanctuary can become quite tense.

In addition to legal attempts to violate the protection of Sanctuary, there have been several instances of more severe actions taken against the institution. Twice, government-sanctioned heroes have tried to invade Sanctuary to capture a wanted criminal. Both failed, with Silver Avenger William Batterson and Captain Justice both winding up in the club's infirmary. No formal charges were pressed in any of these instances, but both heroes involved are now *persona non grata* in Sanctuary.

There have been four similar intrusions by criminals attempting some action against members of Sanctuary; all of these efforts were unsuccessful. More attacks might have been made by supervillains if the club weren't so useful to them. Either out of gratitude for past services or because they recognize that they may need Sanctuary in the future, few supervillains will take action against the club.

Sanctuary has also been the subject of five full-blown assaults by villain groups or criminal organizations. The first of these attacks came soon after the defeat of a proposed bill which would have restricted hero activities. The bill's downfall had been largely due to the efforts of Sanctuary. A group of VIPER leaders felt that the bill would have helped immensely, especially considering how useless conventional law enforcement agencies had been against them. They sent operatives to destroy the club's buildings, along with everyone in them, to prevent their meddling in the future. They nearly succeeded. Only some clever tactics by Pooka and the presence of two vacationing superteams enabled Sanctuary members to save their beloved club.

The second attack, by Eurostar, was made in an attempt to capture the alien explorer Enon. The last three assaults were made in attempts to kill heroes or villains staying at Sanctuary for protection. Two of these attacks were made by organized crime groups, with supervillain help. Only one attack was made by an individual — and Grond has never tried that trick again.

Though these attacks were repulsed, the resultant damage to property in the surrounding neighborhood caused several lawsuits to be brought against Sanctuary. But none of these efforts have closed the club which seems to have carved a niche for itself. It seems likely that barring a change in status, Sanctuary will be around for quite some time. For this, paranormals everywhere can be thankful.

THE CLUB

OPERATIONS

Although a few individuals work part-time, most of the staff work on a more regular basis. When the club was first created, Pooka attempted to use robots as staff, but several gadgeteers started reprogramming them without Pooka's consent. Now all the staff members are safely warm-blooded, and Pooka made it clear to all mentalists that tampering with the staff will earn an immediate expulsion from Sanctuary.

There are three shifts at Sanctuary. The full time staff will be at the club for only one of these shifts five days a week, although many work extra hours and come in on their days off for no additional remuneration.

<p>Day Shift — 7 a.m. to 3 p.m. Middle Shift — 3 p.m. to 11 p.m. Night Shift — 11 p.m. to 7 a.m.</p>
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The full-time staff is outlined below along with their schedules. For the most part, these employees can be found at the club on a 14- during their shift, on an 11- an hour or two before or after their shift, or on an 8- at any other time. There are also several beepers which are used by the "On Call" medical staff and those who have volunteered for "On Call" duty that can be used to contact them on a 14-.

SCHEDULES

ADMINISTRATION

General Manager: Pooka (Day Shift): It is the duty of the General Manager to see that the club runs smoothly. A retired hero, Pooka is a driven man who oversees every aspect of operations, a task made considerably easier by his ability to teleport. The Staff answers to him, and he is answerable to Hyperion alone.

Middle Shift Manager: Waxman (Middle Shift): The Middle Shift Manager is the General Manager's assistant and second-in-command. Waxman is a shape-changer and one-time villain who finds the challenge of troubleshooting at Sanctuary a fascinating diversion. He is a clever, resourceful man whose help has proven invaluable time and time again.

Night Manager: Corona (Night Shift): When most of the regular staff has gone, Corona comes out of his special room to watch over his adopted home. Sanctuary's Night Manager is an energy being that lives in an environment chamber on the premises.

Secretary: Metalla (Day Shift): In the offices of the Administration Building there is a very special titanium-alloy typewriter that is run by a devoted woman who just happens to have a metal body. Without Metalla's filing system, Sanctuary would not run nearly as well as it does.

Lawyer: Edgar Marchant (Day Shift): Few Lawyers will touch a case involving paranormal abilities. To Edgar Marchant such cases are not only his trade, but his life's work. He defends paranormals almost exclusively and in so doing has become one of the finest attorneys in his rather specialized field, a status that suits him well.

ENGINEERING

Maintenance: Rush (Middle Shift): An aging paranormal, Rush is an old friend of the founder's and a skilled tinkerer who keeps everything running. He has the ability to move at phenomenal speed, which allows him to effect repairs in the time it would take a normal man to give an estimate.

Handyman: Mark Harper (Day Shift): Fast as he is, Rush can't be everywhere all the time. That's where Mark comes in. He is an able workman who has been fascinated by heroes and works for next to nothing — just for the opportunity to be among many who were his childhood idols.

KITCHEN STAFF

Head Chef: Herbert Nugyen (Middle Shift): Herbert is in charge of Sanctuary's kitchens. He runs them efficiently and well, producing a wide variety of delicacies from recipes developed in the restaurant he used to own.

Assistant Cook: Robert Nugyen (Day Shift): Herbert's son is his assistant in the kitchens and runs them when his father is not present. He is by no means his father's equal in the culinary arts, but he gets the job done.

Shift Cook: Martha Hodges (Night Shift): An overserious matron, Martha sees to the guests' needs during the late-night hours.

MEDICAL STAFF

Chief Physician: Dr. John Brinton (Day Shift-On Call): Since a paranormal hero helped Dr. Brinton extricate himself from involvement with VIPER, he has directed his efforts to providing the very special care needed by many paranormals. He is one of a handful of doctors qualified to treat such cases.

Head Nurse: Eileen Compton (Middle Shift-On Call): A competent nurse and compassionate woman, Eileen is confidant and friend to many of her patients and donates many long hours to caring for Sanctuary's guests.

Nurse: Susan Chang (Night Shift): A recent addition to the staff, Susan is a pleasant young woman who is "learning the ropes" very quickly. She has a smile and a kind word for everyone she meets and is well-liked by all. However, not all is as it appears (see Susan's character description for more information).

Psychologist: Dr. Harold Quinby (Day Shift): The good doctor has been involved in researching the eccentricities of the paranormal psychology for many years and has written several books on the subject. He is an able psychologist whose advice has been a boon to many of the club's members over the years. He has even turned a few lives around.

SECURITY STAFF

Head of Security: Overseer (Middle Shift): Katherine, alias Overseer, is a meticulously efficient woman. She possesses several psionic talents and an analytical mind that allow her to spot most potential problems before they pose any real risk to the club or its guests.

Security: Charcoal (Day Shift): A paranormal with spectacular strength and speed, Charcoal is more than a match for most normal opponents and her presence alone provides an extra measure of security that no conventional guard could apply.

Security: Trasher (Night Shift): Trasher's abilities are on a par with Charcoal's, as has been proven in the handball court (whenever their schedules permit). He is present when she is not so that there is always someone on duty with the power to act on Katherine's advice.

MISCELLANEOUS PERSONNEL

Government Liaison: William Sorenson (Day Shift): A top FBI agent chosen by the Attorney General for this position, Will is a consummate professional. An impartial go-between, he has done much to improve the Sanctuary's relations with the federal government.

Chaplain/Counselor: The Deacon (Middle Shift): The Deacon is a paranormal with the ability to control minds, but he is trained to put them at rest with religious guidance or compassionate counselling. He has saved quite a few lives in his day, and will always be there if he is needed again.

Day Care: Ruth Messer (Day Shift): "Grandma Ruth" is the mother hen who runs the "Tots All Right" Day Care Center across the street from the club. She runs her charges with a firm hand, but she is a gentle woman trusted by many of Sanctuary's members with their rather special children.

Miscellaneous: Strikeforce (All Shifts): Kurt, alias Strikeforce, is a paranormal who can duplicate himself into as many as eight individuals. This allows him to sleep in shifts. At least one of him seems to be on active duty 24 hours a day, 7 days a week. He is doorman, janitor, butler and chef, sometimes all at once...



THE STAFF (NORMALS)

EDGAR MARCHANT

The club's chief lawyer

Skills: KS: Business Law 15-, KS: Criminal Law 13-; Persuasion 13-

Physical Description: Edgar is a physically small man, standing barely 5' 5", and is completely bald. He has pale blue eyes and is fifty-three years old and somewhat overweight.

Edgar is a senior member of the major law firm Marchant, Pearson and Marchant. He has experience in both business and criminal law, though he prefers to allow others to handle the criminal cases. Despite his apparent weight problem, he is quite fit and can be surprisingly quick on his feet when necessary. He has an extremely forceful personality and tends to boss his clients around. Because of his work for Sanctuary, he usually wears well tailored body armor (+5 PD and +5 ED) built into his suits. He may need more protection than that. At least two of the villains he has represented on behalf of Sanctuary have threatened him, claiming that Edgar didn't do a good enough job of defending them.

WILLIAM SORENSON

Government Liaison

Skills: KS: Law Enforcement 14-, KS: Negotiation 12-, Bureaucratics 12-

Physical Description: Will is heavyset, 5' 10" tall, has blond hair and blue eyes, and is 45 years old.

Will Sorenson is the liaison between Sanctuary and the Federal Government. His is a tough job and one he approaches with great professionalism. A top FBI man who has experience in working with other government agencies, Will was chosen by the Attorney General himself for this job. Although his assigned task has caused him to have differences with both Sanctuary and government agencies, he tries to be impartial and fair. Most who know him respect him, even if they don't like him. He constantly wears a bullet-proof vest (+6 PD and +6 ED, Activates 14-) and carries a .44 Magnum revolver (2d6 RKA, +1 STUN mod) with three speed loaders. Will is a quiet, competent man who can be as intense as Pooka. He tends to be all business when on duty and has few friends. His secret hobby is exotic, flavored vodkas, and he has learned to make his own version of peppered vodka which will corrode bridgework.

DR. JOHN BRINTON

Chief Physician

Skills: PS: Physician 15-, KS: Medicine 15-, KS: Experimental Medicine 11-

Physical Description: Dr. Brinton has dark brown hair and eyes, stands 6' 1", and weighs 165 pounds. He is 45 years old, but doesn't look it.

John Brinton never intended to get involved with paranormals — he considered them a part of life but paid little attention to them. A son of a very wealthy family from central Kentucky, he got into medicine because his parents expected him to. He was very good at it, good enough to attract the attention of VIPER, which tried to blackmail him into helping them. They underestimated John; he notified the Lexington police. The police, in turn, arranged for John to set up a sting operation involving the criminals. Since VIPER used supervillains, the police also asked for help from the Wildcats, the closest super hero group. The operation went flawlessly, and several important VIPER operatives wound up in jail.

After working with these dedicated police and superheroes, and feeling some of the excitement and reward they experienced, John decided that something was missing from his life. When Sanctuary advertised for a full-time physician, he applied and easily got the job.

John enjoys the challenge of dealing with the special problems of paranormals and despite his good natured grouching, feels a sense of accomplishment with every patient he is able to restore to health. Although there have been threats from VIPER as a result of his betrayal, nothing has come of these yet, and John doesn't worry about them. He is very handsome and often flirts with his female patients. Since he is still single, many flirt right back.

EILEEN COMPTON

Head Nurse

Skills: PS: Nursing 15-

Physical Description: Eileen is 47, stands 5' 6" tall, weighs 156 pounds and has blonde hair and green eyes. Her features are broad and strong.

Eileen has previous experience in helping paranormals; her late fiancée was Jayhawk, a costumed hero with a knack for getting hurt. She met him while he was a patient in the hospital where Eileen worked. After he was killed, she decided that people like Jayhawk deserved the best medical help they could get. Eileen campaigned for two years, trying to get funding for a specialized hospital but without success. When Eileen heard about Sanctuary, she realized that these people were doing what she had failed to do, so she decided to work for the club.

A large part of Eileen's motivation is admittedly a desire to see her late fiancée's fight against crime carried on, but she is also genuinely interested in what Sanctuary does. Though her years of dedication to her profession have worn her down, she still has a warm, sincere personality. and a total commitment to her patients. Unfortunately, one of her recent patients, a villain by the name of Hideous, has developed an obsession with Eileen. She tells concerned friends that she is in no danger, but she is actually very worried.

SUSAN CHANG

Nurse

Skills: PS: Nursing 14-, PS: Music 14-, PS: Psychology 11-

Physical Description: Susan is 25 years old, 5' 3" tall and slim, with fine features and dark hair and eyes.

Susan has only been at Sanctuary for a short time but has already proven herself invaluable. She was hired when the increasing demands on the medical staff made it clear that more help was needed. People just seem to want to open up to this young, innocent, pleasant natured young woman. She sometimes seems too good to be true, but no one at Sanctuary has ever caught her out of character.

However, Susan is not at all what she appears — she is actually an agent for VIPER. After their last assault on Sanctuary was rebuffed, the Nest Leaders involved vowed not to underestimate the club again. They took one of their most promising agents, Susan, and told her to infiltrate the club and gather information. Susan has performed her task admirably, and VIPER has learned a great deal about certain superheroes (and their weaknesses).

DR. HAROLD QUINBY

Staff Psychologist

Skills: PS: Psychology 16-

Physical Description: Dr. Quinby is 5' 10" tall and of average build, with thinning brown hair and brown eyes. He is 48 years old.

During his career, Harold has written two popular books: *Superheroes and the Women who Love Them* and *Hero Envy*. He jumped at the chance to work for Sanctuary when the position of staff psychologist was offered to him a few years ago. Hyperion decided that someone with extensive work in the field of superhuman psychology would be an important addition to Sanctuary, and Harold has had more experience than almost anyone else. Dr. Quinby has been very happy with his position and has done a lot of good work, although many of the people at Sanctuary feel that Dr. Quinby is more interested in gathering material for his next article than in helping his patients. Harold is a psychologist, not a psychiatrist; he can provide advice and give counseling, but can not prescribe medicine. He knows several psychiatrists and can recommend one to a paranormal who needs help. A calm, collected individual, Dr. Quinby is a bit absent-minded about anything not directly related to his work. He is also extremely self-contained and rarely seems bothered by anything. He likes flowers and often works with Rush on the flower beds around Sanctuary in his spare time.



RUTH MESSER

Nursemaid

Skills: PS: Child Care 15-, KS: Psychology 13-

Physical Description: Ruth is 65 years old, stands all of 5' tall and weighs 160 pounds. She has black eyes and brown hair. Her clothing is conservative, mostly long dresses and low-heeled shoes. Though tending toward plumpness, Ruth is a vigorous woman.

Ruth grew up in a tough neighborhood, learning early that someone who was physically weak had to use her wits to compensate. She married young, raised four children of her own and helped her brother Henry after his wife died. Ruth's children all went to college, and for the most part live their own lives. Though she gripes about how they have forgotten her, she is very proud of their successes.

Eight years ago, Ruth's husband Max died suddenly. Her children expected her to move into a retirement community. Instead, she went to college. Ruth tries to give the impression that she is a helpless old woman, but doesn't fool anyone who knows her well. She is intelligent, open-minded, and willing to listen to a person's problems. Visitors to "Tot's All Right", her day care center, will be offered good food and conversation.

Ruth Messer is affectionately known to one and all as "Grandma." She likes to play the role of a hapless widowed woman whose own children have all grown up and moved away, leaving her alone in her old age. While all that is true, Ruth also has a Doctorate in Educational Psychology. No one knows whether she actually has paranormal abilities, but she has no trouble keeping her charges in line, and rarely loses her temper. Moreover, the kids all love her for it.

HERBERT NUGYEN

Head Cook

Skills: PS: Cook 14-, PS: Kitchen Management 12-

Physical Description: Herbert is 5' 6" tall and weighs 210 pounds. He has a round face, black hair, brown eyes, and is 44 years old.

Herbert is in charge of the kitchen at Sanctuary, and he runs it like the captain of a ship. He is an able cook and a good manager, but can't stand for anyone to come meddling into his kitchen. Even Pooka stays out when Herbert is there. Herbert previously owned a small Korean cuisine restaurant, which he ran with his son Robert. Unfortunately, he made some bad investments and was forced to sell the restaurant to pay his debts. Herbert took his current job as a temporary measure; but, the combination of good pay, challenging orders, and interesting customers have kept him working here for quite some time. Herbert threatens to quit every time he has a disagreement with Pooka, but he never will.

Herbert works during the day shift, but his influence carries over to the other shifts as well. A gruffly good natured fellow, he nevertheless refuses to give an inch on anything he feels is important. More than once, this short, stout man has told off a powerful super hero or villain — and gotten away with it.

ROBERT NUGYEN

Second Shift Cook

Skills: PS: Cook 11-; Streetwise 14-

Physical Description: Robert is 5' 10" tall and weighs 185 pounds. He is 22 years old. Although he doesn't realize it, Robert is a mirror-image of his father at that age.

Robert is Herbert's son, and only works in the Sanctuary kitchen because his father wants him to. Robert is a college graduate. He is not sure what he wants to do with his life, but is certain that working with his father is not it.

For the past six months, Robert has been in charge of the second shift at the kitchen; his father had hoped that this responsibility might make a man out of his son. Robert takes his duties seriously, but it is easy to see that his heart is not in his work. Because Robert is desperate to get out of Sanctuary, he has lately become involved in some activities which, while not illegal, could get him fired. Some people have discovered that Robert will sell information on heroes or villains. This includes such items as clues to psychological or physical weaknesses he might have overheard and letting the authorities or interested individuals know when someone is leaving the club.

MARTHA HODGES

Third Shift Cook

Skills: PS: Cook 11-

Physical Description: Martha is 5' 4" tall, weighs 95 pounds and has a square face, grey hair and faded blue eyes. She is 68 years old.

Martha is a sour old woman who is in charge of the third shift at the Sanctuary kitchen. She rarely talks, and when she does, every other word is profanity. No one at Sanctuary can recall having seen her smile, and the food she cooks is usually overdone and underseasoned.

What no one at Sanctuary knows is that Martha once dated Hyperion in his civilian ID. Hyperion did not view the relationship as serious, but Martha did, and she was crushed when he broke it off. Martha has not seen Hyperion in over forty years, and he is not likely to recognize her. She has since been married and widowed, so her last name has changed, and she has aged badly. The fact that she is now working for her former lover has not helped her disposition.

FUNDING

Sanctuary is a non-profit organization. In addition to the original trust fund established by Hyperion, many other donations have been made. Some of these gifts have come from paranormals, but most come from wealthy individuals who have been helped by heroes. Even a few supervillains contribute money.

Sanctuary also receives some government funding, generally in the form of federal matching grants for charity work. Additionally, a great deal of the necessary maintenance and repair work around the club is done by volunteer labor, which helps cut operating costs.

Still, the staff does have occasional budget problems. The expenses involved in helping some of the problems typical to paranormals, such as purchasing rare medicines for treating illnesses or injuries, can be staggering. There have been times when Sanctuary has had to hold fund drives to raise the money necessary to continue operations.

