



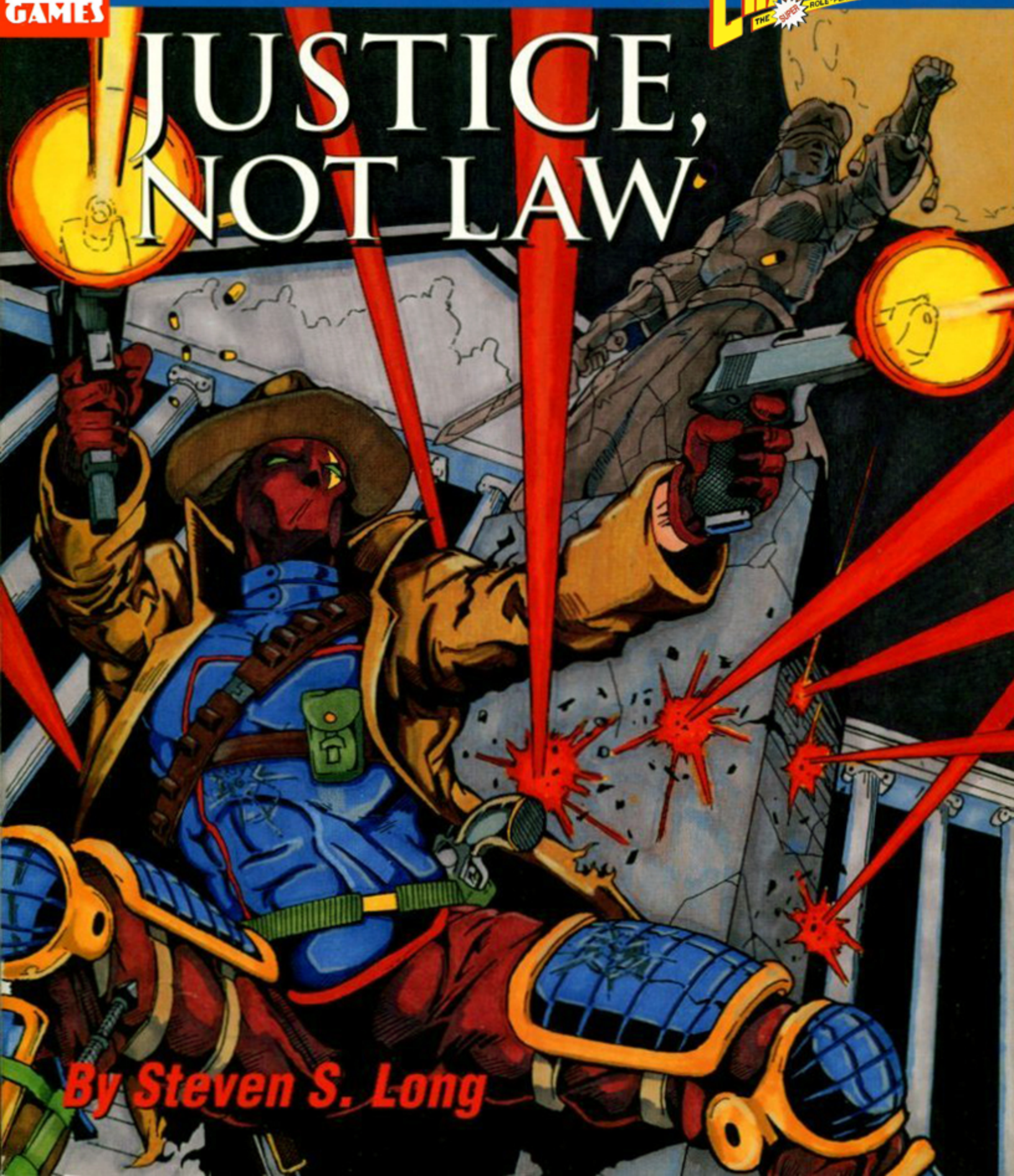
A Campaign
Sourcebook for

DARK CHAMPIONS™ #430
HEROES OF VENGEANCE

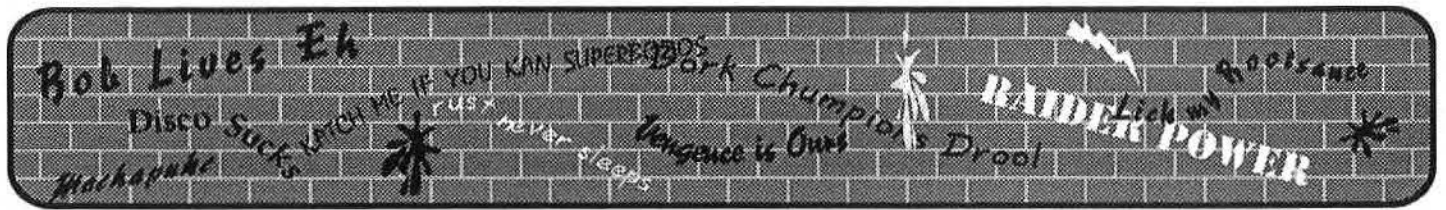
OR

CHAMPIONS®
THE SUPER-HERO ROLE-PLAYING GAME

JUSTICE, NOT LAW



By Steven S. Long



JUSTICE, NOT LAW™

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Dedication: Although I'll be repeating myself, once again I have to dedicate this book to the good friends I have met in ten years of playing *Champions* and other role-playing games, who have been so generous with their affection, assistance, ideas, suggestions, and gentle tolerance: Andy "Ghost Eye" Mathews, Tom "Bogglemaster" Foster, Tim "PoorPatheticMissileWeapon" Binford, John "John is about to win" Losey, Eric "Gunslinger Mode" Livengood, John "The Mad GM" Grigni, Edward "Elf" Collins, Wendell "Fashion Sense" McCollom, Jennifer "Dramatis Personae" McCollom, Sheila "Salad Bar Slaughter" Anderson, Gary "Martial Panic" Mitchel, Kelly "Nice heat signatures!" Ledbetter, James "Move Through on Manhattan" Fulbright, Steve "Jack of All Trades" Stone, Anitra "Tatwoman" Stone, Jon "Why yes, I'm Dr. Midnight!" Ferrante, and Kelley "Because I can talk to God, that's why!" Ferrante. True heroes all.

Most of all, I would like to dedicate this book to my friend Chris Caldwell, who was killed in an automobile accident July 13, 1993, shortly before this book was completed. Chris was a kind, gentle man who loved poetry, and dogs, and laughter, and who seemed to enjoy life more than just about anyone I've ever met. Those of us who had the privilege of knowing him are much the poorer for his absence.

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INTRODUCTION

Welcome once again to the gritty world of the streets, a world where having the fastest gun is often the only guarantee of success, where justice takes on a colder, sharper edge, and where the crimefighters often have more in common with the criminals they fight than they would care to admit: the world of *Dark Champions*.

When the decision was made to develop the “Dark Champions Universe” as a somewhat distinct entity from the four-color Champions Universe, it became obvious that the Dark Champions “sub-universe” lacked two things: one, a sufficient number of published write-ups for criminals and other NPCs that the heroes can interact with (and sometimes fight); and two, a campaign setting. Hence *Justice, Not Law*, a book which fills those two gaps perfectly.

Justice, Not Law can be roughly divided into three parts. The first section of *Justice, Not Law* details a new campaign setting: the fictional metropolis of Hudson City. Additionally, the world outside of Hudson City is described, and a timeline of Dark Champions Universe events is provided. The second part, related to the first, is a large selection of villains to use in *Dark Champions* campaigns. Many of these criminals are much more “comic book-like” than the ones in *Dark Champions*—they have minor superpowers and/or unusual gadgets which serve to separate them from the average man on the street. Thus, they can be used in some straightforward *Champions* campaigns, but, on the other hand, might not be appropriate for an absolutely realistic *Dark Champions* campaign. GMs interested in this subject will find a discussion of campaign types elsewhere in this book.

The third and final part provides additional information on organized crime to supplement the material found in *Dark Champions* (hereafter referred to as “DC”). Not only are real-world groups described, but names and descriptions are provided for (Dark) Champions Universe gangs and groups.

Enjoy! Don’t forget to reload now, while you still have the chance...

HOW TO USE THIS BOOK

How you use this book will depend upon the nature of the campaign you’re running. If your game is entirely non-superpowered, then you will want to trim out some of the “superhuman” elements that some of the characters have. If your *Dark Champions* campaign does involve some level of superpowers, then you can use the criminals as they are, perhaps with a few adjustments based on your campaign’s style or power level.

If you’re running a four-color *Champions* campaign there is still plenty of material in *Justice, Not Law* that you can use. The criminal groups can be carried over into the Champions Universe without any changes, though a few may get involved in the “superhero scene” (for example, by acquiring a

superpowered leader or being recruited as agents by a group like VIPER). The villains can also be used without too many changes, though a few may need to be increased in power and/or saved for a specific type of scenario.

How the GM uses Hudson City is also a matter of campaign style and taste. Although it is presented as a totally non-superpowered, relatively realistic campaign setting, the GM should feel free to introduce superhumans if he prefers. This may require some broad changes in the city itself, though (for example, how will the underworld react to the presence of superhumans?), so be prepared to deal with the consequences.

A CONTINUUM OF POWER LEVELS: ADDING SUPERHEROIC AND FANTASTIC ELEMENTS TO YOUR DARK CHAMPIONS CAMPAIGN

One problem that many GMs have when creating a *Dark Champions* campaign is deciding what level of power to allow PCs and NPCs to have. While it is possible to argue that a *Dark Champions* campaign should not involve superpowers at all, in fact there are a variety of power levels that can be “street-level” in nature. By keeping the limitations of these different “levels” in mind, the GM can use comic-book, science fiction, or mystic elements in his *Dark Champions* campaign without ruining the “flavor” of the street-level genre. The power levels in a *Dark Champions* campaign can be arranged along a five-step “continuum:” no superpowers, occasional superpowered enemies, minor superpowers, occasional superpowers and full-fledged superheroics.

NO SUPERPOWERS

At one end of the continuum is the entirely “heroic” campaign, where there are no superpowers at all. The setting is entirely “real-world,” with absolutely no abilities, devices or other game aspects which are not found in real life. Some examples include “pure” street-level campaigns, campaigns based around a unit of the police department, most international espionage campaigns and the like. Usually campaigns of this sort involve characters who are built on around 150 points with Normal Characteristic Maxima automatically imposed, who have CVs and Damage Classes in about the 6-8 range, and who buy most of their weapons and gadgets with money, not character points. Resistant defenses should be limited to no more than 6 in most cases; remember that the characters should be afraid of most firearms. Characters may have an equipment allowance to limit the amount of gear they can carry with them.

However, there are a few things to keep in mind about non-superpowered games. First of all, just because the cam-



campaign is heroic in nature does not mean that characters have to be limited to heroic-level point totals. It is quite possible to have characters built on 250 or more points who have to spend those points entirely on heroic skills and abilities (whether or not they get their weapons and equipment “for free”). For example, with a few minor modifications Card Shark or Andres Panthanatos could certainly be used in a non-superpowered campaign. Second, the fact that the campaign is not superpowered does not mean that the Powers from *Champions* cannot be used—the “non-powered Powers” described in the Character Creation chapter of *DC* are some examples of ways to do this. “Non-powered Powers” are completely compatible with most non-superpowered campaigns; it’s just a question of what level of realism the GM and players prefer.

OCCASIONAL SUPERPOWERED FOES

This type of campaign is just like a non-superpowered campaign, with one important difference: superpowered foes are occasionally encountered. The PCs themselves are heroic characters, but every now and then they have to fight an enemy who has superpowers or superhuman abilities of some sort. The “Predator” and “Terminator” movies are perfect examples of this type of campaign (as are parts of *Shadows of the City*). As both of those movies illustrate, the range of superpowers open to a superpowered foe in this sort of campaign is pretty much unlimited—provided that the GM considers how easily the super-enemy could defeat the PCs. For example, if a Predator-like creature could fly and project Mega-Bolts, it is probably too powerful and outlandish for this sort of campaign, unless the GM does something to limit it substantially.

An important thing for the GM to remember is that the presence of superpowers must either put the PCs at a distinct disadvantage (as in the “Predator” movies), or at least must do no more than make the odds roughly equal (as in *Terminator 2*, where the PCs had superpowered help [a Terminator android] to give them the ability to effectively fight and escape from a much more powerful enemy). The PCs should neither have superpowers themselves nor be allowed to take advantage of superpowered “help” to run rough-shod over the GM’s scenario and enemies.

MINOR SUPERPOWERS

A minor superpowers campaign allows the PCs to buy minor or low-level superpowers. The GM must be careful to allow only those superpowers that do not destroy the “feel” of the street-level genre. Two good rules of thumb are: (1) powers that just “make things easier” for the character without substantially affecting game balance, or which substitute for gadgets that the characters would be allowed to use, are usually acceptable; and (2) superpowers which can easily be switched to a non-superpowered ability or explained in a non-superpowered way are usually acceptable.

Example: *Characteristics above Normal Characteristic Maxima are usually appropriate for a minor superpowers campaign, but the GM will probably want to put a limit on how high the Characteristics can be bought (such as 25 or 30 for Primary Characteristics). High Characteristics could be explained as special training, a minor mutation, and so forth.*

Example: *The Harbinger of Justice’s Weapons Power Pool works by “teleporting” weapons to him. This has relatively little effect on the game as a whole—it’s just a convenient way for Harbinger to “carry” a lot of different weapons without having to*

actually lug all of them around. If necessary, the GM can change the Pool so that it “Can Only Be Changed In An Arsenal (-1/2).” Therefore, this superpowered “special effect” is the sort of power one might find in a minor superpowers campaign.

Example: *Mr. Macabre is a street-level hero with an extensive knowledge of the occult, especially voodoo. He has the ability to Detect Magic, which is definitely a superpower. However, this power does very little to disrupt game balance (in fact, if the GM wants to run an occasional scenario with mystic overtones, it’s probably necessary that the PCs have access to it), so it should be allowed.*

Example: *The criminal Dagger uses two unusual high-tech devices: a set of “knifethrower” bracers which shoot knives, and a pair of “spring-boots” which give him +10” Superleap. Since the bracers for the most part aren’t really any different from a gun, and since street-level characters are usually allowed to buy a few inches of Superleap, these devices are merely “substitutes” for otherwise acceptable gadgets and abilities, and therefore should be allowed (however, since +10” Superleap is more than street-level characters are generally allowed to buy on their own, the GM may require Dagger to reduce the power of his boots).*

Again, the crucial thing for the GM to remember is that powers which do not “feel” right in the street-level genre, or which are likely to ruin or fundamentally alter the campaign, should not be allowed. For example, take a look at the character Predator in the *Enemies* Section. Some of his Characteristics are far above human normal, and he uses one device, his Lightning-Whip, which is not standard modern technology. Depending upon the nature of the GM’s campaign, some of these abilities might have to be reduced or changed. The Characteristics can be scaled back to within the range of normal humans (or only slightly above that). The Lightning-Whip can be changed to a taser or a normal whip, made into a more realistic device (a normal whip with metal wires woven into it and a taser in the handle to provide an electric shock to enemies), or dropped entirely. This sort of “arms reduction” would allow Predator to be used in a non-superpowered campaign.

In an occasional superfoes or minor superpowers campaign, the GM might use Predator as is, or change his power level a little bit to bring him into line with the campaign. The reason the GM has these options is that none of Predator’s powers and abilities seem “out of place” in a street-level game—they are merely extensions, if you will, of normal persons’ abilities. All characters have a certain amount of Strength, Dexterity, leaping ability, and possibly weapons; Predator is just a lot stronger and quicker, and has more unusual weapons.

On the other hand, there are certain Powers which are usually (but not always) inappropriate for minor superpowers campaigns. Examples include Desolidification, Flight, Invisibility, many mental powers, Teleport and Transform. Street-level PCs do not generally walk through walls or soar through the clouds unaided, and the fact that they might be able to buy devices to help them do so (such as a plane) does not make these Powers acceptable. After all, there are substantial limitations on how a plane is used, limitations which would not affect a flying PC. As always, the GM has final say on what is allowed in his campaign.

The point totals in minor superpowers campaigns vary, but the usual starting total of 250 is often a good benchmark. Normal Characteristic Maxima are not usually imposed, but characters can take them as a Disadvantage (and should be encouraged to do so). Characters’ CV will probably be in the

range of 7-11 and Damage Classes about 8-10; defenses should be relatively low (no more than about 12 points of personal defense and about 6-8 points of Armor or other resistant defenses).

OCCASIONAL SUPERPOWERS

In this campaign, the PCs and villains can both have superpowers (even those that wouldn't be allowed in a minor superpowers game). For example, although Card Shark himself is not really superpowered, his organization as a whole would fit in this category because of the presence of mutant criminals like One-Eyed Jack and Deadman's Hand. If the GM wanted to use those characters at "lower" levels in the continuum, their superpowers could either be removed or changed to something non-superpowered.

In an occasional superpowers campaign, starting characters will usually be built on about 250 points or so, but that number can be increased or decreased depending upon player and GM preference. Combat Values and Damage Classes may get as high as 12 or more, but should average around about 9-10. The GM should consider setting a limit on the number of Active Points in a Power (for example, 30 points for most Powers, maybe more for offensive powers). If the Active Point total is kept low enough, these low-level superpowered characters can be mixed freely with non-superpowered characters without too much trouble. Another solution is to limit the percentage of a character's points that can be used to buy superhuman abilities. The Powers available to characters may also depend upon a campaign's "feel."

FULL-FLEDGED SUPERHEROICS

This is the sort of campaign depicted in most *Champions* products: characters are commonly built on 250 or more

points and the entire range of superpowers is available to them. Usually these campaigns are so "four-color" that they are nothing like street-level games. However, this doesn't mean that the campaign can't have a street-level orientation to some extent. A good example of this is *Shadows of the City*. Many of the characters in that book (for example, Hellhound, Moondog, and Reverend M and his superpowered flunkies) are completely inappropriate for non-superpowered campaigns, or even for many occasional superpowers or minor superpowers campaigns. But assuming that the PCs are similarly superpowered (or at least have superheroic point totals), the scenarios can fit into "the street scene" very well.

Street-level superheroes usually can buy any of the Powers from the *Champions 4th Edition Rulesbook*, but the GM may limit the Active Points in any one superpower, to keep the characters from becoming too powerful or four-color. Similarly, upper limits on Combat Values and Damage Classes may be imposed, so that street thugs are still at least a little bit of a threat; 10-12 is probably a good upper limit in most cases. Resistant defenses should be in the range of 9-12 points' worth.

Once again, the real issue is not the amount of points characters spend but ensuring that the "feel" of the campaign remains intact—if the ambiance of the streets is lost, then the campaign is just a regular *Champions* campaign. For example, Moondog would work fine in a superpowered street-level campaign, but Dr. Destroyer or Starseer (see *Classic Enemies*) probably would not, for they bring too much four-colorism into the game. Another thing to keep in mind is location—the adventures should take place in street settings, not secret satellite bases, hidden mega-laboratories, and weird dimensions. Each GM should decide for himself just how superpowered his superheroic street-level campaign will be.



HUDSON CITY

This chapter presents a complete campaign setting for *Dark Champions* adventures. Most of the chapter is devoted to describing a fictional metropolis, Hudson City, where you can set your *Dark Champions* adventures. Following Hudson City is a description of the rest of the world, with emphasis on locations of particular interest and on fictional nations of the Champions Universe and a timeline for the world which can be integrated with the one found in *Champions Universe*.

BASIC PREMISES OF THE WORLD OF HUDSON CITY

To begin with, Hudson City is not intended to be located in any particular place or to mimic any particular city. Influences from several major cities have been combined to create an urban environment which hopefully does not resemble any single real-life city. For this reason, some of the description of the city, such as its history, is somewhat sparse: since Hudson City's location is changeable, there is no reason to definitely state, for example, what side the city supported during the Civil War. The author generally assumes that Hudson City is located somewhere in the northeastern part of the country, but each GM should put it wherever he feels most comfortable with it.

NO SUPERHUMANS

The single most important thing to realize about Hudson City and its world is that *there are no superpowered humans in it*. The only "exception" to this is what is referred to in the section on power levels as "minor" superpowers, i.e., superpowers that are essentially conveniences or substitutes for standard technology. For example, the Harbinger of Justice, Card Shark and his men (with some alterations), and Predator all exist in this campaign world, but there is no one more "superpowered" than that. A GM who wants a completely non-superpowered campaign world can easily change these characters to conform with his standards, as discussed in the section on power levels.

Likewise, GMs who *do* want superpowered characters and/or comic-book technology in their campaign world can add them to Hudson City without any difficulty. The city is presented without any superhumans because it is much easier to add them than it would be to remove them if they were initially included. The presence of superhumans, even in small numbers, should have a profound effect on a society. It would be much harder for the GM to remove all such influences than it would be to add them if he does want them, so Hudson City has been created as the "lowest common denominator," a non-superpowered environment.

With this one warning in mind, though, it can be assumed that other characters from the Champions Universe are a part of Hudson City. For example, many of the characters in *Normals Unbound*, *Shadows of the City* and *Champions Universe* (the non-superpowered ones, such as Captain Jeremy Franklin), just to name a few examples, are entirely appropriate for Hudson City. In some cases, minor changes may have to be made to account for the lack of superhumans. For example, the GM may want to keep Quantum's brother Jacob Johnson as a crimelord, so he could make Starlyn herself a renegade DEA officer with a reputation for violent behavior in order to keep superpowers out of the picture. An effort has been made to integrate as many previously-published characters as possible, but given the scope of the Champions Universe it would be impossible to mention them all. The fact that a character is not mentioned does not mean that he does not exist in Hudson City, and of course even if a character is mentioned the GM does not have to use him if he prefers another one.

Naturally, the fact that a character is mentioned in this campaign setting does *not* mean that that character is not a part of the Champions Universe. All of the characters described in this book and *DC* should be considered a part of the "true" Champions Universe if the GM wants to use them that way.

WELCOME TO HUDSON CITY

OBSERVATION, 8:17 PM, EN ROUTE TO SECTOR BF15

Scenes of the city pass by me like a kaleidoscope as I patrol the streets. Children laughing and playing in the spray of water from a hydrant knocked over by an automobile accident. A follower of Reverend M's, handing out flyers about his demagogic master. Volunteers from Habitat for Humanity constructing housing for the poor. A mugging victim trying to staunch the flow of blood from his broken nose. One of Card Shark's Deck agents, making his daily rounds. That one, at least, I shall soon see in another context, one that he will find decidedly less to his liking. Ah, Hudson City, place of dreams and nightmares both, home to far too much evil and far too little good. Regardless of the misunderstanding and despite of the good people of this metropolis, I shall cleanse Hudson City of evil with fire and blood, no matter how long it takes me.

Excerpt from the journals of the Harbinger of Justice

Hudson City, a thriving metropolis of several million souls, is a city much like many others in modern America. Splendor



and squalor, affluence and poverty, generosity and selfishness, justice and evil exist side-by-side in an almost oxymoronic state while the inhabitants simply try to get by from day to day, ignoring the absurdities and dangers of modern urban life. At night, while honest folk hide behind triple-locked doors or nervously look over their shoulders as they walk quickly from one lighted area to another, groups of young and not-so-young men prowl the night, preying upon helpless victims and robbing the city not only of its wealth but much of its spirit as well.

Into this situation have stepped a few brave men and women, vigilantes who hope through their actions to make a difference in the lives of all Hudsonites. They seek what would seem to be a simple goal—the protection of the innocent from the criminals that want to prey upon them. Unfortunately, the foe they have taken on is a hydra that is almost impossible to stop. Yet they struggle on, putting an end to some evils and trying to keep others from taking their place. They need your help.

HISTORY

Hudson City was founded in 1803 by Emil Hudson, a wealthy merchant, and Andre LeMastre, an expatriate Frenchman drawn to the New World by the promise of the nascent American republic. Hudson was seeking a place where he could establish a trading post and center of commerce. He recruited LeMastre, who had some training in architecture, to help him find the best location for the city and establish its layout. After considerable searching and exploration, Hudson settled on a site at the mouth of the Stewart River.

Within a few weeks, Hudson had arranged to purchase the land from the government, had begun ordering building materials and had started to advertise for workmen and settlers. Meanwhile LeMastre had been hard at work establishing a preliminary plan for the city, which called for a network of broad roads in a gridwork pattern. The plan found favor with Hudson, and his legions of hired workers soon began to put it into effect.

Over the next two decades Hudson City grew rapidly. Not only merchants and workmen but many different types of craftsmen came to live there, and young farmers seeking good land moved into the area to provide the city with food. Most of the growth took place on the North Bank of the Stewart, but small settlements also sprang up on the South Bank. From 1825 until just after the Civil War, Hudson City continued to grow steadily. The War depleted the city's manpower somewhat, but served only to slow, not stop, its growth.

In 1867, disaster struck Hudson City in what has become known as the Hudson City Riots. They began as an attack on the newly-formed black shantytowns that had formed just south of the Stewart River and the city proper after the end of the Civil War. Hudsonite members of the Ku Klux Klan considered the town, known as Freetown, to be a source of crime, sin and vice, and were determined to drive the blacks away. Led by Aloysius Flint and his band of followers (known as the White Riders), these men descended upon Freetown and began assaulting its inhabitants and setting fires. The blacks fought back, and the attack soon became a chaotic melee which gradually worked its way north as Flint and the



rest were slowly pushed back by the force of numbers. Somehow, once they crossed back over the Stewart, several fires were started in Hudson City which soon spread out of control and burned almost two-thirds of the city to the ground. Exactly how these fires started has never been determined. Some people believe that the blacks set them in revenge for the attack, but Hudson City civil rights leaders have maintained to this day that Aloysius Flint and the White Riders deliberately started them so that the inhabitants of Freetown would be blamed for them.

The citizenry soon began to rebuild the city, and within twenty years most of the damage had been repaired. The people killed by the fire, and by the influenza epidemic of 1888 that killed nearly one-fifth of the populace, were soon replaced by other settlers, including many immigrants from all over Europe. During this time many ethnic neighborhoods such as Little Italy got their start. So too did Chinatown, as increasing numbers of Orientals came to Hudson City in the hopes of becoming wealthy.

However, this new wave of inhabitants also brought increasing amounts of crime. The Hudson City Police Department was able to keep most of it under control, but many historians see this period as the beginning of Hudson City's crime problem. Ethnic crime, such as Italian "Black Hand" extortion rings, was particularly prevalent and difficult to stop.

World War I ironically brought Hudson City new prosperity even as it took many of its young men away. War industries located in and near the city brought much new wealth, particularly to the Hudson City Shipyards and various arms manufacturers.

The new prosperity carried over into the 1920s. However, that era had its problems, too, such as Prohibition. The Volstead Act gave many criminals the opportunity to prosper and form gangs. Of particular note are the various Mafia families that got their start in this period, such as the Morelli and Torccone families. Also of significance is the fact that Hudson City's first true crimefighter arose at this time to oppose these men. This enigmatic man, known only as the Raven, was assisted in his work by his companion, the lovely Velvet Phantom, and a group of agents known as the Midnight Brigade (which was the inspiration for The Master of Crime's Midnight Syndicate). The Raven fought the gangsters all over Hudson City, and also dealt with some allegedly "mystic" threats to the city, relying only on his strong right arm, his unerring accuracy and a deck of Tarot-like cards which he claimed could be used to foretell the future.

In the 1930s, as the tide of organized crime continued to rise, the Raven was joined by several other "costumed do-gooders," including the Futurian (who used advanced technology such as his "Electro-pistol," a sort of early version of a taser, to fight crime) and The Cardinal. FBI agent Sam Spivey was also a well-known crimebuster during this period, and occasionally worked with these other crimefighters in a group dubbed "the Champions of Justice" by newspaper reporters.

World War II had about the same effect on Hudson City as World War I did—an increase in prosperity muted only by the tremendous loss of life caused by the war. The Mafia and other criminal organizations subtly assisted in the war effort by preventing strikes by key workers. After the war, they returned to business as normal. During the Fifties and early Sixties there were no "costumed crimefighters" in Hudson City, but the city was relatively safe and stable and continued to grow.

The late Sixties, however, was a bad period for Hudson City. Growth slowed down considerably and unrest increased, spurred by protests over the Vietnam War. The worst incident of this period took place during the summer of 1967. A march by blacks to celebrate civil rights progress and commemorate the 100th anniversary of the Hudson City Riots turned into a riot itself as white bigots pelted marchers with stones and bottles, prompting retaliation by blacks both in Freetown (which had long since become simply a part of Hudson City) and in the rest of the city. Millions of dollars of damage were caused, as well as 21 deaths and untold injuries.

The Seventies was a period of no or slow growth for Hudson City, as crime and other social problems continued to increase. Several vigilante crimefighters were active during this period, including the first Black Whisper, Shatter and Jason Scorpion. All of them were dead or retired by 1979.

In the 1980s the crime problem only worsened, and many citizens fled the city itself for one of its many outlying suburbs, continuing a pattern of "white flight" that began after the '68 Riots. Several other vigilantes got their start during this decade. 1986 saw the first appearance of the most violent of them, the so-called Harbinger of Justice, who remains at large to this day and is considered responsible for more than 2,000 murders. Other crimefighters who first took the streets in the eighties include Renegade, The Sandman, the Samaritan, Black Whisper II, and Scarecrow.

All of these crimefighters, having learned from the mistakes their Seventies predecessors made, are still alive and fighting crime today (except for Black Whisper II, who was murdered by the costumed criminal Predator). The Samaritan maintains semi-official relations with the police, whereas the Sandman and Scarecrow are wanted men. All of them (with the exception of Scarecrow) have tried in the past to capture or thwart the Harbinger of Justice, and have succeeded on several occasions, though they have never managed to hold him captive for more than a few hours.

Today, Hudson City is a thriving city which is nonetheless plagued by high levels of crime and social malaise. The same problems that afflict other urban areas—organized crime, drug dealing, drive-by shootings, and a thousand other evils—affect it as well; in fact, surveys show that Hudson City has one of the highest crime rates in America. Still, citizens and businesses remain, willing to put up with the dangers of Hudson City to take advantage of its many opportunities and its unique "mystique."

A DESCRIPTION OF HUDSON CITY



VITAL STATISTICS

Size: 525 square miles (metropolitan area) (about 26 miles long by 20 miles wide)

Altitude: 0-450 feet

Climate: Temperate; annual precipitation approximately 50"

Population:

Resident, including suburbs: 5.3 million

Resident, metropolitan area: 2.5 million

Working: 6.3 million

Racial Background:

White: 54% — Black: 21% — Hispanic: 8%

Asian: 8% — Other: 9%

Religious Background:

Catholic: 22% — Protestant: 37% — Jewish: 12%

Muslim: 9% — Buddhist: 10% — Other: 10%

Government: Mayor (Hon. Graydon T. Umstead) plus City Council.

Tallest Building: Hudson City Corporate Center, 103 stories (1,037 feet [158"] tall)

and are designated "streets"—thus, you have Monroe Street, Jefferson Street, Washington Street, and so forth. Streets which cross the Stewart and continue into the south side are named "North" and "South," respectively; streets that are only on the North Bank have no such qualifier. (The one exception to this is Centre Street, which has no qualifier even though it crosses the river.) North-south streets begin their numbering at the northernmost point, and even numbers are on the eastern side of the street. Thus, a Centre Street address far to the north and on the western side of the street might be 57 1/2; one near the Stewart River on the eastern side might be 20542.

One problem with the map of Hudson City that confuses many travelers (not to mention most Hudson City schoolchildren) is the fact that the presidential streets are *not* named in chronological order. Major streets were named for whatever president happened to be popular at the time the street was built, paved or renamed, so they are in *approximate* historical order (running more-or-less east-west). However, there are a few anomalies, such as the fact that Taft Street lies east of Roosevelt Street, even though President Taft served after President Teddy Roosevelt.

Major North Bank streets running east-west are called "avenues," and are named numerically: 12th Avenue, 23rd Avenue, and so forth. Roughly every fourth avenue is a major road. Addresses begin in the east (at the coast), and even-numbered addresses are on the south side of the street. Most city blocks (on both sides of the river) are 1/10th of a mile long (80.5") on the short side, and 1/5th of a mile long (161") on the long side.

However, all on the Northside is not so organized as it might seem at first glance. Between the major streets lie an often chaotic welter of minor streets, ranging in size from one-way streets to two lanes in each direction. Some minor roads curve or bend in unusual ways, but most of them are relatively straight and follow the general pattern of the gridwork. There is also one major curved road: Truman Boulevard, which follows a broad arc from the northwest quadrant of the city to the southwest. It is a highway with on-ramps and off-ramps at most major streets. Truman Boulevard provides rapid transportation across the city and also is connects at both ends with interstate freeways that skirt the city. The city planners are considering building a similar road from the south-central part of the city to up near Stewart County Stadium, but so far no definite plans have been made and no name chosen.

THE SOUTHSIDE

The major streets on the Southside follow the same general pattern as the northern streets as far as where addresses are located and general designation (i.e., street

THE LAYOUT OF THE CITY

Hudson City is located at the mouth of the Stewart River, which divides the city roughly in half. The northern portion is known as the Northside or North Bank, the southern portion as the Southside or South Bank. The northern part of the city is the location of the main commercial district and most of the city's attractions; the Southside is generally a much poorer section of town, and a lot of it qualifies as slums and ghettos.

THE STREETS

THE NORTHSIDE

The Northside of Hudson City is laid out in a rough gridwork pattern which makes it very easy to get around. The Southside is also laid out gridwork fashion, but because it grew without the benefit of central planning from the beginning it is a much more awkward and asymmetrical grid that does not match the northern one.

Streets on the Northside run as follows. Major roads are at least three lanes wide in both directions, and often more; none of the major roads are one-way, though some minor roads may be. The primary north-south artery is Centre Street, which is four lanes wide in both directions and continues onto the south side. The rest of the major streets that run north-south are all named after American presidents



derneath the river; several subway tunnels (see below) run underneath it as well.

PROMINENT LANDMARKS

The following are some of the major landmarks of Hudson City. Those described later on are only named here.

Caldwell's Stand (intersection of Washington Street and 16th Avenue) (preserved colonial-era house where Christopher Caldwell, leader of the Hudson City Militia, and his men held out against a British attack during the War of 1812, keeping the city "free" until help arrived)

Centre Street Tunnel

Hudson Statue (a 25-foot-tall statue of Emil Hudson, the city's founder, located in a traffic circle in Centre Street just south of the river)

Hudson City Corporate Center

Jason Devon Memorial Coliseum (JDMC)

LeMastre Park

"Mural Street" (Coleman Avenue between S. Jackson and S. Madison Streets) (along this section of street artists have painted beautiful murals on every building, and even on some parts of the sidewalk)

Olde Hudson City

Robertson House (intersection of S. Madison Street and King Avenue) (famous stop along the Underground Railroad in the antebellum period)

St. Andrew's Presbyterian Church

Stewart County Stadium

AREAS OF THE CITY

There are several non-neighborhood areas of the city which deserve a brief mention.

THE COMMERCIAL DISTRICT

The main commercial and business district of Hudson City runs from 1st Avenue to about 24th Avenue and roughly between N. Madison and N. Adams Streets, forming a long strip through the heart of the city. Courthouse Plaza (described below) is located at 100 Centre Street; the Hudson City Stock Exchange is at 1153 1/3 3rd Avenue (intersection of N. Adams and 3rd Avenue). Most of the commercial district is filled with skyscrapers and other major buildings; some of the most prominent include the Hudson City Corporate Center (2112 12th Avenue, at the Washington Street intersection), the Berkely Commercial Complex (BCC; 15377 Centre Street), the Flag National Bank Building (intersection of N. Madison and 4th Avenue), the Fordham ChemTech Tower and the QI Plaza (12020 N. Madison, at the 8th Avenue intersection). The Harpcor Towers building, described in detail in *DC*, pages 177-194, is at 50 N. Madison Street.

and avenue). However, most major roads, whatever direction they run in, are named after famous figures in the history of Hudson City (and in some cases, of the civil rights movement, such as Martin Luther King Avenue). The gridwork pattern on the Southside is not nearly as neat or well-organized as the one on the north—major roads come to mysterious dead-ends, only to pick back up somewhere else; streets can add or lose lanes at odd locations, and so forth. Only a true native can negotiate the Southside with ease.

BRIDGES

There are four bridges crossing the Stewart River. Running from east to west, they are: the Adams Street Bridge, the Centre Street Bridge, the Madison Street Bridge (a drawbridge) and the Roosevelt Street Bridge. There is also one six-lane tunnel, the Centre Street Tunnel, running un-

THE UNIVERSITY ENVIRONS

Hudson City is home to three major universities (Hudson City University, Hudson City State University and City College) and about a dozen smaller universities, technical colleges and community colleges. The areas around the major schools tend to resemble typical college areas: lots of businesses which cater to students, relatively low-rent but fairly run-down off-campus housing, and so forth. GMs could stage many different kinds of college-related scenarios in these areas.

THE WATERFRONT

Being a port city, Hudson City has a thriving port. Both the northern and southern shores are lined with piers which see activity day and night. The piers are numbered consecutively starting in the north. They range in size from small piers used for short boats (including pleasure craft) to immense piers a mile or more long. The most active waterfront areas are the harbors around 4th Avenue and 20th Avenue. The Hudson City Shipyards, a large shipbuilding complex serving both civilian and military needs, is located between 20th and 24th Avenues.

NEIGHBORHOODS

Of course, Hudson City is not all business buildings, stores, and industrial parks—millions of people live in the city as well, many of them in high-rise apartment buildings. The following sections describe several of them.

GENERAL NEIGHBORHOODS

Bankhurst: Bankhurst is a very upscale neighborhood located near the river and east of LeMastre Park, around N. Madison Street and 24th Avenue. In former days it was the location of many urban mansions and fancy houses, but today it is a series of fabulous penthouse apartments with excellent views of the park, the river, and the southern end of the commercial district. Most of the inhabitants are wealthy professionals and the nouveau riche; older money generally prefers Irishtown (see below). For the most part the security in the area is good (most buildings have their own guards), but sometimes criminals from the Southside see it as an "easy target."

Blackbridge: Located north of LeMastre Park, east of N. Madison, and west of Little Italy, Blackbridge is a mixture of different inhabitants: nature-lovers who want to be near the park; people who have drifted over from Little Italy or who want to be near it (and near Chinatown as well), university students who are willing to accept a long commute, middle management which can afford to live in the city and wants to be near work and so forth. Its crime level is moderate to high; Blackbridge is sometimes protected by a female vigilante known only as DarkAngel

Eastwood: Eastwood is a small neighborhood located in the far northeastern corner of the city on the coast. For a location so near the commercial district and governmental centers, it is a surprisingly dingy and crime-ridden area with relatively low rents and an often uncouth population. Eastwood High School is known as a particularly violent secondary school. The major attraction of the area is the Three Lakes Mall, which was recently built there and is thought to signal the beginning of a movement by young professionals to buy out the current inhabitants and re-do most of the old buildings to make loft apartments out of them (a similar phenomenon occurred in Pierpoint, which is described below).

Elmview: Elmview is located on the Southside in the eastern and coastal portions of that area of the city. Its usual boundaries are Redwine Avenue, Ferry Street and Port Avenue. The area between Redwine and the river, including the infamous "Strip," is sometimes considered part of Elmview, but most Elmview residents prefer not to think of it that way; they (and many other citizens) call that area "North Elmview" and consider it a distinct (and much worse) neighborhood. Elmview is a much nicer neighborhood than the slums and ghettos that surround it (i.e., Freetown and Latin City), and is considered a "move up" by residents of those areas. In fact, most Elmview inhabitants are people who have worked hard to build a better life for themselves and their families and escape the slums. A fair number of them eventually move to even nicer neighborhoods, making room for other achievers. The area has a high crime rate.

Gadsden: Named after a 19th-Century mayor of the city, Gadsden is a typical lower-class to middle-class urban neighborhood which is sometimes compared with Brooklyn, New York. It is located in the coastal area around 12th Avenue, east of N. Adams, south of 8th Avenue, and north of 20th Avenue. It mixes apartment buildings (most relatively small, i.e., under eight stories) with small neighborhood businesses and office buildings. Two of its most interesting features are Longview Correctional Center, the city's jail and the Gadsden Consumerplex, a massive shopping complex. The crime level is moderate to high.

Irishtown: Located far to the northwest around 1st Avenue and N. Roosevelt Street, Irishtown received its name not because it is an Irish ghetto, but because most of the streets in the area are named after locations in Ireland (Dublin Street, Donegal Avenue, Limerick Street, Connacht Street, Sligo Avenue and so on). It is the domain of the incredibly wealthy. Its street are lined with opulent mansions with large, well-tended lawns and shady trees. Many of its subdivisions have their own guard patrols and require a pass or prior permission to drive on the streets. The crime rate is extremely low, but the occasional spectacular robbery or bizarre homicide keeps the security forces on their toes, the burglar alarm companies in business, and the tabloid readers titillated.

Pierpoint: A relatively new neighborhood located on the peninsula at the very southern tip of the North Bank, in the heart of the shipping district. Amidst the area's warehouses and industrial buildings are many older structures that young professionals and real estate developers have converted into loft apartments and similar residences, displacing poorer inhabitants. A small number of stores have followed the new residents to the area. The crime level is still reasonably high, so people are careful.

Riverside Hills: Riverside Hills is a large, L-shaped area defined by Centre Street, the river and the boundaries of Freetown and Chinatown. It is a lower- to middle-class neighborhood, similar to Elmview but not quite as respectable. In addition to the many apartment buildings there is a lot of light to medium industry.

Worthington: Worthington is a nice, stable, middle-class neighborhood located in the northern part of the city. It is located between HCU and HCSU, Irishtown and the Jason Devon Memorial Coliseum. In addition to its residential areas, the parts of Worthington that approach the commercial district are also home to some light industry, such as textiles and furniture manufacturing.

SLUM AND GHETTO NEIGHBORHOODS

Not all of the residential areas in Hudson City are as nice as Worthington, Blackbridge, or even Elmview. Many neighborhoods on the South Bank are slums, pure and simple, home mainly to impoverished blacks, Hispanics, and whites. Most of the residents live in public housing projects, towering high-rises full of tiny apartments, none of them truly safe. The



streets are cold, evil places, ruled by street gangs full of sociopathic youths to whom life means nothing. It is in these neighborhoods that vigilante PCs will spend much of their time.

Freetown: The sprawling slum of Freetown, which started as a freedmen's camp more than a hundred years ago, occupies most of the Southside. It occupies a large area south of Riverside Hills and west of Ferry Street and Latin City. Many of its north-south streets are identified by numbers (for example, 66th Street or 59th Street), starting from 30th Street and working up to 100th Street.

The crime rate in Freetown is extraordinarily high. Many of the housing projects have become little more than open-air drug markets, and teenage gang members shoot and stab one another daily in fights over drug turf, girlfriends and a hundred other matters. Most of the organized crime groups in the city have something going in Freetown, but the street gangs, Jamaican posses and outlaw motorcycle gangs are the most powerful.

Here is a list of some of the many public housing projects in Freetown:

- Eden Plaza
- Gracie Park
- Jackson Heights
- Halcyon Village (pronounced "halikon")
- Newman Towers
- Parkfield Terrace
- Southside Homes
- Turlingdale
- Whitehall
- Wooster Park

Latin City: Latin City, Hudson City's Hispanic ghetto, is located in the southeast corner of the Southside, below Port Street. Like Freetown, it is a slum area of welfare housing and little hope, but instead of being dominated by blacks it is almost exclusively inhabited by Hispanics, from Puerto Ricans to Colombians to Chileans, and one must be able to speak Spanish in order to blend in and survive here—all of the store signs and even some street signs are in Spanish. It is as crime-ridden an area as Freetown, but the Mexican Mafia and Colombian cartels are the main powers.

Some of the housing projects in Latin City include:

- Cardinal Plaza
- Mannsfield Heights
- New Hope Village ("Nueva Esperanza")

North Elmview: The area known as North Elmview, which lies between Redwine Avenue and the river, is one of the worst areas in the entire city. Redwine between S. Adams and S. Monroe is known as "The Strip," and is a haven for pornography theaters, prostitution and just about any sort of vice or deviance known to mankind. The rest of the neighborhood is not much better, and is mostly low-class housing and some small businesses and industries. The area between South River Drive and the river is home mainly to people who work in the fishing industry (or in other waterfront jobs) and is a little nicer.

ETHNIC NEIGHBORHOODS

Although Freetown and Latin City could be considered racial or ethnic neighborhoods, this section concentrates instead on smaller neighborhoods established primarily by immigrants from other countries, where they could create a lifestyle bearing some resemblance to the one they had in their homeland.

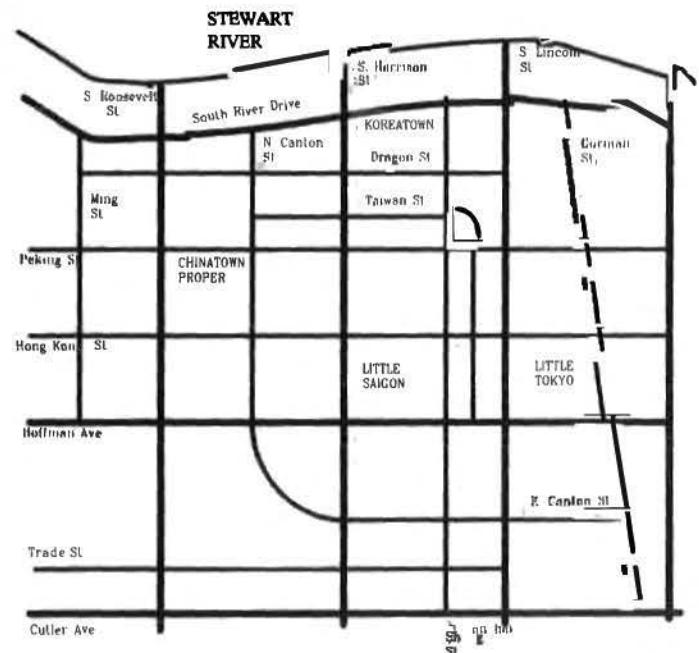
Chinatown

Chinatown is the name used for the entire Oriental/Asian "ghetto" located in the area bordered by Cutler Avenue, Garrison Street, and the river. The buildings, decor and culture in Chinatown are a fascinating mix of Western and Eastern that attracts many tourists, particularly those who are interested in authentic Oriental food. Chinatown's hidden gambling and vice dens are an additional attraction for some of the less savory elements of society. Over the years, many of the streets in Chinatown have been renamed so that they sound more "Oriental," which pleases the tourists. There are four main areas in Chinatown:

Chinatown: The part of greater Chinatown that is dominated by ethnic Chinese is also referred to as "Chinatown." It is located in the western and northwestern portions of greater Chinatown. Crime here is controlled by the Chinese tongs.

Koreatown: Part of the northeastern and north-central areas of greater Chinatown is Koreatown, which is mostly populated by people from Seoul, South Korea. It is an area of small shops and restaurants. It is a relatively peaceful neighborhood; crime is controlled by a constantly-shifting group of tongs, Yakuza gangs, Vietnamese gangs and native Korean gangsters. Occasionally their struggles for power break out into open warfare, but such disputes are usually settled quickly.

Little Saigon: A small area in south-central Chinatown is occupied by Vietnamese immigrants. It is similar in character to Koreatown and is constantly terrorized by Vietnamese gangs, both youth gangs and adult gangs. However, because of the residents' unwillingness to help the police, law enforcement has been able to do very little to stop the Vietnamese crime wave.





Little Tokyo: The southeastern corner of Chinatown is known as Little Tokyo, and is home to one of the largest concentrations of ethnic Japanese outside of Japan itself. The neighborhood is an unusual mixture of successful Japanese businessmen who choose to live in native surroundings, and poorer Japanese trying to get by. The Yakuza is strong here, and has used its power base to expand into the rest of Hudson City.