RELATIONS WITH THE FEDERAL GOVERNMENT

While Sanctuary generally has an uneasy truce with the local city and state governments, the club's standing with Washington is much less amicable. The successful efforts by Sanctuary to prevent federal interference in paranormal activities has caused a deep resentment against the club in many influential circles.

Making matters worse, almost every time there has been a confrontation between some part of the federal government and Sanctuary, the club has won. Since Sanctuary's main reason for existence is to protect paranormals, the staff makes a point of helping paranormals in trouble with the government. Hence they are involved in confrontations with the feds on a regular basis. The Internal Revenue Service has tried several times to have Sanctuary's non-profit status revoked, originally at the urging of congressmen opposed to vigilante crime fighters. Other elected officials have tried to shut down the club on trumped-up charges of violating health codes. This is a continuing problem.

There is hope for an improvement in the situation. A short time ago a government liaison was appointed, to try and ease the conflict between Sanctuary and the government. This man, William Sorenson, has already had some success, having persuaded the Justice Department to order all agencies under their authority to cease direct actions against Sanctuary. With time, Sanctuary may develop a relationship with Washington similar to the one it currently enjoys with local governments.

STAYING AT SANCTUARY

Given the unusual hours that many paranormals keep, Sanctuary is open 24 hours a day, 7 days a week. For some lonely heroes and villains, Sanctuary is the only place they can go for company on Thanksgiving or Christmas. During the holidays there is often a rather bizarre assemblage of paranormals who have come together for each other's company.

CHECK IN

Guests and members arriving at Sanctuary must sign in at the front desk, located just inside the main entrance. They may use whatever name they wish while at the club.

Characters not known to the desk attendant may be required to prove that they actually possess superhuman powers. There are several high-tech sensing devices in the office behind the front desk, including a "mutant detector" taken from a Genocide base. People may step behind the counter and be tested in private. Device-based powers have created some problems, especially since people have used effects from devices (which are considered legitimate powers, as long as the devices are not commercially available) just to get into Sanctuary. Non-powered costumed adventurers or people whose powers don't register on any of the detectors may have to provide clippings of their exploits, or even make a demonstration of their abilities. If this is the case, they will be advised by the staff to use caution when showing their powers, in order to avoid damage to the reception area! Some individuals may be forced to wait for confirmation of their status, either through research or the use of certain powers by the office staff volunteer members.

Well-known paranormals visiting or staying at Sanctuary may keep their public identity concealed from the rest of the guests if they so desire. A hero may actually find himself in the position of appearing at Sanctuary in his Secret ID in order to avoid anyone knowing that he is the popular hero! More common is the situation where a famous or infamous individual stays for a while at Sanctuary in another costumed guise, in order to ensure his privacy.

Visitors who are not regular guests next fill out a short questionnaire, letting the staff know what they will need and what they will be doing while at Sanctuary. If a room is desired — and empty rooms are usually available — then the character will be given a key. He will also be given a list of rules, which must be read, signed and returned. Copies of this are available on request. Those who don't wish to abide by the rules are free to seek lodging elsewhere.

VISITOR QUESTIONNAIRE/ MEMBERSHIP APPLICATION

Name to be used while at Sanctuary: _____
 Name by which you are commonly known: _____
 Legal name (optional): _____
 How long will you be staying?: _____

	Yes	No
Will you require a room during your stay?	<input type="checkbox"/>	<input type="checkbox"/>
Will your room require a special environment?	<input type="checkbox"/>	<input type="checkbox"/>
Are you wanted by the law at this time?	<input type="checkbox"/>	<input type="checkbox"/>
Are you currently in need of medical attention?	<input type="checkbox"/>	<input type="checkbox"/>
Do you currently need legal aid?	<input type="checkbox"/>	<input type="checkbox"/>
Do you wish to apply for membership?	<input type="checkbox"/>	<input type="checkbox"/>
Do you wish to reserve a function room?	<input type="checkbox"/>	<input type="checkbox"/>
Do you wish to attend/teach a class?	<input type="checkbox"/>	<input type="checkbox"/>

Comments: _____

The check-in rules described above are recent additions, the result of some problems with paranormals who have abused the anonymity available at Sanctuary. Villains who had been banned from the club entered in disguise to enjoy the benefits of Sanctuary. These new rules have headed off a number of potential scandals, to the great relief of Pooka, although there have been protests about the loss of privacy.

There are always visitors at Sanctuary, no matter what the time of day. Although few people use the living quarters at any particular time, it is common to find several paranormals on the grounds. They may simply have stopped by for a quick meal or to leave a message. Sanctuary is not a boarding house; most of those who use the living quarters are visitors from out of town and will usually stay only a day or two. Currently, the only long-term occupants are four of the staff members. On average, between four and eight of the rooms will be in use.

Also available to those who are using or working at the club is a computer listing of current guests and staff, using the names they signed in with. The listing also includes any scheduled events and the hours various function rooms are open. Some facilities are available only by appointment, such as the "Handball Court," which is much in demand. Other equipment or rooms may be reserved for special occasions. However, medical needs always have priority. If a doctor decides that someone requires the jacuzzi for hydrotherapy, the patient gets it.

PAYING YOUR WAY

Room, board and medical or legal aid are provided by Sanctuary. Paranormals short on cash can pay their way by doing chores for the club. However, services beyond these usually have a mandatory fee and may not be paid for in labor. There are good reasons for this. For example, facilities such as the "Handball Court" have large maintenance costs.

Guests may stay as long as they like, although freeloaders will be pressured by their peers to leave the club or work for their keep. Someone is always needed to care for injured paranormals, clean the grounds or go on errands for the club, so there is no problem for anyone willing to work. Sanctuary also needs ambassadors of goodwill — individuals willing to talk to reporters or dignitaries. These club members may present statements to the press, write letters to editors or politicians, or simply represent Sanctuary at meetings or public ceremonies.

This sort of volunteer work can carry far beyond simply earning a meal and a place to stay. Although Sanctuary is not an employment agency, it will help paranormals find jobs, either mundane or with an organization that pays its members. Needy paranormals who behave themselves and help out around the grounds may receive a letter of recommendation from Pooka, which carries considerable weight in some circles. Many down-and-out heroes and villains have received a second chance with a new group or sponsor, or even a pardon, thanks to one of Pooka's letters.

Volunteer jobs vary from specialized maintenance — such as keeping the atmospheric control systems in the block of environment simulation rooms in working order — to general cleanup and handy work. Floors must be swept, waste baskets emptied and laundry done.

In addition to attending to the needs of the institution itself, the administration of Sanctuary often agrees to do favors for important people or other organizations. This practice has earned the club a great deal of good will over the years and is one reason that Sanctuary is allowed independence by various state and local government agencies.

MEMBERSHIP

Becoming a member is easy. One applies for membership, and if approved (refusal is extremely rare), the applicant pays a nominal fee and is issued a card. Approval is based on research done by the staff, which can take anywhere from a day to a week, at the end of which Pooka will review whatever material is available on the prospective member. If Pooka decides that the candidate is sincere and a good risk, Pooka will grant him membership — **with** the understanding that this membership can be revoked by executive decision at any time. Renewals are made annually, with lifetime memberships available. Non-member visitors are always welcome in the basement and ground floor areas of the main building, but if they wish to use the facilities more than once a month — or want to use the less public parts of the complex — they must join. Members also receive a subscription to the club newsletter, *Sanctum Writ*. (Needless to say, *Sanctum Writ* is considered to be extremely valuable by superhero fans.)

RULES AND REGULATIONS

There are few rules for people who wish to use Sanctuary's facilities, but those that do exist are rigidly observed. If any of these rules are broken, the offender is removed from the club, and his membership is revoked — permanently. Pooka has sometimes been accused of using this authority to keep out people he personally dislikes

The most important rule is: "No fighting." Anyone who starts a fight will be attacked by as many paranormals as it takes to throw the miscreant out. Sanctuary is at heart a neutral ground, where bitter enemies may wind up at the same table for dinner. Those who can't tolerate such a situation are welcome to leave. People who are unlikely (or unable) to follow the rules, such as paranormals suspected of crimes of violence or who are incapable of self-control (like individuals with the Berserk Disadvantage) will be allowed to enter. But the first time they break the rules they will be permanently barred from re-entering the club.

Those who stay in the apartments must keep them clean, and they must also avoid disturbing the other guests after 8:00 PM. Since there is little space in these rooms for parties, these rules are fairly easy to observe. Anyone wishing to have a large party may reserve one of the function rooms.

In the rooms on the first floor of the main building, people are required to keep their voices at a conversational level. Since these are the areas most likely to be seen by important visitors, this rule is rigidly enforced. This is also the area where the older members tend to congregate. You don't want to disturb these people: many are world class heroes or master villains, and they are often involved in deep discussions, perhaps over a tightly fought game of chess. In other parts of the complex, though, a little noise during the day is accepted.

Guests are asked to be polite and respectful to others in Sanctuary, whether member, staff or visitor. They are to obey all reasonable requests by the staff. Anyone who is routinely rude or obnoxious may be ejected, at Pooka's discretion. There is no appeal. Unfortunately, while few openly flaunt the rules (and no one does for long), minor infractions are common. Pooka has been forced to compromise between internal security and respecting the privacy of those who stay at Sanctuary. The result is that not every violator is caught, but there are many complaints about too much surveillance. There has also been some objection to the punishments given out by Pooka. If action must be taken against a member for breaking the rules, expulsion is the only result. While Pooka rarely ejects anyone for minor violations, this is entirely at his discretion. Several people have protested that expulsion is too severe for most of the infractions and that milder penalties are needed for lesser crimes. Pooka has listened to these complaints but has not yet altered his behavior.

SERVICES

The primary job of Sanctuary has always been to take care of paranormals. In the early days, this meant providing a place for them to get together, eat, socialize, and maybe stay for the night. Later, a fund to cover medical expenses was established. As Sanctuary entered the 80s, however, it was realized that paranormals needed to keep a watch on those who might try to take away their rights. Sanctuary was, almost by default, one of the best institutions for the job.

Hence Sanctuary provides a wide variety of services to paranormals. Everything from Education to Day Care can be handled through the club. In return for these services, members do all they can to help the club maintain these special operations which are a boon to paranormals everywhere.

PARANORMAL PROTECTION

One of the most important jobs Sanctuary performs is monitoring the media for mention of paranormals. The staff makes an effort to check radio and TV broadcasts, newspapers, and magazines for inaccurate or prejudiced articles. They are quick to respond to such statements with letters, protests or rebuttals delivered through a spokesman for the club. Lately, the bulk of this effort has been taken over by a separate but associated organization, the Paranormal Protection League, but the Sanctuary staff remains active to this day.

To head off potential public relations problems, Sanctuary acts as a watchdog in the area of superhuman activities. This means both protecting people who are in trouble and censuring those who abuse their super powers. Sanctuary keeps a list of paranormals from all over the world. No action is taken against those with criminal records, but these files are often used by hero teams as a reference when evaluating potential allies.

Take, as an example, Sanctuary's current listing for Blackstar (from *Enemies*):

BLACKSTAR

Real Name: *Unknown*

Offensive Power Level: *High Paranormal*

Type: *Strength. Estimated Max Lift 30 Tons*

Defensive Power Level: *Very High Paranormal*

Type: *Tough Flesh. (Density Increase ?)*

Movement Powers (if any): *None*

Special Powers (if any): *Can "phase" through solid objects*

Number of Arrests: *12*

Number of Convictions: *3*

Number of Acquittals: *2*

Number of Escapes: *8*

Group Affiliation (if any): *Ultimates*

Type: *Self-proclaimed Villain Group*

Current Status: *At Large*

Comments: *Blackstar is currently wanted by UNTIL and U.S. Government*

The information in these files is gathered from public records and from the testimony of people who know or have encountered the individual being evaluated. These files are periodically updated by Pooka, as new information is collected.

The staff and members of Sanctuary also lobby politicians and political groups to promote paranormal causes, mostly through letter-writing campaigns but occasionally by promising favors or calling in favors owed to the club or its members.

In addition to these ratings of superhumans, Sanctuary keeps a similar listing of organizations which may have some impact on paranormals. Updated editions of the lists of paranormals and Organizations are published at least once a year, and are available only to Sanctuary members and Organizations which Sanctuary endorses.

Sanctuary is also the place where visitors from other worlds are sent if they don't want to deal with a government or if a government doesn't want to deal with them. More than one castaway from another planet or plane of existence has returned home through the aid of Sanctuary's members. For example, Enon, a survivor of a wrecked exploration ship, was brought to Sanctuary by Captain Justice, a hero who sometimes works for the FBI. The alien's injuries were treated and arrangements made for him to work with professors from a local university to build an FTL communicator. Until help arrives from his people, his lifeboat is being stored in the club's garage.

The staff of Sanctuary sometimes works closely with the Metropolitan Extra-Terrestrial Enclave (METE) on these problems. (See **Organization Book 1**). While there is some overlap between the functions of Sanctuary and METE, they have no problem co-existing.

Another important function provided by Sanctuary is to act as a negotiator in hostage or siege situations involving paranormals. The chief operative here is the Deacon, who first entered the public eye nearly two decades ago doing just this job. It is a matter of pride to him that none of the negotiations he has supervised have ended in violence.

SANCTUARY AS SANCTUARY

Over the years, government authorities have come to an unspoken but very real understanding with Sanctuary. For the most part, the various city, state and federal agencies leave Sanctuary strictly alone, treating it almost as a sovereign country. Even if a wanted villain is secretly holed up in the complex, little fuss is made. Law officials know that without the cooperation of Sanctuary's members, they would never find, let alone catch, a villain hidden on the grounds.

Sanctuary provides further aid by having knowledgeable, experienced lawyers defend paranormals on trial. Those who accept this help are asked to repay expenses, although all paranormals can expect legal guidance regardless of their financial situation. Any paranormal or recognized costumed adventurer may use this service, whether they are a member or not; it functions much like an ACLU chapter devoted to defending the rights of the paranormal.

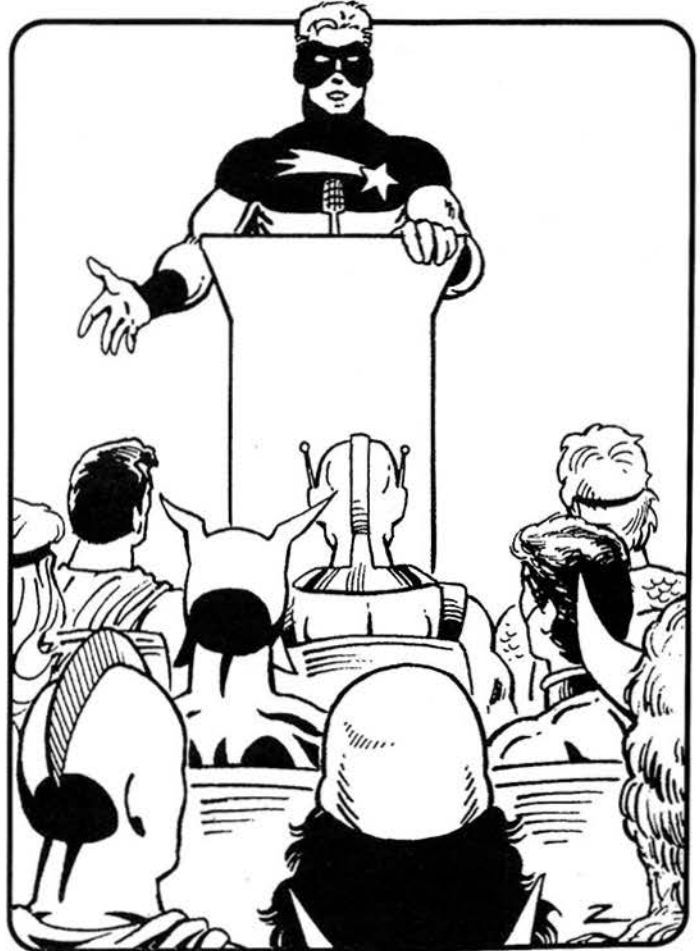
Because of the villains who have taken refuge in the club, there is a rule that all property that is obviously stolen (a fire truck or the Mona Lisa, for instance) will be confiscated and returned to its owner. In spite of this, many criminals use Sanctuary. Some don't see themselves as villains, and others are charming rogues who stay at the club as much to annoy stuffed-shirt heroes as to keep themselves out of jail. At times, a real rotten egg will stay at the club and provide a test of the other members' tolerance, but so long as he obeys the club's rules, he is allowed to stay.

Occasionally, an attempt is made to arrest someone enjoying the protection of Sanctuary. Since the club is on private property, a legal search requires a warrant, and judges familiar with the arrangement between Sanctuary and the city and state governments will rarely issue such a document. For the most part, judges in the area are aware of the value of Sanctuary and want to avoid jeopardizing the informal agreement which has proven so useful in the past. However, federal judges, or local magistrates willing to go against the consensus have been known to issue such a warrant. In every such instance, the searchers have failed to find what they were looking for. Paranormals can be very good at hiding things.

The police or federal agents conducting these searches have also felt very unwelcome, mostly because of the silent stares from club members. Occasionally there will also be a non-violent but intimidating display of a superpower. Having a man glare at you and then burst into flame is quite disturbing to conventional policemen. Few people given this treatment want to repeat the experience.

CONTINUING EDUCATION

Courses in various subjects are taught at Sanctuary. If any classes are planned, the schedule will include information on them, including any requirements for enrolling. Subjects include such topics as "Law and the Superhuman" and "The Care and Feeding of Team Vehicles." In addition to subjects strictly for paranormals, General Educational Development courses are taught, which allow an individual to earn the equivalent of a high school diploma. This has proven surprisingly popular with many paranormals, especially those with origins which prevented a conventional American education. Volunteers are always being sought to teach these classes. If a subject is in demand, the teacher may even be paid.



It is also possible to continue higher education within the walls of Sanctuary. Due to its very nature, Sanctuary attracts many of the very best scholars in the country. Casting aside their professional jealousy, many supervillains and heroes give select classes in their specialties whenever there is sufficient demand for these services. Imagine studying under Professor Muerte or Dr. Destroyer.

An example of a typical five day schedule of classes is presented on the next page.

	Monday		Tuesday		Wednesday	
8:00-9:00	First Aid	(Auditorium)				
9:00-10:00	Martial Arts	(Gym)	Martial Arts	(Gym)		
10:00-11:00	Martial Arts	continues	Martial Arts	continues		
11:00-12:00	Magic My Way	(Admin)	Detective Work	(Admin)		
12:00-13:00						
13:00-14:00	The Joy of High Tech	(Auditorium)	Basic Strategy	(Game Room)	Adv. First Aid	(Infirmary)
14:00-15:00	Paranormal Law	(Admin)				
15:00-16:00	Basic First Aid	(Auditorium)	Vehicle Tips	(Garage)		
16:00-17:00	Navigation	(Admin)				
	Thursday		Friday			
8:00-9:00	First Aid	(Auditorium)	Aircraft Piloting	(Auditorium)		
9:00-10:00	Martial Arts	(Gym)	Theoretical Physics	(Admin)		
10:00-11:00	Martial Arts	continues				
11:00-12:00	Detective Work	(Admin)				
12:00-13:00	Aircraft Piloting	(Auditorium)				
13:00-14:00	Basic Strategy	(Game Room)	Advanced First Aid	(Infirmary)		
14:00-15:00	Disarming Tactics	(Gym)				
15:00-16:00	Vehicle Tips	(Garage)				
16:00-17:00	Navigation	(Admin)				

In addition to these classes, influential guests will often lecture at the club. These lectures are very popular, and cover a wide range of subjects. Many young paranormals have been affected by the stirring speech of a famous hero, and a few claim their lives were changed forever by such an experience. Because of this kind of response, Pooka is always looking for people to speak at the club and will go to great lengths to secure a guest he feels is worthwhile.

DAY CARE

Across the street and down the block from Sanctuary proper there is an associated business. The sign outside the two-story brick building says "Tots All Right Day Care." What the sign doesn't say is that the clientele is limited to paranormal adults with young children. Normal parents will be politely turned away with the excuse that the school is full.

The center is run by Ruth Messer, a good woman with strong resolve and seemingly limitless patience. Many of those left in Ruth's charge, none of them older than six, have powers of their own. When the combined problems of secrecy and security are added, it can easily be seen that something special is needed. Ruth and her staff are, indeed, something special.

The ground floor holds the office, kitchen, nap room, and reception area. Upstairs is the playroom, where the children spend most of their time. No special provision is made to handle the superhuman abilities of the children; all are treated as equals. Because of this, and the fact that some of the people caring for them are also paranormals, the children learn early that their powers do not give them the right to do whatever they wish.

Helping Ruth at her day care center are three highly trained assistants, as well as a constantly changing assortment of volunteers from Sanctuary. This last group is mostly made up of older paranormals, many of them retired. Most are parents or grandparents themselves. Between them and Ruth, the youngsters cause little trouble.

CHARITIES

As part of the effort to help paranormals, Sanctuary is constantly organizing activities for members. The most popular, for both the paranormals and the public, are the visits to schools and hospital wards.

There is a backlog of volunteers for this duty. Most paranormals, including many people seen as villains, get a charge out of entertaining kids and will eagerly sign up for a trip. Some of the more notorious volunteers may be asked to either decline or disguise themselves. Pooka has a secret worry that some day there may be an incident during one of these visits, but so far this has not happened.

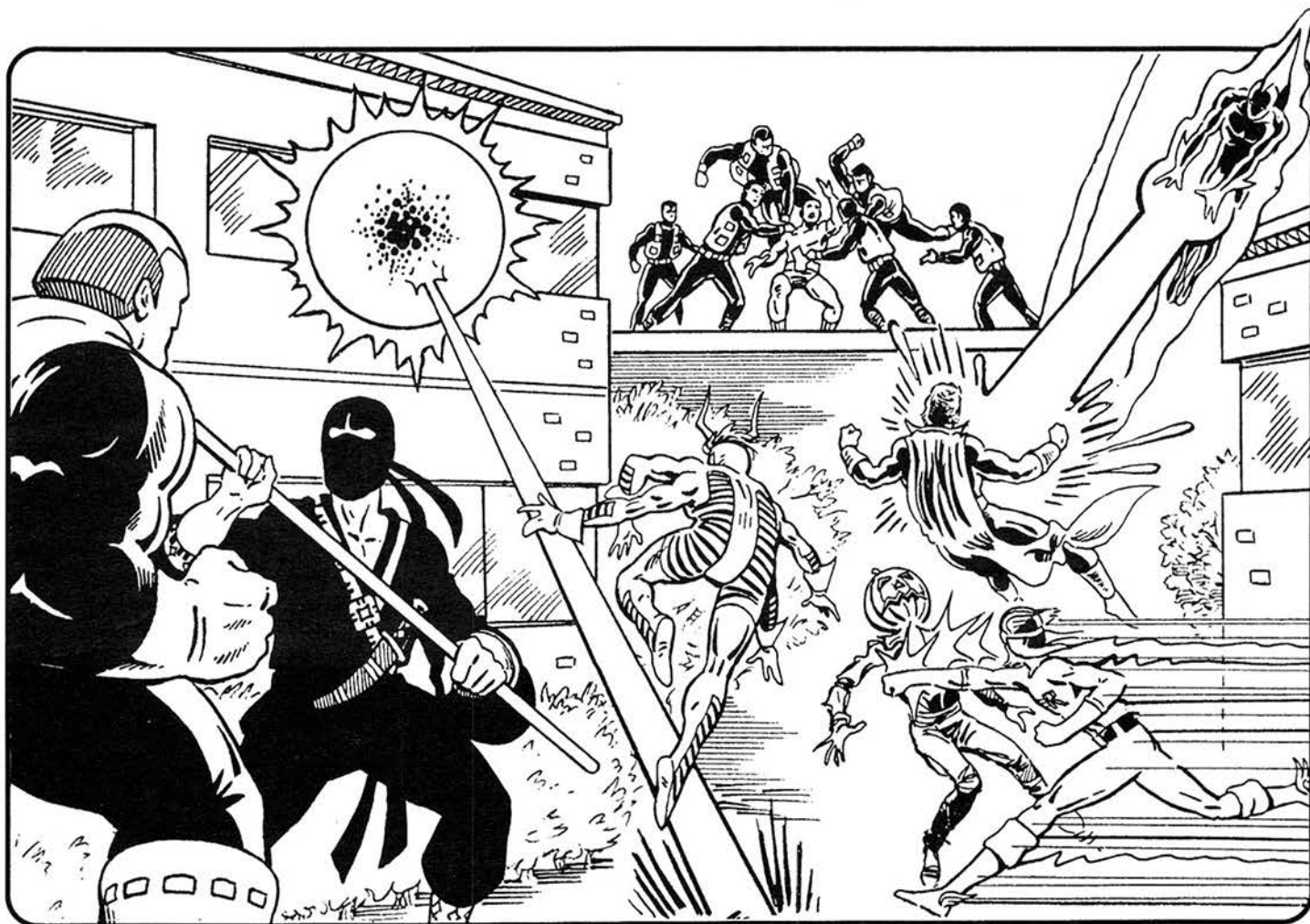
Public appearances at city and state government affairs are another popular task, although one generally reserved for heroes. These may involve nothing more than saying a few words and signing autographs, but occasionally a paranormal or group of paranormals will be asked to lend a hand in getting a project started. While the actual work done is usually minor, such as teleporting/tunneling a small amount of dirt out of an excavation sight, this might save significant labor. If this also happens to save the taxpayers some money, the Sanctuary representative on the scene will be sure to mention this to the press.

Given the currently strained relationship between Sanctuary and various federal government agencies, there is little overt cooperation with the feds. This is something of a disappointment for older members, who will fondly recall such events as embassy parties and foreign goodwill trips. However, many government officials will not hesitate to call on Sanctuary for covert help.

Sanctuary also provides guards for villains who are being transported or held pending trial. This service is as much to see that the prisoner is well treated as to keep him from escaping. This function is especially appreciated by the local law-enforcement authorities, since many hero groups are too busy for such chores, and it is difficult getting in touch with individual paranormals to ask them for help. An effort is made to match the volunteers to the villains with the goal of countering any powers the prisoner might have. It is not uncommon for a captured supervillain to have two or more Sanctuary volunteers for company, and master villains may have a half dozen watching them at any one time. If a criminal needs to be watched for more than a few hours, rotating shifts are employed.

A related duty is escorting or protecting important people. Visiting dignitaries often ask to be escorted by one or more heroes, just for the status it provides. If this duty involves a party, especially one with celebrities, there will be plenty of Sanctuary members volunteering for the job.

In addition to these outside activities, Sanctuary schedules several celebrations each year. The two biggest are Founding Day, marking the opening of the club, and Hyperion's birthday. If your players have been through a lot lately and need a break, have them receive invitations to a party at Sanctuary. It could be used as a prelude to another adventure or simply as a way for them to unwind.



THE FACILITIES

THE NEIGHBORHOOD

Part small town, part big city, the area around Sanctuary is an interesting mix. The city to the north is slowly expanding in this direction, absorbing what was once a suburb and, before that, a small town. There are still farm houses in a few places, giving the region a rustic feel that many prefer to the big city.

Schmeisser's Grocery: This used to be a mom-and-pop affair, until it was bought out by a developer a few years back. It is now run by an Iranian immigrant family but still has its original name.

Big Picture Video: Mitch Gittel is manager and part owner of this enterprise. He likes the fact that many of his patrons are superheroes and often brags about it. As might be expected, the *Superman* movies are **always** checked out.

Independent Gas: This used to be a full-service filling station, but today it is a convenience store which sells gas. The owner, Sherman Arden, has been trying for three years to hire paranormals for the publicity value they would bring, and his scrawled, greasy employment notices are constantly posted on the Sanctuary bulletin board.

Apartment building: This is the larger companion to the main building at Sanctuary. Both were built in the late sixties as part of a city housing project, then sold to Christopher Seale, the same developer who bought Schmeisser's Grocery. During the economic slow down in the late seventies, he sold the smaller building to Hyperion. Ruth Messer has her modest apartment in this building.

Mattressland: This is a front, run by the FBI, and is intended to keep tabs on the comings and goings at Sanctuary. William Sorenson knows about it but won't tell anyone unless he has to. Phoenicia Holston, the manager, is a skilled agent and nobody's fool, despite the fact that she projects the image of a charming airhead.

Tots All Right Day Care: See the "Day Care" section for more information.

Eddie's Pawn Shop: This used to be owned by Eddie Pelter, a major fence. When Eddie heard that superheroes would be hanging out just across the street, he decided to sell and move. The new owner has kept the old name but is strictly honest, though he still has criminals try to sell him stolen goods. When this happens, he excuses himself, slips into the back, and calls Sanctuary, which sends someone right over.

Rerun Reading: This is a used book store and a favorite hangout of the more literary members of Sanctuary. Mrs. Irene Lollston, the owner and manager, likes most of the club members who shop there but will peer disapprovingly over her half-rim glasses at ruffians and "clumsy oafs", whether superhuman or not.

Telephone exchange: The telephone exchange used to be located six blocks from here, but three years ago it burned mysteriously. Arson was never proved, but the telephone company decided to locate the new exchange near Sanctuary, for the lower crime rate in the immediate area around the club. They have regretted their decision lately, since the chance of damage from a major battle seems to be increasing.

SANCTUARY

The main Sanctuary building is a stately, three-story brownstone. The structure was originally an apartment building, and the only modifications made during the first years of Sanctuary's existence were to remove the apartments on the first floor and in the basement, replacing them with the game room, dining room, and kitchen downstairs and the lounge, reception area and trophy room upstairs. A high, ornate fence was also placed around the entire lot. The original building was remodeled about four years ago, and a garage added nearby. Soon after, the first of four additional buildings was built on the same property.

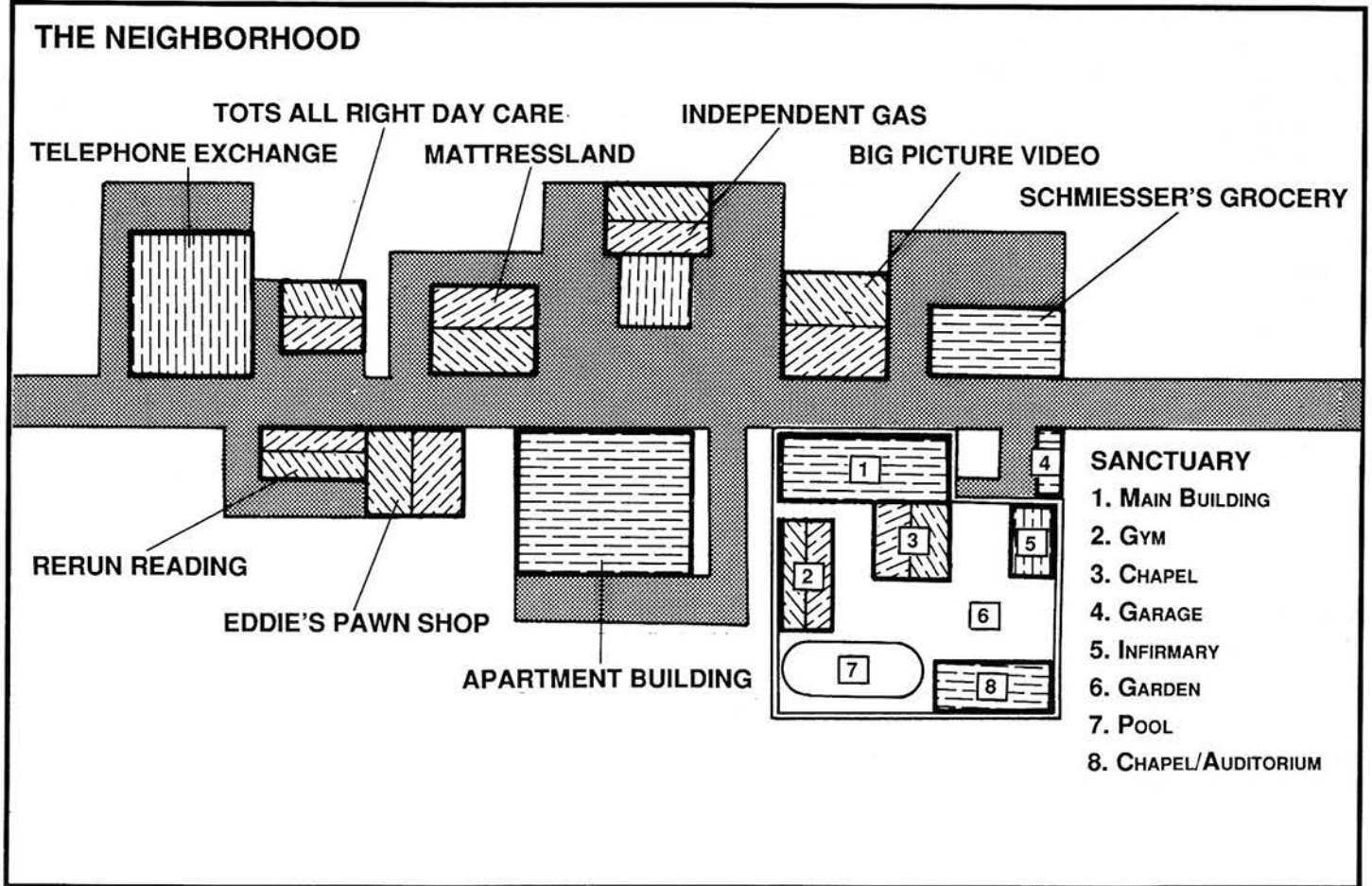
THE GROUNDS

The property was bought from the original owner by Christopher Seale, who then sold it to Hyperion. Because so many people were moving to the nearby city, the neighborhood was becoming abandoned. The final blow was a series of fires, blamed on arson. A less affluent group of people moved in as the previous inhabitants left, turning the area into a low rent, low income neighborhood. More recently, as the city has continued to expand, real estate values here have soared. Apartment buildings in the area have been converted into condominiums, and Yuppies have begun to invade.

Locals here speculated that Seale paid to have the fires at the telephone exchange and other building set. Whether he did or not, he and his friends made a killing over a period of just four years.

The Sanctuary property was originally divided into two lots; one held the current brownstone and the other Ernie's grocery store, which faced onto the next street. The grocery burned shortly before Sanctuary was conceived. By the time Hyperion's agents had begun looking for property to buy for the club, the apartment building had lost most of its residents. Sanctuary bought both lots to provide room for expansion.

The remaining businesses and area residents were thrilled when they discovered who had bought the run-down property. Many remembered Hyperion's years as a hero and felt that a club for superheroes would make the area a much safer place to live and work. Lately, however, high insurance rates (reflecting the possibility of a paranormal battle) have turned many of Sanctuary's former supporters against the club.



OUTDOOR POOL

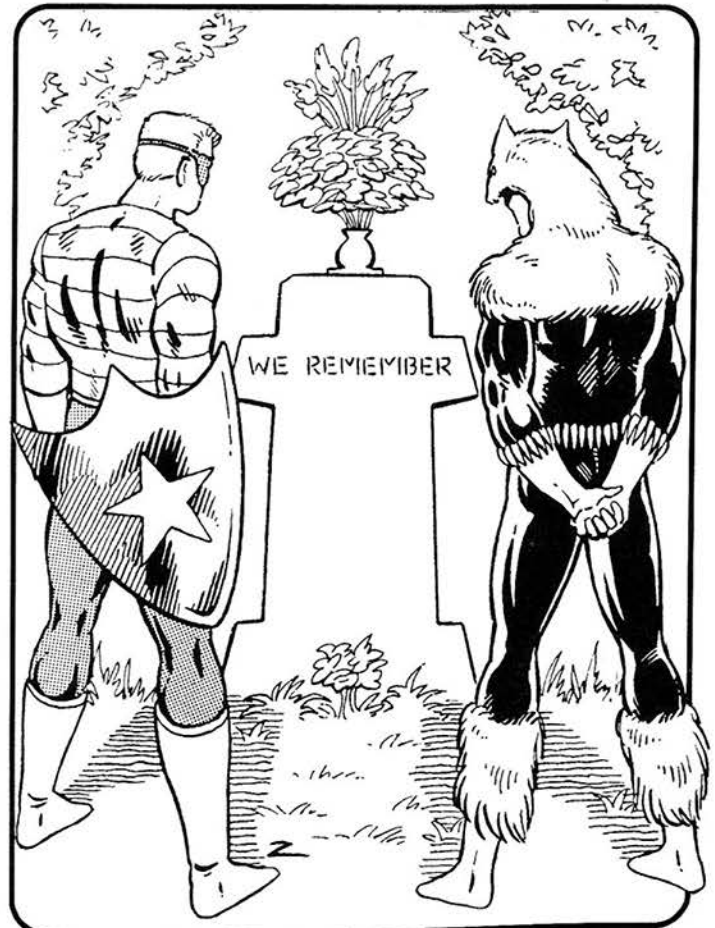
This was built two years ago, with money willed to Sanctuary by Seaspray, an aquatic hero. In the course of his explorations of the sea floor, Seaspray had discovered several sunken treasures, mostly wrecked Spanish gold ships in the Gulf of Mexico. The pool is the largest which can fit on the property, as requested in the deceased paranormal's will. The pool can be filled with either fresh or sea water (for reasons of economy, fresh water is more often used). There is a retractable fiberglass weather cover over the pool, but this is not insulated. As a result, the air under the dome cannot be kept warm in the winter, and the pool is drained each Fall. Pool parties are popular, and during the summer months there is a long list to reserve this area.

THE GARDEN

This is a small area in the center of the property. It is bordered by tall hedges and has evergreen trees, some flowers and a well-tended lawn. There is a memorial to fallen paranormals in the center: a plain granite obelisk four feet tall, inscribed with the words "We Remember." Many people have had their ashes spread in this tiny, peaceful area.