However, they do have some competition—a crimelord named Takayama Shinsaku, who calls himself the “Shogun of Little Tokyo.” This is no empty conceit, either—while Takayama is no samurai, he does have some kenjutsu training and can hold his own in a swordfight. He is playing a dangerous game, taking on the Yakuza in their own domain, but his hoped-for rewards are worth the risk.

Little Italy

Located across the river from Chinatown, in the southwestern corner of the North Bank, lies Little Italy, home to thousands of second- and third-generation Italians. Like Chinatown, it is a major tourist attraction and famed for its restaurants. It is also the realm of the Mafia, where a capo’s word is unquestioned by even the boldest men. The Roosevelt Street Bridge, which links Little Italy with Chinatown, has helped forge links between the Mafia and the tongs to control heroin distribution in the city.

Moscow West

Wedge into a tiny corner of riverfront land between Little Italy and LeMastre Park is an ethnic neighborhood occupied by Russian immigrants, many of them Jews recently come to this country. It is not really a tourist attraction, though it does have some lovely temples and Hebrew libraries which are visited by scholars and devout Jews. Crime in Moscow West is the province of several different Organizatsiya gangs (including the one led by Endgame, which is the most powerful).

MAJOR SUBURBS AND BEDROOM COMMUNITIES

Hudson City proper is surrounded by many small “suburban” towns which are *de facto* a part of the city even though the legal boundaries say they are separate. In many places it is almost impossible to tell where “Hudson City” ends and one of these towns begins, but some of them are much less urbanized than the metropolitan area. These towns serve as bedroom communities for workers who prefer not to live in the city. The major suburbs of the city are named in the following list; none of them is particularly noteworthy or unusual. They are:

- Andrews Heights
- Arcadia
- Cambria
- Clifton
- Harrington
- Hudson Beach
- Maple Valley
- Northdale
- Rockwell
- Rome
- Southport
- Stewartville
- Willowford

UTILITIES

Hudson City uses an enormous amount of water and electricity every day, and city officials are very protective of the city’s utility subsystems. If the city’s water or electricity supplies were ever disrupted, it would quickly bring the city to its knees. Its telephone systems are almost equally as vital.

WATER

Hudson City’s water comes from two main sources: the Stewart River and a series of lakes and reservoirs located primarily north of the city. Water from the river is obtained from far upstream (where it is much purer) and piped into the city; the pipes generally run near the river itself. Lake and reservoir water is brought in by underground pipes. All of the incoming water pipes converge at the Hudson City Waterworks, located on the very southern edge of the city proper at the intersection of Centre Street and Parsons Avenue. The water is purified there, and then piped out to homes and businesses. The Waterworks is heavily guarded, and there is a small National Guard armory nearby as well.

SEWERS

Related to the water system is the sewer system. Hudson City’s sewers are extensive, having been built mainly in six different stages over the last two centuries. Parts of them are dry and no longer used, and in some places the sewer system connects with the subway. Some maps of the sewers, particularly ones of the older sections, have been lost (or destroyed), so not even the city’s experts can be completely sure of how the sewers are organized. One thing is for certain, though—as chaotic as they may be, they work very well. Despite its coastal location, Hudson City has not suffered from a flood since the last major series of improvements was completed in the 1950s.

ELECTRICITY

Hudson City’s electrical supply is controlled by six primary stations, about two dozen secondary stations of varying size, and countless small stations. Each of the primary stations serves about one-sixth of the city. Each station may be controlled individually at that station, or individually or collectively using the computers in the Utilities Department at Governmental Center. Part of the city’s electricity comes from standard generators, and part from a nuclear power plant several miles away from the city.

TELEPHONES

The telephone system is controlled by four major switching stations and hundreds of local exchanges. Hudson City Bell is the primary phone service in the city, and can control most of the phone systems with the computers located at its headquarters near the Centre Street Circle.



GETTING AROUND HUDSON CITY

Besides driving, there are several forms of transportation available in Hudson City, as well as different ways to get into and out of the city.

JAMES ABERDEEN INTERNATIONAL AIRPORT

Aberdeen International, located north of the city in the suburb of Cambria, is a major world airport with about 550,000 takeoffs and landings every year. It has daily flights to all major U.S. cities and most major international cities.

The Customs Service employees at Aberdeen are generally efficient and courteous. Their chief, Paul T. Wilson, is considered to be unbribeable, but some of his underlings are said to be not so stalwart. The DEA has made several major seizures of drugs at Aberdeen, and there is a rumor that about two years ago the FBI barely intercepted a massive bomb that had been planted on a flight by the PLRL.

BUSES

The Hudson City bus fleet is a little rundown but is otherwise in fairly good shape. Main bus routes stick to the major roads and stop at least once every block; express buses are used on some of the largest roads (such as Centre Street, Madison Street, and King Avenue). Buses are parked (or stored) at the Hudson City Metro Transportation Station ("the Metro"), an immense transportation depot located at the intersection of Centre Street and Riverfront Drive.

HELICOPTERS

Some executives and other wealthy folk use small helicopters to get around the city. Many major buildings have a helipad on top to accommodate such craft.

RAILWAYS AND THE ELEVATED RAILWAY

Although the use of railroads has declined significantly over the years, Hudson City still has many miles of track in use. Amtrak, for example, brings thousands of commuters to the city every day, stopping at the Metro depot. There are also quite a few freight train lines running through the city. Furthermore, Hudson City has had an elevated railway system for many years which functions as a form of intra-city transportation. The citizens call it "the ER." Most of the ER tracks do not run in straight north-south or east-west direc-

tions, but instead take various angled or curved paths, making them a quick and easy way to get across the city. The ER is relatively cheap, but is more expensive than a comparable bus ride. ER trains are parked and stored at the Metro depot.

For space reasons, the ER lines are not shown on the map. GMs can map out their own routes if necessary.

SUBWAY

The Newbold Metropolitan Subway ("the Newbold") is another way for people to get across the city quickly. The subway includes several "feeder" lines running out to major suburbs in addition to the inner city lines, which make up the bulk of the system. The subway train depot is a large complex to the west of the city.

Subway lines are not shown on the map; GMs can draw in their own if necessary.

TAXIS

Hudson City is served by a fleet of taxis which work for about two dozen different cab companies. A license to operate a cab (a "medallion") is a valuable commodity and the Mafia has tried to muscle in on the taxicab proprietors more than once. However, the fiercely independent drivers have resisted the Mafia's attempts every time, and are still independent today. A few of them have an almost legendary knowledge of the city and its people, and some of them barely speak English, but all of them can usually get you where you need to go.

LOUIE FEINGOLD

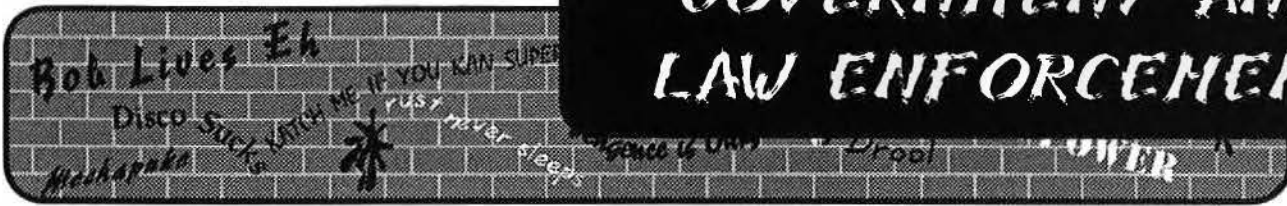
10 STR	13 DEX	12 CON	10 BODY	10 INT
10 EGO	10 PRE	10 COM	3 PD	2 ED
3 SPD	5 REC	24 END	23 STUN	

Powers and Skills: +2 Sight PER; +10 PRE, Only Protects Versus Presence Attacks; Combat Driving 12-; Languages: Spanish, Hebrew (both basic conversation; English is native); Mechanics 8-; Seduction 11-; Shadowing 11-; Streetwise 13-; CK: Hudson City 16-; KS: Hudson City Gossip 14-; Perk: Fringe Benefit: License To Operate A Taxicab.

75+ Disadvantages: Psychological Limitation: Loves To Talk; Rivalry (professional, with competing cab company).

Notes: Louie Feingold is one of those cabbies who seems to know every person and place in Hudson City. He can take you to the most obscure addresses as easily as he can to Courthouse Plaza or the Berkely Commercial Complex. However, he's likely to talk your ear off on the way, because he just can't seem to shut up—he can talk for hours on almost any subject, even those he doesn't know anything about.

GOVERNMENT AND LAW ENFORCEMENT



CITY GOVERNMENT

The government of Hudson City is composed of two branches: the mayor's office, which serves executive functions; and the City Council, which acts as a legislative and regulatory body.

The seat of Hudson City government is the Governmental Center, which is located at 101 Centre Street, directly across the street from Courthouse Plaza. Both the subway and the elevated railway have stops at Governmental Center.

THE MAYOR'S OFFICE

The mayor of Hudson City is an executive official elected by the city at large for a four-year term. His chief responsibility is to administer various executive functions, including law enforcement, city personnel and hiring, city budgeting and finance, economic development and the like. The mayor's office is located at the very top of the highest part of Governmental Center.

The current mayor of Hudson City is the Honorable Graydon T. Umstead, a Republican. He was elected two years ago on an anti-union and pro-law enforcement platform. His support of the Hudson City Police Department and his efforts to control the crime rate have not been especially successful, but have earned him the city's respect. However, his dogged attacks on the city's unions (primarily those that include city employees) have at once pleased and angered the populace. On the one hand, Hudsonites are sick and tired of union abuses (such as \$50,000 a year part-time school janitors and sanitation workers' strikes for more money for less work). On the other hand, many citizens are city employees or know a city employee, and they are furious about Umstead's vilification of the unions. This issue could cost Umstead the next election unless he can break the unions' power.

THE HONORABLE GRAYDON T. UMSTEAD

Mayor of Hudson City

10 STR	10 DEX	12 CON	12 BODY	18 INT
14 EGO	20 PRE	18 COM	3 PD	3 ED
2 SPD	6 REC	25 END	25 STUN	

Powers and Skills: Bureaucratics 13-; Conversation 13-; Deduction 13-; High Society 13-; Navigation 11-; Oratory 14-; Persuasion 13-; Riding 11-; Seduction 13-; TF: Boats; KS: Hudson City Politics 13-; KS: Political Science 13-; KS: Law 13-; CK: Hudson City 11-; PS: Lawyer 13-; PS: Sailor 11-; Perk: Fringe Benefits: Mayor of Hudson City, License To Practice Law; 10 points of Wealth.

75+ Disadvantages: Psychological Limitation: Must Do What He Feels Is Right; Psychological Limitation: Devoted Family Man; Distinctive Features: "Look! It's the Mayor!" (easily concealed); Reputation 11- (Mayor of Hudson City); DNPCs (wife and two

children, normals, 8-); Hunted by the media 14- (Mo Pow, NCI, Watching); Hunted by political opponents 11- (As Pow, NCI, Defeat in next election); Rivalry (various political rivals); Public Identity.

Notes: Graydon T. Umstead is the first Republican mayor that Hudson City has had in about twenty-five years. He is a handsome man in his late 40s whose hair has gone prematurely gray from the stress of his job. He is a committed, if moderate, right-winger who is firmly devoted to his principles—no matter what the cost, he will do what he thinks is the right thing, even if it means taking on powerful, entrenched special interest groups. He is also devoted to his wife, Pat, and children, Graydon Jr. (age 10) and Melissa (age 8). He does his best to shield them from the ugly side of being the Mayor's family. Umstead's hobbies include horseback riding and sailing.

IMPORTANT EXECUTIVE OFFICIALS

Deputy Mayor Edward Wilson: Ed Wilson, a black man about the same age as Mayor Umstead, is a moderate Democrat and long-time friend of the Mayor's. He was chosen for Umstead's ticket to balance it out both politically and racially, and serves an important role as the Mayor's link to the black community. He is considered a potential candidate for mayor or governor in the near future.

Personnel Manager Georgina Flynn: Georgina Flynn is the person in charge of all of the city's hiring and employment practices. She has held this position for about fifteen years—her job is an appointed position and her experience is so extensive that she is always reappointed. This is not to say that she and the mayor always get along (for example, she is much more supportive of the unions than Mayor Umstead). There have been rumors that she is pro-union because she is in the back pocket of the Mafia, but there is no proof of this.

Utility Commissioner Patrick Carrick: In the corner of the Utility Commissioner's office there is an unusual kind of clock, which runs by dropping tiny steel pellets down a track at precise intervals, creating an effect of constant, carefully controlled motion, energy harnessed for a good end. This clock is a perfect metaphor for the Commissioner himself, Patrick Carrick, a man of untiring energy and enthusiasm who is continually trying to make the city's water, sewer, electric and telephone systems run with the same smooth efficiency as his clock. His bull-in-a-china-shop manner is infuriating to many bureaucrats for whom double-talk and delay are a way of life, but there's no denying that Carrick usually gets done what needs to be done.

THE CITY COUNCIL

The Hudson City City Council (HCCC) is a legislative and regulatory body made up of 79 Councilmen who are elected for two-year terms by districts (one-half of the Council is up for re-election every year). Their function is to write laws and ordinances for the city and oversee certain aspects of city government, such as the School Board. They exercise a "checks-and-balances" effect on the Mayor, as he does on them; generally, laws passed by the HCCC are subject to the Mayor's veto, which can be overridden by a two-thirds vote of the Council.

The current Council was largely elected on Mayor Umstead's coattails, and has helped him implement a lot of his anti-union and budget-cutting measures. Unfortunately, this has forced them to raise city property taxes, and many of them are vulnerable to defeat in the next election.

SOME SELECTED COUNCILMEN

Councilman Larry Pettigrew: A Democrat from the 23rd District, which includes parts of the Blackbridge and Worthington neighborhoods. Councilman Pettigrew is one of the most vocal champions of "the middle class," but whether his acts match his words is subject to debate (for example, he has voted for property tax increases and more lenient sentences for city crimes in the past).

Councilman Joseph Ruggiero: If there is a Councilman more corrupt than Democratic Councilman Ruggiero of the 32nd District, the FBI would like to hear about it. Ruggiero is a personal friend of Michael "Black Mike" Verontese, don of the Verontese crime family, and has used his political clout to help the family out on more than one occasion. He is also suspected of having taken bribes from several contractors and of having some connection to Colombian drug cartels, but the FBI and DEA have no proof of this—yet.

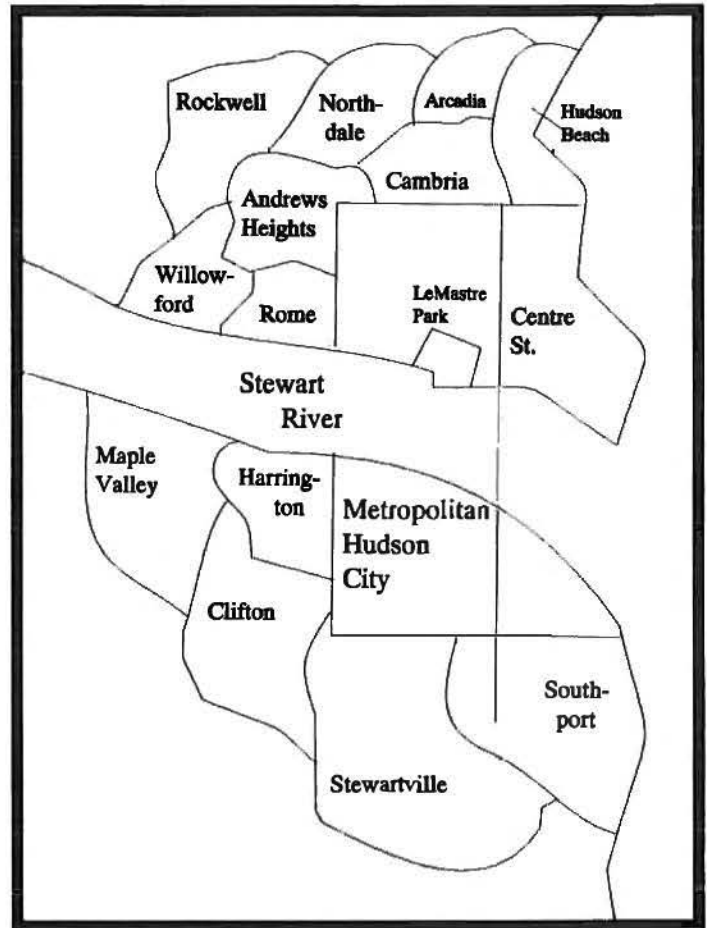
Councilwoman Julia Shuman: A Republican from the 1st District (Irishtown and environs), Councilwoman Shuman is a tireless campaigner against pornography ("smut") and anything else she views as "tearing apart the fabric of the American family." She is constantly pressuring the police to crack down on "The Strip" and badgering music stores to label "offensive" records. However, even her fiercest opponents admire Councilwoman Shuman for her fundraising efforts on behalf of Habitat For Humanity and her attempts to highlight the problem of sexual harassment in the workplace.

Councilman Max Bishop: A black Democrat from the 65th District, deep in the heart of Freetown, Bishop is regarded as a smart, hardworking legislator who is constantly trying to improve conditions in his district. Unlike Reverend James Pick, the separatist racial agitator, Councilman Bishop is regarded as a positive influence in racial politics and a man to whom both sides in a racial dispute will listen. Bishop and Deputy Mayor Wilson are regarded by the civil rights community as a "dream ticket" for future mayoral elections.

Councilman Henry Chen: Henry Chen is the representative of the 51st District, which includes part of Chinatown. He has been on the HCCC for 22 years. He is usually quiet during council debates, but has a lot of influence behind the scenes when councilmen discuss issues privately. He is extremely pro-business and has done a lot to encourage industrial growth in the city.

COUNTY GOVERNMENT

Even though Hudson City and Stewart County are technically separate entities with separate governments, for all intents and purposes they are the same. However, there is a separate county government, the Board of Commissioners. It has very little power, except in one area: zoning and city planning are considered part of the county's portfolio, not the city's, an arrangement which is extremely frustrating to many City Councilmen. This gives the Board of Commissioners a lot of clout in certain situations. For example, if a new company wants to build a factory in Hudson City, it is up to the Board-controlled County Planner's Office to determine whether to grant the factory a zoning variance, which would lead to the creation of jobs but cause extra pollution. If the HCCC wants the factory, the Board can ask it for certain concessions in exchange for approving the County Planner's grant of a variance—in other words, one hand washes the



other. The County Planner, Clarence Ingold, loves being able to wield this sort of power. Some groups (such as the Mafia and Yakuza) consider him bribable, but there is no proof as yet that Ingold has actually taken bribes from anyone.

LAW ENFORCEMENT

The law enforcement community in Hudson City, like law enforcement everywhere, is made up of two "parts": the state law enforcement departments and the federal law enforcement agencies.

STATE LAW ENFORCEMENT

State law enforcement in Hudson City primarily means the Hudson City Police Department (HCPD), a force of approximately 18,000 officers plus another 7,000 clerical workers—far too few of both to handle the city's enormous crime problem.

STRUCTURE OF THE HCPD

The HCPD is organized in a simple five-tier system. At the very top of force is the Police Commissioner, who is appointed to his job by the mayor. The current Commissioner is Alexander Ringwald, who was appointed by Mayor Umstead when he took office.

**POLICE COMMISSIONER ALEXANDER RINGWALD**

13 STR 15 DEX 15 CON 13 BODY 13 INT
 15 EGO 18 PRE 12 COM 6 PD 4 ED
 3 SPD 6 REC 30 END 30 STUN

Powers and Skills: +2 Sight PER; Martial Arts (Police Self-Defense [Commando Training], Use Art with Tonfa); Acting 13-; Bureaucratics 13-; Combat Driving 12-; Criminology 14-; Deduction 12-; Disguise 11-; Gambling 8-; Lockpicking 8-; Security Systems 8-; Shadowing 11-; Stealth 12-; Streetwise 14-; WF: Small Arms, Tonfa; KS: The Law Enforcement World 14-; KS: Hudson City Underworld 12-; KS: City Government 11-; SC: Forensic Pathology 8-; Perk: Fringe Benefits: Police Commissioner of Hudson City, Local Police Powers, License To Carry A Gun; Perk: Well-Connected and 10 Contacts in city government, other law enforcement agencies, and the street.

75+ Disadvantages: Psychological Limitation: Devoted To The Force; Psychological Limitation: Perpetually Suspicious; Age (47); Distinctive Features: air of authority and command (easily concealed); Reputation 11- (police commissioner); Hunted: Card Shark 8- (Less Pow, NCI, Kill); Hunted by the media 11- (Mo Pow, NCI, Watching).

Notes: Police Commissioner Alexander Ringwald is a bold, confident man in his mid-40s. He started working with the HCPD right out of high school as a beat patrolman. His quick wits and sharp eye soon earned him promotions, and after seven years he found himself where he had wanted to be all along—the Homicide Squad. As a homicide detective, Ringwald worked some of the most horrifying cases in the city's history, and even had to go undercover a time or two to locate particularly dangerous killers, but he handled every job with skill and aplomb. The enemies that he made with his driven, no-nonsense working style were far outweighed by the cops and citizens who admired his hard work and the results he achieved.

After five years on the Homicide Squad, Lieutenant Ringwald was tapped for a promotion to Captain of the 26th Precinct, in one of the worst sections of the city. He continued to perform at his usual level, and after his sensitive handling of what could have become a nasty racial riot he was promoted to commander of the Fifth District. This position brought him to the attention of then-Councilman Graydon Umstead, who frequently consulted the hard-nosed career cop on police issues. When Umstead was elected mayor, he chose to get rid of the current commissioner, a reputedly corrupt man named Keith Green, and put Ringwald in his place.

As Commissioner, Ringwald is a tough but fair chief cop. He absolutely will not tolerate corruption, and earned some enmity in the department during his first few months by ruthlessly pursuing a number of officer he knew to be "on the take" until he got them convicted of taking bribes. However, unlike many commissioners, results matter more to Ringwald than appearances or "going by the book." This attitude has made him more tolerant of "vigilantes" than is good for him politically; some groups have accused him of being "soft on people who take the law into their own hands." However, he has not entered into any sort of "official arrangement" with any such vigilantes (though he can do so with the PCs if the GM wishes and they are relatively law-abiding, i.e., are Idealists and refrain from excessive use of force).

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Below the Commissioner's office the HCPD is divided into six Districts, each comprising about one-sixth of the city and the force. Each district is headed by a Commander who reports directly to Commissioner Ringwald, and has a District Headquarters located in one of the district's precinct headquarters.

The third tier is the Precinct level. There are 35 precincts, about six per district, and each one has its own precinct headquarters. Precincts are commanded by Captains, such

as Captain Jerimy Franklin of the Third Precinct (see *Champions Universe*, page 130, for Captain Franklin's character sheet). Captains report to their District Commanders. The number of men in a given precinct varies—there are more in Southside precincts, fewer in Northside precincts—but it is usually around 500 officers, plus clerical support staff.

The fourth level of command is the Lieutenant level. Each precinct has several lieutenants to see that the station runs smoothly on a day-to-day basis. Many of the men in the various detective squads (such as Homicide or Burglary & Robbery) are also lieutenants or sergeants. Lieutenants report to their precinct captains.

Sergeant is the last level of command, the one that takes care of things on the street. Theoretically, police regulations call for at least one sergeant to respond to every major call for assistance, but in practice there aren't nearly enough sergeants to go around. Sergeants Joe Kennedy (*Champions Universe*, pages 129-130) and Addie Parsons (*Normals Unbound*, pages 33-34) are good examples of HCPD sergeants.

Of course, below the sergeants are the men on the street, the officers themselves. Technically they are split up into ordinary "officers" and higher-ranking "corporals," but things do not always work out so neatly. First of all, a corporal is usually just an officer with a little experience and enough smarts to pass a fairly easy corporal's examination. Second, police regulations specify that the officer who first investigates a crime is in charge of the crime scene, regardless of his rank, until a lieutenant or captain appears, so an officer often ends up "in command" of a particular situation even though he is of low rank. Third, cream rises to the top, and smart cops will usually defer to whoever seems to be the most capable of handling a given situation, whatever his rank. HCPD officers generally ride in squad cars in groups of two. Officers Veronica Halstead and Patricia Garrett (*Normals Unbound*, pages 30-32) and Lisa Madison (*Champions Universe*, pages 129-130) are just a few of the cops, both good and bad, patrolling the streets of Hudson City.

SPECIFIC SQUADS

The following are a few examples of some of the specialized "squads" that the HCPD command has put together to deal with specific crime problems.

Burglary & Robbery: This squad deals with major thefts and burglaries, such as jewelry store robberies. Generally they are only called in if the take from the robbery is \$ 60,000 or more or if there are unusual circumstances surrounding the crime. The one type of case that they do not investigate extensively is bank robbery, which is the province of the FBI, but most B&R cops are always willing to help the FBI out.

Citywide Task Force (CTF): The CTF is an "elite" squad of cops with citywide jurisdiction—they can be called in anywhere at any time, and can follow the threads of an investigation across the city without having to check in with different precinct captains. Many of their investigations involve narcotics or organized crime. CTF cops are generally placed into three- or four-man teams.

Appointment to the CTF is regarded as a real "plum" for officers, not only because of the extra power (including the right to carry concealed weapons) but also because of the increase in pay and prestige. However, there are more than a few rumors about some of the Force's unorthodox practices, including everything from vigilante-style beatings of criminals to actually taking bribes or conspiring with criminals.



SERGEANT FAITH PADRUSKI

12 STR 17 DEX 16 CON 12 BODY 13 INT
12 EGO 15 PRE 12 COM 6 PD 5 ED
3 SPD 7 REC 35 END 32 STUN

Powers and Skills: +2" Running; Martial Arts (Police Self-Defense [Commando Training], Use Art with Tonfa, +2 DC); Bureaucratics 8-; Combat Driving 12-; Concealment 12-; Criminology 13-; Deduction 12-; Forgery 8-; Interrogation 12-; Shadowing 11-; Stealth 13-; Streetwise 14-; WF: Small Arms; KS: The Law Enforcement World 12-; KS: Hudson City Underworld 12-; CK: Hudson City 11-; +3 with Martial Arts; +2 with .40 S&W Pistol; Perk: Fringe Benefits: Local Police Powers, Concealed Weapon Permit; Perk: Well-Connected and 12 Contacts on the street.

75+ Disadvantages: Policeman Package Deal Bonus; Psychological Limitation: Willingness To Dispense A Little "Curbstone Justice;" Psychological Limitation: Subject To Chain Of Command; Distinctive Features: cop (easily concealed); Reputation 11- (renegade cop) (limited group—the CTF); DNPC (young daughter, normal, 8-); Hunted by Castillo-Vohorques cartel 8- (Mo Pow, NCI, Kill).

Notes: Sergeant Faith Padruski is a member of the CTF and is also the HCPD's citywide female martial arts champion of 1990 (she hasn't competed since). She does her job well—so well, in fact, that certain members of the Castillo-Vohorques cartel want to kill her because she busted one of their biggest cocaine rings a while back. However, Sgt. Padruski is not all sweetness and light—she has a reputation among the CTF as a "renegade" cop who likes to dish out a little "curbstone justice" when she feels the situation calls for it. After all, she reasons, it saves the city a few bucks and probably does more to teach the punk a lesson than a joyride through the court system would. Her CTF partners don't really mind this attitude, but some corrupt CTF cops may use it against her if they ever come into conflict.

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Homicide: Homicide is also a relatively prestigious assignment, because it only recruits cops who are known to be intelligent and quick thinkers. Most Homicide detectives have college degrees; some of the best-known ones include: Sergeant Theron Long, an expert on cult murders and ritual killings; Lieutenant Maryann Stuart, a media darling because of her heroic rescue of three elementary school students from a deranged hostage-taker in April 1990; Lieutenants Blake and Christopher Squires, twin brothers known for their reckless style of investigation; and Sergeant Christian Cliffsen, who captured the infamous serial killer Vincent Scoria.

Internal Affairs Division (IAD): The cops all the other cops love to hate. IAD is responsible for investigating departmental corruption and wrongdoing. They also investigate any incidents in which a policeman shoots someone.

Organized Crime Task Force (OCTF): Similar to the CTF but with a more limited focus. OCTF officers are required to have college degrees, and almost all of them speak at least one foreign language. The OCTF is headquartered downtown at the main police headquarters in Courthouse Plaza; it is organized into "desks" which are responsible for a particular type of organized crime or organized crime group (such as the Russian Mafia desk, the Marcelli Family Desk, the Vietnamese Gang Desk, and so forth). This unit is much more high-tech than most other units, and all members are computer literate. The OCTF often works jointly with the Hudson City FBI office's Organized Crime Section.

Special Weapons And Tactics (SWAT): The HCPD's heavy-weapon "commando" team, designed to deal with terrorist and hostage situations. Team members are all highly-trained combatants, ready to lay down their lives for the people of Hudson City.

LIEUTENANT FRANK GUERRINI

18 STR 18 DEX 18 CON 15 BODY 15 INT
15 EGO 20 PRE 10 COM 8 PD 7 ED
4 SPD 8 REC 40 END 45 STUN

Powers and Skills: +3" Running; +2" Superleap; +2" Swimming; Martial Arts (Commando Training, +2 DC); Climbing 13-; Demolitions 12-; Interrogation 13-; Languages: Italian, Vietnamese (basic conversation, English is native); Mechanics 11-; Paramedic 8-; Security Systems 8-; Shadowing 11-; Stealth 14-; Streetwise 13-; Survival 11-; Tactics 14-; Tracking 12-; TF: Boats, Motorcycles, Parachuting; WF: Small Arms, Knives, Grenade Launchers, Man-Launched Missiles, Heavy Machine Guns; KS: The Law Enforcement World 12-; KS: The Military/Mercenary/Terrorist World 12-; CK: Hudson City 12-; +3 vs. Range, all attacks; +2 with Colt .45; +3 with sniper rifle (GM's choice which type); +1 with Commando Training; Perk: Fringe Benefits: Commander of HCPD SWAT Team, Local Police Powers, Concealed Weapon Permit.

75+ Disadvantages: Policeman Package Deal Bonus; Psychological Limitation: Casual Killer; Psychological Limitation: Subject To Chain Of Command; Distinctive Features: SWAT cop (easily concealed); Reputation 11- (uses excessive force); DNPC (ex-wife whom he still secretly loves, normal, 8-); Hunted by the media 8- (Mo Pow, NCI, Watched).

Notes: Lieutenant Frank Guerrini is the commander of the HCPD SWAT Team. He is a tough, no-nonsense cop who speaks in blunt, clipped phrases that do little to endear him to those who value tact and diplomacy, but he gets a lot of respect and loyalty from his men. He is a former Marine sniper who served in Vietnam with distinction. However, his sniper training has given him a callous disregard for the lives of his "targets," and his most frequent response to most SWAT situations is to shoot the perpetrators. This use-of-force "policy" has gotten him in trouble many times and leads the media to keep a close eye on him.

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Vice & Narcotics: The V&N squad, known as the "Vinnies," is responsible for investigating vice crimes (such as gambling and prostitution) and drug crimes. It is split into "vice" and "narcotics" sections; narcotics is considered the more prestigious assignment. Many drug cops are rumored to be corrupt, but a major investigation of the squad did not turn up anything.

Vigilante Activities Investigation Squad (VAIS): If the GM wants the HCPD to be extremely antagonistic towards vigilante crimefighters, he can establish a Vigilante Activities Investigation Squad, whose job is to track down and apprehend such lawbreakers. Since the VAIS will probably be an important factor in a *Dark Champions* campaign, the GM should prepare a detailed description of the squad's members and tactics to refer to during games.

Youth Crime Task Force ("the Y"): Sergeant Addie Parsons (*Normals Unbound*, pages 33-34) created and commands this small group of officers, whose job is to target youth crime (mainly street gangs) and hopefully stop some of the kids from becoming hardened criminals. Successes so far have been few, but that doesn't stop the dedicated "Y" cops from continuing to try to help the city's troubled juveniles.

NOTABLE LOCATIONS

Police Headquarters: Hudson City Police Headquarters is a large, ten-story building (plus a basement and three subbasements) on Courthouse Plaza. It includes not only the Commissioner's office and other administrative offices, but temporary holding cells (on the tenth floor) and the coroner's office (see below). The "basement" level is mostly a parking deck but does include some storage areas and the shooting range.

Evidence Depository and Armory: On the second and third subbasement floors of Police Headquarters is the HCPD's Evidence Depository (where evidence is carefully catalogued and stored, awaiting its "owner's" trial). Also on the third floor is the HCPD Armory, which contains not only the Department's standard arsenal but riot gear and all sorts of firearms seized from criminals and no longer needed for evidence. These floors are extremely secure, of course, but there is one way in that has been hidden for years: a door from the Armory into the sewers, which has been bricked up from the Armory side ever since the Armory was built.

The coroner's office and HCPD Criminalistics Laboratory: The Office of the Chief Medical Examiner (CME) of Hudson City is located on the first subbasement floor. It includes both the City Morgue and operating rooms for autopsies. Right next door is the HCPD Criminalistics Laboratory. These labs are sophisticated (+2 to Criminology and Forensic Medicine rolls), but cannot handle all of the HCPD's work, so some of it is referred out to the State Bureau of Investigation laboratories elsewhere in the state. Some work is also taken to the FBI labs, where there are some kinds of equipment that the city does not have. The CME of Hudson City is Dr. Gunther Buncombe; the head of the Criminalistics Laboratory is Dr. Samantha Ferrell-Taft. Both are skilled professionals who are well-regarded in their respective fields.

OTHER STATE LAW ENFORCEMENT AGENCIES

The Stewart County Sheriff's Department: Technically, Hudson City and Stewart County law enforcement is handled by two separate agencies, the HCPD and the Stewart County Sheriff's Department (SCSD). But since Hudson City includes all of Stewart County, the sheriff's office is effectively superfluous, so it is a very small department for a city as big as Hudson City. The SCSD's main duties are running the Longview Correctional Center and providing backup for the HCPD in certain situations. The sheriff is elected for an eight-year term. The current Sheriff of Stewart County is Daniel Forsyth.

The State Bureau Of Investigation: The SBI is located elsewhere in the state, far away from Hudson City. However, it is an extremely competent agency and is often called in to help the HCPD with difficult or politically sensitive cases.

POLICE CORRUPTION

Like any major city, Hudson City has its share of police corruption. Compared to past times, the modern HCPD is much "cleaner," but there are still quite a few officers who will take bribes from criminals to look the other way or to go after their rivals. Often this bribery takes the form of a "pad," where the money is collected monthly and split among all the officers in a squad or precinct proportionately to rank (i.e., a beat cop gets one share, a corporal two shares and so forth). Of course, this requires the cooperation of the entire precinct (or at least a substantial part of it), so it is uncommon.

A more common occurrence is bribes given in a particular situation by an arrested criminal to the cops who arrested him, to get them to let him go. Narcotics cops are especially susceptible to this form of bribe because of the enormous amounts of cash involved in the drug trade ("Look, that suitcase over there is full'a cash. Lemme go and you c'n keep it"). Cops in Chinatown and Little Italy are also likely to receive more bribe offers than normal.

FEDERAL LAW ENFORCEMENT

The United States government also has a strong law enforcement presence in Hudson City. All major enforcement branches of the Departments of Justice and the Treas-

ury have large offices in the city, located in the Federal Building right next to the federal courthouse on Courthouse Plaza. The Federal Building, a large fifteen-story structure, also includes the offices of many other federal agencies (such as the Equal Employment Opportunity Commission, the Internal Revenue Service and the Social Security Office).

By far the largest federal law enforcement agency in Hudson City is the FBI, which has several hundred agents stationed in the area. Its Organized Crime Section stays particularly busy. It also maintains an advanced criminalistics lab (+3 to Criminology rolls) which often works closely with the HCPD Criminalistics Lab. The head of the Hudson City FBI is Special Agent Cameron Cozort. Special Agent Chet Carlyle (*Champions Universe*, page 132) is a good example of one of the office's Special Agents. (With minor changes, S.A. Carlyle's character sheet can also be used as a "generic" sheet for other federal agents.)

The Drug Enforcement Administration also has a lot of agents in its Hudson City office. Many of them are trained undercover agents who try to infiltrate drug rings and make "controlled purchases" of illegal drugs, which is usually enough to build a solid case against an entire drug conspiracy. They usually go after large drug-dealing operations, because federal law only punishes drug distribution or possession with intent to distribute, not simple possession. There is also a small group of about half a dozen Oriental DEA agents who work specifically in Chinatown trying to stop the heroin trade. The head of the Hudson City DEA is Special Agent Walter Kowalski.





FEDERAL LAW ENFORCEMENT CORRUPTION

Federal law enforcement is subject to corrupting influences just like the HCPD, but has a far lower percentage of corrupt agents, for several reasons. First, many federal agents did not grow up in Hudson City, and as newcomers are less likely to have "friends" on the "other side of the law." Second, federal agents can be transferred to other offices in order to prevent corruption. Third and most important of all is the extremely high level of professionalism shown by most federal agents. Not all of them are knights in shining armor—for example, an ex-FBI agent named Ryan Mitchell is said to be working for the Marcelli Cosa Nostra family—but most of them are very devoted to their duty.

THE JUDICIAL AND PENAL SYSTEMS

THE COURT SYSTEM

Like law enforcement, the criminal court system is divided into two parts: the state courts and the federal courts.

STATE COURTS

The state criminal court system has four levels. At the lowest level are three "specialty" courts: Juvenile Court (for offenders who are under 18 and who are not tried as adults because of the seriousness of their crimes), Domestic Court (primarily a civil court deciding divorce and child custody disputes, but also with jurisdiction over domestic assault cases) and Traffic Court (for traffic offenses).

The next level is District Court, which is where most misdemeanors and petty offenses are heard. District Court is also the court to which dissatisfied parties from the specialty courts appeal.

The next level, and the one which is most important for *Champions* PCs, is Superior Court. This is where felony cases are tried, and where District Court verdicts are appealed. Judge Joseph Simpson (*Normals Unbound*, pages 34-25) is a good example of a Superior Court judge. For more information on conducting game-world trials and other scenarios involving the law and legal subjects, refer to *DC*, Chapter Two.

The level above the Superior Court is the Court of Appeals, where Superior Court cases can be appealed if necessary. Like District and Superior Court judges, Court of Appeals judges are chosen by the governor and confirmed by the State Legislature, and hold office for life (or until they retire or are impeached for misconduct). The Court of Appeals is organized into several "divisions," each of which covers a part of the state. The Court of Appeals for Division Seven sits in Hudson City.

The highest level of the state's judicial system is its Supreme Court, which is the court of last resort for most state cases. The Court's justices hear only a few hundred cases each year, most of them of major importance. The Supreme Court does not sit in Hudson City, it sits in the state's capital.

The Hudson City state courthouse is an enormous building which occupies most of one side of Courthouse Plaza,

located at 100 Centre Street. The bottom floors of the building are mostly administrative offices; the specialty, District and Superior Courts sit on several of the upper floors. The very top floor contains temporary holding cells for prisoners who are awaiting the day's trials. In front of the building is a magnificent statue of blind Justice done by the famous Italian artist J. Piero Grinyi.

Some Hudson City Judges

Judge Simpson is not the only judge in Hudson City, of course. Here are a few of the more notable ones:

Judge Rennie Purcell (District Court): Judge Purcell is the oldest and most experienced judge in the Hudson City courthouse. Although he hears fewer cases these days than the other judges do, he more than makes up for it with the advice and assistance he is able to offer other judges. His knowledge of the Hudson City legal community and the Hudson City underworld are both legendary.

Judge Sterling Keller (Superior Court): If ever there was a man who didn't live up to his name, that man is Judge Sterling Keller. He is about as dirty and corrupt as they come, and it is only through luck and the assistance of powerful "friends" in the Mafia that he has avoided impeachment and prosecution until now. In the past he has consorted with organized crime figures, taken bribes to throw cases, and committed similar breaches of judicial ethics and the law. Except for the fact that they both hate vigilantes, he and Judge Simpson agree on nothing; they are bitter enemies who have almost come to blows more than once.

Judge Celeste Austin (Domestic Court): Judge Austin is the judge who is primarily responsible for the change in the law which allowed Domestic Court judges to hear domestic assault cases. She is well-known for the severe sentences which she gives to men accused of battering their wives or parents accused of neglecting or abusing their children.

Judge Paul Trevor (Superior Court): Judge Trevor has a reputation as a brilliant legal scholar and a firm but fair jurist. With the help of his secretary, Eve, he has also become known as one of the most prepared and well-read judges on the court. He is talented enough that he should probably be a judge on the Court of Appeals or Supreme Court, but political enemies have kept him from gaining such an appointment.

Judicial Corruption

As the description of Judge Keller makes clear, Hudson City is no stranger to judicial corruption. Among the dozens of state judges which work in the city, several of them are rumored to be "for sale" or otherwise willing to compromise their position. A few of these judges work hand-in-hand with certain corrupt cops in the interest of mutual profit.

The Stewart County District Attorney's Office

The DA's office is responsible for the prosecution of all state crimes committed in Stewart County. The District Attorney, Alvin Kimbrell, and his staff of Assistant District Attorneys decide which cases should be brought before the grand jury for indictment, and what crimes each criminal should be charged with. District Attorney Kimbrell's office is generally regarded as being competent and efficient (at least, as efficient as a state prosecutor's office can be).

THE FEDERAL COURT SYSTEM

A description of the entire federal court system is beyond the scope of this book. The federal court located in Hudson City is composed of twelve District Judges: Chief Judge Allen Bates; Judges Conrad D'Angelis, Margaret Gold, Garrett Andretti, Albert Knox, Melinda Foster, John Burbage, Calvin



Blalock and Edward Pepper; and Senior Judges Roberta Dawes, Lyle Warriner and Harlan Younce (Senior Judges are semi-retired). There are also four Magistrate Judges: Bruce Gathers, Lloyd Stern, Andrea Zodie and George Fletcher. Magistrate Judges generally deal with civil motions and other "minor" matters to assist District Judges. The Clerk of Court is Walter Shannon. There has never been even a hint that any of the Hudson City federal judges are corrupt.

The Office Of The United States Attorney

The United States Attorney is the federal equivalent of the District Attorney, and has a similar staff and duties. The U.S. Attorney for the federal district encompassing Hudson City is Adrienne Mazurek.

THE CORRECTIONS SYSTEM

Like the judicial system, the penal system in Hudson City is split between the state and federal systems.

STATE CORRECTIONS

There are five correctional facilities in or around Hudson City which might have an impact on game campaigns.

Longview Correctional Center: Longview Correctional Center (LCC) is a jail, that is, a correctional facility used to detain arrestees awaiting trial or convicted criminals who have received relatively short sentences. Criminals with long sentences (more than about six months to a year) usually go to one of the prisons listed below; juveniles go to Juvenile Offenders Correctional Hall (see below).

LCC is located on the coast of Hudson City between 12th and 16th Avenues; two thick 20-foot high walls topped with concertina wire and manned guard towers keep the prisoners from escaping. It is a large, three-story facility built in the shape of a square cross (hence, getting sent to Longview is referred to on the street as "being crucified"). The wings of the building are where prisoners are kept, and the central hub contains administrative offices, the dining hall and classrooms. The areas between the wings are filled with other buildings (the motor pool, the laundry, workshops and so forth) or recreation yards. Convicted criminals and pretrial detainees are kept strictly segregated from one another at all times. LCC holds both men and women, and is segregated by gender as well.

Stewart County Sheriff Daniel Forsyth is the man in charge of operating the jail. There is also an on-site commander, Captain Jerry Cole, who is Sheriff Forsyth's right-hand man and commands in his absence. Below Captain Cole are several Lieutenants, and below them are Sergeants (who command various cell blocks by shift) and Correctional Officers (i.e., ordinary guards). LCC guards

are never armed, but in the event of an "incident," i.e., a riot or an attack on a guard (both of which are fairly frequent), the guards can obtain weapons from the armory in the hub. There is also a special Crisis Response Team (similar to a SWAT team but with smaller weapons) on duty at all times and ready to respond instantly in the event of an emergency.

Juvenile Offenders Correctional Hall (JOC): Usually known as Juvenile Hall or "Joke" (from its initials), this facility is the jail for juvenile offenders. Most juveniles are not sentenced to more than a year here, but in any event by law a juvenile cannot be confined here past his eighteenth birthday—in other words, no matter what he did, the day he turns 18 he is released. This is why particularly vicious juvenile criminals are tried as adults, who serve their full term (or as much of it as overcrowding will allow). The JOC is located at the intersection of N. Jefferson Street and 8th Avenue.

Oldemyer Prison: This state prison, located several miles from Hudson City, is for minimum and medium custody prisoners — those inmates who are not considered to be especially dangerous or an escape risk.

Stewartsburg Penitentiary: "The Stew" is the maximum-custody prison nearest Hudson City, so most of the city's worst criminals go there. It is also the location of the state's "Death Row."

Toddberry Asylum: Named after a famous 19th-Century psychiatrist, Toddberry Asylum (or, more correctly, the Toddberry Hospital for the Criminally Insane) is where criminals with severe psychological problems are kept. Of course, many (if not most) criminals have psychological problems, but Toddberry Asylum holds the worst and most severely disturbed ones, such as many sexual offenders or felons suffering from deep schizophrenia. Some of its most famous inmates include Frank Cornell, the arsonist; Raymond "Eyekiller" Dunnagan, who assaulted people and drained the fluid from their eyes with a syringe; Jackson DeVere, the lawyer turned serial killer who nearly won his own acquittal at trial; Vincent Scoria, another infamous serial killer; and the cannibalistic Hale twins, Karen and Jerry. Toddberry Asylum is located several miles west of Hudson City on the outskirts of suburb of Rockwell.

FEDERAL CORRECTIONS

There is only one federal prison near Hudson City, the Federal Correctional Institution at Farmingdale, about twenty miles south of the city. However, federal inmates are transferred frequently, so someone sent to Farmingdale might only spend a few weeks or months there before being sent to FCI: Milan, Michigan, FCI: Ashland, Kentucky, FCI: Atlanta, or any one of many other federal prisons throughout the country.

LIFE IN HUDSON CITY

THE SUBCULTURES OF THE CITY

This section describes some of the many subcultures, or "worlds" or "scenes" as they are sometimes referred to in gaming slang. These descriptions mostly reflect general knowledge, or information that could easily be obtained if necessary, not the in-depth knowledge available to characters who are members of these subcultures. Advanced knowledge of a subculture can be bought as a Knowledge Skill (such as KS: The Martial World or KS: The Hudson City Political Scene).

THE ACADEMIC WORLD

Given that many gamers are students of one kind or another, PCs who are students in their Secret Identities are relatively common. This subsection describes the options available for secondary and collegiate education in Hudson City.

UNIVERSITIES AND COLLEGES

In addition to about a dozen small community colleges and technical schools, Hudson City is home to three major institutions of higher learning: City College, Hudson City State University (HCSU) and Hudson City University (HCU).

City College: City College is located on the Southside, at the intersection of Day Avenue and S. Jackson Street. It is the smallest of Hudson City's three major colleges (undergraduate enrollment of about 10,000), and is the only one of them which is primarily a minority institution (in part because of its location). About 70% of the undergraduates are black or other minority group members.

With its relatively low tuition, flexible class scheduling and community outreach programs, City College has helped many people who never would have gone to college obtain a degree and become "free of Freetown," as many Hudsonites would say. It is well-known for its emphasis on teamwork and community (such as its acclaimed Peer Study Group program, in which freshmen and sophomores are required to belong to a regularly-scheduled study group). City College also offers about a dozen different courses of post-graduate study.

City College's mascot is a ram. Its colors are royal blue and white.