MAIN BUILDING

Here are the living quarters, dining room and kitchen, as well as the lounge and reception areas. Thanks to a sizable donation from a grateful businessman whose life and livelihood were saved by a Sanctuary member, the two upper floors have been extensively remodeled. The original apartments — each with a kitchen, living room and two bedrooms — were replaced with a larger number of smaller, pre-fabricated units.



The operation was much less expensive than would normally have been the case, thanks to the help of a number of paranormals who volunteered their services for the project. For instance, Mite, a mutant who could reduce the size of inorganic objects 100x, made installing the new rooms much easier.

At this same time, the special environment rooms were also added. These were designed and built with the help of METE and several technically oriented gadgeteers. Much of the equipment was donated by Advanced Technologies, Inc., which is a major supplier of high tech gadgets for paranormals and the government. The remainder was purchased from other companies on the cutting edge of technology, such as Henderson Electronics.

There are few long-term residents at Sanctuary. Currently, only Rush, Corona, Charcoal, and Trasher actually live on the grounds, and Rush has his own special rooms in the basement.

BASEMENT

Here is where most of the paranormals visiting or staying at Sanctuary can usually be found, since this is where they eat and play. At almost any time, at least five to ten people can be found here, with as many as thirty during peak periods. People may be found eating or talking in the dining room, or playing in the game room. The basement is usually filled with the aroma of good food and the sound of paranormals having an uncharacteristically good time.

(1) Kitchen: The staff prides itself on being able to cook anything to order, given enough warning. Fresh coffee and quickly prepared foods, such as soup and sandwiches, can be had at any time. Full

meals are served throughout the daylight hours, and for an hour after midnight. The prices are low (free for members), and the food is excellent.

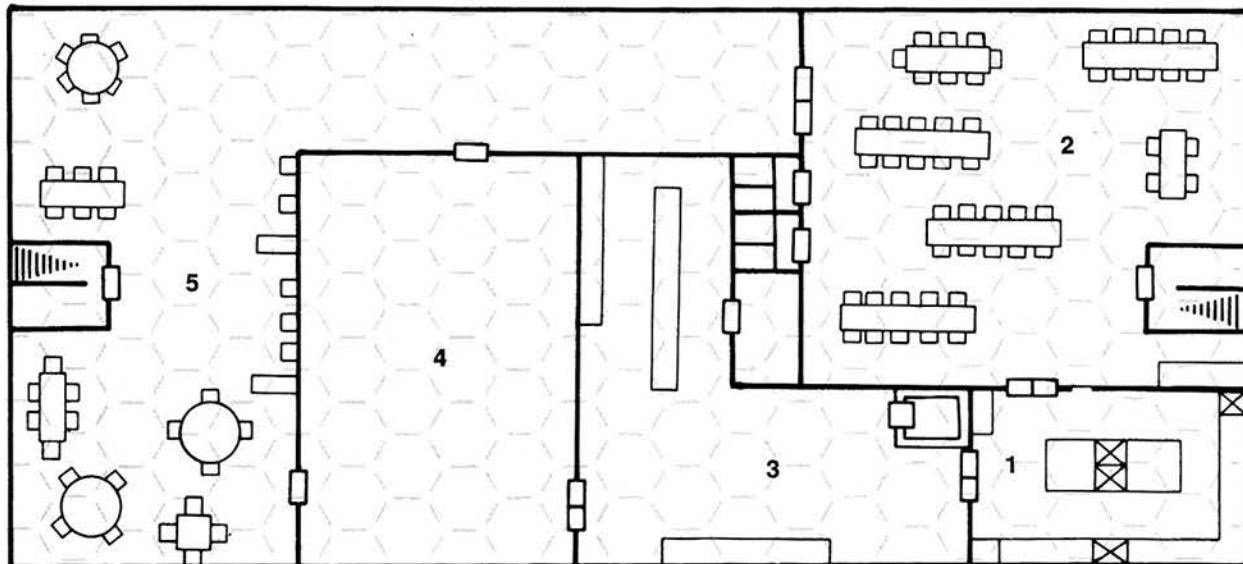
(2) Dining room: This seats up to thirty people easily, and more tables and chairs can be added if needed. In addition to eating, the most common function performed here is talking. People gather in small groups to gossip or hold serious discussions, often snacking as they talk. It is not unheard of to see a hero and a villain giving differing versions of their last battle, trading quips and "wait a minute, that's not how it happened" statements.

(3) Storage room: This room holds the parts and equipment needed to repair and maintain the buildings and the rest of the property. This includes floor waxers, vacuum cleaners, cans of paint, and filters for the furnace. Also kept here are such things as surplus or damaged furniture, the lawn care equipment, tool boxes, and extra display items from the trophy room. Food and other supplies for the kitchen are kept here, some of them in a large freezer.

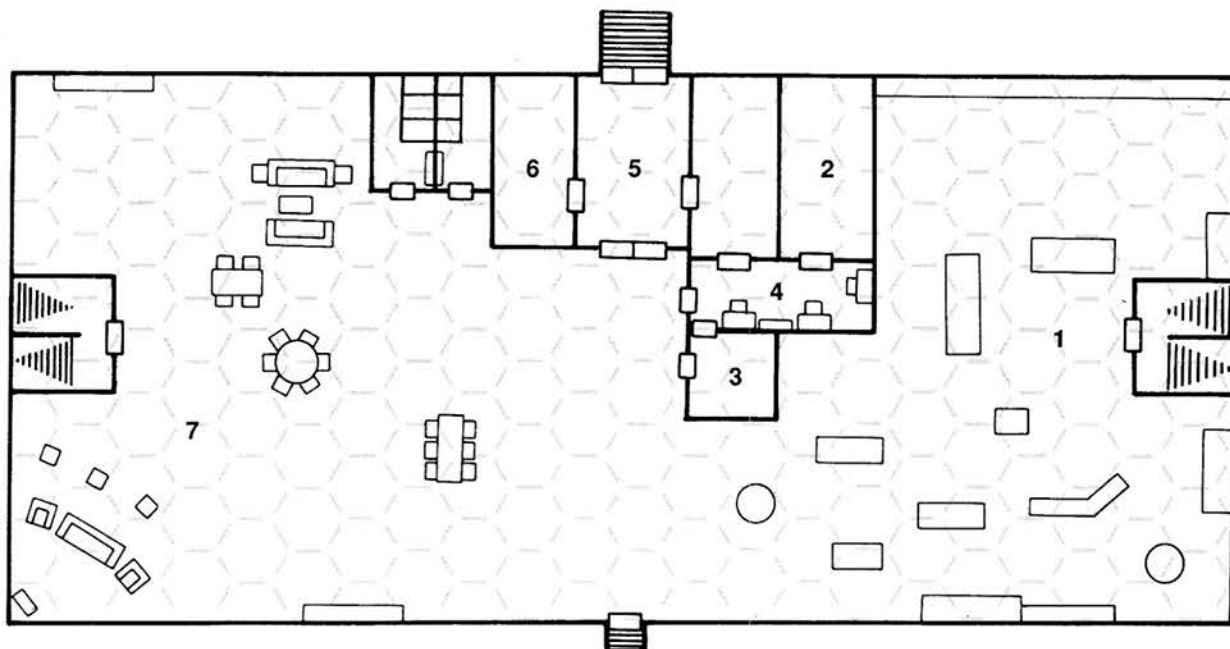
(4) Mechanical room: Here is the equipment that heats and cools the main building. There are also four institutional clothes washers and four large driers for cleaning the laundry of paranormals staying at the club. As Rush will smilingly remind guests, they are perfectly welcome to do their own laundry. Mops, brooms and other small items of cleaning equipment are kept in a storage closet, along with furniture polish and floor wax. In addition, Rush has his two private rooms in this area. Only his friends are allowed into his living quarters.

(5) Game room: Many heroes are dedicated gamers, and interests range from chess to various card games. The room is well-appointed but fairly spartan — to make room for the numerous gaming tables. A pool table and two folding ping-pong tables are kept in room 3, along with the associated equipment. People who want to play these will generally have to get the equipment out themselves, and if there are several gamers already using the area, the newcomers will be asked to take the items upstairs.

BASEMENT



GROUND FLOOR



Sanctuary's bulletin board is located on the Southeast wall of this room. It is loaded with job offers and resumes, as well as messages to and from people who have no other way to communicate. There are also offers of marriage, items being advertised for sale, threats, pleas for help, and so forth. Many of these are of questionable morality, if not downright obscene or just plain silly. The staff makes no judgement. If someone mails or brings a note to Sanctuary, requesting that it be posted, it is. Memos are rotated every two weeks, unless they are of long-term importance.

Next to the bulletin board are a number of framed pictures. These show famous paranormals, and normals who have helped paranormals, as well as scenes important in some way to members of the club. One area is reserved for artwork created or bought by Sanctuary members.

(6) Restrooms: One each for men and women.

GROUND FLOOR

The trophy room and lounge, and the broad corridor connecting them, form a large, open area. The main entrance to the complex is here, along with the reception and security rooms. This floor usually has only a few people hanging around. If the basement game room is crowded, the players will spill over into the lounge area, provided the usual inhabitants don't object.

(1) Trophy room: This area contains some of the citations, warrants, certificates, awards, wanted posters, keys to cities, and medals associated with paranormals. There are also such souvenirs as a half melted, 1940s style robot, a 1945 penny the size of a manhole cover, and a giant stone head with a surprised expression on its face. A row of display cases contains costumes of heroes and villains, most donated, some confiscated. File cabinets hold scrap books with photos and clippings.

On the west wall are two locked cases with bulletproof glass covers. Inside one are displayed weapons of all types, from simple swords to rayguns. Magical weapons are included, many of them apparently innocuous items. All of these have been rendered harmless by one means or another, but most could be returned to operation with the right skills and a few minor repairs.

The other case contains gadgets not intended for use as weapons. There are utility belts, lock picks, smoke bombs, disguise kits, communicators, climbing gear, and many other items.

This room is a testament to decades of activity by costumed adventurers. It is quite popular with superhuman and normal visitors from out of town, and items from the Sanctuary collection have been included in several documentaries and magazine articles. Most of this material has been donated by retired paranormals or their heirs. Some of it has been given to Sanctuary by police agencies from across the country, in lieu of having it destroyed after being confiscated or used as evidence. Sometimes a dead hero or villain has no next of kin or will, in which case his belongings are sent to Sanctuary.

(2) Security room: Here a staff member sits and watches the various sensors monitoring the property. Although the station was designed to have two people operating it, the duty is so boring that normally only one is present. The monitors on the two consoles here show the grounds and interior views at all entrances and in the main rooms. In addition to standard TV cameras, the outside installations include light amplification and IR visual systems, sonar and radar presence detectors, and IR motion detectors. The interior cameras are standard security monitors. Someone is always in this room. While the function rooms and hallways in all the buildings are monitored, the living quarters and gymnasium locker rooms are not. None of the rooms in the Infirmary are monitored, although the exterior of the building is kept under close watch.

Note that although there is a great deal of sophisticated surveillance equipment, the outside doors and the gates are left unlocked — There are no advanced security devices for driving off or capturing intruders. Given the nature of Sanctuary's guests, it was felt that all the Security staff needed was good detection equipment and a public address system.

Just in case, though, there is a paging system for select volunteers and staff members who are off the grounds. If extra help is needed, Security can call up as many paranormals as the situation demands. The security equipment is the only part of Sanctuary to have an emergency power supply.

(3) Storage: Desks, chairs, filing cabinets, unused phones, blank forms, correction fluid, and janitorial supplies are kept here. There is also a large assortment of folding chairs and tables.

(4) Offices: Since the completion of the Administration building, this room is used by staff members as a lounge. There are still desks and chairs in the rooms, but they are old and battered, and the drawers are empty. Newspapers, drink cans, and empty candy wrappers litter the room. One glance will tell anyone who has ever worked in an office that no work is done here.

(5) Reception: This is where guests register on first arriving at Sanctuary and where everyone signs in and out. There is usually someone behind the counter, day or night, most often Metalla, Strikeforce, or Waxman. If not, a buzzer will summon whoever is supposed to be on duty. Everyone but the staff members are required to enter or leave the property here, with the exception of fliers, who may use the roof of the main building. This is also where visitors, such as dignitaries being given a tour, wait for their escort.

(6) Cloakroom: Just what it sounds like. You can find everything here from capes and rocket packs to packages, suitcases, and forgotten umbrellas.

(7) Lounge: This room is decorated with an elegance reminiscent of the Gentlemen's Clubs of the Victorian Era. Velvet chairs and couches are organized in small groups with antique side-tables and free-standing lamps. There is a large oriental carpet and several

hangings, all quite valuable, donated by a wealthy ex-villain who had remarkable taste and uncommon generosity. Strikeforce is much in evidence here: taking orders for the dining room, serving expertly prepared mixed drinks, and seeing to the needs of the guests. The atmosphere of this area has a certain stiffness that many find uncomfortable — these individuals are directed to the gameroom.

The Lounge is understood to be the domain of the older members. They play chess or cards, read, or just talk. The atmosphere here is different from that of the rest of the complex. "Membership" is more a matter of attitude than actual age, and anyone who seems to lack the maturity required will not be welcomed by regulars. The people who use this area are not exclusive, they just have a low tolerance for noisy buffoons, rudeness, and "hi-jinx."

(8) Restrooms: One each for men and women.

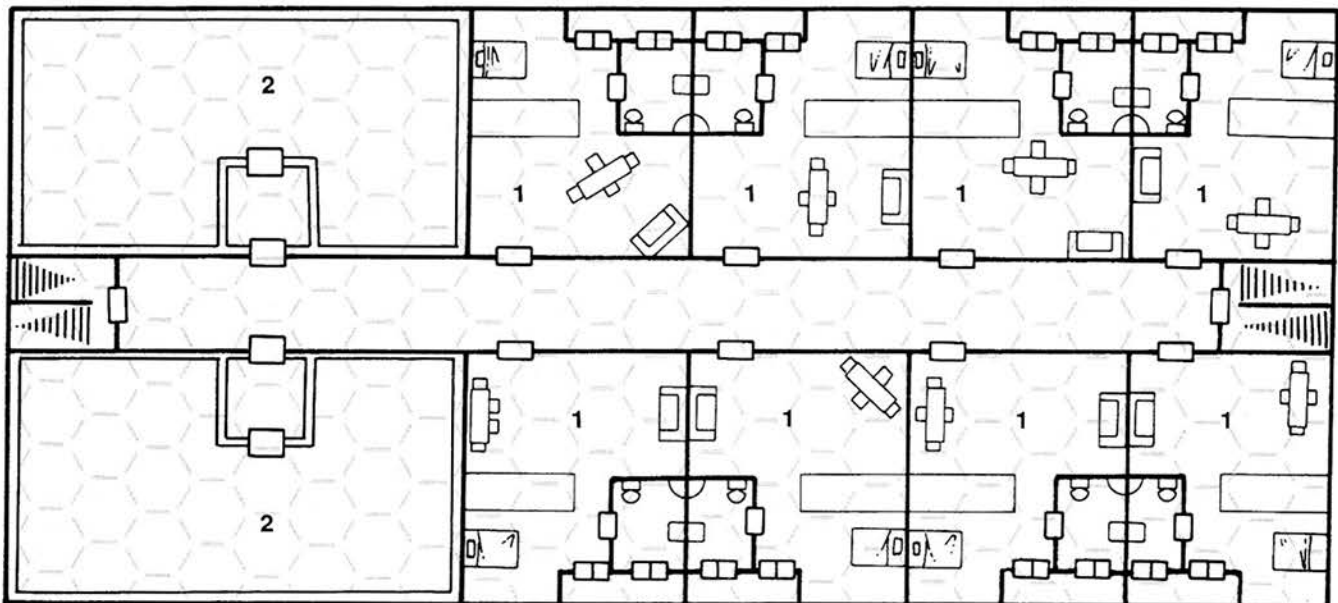
SECOND AND THIRD FLOORS

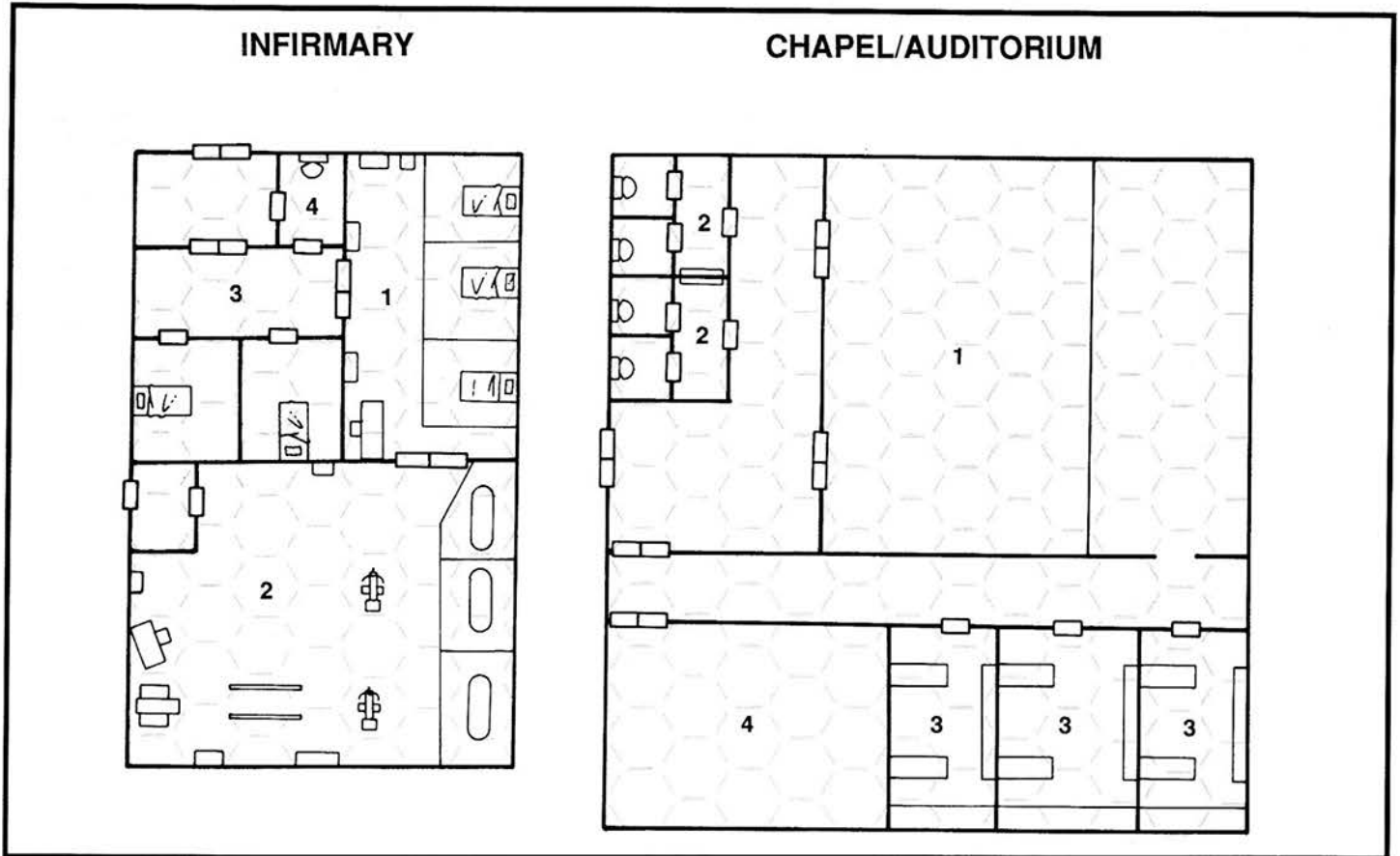
These floors are essentially identical. Each has eight standard rooms and two special environment rooms. The stairs leading up from the third floor give access to the roof.