Hudson City State University (HCSU): Hudson City's second-largest college is HCSU, whose campus is located at the intersection of First Avenue and N. Jackson Street. It has an undergraduate enrollment of about 15,000. Its programs in Engineering and Philosophy are especially well-regarded, and it also has a business school, law school, medical school and large selection of graduate degree programs. Its mascot is the catamount, and its colors are dull gold and grey.

Hudson City University (HCU): Hudson City's largest university (18,000 undergraduates) is also its oldest, having been founded in 1818 by Sebastian Mays, a prosperous merchant of that era. It has since become a public university, and today is located at the intersection of Fourth Avenue and N. Lincoln Street. Its undergraduate program is generally ranked in the top 50 in the country, and it has a full complement of graduate and business schools. Its mascot is the Pioneer, and its colors are scarlet and blue.

Prominent Scholars Of Hudson City

There are many skilled scholars living in Hudson City, but several may be of particular interest to *Dark Champions* PCs because of their field of expertise and reputation. They include:

Dr. Seth T. Coine: Doctor Coine teaches at HCU, lecturing both to undergraduates and business school students. He is an expert at Human Resource Management and is the author of the bestselling financial guide *How To Invest In Hospitals And Health-Care Organizations And Why*. His work has exposed him both to Hudson City's business community and to its social services agencies and their clients, and he knows a lot of people throughout the city. He is married and the father of three.

Doctor Alice Estes: Professor Estes is a faculty member at HCSU and at both of the city's law schools. She has a Ph.D. in Criminology and a law degree, and is an expert on criminology and criminal law. She is also a former Stewart County Assistant District Attorney. Her opinions about vigilante crimefighters are unknown.

Doctor Ginny Hernandez: An expert physicist who teaches at HCSU and City College. She is rumored to have worked on nuclear bombs and other important high-tech weapons projects for the federal government (these rumors are true).

Doctor Robert Perrine: Doctor Perrine is a talented engineer who teaches at City College. He has done freelance engineering work for the city and several major architectural firms in the region, and knows a lot about Hudson City's infrastructure.

Doctor Suhail Ravnashaputra: "Professor R," as he prefers to be called, is one of the most popular profs at HCU. He teaches psychology to undergraduates and psychiatry to medical students (he has both a Ph.D. and an M.D.). He is a friendly man who is always willing to try to help people. He has conducted studies of (among other subjects) the psychology of serial killers and rapists, police psychology, and megalomania (delusions of grandeur). He is a consultant for the FBI's Behavioral Sciences Unit for serial killer cases and similar murders.

HUDSON CITY HIGH SCHOOLS

Here is a list of the major high schools in and around Hudson City (there are also many smaller high schools). Each of these schools tends to have enrollment of 1,500 or more (except for the private schools, which are smaller). Each school is listed with its mascot and school colors. In most cases the name of the school indicates roughly where it should be located; GMs can come up with exact locations for any of the schools on their own.



None of these schools is 100% safe. The general rule is that Southside schools are much more dangerous than Northside schools. Southside schools usually have guards in the corridors and metal detectors at the doors. Some Northside schools take these precautions as well.

CITY HIGH SCHOOLS

Name Of School	Mascot	Colors
Caldwell	Comets	Red & Orange
Carter	Mustangs	Dark Green & White
Central	Knights	Blue & Silver
Daniels	Wolves	Grey & White
Eastern	Spartans	Gold & White
Eastwood	Tigers	Orange & White
Freetown	Red Raiders	Red & White
Gibson	Grizzlies	Silver & Black
Hayes	Phantoms	Grey & Blue
Jackson	Falcons	Purple & White
Langley	Jaguars	Gold & Black
Northeastern	Cardinals	Scarlet & White
Northern	Golden Eagles	Gold & Brown
Northwestern	Ravens	Black & White
Riverside	Buccaneers	Gold & Blue
Southeastern	Bulldogs	Dark Blue & White
Southern	Gators	Green & White
Southwestern	Apaches	Red & Gold
Upton	Warriors	Green & Black
Western	Redhawks	Red & Black

SUBURBAN HIGH SCHOOLS

Name Of School	Mascot	Colors
Andrews Heights	Kings	Blue & White
Arcadia	Panthers	Red & White
Cambria	Thunderbirds	Red & Grey
Clifton	Tornadoes	Burgundy & White
Harrington	Lions	Light Blue & White
Hudson Beach	Sharks	Light Blue & Green
Maple Valley	Minutemen	Dark Blue & White
Northdale	Eagles	Crimson & White
Rockwell	Spiders	Black & Gold
Rome	Chiefs	Red & Black
Southport	Hornets	Yellow & White
Stewartville	Giants	Purple & White
Willowford	Pirates	Gold & Purple

PRIVATE HIGH SCHOOLS

Name Of School	Mascot	Colors
Ashwood-Tate		
Day School	Hawks	Blue & White
Bremerton Christian		
Academy	Crusaders	Red & White
Hudson City		
Day School	Bengals	Orange & Black
New Hope Friends		
School	Cyclones	Blue & Red

THE DIPLOMATIC SCENE

As a major commercial and industrial center, Hudson City has a thriving diplomatic community. Most major nations have embassies or consulates in the city; most of them are located along 4th Avenue between N. Adams Street and the waterfront, an area sometimes known as "Embassy Row." People involved with diplomatic work (trade representatives, government officials, and the like) can expect to be invited to at least one reception or party a week, each one celebrating some important event or holiday in the host embassy's nation. Many diplomats are also involved in the Espionage World (see below).

THE ESPIONAGE WORLD

That which attracts diplomats often attracts their darker brethren, spies and intelligence agents. Spies in Hudson City are generally after economic or industrial data, but may be trying to learn about government research projects or nearby military facilities (see below).

SAYID EL-GHAZALI

10 STR	15 DEX	13 CON	13 BODY	20 INT
13 EGO	13 PRE	10 COM	5 PD	4 ED
3 SPD	5 REC	26 END	25 STUN	

Powers and Skills: Martial Arts (Karate); Acting 12-; Bribery 8-; Bugging 8-; Bureaucratics 13-; Computer Programming 13-; Conversation 14-; Deduction 13-; Forgery 8-; Gambling 11-; High Society 12-; Language: English (fluent conversation, Arabic is native); Persuasion 12-; Stealth 12-; Streetwise 12-; WF: Small Arms, Knives; KS: The Espionage World 13-; KS: The Hudson City Diplomatic Scene 11-; KS: World Politics 11-; SC: Physics 13-; PS: Spy 11-; PS: Researcher 11-; Perk: Fringe Benefit: Diplomatic Immunity.

75+ Disadvantages: Psychological Limitation: Islamic Fundamentalist; Psychological Limitation: Hates America (and other Western nations); Distinctive Features: Arabic (easily concealed); Hunted by the FBI Counterintelligence Section 8- (Mo Pow, NCI, Watching); Secret Identity (is a Libyan spy).

Notes: Sayid el-Ghazali, an Arabic man in his early thirties, works in a high administrative position at the Libyan Embassy in Hudson City (and as such is entitled to full diplomatic immunity). Secretly he is a spy for the Libyan government. His primary focus is on scientific data relating to computers and nuclear weapons, but occasionally he is given other assignments. In his cover identity he is affable and politely talkative—the perfect diplomat—but secretly he hates all Westerners, particularly Americans, and loves the fact that he is working to bring about their downfall.

THE MARTIAL WORLD

Most of the dangerous people on the streets of Hudson City are the ones carrying guns and knives, but a few of them are armed with nothing but their fists. The Martial World is alive and well in Hudson City, with everything from basic Karate and Kung Fu to unusual styles such as Pentjak-Silat and Muay Thai being taught and/or used. Obviously, many practitioners of the martial arts live in the Chinatown area, but there are many others in the rest of the city as well.

In addition to fighting martial arts villains such as Green Dragon and Dragon Master, *Dark Champions* PCs may also interact with martial arts figures in many other ways, such as student-teacher relationships or tournament situations (the annual Hudson City Fighting Arts Tournament is always a big event). Some of the best-known dojos and martial arts teachers in Hudson City include:

The Black Cobra Dojo: This school, located in Chinatown, has a reputation for turning out tough, skilled students who tend to use their martial abilities in bullying ways. The Black Cobra himself, real name unknown, may be involved in tong criminal activities.

Stacey Summers: Stacey is detailed in *Normals Unbound*, pages 68-70. At her dojo, known as Karate Unlimited, she teaches kenjutsu, karate, and basic self-defense classes. Her fees are low, and the quality of instruction is high, so she always has lots of students (but still has trouble making ends meet from time to time). Karate Unlimited is located on a small side street off of South River Drive; Stacey has dreams of opening up several more dojos around the city, if she can get the money. (Note: obviously, if the GM wants to use Stacey Summers in a non-superpowered campaign, her



association with The Champions must be removed from her background. Some sort of relationship with one or more vigilante PCs and/or with the HCPD could be substituted instead.)

Zhu Hsaio: Zhu Hsaio, an old, inscrutable Chinese man, is practically a stereotype from a martial arts movie. He teaches at a small, unnamed dojo in Chinatown. He expects absolute obedience from his students, but in return can teach much about kung fu and several other Chinese martial arts. His assistant, a young man named Stephen Chase, is friendlier but no less hard on the students.

THE MERCENARY WORLD

In the world of *Dark Champions*, there is a much greater need for mercenaries and other professional soldiers than there is in the "real" world. As a result, a thriving mercenary underground has sprung up to help prospective employers (such as spies, criminal groups, unethical corporations, and various military organizations) meet prospective employees. The following locations are some of the best places that one can make contact with mercenaries in Hudson City:

Faces: A posh dance club/topless bar which is reputedly owned by the mysterious assassin Tim G. Gersh. It is located near the Juvenile Offenders Correctional Hall, on the edge of the commercial district. Many businessmen like to "unwind" here after a hard day at work, unaware that deals of a much more sinister sort than the ones they're used to are taking place nearby.

Hannigan's Waterfront Dive: The name says it all—this bar is a dive, pure and simple, but the cheap beer attracts a lot of unusual people, including mercenaries. Hannigan's is located on the waterfront between South River Drive and Day Avenue.

The House Of Cards: A brothel and underground casino run by Card Shark. It is located in an "abandoned" warehouse in the Pierpoint district. Since Card Shark often hires mercenaries himself, he found it convenient to use one of his businesses as a mercenary market. Employers making deals here must pay Card Shark a commission of 2% of the hiring price, but are assured of complete security and the use of the House's "services."

Jason Devon Memorial Coliseum: A lot of mercenaries like to meet their employers at this sports complex. Usually the meetings and negotiations take place in the corridors or other secluded areas, not in the arena itself, where there are too many people that could overhear. This method is only used by mercenaries with such a reputation for skill and professionalism that they can dictate the location of the meeting to prospective employers.

The Jackhammer: A fairly trendy dance club near LeMastre Park. How this nightspot developed into a mercenary meeting place is unknown, but according to underworld rumor many of the mercenaries looking for work here are among the best. Others just like to think they are.

Krazy Karl's: Like Hannigan's, this is also a bar, but a much better one. It is located near the Centre Street Circle. The owner, Karl Jorgenson, is a former merc with a lot of contacts in the Military/Mercenary/Terrorist World and the Espionage World.

THE MILITARY WORLD

The American military touches several aspects of life in Hudson City.

Military Bases: There are several military bases in the vicinity of the city. Wendover Air Force Base is the closest; it is about 100 miles north of the metropolitan area. Fort Houke, an Army base, is about 300 miles southwest. Various U.S. Navy ships are usually in

port at Hudson City at any given time for repairs, and other ships will be under construction at the Hudson City Shipyards. Several waterfront bars and other establishments (not to mention the businesses along The Strip) cater to visiting military personnel.

Military research projects: Many businesses in Hudson City, such as Fordham ChemTech and Henderson Electronics, engage in military research. Fordham, for example, is said to be working on a new, lighter type of body armor for the Army. On occasion these industries' work is the target of spies or thieves.

National Guard and Armed Forces Reserves: Hudson City is home to units of the Reserves of the various armed forces. These Reserves are sometimes called out to assist the National Guard in times of crisis, such as natural disasters or riots.

Hudson City has three armories for use by the National Guard and Reserves. The first is located near the city waterworks (Parsons Avenue and Centre Street). The second is on the southern riverfront near the Adams Street Bridge. The third and smallest one is in the Irishtown-Worthington area.

THE MYSTIC SCENE

In a completely non-superpowered campaign, there of course won't be any such thing as "real" magic. However, since some GMs may want to include mystically-oriented plotlines in their campaigns (or plotlines revolving around charlatans who try to make people think they have magic powers), here is a brief description of things mystic in Hudson City.

MEDIUMS, PSYCHICS, WITCHES, AND WIZARDS

Some of the mystically-powered people living in Hudson City include:

From *Normals Unbound*: Any of the characters from the "In The Shadows" chapter of *Normals Unbound* would be suitable as mystic NPCs in Hudson City. Some specifics:

Lynda Crighton's bookstore, the Nightingale Bookery, is located at the intersection of South River Drive and Garrison Street, on the edges of Chinatown.

"Crystal" Claire Vosser's fortunetelling shop is located on Coleman Avenue between S. Jackson Street and S. Madison Street.

From *Shadows of the City*: The characters from the "Street Magic" scenario can easily be used in Hudson City (especially if the scenario itself is used also). The Eye of Ra can be found in the Dinneson Anthropology Building at HCU. Ashburn Acres cemetery should be located on eastern edge of Irishtown, and The Lair is deep beneath the neighborhood of Worthington.

T. Clark Forbin: Mentioned briefly in the *Enemies* section, Forbin is a member of the International Consortium for Execution (ICE). He usually works in the southern United States and Caribbean, but has spent considerable amounts of time in Hudson City in the past. Some believe him to be a vampire (because of his murder victims' blood loss), and this belief is correct. For Forbin's statistics, use the character sheet for Iggy the Vampire (*Normals Unbound*, pages 42-43), but make him more powerful, more experienced and utterly ruthless.

The Raven: Mentioned briefly in the "History" section, the Raven was Hudson City's first "costumed hero" back in the 1920s and '30s. In addition to his "crimebuster" skills, he was also a mystically-sensitive person who could detect the presence of spirits, foretell the future using a special deck of cards called The Raven's Tarot, and so forth. If he is still alive he would be an excellent source of information on arcane and occult lore, as well as a possible ally for the PCs in some situations.

MYSTIC ARTIFACTS IN HUDSON CITY

Here are a few mystic artifacts which are located in the city:

The Codex of D'Garanth: A tome of wizardry penned by a mighty sorcerer of the past. It is part of Stephen Pierce's collection (*Normals Unbound*, pages 40-41). Most of it concerns demonology, though the summoning rituals seem much more powerful than the spells of banishment...

The Demon Crystal: Built into one of the stained glass windows in one of the oldest Catholic churches in Hudson City is a small, sapphire-blue crystal which contains within it a powerful demon. The crystal was placed there by the window's creator for reasons that are unknown (as is the crystal's very presence). He who holds the Demon Crystal in his clenched fist and calls forth the demon may summon it and compel its service—but only three times. Thereafter the demon will be free to do as it pleases.

The Medicine Pouch of Chief Wam-pag-nun: Wam-pag-nun was the chief of a tribe of Indians that lived on the land that is now Hudson City about a century before Emil Hudson and Andre LeMastre came to the spot. He was a powerful medicine man who was secretly poisoned by his brother, who wanted to take over the tribe. His burial mound, including his powerful medicine pouch, is located many feet below Courthouse Plaza. Eventually the power of the pouch and the hatred that Wam-pag-nun's spirit feels for his brother (and, perhaps, for the white men who built their courthouses over his grave) may cause the old chief's body to come to life. Alternately, mystically-sensitive characters might be attracted to the Plaza and the pouch, which is a powerful magical artifact.

The Pendant of Patricia Arkwright: In the early, early days of the city, around 1810, there was a brief period of anti-witchcraft hysteria following the mysterious disappearances and deaths of several children. Six people were burned to death as suspected witches; one of them, Patricia Arkwright, actually was a witch and was responsible for the children's deaths. The burnings took place on a tiny island in the Stewart River which no longer exists (it was removed because it was a hazard to navigation). It was near the present-day Centre Street Tunnel. Arkwright managed to smuggle a magical pendant with her to her execution, hoping that it would protect her, but at that moment her dark masters deserted her and soon the pendant fell from her charred, lifeless fingers and was hidden by the smoldering ashes. Where the pendant has ended up is unknown. It might be on the bottom of the river, somewhere in the Tunnel, or even in the hands of a builder who found it during the excavation and construction of the Tunnel. (The GM should also determine the exact nature of the pendant's powers; in general, it should have something to do with possession and similar types of black magic.)

MYSTIC SITES

Here are a few of the mystically significant places in Hudson City:

The Belltower of St. Ignatius: The belltower of the Church of St. Ignatius (on 12th Avenue between N. Jackson and N. Lincoln Streets) was the site of a mutual suicide pact between two lovers in 1895 who, despairing that their families would never agree to let them marry, killed themselves. Their anguished thoughts and passions have charged the tower with mystic energy which has attracted various spirits and other creatures of the night, making the tower one of Hudson City's best-known "haunted" sites.

Chinatown: Many mystic locations, people and creatures exist in and under Chinatown. Their conflicts and spells are generally confined to the Chinatown area, but occasionally affect the city as a whole.

Hangman's Hill: This hill in LeMastre Park is where convicts used to be executed. As such, spirits of death and evil hang heavy about the place, and it would be a good location for necromantic rituals and similar spells.

Juniper Street Cemetery: A powerful warlock, Georgius Van Roos, was buried here in 1832. The power of his witchcraft has remained with his body and "leaked" into the surrounding cemetery, making it a potent site for spellcasting. If the GM wishes, this graveyard can be used instead of Ashburn Acres for the climax of the "Street Magic" scenario in *Shadows of the City*.

The Pilkenton Mansion: This abandoned home, located on Fourth Avenue just south of Irishtown, was the scene of a gruesome triple murder in 1936. The reasons for the killing (other than theft of family valuables) and the identity of the killer have never been uncovered. The house is considered to be "haunted."

THE POLITICAL SCENE

Politics, of course, is part of life in any big city, and Hudson City is no exception. Space consideration preclude a full description of the many political figures associated with the city, but a few of the most important ones are described below.

NATIONAL POLITICIANS

Representative Shanna Armbruster (*Normals Unbound*, pages 27-28): A Democrat, Armbruster is a relative newcomer to the House of Representatives and to Hudson City politics, but so far she hasn't made too many people mad, so she's relatively well-regarded. Refer to *Normals Unbound* for more details on her; some of them will have to be changed in non-superpowered campaigns.

Representative Alexander Goodman: A black Democrat from the Freetown area, Goodman is a fledgling representative who was elected in 1992 on President Clinton's coattails. He is known as a fiery orator and a determined fighter for the welfare of his constituents, the poor inhabitants of Freetown. However, his credibility has been marred by his tendency to label anyone who disagrees with him a "racist" and because of his connections with the Reverend James Pick (see below).

Representative Edward Katz: A Republican and long-time representative whose district includes the Irishtown area. Katz is extremely wealthy and has a lot of influence in Hudson City and the House, but he is a contemplative man who tries to make as few waves as possible. He has a modest reputation for his preparedness and the thoroughness of his examination of important legislation, which is due in part to his efficient staff.

Senator Braxton Waite: Braxton Waite (Democrate) is one of the United States Senators who represents Hudson City's state. He is a native of the city, and got his start in politics on the City Council. He is a well-known figure in Hudson City and is often present at major society gatherings. His local offices are in the Federal Building on Courthouse Plaza. The character sheet for Senator Jeremiah Realm (*Normals Unbound*, pages 36-37) can be used for Senator Waite (with a few changes to remove references to the world of superhumans). Alternately, Senator Realm himself can be used in Senator Braxton's place, or can be the other U.S. Senator from Hudson City's state.

LOCAL POLITICIANS

Manuel Berillo-Costa: A former construction worker who grew up in Latin City, Berillo-Costa is a committed Democrat and a founding member of the Democratic Committee of Hudson City. His main support group is the city's Hispanic community, but he also has many influential backers in the city's universities, labor unions and working communities.

Bob Jasperson: A former member of the House of Representatives who was defeated by Shanna Armbruster several years ago, Jasperson is still heavily involved in politics on the local level. He is almost Manuel Berillo-Costa's opposite number, since he is a leader in the Hudson City Republican Caucus, a Republican fundraising and debate group. He is said to be considering a run for the City Council or the U.S. Senate sometime in the near future.

Paul McClendon: McClendon, an independent, was Mayor of Hudson City over a decade ago. He was hounded from office by the media after allegations of connections to organized crime surfaced. Nevertheless he is still a powerful and influential man in the city. He currently runs a business consulting firm, and the extent of his political ambitions—and his contacts in the underworld—remains unknown.

James Scopetta: A former City Councilman from the Little Italy neighborhood, Scopetta is definitely known to have connections to organized crime, because he was convicted of racketeering in 1984. He served a short prison term and since his release has continued to wield political influence despite the fact that he is not in office. He is extremely popular with the city's Italian community and the labor unions, and is frequently consulted by city politicians on issues that might affect those groups.

THE PROFESSIONAL WORLD

This subsection describes several prominent professions, such as law and medicine, and a couple of related areas.

THE FINANCIAL WORLD

The Hudson City Stock Exchange

The HCSE, located at 3017 3rd Avenue, at the corner of N. Adams Street, is the center of Hudson City's financial district. Hundreds of millions of shares of stock are traded here every day in a frenzied six-hour period (9:00 AM to 3:00 PM) of buying and selling. A license (a one-point Fringe Benefit) is required to act as a broker on the floor of the Exchange, and the number of available licenses is strictly regulated by the Exchange's Board of Governors. A skilled computer operator with some knowledge of high finance who could gain access to the HCSE's sophisticated financial transfer computers could steal billions of electronic dollars in a matter of minutes, but fortunately these computers are *heavily* secured. Guided tours of the Exchange are given every day.

Banking

Some of the largest banks in the city include the following:

Cherokee Bank & Trust: An multinational investment bank which got its start in Hudson City at the turn of the century. Cherokee has been involved with much of the city's development and growth throughout the Twentieth Century. However, it has recently come under fire from politically correct American Indians groups because of its name. The Cherokee Building is located on 8th Avenue near Centre Street.

Flag National Bank: This bank has both investment and consumer lending functions, but is primarily known to the public as a consumer-oriented institution: "We're here for you—always!" is its motto. Flag's main offices are in the Flag Bank Building at N. Madison Street and 4th Avenue, but it has branch offices scattered throughout the city. For more information on Flag National, refer to *Shadows of the City*, pages 47-53.

International Finance Bank: This unimaginatively-named institution is an investment bank with world-wide financial connections and resources. While it presents an innocent front to the world (and in fact the vast majority of its business is legal), the IFB is also deeply involved with backing and laundering money for certain criminal organizations (such as Colombian cartels) and terrorist groups (including the PLRL). One of its major backers is King Abukal Fariz al-Awadi, ruler of the small Middle Eastern Kingdom of Awad and a known supporter of anti-Israeli terrorist groups. (Note: if you are using some form of VIPER in your *Dark Champions* campaign, the ruling family of Awad has strong connections with that organization; see *VIPER*, pages 7-9.)

Financiers And Money Men

Here are a few of the most prominent men in the Hudson City financial world (note that this does not mean the same thing as prominent businessmen, who are detailed below).

Regis T. Colts: Regis Colts started his career as, believe it or not, a sportswriter. After several years of this work, he wrote a book about corruption in professional sports which broke several major scandals and became a runaway bestseller. Using the money from the book and his speaking engagements, Colts began to dabble in the stock market, and discovered that he had a talent for it. Four years and many millions of dollars later, Colts began to get involved in other fields, such as real estate. As a present to himself he bought Hudson City's professional baseball and football teams, the Heroes and Thunderbolts, which he still owns.

Oscar Hicks: Known as "Oscar the Grouch" because of his irascible temper, Hicks is one of the "old men" of Hudson City finance. His investment brokerage firm, Hicks Brothers, was founded in the 1920s and barely made it through the Depression intact (his brother and partner committed suicide in 1931, for example). Nevertheless Hicks persevered and eventually made himself a fortune. Thousands of people all over the country have benefitted from his and his firm's experience in the areas of mutual funds, municipal bonds, and other forms of personal investment.

Yuri Fyodorevski: A Jewish native of the Soviet Union, Fyodorevski immigrated to the United States in the early '80s and quickly put his intuitive mind to work making money in the stock market. Today he operates an investment firm which promises its clients that it invests only in environmentally sound businesses.

Scot N. Rook: Rook is one of the youngest of the city's financial wizards. He is sometimes known as "the Markham Guffey Kid" because he works for the brokerage firm of Markham Guffey Cartwright Sacks. Right after he got out of college he came to Hudson City and astounded seasoned professionals with his ability to consistently pick winning stocks—in fact, he's so good at it that he is already being investigated by the SEC for insider trading, but he seems confident that they will find nothing amiss. In his spare time Rook is an accomplished artist; he has had several showings at art galleries in the city.

THE LEGAL SCENE

In addition to the courts and judges, which were described above, there is of course a thriving legal community in Hudson City. The Hudson City Bar Association has thousands of members ranging from small solo practitioners to high-powered members of the largest corporate law firms.

Hudson City's Best Criminal Defense Attorneys

The sort of lawyer that *Dark Champions* PCs are most likely to encounter (other than prosecutors) is criminal defense attorneys, both those that work for the Public Defender's Office and those in private practice. Here is a list of some of the best ones in Hudson City. Ironically, as much as a vigilante PC might despise defense attorneys, if he were captured by the police one of those attorneys would probably be his only hope for acquittal!

Camden Brown: Refer to *Shadows of the City*, page 56, for a description of Brown and some of his activities. He practices with the firm of Hosgood, Brown, Groff & Simmons.

Jacquelyn Lydick: A member of the Stewart County Public Defender's Office, Jackie Lydick has been lead defense counsel for several celebrated criminal trials. Although she doesn't get paid nearly as much as she would if she were in private practice, she enjoys her job because it gives her a chance to represent people who would be ignored by "the system" if it weren't for the Public Defender's Office.

Rudolf Thomas: Described in *DC*, page 72.

Stefan Ziowski: A flamboyant media darling who is renowned for his overbearing and sometimes obnoxious courtroom manner. He has his own firm. In the past he has defended several vigilantes, including the famous "Deathblade" case described in *DC*, Chapter Two.

Hudson City's Most Prominent Law Firms

Here is a short list of some of the city's best, most prestigious law firms. Most of them are involved in various forms of business-related law, such as real estate, tax, securities, corporate, or commercial law, so PCs are most likely to come into contact with them if they are involved in those fields themselves.

Edwards, Edwards, Kennedy & Edwards
Goldstein, Douglas, Jakubowski & Key, P.A.
Harlan, Fiske, & Stone
Lefler, Gregson, Downs & Livingston
MacDonald, Peterson & Greer
McLawhorn, Karns, Carr & Long, P.A.
Motsinger, Hatch & Fields
Rilee, Culpepper, Shuler, Petrocelli, Montague & Fouts
Sandbeck & Associates

THE MEDICAL WORLD

HUDSON CITY HOSPITALS

Here is a list of the major hospitals in Hudson City. There are also many smaller hospitals, specialty hospitals, and health care institutions that are not listed here. If the hospital's location is not obvious from its name, the GM should place it anywhere he prefers.

Alexander Medical Center
Blackbridge Hospital
Eastwood Medical Center
Everett Hospital
Hudson City University Medical Center
Hudson City State University Hospital
Katz Hospital
Southwest General Hospital
Stewart County General Hospital
Veteran's Memorial Hospital

Prominent Doctors

Doctor Helena Amory (*Normals Unbound*, pages 60-61): Since the "real" Dr. Amory lives in England and works with superheroes, *Dark Champions* GMs can simply use her statistics (with minor modifications) as those of an expert on genetics who lives in Hudson City.

Doctor Joan Armstrong (*Normals Unbound*, pages 61-62): Doctor Armstrong is a psychologist (i.e., she does not have an M.D. degree). In a non-superpowered world she should be considered an expert on the "vigilante mentality," the "Stockholm syndrome," and other psychological aspects of crime and crimefighting. She also should not have any Telepathy.

Doctor Reginald Green: Doctor Green is one of the city's most prominent cardiologists. He has made major advances in the treatment of heart disease, and is said to be close to patenting a revolutionary new form of artificial heart.

Doctor Alicia Manzanetti: A general practitioner on the staff at Southwest General. She is an expert on the effects (both physical and psychological) of rape and child abuse, and is frequently asked to testify in trials of these crimes as an expert witness.

Doctor Howard Paulson: A specialist in orthopedics and sports medicine who works as a consultant to the Hudson City Heroes and Thunderbolts and is a personal friend of Regis Colts. As “doctor to the sports stars” and a youngish, handsome man himself, he has become a sort of minor celebrity.

Doctor Kyle Reichart: Well-known neurosurgeon.

THE WEALTHY SCENE

Being wealthy isn’t exactly a “profession,” but this subject is more appropriately described in this section than any other. At the end of the section is a description of the flip side of the coin—poverty and homelessness in Hudson City.

THE TEN RICHEST PEOPLE IN HUDSON CITY

- 1) Ben Berkely (head of Berkely Enterprises)
- 2) Jeffrey Fordham (head of Fordham ChemTech)
- 3) (Reserved for PCs or GM-created characters)
- 4) Regis T. Colts (sports magnate)
- 5) (Reserved for PCs or GM-created characters)
- 6) Franklin Frazier (head of Quilann International’s Hudson City office)
- 7) Candace Vanderburg (real estate developer, builder of Gadsden Consumerplex)
- 8) Jacques Boudreau (member of the Boudreau family, head of Boudreau’s Department Store in Hudson City)
- 9) Jennifer Constanza (supermodel, actress, fashion designer)
- 10) (Reserved for PCs or GM-created characters)

MAVENS OF SOCIETY

This is a short and very incomplete list of some of the darlings of the Hudson City social scene. Almost all of them are, of course, quite wealthy, and they usually live in Irishtown or in large, luxurious penthouse buildings in the Bankhurst district.

Philip and Martha Andrews: Philip is a top executive at the Hudson City branch of Duchess Industries, and his wife, Martha, is retired from the publishing industry. Martha is an incurable gossip and a good source of interesting information about Hudson City’s social set. Depending upon how the GM wants to use Duchess Industries (see below), Philip may be your average executive or someone much more sinister than that.

Leon and Rachel Edwards: Leon Edwards is one of the founding partners of one of the city’s biggest law firms (Edwards, Edwards, Kennedy & Edwards), although he is now retired from the practice of law. He and his wife are very rich as the result of his lucrative practice and smart investments (which she helped manage). Now they spend much of their time running a small charitable organization, the Edwards Foundation, and making grants to area universities. The recently-completed Edwards Computer and Video Center at City College is just one of the Edwards’ many fine works.

Brad L. Patrick: Heir to the Patrick candy fortune, Brad Patrick is a young, handsome man who is considered to be Hudson City’s most charming and eligible bachelor. So far he seems content to lead a life of aimless luxury.

Stephen and Beatrice Pierce: Refer to *Normals Unbound*, pages 40-41 and 43-44, for more information on the Pierces. Remove the mystical elements from Stephen Pierce’s character if necessary.

Marion Stuart: A wealthy widow, “Stu” Stuart is nonetheless relatively young and is in big demand on the Hudson City social circuit. She is also an excellent hostess—receiving an invitation to

one of her parties is a major social coup. PCs who get to know her or who can manage to get themselves invited to her parties will be in a position to meet many influential and important Hudsonites.

LIFESTYLES OF THE RICH AND FAMOUS

Here is a list of a few of the exclusive clubs and “hangouts” of the wealthy citizens of Hudson City and its surrounding suburbs:

Blackbridge Racquet Club: A sports and health club located in the eastern part of Blackbridge. It features an indoor basketball court, racquetball and handball courts, a well-equipped weight room and fitness center, and similar amenities. Many high-powered business deals are said to take place here.

Cambria Country Club: CCC is a small club in the suburb of Cambria. Its golf course is not a good one, but its dinner facilities are some of the best around.

The City Club: An expensive, members-only lunch and dinner club located on the top floor of the Flag Bank Building.

Firetree Country Club: Located in the suburb of Andrews Heights only a few minutes drive north and west of the city proper, this club (the most expensive one in the area) has a dozen tennis courts, two Olympic-sized pools, an award-winning 18-hole golf course, and excellent dining facilities.

Hudson City Country Club: The HCCC is in Rome, right on the border of the main part of the city. It is the least expensive of the area’s country clubs, and membership is considered the “first step” on a person’s climb up the city’s social ladder.

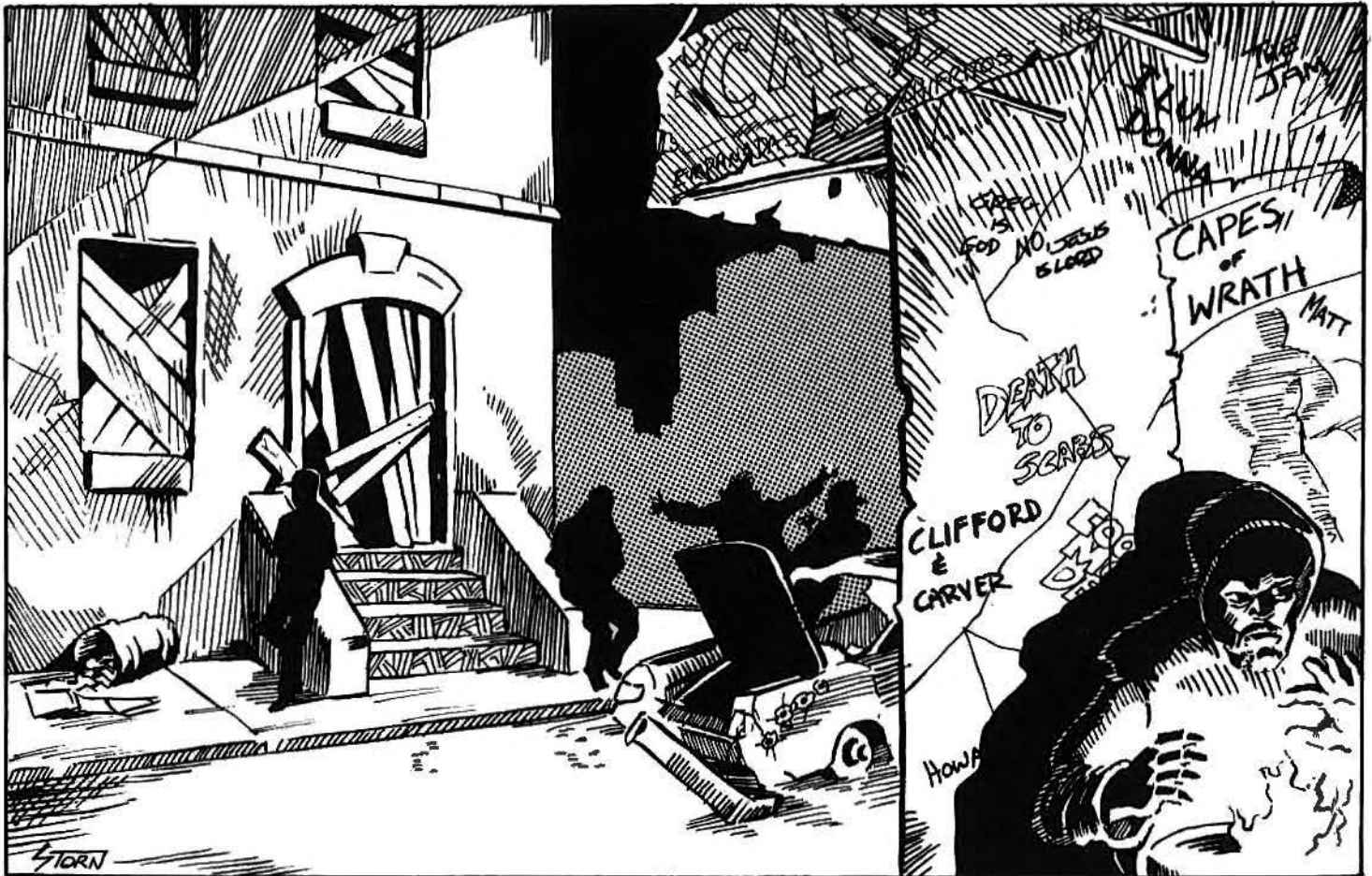
Hudson Beach Yacht Club: A club for people interested in sailing and/or attending seaside parties. The biggest yacht at the club is Ben Berkely’s *Sea Queen*, a 200-foot ship with the most luxurious accommodations available. The club’s annual Regatta and its “summer circuit” of fabulous parties are big events in the city’s social calendar.

Stone Ridge Country Club: A large club located in Northdale. In addition to its golf course, Stone Ridge has acres of meadows, fields, and woods which are suitable for picnics, volleyball, hiking, school field trips, and so forth.

POVERTY AND HOMELESSNESS IN HUDSON CITY

No discussion of the “state of the wealthy” in Hudson City would be entirely complete without a look at their opposite number, the poor and homeless. Unfortunately, like all major American cities today, Hudson City has a substantial number of citizens who are living below the poverty line, and some of them don’t have any place to call home other than the streets. Most of the poor live on the Southside; in some neighborhoods, such as Freetown or North Elmview, it often seems like the only people with any money are drug dealers and criminals.

In some cases the despair and breakdown of societal values created by this level of poverty leads to crime (though it should be stressed that the vast majority of the poor in Hudson City are law-abiding citizens). GMs who are interested in exploring social issues in their campaigns could create interesting moral dilemmas in scenarios where the PCs have a choice between simply stopping a criminal—say, a homeless man who has begun committing robberies and burglaries in an attempt to feed his wife and child—and trying to come up with a more lasting solution to the underlying problem (such as finding the man and his family a job and place to live).



Charities And Shelters

Many different charitable institutions are trying to help the needy citizens of Hudson City in one way or another. Here is a list of a few of them.

Barnonnen Foundation: A charitable organization founded by pharmaceutical industry giant Rob Barnonnen and his company (see below). Its main focus includes drug and alcohol abuse treatment programs, drug awareness education programs and the like.

Barton Street Mission: A shelter and soup kitchen for the homeless. With support from the Catholic Church, several local charities and the United Way, the Mission is able to serve thousands of meals every day and provide shelter for 200 homeless persons (mainly families).

Edwards Foundation: Founded by Leon and Rachel Edwards, this foundation provides college scholarships for needy students.

Fordham Foundation: The brainchild of Fordham ChemTech head Jeffrey Fordham, this foundation is responsible for a wide variety of charitable works. One of its main projects is a series of Fordham Community Centers on the Southside which are intended to provide activities for children and teens to keep them off the street.

43rd Street Mission: A shelter on 43rd Street in Freetown. It is run by a coalition of several churches.

King Avenue Urban Center: A large soup kitchen and shelter on King Avenue near Centre Street.

Reverend M: Reverend M and his organization are described in detail in *Shadows of the City*. If the GM is running a non-superpowered campaign, Reverend M of course will not have mental powers or superpowered flunkies, but he could still be a religious demagogue hoping to parley his influence among the lower classes into political power and wealth.

St. Joseph's Orphanage: Located in Little Italy, this orphanage and its leader, Father William Lonnigan, are described in *Normals Unbound*, pages 92-93.

VOLT Foundation: The Victims Of Lawlessness and Terror Foundation, created by real estate magnate and arms manufacturer Richard Ravenscroft, is primarily a research organization devoted to criminological studies and lobbying for tougher anti-crime laws. However, the Foundation also conducts several community outreach programs, including helping buildings and neighborhoods develop "Neighborhood Watch"-style safety programs and providing law school scholarships for poor students wishing to study criminal law.

THE RELIGIOUS SCENE

As the vital statistics near the beginning of this chapter indicate, the citizens of Hudson City belong to many different religions. The original founders of the city were Protestants, but since that time many different waves of immigration have brought new religions from all over the world into the picture.

CHURCHES AND TEMPLES OF NOTE

Here is a short list of some of the larger and/or more splendid religious buildings in Hudson City. The location of the building is included in parentheses after its name.

Beth Israel Temple (Jewish; off of 8th Avenue near the N. Lincoln Street intersection)

Christ Lutheran Church (Lutheran; off of N. Madison Street between 12th and 16th Avenues)

Church of Humbalu Areya Aye (Santeria; near the Southside coast on Clipper Street, near Port Avenue)



First Baptist Church (Baptist; off of N. Adams Street near N. Truman Boulevard)

Golden Buddha Temple (Chinese Buddhism; Taiwan Street in Chinatown)

Our Lady of Mercy Catholic Church (Catholic; in Little Italy on Blackmon Street near N. Roosevelt Street)

Sacred Path Temple (Indian Buddhism; Riverfront Drive near N. Madison Street)

St. Andrew's Presbyterian Church (Presbyterian; N. Adams Street and Bethune Avenue. This church is 150 years old and is renowned for its beautiful stained glass windows)

St. Ignatius Cathedral (Catholic; on 12th Avenue between N. Jackson and N. Lincoln Streets)

Weitzmann Synagogue (Jewish; near the intersection of Centre Street and 8th Avenue)

RELIGIOUS FIGURES OF NOTE

Thomas Cardinal Alessi: The Archbishop of the Catholic see which includes Hudson City. His offices are at St. Ignatius Cathedral. He is said to be a good friend of Pope John Paul II and is trying to arrange a visit by the Pope to Hudson City.

Father William Lonnigan: One of the city's most devoted and selfless Catholic priests. He is described in detail in *Normals Unbound*, pages 92-93.

Reverend James Pick: A hot-tempered and antagonistic black Baptist preacher who is a leader in the Hudson City civil rights community. He is known for his loud, belligerent speeches denouncing most of the white citizens of Hudson City (especially those who disagree with him) as racists, bigots, and worse. His enemies describe him as a race-baiter and a bigot himself. His recent championing of two black youths who claimed that white police officers beat them but who turned out to be total liars has supported his enemies' charges against him but has done little to damage his standing in the black community.

Rabbi Solomon Stern: An influential figure in the city's Jewish community, Rabbi Stern has also achieved some notoriety with his outspoken denunciation of several organized crime groups, such as outlaw motorcycle gangs that include Nazi symbols as part of their outfits or "colors."

FRINGE RELIGIONS AND CULTS

Not all religions in Hudson City belong to an established church or religious organization. There are several which are more appropriately labelled as cults or fringe religions. They include:

The Church of Holy Unity: This cult preaches a doctrine that all religions are the same and that Man himself is the one true god. All other organized religions are described as "evil" and "deceptive" by the Church's leader, Dr. Ken Fowler. Followers are required to give up all of their worldly possessions to the Church and live in one of its large farming compounds. There is one such compound to the west of Hudson City, and the Church does a lot of proselytizing in the city.

Reverend M: See *Shadows of the City* for a description of the Reverend, his organization and his nefarious goals.

Satanic cults: The main devil-worshipping religion in Hudson City is an organization which calls itself the First International Church of Satan. It is a small group which rents an old warehouse on South River Drive for use as a church. Although it tries to maintain a facade of (relative) normality, in secret it engages in horrible religious practices which are said to involve human sacrifice and other bloody rites. Legitimate religious figures in the city have noted an alarming increase in the number of "converts" to the church, especially among young people.

Voodoo cults: Several voodoo cults flourish in Hudson City, mostly in secret. Some of them are associated with voodoo posses, but most are much less bloody and have no connection with organized crime. The best known voodoo church is the aptly-named Church of Voodoo off of S. Monroe Street near South River Drive.

THE TECHNOLOGICAL SCENE

Hudson City is the scene of a lot of pioneering technological development and experimentation. Most of this work takes place at the three local universities or at companies in the area.

LABORATORIES AND TECHNOLOGY COMPANIES OF NOTE

The following list includes the names of some of the major high-tech companies in Hudson City. A brief description of their areas of specialization and any other notes follows each entry. This list includes some high-tech companies mentioned in other *HERO System* products, but companies from other products which are not mentioned can still exist in Hudson City. The GM is free to use such companies, though in some cases their connections with superhumans or comic-book style technology will have to be changed or removed.

Albemarle Laboratories (biology, genetics, cryonics, agricultural sciences)

Armbruster Industries (electronics, computers, robotics. Created by Matthew Armbruster [*Normals Unbound*, pages 84-85]; the Hudson City plant is large, but is not the company's headquarters)

Fordham ChemTech (chemicals, electronics, computers, computer software; a major government contractor)

Gablesoft (computer software; founded by Jefferson Gable [*VIPER*, pages 146-47] and now a wholly-owned subsidiary of Duchess Industries [see below]. If the GM is not using VIPER in his *Dark Champions* campaign, Gable can be assumed to have ties to international criminal groups such as Colombian cartels or Raven)

Henderson Electronics (electronics, computers, computer software. Henderson is well-known for its advanced security systems programs)

Sewell Computing Laboratories (computers, computer software)

SCIENTISTS OF NOTE

Doctor Li Baoxian: A professor at City College and an expert on laser physics and the industrial use of lasers.

Jeffrey Fordham: Self-trained scientist whose main interests are electronics and weapons design; head of Fordham Industries and one of the richest men in the world.

Doctor Bryce Krueger: Eccentric scientist who specializes in advanced computer design. He teaches at HCU.

Doctor Harold Moreau: Renegade biologist and electronic engineering expert (he has two Ph.D. degrees, one in each subject). His work at HCSU, whose stated goal was to help paraplegics walk again, earned him many accolades until it was discovered that part of his experiments included vivisectionistic experiments on live animals. Following this disclosure, he disappeared, taking his notes and equipment with him, and has not been seen since.

Doctor Janice Shane: An employee of Armbruster Industries. Her specialty is computer guidance systems and other parts for guided missiles and various other military electronics.

COMMERCE AND INDUSTRY

PROMINENT INDUSTRIES AND COMPANIES

There are plenty of prominent businesses in Hudson City other than financial and high-tech companies (see above). The city is a major industrial and manufacturing center which provides jobs for millions of people. Some of the major companies and their executives are described below. Remember, other Champions Universe companies can be used in Hudson City even if they are not mentioned here, although references to superhumans will have to be changed or deleted.

Avery Industries: This company is a leader in the furniture and textile industry. It has several manufacturing plants in Hudson City as well as many showrooms. The executive in charge of all Hudson City operations is Claude Homer, a skilled and clever businessman. Avery Industries's major plant in Hudson City is located near the intersection of 4th Avenue and N. Truman Boulevard in the city's textile and furniture district.

Barnonnen Pharmaceuticals: A national corporation which manufactures medicines and other medical supplies. It also owns a chain of Barnonnen's Drug Stores. Its national corporate headquarters is located in Hudson City (actually, in the suburb of Cambria, because there is also a large drug manufacturing factory connected to it). Its founder and president, Rob Barnonnen, is one of Hudson City's best-known and best-liked businessmen.



Berkely Enterprises: This company, headed by Ben Berkely, is a media and entertainment giant. Its linchpin is Berkely Entertainment Television (BETV), which operated WBTV, a national "superstation." Some of its other holdings include the Berkely Marketing Group (a marketing and advertising firm), the Hudson City Cougars (a professional basketball team) and the rights to various sports and entertainment figures. BE also owns the Berkely Commercial Complex and Sports Metroplex (usually known as "the BCC"), a single enormous complex encompassing Berkely's companies' offices, a sports arena for his basketball team, a convention center and a fancy hotel. The BCC is located at 15377 Centre Street, at the intersection of Centre Street and 16th Avenue.

BEN BERKELY

10 STR	10 DEX	12 CON	10 BODY	18 INT
13 EGO	20 PRE	16 COM	3 PD	3 ED
2 SPD	4 REC	28 END	20 STUN	

Powers and Skills: Bureaucratics 13-; Conversation 13-; Gambling 11-; High Society 13-; Oratory 13-; Persuasion 13-; Riding 11-; TF: Planes, Boats, Skiing, SCUBA; WF: Small Arms; KS: The Business World 13-; KS: The Media And Entertainment Industry 13-; KS: High Finance 11-; CK: Hudson City 11-; Perk: 15 points of Wealth; Perk: Well-Connected and 30 Contacts (11- each) throughout the Hudson City and world business and political communities.