(1) Standard rooms: These contain a bedroom and living area (separated by a bookshelf/room divider), and a bathroom and closet. Residents are free to decorate in any way that they wish, as long as they do not damage the building or furniture. The rooms come with a small kitchen-style table with four chairs, a small couch, and a queen sized bed. Trasher lives in room 1(a).

(2) Special environment rooms: These can, within limits, provide specialized life support for beings from other worlds or for those humans who have unusual needs. The rooms are sealed and the walls and floors reinforced enough to withstand up to three times atmospheric pressure or a near-vacuum. Airlocks are located just inside the outer doors. The breathing mixture can also be adjusted through a wide range, as long as the components desired are not too corrosive or exotic. Corona stays in 2(b) on the third floor. The room has been permanently modified for his use.

SECOND AND THIRD FLOORS





ROOF

The heat exchangers for the air conditioners are here, along with the exhaust vents and chimneys for the building. A large circle with a cross in it is painted on the roof in luminous yellow-green, and the roof edge is surrounded by lights which point onto the circle, in order to give flyers a target at night or in bad weather.

GARAGE

This building is large enough to hold six vehicles. Normally, only four are in it at any one time, three of them belonging to staff members without special means of transportation. The fourth vehicle is a spaceship — a lifeboat, actually — belonging to Enon, a visiting alien who has left it at Sanctuary for safekeeping. This craft is about the size of a minivan, and can reach the moon in a matter of minutes. The garage has electricity but no other utilities.

ADMINISTRATION

The Administration building was the second to be constructed since Sanctuary was established. It includes a small, specialized library.

There are four offices in this building. Pooka and Overseer each have one room to themselves. The other offices are both equipped to be used by two people. Marjorie Reynolds works in one of the double rooms.

Sanctuary has no need for a great deal of computer power, and gets along fine with six desk-top models. The offices are locked at night and the backup diskettes for the hard disks are stored in a small, fireproof vault in the center of the building. All of the computers have modems for communicating with other computers by phone lines. In the rare instances when more computer capacity is needed, Sanctuary can access the appropriate mainframe through a modem.

In addition to standard phones, this building contains an extensive set of ham radio gear. With this equipment, licensed operators can talk to people anywhere in the world. Many hams prize the rare Sanctuary QSL card, confirming their contact with someone at the club.

These offices also handle requests for technical advice. The data can be sent by mail, over the phones, or even by radio. Members get such help for a nominal fee, while others have to pay according to the work needed to answer their questions.

INFIRMARY

This was the first structure — not counting the garage — to be added to the property after the brownstone was purchased. Construction of specialized medical facilities was a priority from the beginning. The building has served the same purpose since it was finished, nearly four years ago.

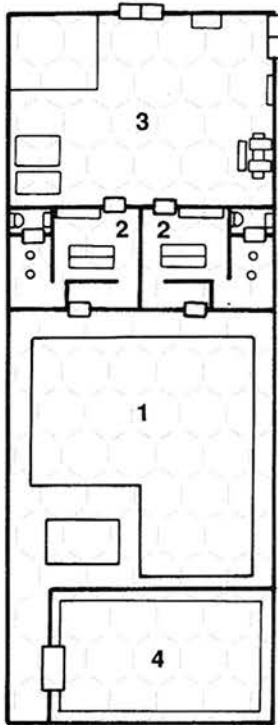
(1) Infirmary: Here is where Dr. Brinton and Registered Nurses Compton and Chang help their patients. The room is small but has some of the most advanced equipment in the world, much of it donated by research organizations in return for performance data. Minor surgery can be performed, but cases requiring more extensive work are transferred to a local hospital or METE.

(2) Therapy room: This contains a whirlpool bath, parallel bars, and an instrumented exercise bicycle. Some guests, such as Charcoal and Casey, tend to use this as an annex to the gym and have to be chased out by the nurses or someone from Security.

(3) Examination room: This is where Dr. Brinton examines his patients. It is also where Dr. Quinby holds therapy sessions. There are a few patched up holes in the walls from outbursts that were the result of especially traumatic sessions.

(4) Rest room.

GYMNASIUM



CHAPEL/AUDITORIUM

This building is used for any large gathering, be it a religious service or karate demonstration. The room has even been used for plays and talent shows, such as the annual "Sanctuary Follies" staged by Kathy. Occasionally Pooka will hold a general meeting there for all patrons of Sanctuary, generally to brief them on something of importance to the club such as changes in security procedures.

(1) Main room: A small auditorium and stage. There are no fixed seats; folding chairs are used when needed.

(2) Rest rooms:

(3) Dressing rooms: Each of these is equipped with three dressing tables and a large closet.

(4) Storage: Sound equipment, extra chairs, leftover stage backdrops, and so forth are kept here, along with a couple of portable blackboards, a VCR and TV on a wheeled stand and a number of folding desks which are used for the classes.

GYMNASIUM

This was the last of the auxiliary buildings to be finished, due to a more urgent need for the Administration building and the Chapel. While the delay meant that paranormals had to wait to have access to a gymnasium, the extra time was used to vastly improve the design. Thanks to the experience gained from the other facilities at Sanctuary, such features as oversized doors (ten feet high by eight feet wide) and reinforced concrete floors were added. As a result, the gymnasium requires less upkeep than any of the other buildings and is more convenient for paranormals to use.

(1) Pool and jacuzzi: These are popular in fall and winter; the outdoor pool is more popular during warm weather.

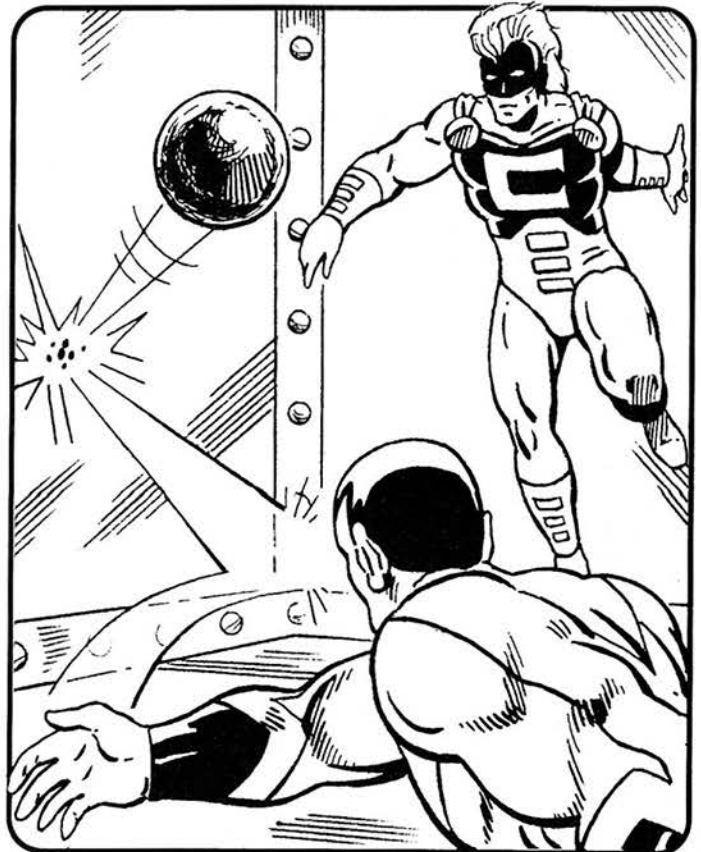
(2) Locker rooms and showers: One each for men and women. These include complete washroom facilities.

(3) Exercise room: This has gymnastic mats, a peg board on one wall, 3 weight racks, and a Nautilus weight machine. Much of the equipment is standard, and is labeled as such. Those with super strength are asked to use only the special heavy duty equipment. The heaviest weight rack is set on a separate, extra-sturdy concrete slab with a reinforced foundation, intended to keep Bricks from sinking into the floor when pressing several tons.

Besides the heavy duty equipment, this room also has some unusual devices specially designed to hone superhuman talents. There is the "Gauntlet," a collapsible frame with air guns firing ping pong balls. The rate of fire is variable, and the goal is to make it through the frame without being hit. This is great for training reflexes and such skills as Dodging and Missile Deflection. Another popular diversion is the "Snatch" machine. Balls of various sizes and weights are placed on a pedestal. The object is to grab the ball before three padded claws around the top of the pedestal close on the hand. A paranormal might also try such diversions as the punching pad, which displays how hard it is hit and the high-speed treadmill (which can reach 700 MPH).

(4) "Handball court": This room has heavily reinforced walls, ceiling and floor, which are lined with surplus cruiser armor. In here, the bricks can really cut loose, playing hard and working up a sweat without worrying about property damage. However, maintenance is expensive, and the costs must be paid by the users. Projectiles available range from standard handballs through hard rubber balls to shot puts and wrecking balls. Some players have been known to use hand grenades for extra "excitement." This is frowned upon by Pooka, who discourages such activity and has threatened to expel several exceptional offenders for damaging the court.

The Handball Court also serves another purpose: it is the safest location for paranormal combats and duels. Two (or more) paranormals who wish to settle their differences the "old fashioned way" can reserve the court for a battle that will be safely away from fragile normals and their property. Needless to say, those who reserve the court for this purpose are required to post a **sizable** deposit against damages.



USING THE MODULE

INSTALLING SANCTUARY

GMs should feel free to customize Sanctuary to help it fit into an existing campaign. For instance, Sanctuary could have been established much earlier. Conversely, you could start from scratch, allowing the PCs to be involved in its construction. It could have been built by an international humanitarian organization, with Hyperion chosen to act as organizer. This would provide more restrictions than the current arrangement. It could even have been created by the U.S. government as part of a social program intended to deal with paranormal problems.

The "History" section of this book can be used as is or to provide ideas for developing a unique campaign history. A referee doesn't have to use the information if his own campaign history is different.

Likewise, even if Sanctuary is never used in your campaign, this material can provide ideas on how to run a large, informally organized paranormal group.

The "Sanctuary as Sanctuary" section can be important to players Hunted by the government or who temporarily run afoul of the authorities. Let the characters know that there is a safe haven for them (so long as they don't abuse the privilege).

Sanctuary's uneasy status with the feds, as outlined in "Relations With the Federal Government," can be of major or minor importance. If a campaign features a background of cooperation between authorities and Super Heroes this problem can be downplayed. Conversely, if the game has an "Us versus Them" attitude, the feud could be open and violent.

Some of the relatively minor details can add interesting elements to a campaign. If a particular player character is known or thought to be bloodthirsty, he could get a bad rating from Sanctuary. This would hamper efforts to get help from other organizations. There is also the possibility of playing up some friendly or competitive rivalry between METE and Sanctuary, perhaps with players taking sides.

The characters cover a wide range of origins, motivations, power types and levels. Many of these individuals could be encountered outside Sanctuary as NPCs. Their origins and backgrounds also help fill in the history of the past two decades of paranormal activity.

GAMING TIPS

Some other advice on using this book: in addition to being a source of adventures or for occasional social activities, Sanctuary can be a continuing feature in the campaign. By having Player Characters attend some of Sanctuary's many classes, for example, the GM can provide a reasonable explanation for the source of new skills. The medical technology available at the club can be used as the rationale behind buying off such PC disadvantages as Dependencies or Physical Limitations. In short, Sanctuary can be used as a rational source of improvements for characters.

If there is a need to fill in game time, or for the player characters to earn brownie points at Sanctuary, there is no lack of things that need doing. For instance, Pooka is always looking for people to teach courses; players are encouraged to volunteer for this and may even suggest a subject not in the usual curriculum. Pooka will ask them to teach it if enough people are interested, and the character is qualified. In addition to working for Sanctuary itself, players may find themselves with the opportunity to help individual NPCs who have problems.

The favors earned at Sanctuary can also be very important. In the give-and-take world of law enforcement, what you know is often less important than who you know, and whether they owe you something. It is even possible that a villain could be persuaded by a hero to surrender, on the basis of a favor owed through Sanctuary. Conversely, a defeated villain might ask a PC to look the other way for a moment while he escapes, on the basis of their common membership in the club.

Sanctuary's usefulness as a source of knowledge should not be underestimated either. In addition to a small but excellent library, there is a great storehouse of individual expertise to be found in the members and staff. Contact Sanctuary and ask if they know who can identify a strange talisman or scroll. Ask the club's members who might have designed the new weapon DEMON used last night. Check the grapevine for word on where the master villain you are hunting might be hiding. Talk to the medical staff about that strange pain in your arm. There is an incredible amount of information available.

If a campaign is just getting started, Sanctuary could be a good way for the PCs to get together. They might not even have to create a formal team, but simply agree to meet at Sanctuary occasionally to combine efforts against a common enemy. Even if they do go on to form a team and get a headquarters of their own, they can still retain their ties to the club that got them started.

THE FUTURE OF SANCTUARY

The future of Sanctuary is, of course, left up to each individual GM. Sanctuary is, by its very nature, a somewhat transitory stage in the development of paranormals. In a period of rampant bigotry, Sanctuary would never be allowed to exist; conversely, if paranormals were treated like normal citizens there would be no need for the club. Sanctuary serves to bridge the gap between anti-paranormal prejudice and full acceptance of paranormals into the community.

The club, therefore, should not merely be a static building with some bizarre inhabitants. Sanctuary should grow and develop as the campaign itself grows and develops. Are tensions between mutants and the government reaching a fever pitch? Sanctuary would likely be at the forefront of the fight against anti-mutant measures. Has a major war broken out between different criminal organizations or countries? Such a conflict could easily spill over into the hallowed halls of Sanctuary, regardless of Pooka's attempts to enforce the peace. And will Sanctuary survive at all? Despite the good

work it provides, almost all the club's members see something they would like changed. Moreover, the club has made powerful enemies both in the government and in the criminal underworld. Perhaps the centrifugal forces of jealousy and selfishness will tear the club apart. Once gone, Sanctuary could be remembered as a "Noble Experiment" — well intentioned, but ultimately doomed to failure.

In any case, keep in mind that Sanctuary is a dynamic, ever-changing environment. Whether it succeeds or fails in your campaign, it will provide a unique atmosphere for your PC heroes to interact with their peers.

AUTHOR'S NOTES

There you have it. Just remember that the ideas presented for adventures and background should be viewed as suggestions only. Add your own flavor to the scenarios. Come up with other promotional activities and find different ways for players to become involved in adventures through Sanctuary.

Sanctuary is ready for addition to your campaign. Use it in good fun.

ADVENTURES

First, a few reminders about how Sanctuary operates. It is not a team headquarters, nor is it a world-saving Organization. It was created as, and still is, a club dedicated to those with unusual powers and abilities. People with paranormal talents go to Sanctuary to relax and have a good time. It offers an opportunity for people who would ordinarily never meet to get to know each other. The Saturday evening card game has long been famous for its unusual combinations of players.

Now, here are a few suggestions as to what can be done with the club in your campaign...

CASH ON HAND

Sanctuary is in desperate need of money. A Sanctuary member has recently jumped bail (provided by the club) leaving Pooka furious and Sanctuary in the red. The club has been offered a big grant from a federal government agency if they will do one little favor for the Feds. This "little favor" will require calling in debts owed Sanctuary by nearly every paranormal who has used the facilities. Some small part of this will include the players. The specific agency involved is up to the game master, but the FBI is suggested.

It turns out that the government is desperately seeking the supervillain Dr. Destroyer (from "The Island of Dr. Destroyer"). After the Doctor's last attempt to take over the

world, the President promised that this time he would be brought to justice. Now the FBI, CIA, PRIMUS, SAT, and a number of other agencies are competing to see who can find him first. Sanctuary members will not be asked to help capture him. In fact, they have been specifically asked to limit their involvement to locating Dr. Destroyer. Finding someone like him can be a difficult and dangerous task, however.

The object here is simply to use up a debt owed by one or more of the players to Sanctuary, or to have the player(s) gain brownie points by doing the club a favor. This scenario can also be used as an excuse for the referee to get the players involved in an international adventure.

Option 1) The Player Characters use undercover work or intimidation to obtain information from international criminal circles in New York, London, Paris, Hong Kong or other major cities. The players might also check with the less law abiding members of Sanctuary to see if they have heard anything. If successful, the PCs will hear rumors that several men known to associate with Dr. Destroyer have been seen in a resort town in Sweden. Going to Sweden and searching for these people must be done with caution, not only out of fear of alerting the targets to the search but also because the local authorities have been bribed to dispose of anyone snooping around. Once the PCs confirm that these men are indeed in the area, it will be easy to learn that they spend most of their time at the local hospital.

Option 2) The players decide to start by searching Dr. Destroyer's last known base (use the one from "The Island of Dr. Destroyer" as an example if no specific plans exist). There they will find incompletely destroyed correspondence between Dr. Destroyer and the head of an unidentified hospital, concerning facial surgery and rejuvenation techniques. The letters are in German, and one salvaged envelope has a postmark from somewhere in Sweden. Here the danger is from leftover traps and security devices, and possibly teams sent by Dr. Destroyer to recover devices or destroy such evidence as the letters. A thorough search of literature on Swedish medical institutions will reveal that there are four hospitals in that country with the combination of both advanced plastic surgery and youth restoration techniques. One of these four is also experimenting with prosthetic implants to reinforce failing limbs and organs. The players should be careful at the base, since they might reveal their search for Dr. Destroyer by triggering an alarm or running into one of the teams mentioned above.

Option 3) The Player Characters use a psionic or mystical means of tracking Dr. Destroyer. This could provide unexpected problems for them, since Dr. Destroyer has built devices to cloud his presence against Mind Scan and other mental search techniques and hired three mystics to perform a similar protection against arcane means of detection. The exact amount by which this increases the difficulty of the search should be adjusted by the GM to reflect how much trouble he wants to cause the players. Again, the PCs could botch things if they aren't careful.

Whatever method they use, the PCs will discover that the Bad Doctor is currently staying in a Swedish hospital which specializes in facial reconstruction and rejuvenation treatments. This might logically lead them to assume that Dr. Destroyer is attempting to have his hideously scarred face repaired. He is, indeed, but he is also in the process of having most of the powers from his armor duplicated with devices implanted in his own body. This is risky and painful, and he will be helpless for long periods of time. For this reason, he is guarded constantly by his most loyal followers.

If the players report only that they believe that Dr. Destroyer is in the hospital, they will be asked to get more evidence. They must provide some proof that Dr. Destroyer is actually there, even if it is only a fuzzy photo of a man the right age, size and build in a wheelchair with his face wrapped in bandages. Once the PCs find Dr. Destroyer, they should do as they have been told and simply inform the authorities of his location.

COMPLICATIONS

Stealth is vital. Discovery that people are this close to his location will cause Dr. Destroyer to change his plans, no matter what the danger to his health.

If the players take action against Dr. Destroyer they could cause a great deal of trouble, and not only for themselves. The international repercussions of a battle between the PCs, Dr. Destroyer's guards, and the hospital staff could be disastrous to the PCs, Sanctuary and the U.S. government.

HERO AID

Someone has been desperately wounded in a battle. The only place to get the help needed is at Sanctuary. Unfortunately, the villain(s) who did the damage are anxious to finish the job while their victim is in transit. The Player Characters have been asked to help.

Good examples of villains or villain groups which could be involved in this are: Genocide, The Ultimates (from *Enemies I*) The Destroyers, Terror, Inc. (from *Enemies II*) Dark Seraph, Mechassassin or Starseer (from *Enemies III*). If one or more players in a campaign has beaten or humiliated a villain or criminal group lately, this is a good way for the offended party to attempt revenge.

Option 1) The injured person is a member of the PCs' group. They must get him to Sanctuary as soon as possible. This could result in a desperate, running battle to reach Sanctuary before the hero dies.

Option 2) The same as above, except that the injured person cannot be moved. Medical help must be brought from Sanctuary to where he is hidden.

Option 3) This option has the players operating as a third party to bring help or medical supplies from Sanctuary to a beleaguered group of paranormals.

Option 4) Same as option 3, except that the group needing help could be a supervillain team. The members are calling in favors owed them by the characters through their common membership in Sanctuary. The people trying to kill the wounded villain are members of a rival criminal group. This provides a nice chance for some inter-player conflict or some dramatic soul searching on the part of strict law-and-order player characters.

This scenario gives the players a chance to participate in a "Run for Your Life" sort of adventure. The players are in a desperate race against time to get the injured person and the medical help he needs together. It can be set up as a quick, desperate dash or a prolonged covert mission.

THE BOOK

Pooka has agreed to keep a certain document safe at Sanctuary.

Option 1) Tony Martelli wants to retire and live out his life in peace. Unfortunately, he is currently the head of one of the largest "families" in organized crime. To ensure his survival, he has kept meticulous records detailing thirty years of dirty dealings by himself and others.

Martelli has finally decided to take the big step and recently asked Sanctuary to keep this journal safe for him. The conditions are that it will be released only if he dies under suspicious circumstances. Some of those mentioned in the book are understandably concerned but reluctant to take direct action against the Don while he still holds the reigns of power. They don't know who he has asked to keep the book, but an informer in Martelli's entourage has been able to find out when and where it will be handed over. To track the journal, the informer has placed a transmitting device in its spine.

Pooka has agreed to this arrangement because Martelli is paying a large amount of money to have the book kept safe. There is also the fact that if something does happen to Martelli, organized crime will suffer a major setback. Until the Don is killed, however, Pooka is bound by his word.

Option 2) The book is insurance for a man who has been threatened by the mob. He has obtained proof of various illegal activities, but will not reveal this to the authorities as long as he is left in peace. Of course, he has to make certain his evidence is protected.

The GM should try to involve the players in the initial pickup. For this operation, one person will go to Martelli's suite to get the package, while the rest wait as backup in the hotel lobby or the car. If no one thinks to check for a bug, the tracking device will go unnoticed. To add to the suspense, Pooka will not tell the players what the package is, only that they should protect it.

The player character who goes to Martelli's suite will be handed a large briefcase. This is not supposed to be opened by the players, but if someone does take a peek inside they will find a hand-written journal and a wrapped bundle of large-denomination bills.

If the bug is not discovered, on the way back to Sanctuary the team will be ambushed by two cars, one of which cuts them off, while the other blocks the road behind them. Since the bad guys aren't expecting super-powered opposition, the players should have no trouble dealing with the situation. However, the fact that paranormals are involved in protecting the journal will now be known. If the bug remains unfound, the bad guys will immediately know that the book has been taken to Sanctuary. Also, once the tracking device is discovered at Sanctuary (most likely by Kathy, if no one else), the players will remember Pooka's reaction for the rest of their lives.

Pooka was hoping to keep the fact that such a book even existed secret, and certainly did not want people to learn that it was being kept at the club. Because it is now known that the book is at Sanctuary, groups on both sides of the law will be trying to obtain it, by whatever means they think necessary. This will mean only trouble for the club.

Even if the PCs find and eliminate the bug early in the scenario, word will eventually get out that Sanctuary has the journal. Once this happens, Pooka will decide to put it elsewhere. Since the player characters are already involved and presumably not doing anything else at the moment, he will ask them to transport it to an empty warehouse. This building is owned by a Sanctuary backer who has agreed to let it be used for covert purposes. There the PCs will guard the book until arrangements can be made to take it somewhere more secure for long-term storage.

However, word has leaked that the book is being moved. Deciding not to take chances, those who want the journal have hired a major supervillain to get it for them. This supervillain(s) can be any powerful mercenary from the campaign, such as Mechassassin (from *Enemies 3*) or Grond (from *Enemies 2*). Unless the players take counter measures, such as arranging decoys, he will attack whomever leaves with the book. The villain has been given descriptions of the people who picked up the journal at the hotel and has received information from inside Sanctuary through informers, including Robert Nugyen, as to who might be involved in moving it. Because of this he will have a good idea who to be watching for.

Even if the players successfully avoid the villain they must get past the backup teams. These are made up of criminals with advanced weaponry stationed in pairs at various locations around Sanctuary. If they delay the characters long enough, the villain will come to help. These criminals are typical hit men, six of them armed with Blast Guns (9d6 EB, Activates 14-, 2 Charges) and two carrying Rippers (1d6 RKA, Autofire, Activates 14-, 3 clips of 30 Charges each). Both weapons are from the Champions *Gadgets* book.

Since Pooka's decision to move the journal was based on preventing damage (physical or political) to Sanctuary and the surrounding neighborhood, he will tell the PCs that he wants to avoid violence. There may be no choice, especially if the villain finds them. The players could be involved in yet another lawsuit against the club. If the PCs tried to avoid a conflict and failed, Pooka will be disappointed but understanding. If they deliberately provoked a battle they could be expelled from Sanctuary.

COMPLICATIONS

Even if the PCs succeed in getting the journal safely to the warehouse, the trouble is not over. In addition to the organized crime groups who are after the journal, some heroes or hero groups could want to obtain it, as could some government agencies. PRIMUS and the FBI would both be very interested in getting their hands on the book. The government agencies would apply legal pressure and perhaps order covert operations against Sanctuary to get Martelli's journal. Members of a hero group might also try to steal the book. All of these people should have the resources to learn where it is actually being kept, which will at least get the action away from the club's neighborhood.

Where the journal goes after leaving Sanctuary is up to the GM. It is suggested that if the players have a team headquarters, they be asked to keep the book there. Otherwise, it will be sent some place safe, such as a Swiss bank. This is an opportunity to give the player characters some travel.

The final resolution of the journal adventure is up to the GM. Hopefully, the book will be hidden somewhere to carry out its intended purpose.

THE COUP

The rules at Sanctuary have evolved over the years from what was originally a sketchy and casually enforced set of bylaws. This has caused a great deal of trouble, since the current rules are a makeshift mess. One of the biggest shortcomings of the existing regulations is that there is no formal way to appeal a ruling. Pooka acts as a benevolent dictator, answerable solely to Hyperion. There has often been talk about forcing Hyperion to establish some sort of board of directors, but nothing has yet come of it as of yet.

Option 1) There is a concerted effort on the part of a small group, headed by Psyclone, to formalize the operating procedures at Sanctuary. Players who make use of the facilities could suddenly find themselves forced to choose sides between the old order and a new one. The problem has been brought to a head by a recent agreement between Pooka and a notorious organized crime boss. Pooka has made a deal to hold some important documents for the Don, which has incensed several people. (See "The Book"). Sanctuary's current monetary problems aren't helping.

Psyclone wants to install a board of directors, which would have veto power over Pooka and provide the club with a strict set of bylaws. Pooka would still run Sanctuary, but policy decisions would be made by board members, who would also control the finances. The exact details of the authority and operation of the board will be decided by whoever gets elected the first term. However, there has been a lot of talk by Psyclone about regulations to “get rid of the riff-raff.” It hasn’t occurred to him that the “riff-raff” is the reason Sanctuary exists.

So far, Hyperion has stood firmly behind his chosen representative, but sufficient pressure could make him back down. Some sort of change is needed, but not necessarily the one planned by the insurgents.

The pressure on Hyperion could be financial (such as the promise of a large donation if the revisions are approved), legal (a promise of support from the Feds if the changes are made), or the result of a media campaign highlighting the faults of the current system. If the revisions are made, there will be few obvious changes in the way Sanctuary operates. Some things will take longer, and there will be elections for board members once every year. The elections could introduce some unpleasant political campaigning at Sanctuary, especially if Psyclone fails to get on the board.

Option 2) The change in Sanctuary’s methods of operation are being forced on it from the outside. The federal government has ordered the club to revise its bylaws or lose matching funds.

COMPLICATIONS

An option here is that a particularly vindictive campaign might cause a split in Sanctuary membership. People who like the old ways will move with Pooka to another location to establish a new club along the lines of the old one. The PCs may stay with the revised Sanctuary or move with Pooka or even divide their group.

SUBVERSIVE ACTIVITIES

The player characters have been asked (or ordered) by the federal government to capture Casey, who is currently hiding in Sanctuary. If the players’ group is an officially recognized superhero team, their fulfillment of this mission could be important to future government cooperation. If they are a new group or considered rogue by the government, their reward will be future goodwill or forgiveness of past misdeeds.

Option 1) If the players accept the job, how they do it is up to them. They can try a frontal assault, but this will likely result only in a trip to the hospital. A formal request that their target give himself up is another alternative, but unlikely to be successful. Sneaking in and snatching their target is possible but difficult, especially if Casey puts up a struggle. The heroes might go to Sanctuary openly but without letting anyone know what they want, then quietly kidnap their prey and sneak out. The GM should keep in mind that it is quite likely that the players will think of something completely unexpected, and be prepared to deal with whatever it is.

If the PCs are successful in capturing Casey and delivering him to the authorities, they could find themselves with a whole new set of Hunteds. Although Sanctuary will take no official action against the PCs — aside from cancelling their membership and giving them a black mark in the evaluation listing — some members will take to harassing them.

Option 2) If the team has no reason to feel pressured into performing this task, they might want to go to Sanctuary and warn Casey. This could put them into conflict with whoever does take the job. It also provides interesting future scenarios, as a vengeful government agency finds various ways to hamper the heroes.

THE KIDNAPPING

Someone has plans to kidnap one or more of the children from “Tots All Right.” Ruth suspects something (because of a number of inquiries being made about the day care center), but has no solid evidence. She has asked Pooka to supply extra volunteers, just in case. She has also asked people to keep an eye out for any evidence that an attack is actually planned. This can include the players, or they can be brought in later.

If the PCs decide to help at the day care center, the situation could offer some comic relief as the heroes try to deal with over a dozen pre-schoolers. Even those children without paranormal powers can be a handful.

What has actually happened is that the Parapsychological Studies Institute (PSI) (see *Enemies*) has decided to kidnap all the children and sort out those with powers for recruitment. They discovered the true nature of “Tots All Right” through a careless remark made to a PSI operative by a minor supervillain who occasionally stays at Sanctuary.

The team consists of ten members, plus one or two supervillains if necessary. The non-powered members can be normals or Agents, depending on how much talent the GM thinks the job needs. Each of the operatives is armed with a stun rifle (3d6 Stun Only, Area Effect Cone, 10 Charges) and a sub-machine gun (2d6 RKA, Autofire, 20 Charges). Villains who might be hired for the job are the Psi-Kin (from *Villainy Unbound*) or any superpowered mercenaries.

The assault team will enter in civilian clothes, then stun everyone in sight. Anyone who can’t be stunned will be shot with a sub-machine gun or attacked by a hired villain. The idea is to get in and out quickly, before anyone outside the building notices anything.

Assuming that the PCs do not help earlier, the kidnapers will take their victims to an area near where the player characters operate. The heroes will now be called in to help. The children are being held temporarily in an abandoned rock quarry until they can be shipped off to a PSI base in Europe. The operation is a one-shot affair, and aside from what the villains are carrying, there are no advanced weapons or security devices at the hideout.

The hideout can be found by tracking the two vans used in the assault. A check with the state police will show a report of two suspicious vans matching the description of those used in the kidnapping being within a few miles of the quarry. A search of the area will reveal that the quarry buildings are the only place anywhere near the sighting which makes a good hiding place.

COMPLICATIONS

Remember that many of these youngsters have powers of their own. If the players lose while attempting a rescue, you can add insult to injury by having the children defeat the villains and save the heroes.

An added bit of tension can result if one of the children involved happens to be the son or daughter of a player character. This also provides an opportunity for the player characters to work with a villain whose child is among the kidnapped.

THE ASSAULT

Word on the local criminal grapevine is that someone has it in for Sanctuary. Information about the club is being sought and muscle is being gathered, though no one knows by whom or where.

Option 1) In the first version of this scenario, those planning the action against the club are a consortium of three major crime groups, possibly seeking revenge for the events in "The Book". An unholy alliance of VIPER, Raven and traditional organized crime is a good example.

Option 2) In the second version of this scenario, the culprits are covert operatives of a federal agency. The leader of this agency has decided that Sanctuary is a danger to the bureaucracy, because of their repeated refusal to cooperate with recognized authority. If the attempt in Scenario 5 has failed, this could be the immediate cause of the action.

In either case, there are only days left before the assault is to take place.

Pooka has heard of the impending attack and is quietly asking for help. He wants the players to find out the details of the plot. If attempts to head it off fail, the PCs will be asked to come to Sanctuary and help defend it.

Here is a chance for the referee to stage a major battle with a large number of NPCs on each side. Confusion should reign, with none of the players sure about the status of the fight until it is all over. The battle can be run several ways. The easiest is to have the PCs involved in guarding one section of the property and restrict their opponents to a small group of villains. If the GM is up to it, the players could be in charge of several characters each, either all their own or with one regular character and a number of NPCs assigned by the GM.

COMPLICATIONS

The defense will most likely be a success. The players will be asked to help in the cleanup. This will mean rooting out the mastermind behind the plot and maybe another combat or two. In the case of the second option, there could also be a major government scandal.

If the assault succeeds, the buildings will be badly damaged and possibly even destroyed. The players will then be asked to help bring those responsible to justice. Their aid will also be needed to rebuild or relocate Sanctuary. This could be the basis for a long campaign.

GOING CONDO

This is perhaps the greatest threat to face Sanctuary. In the past decade the property where Sanctuary's buildings are located has increased greatly in value. A group of developers is now trying to buy this land.

The people at Sanctuary naturally object to this. Unfortunately, the developers involved have some very wealthy and influential backers. They are trying to have a zoning change made, with the result that Sanctuary would essentially be condemned as a hazardous facility, as if it were an insecticide manufacturing plant. Unless someone (the players, for instance) can help, Sanctuary may be forced to close.

Option 1) The idea here is for the players to discover that Christopher Seale is behind these plans. Dealing with the faceless minions of the corporations involved will be fruitless, but if they can meet with Mr. Seale, they might just be able to persuade him to change his mind. If persuasion fails, the PCs might be able to make a deal, offering to do Mr. Seale a favor if he leaves Sanctuary alone. Also, if the players do enough detective work, they will be able to uncover evidence that Mr. Seale was responsible for the rash of fires in the Sanctuary neighborhood several years ago. They won't be able to prove he was responsible, but Mr. Seale won't know that. If accused of the crime and shown some evidence, he will agree to cancel his plans if the players promise to not reveal their evidence.

Option 2) The PCs find some way to influence the City Council. This could be through any means from promising to help with some problem to blackmail. A spectacular rescue of some sort is especially likely to prove the usefulness of Sanctuary.

COMPLICATIONS

If the plot succeeds, then Pooka will try to reopen Sanctuary somewhere else. The players can become involved in this case by being asked to scout for a new location. They may even help build the new, improved facility. Moving Sanctuary may also be necessary if any of the other scenarios results in too much damage to the existing buildings or the neighborhood.

For a deeper level of plot complication, this scheme could be a follow up to "The Assault", with the developers being funded by one of the criminal groups or the government organization which failed in that episode. If so, and if the players can publicly reveal the fact, Sanctuary will be saved.

CHRISTOPHER SEALE

Real Estate Developer

Skills: KS: Business Administration 14-, PS: Real Estate 14, Streetwise 11-

Description: Mr. Seale is 6' tall and weighs 170 lbs. He has blue eyes, brown hair and wears a well-made toupee to cover a bald spot. He is 56 years old.

Christopher Seale is an aggressive businessman who sees nothing wrong with applying pressure to prospective sellers in order to lower the price of a piece of property. He is a slick character and gives the impression of being a nice man, a benefactor to the community. Records show that his actual donations are miniscule.

CHARACTERS

CORONA (Louis Fernandez)

Val	Char	Cost	100+	Disadvantages
0	STR	-10	25	Berserk if facing the people who caused his transformation 14-, 8-
23	DEX	39	10	Psych Lim: Hates current state
23	CON	26	20	Phys Lim: Cannot manipulate objects
23	BODY	26	20	Phys Lim: Can only speak through appropriate electronic devices
11	INT	1	25	Dependent: charged gas chamber 1/day or 3d6/phase
8	EGO	-4	15	Unusual Looks 14-
15	PRE	5	25	Hunted by of Government of Chiquador, 11-
0	COM	-5	10	Public ID Experience
5	PD	5	144	
25	ED	20		
4	SPD	7		
18	REC	26		
46	END	0		
36	STUN	1		

Cost Powers		END
30	Elemental Control: Energy Powers	
a-30	Energy Blast, 8d6 Damage Shield	12
b-30	Energy Blast, 12d6	12
c-30	Desolidification, 8 BODY per Phase, 1/4 END Cost	2
d-37	Teleportation 15"; 491,520" (983 KM) with one Phase preparation, Limited to conductors (-1)	6-21
12	Flight, 5", at 0 END	0
30	Full Life Support	
30	Damage Reduction, 50% ED, Resistant	
15	Damage Reduction, 25% PD, Resistant	
3	English (Fluent, with accent)	
0	Spanish (Native language)	

COSTS:	Char.	Powers	Total	Disadv.	Base
	157	+	217	=	374
				=	274
				+	100

OCV: 8; DCV: 8; ECV: 3; Phases: 3, 5, 8, 10, 12.
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Because Corona needs a special environment for sleeping, he presented special problems to those trying to help him. So it was that he was brought to Sanctuary; the staff there provides and maintains such an environment in return for his services.