75+ Disadvantages: Psychological Limitation: Workaholic; Reputation 14- (media mogul and fabulously wealthy person); DNPC (wife Charlene, normal, 8-); Hunted by the media 8- (Mo Pow, NCI, Watching); Rivalry (with other media industry giants), Public Identity.

Notes: Ben Berkely is the business genius behind the creation of the WBTV cable TV "superstation" and numerous other media and entertainment companies. He is a real workaholic, putting in 20-hour days that leave his aides asleep on the office couch, and is also a brilliant self-promoter, which has contributed to his business success. He is 45 and has a lovely wife, Charlene, who is slowly becoming popular on the social circuit.

...

Duchess Industries: This multinational corporation is described in more detail in *VIPER*, pages 44-47. DI has several large facilities in Hudson City and is a major employer. If the GM is not using VIPER in his *Dark Champions* campaign, he can either substitute links to terrorist organizations (perhaps via the International Finance Bank) or simply make DI an extremely greedy corporation that flouts the law whenever it can.

Keller Corporation: Described in more detail in *Shadows of the City*, pages 47-53, this company deals in so many fields that a brief description of its holdings would be impossible. Its founder, Peter Keller, is a businessman with a reputation for being able to spot great deals, but who is not always able to capitalize on them.

Lareau Pharmaceuticals: The company owned and operated by Madame Jeantelle Lareau (*Normals Unbound*, pages 12-13). The Hudson City office is not the company's headquarters, but it is a major business complex. Lareau and Barnonnen Pharmaceuticals are fierce competitors.

Quilann International (QI): An international corporation with interests in businesses ranging from auto manufacturing to computers to military defense work to food sales. It has a reputation as being more interested in profits than in its employees or the environment. There have also been allegations of criminal dealings and bribery of the officials of various governments, but this has never been proven. Its chief executive in Hudson City is Franklin Frazier, and its local corporate headquarters are in the QI Plaza, a group of four office high-rises at 12020 N. Madison Street, at the intersection between 8th Avenue, N. Madison Street, and N. Truman Boulevard. The Plaza also rents space to other firms.



LOCAL CHAINS AND STORES

For GMs who want to include a little bit of "local color" in their campaigns, here are a few of the most popular or best-known consumer businesses and chains in Hudson City:

Burger Monster: "A monster of a meal!" This fast-food chain bases its restaurants around popular "monster" or "sci-fi" themes. Each restaurant chooses a particular decorative motif and styles its serving, dining, and play areas around it. Some of the themes include: B-Movie Sci-Fi, Classic Sci-Fi, Classic Movie Monsters (Frankenstein, the Wolfman, Dracula, and the like), Comic Book Heroes, Fantasy and Legend (knights in armor, dragons and so forth) and Godzilla & Friends (giant Japanese movie monsters). Some of Burger Monster's most popular selections include the Monster Burger, Super Monster Burger, Godzilla Cheeseburger, the Captain Cosmic Ultra-shake, and Martian Fries. About 60% of the Burger Monsters in the metropolitan area are owned by Patrick F. O'Seann, a local entrepreneur. For a map of a typical Burger Monster, refer to the "Locations" section of this book.

Che's Book Nook: An enormous bookstore selling both new books (first floor) and used books (second and third floors). It is located in Worthington and is a haven for the city's booklovers and literary figures. The owner, Che Andrewson, is a softspoken woman who loves to talk about books.

Collins Guns & Military Surplus: The name says it all. If you want a gun, a knife, camo fatigues, tents and camping gear, or any kind of military surplus, Collins G&MS is the place for you. Its main store, an enormous warehouse full of military stuff, is located north of 16th Avenue between N. Lincoln and N. Jackson Streets; there are smaller "branch" stores elsewhere in the city.

Harlix Computer Games and Software: A software store usually found in malls. Despite its name, it carries plenty of software other than games, and has one of the largest selections of computer programs in the city.

Mars Needs Pizzas! Hudson City's main pizza delivery chain, brought to you by the same people who dreamed up Burger Monster. It is often referred to simply as "Mars Pizza." Its delivery vehicles are painted bright green and the deliverymen wear green caps with alien-like antennae dangling from them. The company's distinctive "Zreebotz" mascot, a little green Martian, is a popular character recognized by everyone.

QuickCorner: A chain of convenience stores carrying all sorts of food, magazines, cigarettes, and similar items. Sometimes it seems like there's a QuickCorner at every intersection of the city. QuickCorners are frequently the target of armed robberies. Refer to the "Locations" section of this book for a map of a typical QuickCorner.

MAJOR SHOPPING COMPLEXES AND STORES

Some of Hudson City's malls and shopping centers include:

Boudreau's Department Store: A large freestanding department store located near Courthouse Plaza and the Hudson City Stock Exchange. It includes some very upscale, expensive departments,

but also quite a few that carry economy goods and other inexpensive wares. The store's employees have a reputation for providing excellent service, and for a small fee will even deliver your purchase to your home or office. Boudreau's frequently has wine-tasting parties, sponsors Little League teams, and contributes to local charities, so it is well-liked by all segments of the population.

The Gadsden Consumerplex: An enormous building near the intersection of N. Adams Street and 16th Avenue which is sort of a cross between a mall and a department store. Its developer, Candace Vanderburg, bought several old warehouses at that location and turned them into the Consumerplex with three years of construction and massive expenditures of money. So far, her investment has really paid off, as thousands of people visit "the 'Plex" every day to shop at their favorite stores.

Stewartville Mall: A large mall near the intersection of Parsons Avenue and S. Truman Boulevard, right on the edge of the city proper and the suburb of Stewartville. Many of its stores cater to black and Hispanic consumers, which make up about 65% of the mall's business.

Three Lakes Mall: Built on the coast in Eastwood. Three Lakes is a young, aggressive mall which actively promotes itself with a lot of contests and giveaways. Some of these events might attract criminal groups or terrorists.

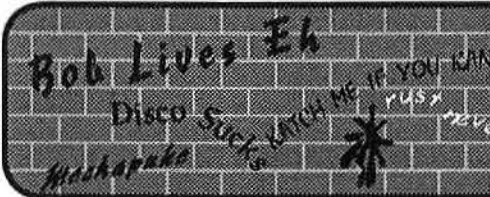
LABOR AND UNION ACTIVITY

No discussion of business and industry would be complete without a look at labor and unions. In Hudson City, the unions tend to be fairly powerful; some of the largest include the Teamsters, the International Longshoreman's Union, the Policeman's Benevolent Association, the Restaurant and Hotel Workers and various unions whose ranks include city and state employees. As the recent election of Mayor Umstead shows, some of the unions (particularly the city and state employees' groups) tend to be unpopular, because they are perceived as making exorbitant demands that are unjustified by their willingness to actually perform work. However, so far this has done little to decrease the unions' power.

Unfortunately, the unions have an often well-deserved reputation for being associated with organized crime, particularly the Mafia. Several unions, including the Hotel and Restaurant Workers, Longshoremen and construction workers are thought to be firmly in the grip of racketeers. Conflict over control of certain construction unions is one of the underlying causes of the Scatucci-Torcone War (refer to the "Gang War" scenario in *DC*, pages 194-97, for details).

Some of the leaders of the Hudson City labor movement include: Dave Cody (construction workers), Bob Lauder (Teamsters), Al Maressa (plumbing contractors), Sergeant Hector Hernandez (policemen) and Paul Segretti (hotels/restaurants).

MEDIA, ENTERTAINMENT AND THE ARTS



THE MEDIA

HUDSON CITY'S NEWSPAPERS

The following newspapers are the major ones serving the metropolitan Hudson City area and its environs. Several of the suburban areas have their own papers which concentrate on news of particular interest to that suburb. The name of each paper is followed by a brief description of it.

- The City News** (standard paper)
- The Hudson City Agenda** (left-wing political paper)
- The Hudson City Daily Star-Gazette** (standard paper)
- The Hudson City Mirror** (intellectual, news-oriented paper)
- The Hudson Sun** (tabloid paper)
- The National Inquisition** (grocery store tabloid)

REPORTERS

Among the many average reporters working at Hudson City's newspapers, there are a few "bright lights" or real jerks that might draw the attention of *Dark Champions* PCs or the underworld. They include:

Clayton Cooper: Detailed in *Normals Unbound*, pages 16-17. He works for the Star-Gazette and covers general news, including some crime stories.

Danica Easley: An awarding-winning reporter who writes for the City News. Her stories about life in Freetown and the effects of poverty on the lives of its residents have won most major journalism awards, including the Pulitzer. She also teaches journalism classes at City College.

Cindy Gutierrez-Sosa: This pretty, diminutive women strikes fear into the heart of Hudson City politicians. She covers the City Council and City Hall for the Mirror and has a nose for political corruption and backroom dealing.

Frank "Fedora" Keaton: A freelance crime reporter. He has a strong reputation for accuracy and for having the "latest" news on the world of crime. His biggest story to date was an exposé of Mexican Mafia activities in Hudson City which was nominated for a Pulitzer Prize.

Robert L. Stephenson: Stephenson is a freelance reporter who covers the courthouse, the police, and, to a lesser extent, the underworld.

Jack Williamson: One of the most obnoxious reporters on the face of the planet, Jack Williamson is known all over the city for his rude, abrasive manner, his willingness to uncover and publish the most embarrassing facts he can find about famous people, and his loud sports jackets and ties. He usually works for the Hudson City Sun, but also submits "stories" for the National Inquisition and other supermarket tabloids.

RADIO STATIONS

The following radio stations are the major ones serving the greater Hudson City area:

- WATR** ("American Talk Radio"), 107.7 FM; talk/news
- WBRD** ("the Bird"), 96.3 FM; black contemporary
- WGLR** ("R-100 FM"), 100.5 FM; easy listening/adult contemporary
- WHCC** ("Hudson City's Country"), 94.3; country/western
- WJGL**, 98.1 FM, Christian contemporary
- WJKF** ("K-98 FM"), 98.5 FM; classic rock
- WKBR** ("Kobra-105 FM"), 105.0 FM; black contemporary
- WRNO** ("Oldies-99 FM"), 99.0 FM; oldies
- WSNV**, 88.8 FM; classical
- WTCB**, 102.3 FM; oldies, big band, and jazz
- WTWF** ("We're The Weirdness Factory"), 97.1 FM; unusual rock/jazz
- WWJM** ("J-92 FM"), 92.9 FM; rock (this is the station that "Raging" Gail Kelso works for [see *Normals Unbound*, pages 79-80, for details])
- WZQK** (the "Zaqq attack!"), 93.7 FM; rock

TELEVISION STATIONS

The United States of the *Dark Champions* Universe, and hence Hudson City as well (at least in most campaigns), is served by four major television networks: ABS (the American Broadcasting System); CBI (Central Broadcasting Incorporated); NBS (the National Broadcasting System); and the Cardinal Network. There are also several cable TV "superstations" which reach most of the country, including Worldview News (an all-news station, known for its accurate reporting) and Berkely Entertainment Television (BETV, based in Hudson City).

These networks' affiliates in the Hudson City area are:

- WBCN**, Channel 2 (CBI)
- WBTV**, Channel 10 (BETV)
- WEML**, Channel 5 (Cardinal Network)
- WJOY**, Channel 7 (ABS) (this is the station owned by Frank Page, who is described in *Normals Unbound*, pages 75-76)
- WPDJ**, Channel 20 (Independent)
- WSHL**, Channel 8 (NBS)
- WSSS**, Channel 36 (Independent)

TELEVISION REPORTERS AND PERSONALITIES

Patricia Eisenhart: Weekend anchor for WBCN and also the station's full-time reporter on entertainment and fashion issues. She is extremely pretty, extremely popular, and much more intelligent than the average Hudsonite thinks.

Tony Kendall: The star of WEML's "War Zone," a "trash journalism" show that is often shot on location around the city. Kendall is a wisecracking, fast-talking loudmouth who spends his time looking for the juiciest dirt he can find and broadcasting it. He thinks "the public has a right to know!", regardless of the consequences, and cares little for the pain his shows cause so long as his ratings stay high. If he were to find out information about a PC (such as his Secret Identity), he wouldn't hesitate to broadcast it unless a "better offer" were made to him.

Daniel Petty: Channel 7's "eyewitness action reporter" par excellence. He has a reputation for going after the most dangerous stories (such as organized crime exposés) and getting right in the thick of the action (such as the time he covered a police chase of a bank robber from the passenger's seat of the police car). Player characters will soon realize that he is probably the television reporter that they have to watch out for the most, because he will try harder to get their story than any other TV newsman.

Frederick Tarnauer: The anchor of WSHL's evening news. He has held his job as anchor for over 20 years, and is something of a Hudson City institution. He is consistently ranked as one of the city's most trusted public figures.

SPORTS

Hudsonites love sports as much as any other people, and fortunately for them, they live in an area that supports several professional sports teams as well as fine college and high school teams.

PROFESSIONAL SPORTS TEAMS

Hudson City is home to the following pro teams:

Baseball: Hudson City Heroes (National League, Eastern Division). Owned by local sports mogul Regis T. Colts, the Heroes had a 1992 record of 70-92 and failed to make the playoffs. They have a new coach, David Curtis, and hope for a better record in the seasons ahead.

Basketball: Hudson City Cougars (NBA, Atlantic Division). An expansion team founded in 1990, the Cougars so far have not done very well—their 1992-93 record was 30-52, not good enough for the playoffs. However, they have recently recruited several players from Duke University, so their future success is assured. They are owned by Clarence Harris, a former pro player himself, and Ben Berkely.

Football: Hudson City Thunderbolts (NFL, NFC Western Division). Another one of Regis T. Colts's teams, the Thunderbolts went 10-6 in 1992-93 but lost in the playoffs to Buffalo. Their big stars are quarterback "Stonehand" Mawser and wide receiver Dan Petanowski.

Hockey: Hudson City Storm (NHL, Atlantic Division). The Storm had a 1992-93 record of 28-43-9, and lost to Los Angeles in the first round of the playoffs. Despite their relatively poor record, the Storm remains one of the most popular of the Hudson City professional teams. The team is owned by Beverly Fioretta.

Other teams:

Arena Football: Hudson City Hellions
Soccer: Hudson City Harriers

ARENAS, STADIUMS, AND COLISEUMS

Here are descriptions of the major sports venues in Hudson City. When there are no sporting events, they are used for concerts, conventions, trade and craft shows, and similar events.

Berkely Sports Metroplex: This 33,000-seat arena, attached to the Berkely Commercial Complex at the intersection of Centre Street and 16th Avenue, is the home of the Cougars. There is a luxury hotel in another part of the complex which is often used by spectators and visiting teams.

Jason Devon Memorial Coliseum: Built to honor Hudson City's greatest World War II hero and his fellow veterans, the JDMC seats 28,000 and is the home of the Hudson City Storm. It is also host to many conventions and trade shows, because the Hudson City Convention Center is nearby—they are across the street from one another and are connected by a skywalk and by underground accessways. The entire facility is located at the intersection of N. Jackson Street and 8th Avenue.

The Herodome: A domed stadium used principally by the Hudson City Heroes. It is located near the intersection of Coleman Avenue and S. Madison Street, and is also used by teams from nearby City College. It seats about 50,000 people. In addition to the Heroes, one of its biggest attractions is the HeroDog (an 18" hotdog with the works) and an accompanying \$2.50 cup of beer (a bargain compared to many stadiums).

Pierpoint Arena: A 20,000-seat arena located between Pierpoint and the commercial district. It is most often used for concerts and similar events.

Stewart County Stadium: Hudson City's newest and largest stadium, the SCS seats 85,000. It was built as a joint venture between Regis T. Colts and the city, and is the home of the Hudson City Thunderbolts. It is located towards the western edge of the city, between 8th and 12th Avenues.

Gary Yancey Stadium: The stadium at Hudson City University. It seats 50,000. Much to the annoyance of HCSU, the annual HCU-HCSU football game always has to be played here, because the HCSU stadium has insufficient seating and parking to handle the crowd.

ANNUAL SPORTING EVENTS

In addition to the various pro teams' schedules, there are several other annual sporting events which usually attract a lot of attention.

Berkely Enterprises Hudson City Open: A tennis tournament.

Boudreau's Hudson City Open: A golf tournament held every April at Firetree Country Club. Part of its proceeds go to the Hudson City Jaycees and other charitable organizations.

Hudson City Fighting Arts Tournament: An enormous martial arts competition staged every October at the Jason Devon Memorial Coliseum. It is a full-contact tournament open to any qualified martial artist (of whatever style or school, provided he can back up his claims of fighting skill with appropriate documentation). There are some related tournaments for amateurs and non-contact fighters.

Hudson City Marathon: A premiere event for runners. The winner is virtually assured of getting some endorsement contracts.

Local school rivalries: Some of the hottest local rivalries include: HCU-HCSU (especially football); Eastwood HS-Hudson Beach HS; Central HS-Southern HS; Riverside HS-Jackson HS; Freetown HS-Southwestern HS; Rockwell HS-Andrews Heights HS; Harrington HS-Western HS.

Tour de Hudson: A bicycle race throughout the city; disliked by many Hudsonites because of the way it ties up traffic.

RESTAURANTS, CLUBS, AND THE MUSIC SCENE

Hudson City's nightlife has an excellent reputation, and people who come to Hudson City looking for fine dining and quality entertainment won't be disappointed.

RESTAURANTS

Some of the most popular Hudson City restaurants include:

Biff's Grill (just off of 24th Avenue, near LeMastre Park): Well-cooked American food served in a dining room decorated like a '50s diner. The Biffburger has won the annual "Hudson City's Best Hamburger" contest sponsored by the Daily Star-Gazette three of the last six years.

The Carthage Club (near the Flag Bank Building on 4th Avenue): An adventurers' club in the 1920s and '30s, the Carthage Club is now known for its elegant dining and tasteful atmosphere. The staff wears outfits from the '20s and '30s. The Club also boasts a large ballroom where "big band" music is featured for dancing.

Cooley's Irish Steakhouse (off of 12th Avenue on Joyce Street): Some of the best steaks in the city can be found here, along with fine Irish music. Its owner, the aptly-named Angus McDermott, often circulates among the patrons, entertaining them with stories and anecdotes told in his delightful Irish brogue.

Manetti's (in Little Italy, near 16th Avenue and N. Roosevelt Street): An Italian restaurant which is known not only for its fine food but for its well-stocked wine cellar. Manetti's makes all of its pasta and other dishes from scratch.

The Spinning Diamond (50 N. Madison Street, on the 20th floor of Tower B of the Harpcor Towers): This revolving restaurant is fast becoming one of the city's trendiest nightspots. For details, see *DC*, page 190.

A Taste of Paris (near the intersection of N. Madison Street and 3rd Avenue): A fine French restaurant.

NIGHTCLUBS

Caribbean Karma (near the Centre Street Circle): A reggae club which also serves Jamaican food. It is actually owned by the Calypso Dreamers posse, and has been the scene of several shooting incidents (though this has done nothing to lessen its popularity).

Dante's Inferno (on York Street, between 16th and 20th Avenues near N. Madison Street): This club usually features up-and-coming rock bands and is known for its stiff (but high-priced) drinks, including the Hellfire Cocktail. It is a favorite "watering hole" for workers from the Berkely Commercial Complex and Quilann International's Hudson City headquarters.

Eddie's Pub: An "underworld bar" in the classic sense, Eddie's is located in Freetown, in the shadow of S. Truman Boulevard near Southridge Avenue. Many criminal deals and drug sales go down in the booths there. The Harbinger of Justice has threatened to burn it down with all of its patrons inside on more than one occasion, but has always left it unharmed after someone came forward with the information he was looking for.

Jericho: One of many sleazy strip joints located on or near "The Strip." Police detectives consider it a good place to meet contacts or pick up tips.

Neon Samurai (South River Drive near S. Roosevelt Street): A trendy new dance club with a high-tech/"cyberpunk" theme. It is owned by some Japanese businessmen and has a lot of Japanese decor (which are in keeping with the techno theme). Secretly the

Neon Samurai is a *mizu shobai* ("water business") for the Sawakiri-gumi Yakuza gang (see *DC*, pages 121, 124), and many of its top leaders often meet here.

The Skyline Club: A swank bar and dance club on the very top floor of the Cherokee Bank Building with an excellent view of the city (hence its name). Known in the past as a cocaine dealers' haven, today it is a much cleaner place (though not entirely coke-free by any means).

Note: in addition to the clubs listed here, several other clubs and bars of interest to PCs are listed in "The Mercenary World" section, above.

THE LOCAL MUSIC SCENE

Hudson City is not a "music capital" like Nashville, Los Angeles, San Francisco or Seattle, but it still has an active music scene. Many major record labels have offices here and are always on the lookout for new talent. Some of the most popular bands and performers associated with the city include:

Maximum Color: rap

Napalm Martini: rock, both classic and alternative

Rocirie Goldenvenom: Native American and Celtic folk music

Slices of Psychosis: alternative rock

The Solitaires: a favorite group from the '60s that still performs benefit concerts and the like

SSSP (the Secret Society of Silly People): jazz (instrumental and vocal)

Tom and the Ailuropyros: rock music of all sorts

Woodrow Crashes The Scooter: alternative rock

THE FINE ARTS AND MUSEUMS

VISUAL ARTS

Hudson City is home to a vibrant and active art scene. There are many galleries and museums displaying the latest works of modern creators as well as the works of the Old Masters. Some of Hudson City's most popular modern artists include:

Fractal: An eccentric techno-artist who answers to no other name. Fractal made his mark on the Hudson City art world with his 1987 exhibit of computer-generated abstract art. His originals now command upwards of \$50,000 apiece.

J. Piero Grinyi: A sculptor from Italy, Grinyi is the creator of the statue of blind Justice which graces the steps of Courthouse Plaza. Many of his other works, both representational and abstract, appear elsewhere in the city. Having a Grinyi in front of your offices or in your home is considered a sign of high class and taste.

Scot N. Rook: Besides being one of the city's most notable financial geniuses, Rook is also an accomplished artist. He is best known for his angular abstract human figures and for his offbeat landscapes, which have been compared to the work of Edvard Munch.

Gregory Smythe: A painter and drawer best known for his exquisitely-drawn pen-and-ink sketches of odd human figures. His work is noted for its clarity and style, and his drawings have revolutionized certain parts of the publishing industry.



CLASSICAL MUSIC

Hudson City has several organizations devoted to putting on performances of classical music. The best-known is the Hudson City Symphony Orchestra, Maestro Ilario Riccobene conducting. The HCSO usually performs in the Kleinmann Center (see below), but often goes on the road to play other auditoriums in Hudson City and elsewhere. They also have a "pops" series of concerts offered every summer for people interested in the lighter side of classical music.

The Hudson City Opera Company, based in the Mulholland Opera House near Gadsden Park, puts on three to five productions a year, and also tours every other year. Its stars are soprano Ashley Fitzsimmons and tenor Giacomo Mastangelo.

DRAMA AND DANCE

Hudson City has two major dance companies. The first, the Ferranti Ballet, performs year-round in the Ferranti Auditorium located near Hudson City University. The second, the New City Dance Ensemble, offers various kinds of dance performances, from modern to folk dances to traditional ballet. On several occasions it has come under fire for some of its rather risqué performances set to popular music. Most of its shows are offered in the Dickens Center, which is located on 24th Avenue near Centre Street.

Hudson City also has two major outlets for drama. One, the Hudson City Shakespeare Company, performs in the New Globe Theatre in LeMastre Park. It offers three to four major plays a year, plus several other smaller productions, restricting itself to Shakespeare and similar works. The other is a series of playhouses known as "Golden Avenue" which shows Broadway- and off-Broadway-style shows and plays. The Golden Avenue is actually clustered along 1st Avenue around N. Jefferson and N. Adams Streets.

THEATERS AND AUDITORIUMS

Two of the auditoriums and concert halls mentioned above deserve further explanation.

The Ferranti Auditorium: Built by the wealthy Ferranti family around the turn of the century, this hall is noted for its luxuriousness and beauty. Every available space is filled with frescoes, murals, paintings, and other works of art. The city's saying "in the Ferranti style" refers to anything done or created with a maximum of beauty, opulence and sophisticated taste.

The Kleinmann Center for the Performing and Visual Arts (off of 4th Avenue near N. Adams Street): This remarkable arts complex is half a series of performance auditoriums, half an art museum. Some of the greatest performers and artists in the world have shown their work here. The Center is also known for its fabulous Fountain Gardens, a series of "water sculptures" that decorate its main courtyard.

MUSEUMS

Among Hudson City's many museums, large and small, several stand out as being of particular interest to *Dark Champions* PCs and/or their adversaries:

The Hudson City Gangland Museum (south of 12th Avenue between N. Jackson and N. Madison Streets): This museum captures in vivid detail the life and times of the 1920's-30's gangster era. Featured displays include the car used by Albert "Al the Rhino" Torcone during the infamous "Slaughterhouse Run;" a collection

of guns from various members of Murder, Inc. and the Killing Syndicate; one of Al Capone's hats and a life-size recreation of an early Scatucci casino.

The Hudson City Museum of Anthropology and Natural History (across N. Adams Street from Gadsden Park): An enormous museum devoted to man and the world he lives in. Separate wings of the museum deal with different subjects (such as Insects, Paleontology or Snakes and Reptiles), and it features a small aquarium and a planetarium. Among its other valuable collections its "Gems and Minerals of the World" exhibit stands out as a particularly tempting target for criminals.

The Kleinmann Center: Described in more detail above. One of the Center's wings is a fabulous art museum with an extensive and valuable collection of paintings and sculpture, including Japanese *netsuke* figurines and a large selection of the works of El Greco.

The Museum of World Art: An institution devoted to preserving forms of art from all over the world, from ancient pottery to modern abstract art. It also has a valuable collection of medieval arms and armor (both European and Oriental).

The Thorson Museum of Archaeology: Originally funded by Lars Thorson, an immigrant from Iceland, in the early part of this century, the Thorson has grown into one of the biggest and most highly regarded archaeology museums in the world. It funds major archaeology expeditions all over the world. Its Mesoamerican, Colonial American and Chinese collections are particularly fascinating. GMs who want to include mystic elements in their street-level campaigns might make some of the Thorson's artifacts ancient mystic relics.

LIBRARIES

Hudson City's library system includes dozens of branches all over the city. The main branch, the Hunneford Library, is a large building near N. Washington Street and 12th Avenue. It houses over two million volumes, plus many more magazines, sheet music, and other documents. It is also a depository library for United States government documents. Its rare book room includes such treasures as medieval incunabula, a Shakespeare First Folio, autographed copies of the works of many authors, several unique diaries, rare Bibles in many languages and similar books. Security has been increased since Penny Dreadful's appearance in town.

PARKS, RECREATION FACILITIES, AND OTHER ATTRACTIONS

PARKS

Fortunately for modern Hudsonites, Andre LeMastre and other city planners that followed him had a proper appreciation of the need of city-dwelling folk for relaxation in a quiet, natural environment. Hence, Hudson City is dotted here and there with parks. Most are smaller than a city block, but some are much larger. The most notable ones include:

Blackbridge Park: A park about 2 miles long by 1 mile wide near the intersection of N. Lincoln Street and 8th Avenue. It is known for its sports facilities (such as tennis courts and baseball diamonds), where amateur league teams often compete. It also has a small petting zoo.



warring gangs can meet for peace talks. The park has essentially become nothing more than a vast open-air drug market and a campground for the homeless. Anyone who goes into the park is taking his own life in his hands.

LeMastre Park: The largest park in Hudson City, covering many square miles, LeMastre Park sits on the Stewart River and is roughly bounded on its other borders by N. Madison Street, 20th Avenue, and N. Lincoln Street. In addition to acres of fields and meadows, it features the Hudson City Zoo (see below), a large lake, sports facilities, exercise trails and many other attractions. Many Hudsonites like to come eat their lunch here, away from the hustle and bustle of the city, so pushcart vendors are a common sight.

After dark, though, LeMastre Park becomes a much different place. When the sun sets decent people tend to leave the park, abandoning it to drug dealers, gangs on "wilding" sprees, packs of aimless teenagers and the like. Not everyone has learned to stay away, though—at least once every fortnight there is a report of someone getting attacked in the Park.

THEME AND AMUSEMENT PARKS

For vigilantes who have families in their Secret Identities, here is a list of a few places to take the kids during those precious "family bonding" times. Wicked GMs should remember that these are also good locations for terrorist attacks, kidnappings, bombings, and the like...

Dino-Land: A dinosaur theme park located in south Stewartville. All of its rides and attractions are structured around various dinosaurs or other "prehistoric" themes, with some emphasis on accuracy and education. Its chief mascot, loveable cartoon character Wally D. Dinosaur, is a red humanoid tyrannosaur often seen on tee-shirts, stadium cups and other memorabilia.

Hudson City Zoo: Located in LeMastre Park, the Zoo is one of the city's biggest tourist attractions. It has exotic creatures from all six continents and Antarctica. Some of its prize creatures include a pair of snow leopards, a large collection of tropical birds, a platypus and some Russian bears which were a gift from the Soviet Union.

Nicolaus Aquarium: A large marine life facility on the northern edge of the metropolitan area. It has both freshwater and saltwater tanks. Its star attraction, Dinky the Dolphin, and several other dolphins and a killer whale perform for spectators at several daily shows. Other tourist favorites include the Aquarium's well-stocked Shark Tank, the Amazonia display (complete with piranha) and the Atlantis Project (a display showing how humans could live in domed cities on the sea floor).

Olde Hudson City: A small section of the city around Ferry Street and South River Drive that has been restored to an early 1800s state. Visitors and natives alike come here for a taste of American history. Olde Hudson City's attractions include demonstrations of various crafts (blacksmithing, weaving, and the like) and its Olde Time Ferry (which provides a charming 90-minute trip around the scenic parts of the Hudson City coastline).

Elmview Park: Located near S. Monroe Street and King Avenue, this once pleasant park has been declining in recent years thanks to a slow influx of drug dealers from "The Strip" to the north and Freetown to the west. A local neighborhood association, the Park Action League (PAL), is devoted to trying to keep the park safe and clean. It often stages small festivals, fairs and other fundraisers in the park, and maintains a "neighborhood patrol" of the area.

Gadsden Park: A large park near 8th Avenue which runs from N. Adams to N. Jefferson Streets. It has a nice lake (no fishing or swimming allowed), a community center and pool and plenty of jogging trails. The latter sometimes make it a favorite of muggers.

Martin Luther King, Jr. Park: In 1970, the former Abercrombie Park in Freetown was renamed in honor of Rev. King. Since that time it has deteriorated so much that it is virtually a disgrace to King's name. Its play and sports facilities have been vandalized and covered with graffiti; few are even usable any more, except for the basketball courts, which are regarded as "neutral territory" where



THE HUDSON CITY UNDERWORLD

Name of Crime	Total	Per Day	1 Per X Hours
Homicide	1,300	3.6	6.6
Rape	2,400	6.6	3.6
Robbery	18,000	49.3	.49 (30 minutes)
Assault	39,000	106.8	.22 (13 minutes)
Burglary	55,000	150.6	.16 (10 minutes)
Larceny	160,000	438.4	.05 (3 minutes)
Motor Vehicle Theft	14,500	39.7	.60 (36 minutes)
Arson	1,400	3.8	6.3

OPERATIONS OF 5/7/93, 10:14 PM, PURSUIT OF TARGET "LITTLE D"

There was another gang shootout today that left innocent victims in its wake. A 13-year old boy on his way home from school was killed when a Nubians set, the Little Triangle Nubians and a Warriors set, the Black Warriors, decided to settle their differences with gunfire. Eyewitness reports confirm that the gangster responsible is Little D of the Little Triangle Nubians, who brought an Uzi with him and ended up spraying a crowd of onlookers with 9mm bullets. Fortunately there was only one death.

I just found two members of the Little Triangle Nubians who told me that Little D would be somewhere in North Elmview tonight. They won't bleed to death if the police arrive and take them to a hospital soon.

5/8/93, 12:14 AM

I finally found another Little Triangle Nubian who told me that Little D was at Hooter's Holler on The Strip, smoking crack with his "homies." This one made the mistake of trying to run from me by going up a fire escape. Then he pulled a knife on me when I caught him on the roof. The Sanitation Department will be able to hose what's left of him off of the sidewalk in the morning. Little D should be starting to get cold in approximately seven minutes.

5/8/93, 12:21 AM

Four executions; Little D and three other LT Nubians. Enough was left for Forensics to make a positive i.d. once they get the remains to the morgue.

Excerpt from the journals of the Harbinger of Justice

This section presents a brief look at the underworld of Hudson City. Although it would be possible to provide an extremely in-depth view of the Hudson City crime scene, this would take a lot of freedom away from GMs who would prefer to "individualize" their campaigns. Therefore, the information given here is very general, leaving lots of room for GMs to experiment and create.

THE OVERALL CRIME PICTURE

HUDSON CITY CRIME STATISTICS

Estimating the number of crimes committed is extremely difficult for many reasons, such as the fact that many crimes are not reported. The following statistics represent the number of Uniform Crime Report crimes that are estimated to occur in Hudson City each year (both reported and estimated unreported crimes):

UNDERWORLD CONFLICT

The Hudson City underworld sometimes seems to be in constant turmoil. Here is a brief summary of who is at war with whom:

The Colombian drug cartels are usually fighting with one or more Jamaican posses over cocaine and crack distribution territory. This is not to say that either group is unified; some cartels (such as the de Fonseca and Carillo-Mendoza families) hate each other as much as they hate the Jamaicans, and two or more posses rarely work together for very long.

The Yakuza and the outlaw motorcycle gangs fight for control of the distribution of methamphetamine and other designer drugs. Generally, the cycle gangs control the Southside territories, and the Yakuza dominates in Chinatown and on the Northside.

The Yakuza is also constantly struggling with the Chinese tongs and Vietnamese gangs to control parts of Chinatown. For the most part, each group dominates in its own ethnic area and the borders between areas are the "war zones." A random factor in the equation is Takayama Shinsaku, the self-proclaimed "Shogun of Little Tokyo" (see below).

The Chinese tongs also compete with the Mexican Mafia, but the bone of contention here is the heroin trade. The Mexicans control Latin City and the Chinese Chinatown, but the rest of the city is considered open territory. Both groups use black gangs to sell their heroin in Freetown and other slum areas. Complicating the picture is the recent entry of some Colombian cartels into the heroin business. The Russian Mafia may also become involved in the near future.

Black and Hispanic street gangs are constantly fighting among themselves. The best known of these conflicts is the ongoing "war" between the Warriors and Nubians large-scale gangs. Generally, the Nubians predominate in Elmview, North Elmview and parts of Freetown east of Barton Street, while the Warriors control the rest of Freetown and parts of Riverside Hills, but actually the picture is much more of a patchwork than this simple explanation suggests. Not to be forgotten in the street gang picture are the presence of Buckshot (and his highly-trained Overlords) and Tommy Brooks and the Six-Six Blades, both of whom would like to take over all of the other gangs.

The Mafia usually competes just with itself, and restricts most (but not all) of its activities to the Northside. It occasionally competes for a share of the heroin trade, but is just as often found striking deals with various tongs for mutually profitable drug distribution or gambling operations. The Mafia also has links with the outlaw motorcycle gangs, whom it hires for hits and other "dirty work."

Card Shark's organization sees most other organized groups as threats and/or customers for its high-tech "services" (the Yakuza gangs are particularly likely to take advantage of these). Card Shark also intermittently fights with Dagger and his gang, as he is still seeking revenge on Dagger for betraying his trust. One of Card Shark's main bases in Hudson City is located in and underneath a large warehouse in the Gadsden district; other bases are left for the GM to locate as he wishes.

NOTES ON SPECIFIC ORGANIZED CRIME GROUPS

The main organized crime groups in Hudson City are described in *DC* and elsewhere in this book, and various tidbits of information about different groups have been given throughout the description of Hudson City. This section will provide more information about a select few groups.

CHINESE TONGS

Choy Sing: If the GM so desires, this tong may be involved in a "civil war." See *DC*, pages 197-198, for details.

Huang Zhu: Chinatown's underworld arbitrator lives on the western end of Dragon Street. The two-block area around his house is considered "neutral territory," and no tong or gang fighting or other criminal activities are allowed within it. If this rule were to be broken the other tongs would put aside their differences and devote all their efforts to hunting down and killing the offending party, to show their respect for Huang Zhu. Vigilantes who violate this "demilitarized zone" will suffer a similar fate. When Huang Zhu finally dies, however, there will be a fierce war for control of this virgin territory.

Qi On: This tong is at war with the Sing Chun tong. Most of their battles are fought in the vicinity of Hoffman Avenue west of N. Canton Street.

JAMAICAN POSSES

Ghede: Brother Namaan's posse is headquartered in an abandoned tenement in the no-man's-land between Southridge Avenue and S. Truman Boulevard. They are equipped with a lot of surplus military weapons and equipment bought from a traitorous U.S. Army supply sergeant, including an old Iroquois helicopter (unarmed).

THE MAFIA

If the GM prefers, the Scatucci-Torcone War (described in *DC*, pages 194-97) can be ongoing at the time the campaign begins. If so, this will obviously be the most important aspect of Mafia crime for some time to come. If not, then the families will be involved with business as usual.

OUTLAW MOTORCYCLE GANGS

The Forbidden: The Forbidden club is the biggest cycle gang in Hudson City, with a membership of around 150 or so. Its headquar-

ters is an old department store building near the waterworks. This building is heavily fortified and secured (electric fence, closed-circuit surveillance cameras, patrols, guard dogs, steel doors, and so forth). The HCPD would like to take it down, but lacks the firepower and political support to do so at present.

The Satanic Skulls: The Hudson City chapter of the Skulls, led by Big Eddie Malinowski, has achieved a real coup: two of its "women" have gotten jobs on the police force, as Records Clerks. This gives the gang a way to check on prospective new members (and maybe even tamper with evidence if the circumstances are right).

THE RUSSIAN MAFIA

The FBI's Organized Crime Section considers the Organizatsiya to be the fastest-growing organized crime threat to the city. The Russian gangs are starting to take over territory outside of Moscow West, and have been particularly brazen about filling "power vacuums" left when the police or vigilantes have destroyed some other group.

THE YAKUZA

The Neon Samurai: This trendy Japanese-influenced nightclub is used by the Hudson City Yakuza gangs the same way that the Chinese tongs use the area around Huang Zhu's house.

Sawakiri-gumi: Nakamura Hideo, chief oyabun of this family, has used his business and political contacts in Japan and this country to obtain a minor position on the Quilann International Board of Directors. To what advantage he will turn this asset has yet to be seen.

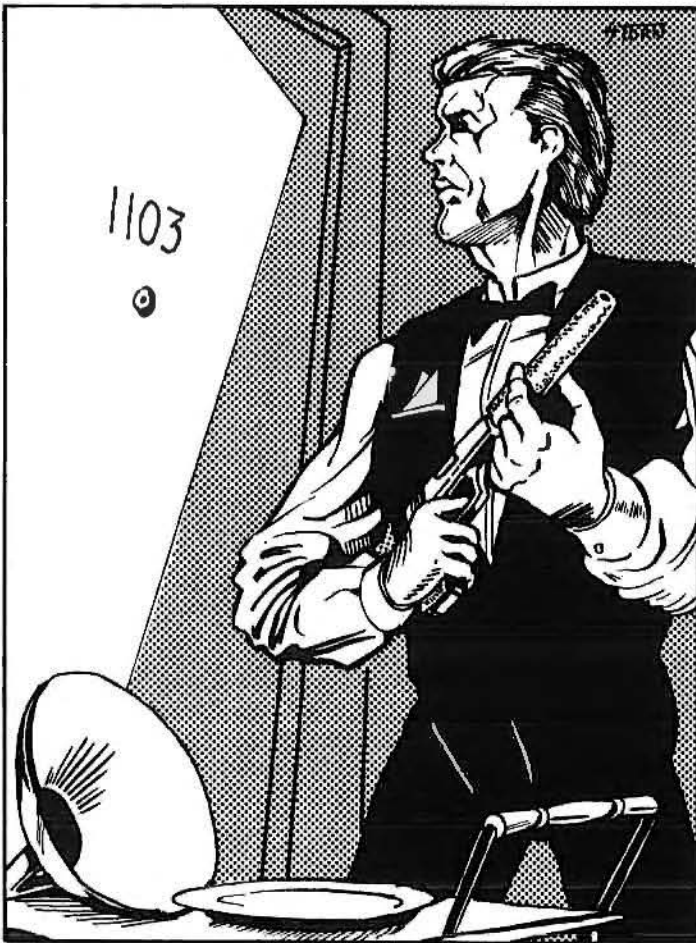
DARK CHAMPIONS UNIVERSE ORGANIZED CRIME GROUPS

CARD SHARK

Using Card Shark in non-superpowered Hudson City campaigns requires a few adjustments. First, any superpowers that his bodyguards have need to be changed to allowable devices or eliminated entirely. For example, Deadman's Hand's "death touch" could be converted into a "taser glove" that emits enough electricity to kill when he touches someone with it; One-Eyed Jack's mutant abilities should simply be deleted. Second, both Card Shark and his bodyguards may need to have some of their Characteristics lowered slightly (this depends on the nature of your campaign). Lastly, Card Shark's role as a provider of "high-tech criminal services" should be restricted to services that he could provide in the real world (such as computer hacking and electronic money laundering).

THE MASTER OF CRIME

As the descriptions of various organized crime groups in the Sourcebook indicate, the Master of Crime has recruited many organized crime figures to be part of his Inner and Outer Circles. His ranks also include two Hudson City City Council members, a Card Shark Face Card Agent (the Queen of Clubs), an HCPD captain, one of Ananias Topps's most trusted men, and one of the Shogun of Little Tokyo's lieutenants. The Master has a base in Hudson City (its location is up to the GM), but he rarely resides there. As Arthur Hobbes he has guest-lectured at Hudson City University and has several friends among its faculty.



VIPER

VIPER can be used in street-level campaigns, as briefly described in *VIPER*, pages 25-26. If the GM wishes to do this, VIPER should be portrayed as a sort of cross between an organized crime group and a terrorist organization. Depending upon how “comic-booky” the GM wants to get, the main VIPER’s Nest in Hudson City could be located in a secret base underneath Centre Street Circle, thus providing easy access to both sides of the river as well as the river itself. The Nest Leader is Carl “Fang” Washington, a former Black Panther who became embittered by his cause’s lack of political success and turned to crime instead. He is a combination Ruthless Bastard and Arrogant Show-Off (see *VIPER*, pages 32-33, for explanations of these terms).

The Carelli LCN family, mentioned in connection with two other Nest Leaders, The Grandfather and Mario “The Falconer” Toscani (see *VIPER*, pages 34-35), should be considered a minor branch of the Verontese family. When The Grandfather and The Falconer became part of VIPER in the early 1970s and 1980s, taking many of the family’s wiseguys with them, the remnants of the Carellis were absorbed into the mainstream Verontese family or killed by old enemies. Both The Grandfather and The Falconer still have strong ties to La Cosa Nostra, but neither should be considered members of it *per se* or figures of power in it—they have moved on to a different sphere of operations.

INDEPENDENT CRIMINALS

Not all criminals in Hudson City are organized. The HCPD and FBI estimate that at least 40% of Hudson City’s criminals work alone or in small gangs which are not affiliated with any larger group. This gives the GM plenty of “thugs” to use in scenarios, as well as plenty of “followers” for master criminals to recruit. Some of the most prominent independent criminals in the city are described below.

DAGGER

Dagger, a former member of the Card Shark organization, controls a gang of a couple of dozen men. They mainly commit burglaries, hijackings and similar crimes, but Dagger would like to get into illegal gambling and other, safer ventures—though he plans his crimes well, there is still too much risk for his taste. Dagger also does some work as a freelance assassin. He is being Hunted by Card Shark because of his defection from that master criminal’s organization, and this sometimes interferes with his gang’s activities. In the past, Dagger has favored hideouts in the furniture and textiles district of the city.

JEANTELE LAREAU

The lovely Miss Lareau is a rising star in the underworld whose power depends upon the potent designer drugs she creates (see *Normals Unbound*, pages 12-13. She is currently in league with Ananias Topps (see below), but has ambitions of running her own organization. She already has established secret links to the Radiance posse in the hopes of being able to break free from Topps. The success or failure of this venture is up to the GM.

PENNY DREADFUL

A criminal leader with a literary bent, Penny leads a small gang of about a dozen brutal thugs whom she controls with her wit and carefully-timed sarcasm. Her targets are almost exclusively “literary” ones such as rare books, authors and the like. She has been captured in the past and sent to Toddberry Asylum, but has always managed to escape. Her current hideout is unknown.

TAKAYAMA SHINSAKU, SHOGUN OF LITTLE TOKYO

Takayama, who has been mentioned briefly in preceding sections, is attempting to establish his own criminal empire in Little Tokyo, and eventually all of Chinatown and the rest of the city. He has three dozen or more “samurai” at his disposal who have martial arts and swordfighting training in addition to modern weapons skills. They are completely loyal to their Shogun. Further details about Takayama and his operation will be found in the forthcoming *The Ultimate Martial Artist*.

ANANIAS TOPPS

Topps and his operations are described in *Normals Unbound*, pages 13-14. However, the GM needs to resolve the question of exactly what group, if any, Topps is affiliated with. He is described as being part of “the Mob,” presumably the Mafia—but he doesn’t have an Italian name, which would seem to prevent him from having any power in the LCN.

There are three possible solutions to this dilemma. The first solution is that "Topps" is an Anglicization of Toppetti or some other Italian name. If this is the case, make him a powerful caporegima in the Marcelli family. The second solution is to assume that Topps is one of the few important Mafia figures who is *not* Italian. The last option is to make him an independent crimelord and ignore the references to "the Mob" in *Normals Unbound*. Either way, given his tastes he is likely to concentrate his operations around The Strip (see below).

THE STRIP

The Strip, Hudson City's notorious vice area, is the section of Redwine Avenue from N. Adams Street to S. Monroe Street. This entire area is full of pornographic movie houses, brothels, drug dealers, prostitutes (such as Sugar, *Normals Unbound*, pages 15-16) and the like. In some parts of The Strip, child pornography and "snuff films" are available. The police occasionally raid The Strip, but generally don't bother because they've found it a waste of time (they still go after the child porn and snuff films, though, since they are too terrible to ignore). No one group is considered to have a "monopoly" on The Strip—in fact, most "merchants" on The Strip are totally independent—but some organizations, such as Ananias Topps', are more influential than others. The Strip is also occasionally the site of gunbattles between groups fighting over the right to sell drugs there.

THE DRUG SCENE

If one knows where to look, any sort of illegal drug can be found in Hudson City. The Strip is the best place to find drugs, but the open-air crack markets in Freetown, especially at King Park, are also prominent drug trafficking areas. The area around HCU and HCSU is another place where drugs are fairly common (especially marijuana, designer drugs, LSD, PCP and amphetamines). Last but certainly not least, a lot of dealers hang out in LeMastre Park after nightfall.

The most common drug of abuse in Hudson City is cocaine (including crack). The Southside has crackhouses scattered all over, and there are even a few hidden away on the Northside in neighborhoods like Eastwood and Pierpoint. Heroin, marijuana and ice are all popular as well.

Drugs from overseas are usually smuggled into Hudson City by land or in a ship, although "mules" (drug couriers) on planes are by no means uncommon. There are always DEA agents looking for suspects to question at the Metro, the airport or the shipyards.

VIGILANTES IN HUDSON CITY

The question of how many NPC vigilantes are active in Hudson City is one which should be answered by the GM. Obviously, the city has an enormous crime problem, so there is plenty of work for PC and NPC vigilantes alike. In addition

to the Harbinger of Justice and the Scarecrow from *DC*, (and Copperhead, if the GM is running a high-tech street-level campaign), there are several other vigilantes found regularly in Hudson City, who are described below. Depending upon the type of campaign the GM is running, some of these characters might require slight changes (for example, in a non-superpowered campaign Harbinger's Power Pool would need to be limited so that it could only be changed in an arsenal).