Louis hates his condition and the people who caused it. Though not a vengeful man, he often speaks of returning to his homeland and hunting down those responsible. The Deacon has spent many long hours with Louis, trying to help him adjust to his powers and strange state.

As an uneducated native of a backwards country, Louis finds life in America confusing. This is another reason he stays at Sanctuary; the people there are helping him to learn the ways of a technological world. Louis spends much of his free time taking the courses offered at the club and is very curious. He has made a few friends, mostly among others who are physically different from the human norm but so far he has not spent much time outside of the complex.

Corona normally acts as the night manager at Sanctuary, taking the graveyard shift when there are fewer people around. His ability to transmit himself through phone or power lines can come in handy when a field team runs into trouble, providing that one of them can reach a telephone. In fact, most of his exposure to America outside the walls of Sanctuary has resulted from being called on to help with a mission.

Identifying Quote: "How does this work?"

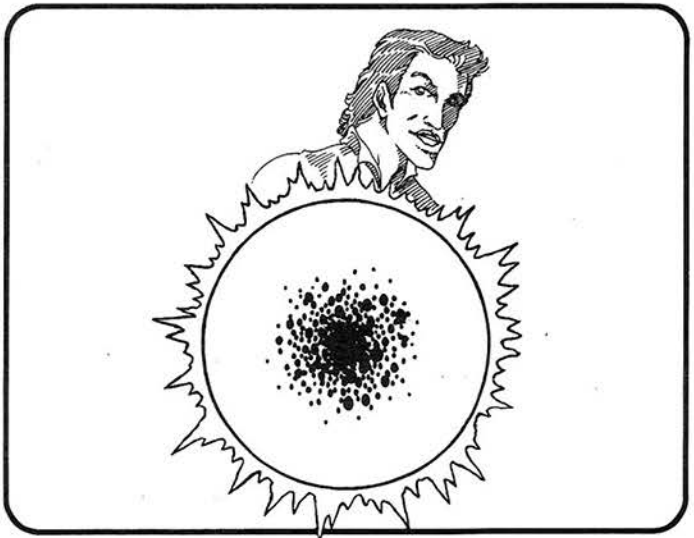
Powers/Tactics: Corona is a being of energy; as such he is non-solid and has no weight. He can fire energy blasts from his structure. In a fight, Louis' normally quiet personality is submerged by rage. He turns his anger against his enemies, attacking without mercy. He has not killed anyone yet, but people who know him are afraid that he might.

Appearance: Louis can assume a semblance of his previous form, but his natural state is a glowing ball. His voice is a buzzing rasp which can only be heard through such devices as modified transistor radios placed at various locations around Sanctuary and carried by his friends. As a human being, Louis was a small, dark-skinned man, 5' 6" tall and weighing 155 pounds. He had a square face and dark hair and eyes.

Background/Personality: Corona is no longer human. The treatment which gave him his powers transformed him into a self-maintaining electrical field — a living being composed of electricity.

Louis Fernandez was a victim of a barbaric test performed on him by the government of Chiquador, his South American homeland. For the crime of speaking out against his government, Louis was used as a specimen in a project to create superhuman soldiers. Of the 28 people subjected to the treatment, only Louis survived. He escaped shortly after his transformation.

Louis nearly died several times over during the next few days. He learned by accident that he could safely sleep only when surrounded by a high electrical charge, such as is present in some clouds. While drifting in one of these clouds he encountered a US Navy weather plane. Intrigued, he made his way aboard and rode back to the plane's base. He was discovered there by Thunderstroke, a civilian hero with energy powers. Thunderstroke persuaded the military authorities at the base to let Corona return with him to America.



POOKA (Walter David Harrington)				
Val	Char	Cost	100+	Disadvantages
20	STR	10	20	Thinks he is always right (takes criticism poorly)
32	DEX	66		
23	CON	16	15	Sees Sanctuary as part of self
15	BODY	10	5	Compulsive Worker (x 1/2)
23	INT	13	10	DNPC: Martha Harrington (Wife)
15	EGO	10		Normal, 14-
20	PRE	10	10	DNPC: Louise Harrington (Daughter) Competent, 14-
12	COM	1		
14	PD	10	10	Public ID
11	ED	8	264	Experience
6	SPD	18		
10	REC	2		
46	END	0		
37	STUN	0		
Cost Powers				END
60	50 Pt. Weapons Pool, OAF, Can only be changed in his arsenal (+1 1/2)			
40	Martial Arts, x1 Multiple (10d6 Punch/12d6 Kick)			
25	Find Weakness with Punch 14-			
75	Teleportation, 20" w/ Combat T-Port, 1/4 END			2
17	2 Floating Locations, 7 Memorized			
3	Bureaucratics 13-			
9	Demolitions 14-			
5	Stealth 14-			
16	2 Skill Levels with All Combat			
10	2 Skill Levels with Martial Arts			
COSTS: Char. Powers Total Disadv. Base				
174 + 260 = 434 = 334 + 100				
OCV: 11+; DCV: 11+; ECV: 5; Phases: 2, 4, 6, 8, 10, 12.				

Background/Personality: It wasn't Walt's fault that he was born brilliant. He spent his early years in classes where he was always the smartest student, and was often smarter than his teachers. Given a lack of competitors, Walt set his own lofty goals, and then systematically achieved them. By the time he was college, Walt was a supremely self-confident and competent young man.

But Walt was more than just intelligent — he was a mutant, born with the potential for paranormal abilities. His powers first manifested themselves in January 1973, during the last days of the American involvement in the Vietnam war. Walt had volunteered for the service, and was serving as the 2nd Lt. in charge of a unit which was pinned down by enemy fire. As grenades and mortar fire rained down on their position, Walt looked around and realized that he had been cut off from the rest of his command. When two Viet Cong soldiers rushed his bunker, Walt began fervently wishing that he were somewhere — anywhere — else. Suddenly, he was.

As the only survivor of the battle, Walt felt ashamed. Moreover, he blamed himself for not figuring out a way to defeat the enemy. For the first time in his life he was wracked by self-doubt. He never told his superiors what actually happened, claiming instead that he simply couldn't remember how he got away. In the hectic activity following the signing of the cease fire, this was accepted at face value.

Walt mustered out a few weeks later, still feeling disgusted with his military record. He began taking long, aimless walks through his home town. One night, while wandering through a particularly rough neighborhood, he was attacked by four muggers.

Walt had learned Martial Arts as a young man and had honed his skills to razor sharpness in the jungles of Vietnam. He was more than a match for the young criminals, even without using his recently discovered power of Teleportation. Afterwards, gazing down at their unconscious bodies, he realized that this was the first time he had felt really alive since the jungle ambush, months earlier.

Using the inspiration of the costumed crime fighter, Walter decided to pursue and punish those who victimized others. He chose the name "Pooka" from tales of a magical creature that could appear out of nowhere. As Pooka, Walt fought the worst scum imaginable, both paranormal and normal, often taking suicidal risks.

3 months later, Walt encountered his first superpowered opponent, and was seriously injured. The long period of inactivity necessary for his recovery gave him plenty of time to think. Walt finally realized that his actions were little more than self-punishment for the crime of being alive when his friends weren't. He came to terms with his guilt and self-pity, understanding that because of it, he was well his way to self destruction. He stopped the majority of his late-night heroics, saving Pooka for special occasions. Walter tried to make a normal life for himself, deciding to marry and raise a family.

But Walt wasn't normal. He found it difficult holding a mundane job, and found it nearly impossible to take orders from individuals that he didn't respect. His aggressive nature and his obsessive perfectionism made regular employment difficult. His wife, Martha, was supportive and understanding, but it irritated Walt that they often had to live on what she earned at her bank job.

Fortunately Walt read in a local paper that Sanctuary was being formed and was looking for an administrator. Walt had heard about Hyperion and thought that this might be the kind of job he could actually enjoy. The job interview was very much a two way affair, and Walt grilled Hyperion just as thoroughly as Hyperion questioned his potential employee. To his surprise, Walt found that Hyperion was a man he could respect; Hyperion, for his part, liked the young man's intense personality. Hyperion felt that it would take this kind of drive to run Sanctuary.

Walt's new job was just what he needed. He could work with people he respected, while holding a position of responsibility. The job also allowed him to choose his own hours and earn a respectable living.

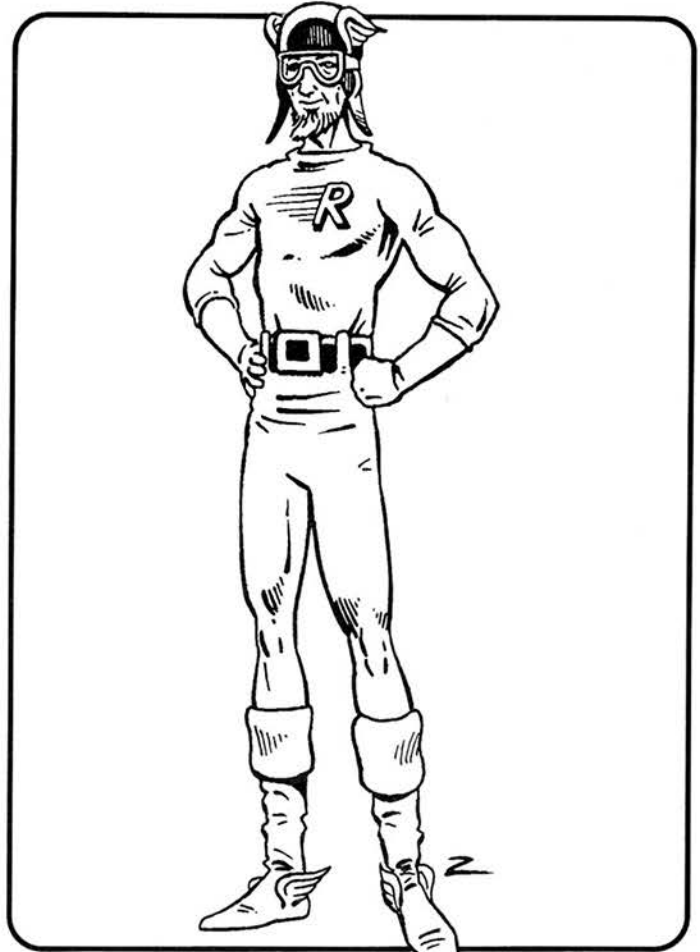


Today, Walt's entire life revolves around the club. Its successes are seen as his successes, while he is blamed for all its failures. He knows that if the club ever failed, his life would again be without purpose. As a result, Walt a workaholic, almost compulsively trying to get as much done in a day as possible. He is a man who is usually right, and knows it; as a result, he trusts his own judgement above all others. He has few friends, and none that are not in some way associated with the club. He will be a ruthless enemy if he feels that someone is threatening "his" Sanctuary.

Identifying Quote: "How much time will this take?"

Powers/Tactics: In combat, Pooka will first take the time to watch a foe from a safe place, using his Find Weakness. Then he will either attack or, if the situation warrants the cost in time, return to his arsenal to change his Weapons Pool to be most effective against whomever he is fighting.

Appearance: Walter Harry is 5' 10" tall, weighs 170 pounds, has brown hair and a light complexion, and is 38 years old. His hero costume is a black gi, with running shoes and a black, full-face mask. He has a square, serious face and usually looks tired.



RUSH (Philip Washington Ballard)				
Val	Char	Cost	100+	Disadvantages
15	STR	5	20	Psych Lim: Code Against Killing
29	DEX	57	10	Psych Lim: Private person
15	CON	10	20	Susceptibility: 3d6 from Power
12	BODY	4		Drain or Transfer
13	INT	3	15	Secret ID
13	EGO	6	85	Experience
13	PRE	3		
10	COM	0		
7	PD	4		
5	ED	2		
8	SPD	41		
10	REC	8		
40	END	5		
30	STUN	2		
Cost Powers				END
80 40" Flight, Limited to Surfaces (+1/4), 1/2 END cost				4
5 PS: Maintenance Man 14-				
15 5 Skill Levels with Flight				
COSTS: Char. Powers Total Disadv. Base				
150 + 100 = 250 = 150 + 100				
OCV: 10; DCV: 10; ECV: 4; Phases: 2, 3, 5, 6, 8, 9, 11, 12.				

Background/Personality: Phil Ballard was thirteen years old when he started work at a chemical plant, back in 1938. He did general cleaning and maintenance around the building after regular work hours. It was a good job for a black kid during the Depression.

One of the people he met on this job was Mark Horton, the son of the plant's manager. They struck up a friendship, though Mark's father tried to discouraged them. Mark would come to the plant after school to ride home with his father. Since Mr. Horton often worked late, that gave the two young men plenty of time to talk while Phil worked.

One evening, when the two were together, something strange happened. As Phil opened the door to a lab, clouds of white smoke came billowing out. Eyes streaming tears, choking on the fumes and confused by the obscuring smoke, the boys separated, running in opposite directions.

Phil suddenly found himself moving faster than he ever had before, faster than he had believed possible. Unused to such speed, he missed a turn and smacked into a wall. He was still unconscious when the firemen arrived.

A quiet soul, Phil never felt the urge to don a costume and become a public figure. This is not to say that he did not help when he could, but he never went looking for trouble. Once, late in the Second World War, he helped his childhood friend, who was now "Hyperion", to foil a desperate Nazi plot. Rush refused recognition for his deed, insisting that he had merely done what he could to help his country. Since then he has continued to lead his own life, and has used his superpowers only when there was no other choice.

Rush is a private person, and is difficult to get to know. He is content with his life, and one of his greatest pleasures is to visit the children at the day care center.

Often, early in the morning, before the city awakes, Rush can be found running the streets. Occasionally, he can be prevailed on to provide rides for the children at the "Tots All Right" day care center.

Identifying Quote: "Alright son. Calm down and think it through."

Powers/Tactics: Rush can run at great speed, and act several times as fast as a normal human. If forced into a violent situation, Phil will spend his first actions evacuating anyone hurt or likely to be hurt. He will then return with the longest, heaviest item he can comfortably carry and do a Move By on the most dangerous target.

Appearance: Rush is 5' 10" tall and weighs 150 pounds. He has salt-and-pepper hair and is 63 years old. He usually wears overalls and work shirts, with expensive running shoes on his feet. For formal occasions he will don a twenty year old suit that still looks new. His lean, greyhound thin frame is matched by his narrow face.

STRIKEFORCE (Kurt Brooks)

Val	Char	Cost	100+	Disadvantages
20	STR	10	10	Vulnerable, x 1 1/2 effect from magically based powers. Code Against Killing Obeys Pooka DNPC (Karen, daughter), Normal, 8- Hunted by DEMON, 8- Susceptible, all Duplicates take 2d6 if any duplicate takes Body damage. Susceptible, all Duplicates take 3d6/ph if any duplicate is killed. Public ID
14	DEX	12		
18	CON	16	20	
15	BODY	10	10	
13	INT	3	15	
14	EGO	8		
18	PRE	8	30	
12	COM	1	15	
9	PD	5		
5	ED	1		
3	SPD	6	10	
9	REC	2		
40	END	2	10	
40	STUN	6		

Cost Powers**END**

152	Duplication, up to 8 duplicates
20	Martial Arts (6d6 punch, 8d6 kick)
20	Find Weakness w/Martial Kick, 13-
48	Damage Reduction, 50% PD and ED, resistant, only when duplicated
5	+10 pts Presence Defense
15	Regeneration, 2 Body not usable when duplicated
4	PS: Butler 14-
3	PS: Chef 13-
3	Security Systems 12-
5	Stealth 12-
3	Streetwise 13-
5	1 Skill Level w/Martial Arts
6	2 Skill Levels w/Martial Kick

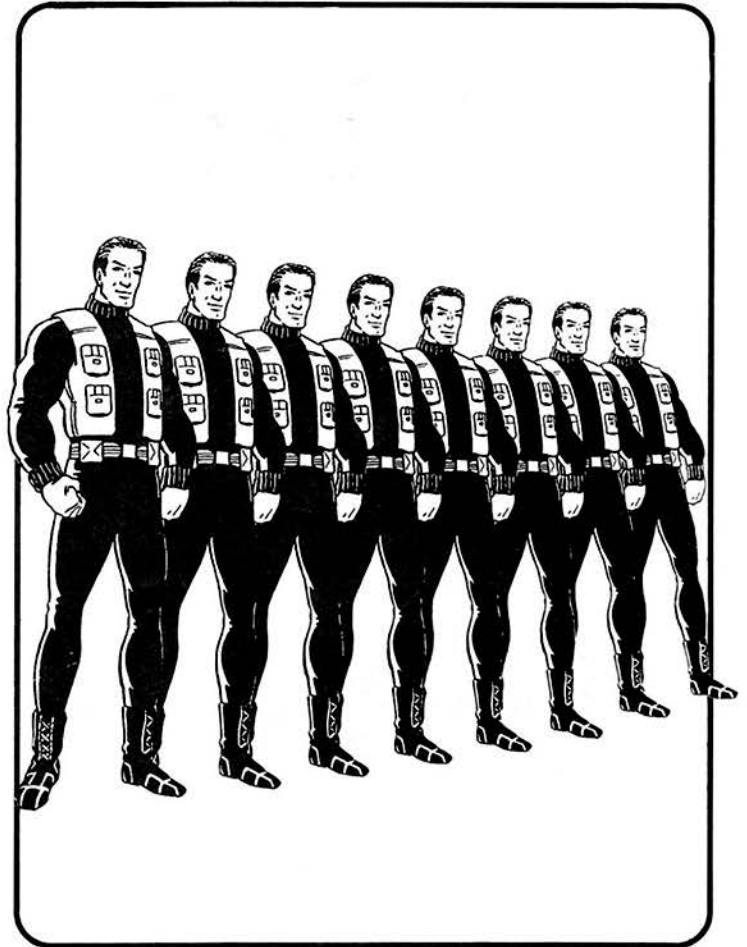
COSTS:	Char.	Powers	Total	Disadv.	Base
	90	+137 (289)	= 379	= 279	+ 100

OCV: 5+; DCV: 5+; ECV: 5; Phases: 3, 6, 9, 12.

Background/Personality: Kurt was a natural. From his early days in a street gang to his hitch as a squad leader of a special forces unit, he was more than a match for any opponent. After the war, he became a mercenary and honed his skills to lethal perfection. His accomplishments brought him to the attention of DEMON. He was recruited and served them well for several years. As a reward for his contributions, the Morbanes who commanded his cell performed a powerful spell that gave him the power to duplicate himself, becoming, in effect, a one-man Strikeforce. As Strikeforce, he had a successful career as a supervillain, and eventually decided to leave DEMON and "go into business for himself". This was not taken well by the Morbanes who created him. For this, he is hunted by their agents to this day. Fortunately, he has managed to overcome, outwit, or outrun everything DEMON has thrown at him so far...