ALLIES

In this section players and GMs will find four heroic NPCs that they might encounter on the streets of Hudson City). Like the sample street-level characters in *DC*, these characters might be the allies of the PCs, or they might come into conflict with them because of differing ideas about justice, the use of lethal force or a particular criminal's culpability. The PCs might even mistake one of these NPCs for a villain at first (after all, it happens all the time in the comics, so why not in a comic-book role-playing game?). The four characters are arranged by power level, from a virtual beginner (DarkAngel, 250 points) to a highly experienced crimefighter (the Sandman, 393 points).

Although these four characters are designed to be used in Hudson City, the GM can easily adapt them to other cities by changing or ignoring references to Hudson City in their origins.



DARKANGEL

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 7		
20	DEX	30	DCV: 7		
18	CON	16	ECV: 4		
10	BODY	0	Phases: 3, 5, 8, 10, 12		
13	INT	3			
11	EGO	2	Costs		
15	PRE	5	Char: 95	Base: 100	
18	COM	4	+	+	
8	PD	5	Powers: 155	Disad: 150	
6	ED	2	=	=	
5	SPD	20	Totals: 250	250	
7	REC	0			
36	END	0			
30	STUN	3			

Cost	Powers	END
20	Multipower: Utility Belt, 30-point base; all OIF (Utility Belt, -1/2)	
1u	Halo Grenades: 3d6 Entangle, OAF (-1), 12 Charges (-1/4) [12c]	
1u	Halo Boomerang: 4d6 EB, 0 END (+1/2), OAF (-1) 0	
1u	Angel Blades: 1/2d6 HKA (1d6 w/ STR), Ranged (+1/2), OAF (-1), 6 Recoverable Charges (-1/4), Range Based On STR (-1/4) [6rc]	
1u	Weakness Darts: 2d6 STR Drain, Ranged (+1/2), OAF (-1), Must Target Non-Armored Hit Locations (-1/4), 6 Charges (-3/4) [6c]	
1u	Freeze Gas Capsules: 3d6 Minor Transform (normal object to frozen stiff object, "heal" by thawing out at normal rate), OAF (-1), 4 Charges (-1) [4c]	
1u	Sleeping Gas Pellets: 3d6 EB, NND (defense is LS: Self-Contained Breathing), OAF (-1), 6 Charges (-3/4), Range Based On STR (-1/4) [6c]	
1u	Smoke Pellets: Darkness 2" radius to normal sight, OAF (-1), 8 Charges lasting 1 Turn each (-0), Range Based On STR (-1/4)	
1u	Flash Pellets: 2d6 Sight Group Flash, OAF (-1), 6 Charges (-3/4), Range Based On STR (-1/4) [6c]	
1u	Thermite Pellets: 1d6 RKA, Armor Piercing (+1/2), One Hex (+1/2), OAF (-1), 6 Charges lasting 2 Phases each (-1/2), Range Based On STR (-1/4)	
1u	Rebreather: LS: Breathe Underwater, 4 Charges lasting 1 Hour each (+1/4), OAF (-1)	
1u	Monocular: +6 vs. Range for Sight Group, OAF (-1)	
1u	Swingline: 15" Swinging, OAF (-1) 1/5"	
1u	Miniature Flashlight: Change Environment, 1" radius (provide light), 0 END (+1/2), OAF (-1) 0	
1u	Crimescene Kit: +2 to Criminology, OAF (-1), 8 Charges (-1/2) [8c]	
1u	Laser Torch: 1 pip RKA, Penetrating x2 (+1), 0 END (+1/2), OAF (-1), No Range (-1/2) 0	
1u	Mini-Camcorder: Eidetic Memory, OAF (-1), Visual and Sound Images Only (-1/4)	
25	Martial Arts—Karate	
	Maneuver	OCV DCV Notes
	Killing Strike	-2 +0 1d6 HKA (2d6 w/STR)
	Martial Block	+2 +2 Block, Abort
	Martial Disarm	-1 +1 35 STR Disarm
	Martial Dodge	+0 +5 Dodge, Abort
	Martial Strike	+0 +2 7d6 Strike
	Offensive Strike	-2 +1 9d6 Strike

Cost	Powers	END
8	+2 Damage Classes (already added in)	
12	Armored Costume: Armor (6 PD/ED), OIF (-1/2)	0
5	Glider Cape: 10" Gliding, OAF (-1)	0
3	Cowl Radio: Radio Listen And Transmit, OIF (-1/2)	0
3	UV Lenses: Ultraviolet Vision, OIF (-1/2)	0

Skills		
15	Vehicle: Sportscar (150 points; DEX 20, SPD 5, 30"x4 Move)	
3, 3	Acrobatics 13-, Breakfall 13-	
3, 3	Climbing 13-, Combat Driving 13-	
3	Computer Programming 12-	
3, 3	Criminology 12-, Deduction 12-	
3	High Society 12-	
1	Language: Japanese (basic conversation; English is native)	
3, 3	Lockpicking 13-, Security Systems 12-	
3, 3	Shadowing 11-, Stealth 13-	
3, 3	Streetwise 12-, WF: Small Arms, Knives	
2	CK: Hudson City 11-	
3	KS: Hudson City Underworld 12-	

100+ Disadvantages		
20	Psychological Limitation: Devoted To Justice	
15	Psychological Limitation: Vengeful	
15	Psychological Limitation: Code Against Killing	
15	Reputation: vengeful crimefighter 11-	
15	DNPC: Frank Knox (boyfriend, normal) 11-	
20	Hunted: Penny Dreadful 11- (As Pow, Kill)	
20	Hunted: Card Shark 8- (Mo Pow, NCI, Kill)	
15	Hunted: Detective Birch, Hudson City Police Department, 8- (As Pow, NCI, Capture)	
15	Secret Identity (Stacy Hunter, marketing executive)	

Background/History: Stacy Hunter is a modern American success story. Born into relatively humble beginnings, she learned early in life that the only way to get anything she wanted was to work for it. She became the first person in her family ever to go to college, and even then she had to work her way through. She studied advertising and marketing, and got excellent grades. Her degree helped her land a job with the Berkely Marketing Group, a Hudson City-based marketing agency founded by television magnate Ben Berkely to take care of the advertising chores for his Berkely Entertainment Television (BETV) network and other companies.

Stacy liked living in the big city—the glamour, the bright lights, the fast-paced atmosphere, the famous television personalities she met through her job, the whole works. But she liked it so much she got careless, forgetting that the city's glitzy appearance often covers up a heart as dark as midnight. One night she made the mistake of walking down a deserted street by herself, and was attacked by some Blood Hawks gang members out "wilding." After they beat her and kicked her for a few minutes they were about to do something worse when they were scared away by the lights of a passing car. They ran off, taking her money and credit cards.

For some reason, the passing car stopped and a samaritan, whose name she has never learned, picked her up and took her to the nearest hospital. She spent a few days convalescing—fortunately, her physical injuries were not severe—but she was constantly afflicted with bouts of panic and feelings of intense fear. Once a confident, creative woman, she had been reduced to a shy and frightened shadow of her former self. It took her several more weeks to get over the worst of her fear, but even after that she still had occasional panic attacks.

She returned to work and managed to continue doing her job. A previously-scheduled business trip to Japan came up, and her boss was going to get someone else to go, but Stacy insisted on following through with her responsibilities. Whereas once she had been



looking forward to seeing Tokyo, now she was scared to leave. Somehow, however, she made herself go. Once she got there, she was glad she had come, and a little of her old self began to emerge.

Then she happened to walk by a Tokyo park and saw an old man leading a group of students in a karate class. Fascinated, she watched them for half an hour, and when the class was over, she approached the old man and asked in her halting Japanese if she could join. Sensing something in her, the old man assented, and the next day she began karate lessons. For the rest of her time in Japan, she faithfully practiced and studied every day, becoming reasonably proficient. When it was time for her to leave, her *sensei* gave her the name of his cousin, who ran a dojo in Hudson City. After she returned, she joined the dojo and continued her lessons. Within a year and a half, she had earned her black belt and her self-confidence had more or less returned.

A few days after passing the tests for her black belt, Stacy found herself in the same position that her samaritan had been in two years before. She saw a woman being attacked by a couple of young punks who were trying to steal her purse and jewelry. Almost without thinking, she rushed forward and used three quick blows to subdue the two attackers. Leaving them out cold on the sidewalk, she rushed the injured woman to the hospital.

She had never before felt so good, or had such a sense of purpose. *This* was what she should be doing with her life — protecting the innocents who could not protect themselves, not simply slaving away for a paycheck week after week and ignoring the decay of society all around her. However, just knowing karate wasn't enough. She needed to know a lot of other things, and she needed a "style" of crimefighting. Stacy studied some vigilantes such as the Harbinger of Justice, whom she found too violent for her tastes. Others had high-tech resources that she didn't have access to. She finally found the inspiration she was looking for in the hero Jack O'Lantern. The idea of a "theme" appealed to her. She also thought about what she wanted to accomplish as a crimefighter,

and realized that she wanted to be not only a protector of the innocent, but an avenger of the wronged, a dark, avenging angel of the nighttime streets. Accordingly, she chose the name DarkAngel.

Months of training followed, as she educated herself about criminology, forensics, locks and security devices, and many other subjects. She built or bought from the Toymaker the gadgets and weapons she felt she needed, and she practiced with them constantly. When she was ready, she went out into the night not as Stacy Hunter, victim of society's evil, but as DarkAngel, avenger of crime victims everywhere.

Personality/Motivation: Stacy is the sort of person who has had to struggle all of her life to get what she wanted. She is strong-willed, determined, and capable of working long and hard to achieve her goals. She is now applying this same energy and drive to her fight against crime—she's made up her mind that she's going to protect and help everyone she possibly can, and stop every crime she sees. Crimes she cannot stop she will avenge, even if it takes her months of effort and sacrifice to bring a criminal to justice. She draws the line at killing, though—for the most part she sees vigilante "executions" as acts which make the "hero" as bad as the criminals he is supposed to be fighting, and she wants to feel better about herself than that. She might, however, be tempted in cases involving particularly violent rapists, serial killers, and similar criminals. DarkAngel's vengeful nature really comes to the forefront when some criminal escapes from her, insults her, or humiliates her; the unlucky felon usually ends up taking a long trip to the hospital. She is trying to control this temperamental streak, but for now she still has a little too much anger bottled up inside of her to calm down; given time and experience she will become much more even-tempered.

Quote: "Did you really think you were going to get away with this? She may not be able to protect herself from scum like you, but I'm on her side, and *you* can't protect yourself from *me*."

Powers/Tactics: DarkAngel's style of combat usually involves rapid movement, frequent dodging and reliance on her karate skills. She carries a versatile selection of low-powered weapons in her Utility Belt, but she usually prefers to save them for emergency situations. For example, her Thermite Pellets work very well for burning holes in doors or destroying cocaine, but she would never use them on a living opponent. Her favorite weapons are her "theme" attacks: Halo Grenades (bolo-like Entangle grenades which resemble golden ribbons), Halo Boomerang (a high-density steel ring used as a throwing weapon), and Angel Blades (throwing blades shaped like miniature silver swordblades).

For the most part DarkAngel restricts her crimefighting activities to street gangs, some organized crime groups and a few low-powered costumed criminals such as Penny Dreadful. (She knows she's not yet experienced enough to take on most "master criminals," although she has tangled with Card Shark's agents on a couple of occasions.) She concentrates on protecting the Blackbridge and Eastwood neighborhoods.

Appearance: Stacy Hunter is a slim, physically fit young woman who stands about 5'9" tall. She has short blonde hair, hazel eyes, and a friendly, expressive face. DarkAngel wears a black armored bodysuit with red gloves, heeled boots, and utility belt, and a golden halo "chest symbol." Her Glider Cape is black with red trim. Her mask is a black half-face mask which does not cover her hair, but she wears a long blonde wig to further conceal her identity.

Record: Stacy Hunter has no criminal record other than a few speeding tickets. As DarkAngel, she has been cautious enough that so far the police are basically unaware of her presence, so they are not seeking to arrest her for any of the assaults she has committed on various criminals (and Penny Dreadful and Card Shark certainly aren't going to file any police reports about the times DarkAngel has interfered with their plans). However, one officer, Detective Mike Birch, has put a few clues together and figured out that there is a new vigilante in town. He is trying to get more definite information about her.

JACK O' LANTERN

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 3
10	BODY	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
15	PRE	5	Char: 106 Base: 100
10	COM	0	+ +
8	PD	4	Powers: 196 Disad: 202
7	ED	2	= =
5	SPD	17	Totals: 302 302
9	REC	0	
46	END	0	
32	STUN	0	

Cost	Powers	END
30	Multipower—60 point pool; all OAF (Weapons Pouch, -1)	
3	Skull Grenade: 12d6 EB, OAF (-1), 16 Charges (-0) [16c]	
3	Miniature Skull Grenades: 6d6 EB, Autofire (5 shots, +½), Area of Effect: One Hex (+½), OAF (-1), 16 Charges (-0) [16c]	
2	Bat-Blades, Mk. I: 1d6 RKA, Armor Piercing (+½), Area of Effect: Radius x 4 (8", +1 ¼), OAF (-1), 8 Recoverable Charges (-0) [8rc]	
1	Bat-Blades, Mk. II: 1d6 RKA, Armor Piercing (+½), Autofire (5 shots, +½), OAF (-1), 8 Recoverable Charges (-0) [8rc]	
2	Pitchfork Darts: 5d6 NND (defense is rPD, +1), OAF (-1), 16 Charges (-0) [16c]	
2	Jack O'Lantern Bolos: 5d6 Entangle, OAF (-1), 8 Recoverable Charges (-0) [8rc]	
2	Witch's Candle Grenade: 4d6 Sight & Hearing Group Flash, OAF (-1), 8 Charges [8c]	
2	Will O' The Wisp Grenade: 2d6 RKA, Area of Effect: One Hex (+½), Penetrating (+½), OAF (-1), 4 Charges (-1) [4c]	
16	Martial Arts—Acrobatic And Contortionist Maneuvers	
	Maneuver OCV DCV Notes	
	Martial Escape +0 +0 45 STR vs. Grabs	
	Martial Throw +0 +1 6d6 + ve/5; Target Falls	
	Nerve Strike -1 +1 3d6 NND (rPD)	
	Passing Strike +1 +0 6d6 + ve/5; Full Move	
12	+2 DC (already added in)	
12	Armored Costume: Armor (+6 PD/+6 ED), OIF (-½)	
6	+3" Running (9" total) 1/5"	
5	+5" Superleap (9"/5" total) 1/5"	
6	Swingline: 13" Swinging, OAF (-1) 1/5"	
3	Mask Radio: Radio Listen & Transmit, OIF (-½) 0	

Skills	
3	Acrobatics 14-
3	Breakfall 14-
3	Computer Programming 12-
3	Contortionist 14-
3	Criminology 12-
3	Electronics 11-
3	Lockpicking 14-
3	Mimicry 11-
3	Security Systems 14-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 12-
3	Ventriloquism 11-
4	Weaponsmith 11- (Energy, Muscle-Powered)
2	CK: Hudson City 11-
2	KS: Hudson City Underworld 11-
2	KS: The Yakuza 11-
1	Language: Japanese (basic conversation)
2	Chemistry 11-
2	Biology 11-
10	+1 Level Overall
5	+2 DCV, Requires An Acrobatics Roll (-½), Side Effects (-2 DCV, -½)
24	+8 Levels with Strike, Block, and Dodge
100+ Disadvantages	
20	Psychological Limitation: Code Against Killing
20	Psychological Limitation: Driven To Protect And Help Others
15	Psychological Limitation: Love of Excitement And Danger; Thrillseeker
15	Psychological Limitation: Overconfident
10	Reputation: maniac vigilante 11-
15	DNPC: Cheryl Saunders (potential romantic interest, normal), 11-
25	Hunted: The Yakuza 11- (Mo Pow, NCI, Kill)
20	Hunted: master criminal of GM's choice 8- (Mo Pow, NCI, Kill)
5	Rival: Jason Glass (romantic)
15	Secret Identity: Claude Strange Spencer, graduate student
42	Experience

Background/History: Claude Strange Spencer ("Strange is my middle name!") grew up in Worthington, one of Hudson City's best neighborhoods, surrounded by a family that loved him. His family's wealth allowed him to do or learn pretty much whatever he wanted to, and his interests were primarily twofold. The first was a love of action and excitement; Claude did all sorts of dangerous things and took all sorts of daring risks, just for the thrill of it. This thrillseeking streak got him in trouble occasionally, but it also led him to study acrobatic skills and the martial arts from some of the best teachers in the city. Claude's second interest was a desire to help other people. He was a good-natured young man who spent a lot of time doing volunteer work and helping out the downtrodden of Hudson City.



Then, one fateful day when he was 18, Claude was attacked by a street gang and robbed. Fortunately, his martial arts skills enabled him to escape with his life. This event showed him a way to combine his interests, yielding the maximum of both excitement and helpfulness: he would become a costumed crimefighter!

Claude spent the next seven years in training, teaching himself all that he felt he could about being a "crimefighter" while attending undergraduate and graduate classes. Finally, he decided that he was ready. Taking his inspiration from Washington Irving's story of the Headless Horseman, he designed a costume and weapons around the name "Jack O'Lantern." Soon, he developed a reputation (not entirely deserved) as a lawless vigilante, but one with a slightly crazy attitude (because of his bizarre sense of humor and all the risks he takes just to humiliate criminals and make them look stupid). He doesn't really care what the public thinks about him, though; he's having a lot of fun and getting to help people all at once.

Personality/Motivation: Jack O'Lantern is primarily motivated by two impulses: first, a desire to help people and right wrongs; second, a love of danger and thrills. These two interests are what drove him to become a hero, and they likewise influence his style as a hero. He tends to be a flamboyant showoff, seeking the

maximum excitement from his role as a costumed guardian of society. For example, he hates to just go after a criminal, fight him, and bring him in; he'd rather lure his target into a public confrontation, have a little fun with him (pants him, steal his toupee, attach his swingline to the guy's belt and snag him out of his getaway car as he's trying to escape at 60 miles per hour), and *then* turn him over to the police. Most other heroes and members of the underworld regard him as a buffoon (particularly the Yakuza, which he has tangled with on several occasions), but nonetheless he seems to get the job done.

Additionally, because Claude has always been able to accomplish whatever he put his mind to, and has never really been denied anything, he tends to assume that he's always going to come out on top. This overconfident streak, when combined with his desire for excitement, gets him into a lot of sticky situations. He thinks nothing of taking risks that might make other crimefighters blanch—he's sure he'll come out all right in the end.

Quote: "I'm going to try a Flying Roundhouse Kick on him after I bounce off that flagpole and do a triple somersault—one of you catch me if I miss!" <LEAP!> <BOUNCE!> <FLIP!> <WHACK!> <THUD!> "See? I *told* you it would work!"

Powers/Tactics: Jack O'Lantern tends to favor flashy, unpredictable maneuvers when in combat—this not only shows off his acrobatic abilities, but it's fun and a lot more exciting than straightforward combat. He has studied several different martial arts styles and combines them with various acrobatic maneuvers so as to keep his opponent constantly guessing as to where he will be or what sort of attack he will try next. He tends to move around a lot, bouncing and dodging, doing flips and acrobatic maneuvers. He also likes to use his more unusual skills (such as Mimicry, Sleight Of Hand and Ventriloquism) to confuse and mock his enemies.

Although Jack O'Lantern prefers to fight his enemies hand-to-hand, he carries his special weapons for a reason—he will use them whenever his foe is too powerful to tackle hand-to-hand, or when getting close to an enemy is not wise. (Besides, blowing things up can be pretty spectacular.) The weapons are carried in a large belt pouch on his left hip; occasionally he will hide a couple of Pitchfork Darts or Miniature Skull Bombs in his cloak, up his sleeve, or in one of his boots in case he needs a hidden "surprise" for his enemies.

Appearance: Jack O'Lantern wears a helmet/mask which resembles a flaming, grinning jack o'lantern; below the mask he has a white ascot. He has a white shirt with pressed collars and French cuffs (with jack o'lantern cufflinks), over which he wears a black vest with four buttons—in descending order, a jack o'lantern, a sun, a moon, and a skull. Over all of that he has a broad black belt worn as a bandolier, with a black pouch attached to it at his left hip to hold his weapons. His pants are black, with a black belt with a jack o'lantern buckle. His collared boots are black, and his short gloves are orange. Lastly, he wears a black cape with a high collar.

Record: Jack O'Lantern maintains a semi-official relationship with the police. They are willing to accept his help on occasion, provided that he doesn't go overboard (i.e., kill criminals or use excessive force), and he likes working with them because he finds it more constructive than setting himself up as judge, jury, and executioner. As a result, Jack has no criminal record at present, though that could change if the political climate shifted or he somehow fell out of favor.



RENEGADE

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 7 DCV: 7 ECV: 5 Phases: 3, 6, 9, 12 Costs Char: 125 Base: 100 + + Powers: 235 Disad: 260 = = Totals: 360 360
21	DEX	36	
18	CON	16	
13	BODY	6	
20	INT	10	
14	EGO	8	
20	PRE	10	
10	COM	0	
8	PD	4	
8	ED	4	
4	SPD	9	
8	REC	0	
36	END	0	
45	STUN	14	
Cost Powers			
57	Desert Eagle .50 with Thunderzap ammunition: 3d6+1 RKA, +2 STUN Modifier (+1), four clips of 9 Charges each (+¼), +1 OCV, OAF (-1), Only Does Knockdown (-¼) [2x9c]		
22	Spectre M-4 Submachine Gun: 1d6+1 RKA, Autofire (5 shots, +½), two clips of 50 Charges each (+¾), +1 OCV, OAF (-1), Only Knockdown (-¼) [2x50c]		
41	USAS-12 Combat Shotgun: 2d6 RKA, Autofire (5 shots, +½), +1 STUN Modifier (+½), 2 clips of 20 Charges each (+½), +2 OCV, +2 vs. Range, OAF (-1), Only Does Knockdown (-¼) [2x20c]		
7	Combat Knife: 1d6 HKA (2d6 with STR), OAF (-1), No KB (-¼) 1+		
9	Armored Duster: Armor (+6 PD/+6 ED), OIF (-½), Activation Roll 14- (-½)		
2	Gargoyle Glasses: Sight Group Flash Defense (5), OAF (-1)		
2	Radio Headset: Radio Listen & Transmit, OAF (-1)		
24	Martial Arts: Dirty Infighting		
	Maneuver	OCV	DCV Notes
	Killing Strike	-2	+0 1d6+1 HKA
	Martial Disarm	-1	+1 28 STR Disarm
	Martial Strike	+0	+2 5 ½d6 Strike
	Martial Throw	+0	+1 3 ½d6+vel/5, Opp. Falls
	Nerve Strike	-1	+1 2d6 NND (1)
	Offensive Strike	-2	+1 7 ½d6 Strike
Skills			
17	Combat Motorcycle (see <i>Dark Champions</i> , page 95)		
3	Lightsleep		
5	1d6 Luck		
3	Combat Driving 13-		
3	Concealment 13-		
1	Criminology 8-		
3	Deduction 13-		
3	Interrogation 13-		
1	Language: Street Gang Slang (completely fluent)		
3	Mechanics 11-		
3	Stealth 13-		
3	Streetwise 13-		
4	WF: Small Arms, Street Weapons		
9	+3 Levels with Desert Eagle, Spectre M-4, and USAS-12		
10	+1 Level Overall		

100+ Disadvantages

20	Psychological Limitation: Vigilante Mentality
20	Psychological Limitation: Devout Christian
20	Normal Characteristic Maxima
15	Distinctive Features: Skull-and-bones tattoo on left side of face (concealable with effort, noticed)
15	Reputation: killer vigilante prone to the use of excessive force 11-
25	Hunted: Hudson City Police Department 11- (Mo Pow, NCI, Capture)
20	Hunted: The Mafia 8- (Mo Pow, NCI, Kill)
15	Secret Identity: Frank Scarpetta, "troubleshooter for hire"
110	Experience

Background/History: Think of every bad kid you've ever known and roll them all into one, and you'd have Frank Scarpetta. From the time he was old enough to know what "crime" was, Frank was involved in it. He started out bullying other kids and taking money from them, then began shoplifting, and graduated to auto theft as soon as his legs were long enough to reach the pedals. He spent far more time with his street gang than he ever did with his family, and before too long he just stopped going home altogether.

By the time most kids his age were graduating from high school, Frank was a hardened criminal who'd killed more than once. His affinity for his work did not escape the attention of the local Mafia caporegima, who approached Frank with an offer to bring him into his group of "soldiers." Frank knew that this was the sort of break he'd been waiting for and jumped at the chance. Despite his undisciplined youth, he fit in relatively well and soon "made his bones" without a hitch and became a made man. Frank's penchant for violence was a valuable asset to his caporegima, and he soon made Frank one of his bodyguards.

This was the best job that Frank had ever had, and he loved every minute of it. It was a perfect combination of luxurious surroundings and the opportunity to exercise his violent tendencies. However, his opinion of his boss and his job changed when he finally met the boss's daughter, Angela. Angela was a woman with a sad, pale sort of beauty. She was confined to a wheelchair because of a childhood illness. Unlike the boss and his compatriots, who treated Frank as a sort of hired hand or attack dog, Angela actually seemed to see some good in him and treated him with a kindness that was completely foreign to him.

Soon Frank was seeking excuses to be near her, because she was the only person in the world that he really liked. He even listened to her when she, a devout Catholic, tried to bring religion into his life. It sounded like nonsense to him at first, but the more time he spent with her and the more he listened, the more he came to believe. Soon he was accompanying her to church on the pretext of "guarding" her, and before too long he'd converted to Catholicism and even been baptized.

As Frank's piety increased, his desire to do his job decreased. After his baptism he decided he'd had enough of the violence and bloodshed. He asked Angela to marry him, and after she said yes the two of them went to her father to tell him that Frank was calling it quits and they were leaving. But the boss had other ideas. He told Frank that no daughter of his, crippled or otherwise, was marrying a thug like him, and that the only way he was going to leave "the family" was in a pine box.

That was when the shooting started, as Frank's former comrades in arms tried to gun him down and he tried to shoot a way to safety for himself and Angela. Three dead bodyguards and a lot of bullets later they'd almost made it out of the house when Angela saw that another one of her father's guards was about to shoot Frank in the back with a shotgun. Screaming for him to run, she wheeled herself in the way of the blast, saving his life by sacrificing her own.



Something in Frank snapped. The only person he'd ever cared about was dead, killed by murderous criminal scum like he'd once been. He looked up from her body at the caporegima and his men with a murderous glint in his eyes even more savage than the one that had been there so many times before. When Frank walked out of the house the boss and every single one of his men were dead, each shot cleanly through the head.

Frank realized then that God had sent him a message. He wasn't destined to fall in love and be happy in the way that normal men are—he was to be an instrument of righteous vengeance, removing evil men from this life to face judgment in the next. After equipping himself to fight this "holy war" and christening himself "Renegade," he began patrolling the streets of the city, doing "God's work" with a fury that most people would never associate with the divine.

Personality/Motivation: Renegade is an unusual mix of piety and violence. Ever since he was a child he has been a ruthless and brutal person, and even his religious conversion has not purged him

of these tendencies. However, his new-found faith has influenced on whom he uses force. Where once he would use force on whoever he was ordered to or whenever he could make some money or have some fun, now he reserves it solely for criminals, "the greatest sinners of all." In a sense, he sees himself as "God's weapon on Earth," though he would never express that sentiment out loud.

However, deep in his heart, Renegade knows that the path of violence that he has taken is not a truly Christian way to live his life, but violence has been a part of his life for so long that he finds it impossible to become a truly peaceful person without Angeia by his side to help him. Subconsciously he feels a great deal of guilt because of his vigilantism, and when he has no immediate goal to focus on, the guilt begins to haunt him, making him worry that someone like him could never be admitted to the kingdom of Heaven. So, fatalistically, he goes right on with his vigilante crusade, willingly sacrificing his own salvation to bring some safety and comfort to a few people on Earth.

Frank is not a devout Catholic—he will attend whatever Christian church he can find when he needs one, though he still prefers Catholic churches whenever possible. He donates any money that he recovers (beyond his basic living expenses, such as food and ammunition) to a church or church-related charity.

Quote: "A little time in Purgatory is just what you need."

Powers/Tactics: Renegade's sense of tactics is not well developed; it consists mainly of an "I'm making this up as I go along" approach that involves a lot of violence. His version of lockpicking, for example, is kicking or blasting the door in. Although he can be stealthy when he wants to, subtlety is not his strong suit, and the sort of disguise-based infiltration mission favored by the Sandman or the Harbinger of Justice is the farthest thing from his mind. Usually he locates an appropriate target, gathers as much information about it as he can, and then attacks, counting on his extremely violent methods and powerful weapons to shock the enemy enough that it can't respond well. He is also clever at thinking up ways to destroy his target with the maximum amount of havoc possible, such as blowing up a building by dropping a grenade on its gas main. Hit-and-run assaults using his armed and armored motorcycle are another favorite tactic.

Appearance: Renegade doesn't wear a costume *per se*, just jeans, a tee-shirt of some sort, combat boots, and a dark brown duster with armored panels sewn into it. He stands about 6'2" tall, weighs about 225, and has a solid, muscular build. His shoulder-length brown hair is tied back in a ponytail, and his eyes are hidden behind a pair of Gargoylesunglasses. On his left cheek is a skull-and-crossbones tattoo that he got when he was a teenager. He usually carries his Desert Eagle and Spectre in shoulder holsters underneath his jacket and his shotgun on his back.

Record: Renegade is wanted by the Hudson City Police for 20 confirmed murders and several dozen acts of assault. He is a suspect in many more murders. The police are especially eager to catch him because one of his victims was Officer George Hurley, a cop accused of using excessive force against black suspects.

THE SANDMAN

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9 DCV: 9 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 122 Base: 100 + + Powers: 271 Disads: 293 = = Totals: 393 393
26	DEX	48	
18	CON	16	
12	BODY	4	
18	INT	8	
13	EGO	6	
18	PRE	8	
2/14	COM	-2	
10	PD	7	
9	ED	5	
5	SPD	14	
7	REC	0	
40	END	2	
30	STUN	1	

Cost	Powers	END
15	25% Damage Reduction, physical and energy, resistant, STUN Only (-1/2), Activation Roll 14- (-1/2)	
4	+2" Running (8" total)	1/5"
4	+6" Superleap (10" total), Requires An Acrobatics Roll (-1/2)	1
11	15" Teleport; Requires A Stealth Roll (-1/2), Only To "Vanish" When No One Is Looking (-1/2), Can Only Teleport Places The Sandman Can Go Normally (-1/2), No Non-Combat Multiple (-1/4)	3
14	Crescent Darts: 1/2d6 HKA (1d6 with STR), Ranged (+1/2), Armor Piercing (+1/2), Autofire (5 shots, +1/2), 32 Charges (+1/4), OAF (-1)	[32c]
10	Tonfa: +3d6 HA, +1 OCV, 0 END (+1/2), OAF (-1)	0
9	Smoke Bombs: Darkness to Sight Group, 1" radius, OAF (-1), 8 Charges lasting 1 Phase each (-1/4)	
8	The Mists of Dread: 2d6 PRE Drain, OAF (-1), 4 Charges lasting 1 Turn each (-1/2)	
9	Swing Line: 15" Swinging, 1/2 END (+1/4), OAF (-1) 1/5"	
8	Various Kits: +3 Overall Levels, OAF (-1), Extra Time (from a full Phase to one minute, depending upon circumstances, -1/2), Cannot Be Used For Combat (-1)	
4	Mini-Camcorder: Eidetic Memory, OAF (-1), Visual And Sound Images Only (-1/4)	
9	Spyscope: +6 vs. Range for Sight & Sound Groups, OAF (-1)	
4	IR Lenses: Infrared Vision; IIF (-1/4)	
4	Gas Mask: Life Support: Self-Contained Breathing; IIF (-1/4)	
5	Body Armor: Armor (+4 PD/+4 ED), IIF (-1/4)	
26	Martial Arts: The Way of the Night Dragon	
	Maneuver OCV DCV Notes	
	Martial Strike +0 +2 6d6	
	Offensive	
	Strike -2 +1 8d6	
	Nerve Strike -1 -1 2 1/2d6 NND (1)	
	Martial Block +1 +3 Block, Abort	
	Martial Dodge +0 +5 Dodge all attacks, Abort	
	Martial Disarm +0 +1 30 STR Disarm	
	Use Art with Clubs	
4	+1 Damage Class (already added in)	

Skills

9	Sandman's Car (126 points, -30 Disadvantages; See Below)	
2	Contact: Detective George Klaghom, Hudson City Police Department, 11-	
3	Combat Sense 13-	
5	Resistance (5 points)	
5	Acting 14-	
3	Acrobatics 14-	
3	Combat Driving 14-	
3	Criminology 13-	
9	Disguise 14-	
3	Forensic Medicine 13-	
3	Interrogation 13-	
1	Inventor 8-	
3	Lockpicking 14-	
3	Security Systems 13-	
3	Shadowing 11-	
3	Streetwise 13-	
2	WF: Small Arms	
3	Scholar	
1	KS: The Acting Community 11-	
2	KS: World Drama 13-	
2	KS: The Criminal Underworld 13-	
2	KS: The Espionage World 13-	
2	KS: The Military/Mercenary/Terrorist World 13-	
2	KS: The Geopolitical Community 13-	
1	KS: The Way of the Night Dragon 11-	
2	KS: European Cultures 13-	
3	Linguist	
1	English (native, but with any accent)	
2	German (completely fluent)	
2	Japanese (completely fluent)	
2	Russian (completely fluent)	
1	Spanish (fluent conversation)	
1	Jamaican Posse Slang (completely fluent)	
2	SC: Accounting, 11-	
5	+2 DCV; Costs END (-1/2), Costs 2x END (-1/2)	2
3	+1 Level with Martial Arts	
2	+1 Level with Crescent Darts	
7	+3 OCV, Only For Decreasing Hit Location Penalties (-1)	

100+ Disadvantages

20	Psychological Limitation: Code Of Justice
15	Psychological Limitation: Devoted To Protecting Innocents
10	Physical Limitation: Greatly Reduced Tactile Sense (-2 on Skill Rolls requiring use of the sense of touch)
10	Distinctive Looks: severe burns on face and most of body (concealable w/ Disguise; noticed)
15	Reputation: wanted vigilante crimefighter, 11-
10	Hunted: Hudson City Police Department 11- (Mo Pow, NCI, Watching)
20	Hunted: Card Shark 8- (Mo Pow, NCI, Kill)
15	Hunted: The Sons of Cúchullain 8- (Mo Pow, Kill)
10	Hunted: Le Morte Vermillion 8- (As Pow, Kill)
15	Secret Identity (James Brandes, a.k.a. Ryan Gilbert)
151	Experience



Background/History: James Brandes was known as a veritable “man of a thousand faces.” Publicly, he was a gifted stage actor, acclaimed for his interpretations of well-known stage characters such as Othello and Julius Caesar. But his private life was even more dramatic—he worked as an agent for the World Security Bureau (WSB), an extremely secretive espionage agency whose exact goals and resources are unknown. Brandes was one of the WSB’s best agents not only because of his skill with disguises and impersonation but because, in his youth, he had received martial arts training in Japan from the Night Dragon ninjutsu cult (Brandes never told his WSB superiors why he had undergone this training, despite much prodding to do so).

Brandes’s training prepared him for every possible situation, except one: betrayal. During a tour of Europe as part of a company presenting Ibsen’s *Hedda Gabler*, his WSB control agent, Matt Howard, ordered him to infiltrate and destroy a training base established by the Irish terrorist group, the Sons of Cúchullain, and several German terrorist groups. After creating a cover identity as an Irish demolitions expert, Brandes worked his way into the group—but then his cover was blown when one of the terrorists happened to walk in on him while he was transmitting a report back to the WSB.

Brandes knocked the man out after a quick fight and began his escape from the base. However, the noise from the fight alerted the rest of the complex and Brandes was soon running a gauntlet of gun-wielding terrorists. Knowing that he couldn’t fight his way out, Brandes tried to hide in the base’s arsenal, but was soon discovered. Since he was pinned down in a room with enough arms and ammunition to fight off the terrorists for days, the base’s commander gave a simple order: “Throw in a grenade and seal the door.” The grenade’s explosion set the weapons and ammo off; it

also blew the back off the room and gave Brandes an escape route. As he was jumping out he was caught by the explosion of some thermite bombs. The blast threw him clear, but burned his face and body horribly. Brandes somehow managed to run from the base and collapsed near Bonn, Germany. He was taken to the local hospital where he received treatment for third-degree burn wounds over more than half of his body, including his once-handsome face. One week later, “John Doe 1” escaped from the hospital in Bonn and was never seen again. The WSB assumed that Brandes was dead and declared him “Killed In Action.”

Brandes managed to reach one of his personal safehouses and got some cash and a set of false papers. Then he chartered a flight to Hudson City and hired skilled underworld surgeon Dr. Anton Frost to treat him for his burns and wounds. Doctor Frost did the best he could, but even so, Brandes’s face remained extremely scarred and he lost much of his sense of touch. After a long and painful series of operations and a course of therapy at a clinic outside of Hudson City, Brandes was restored to health.

Using his skill with disguise, Brandes created a new identity for himself, Ryan Gilbert, and abandoned his given name forever. As Gilbert he entered Hudson City’s theater scene and soon was working on the stage once more, though he was careful to change his mannerisms and “style” enough so that people would not associate Gilbert with James Brandes. After a couple of years, Gilbert became quite popular and embarked on a seven-city tour performing various famous soliloquies.

One night, Gilbert was visited backstage by a man he never thought he’d see again—the terrorist who commanded the base in Bonn. The commander was a follower of the theater and a fan of Gilbert’s, and he invited Gilbert back to his penthouse suite for a party. At the party, Gilbert received another shock when he met Matt Howard, his former WSB control agent! Howard was introduced as Clive Strong, an investor in one of the terrorist leader’s businesses. This was when Gilbert finally realized that he had been betrayed back in Bonn—when he’d called headquarters from the terrorist base, Howard had monitored the call and told the terrorists to search the base for him! It took all of Gilbert’s acting skills to remain calm and friendly, when what he really felt like doing was killing Howard.

Later that night, Gilbert put on a black velvet mask and returned to the commander’s suite to search it for evidence. He soon found records that confirmed his suspicion that Howard had been the one who “burned” him. Gilbert got so wrapped up in reading the information about Howard’s links to the Sons of Cúchullain and betrayal of him that he didn’t hear anyone enter the room, but suddenly he sensed that he wasn’t alone! Afraid that he would be caught and his identity exposed, Gilbert fled the scene rather than fight his attacker, a man dressed in a red costume and wielding a gun.

The next day, Gilbert read about his attacker in the newspaper. This man, calling himself “Le Morte Vermillion” (“the Red Death”), had attacked and robbed an underworld casino, killing three with red-colored nerve gas which he fired from a specially-designed pistol. It didn’t take Gilbert long to realize that Matt Howard and Le Morte Vermillion were one and the same. He recognized the chemical weapon, a gas called crimsonite that he and Howard had captured from some renegade scientists while working for the WSB.

Somehow, this was the final straw for Gilbert. It was bad enough that Howard had betrayed him, but to betray the entire WSB and steal such a powerful weapon for his own selfish uses was another thing entirely. Howard, his terrorist friends, and others like him had to be stopped, and Gilbert was the man to do it. He spent several months training himself and designing the weapons and tools he needed for this new job, and then, dubbing himself the Sandman, set out into the night to teach criminals and terrorists the true meaning of Justice.



Personality/Motivation: James Brandes joined the WSB in the idealistic (and some would say naive) belief that there he could "do good." That career cost him his first life and transformed him into a monster. Today Gilbert, heir to Brandes's skills and idealism but not his naivete, is still driven by his strong sense of right and wrong. To the Sandman, the world is a much more black-and-white place than it is to the average man; he quickly separates men into two categories, good and evil, and treats them accordingly. He reserves his greatest hatred for terrorists and others who casually take the lives of innocent people.

As the Sandman Gilbert is guided not only by this sense of Justice, but by a code of "professionalism" which his WSB trainers drilled into him from his first days with the agency: do not involve innocents in your investigations, operations, or battles, even if it hurts you to do so; be prepared for combat at any moment; never tell the enemy anything.

Despite the public's perception of him as an outlaw vigilante, the Sandman is not a ruthless killer. He has killed in the past, but almost always in the heat of battle, when lethal force was being used against him. Although he is willing to work with harsher vigilantes, the Sandman prefers to capture his opponents and somehow turn them over to the police. This "courtesy" is not always extended to terrorists, whom he takes down as fast as possible and as hard as necessary, and certainly does not apply to Le Morte Vermillion, whom he has battled inconclusively several times.

The Sandman often appears to be grim and brooding, but he is not. In fact, in many ways he considers himself fortunate to be alive. While he does have a certain bitterness about his ruined appearance, his disguise skills have allowed him to make the best of things, and it is only when he is confronted by fire or someone damages one of his disguises that his anger over his mutilation comes to the fore.

Quote: "I have heard that crime pays; I have often wondered how much. I would think that nothing could pay you enough for the pain you're about to feel."

Powers/Tactics: The Sandman has been trained in the deadly and silent arts of the Night Dragon ninja. Because of this training, which was reinforced by the training he received in the WSB, he strongly prefers to attack from stealth and then melt into shadow before his opponent can get a fix on him (his Smoke Bombs and "vanishing Teleport" ability are often used to do this). He favors hand-to-hand combat over ranged fighting, since his only ranged weapons are his Crescent Darts. Due to the nerve damage caused by the thermite explosion, the Sandman feels much less pain than an ordinary man does, and so is able to take what would otherwise be knockout blows without flinching.

Between his WSB training and his own studies, the Sandman has also become an expert investigator and criminalist; he often helps the police clandestinely with the aid of his friend, Detective George Klaghorn. His main tactic during an investigation is to infiltrate the group (or the area, if his target is an individual) and then attack from the inside. Because of his stage training he brings a sense of dramatic flair to his crimefighting which impresses his enemies but has also gotten him in deep trouble a few times when they were able to second-guess him while he waited for "the most dramatic moment" in which to strike.

Gilbert always wears a disguise (other than his Ryan Gilbert face) under his mask when he is the Sandman.

Appearance: The Sandman stands about 5'11" tall and weighs almost 200 pounds. He wears a grey tunic with a white crescent moon over the left breast (despite the choice of symbol, the Sandman has no real association with the Harbinger of Justice other than a few chance meetings). He has a white full face mask and gloves, black pants and mid-calf boots, and a black hooded cape with a light grey lining. He uses a black utility belt with a white crescent moon belt buckle.

As Gilbert, the Sandman has horrible burn scars over half of his body, including his face, which he hides with his Disguise Skill. Ryan Gilbert is considered a handsome man with brown eyes and hair and a muscular build (hence the 14 Comeliness in some situations). He has gathered quite a following in the local theater scene in Hudson City.

Record: The Sandman is wanted by the Hudson City Police Department for questioning in connection with several killings and explosions which have occurred during his crimefighting activities.

THE SANDMOBILE

Val	Char	Cost
30	STR	0
20	DEX	30
14	BODY	0
2.5x1.25	Size	20
10	DEF	24
4	SPD	10
25" x 4	Move	43
400"	MAX	0

Cost	Equipment	END
7	Communications Array: High Range Radio Hearing, OIF (-1/2)	
5	Ultraviolet Vision (Specially Tinted Windshield)	
5	Sight Flash Defense (5) (Specially Tinted Windshield)	
2	Comfort Control System/Food Supplies: Life Support: No Need To Eat; Immune To Extreme Heat/Cold, OIF (-1/2)	
96+	Disadvantages	
15	Physical Limitation: Skill Roll Needed To Drive (Combat Driving)	
15	Distinctive Looks: The Sandman's High-Tech Vehicle	
Cost: 96/19/9		

Notes: The Sandmobile is a large sportscar-like vehicle which is painted light grey. It is known to be the Sandman's vehicle because of several newsphotos that have been taken of it.

USING OTHER CHAMPIONS PRODUCTS IN HUDSON CITY

Bob Lives Eh
Disco
SUCK LATCH ME
Hushhush

Years
"GANG BANG"
"D'POOL"
"OWER"

The description of Hudson City contains plenty of references to various *Champions* products and characters. Here are a few concluding notes on this subject.

NORMALS UNBOUND

In addition to the characters specifically mentioned above, most of the other characters in *Normals Unbound* can be used in Hudson City with relatively little adaptation or reworking. However, in non-superpowered games references to The Champions and other superheroic people and events should be altered or deleted.

SHADOWS OF THE CITY

Since most of the characters in *Shadows of the City* are superpowered, using them in a non-superpowered Hudson City campaign will require the GM to do some work to make them acceptable. Here are some suggestions (characters' Disadvantages may need to be altered to reflect these changes):

The Pack:

Mongrel: Mongrel is fine as he is, though his Characteristics may need to be lowered.

Hellhound: Convert him to a flamethrower-wielding mercenary.

Moondog: Moondog should simply be converted to an ordinary mercenary, perhaps with some hunting skills or knife-fighting abilities.

Doberman: Lower his DEX, SPD, and defenses. Since his claws and teeth are Foci, he can continue to use them in non-superpowered campaigns.

Rottweiler: Reduce his Characteristics to "exceptional human normal" range (STR 25, CON 20, defenses of 8-12, and so forth); get rid of his Powers; give him Boxing or some other pit-fighter martial art to make him a fierce hand-to-hand fighter.

Chapter One: Assault On The Mansion: Make Don Ballado a caporegima in the Morelli LCN family.

Chapter Two: The Shipment: The Brandweir Shipyards can be part of the Hudson City Shipyards.

Street Magic: There is no good way to change this scenario for use with non-superpowered characters—by definition, most Nocturnals have to be subhuman, bestial creatures with abilities exceeding those of humans. It might be possible to convert the group into a fanatical religious cult, but then it would resemble Reverend M's church too much.

This scenario is perfect for "occasional superpowered foes" campaigns, but some of the Nocturnals may need to be reduced in power (depending upon how tough your PCs are). The location of Ashburn Acres is discussed in the section on "The Mystic Scene," above.

Revolution:

Reverend M: Get rid of his mental powers and instead make him just a highly skilled orator.

Chosen Ones: The Third Generation Chosen Ones are probably too high-tech for many *Dark Champions* campaigns. Convert them to skilled mercenaries with the best modern equipment available.

Napoleon, Guillotine, Bastille, Reign, Cannon: These characters are all too superpowered to be used as is. The best option is to make them well-trained mercenaries with state-of-the-art equipment.

Bayonet: Bayonet is fine as she is if her DEX and SPD are lowered (say, to 20 and 4).





BEHIND THE SCENES IN HUDSON CITY



This section is for GMs who would like a little more information on some of the things that are going on in Hudson City that can be used as part of a scenario, or which might influence a scenario. Players should not read this section.