In the years that would follow, he was married to a young woman who had no idea that her husband was a notorious villain. At first, this relationship was part of a "secret identity" that he had devised for himself and she was no more to him than a part of his disguise. Eventually, Kurt fell in love with his wife and they had a child together. Even though his private life was changing, his career was at its peak. Strikeforce was hunted by hero teams across the country, but they thought they were looking for eight men instead of one, so he was able to stay one step ahead of his pursuers. That was until Pooka joined the hunt.

The teleporting hero caught up with him just seconds before a bomb was set to go off near a federal reserve bank. Pooka disarmed the bomb, but Strikeforce got away. Later, Kurt learned that his wife and daughter had come to town to surprise him, and were near the bank when the bomb was scheduled to go off. The



thought of his family dying because of his villainous schemes filled him with remorse. The next day, he turned himself in at Sanctuary and revealed the secret of his powers and everything he knew of DEMON. After a short prison term, he was released into the custody of Pooka with the stipulation that he serve the rest of his term on the grounds of Sanctuary.

Though he was once a cold, calculating villain, Kurt's life has turned around. He is now a polite, compassionate man who always has a kind word for his new friends. The only time that elements of his previous existence show themselves are on the rare occasions that he is forced to enter a combat situation. In battle, he relies on his instincts, which are the instincts of a veteran mercenary, efficient and deadly.

Identifying Quote: "You rang?"

Powers/Tactics: The spell that has been cast on Strikeforce enables him to become as many as eight duplicates of himself. The same magic also protects him from harm while he is duplicated. If he reabsorbs all of his duplicates, he may regenerate any wounds. This has proven very useful after battles where there were eight targets on the field instead of one. He is also trained in several Martial Arts and is a master of Savate, which is a form of kick-boxing.

In combat, Strikeforce is the ultimate team. He will isolate one or two opponents and co-ordinate his attacks until that foe is "neutralized". He is very well trained and takes advantage of terrain, cover, and surprise as often as possible. He used to use various military weapons, but he has given them up in favor of unarmed combat, which is less dangerous to innocent bystanders.

Appearance: Kurt is 6' tall with a muscular build, neatly trimmed black hair and a moustache. While on duty, he wears a spotless black butler's uniform that looks a little awkward on his strapping frame. If he is asked to go into a combat situation, he will don his old costume which is a black turtleneck bodysuit over which he wears a military style vest and a thick belt with numerous compartments.

OTHER CHARACTERS

WAXMAN (ROBERT MCADAMS)

Characteristics: For Waxman, use the Crusader character sheet from *Champions*, but without the Flight or Missile Deflection. Waxman has the ability to shapeshift into any living form (of roughly human mass), and he has a 50 pt. cosmic power pool that can only be used to mimic the powers of the chosen form. Waxman has Disguise 14-, Stealth 14-, and Streetwise 13-.

Background/Personality: Robert McAdams refuses to discuss his past or the origin of his powers, except to firmly deny that he is a mutant. For many years, Robert earned his living through crime, using his powers and wits to take money from other, always wealthy, people. He joined Sanctuary four years ago, decided that working there was more interesting than stealing, and managed to get hired as a full-time employee. Since then he has been pardoned for his crimes.

Waxman is now the primary covert operative on the staff of Sanctuary. He has also earned the position of second in command, running the club when Pooka is away.

Robert has a sense of humor and tends to pull such stunts as arriving for his shift at the Security station in the form of the person he is relieving. The story of the time he crashed the "Ladies Only" pool party is still a favorite of many Sanctuary regulars.

Powers/Tactics: Waxman is an accomplished shape shifter and a skilled actor. His power to mimic the natural abilities of whatever form he takes means that he can fly like a hawk, have the fangs of a wolf or the night vision of a cat. It also means that, in conjunction with his Disguise and Acting skills, he can temporarily apply these points to change his Presence and Comeliness. This does not allow him to duplicate a non-organic Power, which lessens his offensive capabilities. Therefore, in combat he tends to go after "soft" targets who are physically normal. Robert's Martial Arts can only be used while he is in human or near-human form.

Appearance: Robert is normally 5' 11" tall, weighing 165 pounds. He has brown hair and eyes, with a rectangular, moderately handsome but unremarkable face, and appears to be 25 years old. Given his powers, any of this may be an illusion. He tends to wear loose fitting outfits, since his clothes don't change with him.

Record: As Waxman, Robert committed many crimes, but he has paid his debt to society

METALLA (MARJORIE REYNOLDS)

Characteristics: For Metalla, use the Brick character sheet from *Champions*, but with a normal EGO and no Growth. Metalla has PS: Secretary 13- and Bureaucrats 12-.

Background/Personality: Metalla is a physical misfit, although she is better adjusted to her altered state than Corona. She worked as a secretary before her transformation into a being of living steel, and afterwards she had a short career as a member of the Changelings, a superhero group operating out of Columbus, Ohio.

Marjorie is now the secretary at Sanctuary. Though not as essential as Overseer, Metalla serves an important function and helps keep Sanctuary running. Marjorie also edits the club newsletter, *Sanctum Writ*, as a hobby. Sanctuary helps Marjorie in a number of ways, many of them associated with her enormous weight. She normally goes barefooted, and must sleep on a special bed made from the top of a heavy woodworking bench. She constantly worries that she will fall through a floor or wind up in water over her head.

Powers/Tactics: Marjorie is made of organic steel, much like the Joe Magarac of Serbo-Croatian legend. She is strong and very tough.

Appearance: Metalla is 5' 6" tall, weighs 960 pounds and has silver hair, skin and eyes. She is 32, and wears fairly normal clothes, except that her feet are usually bare. She looks like a metal statue of a normal woman, come to life.

CASEY (KARL CHRISTOPHER JONES)

Characteristics: Use Howler's stats from *Champions*, but without the enhanced hearing. Casey's powers are intrinsic — he does not have a focus. Casey is hunted by the FBI and KGB, and distrusts all authority figures.

Background/Personality: Casey (or KC) claims that his abilities are what any human may develop with the proper training and discipline. As a child, Casey was taught an ancient Oriental discipline by the grandfather of a Chinese family which lived next door. By the time he was fifteen, Casey could protect himself from damage, heal minor cuts, and levitate for nearly a minute, all through the force of his will, or chi.

In college, Casey volunteered for an experiment to study psionic abilities and was given a drug designed to stimulate these faculties. The drug had no immediate effect, and Casey's case was written off and filed away.

Whether it was due to a delayed effect from the drug or simply because he achieved a new plateau in his development, Casey's abilities began to increase dramatically over the next few months. Being an avid environmentalist, he decided to use these abilities to fight against the wanton destruction of the Earth.

Powers/Tactics: Casey can generate and utilize the chi, or life force, present in every creature and object.

Appearance: Casey is 6' tall, broad shouldered and very handsome. He weighs 160 lbs., and has long blond hair, blue eyes and a strong, square face. He dresses plainly and simply. He is usually surrounded by a glowing aura, the color of which varies with his emotional state.

Record: Casey is wanted for a wide range of non-violent crimes in several countries.

TRASHER (JERRY TRESHER)

Characteristics: For Trasher, use the Ogre character sheet from *Champions*, but with a 65 STR and 2 BODY/phase Regeneration. Trasher has KS: Football 14-. He is hunted by VIPER 11- and is overconfident.

Background/Personality: Jerry Tresher had always been good at sports, and many people claimed he would someday become a professional football player. He was attending the University of Kentucky on a football scholarship when he gained his powers by volunteering for a medical experiment. Jerry learned that a cute graduate student he had been trying to meet was running the tests and hoped to impress her by helping with the project. Unfortunately, his attempts to get a date with her so rattled the young woman that she accidentally injected Jerry with an overdose of the metabolic enhancer. Jerry went into shock, and awakened in the campus hospital.

Tests showed that he was now bulletproof and as strong as thirty men. However, his altered physical state caused him to be dropped from the football team. Because he was no longer eligible to play, he lost his scholarship.

Jerry worked his way through the rest of college, holding a number of odd jobs, many of them taking advantage of his strength. He helped found the Wildcats, a now-defunct Lexington superhero group. After graduating, he bummed around for a couple of years before starting work at Sanctuary as a member of the security team.

Jerry is often called "Trasher," a nickname he gained in high school for what he did to opposing receivers. A man of simple tastes and life style, he is often seen as a dumb jock. The truth is that Jerry is capable of thinking his way through most problems but prefers to use his fists.

Powers/Tactics: Trasher is superhumanly strong, tough and fast, as well as being a skilled fighter. He is also very agile, thanks to his sports training.

Appearance: Trasher is 6' 1" tall. He weighs 200 pounds and has brown hair and eyes. Jerry normally wears comfortable, casual clothes. If he knows that he might be in a fight, he switches to a tough, dark blue jumpsuit. He has a strong, square face and a weightlifter's build. He is 22.

Record: Jerry has been arrested six times on charges ranging from assault to wanton property damage. He has never been convicted.

CHARCOAL (FELICITY LANCE)

Characteristics: For Charcoal, use the Ogre character sheet from *Champions*, but with a 50 STR, 5 SPD and a 23 DEX. Charcoal has Acrobatics 13- and Driving 13-. Charcoal has a DNPC: normal, 8- (her current boyfriend).

Background/Personality: Felicity has always been a strange person. She is a tomboy, yet she likes dressing up when the occasion demands. Though not normally a subtle woman, she is capable of great tenderness and compassion. In short, she is a mass of contradictory personality traits. As Charcoal, she is a regular brick-ette, being strong, fast and tough. She has strange tastes in men, and particularly likes motorcycle gang members.

The daughter of a famous hero, Felicity uses her mother's maiden name to avoid embarrassing her father with her escapades. She doesn't bother trying to maintain a secret ID for herself, since she wants people to know who she is. "Charcoal" is just a nickname, given her by her friends at the club. Although only 21, she is already a formidable fighter and normally acts as Sanctuary's bouncer. There are rumors that Charcoal is Hyperion's daughter.

Charcoal is often paired with Waxman, since they provide an excellent mix of stealth and brawn, caution and initiative. Though she often kids him about his "wimpy" power, Charcoal has a crush on the more mature Waxman, while he treats her as a kid sister.

Powers/Tactics: Felicity is incredibly strong, fast and tough.

Appearance: Charcoal is 5' 6" tall, is fair skinned and weighs 125 pounds. Her hair is flaming red, her eyes green. She usually wears outfits made of leather with lots of buckles, studs and chains, although a T-shirt, shorts and running shoes are another favorite. Charcoal has an elfin, triangular face and an impish grin. She is 21 years old.

THE DEACON (SAMUEL LAFORGE)

Characteristics: The Deacon is essentially a normal, with a 15 DEX, an 18 EGO, and a 25 PRE. He has a 10d6 Mind Control, a 4d6 EGO Attack, and 15 pts of EGO Defense. His skills include Persuasion, PS: Counselor 14-, and PS: Author 12-. The Deacon is a Pacifist.

Background/Personality: Samuel learned early in life that he could influence people with ease. His parents hoped that he would become a famous evangelist, but Samuel realized that a conversion made under the influence of his powers was not conversion at all. Instead, he became a respected writer on matters of religion and philosophy. In this fashion, he could express his faith and beliefs without risk of accidentally exercising his powers.

Samuel's first taste of heroics came when the Georgia State Police asked him for help. Five members of the Hurricane Underground were holed up in a farm house near Samuel's home town. The police wanted him to act as negotiator. The terrorists were heavily armed, had a hostage, and were holding the police at bay. Samuel was supposed to communicate by telephone, but instead walked calmly through the police line and knocked on the front door. The situation ended with the peaceful surrender of the terrorists.

Word got around, and Samuel, now nicknamed the Deacon by the press, was soon much in demand. He felt uncomfortable with his new role but realized that it was a necessary one. He made a promise to himself that any reasonable agreement he negotiated would be carried out.

When Sanctuary began operation, the Deacon realized that the club would need a spiritual and moral advisor. He volunteered for the job and was well recieved by all. Today he serves as mentor and comforter for those who are in need of his help. His calm, friendly demeanor and peaceful ways have encouraged many people to tell him their troubles. The Deacon runs a non-denominational chapel at Sanctuary and has a list of priests, ministers, rabbis, and so forth, who will come at the request of anyone who needs them.

Powers/Tactics: Samuel has the ability to control the minds of others. He can also deliver psionic blasts. His primary tactic in combat is to avoid it.

Appearance: Samuel is 6' 1" tall, weighs 180 pounds and has blue eyes and brown hair. He is 46 years old. Samuel normally wears severe, three-piece suits, with string ties, and carries himself stiffly.

OVERSEER (KATHERINE KNEADLE)

Characteristics: Katherine is essentially a normal, with a 23 INT. She also has 3d6 Luck and Danger Sense 19-. Her skills include Deduction 14-, Bureaucratics 13-, and PS: Info. Analyst 13-.

Background/Personality: Katherine has no dramatic origin story. She's simply been able to guess what is going on for as long as she can remember. She does come from a family full of gifted people, and her abilities are no surprise to her relatives. Kathy worked for several years in the CIA as a data analyst but got into trouble five years ago for blowing the whistle on illegal covert activities within the agency. She came to Sanctuary for safety, and decided to stay after the trouble was over. Katherine is now head of Security at Sanctuary and has become a master organizer. Her power is not spectacular, but without it Sanctuary would have a difficult time operating. Although she has never formally adopted an adventurer's name, those who know her refer to Kathy as "The All-seeing Eye" or the "Overseer" — though seldom within her hearing.

Powers/Tactics: Kathy is a genius at assembling data and extracting meaningful information. She also has a strong intuition to guide her through situations where data is insufficient. No one who knows Kathy will play poker with her.

Appearance: Katherine is 5' 2" tall and weighs just 100 pounds. Her eyes are grey and her hair black. She has an oval face, is modestly proportioned and is 42 years old. She wears no costume, instead dressing well in normal clothes.

PSYCLONE

Characteristics: For Psyclone, use the Pulsar character sheet from *Champions*, but without the NND or Martial Arts. Psyclone has a 14 PD/10 ED Force Wall and 40 STR TK at 1/4 END which are multi-slots slots in the multipower.

Background/Personality: Psyclone is a yuppie hero. He is a mutant with fairly low-level powers he paid a scientist to enhance. Lucas discovered his powers in his late teens, and decided to become a hero because he thought it would be fun. Being an organized sort of fellow, he spent four years preparing for his debut, learning how to act and how to fight.

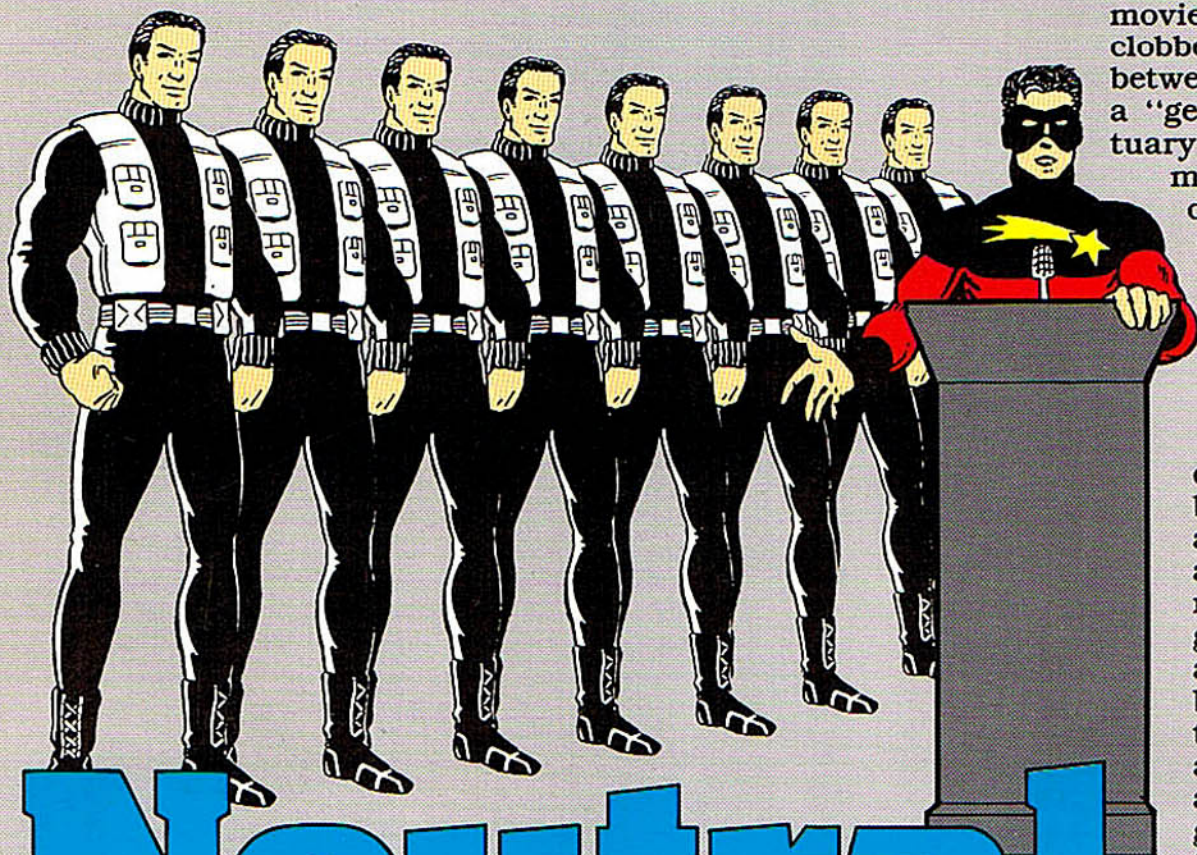
Powers/Tactics: Psyclone is a powerful telekinetic who can apply his ability in a variety of ways.

Appearance: Psyclone wears a blue mask which has no visible means of support, covering his entire face and only his face. His costume consists of a tight fitting, sleeveless top of dark blue, leotards in light blue, a red sash around the waist, and running shoes.

Notes: Psyclone is an annoyance for the players, someone who is not evil but who has difficulty seeing any viewpoint but his own. He is also always trying to change things.

Take a break.

RELAX



(almost).

Join Sanctuary, a dignified club for paranormals from both sides of the law. The grounds of Sanctuary provide an ideal refuge from superhero battles of the hostile world and a violence-free safe haven for its members. Only here can you catch the latest movie without fear of being clobbered from behind. A cross between a boarding house and a "gentleman's club", Sanctuary is a place for paranormals to socialize with their own kind. Imagine playing chess with Doctor Destroyer. Arguing politics with Professor Muerte. Or attending a lecture by your arch-enemy. Now all this is possible.

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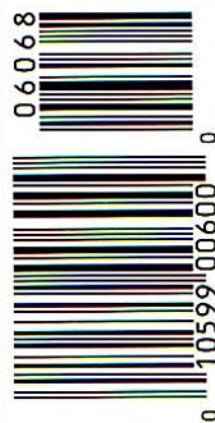
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