POLITICS

Hudson City political maneuverings offer plenty of adventuring opportunities. Some of the things going on include:

- Mayor Umstead's campaign to break the power of some of the city's unions. A clever criminal, perhaps someone associated with the Mafia, could use this pressure as a way to gain power in the unions. Depending upon how the already tense situation develops, a minor riot might even break out at some point. While Mayor Umstead's anti-union campaign is relatively straightforward, many of the organized crime figures associated with the unions will use dirty tricks, vandalism, blackmail (if they can get anything on Umstead), and even out-and-out violence in order to keep the unions powerful.
- Political and judicial corruption: As mentioned briefly in an earlier section, corruption does exist in Hudson City. Some of the worst examples include: secret alliances between certain City Councilmen and the county planning office to rezone areas of the city belonging to the Councilmen (or friends of theirs) to make that land much more valuable than it currently is; a conspiracy among some judges and policemen to set low bonds for criminals in exchange for money; links that some City Councilmen have to various organized crime groups; a small group of DEA agents who are in league with a couple of Colombian cartels; and construction kickbacks to various city planning officials.
- Racial tensions: Like most major American cities, Hudson City has problems with race relations. In many ways the city is split between the mostly white and relatively affluent Northside, and the overwhelmingly minority and poor Southside. Many blacks and other minorities feel that the city is deliberately maintaining this status quo rather than trying to make all parts of the city worth living in. There have also been several relatively minor incidents involving alleged police brutality against minority suspects; a major incident could spark riots of the sort seen in Los Angeles and Miami in recent years. The situation has been exacerbated by Rev. James Pick, the influential civil rights agitator, whose inflammatory words and deeds have proven to be far too influential upon too many members of the minority community.

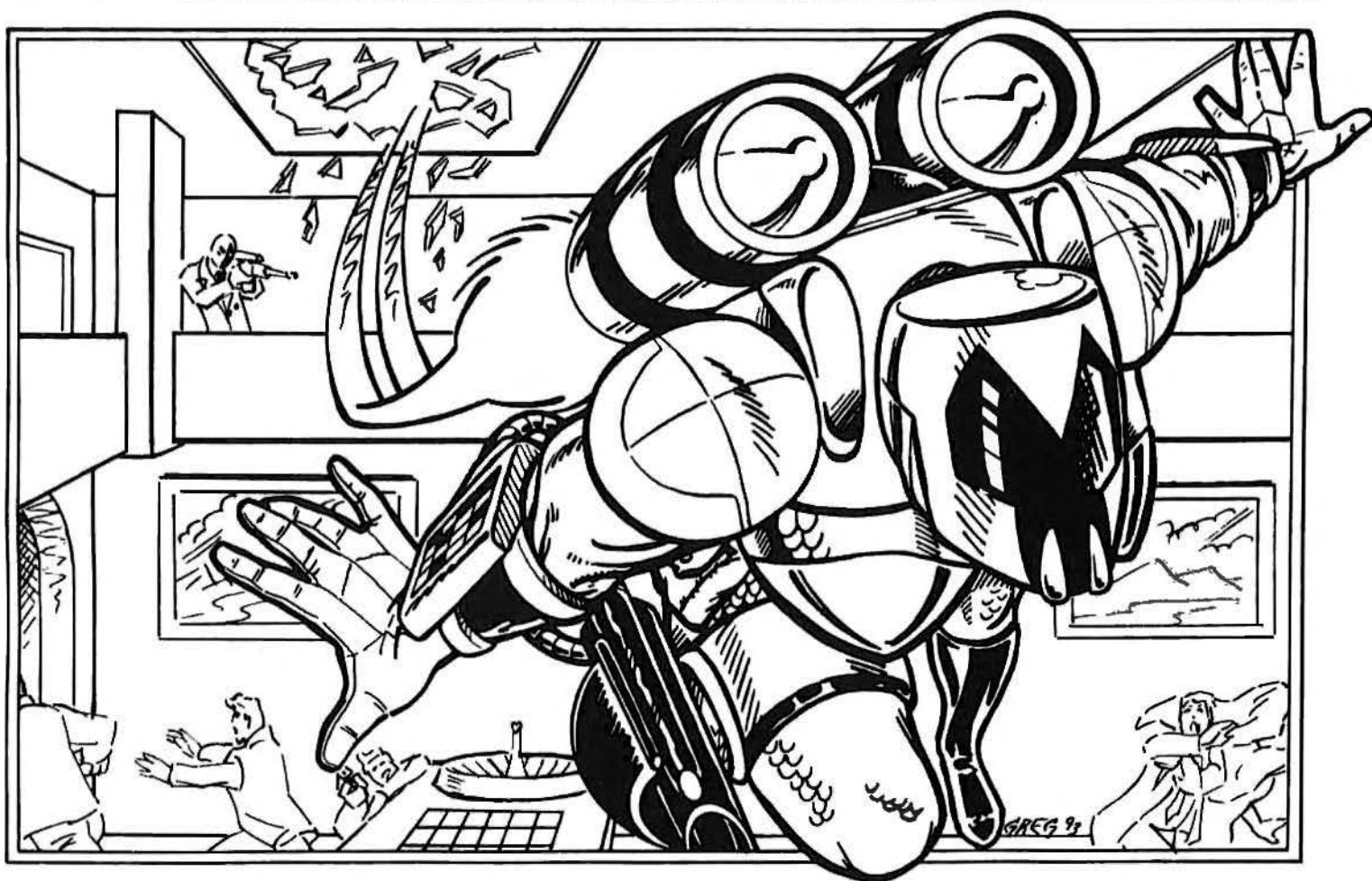
BUSINESS AND INDUSTRY

Big business is an important part of Hudson City's economy, but it's not without its drawbacks as well. Many businesses and businessmen are upstanding citizens, but a few of them are ruthless economic predators whose actions make all of the good businessmen look bad. Chief among this group is Quilann International, QI, whose reputation for shady (and even blatantly illegal) dealings is richly deserved. QI's new ties to the Yakuza signal its willingness to play even rougher if necessary; QI has suffered some significant losses recently and is looking to recoup them any way it can. Specifically, it has embarked on a campaign to buy up a lot of small- and medium-sized businesses in Hudson City to obtain greater control of the city's economy. (Maybe a PC's business will be one of QI's first targets.) If all goes well, its various competitors will begin to suffer major attacks, on both the vandalism/terrorism and public relations fronts, as QI plays its "Yakuza card." Whether QI's ties to the underworld will be friendly and mutually profitable or the Yakuza will begin to cast greedy eyes towards it remains to be seen.

Another notable business trend in Hudson City is an upswing in defense industry business. With the government in the market for increasingly sophisticated weapons systems and battlefield electronics, many of Hudson City's technology firms, such as Fordham Chemtech and Henderson Electronics, have been quick to cash in on this trend. However, not all of these projects are necessarily legal or morally defensible. While most of the companies themselves are legitimate, some of their researchers and technicians may be more willing to work on "unusual" weapons and devices (depending upon how high-tech a campaign is, these could include "killer" computers or robotics projects, specially-designed drugs for soldiers, advanced chemical and biological warfare agents, or "super-soldier" programs). If one of these projects should fall into the wrong hands or "escape," the city could be in grave danger.

In the financial world, there are several interesting things going on behind closed bank doors. One is a fairly substantial amount of insider trading. Michael Whitehurst and others like him have been cashing in on tips from highly placed friends in the defense and energy industries; several companies, such as Sewell Computing Industries, are in danger of a takeover.

To make matters worse, there is the possibility that one of these sensitive companies could be sold to hostile or criminal foreigners, because the ring of insider traders also has friends in the International Finance Bank. The IFB has links to various foreign nations which are inimical to the United States (for example, Libya and Iraq), as well as to the Colombian cocaine cartels. A highly-placed figure from Embassy Row, such as Libyan spy Sayid el-Ghazali, may be the one orchestrating the whole arrangement.



It is important to note that there is already a lot of international criminal investment in Hudson City. The cocaine cartels, the Chinese Triads, and the Russian Mafia, among others, have invested heavily in various Hudson City-based businesses and funds as a way of laundering their illegal profits. Again, many of them use the IFB as their go-between; several unethical Hong Kong-based financial institutions are also involved. With a little bit of research a clever group of PCs might be able to get some good leads on powerful criminals and their activities by tracking down their local investments.

TERRORISM

Hudson City is home to thousands of immigrants from all over the world. Unfortunately, not all of them are law-abiding, and more than a few of them are willing to break the law in order to make some sort of political statement. Ongoing terrorist activities in Hudson City include:

- The PLRL has wanted for years to make a devastating attack on a major American city, and Hudson City would be perfect. It has established a small cell of five men in an apartment in Eastwood; they are currently evaluating targets and trying to acquire the necessary weapons. They are hoping to make contact with Milos Janovicz soon, for he could certainly supply them with the necessary firepower.
- The Sons of Cúchullain have operated in Hudson City for years, but their activities involve fundraising and buying

weapons, not actual terrorist attacks. Using various front organizations, the SoC plays upon Irish-Americans' concern about the "troubles" in Ulster and receives charitable donations which are actually used for decidedly non-charitable missions.

- Certain right-wing terrorist groups, such as the paramilitary wing of the New Republic Party, want to make an attack on targets in Freetown in an attempt to stir up racial unrest. They are waiting for an opportune moment, such as after the report of another police brutality incident (they might even try to engineer such an incident if they could steal a police car and a couple of uniforms). Potential targets include schools, markets, or apartment buildings on the Southside.

Possible terrorist targets in Hudson City include:

- Harpcor Towers (see *DC*, pages 177-94);
- sporting events;
- the Hudson Statue;
- sites of historic significance;
- the Jewish temples and neighborhoods in Moscow West;
- Courthouse Square and Governmental Plaza;
- the waterworks and other utilities; and
- major shopping areas, such as the Gadsden Consumerplex.

THE BLACK MARKET

Hudson City's underground economy is not as large as the ones in many foreign cities, but it still exists. Some of the main products that are being smuggled in from other parts of the United States and sold cheaply "under the table" include gasoline, liquor, designer clothes, and cigarettes. The Mafia and Russian Mafia, among others, are involved in this sort of scheme.

Internationally, the products are a little different: works of art and women. The artwork has usually been stolen from a collection or museum, either as a "freelance" job or at the "request" of a buyer. The sales take place at museums after hours, in the home of the buyer, or at a prearranged safe location. The women are a different story. The trade works both ways, into and out of Hudson City. Women going out are most often victims of scams or kidnappings ("white slavery")

who are on their way to the Far East. The Yakuza in particular is involved in this trade. On the other hand, there are many poor women in Asia and Eastern Europe who are willing to sell themselves for the chance to escape poverty, so criminal organizations such as the Russian Mafia smuggle them into Hudson City and make an enormous profit by putting them to work on "The Strip."

Gambling is also part of the hidden economy. Currently, for example, a group of unscrupulous investors with Mafia and tong connections is plotting to wrest control of Regis T. Colts's sports empire away from him and then rig the games so that they can bet on them and make a fortune. Their takeover campaign could involve vandalism or threats to Colts himself; depending upon what type of heroes the PCs are, he may try to hire them as "bodyguards" once he learns of the danger.



THE WORLD BEYOND HUDSON CITY

Bob Lives Eh

Disco Sucks

Mechapaka

KATCH ME IF YOU CAN SUPER



PUSH

never sleep

SPACE IS OURS

Drool

OWER

This section describes the world beyond the boundaries of Hudson City, a world in some ways similar to our own, yet different in others, and different from the mainstream *Champions* world—if that is how the GM chooses to run his campaign.

There are two main differences between the world of Hudson City and our world. First and most obvious is the presence of various Champions Universe countries which don't exist in the real world—Guamanga, Costa Azúl, and Taqiristan, to name but three of them. An equally as important difference, but one which is less obvious, is the fact that the world of Hudson City is a much more violent place than our own world. There are more mercenaries, more incidents of the use of force and more call for the talents of professional assassins and their ilk. Fortunately there are also vigilantes, special forces units and other good men who fight to stem this tide of crime and evil, but there is plenty more to be done.

The world of Hudson City is much more similar to the world of the Champions Universe than to our own world, yet there are still strong differences—primarily, the fact that there are no superhumans in the world of Hudson City (at least as it is described here; individual campaigns may differ). For example, both worlds have a nation of Chíquador—but in the mainstream Champions Universe, the leader of Chíquador wants to create a legion of superpowered soldiers, whereas in the world of Hudson City he is merely trying to train an entire army with special forces-level fighting skills.

However, as discussed in the introduction to Hudson City, this does not mean that the worlds of Hudson City and the mainstream Champions Universe are entirely separate, or that *Dark Champions* characters (both your own PCs and the ones depicted in the *Dark Champions* books) cannot be considered part of the Champions Universe. It all depends upon how the GM wants to structure his campaign(s). If the GM wants absolutely no superpowers whatsoever, then his world is completely separate from the Champions Universe, where superpowers obviously exist. If the GM wants any level of superpowers, from minor powers to full-blown four-colorism, then it is up to him to make a decision about what parts of his world resemble what is described here, and what parts are like the world described in *Champions Universe*. For example, the GM might decide that Costa Azúl, Awad and Taqiristan are all like they are described in this book, but the other fictional countries mentioned here and in *Champions Universe* are more a part of the “superheroic” world. Remember that the fact that there are superhumans doesn't mean that they have to be common, or even that they are frequently seen—like professional athletes and actors, they may exist but have little or no effect on the “average man's world,” which is the world that *Dark Champions* characters generally work in.

INTRODUCTION

The brief description of the world of Hudson City which is presented below is of course nowhere near complete—a thorough description of any world, real or fictional, would be enough to fill a whole book in itself. What this section concentrates on are two things: first, the areas of the world that are most likely to be of interest to *Dark Champions* GMs and players; and second, the fictional parts of the world which require more description than a country which the GM can do his own research on—and the GM is encouraged to research any foreign country or city where he plans to set an adventure.

Because the United States is familiar to most *Champions* players, it is not discussed in this section at all. Neither are countries which are of no special interest to the average GM and group of players, but just because nothing is said here about a particular nation does not mean that it offers no interesting gaming possibilities. Again, the GM is urged to do some research on his own; a few minutes with an encyclopedia is all that is needed in most cases.

All real-world information in this section (such as the names of heads of state) is current as of June 1993. GMs should double-check any important facts before beginning to run their game.

SOUTH AMERICA

COLOMBIA

Colombia, located in the northern part of South America where Central America joins the continent, is the only nation in South America which has both Pacific and Caribbean coasts. It has a population of about thirty million people of European, native, and mestizo backgrounds. Spanish is the official language of Colombia, and most Colombians are Roman Catholics.

Colombia sits astride three Andean *cordilleras*, or mountain chains, and is extremely mountainous in the north and west. The south and east are at a much lower altitude and include *llanos* (plains) and portions of the Amazon rainforest. The climate and weather depend primarily on the elevation of a given area (which can range from sea level to 18,000 feet above sea level) rather than on Colombia's proximity to the equator.

The Colombian economy is based on the Colombian peso. One American dollar is worth about 620 pesos. The country's main products include coal, coffee, emeralds, leather, oil, pharmaceuticals, and textiles—and, unfortu-



Cartagena, with a population of about 850,000, is a picturesque city on the Caribbean. It is an important industrial center, but is also known for its historical monuments, such as the San Felipe de Barajas fortress. It is divided into "old" and "new" cities, with the new city of course being the more modern of the two.

Medellín, a city of about two million people, is about halfway between Bogotá and the coast, and is also on the Pan American Highway. It is located in a mountain valley at about 5,000 feet above sea level, and is Colombia's leading industrial city. It is also well-known to Americans as the home of some of the most notorious drug cartels.

COLOMBIAN POLITICS

Colombia is officially a federal republic (i.e., it has both states and a national government) which elects a president every four years. The two competing parties are the Liberal Party, which is generally considered to espouse federalistic views, and the Conservative Party, which is more in favor of central power. The current President, Cesar Gaviria, is a Liberal who was elected in 1990. However, from the perspective of *Dark Champions* players and GMs, the most important aspects of the Colombian political scene are cocaine politics and civil unrest.

Cocaine and its growers and distributors are extremely involved in the Colombian political process. First of all, the Colombian cartel leaders are the *de facto* rulers of large portions of the country, where their word is law. Second, there is a powerful "cocaine lobby" in Colombia which pushes for political changes that favor the cocaine business. The lobby protests laws and policies which are unfavorable to the cultivation of cocaine, such as the coca reduction and eradication program being run by the government with the help of the United States. The lobby's most prominent activity is its protests against the Colombian extradition treaty with the United States, which naturally is of concern to the drug barons (especially after the extradition of cartel boss Carlos Lehder, who was sentenced to life plus 135 years by a federal court in March 1988). Ministers of Justice, police officials, newspaper editors and others have been assassinated because of their support for or willingness to enforce this treaty. The cartel leaders also express their opinions on this subject through newspapers they own and other public statements.

The political views held by the druglords are a curious blend of nationalism and populism. For example, they deride the extradition treaty as an insult to Colombia's sovereignty. One *narcotraficante*, Carlos Lehder, has expressed Nazistic views about the superiority of the "Latin race," which he has stated will dominate the "European races" within fifty years. On the other hand, the druglords are also quick to denounce "the system" because of its failure to provide for the needs of the people, at the same time pointing out that the cocaine industry provides much-needed jobs and money for Colombia. However, most cartel leaders are perfectly willing to work within "the system" to the extent that it benefits them; generally, their "political" arguments are merely statements made by them to justify their activities.

nately, cocaine, which, of course, is illegal. The cocaine industry directly employs upwards of a million Colombians directly in various jobs (and even more indirectly). It is estimated that the money that it brings back into the country (which is but a fraction of the cartels' entire cocaine earnings) is equal to about 10-20% of the country's legal exports.

COLOMBIAN CITIES

The capital of Colombia is Bogotá, which has a population of about six million people and an average elevation of 8,700 feet. It is situated about 750 miles inland on the Pan American Highway. Bogotá is considered an artistic city, with a jumble of different architectural styles (and levels of affluence).

Baranquilla, the most important Caribbean port city, is the point of entry for almost all visitors to Colombia from the north (i.e., the United States). It has a population of about one million.

Cali, which is home to some of the most violent cocaine cartels, is located in the west between the Pacific Coast and the Pan American Highway. It has about two million people.



Another factor of interest in Colombian politics is the presence of a substantial guerrilla movement which is attempting to overthrow the Colombian government and establish a leftist society. The largest such group is the M-19 movement, a Communist organization. It and other groups were especially active in the late 1980s, but have since quieted down somewhat (in fact, Colombia is generally more stable, economically and politically, than other South American nations). The cartels have repeatedly stressed that they have no links with the guerrillas and despise their political views, but there is evidence that they occasionally work together (for example, guerrillas may be hired to guard drug shipments).

CHÍQUADOR

DESCRIPTION AND HISTORY

Chíquador is a small nation located on a section of land between French Guiana and the Amazon River (part of what in the real world is Brazil). It was founded in the mid-1600s by a group of slaves which escaped from several Brazilian plantations due to their skill with the martial art *capoeira*. The slaves managed to make it to the coast, freeing other slaves along the way. Through a combination of determination, intelligence, hard fighting and luck, they were able to hold off the men sent to recapture them and founded their own nation. Although Chíquador was conquered by the French and Brazilians several times in its history, today it is an independent nation.

Chíquador is a wild, heavily forested nation. Most people live on the coast of the ocean or the river, or in its capital, Macapá, which is named after the leader of the slaves who first founded the country. The inhabitants of the interior are mostly native Indians who live in small villages.

CHÍQUADOREAN SOCIETY

Modern Chíquador has a population of about 16 million, a mixture of the descendants of black slaves, native Indians and European immigrants. This has created a people with a multitude of skin colors, but Chíquador is remarkably free of ethnic or racial discrimination—everyone is accepted on a more-or-less equal basis, regardless of skin tone. However, women generally have lesser status and wealth than men (though this is rapidly changing), and because the society is predominantly Roman Catholic, other religions are looked down upon.

Chiquadorãos (as the people are known) use several languages. The principal language is Portuguese, but Spanish, French, and English are also spoken by many people.

The Chiquadorean economy is heavily dependent upon agriculture and tourism. Principal products include bananas, sugarcane, cattle and lumber. Chíquador also has some oil and coal deposits and a few gold mines. The standard of living is relatively low, but the *chiquadorãos* nonetheless have a reputation for friendliness and generosity. The monetary unit is the Chiquadorean *crusado*, which is worth about \$.08 American.

CHÍQUADOREAN CITIES

Chíquador only has two major cities. The first is the capital, Macapá, which is located in the interior near the border with Brazil. It has a population of about two million people and is a rather dull and uninteresting city. The other, São Bartolomeo, is located on the coast and is a principal tourist attraction. It is a thoroughly modern city with many conveniences and, most importantly for the tourist trade, gambling. Gambling is legal in Chíquador, and the casinos of São Bartolomeo rival those of Las Vegas or Monaco. São Bartolomeo is reputedly the site of much international intrigue; spies are said to meet in its casinos and freelance mercenaries can be contacted at bars and hotels in the city. São Bartolomeo's population is about three and a half million.

CHÍQUADOREAN POLITICS

Besides the casinos of São Bartolomeo, which offer many possibilities for international-style street-level adventures, the principal reason that *Dark Champions* GMs and players should be interested in Chíquador is its government. Up until the late 1970s, the country was ruled democratically, with a president and a bicameral congress (both of which were modeled on the United States government). Periodic coups and other political turmoil upset the country on occasion, but it was fairly stable. However, in 1979 General Lorenzo João Garrastazu e Silva led a military coup which took over the country after three months of bloody civil war. The announced reason for the coup was "to abolish the corruption of Yankee influence in our great nation." "Generalissimo" Garrastazu e Silva declared himself President for Life, and he remains in power today.

Under the Garrastazu e Silva regime, Chíquador has undergone many changes. Although the Generalissimo has built many new roads and buildings, he has also increased military spending dramatically, so much so that other sectors of the economy are under a great strain. This military buildup is extremely disturbing to Brazil and other South American countries, since it cannot be explained as "self-defense" (because Chíquador has no real enemies).

The most disturbing aspect of Garrastazu e Silva's program is his goal to train large numbers of soldiers to be the equivalent of an American or British "special forces" soldiers. So far this program seems to be going well; the ultimate purpose of these soldiers has been kept a state secret. Generalissimo Garrastazu e Silva has also hired large numbers of foreign mercenaries to supplement his forces and made major purchases in the world arms market.

General Garrastazu e Silva has also followed through on his promises during the coup to abolish "American influence" in Chíquador. Most American businesses and investments have been nationalized, the extradition treaty has been broken, and the U.S. State Department has warned Americans to be careful when traveling in Chíquador. This anti-American stance has earned the Generalissimo the goodwill of the Colombian cartels, which have invested in his country and offered him their support. Many cartel leaders have vacation homes on the Chiquadorean coast (and could flee to them to avoid being captured in Colombia and extradited to the United States).



CENTRAL AMERICA AND THE CARIBBEAN

JAMAICA

Jamaica is an island nation, about 4400 square miles in size, which lies south of Cuba and west of Haiti. Its has a population of about 2.5 million, mostly black descendants of slaves. The people are primarily Protestant, and speak an English patois. The island has several cities, the most important of which are the capital, Kingston (population approximately 700,000), located on the southeast side of the island, and Montego Bay (population approximately 30,000), on the island's northwest corner.

Jamaica's chief legitimate exports are sugar, rum, molasses and bauxite (aluminum ore); tourism is also an important source of revenue. An American dollar is worth about 22 Jamaican dollars. As many *Dark Champions* characters are aware, Jamaica is also an important source nation for marijuana ("ganja" in the patois), and is a transshipment point for Colombian cocaine.

Jamaica is a republic with a parliamentary form of government, similar to Britain's. The two political parties are the PNP (People's National Party) and JLP (Jamaican Labor Party). The current Prime Minister is P.J. Patterson.

Jamaican posse gangs play an important role in the political process as the fomenters of political violence. Each gang supports one of the two political parties, and fights with gangs that support the other party. Of course, posses that migrate to America usually do not stay so heavily involved in "hometown politics," but often retain their political loyalties and may come into conflict with posses of the opposite persuasion.

COSTA AZÚL

DESCRIPTION AND HISTORY

Costa Azúl is a small archipelago south of Jamaica and Haiti. It is made up of three principal islands, Santa Aurelia (the largest), Santo Fernando, and Santa Isabella, plus innumerable smaller islands. Each of the islands is mountainous and has fine beaches. The current population is about 14 million.

Costa Azúl was discovered by Columbus in 1494. Its native population was fairly small and soon died out from disease and overwork. This forced the Spaniards who had established sugar plantations there to import slaves from Africa. The slave-based agricultural economy was the mainstay of the island for several hundred years.

In 1784, following the brutal beating to death of a slave by one of the island's wealthiest plantation owners, the slaves revolted. This revolt was finally crushed after about nine months, and caused many planters to become even more oppressive. However, in 1822, after tempers had cooled somewhat, a popular and influential plantation owner named Casimiro Gualterio Arancon de Celoso was able to persuade the colony's governing body, the Grand Council, to pass laws guaranteeing certain basic rights to slaves, including a law that stated that all slave children born after 1824 would be free men.

Over the course of the next twenty years, Arancon, following the example of Simón Bolívar, used his influence to convince the Grand Council to declare independence from Spain. The Spanish viceroy fled, and the Spaniards attempted to reclaim the islands with force. A short and bloody battle was fought in the streets of the main city on Santa Aurelia in which the Spanish were decisively defeated, but Arancon was also killed. The Grand Council immediately renamed the city Celoso and declared it the capital of the new nation of Costa Azúl.

From 1844 until 1975, Costa Azúl maintained an enviable reputation as one of the most prosperous and stable Caribbean nations. Its principal exports, then as now, were sugar, rum, rubies and sapphires, lumber, and citrus fruit. But in 1975, a Castro-backed military man, Colonel Alvarez Moreira-Veles, staged a coup that abolished the ruling government and set himself up as the nation's only leader. Not content to rely on the islands' agricultural and tourist earnings, Moreira-Veles quickly began to make overtures to marijuana growers, and later cocaine smugglers, offering them asylum and assistance in exchange for money. Many took him up on his offer.

Moreira-Veles was assassinated by a subordinate in 1987, plunging the nation into further chaos. Costa Azúl has had four "Presidents" since then, each toppled and/or killed in a coup led by his successor. Each of these leaders has continued the tradition of corruption and narcotics dealing begun by Moreira-Veles. The current strongman, Colonel Enrique Pineda, is perhaps the most depraved of the lot. Although he has improved the tourist trade by introducing legalized gambling to the islands' main cities, he is in the pocket of most of the major drug cartels, which use his country as a transshipment point for cocaine. He is currently wanted by the United States government on drug trafficking charges.

COSTA AZULEAN SOCIETY

Costa Azúl was once known as a tourists' paradise, where the prices were cheap and the native people friendly and helpful. All that changed when the "time of tears" began in 1975. Today, after almost twenty years of oppression and cruelty, the populace is paranoid and sullen, unwilling to trust (or sometimes even talk to) foreigners. Naturally, this has had a detrimental impact on the tourist trade, but the recent introduction of gambling has helped to improve it a little.

The Costa Azulean economy depends on the tourist trade and the agricultural and mining products listed above. The country's monetary unit is the Costa Azulean *cruzoro*; it takes about 18 cruzoros to make one American dollar.

Costa Azuleans speak Spanish, with some English mixed in. Most natives understand enough English for visitors to get by without major difficulty.

COSTA AZULEAN CITIES

Celoso, the capital, is the largest city in Costa Azúl, with a population of about 1.2 million. The other major cities include Boca Donasio (Santa Isabella, population 33,000); Nieve (Santo Fernando, population 47,500); and Asención (a mining town located in the interior of Santa Aurelia, population 27,000). The rest of the islands are dotted by small villages; interior villages live by farming, logging, and mining, and coastal ones by fishing.



COSTA AZULEAN POLITICS

Costa Azúl's leader is Colonel Enrique Pineda, a military strongman who rules because of his popularity with the army. He uses the army and his feared secret police, *Las Manos Escondidas* ("the Hidden Hands"), to maintain his oppressive regime. He skims large sums of money from the state treasury and also receives bribes ("friendship payments," he calls them) from the Colombian drug cartels for his help in shipping their cocaine. He spends half of his time in the capital and half on his palatial estate in the interior of Santa Aurelia. Wherever he is there is always an armed military helicopter warmed up and ready to leave on a moment's notice, and he is guarded by the best men the army and the Hidden Hands have to offer.

GUAMANGA

DESCRIPTION AND HISTORY

Guamanga is a small Central American nation wedged in between Honduras and Lago de Izabél (part of what is, in the real world, Guatemala). It has only one city, its capital Wocara, which is located on the coast, and one principal river, the Guamanga River.

Guamanga's history is notable only for its dullness. Although the region was once part of the Mayan heartland, after the classical Mayan civilization died out in the first millennium the area was inhabited only by a few small villages. Spanish conquistadors took it over without resistance and Christianized it. The society was divided into wealthy landowners who controlled the land, the military and peasants who worked the land and were little more than serfs. That is essentially the way things stood until the late 1970s—more than 90% of Guamanga's land was owned by less than 5% of its population, and the peasants that worked on that land lived in appalling poverty.

In 1979 a Communist-backed revolt disposed of the existing governmental structure, executed many of the wealthy, and redistributed the land among the peasants. The leader of the revolt, Martín Orama-Tijernas, was made President, and continues to rule in an autocratic fashion today. But the revolt did little to improve the lot of the Guamangan peasant. Even though he now owned his own land, he knew relatively little about managing it efficiently, and the peasants who became governmental officials knew even less about leadership. Gradually the surviving wealthy elites worked their way back into the government, mouthing the slogans of the revolution but secretly using their positions solely for their own gain. Such is the state of things in modern Guamanga.

GUAMANGAN SOCIETY

Guamanga is a colorless country with little tourist trade. There is an enormous gap between the ruling elites and the average peasant. Despite the Communist preachings of the revolution, the government is autocratic and most officials are interested only in how much money they can extort from peasants or earn in bribes from drug dealers.

The Guamangan economy is based entirely on agriculture. The monetary unit is the Guamangan peso, which averages about 1,000 per American dollar.

Guamanga is of interest to *Dark Champions* GMs for two reasons. The first is that its government sponsors anti-American terrorist activities (see below). The second is its connection to the drug trade. Not only does Guamanga act

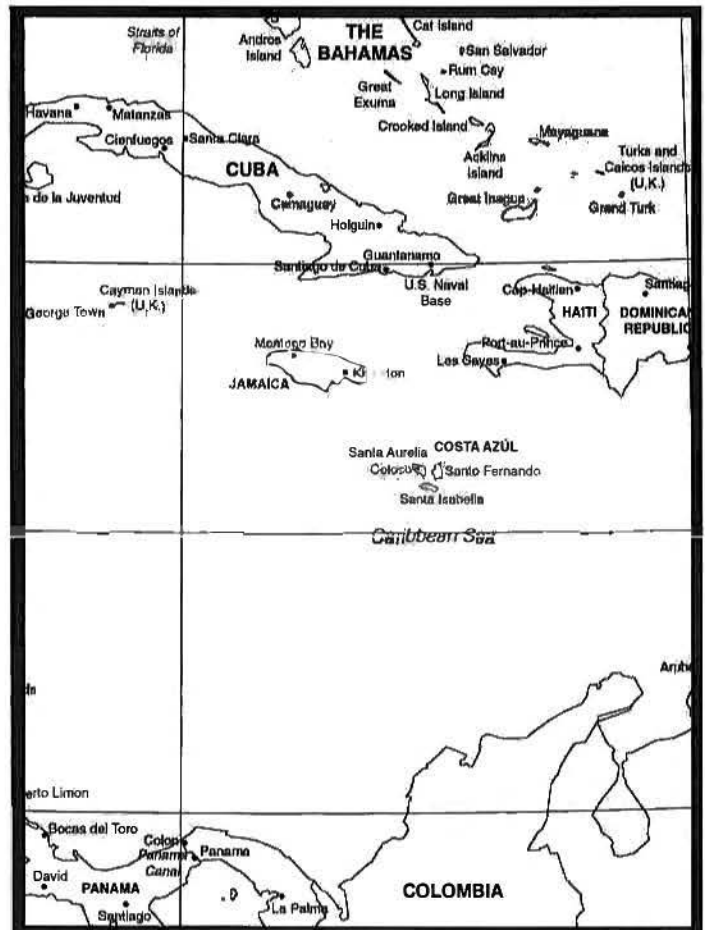
as a transshipment point for cocaine being flown from Colombia to Mexico and beyond, but it produces its own marijuana crop. Also, Guamangan drug cultivators have developed a potent form of hashish which is called "Guamangan gum" on the streets of Hudson City and other American cities. Thus, *Dark Champions* PCs have plenty of reasons to "visit" Guamanga if the GM so desires.

GUAMANGAN CITIES

Guamanga has only one city, Wocara, which is located on the Caribbean coast. It is a squalid place which holds little of interest. It has a population of 220,000. The rest of Guamanga is rural; the total population is about 3 million.

GUAMANGAN POLITICS

As explained above, Guamanga has an allegedly Communist political system that is in reality a totalitarian regime which has allied itself with Cuba and other Communist powers. The Guamangan government has been accused of sponsoring terrorist attacks on American facilities in the Caribbean (which is true, but the Americans cannot prove it). A tiny group of terrorists known as *libertados* is attempting to overthrow the Orama-Tijernas regime. The *libertados* have received aid towards this end from the United States, but so far they have had little success. Most of their operations have consisted of random attacks on government buildings and extorting food from "Communist" peasants by force; in fact, it is questionable whether the *libertados* wish to establish an enlightened capitalistic regime (as they have stated) or are simply trying to take the place of the current government.





EUROPE

THE BALKANS

Most readers are familiar with the ongoing ethnic and religious strife which has led to war in the former Yugoslavian states. In the world of *Dark Champions*, this conflict might lead to an increased market for mercenaries, criminal machinations by both sides in an attempt to purchase weapons on the black market, and so forth.

THE COMMONWEALTH OF INDEPENDENT STATES AND EASTERN EUROPE

The CIS and Eastern Europe are going through a period of uncertainty and readjustment, and because of this they offer *Dark Champions* GMs plenty of options for adventures. First of all, as described in the Sourcebook, the CIS is the home of the Organizatsiya, which has a lot of power in the former Soviet Union. The Russian gangs can supply assistance and weapons to their stateside comrades, which makes them even more dangerous foes for the PCs and may lead them (the PCs) into adventures set in Russia itself.

Second, because of the economic difficulties and weapons stockpiles in the CIS, much of the former Soviet arsenal is being sold off at bargain prices to anyone with cash—organized crime groups, street gangs, terrorist groups, espionage agencies, and so forth. Some rumors maintain that even nuclear weapons are being sold (and that Soviet nuclear scientists are being hired by nations who want to develop their own nuclear weapons programs). GMs can build a lot of plots around this black market weapons trade.

Third, both the Soviet Union and its former East European satellites maintained large espionage and secret police organizations. Many of the agents that worked for them no longer have their jobs, and are trying to find work with the Organizatsiya, other organized crime groups, terrorists, and the like. This gives the GM a large source of highly-trained manpower to “beef up” groups that have been weakened by PC attacks (or who are planning in advance for such attacks).

ITALY

Italy has recently begun cracking down on its native Mafia population, both on the mainland and on the island of Sicily. This has caused some Mafiosi to flee the country entirely, and many of them are coming to America. Once they establish themselves they may begin to work with the American Mafia, or they may set up their own organizations and compete with it.

MONACO

The tiny principality of Monaco is best known for its luxurious gambling establishments, which are excellent settings for adventures involving international intrigue, espionage, and assassination. One of the casinos, the Crown Marque, is secretly the property of Card Shark, and he or one of his top lieutenants is often in attendance in disguise.

AFRICA

This large continent contains over than fifty nations and many more tribal and ethnic groups. The potential for conflict, “brush wars,” and corruption is great, and even though much of it does not really affect America to any great extent, *Dark Champions* GMs may be able to connect a few plots to the Dark Continent. One good way for the GM to involve Africa in his plots is with a fictional nation or two; one such nation, Lurranga, is described below.

LIBYA

Libya, headed by Colonel Muammar Qaddafi, is one of the chief terrorism-sponsoring states in the world. Qaddafi is violently anti-American, and has threatened in the past to send terrorists and squads of assassins to attack targets on United States soil. There is even some evidence that he has tried to make agreements with street gangs and other groups for this purpose.

Qaddafi aids terrorists in several ways. He has provided training camps and asylum for some of them, such as the Abu Nidal Group, and has given money and political support to others. *Dark Champions* PCs might encounter a group of terrorists Qaddafi has hired to attack a target in their home city, or might be assigned to infiltrate Libya and attack one of his training camps or gather intelligence on him.

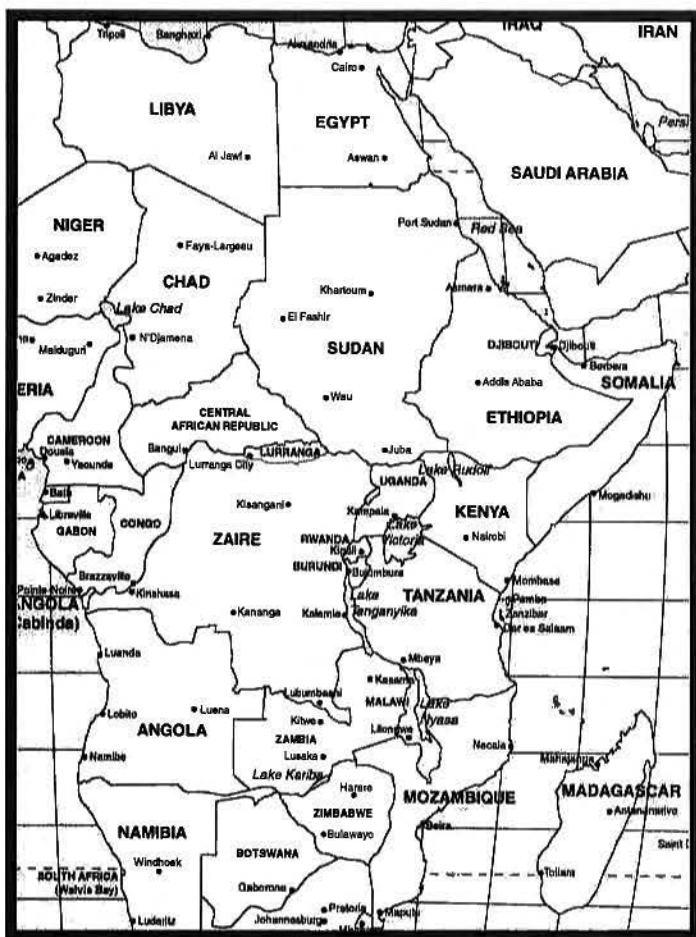
LURRANGA

DESCRIPTION AND HISTORY

Lurranga is a small nation located between the Central African Republic and Zaire. It is mostly a savannah-covered plateau, with some semi-desert regions to the northeast. It has a population of about two million, about a third of which live in the capital city, Lurranga City. Lurranga City is located on the nation's only major waterway, the Zbembe River, a tributary of the Congo. Most of the populace are members of the Lurranga tribe, and are either animists or Christians.

Lurranga was settled by the Lurranga tribes in the 1600s. Originally the Lurranga were from Western Africa, but fled into the interior to escape the slave trade. They ruled themselves, occasionally fighting with other tribes, until the mid-nineteenth century, when the area became a colony of France. France ruled the region, extracting its mineral resources with the help of native laborers, until right after World War II, when it became independent. At first it was ruled by a Tribal Council which was composed of the leaders of the various Lurrangan tribes, but this arrangement proved relatively unworkable in the modern world. Therefore, in 1962, the Tribal Council adopted an advisory role and established an elected office of President to run the country. The first President, Jameson Balebe, served two five-years terms. He was beginning his third term when the leader of the army, General Daniel M'Let, revolted, overthrew the popular government, and established himself as President-for-Life.

President-General M'Let has ruled Lurranga since 1973, and shows no signs of stepping down anytime soon. He has survived two revolts and an ongoing guerrilla resistance movement and is still firmly in power.



LURRANGAN CITIES

Lurranga has only one major city, Lurranga City, which is located on the Zbembe river. It has a population of about 750,000 and for an African city seems relatively uncrowded. It lacks many of the amenities of modern life (most buildings do not have running water or indoor plumbing, for example), but the situation is improving slowly.

The rest of the Lurrangans tend to live in small villages, mostly clustered along the Zbembe. Several ferries travel up and down the river each week, bringing farmers and their produce to market.

LURRANGAN POLITICS

Lurrangan politics are dominated by President-General M'Let and the members of his immediate family and tribe, the Chasa Lurranga, who hold most of the important governmental positions. M'Let is President-for-Life and has total power; the Tribal Council still exists, but its role is purely advisory and it is often ignored. Technically Lurranga is still a democracy, but anyone who tries to start a political party other than M'Let's will soon find himself harassed, attacked and eventually killed if he does not desist.

President-General M'Let has been in control so long that most Lurrangans are used to him. He and his administration are corrupt, but not overly so, and his favoritism towards his family and tribe is not so overt that it creates excessive hostility. Nonetheless, anyone who does not do as M'Let and his government want will soon find himself imprisoned or killed. M'Let himself can be charming and diplomatic, and is considered fairly handsome by Lurrangan standards, but rumors say that he has a brutal temper and has killed prisoners with his bare hands when they refused to answer his questions.

The only people who actively oppose M'Let are a group of "freedom fighters" who live in small bands in the wild areas of Lurranga. They are little more than bandits, and in fact are only able to survive by stealing from farmers and herdsmen, which has done little to make them popular. Unless something sparks a widespread popular revolt, most experts consider it only a matter of time before M'Let and his army are able to hunt them down and exterminate them.

In order to strengthen ties to China, which has sent him money and arms, M'Let has advocated Maoist positions and supported China in the United Nations. However, he is careful not to alienate the Americans or the French, who make up the majority of his nation's market for raw materials.

Recently President-General M'Let has begun looking for other ways to increase his nation's revenue, in the hopes of building up his army and perhaps expanding his country's borders. He is examining the possibility of cultivating opium poppies in Lurranga, and is trying to establish ties with Golden Crescent heroin kingpins in the hopes of starting his own drug industry.

LURRANGAN SOCIETY

The Lurrangans are an impoverished and relatively uneducated people whose main industries are agriculture and mining. The country has reserves of diamonds, cadmium, copper and cobalt which it extracts and sells to many different buyers, including American corporations and the U.S. government, China, various European countries and the CIS. The monetary unit is the Lurrangan franc, which is worth about 1/10th of an American dollar.

Because most Lurrangans are from the same overall tribe, the Lurranga, there has been little of the inter-tribal conflict that has affected so many African countries. However, there have been some conflicts over language. The official languages are French, Lurrangan and Swahili, but some patriots believe that only Lurrangan should be spoken and taught. This has led to a few bloody riots, but is not likely to cause greater problems.

The French occupation of Lurranga left other traces besides the money and the language. Ties to France are still strong, even after the 1973 coup and subsequent links to China, and France is one of Lurranga's chief allies.



THE MIDDLE EAST

This region of the world has been well-known for the violence and strife that have afflicted it for the past several decades. Many of the conflicts trace their roots to racial or religious disputes going back centuries. Regardless of their source, these conflicts can be used by *Dark Champions* GMs to create intriguing plots.

BEIRUT

Beirut is the capital of the nation of Lebanon, which is located on the Mediterranean Coast between Israel and Syria. It is also Lebanon's main port and largest city (it is approximately 26 square miles in size).

Beirut is rather haphazardly laid out, with modern buildings and slums and tenements existing next to each other. The so-called "Green Line" separates the city into East Beirut, the Christian sector, and West Beirut, the Muslim sector. Periodic fighting occurs across this boundary.

Once a cultural and intellectual hub of the Arab world, Beirut has been destroyed by the fighting between Christian and Muslim factions within the city. The major part of the fighting began during the 1974-76 civil war, and it has continued sporadically up to the present. The fact that the city was also the headquarters of the Palestine Liberation Organization from 1967 until 1982 did little to help matters. In 1982 Israel launched a full-scale attack on the PLO's Beirut bases, destroying much of West Beirut in the process (the PLO withdrew because of Israel's actions and is no longer headquartered in Beirut). Sectarian attacks and violence have continued until today, despite the presence of Syrian occupation forces in the city. The unrest has driven out virtually all businesses and many of the citizens, and has destroyed Beirut's infrastructure.

Beirut is of interest to *Dark Champions* GMs not only because it is a hotbed of Arabic terrorism, but because it has a thriving black market for weapons. Everything from rifles to grenades to tanks is said to be for sale. Many of the enemies a group of *Dark Champions* PCs might face may have obtained their weapons in Beirut or have other dealings there.

AWAD

DESCRIPTION AND HISTORY

The Kingdom of Awad is a small Arabian nation located between South Yemen and Oman on the Gulf of Aden. It has a population of about 400,000, almost all of whom are Muslims. Its ruling family is the al-Awadi family.

Awad was an extremely poor, backward nation composed mostly of warring nomadic tribes until the discovery of oil on the lands of the al-Awadi family in the early 20th Century. The young leader of the al-Awadis, Abdul Ibrahim al-Awadi, founded Awad Petroleum International (API) with the help of the British and used the revenues from it to finance a war in which he finally subjugated all of his family's enemies and established the nation of Awad. He declared himself king and made Awad a hereditary monarchy.

Awad has continued to derive substantial revenue from its oil reserves until today. The current King is Abdul's son Abukal Fariz al-Awadi, whose fierce anti-American sentiments have led him to sponsor terrorist activities against the United States.

AWADIAN SOCIETY

Awad is a country with two competing strains of culture. The first and oldest is its Islamic heritage. In many ways Awad is as fundamentalist as Iran, and this is one of the reasons for its rulers' general dislike of things Western/American. Women have a subservient role in Awad, and are not even allowed to drive cars. All religions other than Islam are illegal, and the Quran is the only "constitution" the government has.

The other strain is Awad's increasing modernization, which is bringing not only new technology but new ideas into the land. Every citizen of Awad is guaranteed a certain income by the government, which has also used petrodollars to build hospitals, schools and reservoirs. However, the new influx of ideas has led many Awadians to question the restrictive lifestyle imposed by Islam, and there are popular movements calling for a loosening of religious regulation and greater equality between the genders.

Awad's currency is the dinar; one American dollar is worth about 3.5 Awadian dinars. Awadians speak Arabic.

AWADIAN CITIES

Awad's major city is its capital, Sayihd, which is located on the coast and has a population of about 70,000. It is an extremely modern city with many high-rise office buildings and glittering mosques. Other Awadian cities, all much smaller, include Vilayet, Haridad, and Noorhan.

AWADIAN POLITICS

Awadian political life is totally dominated by the al-Awadi family. All major governmental posts are held by family members. The government's foreign policies involve pan-Arabism and antagonism to American and Israeli interests; Awad is usually allied with Iraq, Syria, Libya, and Taqiristan. It has sponsored terrorist groups such as the PLRL in the past and will continue to do so in the future.

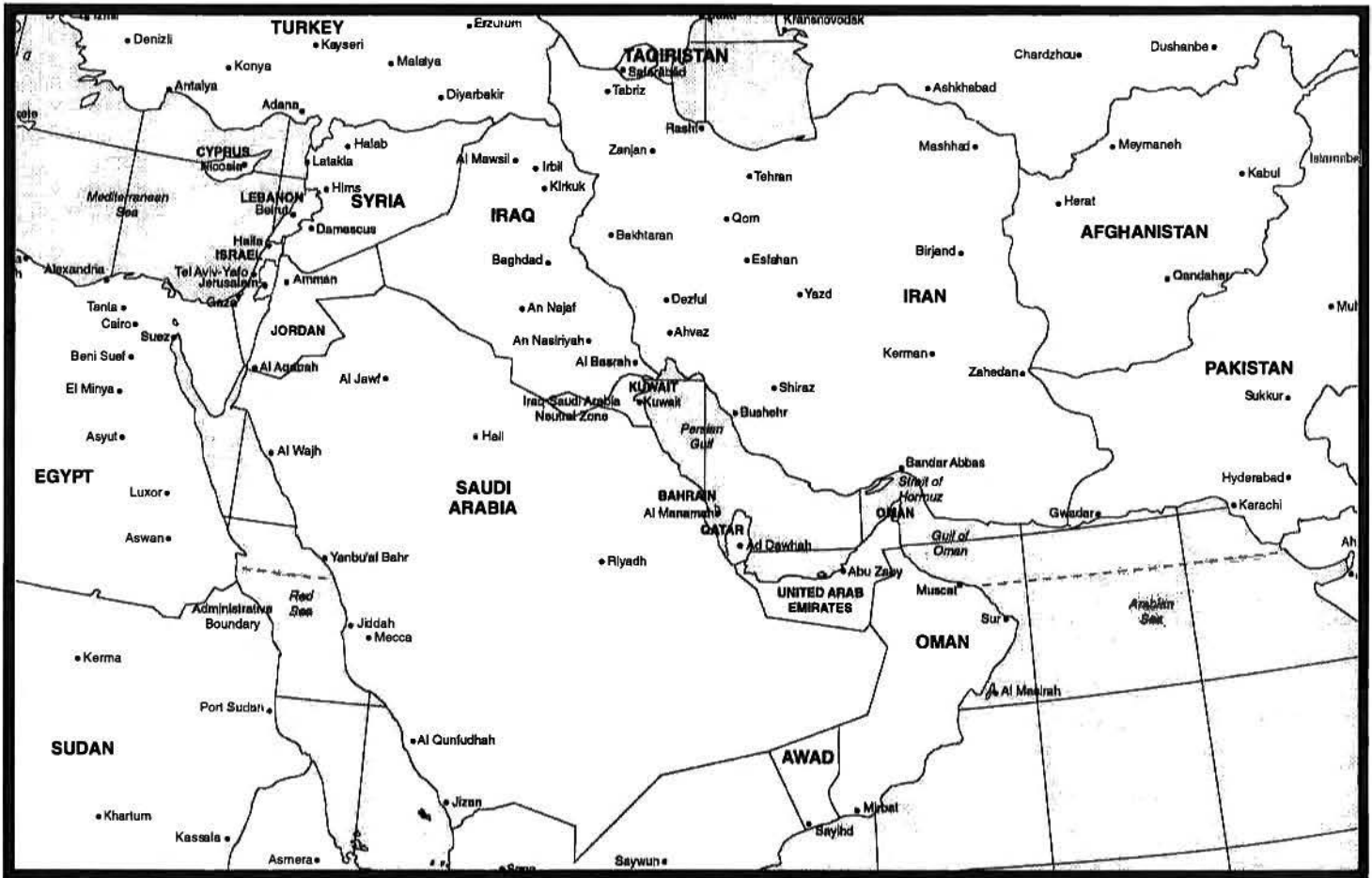
TAQIRISTAN

DESCRIPTION AND HISTORY

Taqiristan is a small nation wedged in between Iran, Armenia and Azerbaijan. It has a population of about 3 million, and other than its capital city, Safarābād (population 65,000), it has no urban centers of note.

Taqiristan is the traditional home of the Taqiri people, an ethnic group related to the Persians. It was once part of the Ottoman Empire, but in the late 1800s became a protectorate of Britain. After World War II it achieved its independence, and, despite attempts by Iran and the Soviet Union to subjugate it, has remained independent to this day.

When it was granted independence, Taqiristan was set up as a democracy. The democratic government lasted until 1968, when a young general named Bahram Tarassoly staged a coup and took over the nation. Now about 50 years old, General Tarassoly still runs the country, treating it in essence as his own private fiefdom.



TAQIRI SOCIETY

Twenty-five years of General Tarassoly's rule has made the Taqiri people sullen and suspicious. They were once regarded as friendly people and loquacious traders, but today they keep to themselves for fear of being arrested by the General's secret police.

The Taqiris are also noted for their devotion to Islam. The country is extremely fundamentalist and follows Iran in many matters. General Tarassoly himself cares little for religion — power and wealth are his only gods—but he supports the fundamentalists so long as they do not turn against him.

The Taqiri economy is primarily agricultural, though the country does have several productive chromium, copper, and iron mines. The unit of currency is the Rial, which is worth about one American penny.

TAQIRI CITIES

As mentioned above, Taqiristan has only one major city, its capital, Safarābād. Safarābād is a small city notable primarily for its general slovenliness. However, it does have several beautiful mosques. About 65,000 Taqiris live in Safarābād; the rest of the population lives in small towns, villages, or is nomadic.

TAQIRI POLITICS

Taqiri domestic politics is controlled by General Bahram Tarassoly and his army. Taqiri foreign politics is dominated by Islamic fundamentalist attitudes and a fierce hatred of Israel and America. The Taqiri government has been a major sponsor of terrorism in the past (it has, for example, provided training bases for the PLRL). General Tarassoly has threatened direct attacks on the United States, and there is some evidence that he has been making inquiries in the world mercenary market for employees for an unknown job.

ASIA

CHINA

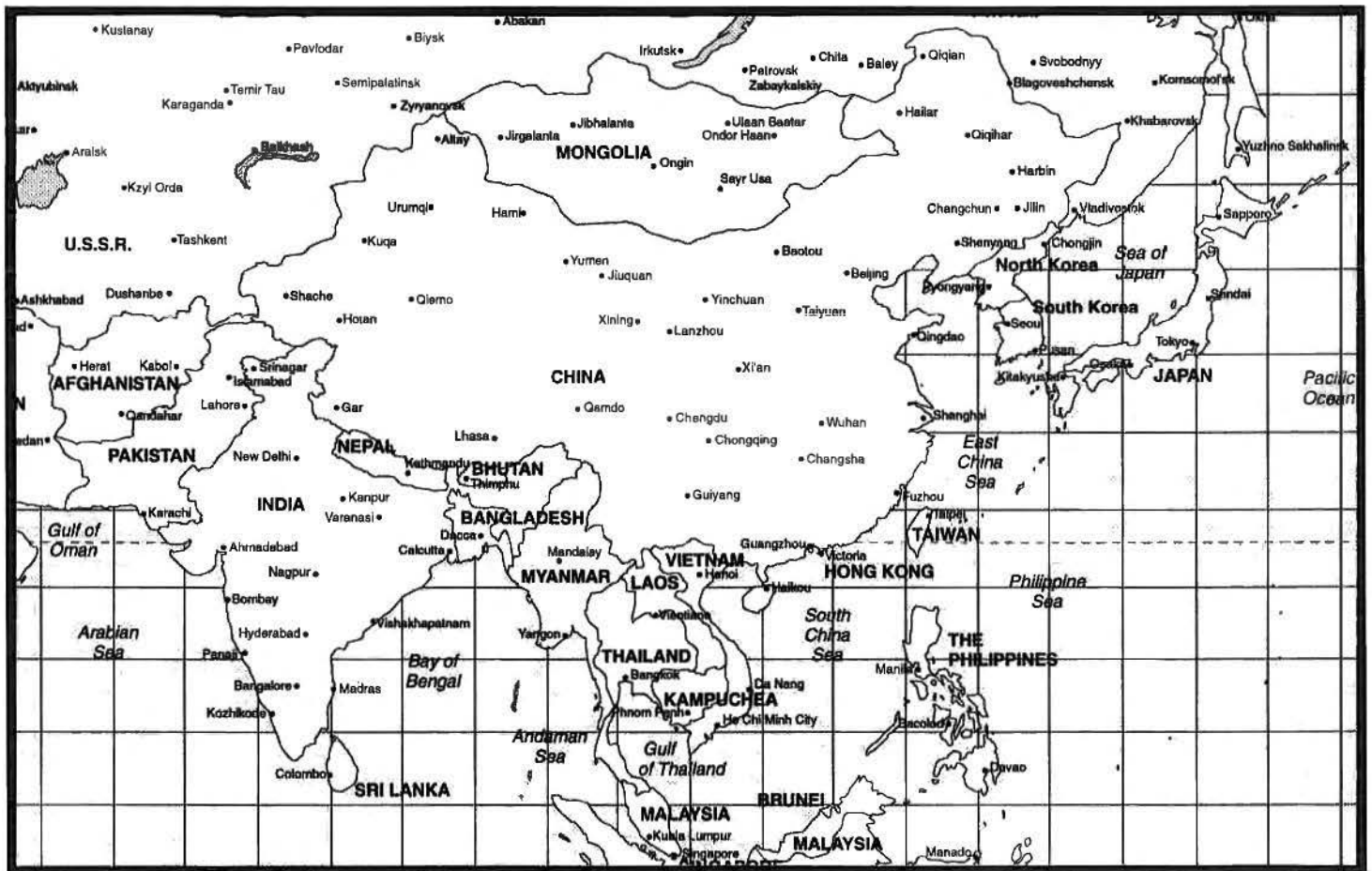
Communist China is due to take over the city of Hong Kong in 1997. Fearing the results of this takeover, many Chinese Triad gangsters are already beginning to flee the city, taking their wealth with them and attempting to establish their criminal enterprises in new lands. Two of the most frequent destinations for them are the United States (mainly West Coast cities) and Canada. GMs can use this influx of Chinese criminals as a way to introduce the Chinese Triads as a new criminal organization to be fought, or as a way to revitalize the Chinese tongs in the campaign after the PCs have dealt them a significant defeat.

JAPAN

Some reports indicate that there may be an increasing right-wing sentiment in Japanese politics. Regardless of what may be causing this in the real world, a *Dark Champions* GM could explain this shift as the result of machinations and political pressure from the Yakuza and their allies on the far right of Japanese politics. If left unchecked, the right-wing sentiment could lead to the rearming of Japan and other dangerous results.

NORTH KOREA

North Korea is currently trying to build or acquire nuclear weapons. There is some evidence that it has tried to hire former Soviet nuclear scientists to help it develop a nuclear weapons program. *Dark Champions* PCs might have to travel to Pyongyang to try to prevent the North Koreans from obtaining nuclear weapons capability.



TIMELINE

This section presents a timeline for events described in the *Dark Champions* books and similar events. Naturally, this timeline does not include every street-level crime event that took place in the *Dark Champions* Universe during the 20th Century; that would require an entire book by itself. Instead, significant events and other interesting occurrences are highlighted, with an emphasis on events in Hudson City. Actual "real-world" events, like the St. Valentine's Day Massacre, are not included unless they were somehow different in the *Dark Champions* Universe. Events described in scenarios in the *Dark Champions* books are not included in this timeline so that GMs may have them occur whenever they wish.

1920

January 1: Andrew Whittier, who will one day become Andres Panthanatos, is born in Tokyo.

1926

January 12: The first appearance of the mysterious crimefighter known only as the Raven.

April 11: Antonio "Crash" Morelli starts the Morelli LCN family.

1927

March 15: First recorded appearance of the Raven's beautiful accomplice, the Velvet Phantom. The two of them break up a liquor smuggling ring. The Raven's group of assistants, the Midnight Brigade, is also formally organized at about this time.

1929

July: Albert "The Harpist" Polloni forms the Polloni LCN family.

1930

July 20: Aldo "the Rhino" Torccone and his men stage the infamous "Slaughterhouse Run," in which they ambush the Pavone brothers and their men, murder twelve of them, and steal a large shipment of illegal liquor. This event marks the formal beginning of the Torccone family and the end of the Pavone brothers gang.

1933

November 10: Juliano "Mac" Marcelli drives out his former boss, Salvatore "Sal Adonis" Beroni, and establishes the Marcelli LCN family.

1939

July 11: Emil Lagerfeld creates the Card Shark identity and organization.

November 26: Andrew Whittier joins the British Army and works for it during World War II as a soldier, spy, and assassin. After the war he disappears into the Orient.

1942

October 8: Charles "Pretzels" Scatucci uses his "influence" with Hudson City's dockworkers to prevent strikes during World War II.

1945

April 30: Doctor Gerhardt Spregen attends upon Hitler in the last few hours before Hitler commits suicide. Spregen then flees to South America, taking a sample of Hitler's tissue with him.

1948

February 13: Juliano "Mac" Marcelli clashes with the Commission over his prostitution business; the Commission has Murder, Inc. assassinate him.

1951

February 26: Aldo "the Rhino" Torccone is killed in a car accident. Thomas "Jacques" Antonelli takes over as capo of the Torccone family.

1952

May 3: Hitmen from Murder, Inc. kill John "Dragon Man" Polloni because his aggressiveness is bringing too much "heat" down on the Mafia. This is the last major hit Murder, Inc. ever performs, and the organization fades out of existence by 1953. Prominent Polloni family men begin to fight to see who will be the next capo.

November 16: The "Night of the Whispering Wind": Frederick "Stinger" Verontese declares himself boss of the Polloni family by tricking all of his rivals into attending a "peace meeting" where they are knifed to death. The family has been known as the Verontese family since then.

1953

August 16: Charles "Pretzels" Scatucci dies and is replaced as Scatucci family capo by Donnie "Chopper" Colleti.

1955

July: Rudolph "Tombstone" Marcelli regains control of the Marcelli family from the Commission.

December 20: William Tell runs away from home and falls in with the Brazilian underworld.

1957

September 8: Thomas "Jacques" Antonelli declares himself capo di tutti capi.

October 15: Following a short and bloody war between the Torccones and the Commission, Thomas Antonelli is killed. Larry "Undertow" Torccone becomes capo and promises the Commission that he will not try to grab power the way Antonelli did.

1958

January 1: Andrew Whittier, now calling himself Andres Panthanatos, emerges from the Orient and begins his career as a freelance killer, soon earning the title of "world's greatest assassin."

1960

March 17: Andrew Panthanatos kills General Martin Barnwell in the Pentagon.



1960, Continued

May 25: Carlo "Charlie Snake-Eyes" Scatucci assumes the leadership of the Scatucci family.

1961

March 8: Assassin William Tell goes "freelance" and adopts the identity of Sniper.

1962

June 14: Andres Panthanatos assassinates Russian spy Svetlana Vyodorovsky in Cairo.

1965

March: War breaks out between the Marcelli and Verontese family. It lasts until February 1966 when the Marcellis become the winners by taking over some Verontese prostitution territory.

November 3: Andres Panthanatos kills three French spies working in the French Embassy in Moscow.

1966

January 29: Andres Panthanatos murders James Richardson, a high-ranking official in the United States Department of State, while Richardson is on his way back to Washington from Camp David.

April 1: The Black Tarantula steals the Star of Samarkand, a large star emerald, from the Hudson City Museum of Anthropology and Natural History.

June 18: Doctor Gerhardt Spregen emigrates to the United States from South America.

December 25: Andres Panthanatos assassinates Admiral Vyacheslav Borudin of the Soviet Navy in Kiev.

1967

June 11: The CIA begins Operation: Jackknife.

July 6: The Sixties Riots begin in Hudson City. Twenty-one people are killed and millions of dollars worth of property is destroyed in three days of unrest.

October 7: Andres Panthanatos kills Japanese industrialist Masakawa Kiyoshi in Tokyo.

1968

June 3: Larry "Undertow" Torccone breaks his promise to the Commission and starts a war with the Scatucci family in an attempt to take over profitable drug-dealing territory. After a year of fighting, Carlo Scatucci is able to negotiate an end to the war which leaves him as powerful as ever yet keeps the Torccones from looking foolish.

December 25: While the Astonbury family of London is away for the holidays, the Black Tarantula breaks into their mansion, avoiding a state-of-the-art security system and armed guards, and steals three Titian paintings.

1969

August 12: The Commission, angered by Larry "Undertow" Torccone's breaking of his pledge, creates a new assassination organization, the Death Syndicate, and orders Torccone killed. The Death Syndicate hitmen fail to kill him, but leave him paralyzed from the waist down.

October 31: Robert Grimsby, age 9, who will one day become the assassin Rigor Mortis, is injured during a battle between superhumans at a Grimsby Motor Oil factory.

1970

July 17: The New Republic Party, a Nazi political party, is founded. The real power behind it is Doctor Gerhardt Spregen.

1971

March 2: The boy who will one day become Jackknife is located and kidnapped by the members of Operation: Jackknife.

1973

December 3: Rudolph Marcelli dies, leaving his family leaderless.

1975

December 29: Larry "Undertow" Torccone dies of cancer. The family breaks down into warring factions, each competing to "nominate" the next capo.

1976

July 4: As a 200th birthday present to the United States, the Black Tarantula sneaks into the Kremlin and steals the plans for the Soviet nuclear submarine *The Triumph of May*. He then breaks into the White House and leaves them on the President's desk in the Oval Office.

1977

February 13: The Black Tarantula steals the crown jewels of Iran and ransoms them back for a reported \$100 million dollars.

1978

January 28: Guiseppe "Gat Man" Marcelli, becomes capo of the Marcelli LCN family.

March 19: Luigi "Hacksaw" Torccone becomes capo of the Torccone family.

October 2: The Black Tarantula steals the fabulous Van der Planke diamonds.

1979

September 20: Thomas O. Enock commits his first professional assassination, killing Muwaffiq Abdullah, Syrian ambassador to France.

1980

July 2: Alphonse "The Brain" Malerno, capo of the Morelli family, is convicted of racketeering following a DEA "sting" operation. Robert "Bobby Bucks" Morelli wins the brief war to determine who will take his place as capo.

1981

June 13: Disturbed by recent attacks on his organization by crimefighters, Card Shark I publishes his "bounty list," indicating how much he will pay to the confirmed killer of listed crimefighters.

June 31: The assassin Sniper is hired by the Raven Organization to kill the aging vigilante, the Raven. In the ensuing battle, Sniper is involved in a car accident and believed dead. He survives, but with amnesia. Sniper begins wandering the city and becomes a street person.

October 23: Charlie Burck begins working for several Triads in Hong Kong as a freelance assassin. He soon begins working for other Asian gangs as well.

1982

April 12: Michael "Black Mike" Verontese becomes capo of the Verontese family.

July 10: Tim G. Gersh assassinates a Quilann International executive in Hudson City. It is not known whether this is his first professional killing, but it is the first one in which he uses his "ego signature" of making sure that the police know who committed the murder.

November 2: The vigilante Crusader begins his crimefighting career.

1984

February 13: Crusader encounters the still-memoryless Sniper, befriends him, and trains him as his "sidekick."

April 14: Charlie Burck kills Yakuza oyabun Hasekami Shiro in a one-on-one martial arts battle.

September 20: Card Shark I and the man who would become known as One-Eyed Jack play a high-stakes poker game at one of Card Shark's illegal casinos, which Card Shark wins by just \$2. Impressed, he recruits One-Eye Jack to be his right-hand man.

October 8: Card Shark I recruits Pokerface into his organization.

October 12: Andres Panthanatos kills the crimefighter Streetwolf in San Francisco.

November 28: Tom O. Enock assassinates an important Italian political figure, Betino Sturelli, while Sturelli is giving a speech in Rome.

1985

March 28: Crusader and Sniper have a falling out regarding Sniper's use of deadly force and go their separate ways.

April: It is around this time that the American Anarchist Front is founded, probably in Washington, D.C. No further details are known.

May 2: Arthur Hobbes adopts the identity of the Master of Crime and formally establishes his Midnight Syndicate.

June 17: Jackknife begins his career as a master spy and assassin for the CIA.

June 30: First known appearance of the assassin Rigor Mortis.

July 12: The first appearance of the hero Jack O'Lantern, who stops a tong drug smuggling ring in Hudson City's Chinatown.

1986

January 22: Abaddon defects from the PLRL and becomes a freelance assassin.

March 15: First recorded appearance of the Harbinger of Justice, who "executes" a Marcelli caporegima and his soldiers. The papers label the vigilante "the Blue Moon Killer" because of the "calling cards" left on the bodies.

April 1: The Black Tarantula steals the crown jewels of Iran for a second time. To this day, no one knows what he did with them, but he is thought to have sold them to a private collector.

May 19: James Berghalter becomes Arsenal, a freelance merc and assassin.

July 12: Tom O. Enock, Charlie Burck, and Tim G. Gersh meet in Singapore and form the International Consortium for Execution (ICE). They extend offers of membership to only the best international assassins, all of whom accept.

August 31: Arakida Motoko, oyabun of the Hinagawa-kai Yakuza gang, establishes a "business office" in Hudson City. Other Yakuza bosses follow suit over the next 18 months.

September 12: The Palestinian League for Retribution and Liberation (PLRL) attacks the Tel Aviv Airport with rockets, killing twelve and injuring 22.

November 1: A freak thunderstorm prevents Joseph Watt's execution by electrocution and allows him to escape from prison. Seeing this is a sign, he soon establishes his "Voltaic" identity and begins committing major robberies.

November 27: Card Shark I, furious over the damage done to his organization by the Harbinger of Justice, takes Harbinger captive, intending to interrogate him and then kill him. Harbinger manages to escape, disguises himself as one of Card Shark's Deck agents and kills Card Shark I in a sneak attack. The Card Shark organization falls into temporary disarray as several men fight for the Card Shark identity.

1986, Continued

December 8: Arsenal and Magnum, both hired to kill the same target, meet for the first time. Though antagonistic at first, they part as friends.

December 10: Darkling breaks into the home of the wealthy Kenilworth family in the Hudson City neighborhood of Irishtown. He steals almost \$1 million worth of silver and jewelry and murders all four family members and three servants.

1987

February 18: Doctor Gerhardt Sprengen turns neo-Nazi Jim Perkins into the man-beast Carnivore.

March: Card Shark II (identity never discovered) takes control of the Card Shark organization. He brings Blackjack into the organization, and begins "purging" the ranks of anyone whom he suspects of helping the Harbinger of Justice.

April: Card Shark II begins feeding information to the Yakuza and the Mexican Mafia in an attempt to start a gang war, thereby increasing his own power and profits. A war starts which lasts for about two months.

April 7: Jesús Alvarez de Fonseca, leader of the de Fonseca drug cartel, is kidnapped by the DEA and taken to the United States for trial. He receives a life sentence. His daughter, Teresa, takes over as the cartel's leader.

June 3: Jack O'Lantern captures Arsenal and his team of hired thugs as they try to steal the Kleinmann Center's collection of El Greco paintings.

July 18: The Harbinger of Justice and several vigilantes, working independently of one another, track down Card Shark II and attack him in a restaurant parking lot. A three-way battle ensues; Card Shark II tries to escape by using a mini-copter, but Harbinger damages it with a grenade, killing Card Shark in the process.

July 21: George Shackelford, a Face Card agent, assumes the identity of Card Shark III, bringing Deadman's Hand and Jack Of Diamonds into the organization.

July 31: An accident at a Russian chemical weapons facility transforms Dr. Evgenii Vasilovich into Contagion.

August 3: Moving quickly to consolidate his power in the underworld, Card Shark III tries to ransom the city for billions with his "Four Horsemen" plot. Several vigilantes and the Harbinger of Justice, working independently, track down different parts of his organization and stop the attack; Harbinger kills Card Shark III. Many agents and most of Card Shark's lieutenants are taken prisoner; the surviving free members go deep underground, eventually electing Andrew Polansky as Card Shark IV.

August 8: French Ambassador to the United Nations Séverin Demandoux gives a speech to the General Assembly lambasting it for its poor environmental record; he then resigns, goes underground, and forms While Earth Burns (WEB), a terrorist organization.

August 19: The first known appearance of the Headless Hangman, who slaughters six Mafiosi in an Italian restaurant on the edge of Little Italy.

September 27: Triggerhappy, in the employ of the New Republic Party, assassinates prominent Jewish politician Andrea Weitzman.

October 3: An unidentified crimefighter tracks down Triggerhappy and leaves him for the police after a brutal battle.

October 15: Voltaic steals more than a million dollars worth of bearer bonds from the First Federated Savings Bank, killing two guards in the process.

November 19: Franklin "Fenris" Lynaugh leaves the Berserks after a bloody gunfight in downtown Madrid.



1988

- January 15:** James "Arsenal" Berghalter escapes from prison disguised as a guard. Acting on ideas formed during his incarceration, he begins to create The Arsenal by recruiting Gatling and Heatseeker.
- January 22:** Jack O'Lantern captures Voltaic in New York City.
- January 31:** Crossbow tracks down and nearly kills Carnivore, but Carnivore escapes after giving Crossbow a serious leg wound with his claws.
- March 3:** The DEA hires Fenris to infiltrate and destroy the Carillo-Mendoza drug cartel, but instead he takes control of it.
- April 13:** The Harbinger of Justice tries and fails to kill a man suspected of being Andres Panthanatos.
- April 20:** In his first known appearance, the Sandman fights Abaddon in an attempt to prevent him from assassinating Supreme Court Associate Justice Sandra Day O'Connor. Abaddon is defeated and captured, but manages to escape from the police two days later, killing three officers in the process.
- April 30:** Mark Benning escapes from Project: Superiority during a training exercise in Guamanga. He adopts the professional name "Snafu."
- June 1:** The Abu Nidal Group uses chemical weapons (supplied by Contagion in superpowered campaigns) to attack the United States Embassy in Taqiristan, killing sixteen people.
- June 4:** The PLRL bombs a cruise ship in Hudson City Harbor, killing 31 and injuring 70.
- June 16:** A fancy wedding reception at the home of the wealthy Beaumont family of Hudson City is ruined by a "home invasion" by a Vietnamese gang. The bride and several bridesmaids are raped and murdered, and all the rest of the guests are brutalized and robbed.
- July 8:** The Harbinger of Justice, the Scarecrow, and the Sandman team up to attack the Vietnamese gang responsible for the attack on the Beaumont wedding. Harbinger and the Scarecrow kill ten of the gang members, the Sandman kills two and captures four more, whom he turns over to the police anonymously.
- August 18:** An unidentified crimefighter foils a plot by the New Republic Party to bomb a Hudson City synagogue.
- August 21:** Arsenal recruits Magnum into The Arsenal.
- September 11:** Harbinger executes Allen "Salvo" Striker, prompting Allen's brother Daniel to adopt the identity of Caliber several months later.
- September 20:** Serial killer Vincent Scoria kills his first victim, an HCU co-ed. Over the next five nights he rapes and kills one student per night from one of the city's three major universities. On September 26, HCPD Homicide Detective Christian Cliflsen is able to track him down and, after a running fight through the HCSU campus which leaves two students dead and three injured, manages to capture him. Scoria is sentenced to Toddberry Asylum.
- October 29:** Dagger defects from the Card Shark organization, taking the plans for his Knifethrower Bracers and Spring-Boots. He soon establishes himself as a freelance assassin and mercenary and starts his own criminal gang.
- November 20:** Penny Dreadful's first appearance. She kills Jeremiah Fisher and loots the Rare Book Room at Hudson City State University.
- December 18:** Card Shark IV breaks his lieutenants out of Dodds Penitentiary in the so-called "Silent Night" attack, which leaves a dozen guards dead.
- December 19:** Colonel Wolf of the Iraqi Army is transformed into a "super-soldier" and soon begins forming her Legion of Death.
- December 20:** Arsenal recruits Troubleshooter into The Arsenal.

1989

- February 1:** Arsenal recruits Widowmaker into The Arsenal after saving him from an attack by a group of hitmen working for his former boss.
- February 24:** The PLRL releases a viral weapon (supplied by Contagion in superpowered campaigns) in the Vienna airport, killing 22 within a week (and probably several dozen more over the next year).
- April 16:** Guillotine assassinates Italian legislator Giovanni Buonacarolla in Milan.
- May 28:** Jackknife attacks the Jason Devon Memorial Coliseum, taking hostage everyone attending a Slices of Psychosis concert. Fortunately, the Sandman is in the audience and manages to thwart Jackknife's plans and drive him away before any serious harm is done.
- June 12:** Firebug is hired to burn down the Grand Marquis Plaza Hotel. Six people die, dozens are injured, and millions of dollars of damage are caused by the resulting inferno.
- June 28:** Voltaic escapes from a New York prison, killing two guards in the process.
- August 30:** Caliber I is killed in a gunfight with an unidentified vigilante during a robbery attempt. His brother, Richard Striker, adopts the Caliber identity.
- September 25:** The Sandman and HCPD Detective George Klaghorn team up to fight the Radiance posse in Freetown.
- October:** Charade stalks, seduces, and then murders the vigilante Silverwing.
- October 13:** Dagger and his gang rob the Pellwood Jewelry Store in Hudson City in broad daylight, escaping with over three million dollars in gems.
- October 31:** Penny Dreadful steals thirteen rare novels dealing with horror or the occult from Hunneford Library.
- November 21:** The Headless Hangman attacks three Mafiosi in Stewartville Mall. Fortunately the crimefighter Jack O'Lantern is nearby and manages to capture the rogue vigilante before any innocents are harmed and while one Mafiosi is still alive.
- December 12:** Card Shark IV tests out his cybernetically-enhanced Rottweilers in an attack on several vigilantes, including the Harbinger of Justice. The creatures are defeated; Card Shark disappears.
- December 18:** The police receive an anonymous tip directing them to the body of Card Shark IV, who has been interrogated and killed by Harbinger. The Card Shark organization breaks down into warring factions.

1990

- January 12:** The Headless Hangman escapes from Longview Correctional Center, where he had been held pending his trial. He kills three criminals on the way out by beating them to death with a barbell.
- January 21:** The assassin Coup de Grace kills an Irish delegate to the Anglo-Irish Conference. He is also suspected to be part of a Raven strike team responsible for assassinating the delegate's security agent, Major Andrew St. James.
- March 11:** Card Shark V, the current Card Shark, takes over the organization.
- March 13:** The Headless Hangman attacks Ananias Topps's yacht. He fails to kill any criminals, but two innocent partygoers are slain by the erratic gunfire of some of Topps's men. Topps uses his influence to cover the whole episode up.
- May 6:** The assassin known as the Schoolmaster battles the Harbinger of Justice in New York City. The fight ranges across several rooftops before the police arrive, causing both combatants to flee the area without resolving their conflict.

**1990, Continued**

- May 13:** The Harbinger of Justice kills Governor Arthur Parkhurst of California. An investigation shows that Parkhurst had at one time killed someone in a drunk driving accident and tried to cover it up.
- June 20:** Predator murders the vigilante Dragonson in San Francisco.
- July 17:** Crossbow begins a spree of policeman killings which ends only after the crimefighter Jack O'Lantern almost captures him on August 5.
- August 8:** Jackknife leaves the CIA, killing his masters in the process, and becomes a freelance assassin/spy.
- August 22:** Voltaic robs an armored car and kills its two guards.
- September 12:** Three Colombian judges who had recently issued decisions unfavorable to the cocaine cartels are killed in a drive-by shooting committed by the de Fonseca cartel.
- October 10:** Predator steals Voltaic's Lightning-Whip and begins using it himself.
- December 8:** The anarchist/terrorist Guillotine murders Iphigenie Turrandout, French ambassador to the United States, in New York City.
- December 25:** The Sons of Cúchullainn insert their infamous "Hound" virus into the computers of the British military in Belfast, causing great havoc.

1991

- January 11:** Harbinger battles a group of Organizatsiya thugs in Hudson City's Moscow West. All twelve of the thugs are killed.
- February 14:** The "St. Valentine's Day Bombing:" the PLRL detonates a bomb at a nightclub in France which is frequented by American soldiers; 24 people are killed and 25 injured.
- March 1:** Japanese Red Army terrorists hired by the PLRL attack the St. Etienne Cathedral in Lyons, France with mustard gas (which was purchased from Contagion in superpowered campaigns). Twelve people are killed, and many more are blinded or severely injured.
- March 20:** The American Anarchist Front, assisted by Guillotine, attacks the Narragansett Nuclear Power Plant and takes it and its workers hostage. They demand that many important United States government officials resign at once and surrender themselves at the plant for immediate "execution." The incident lasts three days, during which Guillotine and several other AAF members rape, torture, and murder about a dozen of the plant's workers. The siege is ended when a group of unidentified men dressed in black assault the plant, killing seven AAF members and driving the others away without further loss of innocent life.
- May 10:** The Headless Hangman plants a bomb in a steakhouse near Little Italy and detonates it when three Veronese caporegimas are having a meeting there. All three are killed, as are three other patrons.
- May 16:** With the help of Card Shark V, Albert Steele become Caliber III.
- May 25:** The first confirmed victim of the Razor Killer, a Hudson City serial killer, is found in a Worthington park.
- June 19:** The Razor Killer's second victim is found.
- June 28:** The Razor Killer claims two more victims, a couple at a popular "lover's lane" in Andrews Heights.
- July 1:** Snafu, in the employ of the Sons of Cúchullainn, kills fifteen British soldiers in Belfast.
- July 20:** The Razor Killer strikes again, killing a mother and daughter on their way home from shopping.

1991, Continued

- August 6:** The inmates at Toddberry Asylum manage to free themselves and take the staff hostage. Two unidentified vigilantes manage to sneak through the police cordon, get inside the asylum, and kill most of the inmates. Two staff members are killed and one is permanently blinded. The Razor Killer chooses this night to kill three different women, as if he knew that most of the police force was occupied elsewhere.
- August 15:** The Razor Killer claims his last victim, an Eastwood High School cheerleader.
- August 21:** HCPD homicide detective Theron Long finds a common link between the Razor Killer's victims: all of them had recently been in court for some reason. Using this information he tracks down the man responsible, prominent attorney Jackson DeVere, and captures him.
- September 26:** Penny Dreadful takes twelve people hostage at Che's Book Nook in an attempt to force the authorities to give her a first edition of Poe's poems which is on display at the Hunneford Library. She and her men flee in disarray after a SWAT team storms the store and owner Che Andrewson hits Penny in the head with a copy of the one-volume Oxford English Dictionary.
- October 2:** Jackson DeVere defends himself at his trial for the "Razor Killer" murders, wins a verdict of not guilty by reason of insanity, and is committed to Toddberry Asylum until cured.

1992

- January 6:** Snafu fights the Sandman in Paris. The fight ends inconclusively; Snafu manages to reach a highway and escape on a passing truck.
- January 16:** Juan Arellas-Olivo, an important Colombian foreign relations official, is killed by a carbomb planted by the de Fonseca cartel after he issues a statement supporting the extradition of cartel leaders to the United States.
- May 18:** First recorded appearance of the vigilante DarkAngel, who rescues a husband and wife from a mugging.
- June 6:** DarkAngel encounters the Headless Hangman, who escapes before she can apprehend him. She begins to try to track him down.
- June 18:** Penny Dreadful kidnaps author Esteban Sandoval and forces him to write love sonnets about her for a week, then releases him unharmed.
- July 19:** The Headless Hangman attacks a meeting between the Morelli LCN family and the Qi On tong, thus breaking up a dangerous potential alliance. DarkAngel finds out about the attack too late to prevent it, but arrives in time to drive the Hangman away before he kills everyone present.
- August 13:** Dagger and his men are attacked by a squad of Card Shark agents led by Jack Of Diamonds and Pokerface. The battle ends in a draw, with two men dead on each side, but Dagger loses a valuable hideout.
- August 28:** Guillotine murders American industrialist Gilbert Billingsley.
- September 14:** The Master of Crime, through various agents and dupes, reveals to Sniper that he was once a highly-paid assassin. Sniper takes a "leave of absence" from crimefighting to consider the implications of this revelation and investigate further.
- October 3:** Jihad, acting on behalf of the PLRL, assassinates Israeli Knesset member Chaim Ustrovsky.
- November 3:** Firebug sets fire to billionaire Howard Colson's yacht. Four die, two drown, and the yacht is totally ruined. The resulting lawsuits bankrupt Colson, who commits suicide in despair and is discovered to have had connections to the Russian Mafia.

**1993**

January 1: Jack O'Lantern battles Jihad and a squad of terrorists from the PLRL. He struggles to stop their random acts of violence while at the same time trying to locate a large carbomb they have left somewhere in Hudson City. He eventually finds the bomb at Governmental Center and defuses it; several terrorists are captured but Jihad escapes.

January 10: DarkAngel infiltrates and destroys one of Card Shark's gambling den/brothels, leading to the capture of a dozen of his Deck agents and two Face Card agents.

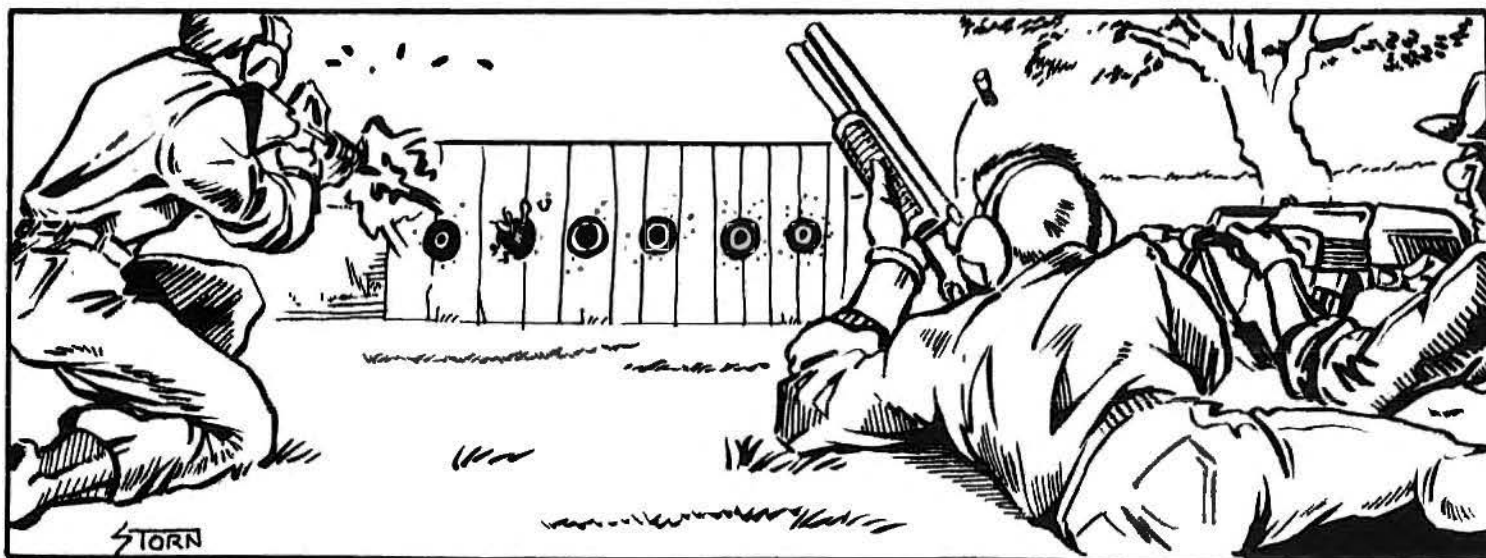
February 12: The Harbinger of Justice fights Jackknife and his squad of terrorists at the Flag National Bank Building. A high-speed car chase ensues; Jackknife manages to escape but all of his men are killed. Fortunately, no innocent lives were lost during the chase, but more than twenty cars were damaged and over a million dollars in property damage was done.

1993, Continued

March 3: The Scarecrow breaks up a gang fight between the Warriors and the Nubians with napalm, leaving sixteen dead and more than twenty badly burned.

May 31: DarkAngel battle Penny Dreadful and her men at the Hudson City Book Fair. Penny manages to escape only after she tips a giant-size display copy of Tom Clancy's *The Sum Of All Fears* toward a crowd, forcing DarkAngel to save them.

June 26: A mysterious explosion, originating in the sewer system, destroys part of New York City. No satisfactory explanation for this disaster is ever discovered.



LOCATIONS

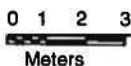
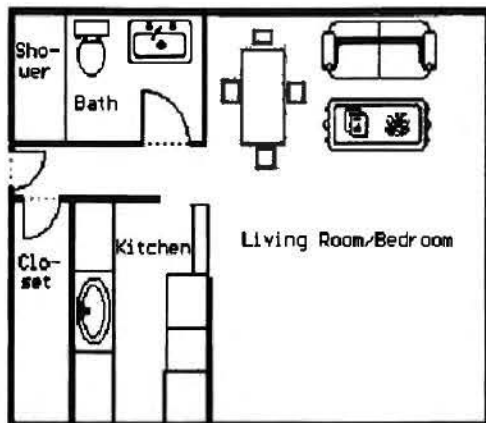
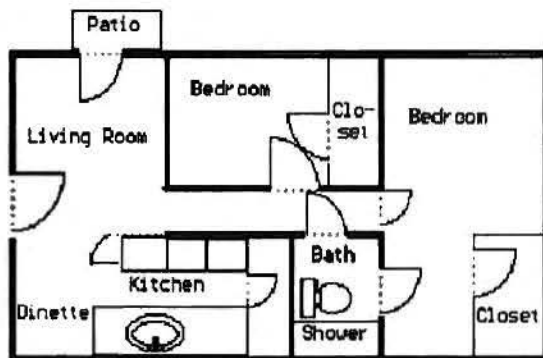


Since most *Dark Champions* campaigns take place in urban settings, this section provides some "generic" maps of common locations for such adventures: two Alleys (Small

and Large); two Apartments (One- and Two-Bedroom); a Bank; a Bar; a Convenience Store; a Courtroom; a Fast-Food Restaurant; and a Warehouse.

APARTMENTS, ONE- AND TWO-BEDROOM

In addition to being the sort of residence that some PCs might have, apartments such as these are frequently used by drug dealers. Often the apartment will be rented by the dealer's girlfriend or some other person, but the dealer will pay the rent and all expenses. To determine the DEF and BODY of the walls and various items of furniture, refer to the *Champions Fourth Edition Rulesbook*, page 177.



ALLEY, SMALL

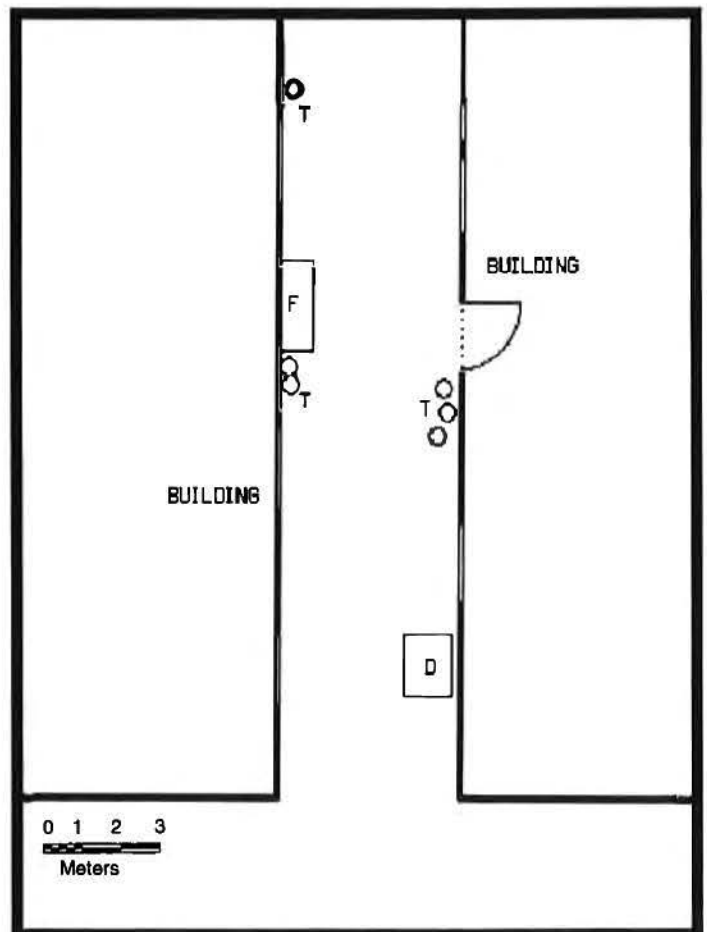
This alley is the typical sort of alley that runs between two buildings and connects two streets. It is a filthy, smelly, poorly-lit place. It is wide enough for a car to drive through, but the presence of a dumpster and trashcans may make this difficult.

Key

D = Dumpster (8 DEF, 8 BODY)

F = Fire Escape (4 DEF, 4 BODY)

T = Trashcan (3 DEF, 3-6 BODY [depending upon how full it is, and with what])





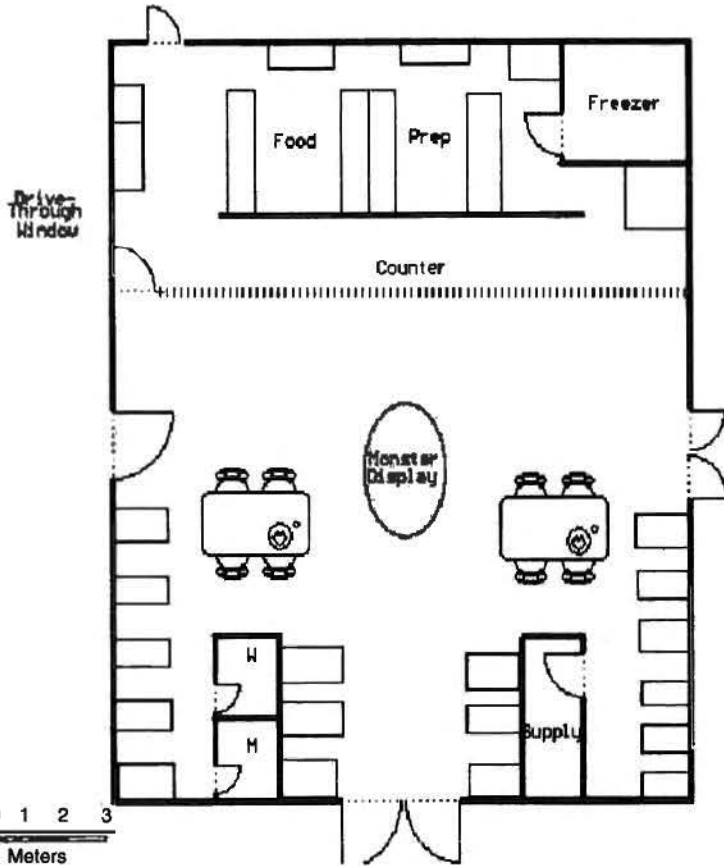
FAST-FOOD RESTAURANT

This restaurant is a Burger Monster franchise located in Hudson City. In its center is a large display of Classic Movie Monsters (the restaurant's theme)—The Wolfman, Frankenstein, Dracula, and so forth. The rest of the decorations follow a similar theme. The counter where customers order is 1/2" high.

Key

M = Men's Room

W = Women's Room



ALLEY, LARGE

This alley is actually sort of a group of alleys that meet in the area behind several small stores and buildings. The map indicates the size of adjacent buildings, what businesses are located in them, and any doors that open onto the alleys.

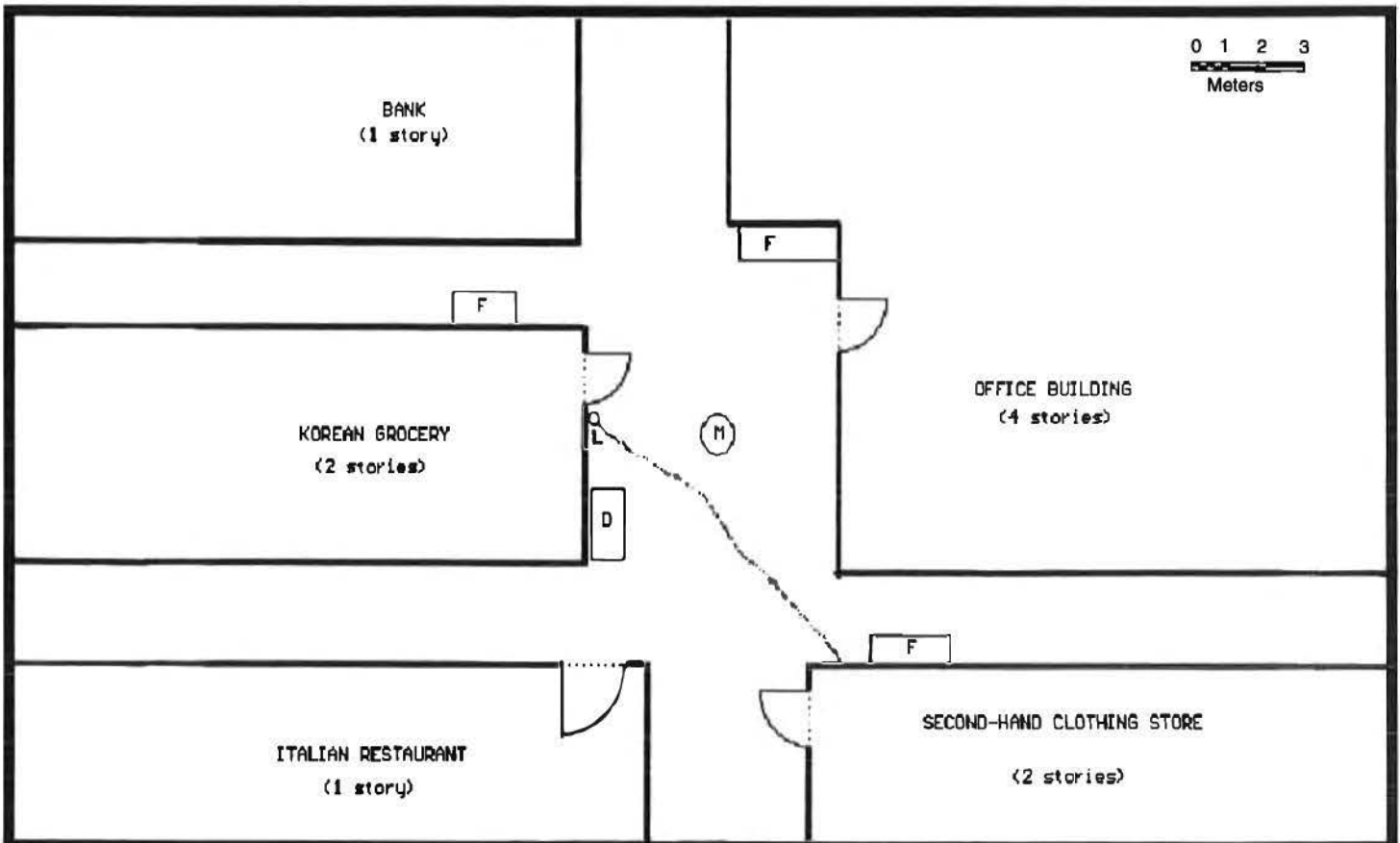
Key

D = Dumpster (8 DEF, 8 BODY)

F = Fire Escape (4 DEF, 4 BODY)

L = Lightpole (4 DEF, 4 BODY) (dotted line running from Lightpole to nearby building is an electrical line)

M = Manhole





COURTROOM

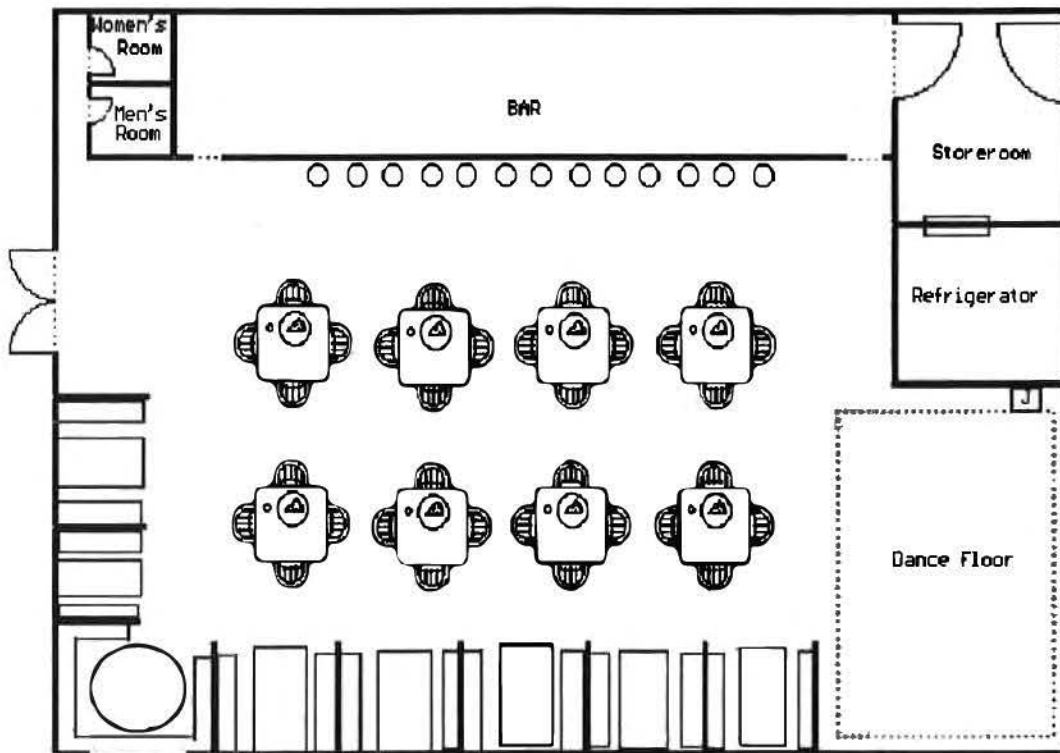
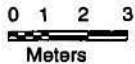
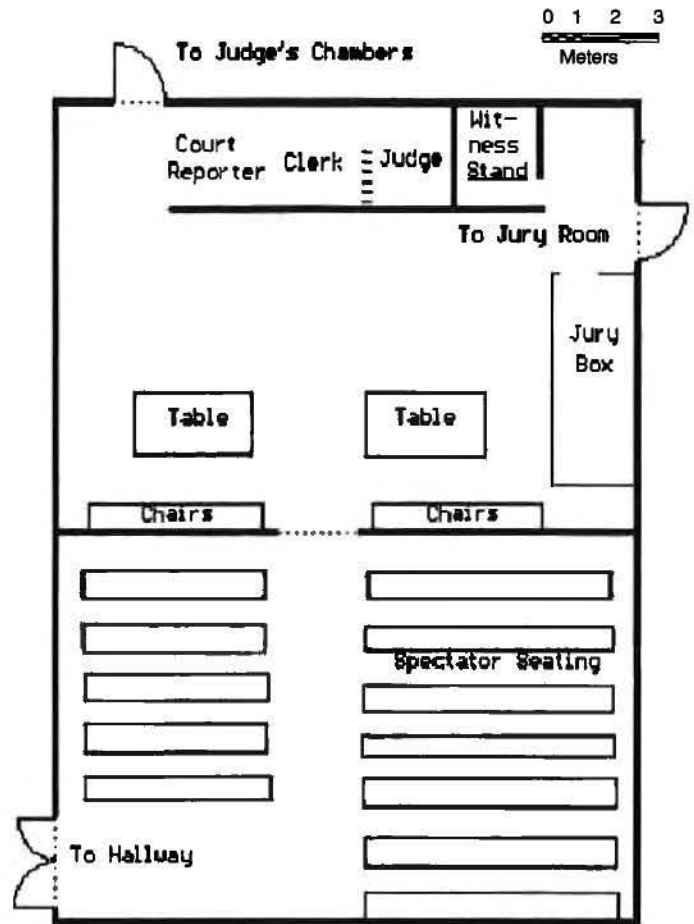
This map depicts an average-sized courtroom and is relatively self-explanatory. The wall separating the judge, clerk, court reporter, and witness stand from the rest of the room is 1" tall and is bulletproof (8 DEF, 8 BODY).

BAR

This Bar map can be used for sleazy underworld bars, upscale yuppie bars, or even as a restaurant. The dance floor would be converted to more seating in a restaurant (and in some of the sleazier underworld drinking establishments, where the clientele doesn't want any noise to interfere with its drinking). There are plenty of impromptu weapons at hand for characters to use in barfights—chairs, barstools, liquor bottles (either broken or full), and so forth.

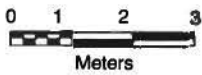
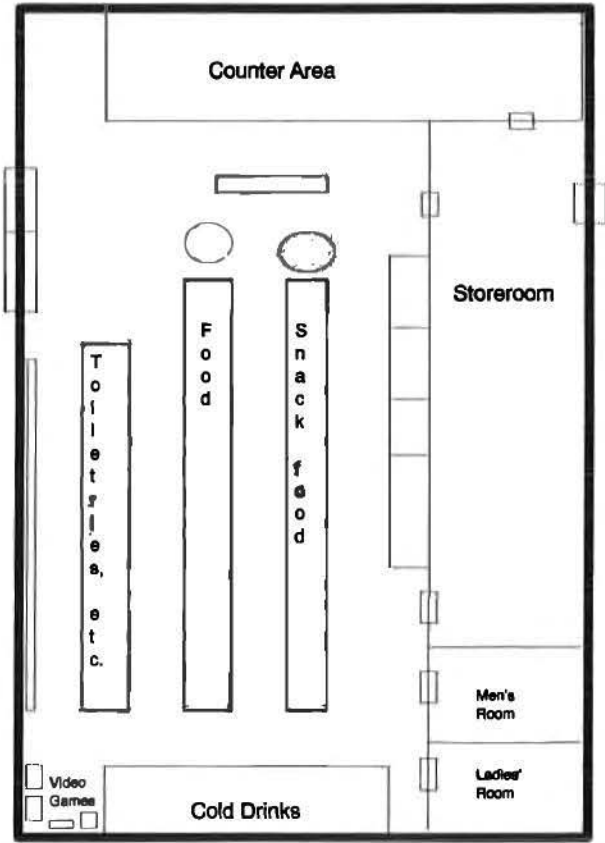
Key

J = Jukebox (DEF 3, BODY 5)



CONVENIENCE STORE

This map depicts a typical QuickCorner store, of the sort found all over Hudson City. Characters who think about starting a firefight here should be wary of the gas pump area; if a stray bullet penetrates the tanks located beneath the pavement a massive explosion could result (15-30d6 Explosion [depending upon how full the tank is], centered on the area between the two pump islands). Of course, the explosion would be followed by a devastating fire.



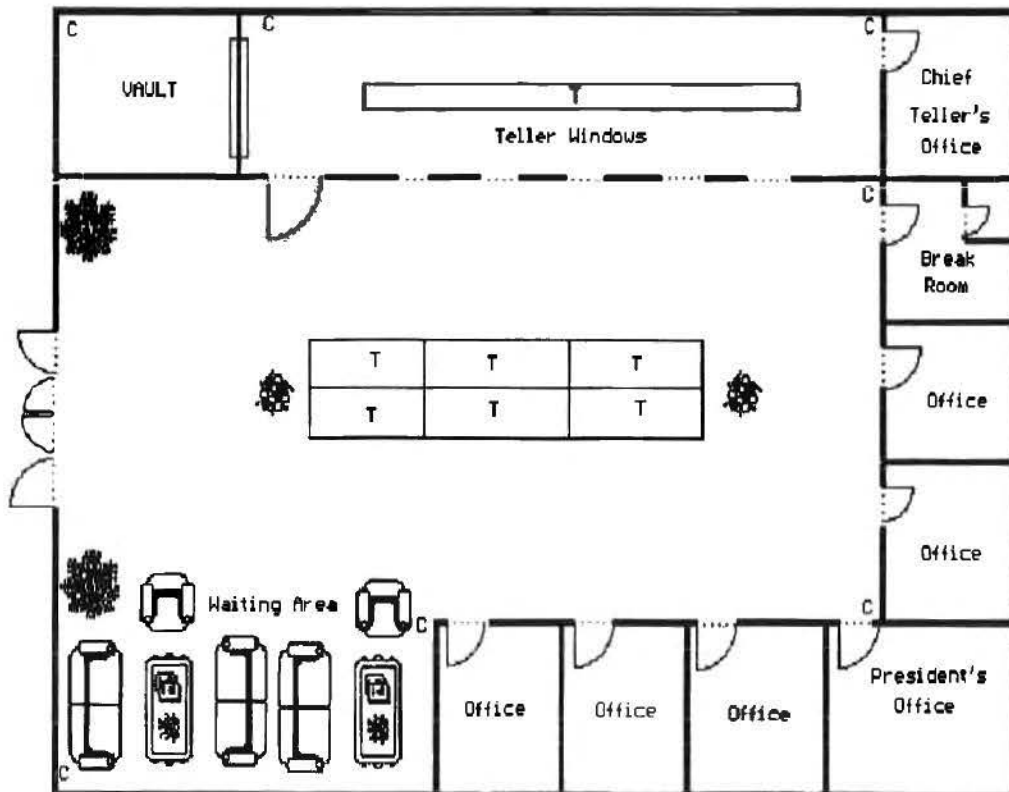
BANK

This map represents a typical branch bank—the sort that criminals and supervillains love to rob. In addition to its security cameras, the bank has silent alarms linked to the police department. To determine the DEF and BODY of the walls, furniture, and various other objects not listed in the Key, refer to the *Champions Fourth Edition Rulesbook*, page 177.

Key

- C = Security Camera (2 DEF, 1 BODY)
- T = Table (4 DEF, 5 BODY)

Drive-Through Teller Windows



WAREHOUSE

This warehouse is small and nondescript, making it the perfect hideout for a criminal gang. Its outside walls are standard brick (5 DEF, 3 BODY), and there are a total of four bay doors to allow trucks to make deliveries. Other than the bay doors and the regular doors, the only way into the warehouse is a series of small windows running along the top of the north and south walls near the roof.

Crates are moved around the warehouse with two forklifts (STR 30, BODY 10, DEF 5, Move 7"). The piles of crates stacked around the warehouse are each labelled with a number representing how many crates high that stack is; each crate can be assumed to be approximately 1"x1". The stacks are irregularly shaped, so that characters can climb around on them and possibly use them for cover and vantage points during a fight.

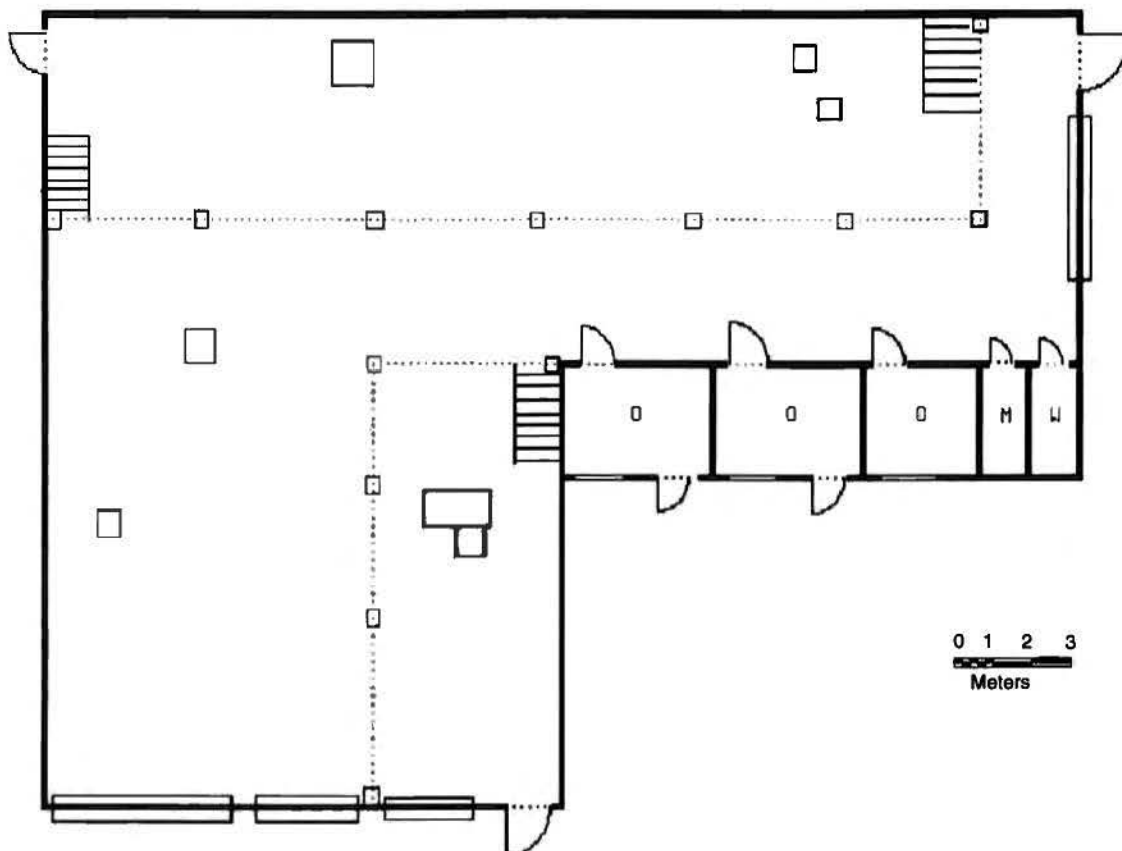
The dotted line represents the outline of a second-floor "loft" which is used for additional storage space. The loft is made of wood (DEF 3, BODY 3), and is supported by metal pillars (DEF 3, BODY 4 each).

Key

O = Office (walls are DEF 3, BODY 3)

M = Men's Room

W = Women's Room



ENEMIES

This chapter describes more than three dozen new criminals and NPCs for *Dark Champions* characters to fight and interact with. It can be roughly divided into three sections. The first section includes two groups, for use against organized teams of heroes. The second section describes almost twenty independent villains, who can be grouped into impromptu teams if necessary. The last section provides short-form character sheets for several useful characters who don't require full character sheets, since they are not combat-oriented characters. These short-form characters are built as "heroic"-level characters, with a base of 75 points. The third section also includes several "generic" character write-ups for stock NPCs that the GM frequently uses: different types of street thugs and similar ne'er-do-wells.

All of the fully-described characters in this chapter are written up with a base of 100 points and pay points for their weapons and armor, so that they can be used in regular four-color *Champions* campaigns. Since not all campaigns use the equipment allowance rules described in *Dark Champions*, many of these characters have been given Power Pools with which to buy weapons and gadgets; these Pools should generally be limited to "real-world" weapons and gadgets, such as those listed in *DC* and this book. Lastly, some of these characters possess relatively advanced technological items (for example, Predator's Lightning-Whip or Voltaic's suit) or superhuman abilities which may not be appropriate to all types of *Dark Champions* campaigns. The GM should feel free to change any aspect of these characters if they will suit his campaign better another way.

The GM should note that some of the characters described here (for example, Jackknife, Predator, Andres Panthanatos) are built on extremely high point totals. There are several reasons for this. First, since these characters can be used in regular *Champions* campaigns, they need a lot of skills, gadgets, and non-powered Powers to make up for their lack of actual superpowers. Second, these characters are often intended to take on an entire group of street-level PCs by themselves, so they need to be powerful enough to stand up to a numerically superior foe. If you would prefer lower-powered characters, these villains can easily be "toned down" to a point level which suits your campaign better.

THE ARSENAL

The Arsenal is a group of highly skilled mercenaries. Most of them specialize in the use of a particular type of weapon, hence the group's name. They were assembled, over a period of several years, by James Berghalter, who leads the group and personally goes by the name "Arsenal." Berghalter, a former Navy SEAL, saw the need for a small group of highly-trained professional mercenaries. He didn't want the

group he had in mind to be too large, because that made it too hard to run properly—he wanted to be a mercenary, not an administrator. At the same time, because he wanted a wide range of skills and abilities so that his team would be a valuable "commodity" in the mercenary market. That meant that he could recruit only the best, most skilled mercs, ones that would really offer something to his team.

As he began looking for likely prospects, what he decided to do was limit the group's size to a total of 26 members, himself and 25 others, giving him five five-man teams to command. Since 26 was the same as the number of letters in the alphabet, he could arrange their code-names to correspond to the alphabet, making it easy for him to remember who his men were and what they did.

Arsenal's first two recruits were old friends who became Gatling and Heatseeker. The three of them talked to contacts and looked around carefully and soon convinced Magnum, Troubleshooter and Widowmaker to join their group. Gradually, over a period of several years, the six of them brought in other experienced mercs, and eventually the entire roster of 26 was full (see below for a list of their names). At that point Arsenal called a halt to recruiting. Today The Arsenal only looks for new members when a current member is killed, resigns or otherwise leaves the group.

Organization and Structure: The Arsenal is run by Arsenal himself, who is the (virtually) unquestioned leader. Gatling, Heatseeker, Magnum, Troubleshooter and Widowmaker are his lieutenants (the more politically-oriented members of The Arsenal sometimes refer to these five as "the Gun Cabinet"). Each lieutenant is responsible for four other members, known as his "squad" (the squads are called "Gatling Squad," "Troubleshooter Squad," and so forth). However, these five-man teams are not necessarily mission teams: Arsenal and his lieutenants will determine the composition of a mission team based on the skills needed to do the job. Thus, a particular mission team might be made up of three men from Heatseeker Squad, two from Gatling Squad and two from Widowmaker Squad.

Group Relations: Generally, the members of The Arsenal get along fairly well. This was one reason why Arsenal wanted such a small group in the first place: so that he could create a feeling of camaraderie. But this is, after all, a group of ruthless, strong-willed professional mercenaries, each one of them armed to the teeth, and disagreements have been known to occur from time to time. More than one deceased former member was killed by a teammate during an argument or a brawl. However, one thing that every member of The Arsenal has in common is that they respect (and fear) Arsenal himself, so his efforts to keep the peace and make the group run smoothly are usually successful.

Group Tactics: One of the things that makes The Arsenal such a well-regarded, highly sought-after group of mercenaries is that their professionalism and skill, together with their versatility, make them extremely good at what they do. Part of this "edge" comes from their tactical abilities. Because of the group's small size, each member knows all of the other members pretty well, including what they can do and how they like to do it. Arsenal makes them practice and train constantly, so that they will be ready for any situation or opponent, even superhuman crimefighters.

As a result, the members fight well together, and are especially good at backing each other up: if Gatling has an enemy on the ropes, Firefight knows to help him out (one dead enemy is better than two wounded ones, as Arsenal says), while Vulcan moves into position to cover them both. Other favorite tactics include: triangle teams (fighting and moving in groups of three back-to-back men, to avoid surprise attacks); "open field" (the signal to blast a particular area with as much firepower as possible); "plaster-nuke" (the signal to use Area Effect or Explosive attacks, such as grenades, on a particular area); and "shrapnel" (the signal to spread out and not give the enemy an easy group target).

Relations with other organizations: The Arsenal usually keeps to itself; it has little need for "networking," as it is good enough that clients actively seek it out. Its relations with other mercenary or assassins' groups, such as I.C.E. (see below), are mainly competitive, but it extends those groups the same sort of grudging professional courtesy and respect that it expects to receive from them. The Arsenal regards "costumed agent groups," such as Raven or Card Shark, as a bunch of fools who are letting their vanity and their "desire to play with high-tech toys" run away with them. They rarely fight such groups, though, since there's usually not much profit in it. The Arsenal has almost no contact with actual supervillain groups, but treats them with the same wariness that one normally has for a weapon beyond one's control. Naturally, all law enforcement groups, from the FBI to local police departments, are regarded as enemies.

Reputation: The Arsenal is regarded as one of the best mercenary teams operating in the world today. There are a lot of situations where a supervillain (much less an entire group of them) is simply not the right sort of person to get the job done. That sort of job is best left to a mercenary team like The Arsenal. Because of its simple structure and flexibility, The Arsenal has achieved an astounding success rate. They are known for getting the job done without asking questions and without leaving any loose ends to create complications later on.

Scenario Use: The Arsenal offers the GM a group of criminals which he can tailor to meet the needs of his campaign or a specific scenario. Because only six members are fully described here, the GM can design any of the other twenty that sound interesting to him and/or who would fit into a particular adventure. The Arsenal usually limits itself to standard mercenary-type jobs (assassinations, bodyguarding, raids, covert assaults and the like), and doesn't get involved with typical four-color comic book-type crimes.





ARSENAL

Val	Char	Cost	Combat Stats																								
20	STR	10	OCV: 8 DCV: 8 ECV: 3 Phases: 3, 6, 9, 12 Costs Char: 111 Base: 100 + + Powers: 288 Disad: 299 = = Totals: 399 399																								
23	DEX	39																									
20	CON	20																									
16	BODY	12																									
13	INT	3																									
10	EGO	3																									
15	PRE	5																									
14	COM	2																									
7	PD	3																									
6	ED	2																									
4	SPD	7																									
10	REC	4																									
40	END	0																									
40	STUN	4																									
Cost Powers				END																							
75	Power Pool: 50 base + 25 control cost; No Control Roll (+1), Only For Weapons (-½), May Only Be Changed In An Arsenal (-½)																										
21	Martial Arts—Boxing <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Defensive Strike</td> <td>+1</td> <td>+3</td> <td>6d6 Strike</td> </tr> <tr> <td>Martial Block</td> <td>+2</td> <td>+2</td> <td>Block, Abort</td> </tr> <tr> <td>Martial Grab</td> <td>-1</td> <td>-1</td> <td>Grab, 40 STR</td> </tr> <tr> <td>Martial Strike</td> <td>+0</td> <td>+2</td> <td>8d6 Strike</td> </tr> <tr> <td>Off. Strike</td> <td>-2</td> <td>+1</td> <td>10d6 Strike</td> </tr> </tbody> </table>		Maneuver	OCV	DCV	Notes	Defensive Strike	+1	+3	6d6 Strike	Martial Block	+2	+2	Block, Abort	Martial Grab	-1	-1	Grab, 40 STR	Martial Strike	+0	+2	8d6 Strike	Off. Strike	-2	+1	10d6 Strike	
Maneuver	OCV	DCV	Notes																								
Defensive Strike	+1	+3	6d6 Strike																								
Martial Block	+2	+2	Block, Abort																								
Martial Grab	-1	-1	Grab, 40 STR																								
Martial Strike	+0	+2	8d6 Strike																								
Off. Strike	-2	+1	10d6 Strike																								
8	+2 Damage Classes (already added in)																										
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -½), Act. 14- (-½)																										
3	Radio Listen and Transmit, OIF (Helmet, -½)																										
6	+3" Running (9" total)		1/5"																								
3	+3" Superleap (7"/4" total)		1/5"																								
4	+2" Swimming (4" total)		1/5"																								
Skills																											
5	Money: Well Off																										
1	Combat Sense 8-																										
3, 3	Fast Draw 14-, Climbing 14-																										
3, 3	Combat Driving 14-, Combat Piloting 14-																										
7	Demolitions 13-																										
1	Electronics 8-																										
3	Interrogation 12-																										
1, 1	Mechanics 8-, Navigation 8-																										
3	Paramedics 12-																										
3, 3	Security Systems 12-, Shadowing 11-																										
3, 3	Stealth 14-, Streetwise 12-																										
3, 3	Survival 11-, Systems Operation 12-																										
3, 3	Tactics 12-, Tracking 12-																										
5	TF: All Air Vehicles, Boats, SCUBA, Parachuting																										
24	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Quarterstaff, Whip, Sling, Garotte, Net, Street Weapons, Three-Section Staff, Blowgun, Fukimi-Bari, Thrown Chains & Ropes, Thrown Sword																										
11	Weaponsmith 14- (Slugthrowers, Energy, Muscle-Powered)																										
3	KS: Boxing 12-																										
5	KS: The Military/Mercenary/Terrorist World 14-																										
3	SC: Hydrography 12-																										
40	+5 Levels with All Combat																										

100+ Disadvantages

10	Enraged: if frustrated or thwarted, go 11-, recover 11-
20	Psychological Limitation: Must Be The Best
20	Psychological Limitation: Casual Killer
15	Normal Characteristic Maxima
10	Distinctive Features: Style Disadvantage
15	Distinctive Features: Large, powerfully-built, menacing-looking black male (concealable with effort, causes major reaction)
10	Reputation: murderous mercenary 11- (limited group)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)
20	Hunted: The U.S. Navy 8- (Mo Pow, NCI, Capture)
5	Rivalry: professional, with Charlie Burck
10	Public Identity: James Berghalter
129	Villain Bonus

Background/History: James Berghalter was the youngest of six brothers. His older siblings used to picked on him, and he quickly learned to fight back. He also learned that the only way to get any respect out of his brothers was to do something better than they did it. When his brother Mike took up hunting, James began going with him and soon became a better hunter than Mike was. When Gerry and Jeff began running with gangs and stealing, James started doing it, too, and never got caught the way they did. (Eventually, he became the gang's leader after he knifed the current leader and intimidated his brothers into supporting his "power play.") When Franklin began boxing, James got involved and eventually became a Golden Gloves champion—and had the chance to beat Franklin to a pulp during a tournament match.

James liked leading his gang, but thought that he was cut out for better things. After a drive-by shooting brought the heat down on him, he decided to get out while he still could. He left town and joined the United States Navy. He continued his boxing career, winning more and more championships, and finally came to the notice of the Navy SEALs program. He liked the idea of being part of a "special force," so he took the SEALs up on their recruitment offer. He was soon leading a squad of his own.

After several years of risking his neck for the U.S. government, James began to wonder if maybe he should be risking his neck for himself instead. He still remembered his gang days—the thrill of being the leader, responsible to no one but himself. The idea finally became so attractive to him that he deserted, intent upon starting his own mercenary company.

After earning a little money working on his own as a mercenary, James began to formulate the ideas that led to the creation of The Arsenal. He contacted some old friends from the Navy and recruited them. They became Gatling and Heatseeker, the first members of his team. Now, several years later, his team is complete and he has a strong reputation as Arsenal, leader of one of the best mercenary groups around. He's on top of the world, and anybody who messes with him had better watch out.

Personality/Motivation: From an early age, James Berghalter has had a strong drive to succeed. He is virtually obsessed with being the best at whatever he does—currently, this means the best mercenary and leader of the best mercenary team in the world. Anybody who presents a serious challenge to his leadership or superiority in the field will be taken care of quickly and efficiently.

Similarly, Arsenal often holds grudges and acts out of a desire for vengeance. Any hero who interferes with his mercenary activities or attacks him is sure to earn his undying hatred. Arsenal sees this sort of "interference" as an insult to his reputation and pride, so he will retaliate in a brutal fashion to re-assert his strength and dominance. A FBI psychologist once described Arsenal as "the biggest "alpha male" of the mercenary world," and that's a pretty good summary of him.

Quote: "Forget it, mister, you don't have a chance against a living Arsenal."

Powers/Tactics: As his name implies, Arsenal is able to use just about any sort of weapon. If he finds out about one that he doesn't know how to use, he will immediately try to find someone to teach it to him. Arsenal has a large collection of weapons, from antique katanas to the most modern firearms and explosives; he will equip himself with whatever weapons seem most appropriate for the mission at hand. If deprived of his weapons, he will fall back on his boxing skill. Other than that, his skills are pretty much what you'd expect for an ex-SEAL turned mercenary.

Appearance: Arsenal is a large black man, about 6'6" tall and extremely muscular. He usually has a forbidding scowl on his face. Unless a mission calls for camouflage clothing, he usually wears body armor and fatigues in the colors he has chosen for The Arsenal: dull gold and black. Depending upon the weapons he happens to be carrying, his outfit will be covered with various holsters, sheaths, slings, ammo belts, scabbards, and the like.

Record: Besides being sought by the Navy for desertion, Arsenal is wanted on charges of murder (six counts), kidnapping (12 counts), assault (27 counts), and conspiracy. He is actively being sought by the FBI for these crimes.



GATLING

Val	Char	Cost	Combat Stats	
13	STR	3	OCV: 7	
20	DEX	30	DCV: 7	
20	CON	20	ECV: 3	
18	BODY	16	Phases: 3, 6, 9, 12	
10	INT	0		
10	EGO	0	Costs	
13	PRE	3		
10	COM	0	Char: 98	Base: 100
6	PD	3	+	+
5	ED	1	Powers: 150	Disad: 148
4	SPD	10	=	+
8	REC	2	Totals: 248	248
40	END	0		
45	STUN	10		

Cost	Powers	END
40	2d6 RKA, Autofire (10 shots, +3/4), 500 Charges (+1 1/4), OIF (Man-Portable Minigun, -1), No KB (-1/4)	[500c]
16	2d6 RKA, 30 Charges (+1/4), OAF (Australian SAP, -1), No KB (-1/4)	[30c]
5	Multipower: 10-point base, all OAF	
1u	1) 1/2d6 HKA (1d6+1 with STR), OAF (Trench Knife, -1), No KB (-1/4)	1+
1u	2) +2d6 HA, OAF (Trench Knife, -1), No KB (-1/4)	1+
24	Martial Arts—Commando Training	
	Maneuver	OCV DCV Notes
	Choke Hold	-2 +0 Grab, 2d6 NND
	Killing Strike	-2 +0 1d6 HKA
	Martial Block	+2 +2 Block, Abort
	Martial Disarm	-1 +1 Disarm, 23 STR
	Martial Strike	+0 +2 4 1/2d6 Strike
	Martial Throw	+0 +1 2 1/2d6 + vel/5, Target Falls
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -1/2), Act. 14- (-1/2)	
3	Radio Listen and Transmit, OIF (Helmet, -1/2)	
2	+1" Running (7" total)	1/5"

Skills	
10	2d6 Luck
1, 1	Combat Piloting 8-, Computer Programming 8-
3, 3	Gambling 11-, Stealth 13-
1, 1	Systems Operation 8-, TF: Boats
3	Tactics 11-
6	WF: Small Arms, Knives, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles
10	+5 OCV with Man-Portable Minigun
10	+4 OCV, Only To Counteract Negative Autofire Modifiers (-1)

100+ Disadvantages	
15	Psychological Limitation: Triggerhappy
20	Normal Characteristic Maxima
10	Reputation: triggerhappy mercenary 11- (limited group)
15	DNPC: young daughter, incompetent, 8-
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)
20	Hunted: The U.S. Navy 8- (Mo Pow, NCI, Capture)
5	Rivalry: professional, with Troubleshooter
10	Public Identity: Ken Bunchard
18	Villain Bonus



Background/History: "You want me to *what?*" Ken Bunchard asked his friend incredulously.

"Quit the Navy, man. Leave, desert, whatever you wanna call it. I want you t' come 'n' work for me," James "Arsenal" Berghalter replied.

"Why the hell would I want to do that, Jimmy? I got a pretty good deal here. Good benefits, good job. They just put me on the new minigun testing team, too. Finally found something I'm good at—shootin' stuff. Three thousand red-hot rounds a minute!"

"I'll tell you why—money. I want you to shoot stuff for *me*. Bring your fancy new gun, if you wanna."

"How much money?" Bunchard asked suspiciously.

"Take a look at this, man," Berghalter said as he pulled out a roll of \$100 bills. "All this an' more, yours for the askin'."

Bunchard gave a low, soft whistle. "Man! Where'd'you get that kinda cash? With that kind of money, I could send Shaniqua to a real good school. Who do I haveta kill to get it?"

"Whoever I tell you to, Kennie, whoever I tell you to."

• • •

Thus The Arsenal began. Ken Bunchard had been kicking around the Navy for years, looking for work that he really liked. He'd tried all sorts of things—computers, radios, even a little piloting—but hadn't been very good at any of it. Finally he finagled a position testing out some new weapons. *That* was a job he really enjoyed. Soon he was good enough at it that the Navy asked him to help test the new small-ship miniguns they were developing.

After his old friend Arsenal pointed out how much money he could make as a merc, it didn't take much to convince Bunchard to "drop out" of the Navy. He even took a prototype minigun with him. Arsenal gave him the code-name "Gatling" because of the gun, and helped him convert it into a weapon he could carry himself. Gatling soon discovered that he liked being a merc a lot more than he liked the Navy—more action, more glamour, more women—and today he's completely loyal to his friend and acts as one of his lieutenants.

Personality/Motivation: Although he originally became a mercenary to earn enough money to send his young daughter Shaniqua to boarding school, Gatling quickly found out that he was really good at this job. He doesn't regret leaving the Navy for a minute, it never gave him this many chances to shoot at people. Gatling loves to use his gun—he is a little hot-tempered and tends to see force as the best way to solve things.

As time has gone by, Gatling has become more violent, sometimes almost psychopathic. Human life has come to mean less and less to him with every murder he has committed. His only regret is that this new "attitude" has scared his daughter, who rarely spends time with him anymore. He tries to make up for it by sending her expensive presents and taking her on trips.

Gatling gets along well with most of his teammates, and is one of Arsenal's most trustworthy lieutenants. However, he does have a longstanding argument with Troubleshooter about which is better, firepower or shooting skill, so the two are constantly trying to outdo one another and putting each other down.

Quote: "Swiss cheese time!!"

Powers/Tactics: Gatling's primary weapon is his man-portable minigun, which can fire 600 rounds a minute. In order to keep it stabilized, he attaches it to a special body harness (this also keeps enemies from taking it away from him easily). If he runs out of ammo or is closely pressed, he'll fall back on his sidearm or trench knife. Other than this, he doesn't have too many useful skills—he was something of a slacker while he was in the Navy—so Arsenal, who is aware of this weak point, tries to use him only on heavy-firepower missions.

Appearance: Gatling is about 6'0" tall and weighs 210 pounds, most of it muscle. His body armor is dull gold, and his minigun and body harness are matte black.

Record: Gatling is a deserter from the U.S. Navy. He is also wanted in connection with the many crimes he has committed as a member of The Arsenal, including murder (he is the main suspect in 27 of the team's killings).

HEATSEEKER

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 6		
19	DEX	27	DCV: 6		
18	CON	16	ECV: 4		
13	BODY	6	Phases: 4, 8, 12		
15	INT	5			
12	EGO	4	Costs		
10	PRE	0			
12	COM	1	Char: 67	Base: 100	
4	PD	2	+	+	
4	ED	0	Powers: 177	Disad: 144	
3	SPD	1	=	=	
7	REC	2	Totals: 244	244	
36	END	0			
30	STUN	3			
Cost		Powers	END		
90	Power Pool: 60 base + 30 control cost; No Control Roll (+1), Only For Explosives, Ordnance and Missiles (-1), May Only Be Changed In An Arsenal (-½)				
13	Martial Arts: Boxing				
	Maneuver	OCV	DCV	Notes	
	Martial Block	+2	+2	Block, Abort	
	Martial Strike	+0	+2	4d6 Strike	
	Off. Strike	-2	+1	6d6 Strike	
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -½), Act. 14- (-½)				
3	Radio Listen and Transmit, OIF (Helmet, -½)				
2	+1" Running (7" total)				
	1/5"				
Skills					
9	Demolitions 14-				
3	Electronics 11-				
3	Mechanics 11-				
3	Paramedics 12-				
3	Stealth 13-				
3	Streetwise 11-				
1	Systems Operation 8-				
3	Tactics 12-				
7	WF: Small Arms, Knives, Flamethrowers, Grenade Launchers, Rocket Launchers, Man-Guided Missiles				
10	Weaponsmith 14- (Slugthrowers, Missiles and Grenades)				
15	+3 Levels with Power Pool weapons				
100+		Disadvantages			
15	Psychological Limitation: Loves To Blow Things Up				
20	Normal Characteristic Maxima				
10	Reputation: slightly deranged mercenary 11- (limited group)				
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)				
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)				
20	Hunted: The U.S. Army 8- (Mo Pow, NCI, Capture)				
10	Public Identity: Jamal Gibson				
34	Villain Bonus				

Background/History: Jamal Gibson was a member of James Berghalter's gang when they were both kids. Jamal was never a very tough guy, but he always had a sort of look in his eyes that kept other kids from picking on him.

When Berghalter left the gang to join the Navy, Jamal decided that was a pretty good idea, but he figured he'd try the Army instead. After basic training he chose to learn about demolitions. This turned out to be a pretty good decision—Jamal had a talent for explosives and ordinance. If he'd had more education, he might have been moved into a more research-oriented position, but he didn't mind—he just liked to blow things up.

Jamal probably would have spent the rest of his life in the Army, blowing things to bits on command, but Arsenal had other ideas in mind. After recruiting Gatling, he realized that The Arsenal would need at least one explosives expert. He approached his old friend with an offer to "join my team, see the world, and blow up selected parts of it." Jamal thought about it for a minute, realized that he'd have more opportunity to blow things up as a mercenary, and left with Arsenal right then and there. He's been working with The Arsenal ever since.

Personality/Motivation: Heatseeker is, as they say, slightly unhinged. Most of the time he presents a calm, controlled facade to the world, looking as much the competent demolitions expert and squad leader as Arsenal could wish. However, underneath it all, he

is more than a little bit insane. He loves to blow things up the same way that a pyromaniac likes to set them on fire. This sometimes makes his judgment as team leader questionable (his first choice is always to blow the target up), but his mental problems have not caused anyone too much concern—yet...

Quote: "Just press this button, and the whole building will be destroyed by an Earth-shattering KA-BOOM!"

Powers/Tactics: Heatseeker is The Arsenal's chief expert on demolitions, missiles, and ordinance. He is not a front-line combatant; instead, he will set himself up a good distance away from the main battle and fire missiles, rockets, and grenades at his enemies. He has created a wide variety of such weapons, from standard models to smaller, man-portable versions which he uses to defend himself if anyone gets too close to him.

Appearance: Heatseeker is about 5'9" tall with a trim but non-athletic build. His body armor is painted in camouflage colors, and he usually carries several different kinds of explosives and rockets with him.

Record: Heatseeker has compiled an impressive criminal record since joining The Arsenal. He is personally responsible for the destruction of twelve buildings, the deaths of fifteen people, and the injuries of dozens more. He is also a deserter from the United States Army.



MAGNUM

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9 DCV: 9 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 137 Base: 100 + + Powers: 266 Disad: 303 = = Totals: 403 403
26	DEX	48	
23	CON	26	
15	BODY	10	
15	INT	5	
13	EGO	6	
18	PRE	8	
10	COM	0	
7	PD	4	
6	ED	2	
5	SPD	14	
9	REC	4	
46	END	0	
40	STUN	5	

Cost	Powers	END																								
24	2d6 RKA, +1 Stun Mod, Autofire (2 shots, +½), OAF (Twin .44 Magnums, -1), Separate Rolls and Levels (-¼), No KB (-¼), two clips of 12 Charges each (broken down into four six-shot clips, in speedloaders; -0) [2x12c]																									
24	Another set of Twin .44's, just like the first [2x12c]																									
45	Power Pool: 30 base + 15 control cost; No Control Roll (+1), Only For Weapons (-½), May Only Be Changed In An Arsenal (-½)																									
21	Martial Arts: Karate																									
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Killing Strike</td> <td>-2</td> <td>+0</td> <td>½d6 HKA (1d6 with STR)</td> </tr> <tr> <td>Martial Block</td> <td>+2</td> <td>+2</td> <td>Block, Abort</td> </tr> <tr> <td>Martial Dodge</td> <td>+0</td> <td>+5</td> <td>Dodge all attacks, Abort</td> </tr> <tr> <td>Martial Strike</td> <td>+0</td> <td>+2</td> <td>5d6 Strike</td> </tr> <tr> <td>Off. Strike</td> <td>-2</td> <td>+1</td> <td>7d6 Strike</td> </tr> </tbody> </table>	Maneuver	OCV	DCV	Notes	Killing Strike	-2	+0	½d6 HKA (1d6 with STR)	Martial Block	+2	+2	Block, Abort	Martial Dodge	+0	+5	Dodge all attacks, Abort	Martial Strike	+0	+2	5d6 Strike	Off. Strike	-2	+1	7d6 Strike	
Maneuver	OCV	DCV	Notes																							
Killing Strike	-2	+0	½d6 HKA (1d6 with STR)																							
Martial Block	+2	+2	Block, Abort																							
Martial Dodge	+0	+5	Dodge all attacks, Abort																							
Martial Strike	+0	+2	5d6 Strike																							
Off. Strike	-2	+1	7d6 Strike																							
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -½), Act. 14- (-½)																									
3	Radio Listen and Transmit, OIF (Helmet, -½)																									
7	Flash Defense, Sight and Hearing Groups (5), OIF (Helmet, -½)																									
2	Power Defense (5), Only Works Against Poisons And Drugs (-1)	0																								
6	+3" Running (9" total)	1/5"																								
4	+4" Superleap (7"/4" total)	1/5"																								

Skills	Skill
3, 3	Ambidexterity, Fast Draw 14-
5	Danger Sense 11-, not surprised out of combat, self only; Intuitional (-1)
20, 3	Vehicle: Sportscar (200 points), Combat Driving 14-
2	Contact: The Huntsman's Club 11-
3, 3	Acrobatics 14-, Breakfall 14-
3, 3	Concealment 12-, Stealth 14-
3, 1	Contortionist 14-, Demolitions 8-
3, 1	Disguise 11-, Forgery 8-
3, 3	Gambling 11-, Interrogation 12-
4	Languages: German, Spanish (fluent conversation)
3, 3	Lockpicking 14-, Security Systems 12-
7, 3	Shadowing 13-, Streetwise 12-
9	WF: Common Melee Weapons, Common Martial Arts Weapons, Small Arms, Off Hand, Heavy Machine Guns, Man-Guided Missiles
3	Weaponsmith 11- (Slugthrowers)
3	KS: The Military/Mercenary/Terrorist World 12-
24	+8 Levels with .44 Magnums

100+ Disadvantages

20	Psychological Limitation: Casual Killer
15	Psychological Limitation: Loves A Challenge
15	Reputation: dangerous assassin/mercenary, 14- (limited group)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)
15	Secret Identity: Gerald Chesterton
203	Villain Bonus

Background/History: Arsenal and Magnum first met when they were both hired (by separate parties) to kill a wealthy Texas businessman who'd made a few too many enemies on his climb to the top. At that time, Magnum had already been an established and respected assassin and mercenary for many years, whereas Arsenal was relatively new to the field. When each of them realized that he wasn't alone, they began to fight, each assuming the other to be a crimefighter or cop. They almost killed each other, and by the time they had sorted the whole mess out, their target had heard the commotion and run away. Now that the target was suspicious, it took a combined effort on their part to find him and kill him. During the "hunt," mutual suspicion gradually gave way to mutual respect, as Magnum admired Arsenal's versatility, and Arsenal admired Magnum's consummate skill with his weapons.

After that, the two of them worked together on several occasions. When Arsenal began to recruit lieutenants for his organization, Magnum was one of the first men to come to mind. He approached him with an offer of high pay, secure employment, and a lot of personal autonomy. Magnum decided that it might be a good idea to try it for a while, to see if it was better than freelancing, and he hasn't regretted his decision a minute.

Personality/Motivation: Magnum is a cold, calculating killer, perfectly suited to his job as an assassin and mercenary. He is able to dispassionately size up a target, regarding him ("it," as Magnum would say) as little more than a clay pigeon to be blasted out of existence quickly and cleanly. Human life means almost nothing to him; if he were not so "professional" and disciplined he would probably have become some sort of serial killer long ago.

However, Arsenal has also noticed how much Magnum enjoys a "challenge." A difficult target, one that he has to work to kill, is the sort of job Magnum likes the most. Sometimes Magnum goes out of his way to antagonize dangerous opponents or make a job more difficult, so Arsenal keeps a close eye on him to make sure that this attitude does not endanger the team.

Quote: "Bang-bang and he's dead. Simple as that."

Powers/Tactics: In combat, Magnum relies principally on his .44 Magnum revolvers, of which he carries four. He has trained himself to use one in each hand at the same time, and he is deadly accurate with them. Other than his .44's, he carries whatever other weapons he needs for a particular mission. He also knows karate.

Although he lacks the military training that many members of The Arsenal have, Magnum still has a good grasp of tactics and strategy. Since there are several members of the team who carry big weapons and make obvious targets of themselves, he usually tries to take cover and remain relatively inobtrusive so that no one will attack him. When hiding this way, he often uses his Combat Skill Levels to bounce bullets, so that his targets can't tell what direction he's firing from.

Appearance: Magnum is about six feet tall, 225 pounds, with a gymnast's build. His body armor, helmet, and uniform are dark navy blue, and he wears two belts of ammunition slung across his shoulders like two bandoliers. His first pair of .44 Magnums are carried in holsters on his belt, and the other two in holsters attached to the ammo belts.

Record: Because he worked for several years as a freelance assassin and mercenary before joining The Arsenal, Magnum has a lengthy criminal record. He is wanted by the FBI in connection with a total of 37 murders and many related crimes.

TROUBLESHOOTER

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 9 DCV: 9 ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 133 Base: 100 + + Powers: 206 Disad: 239 = = Totals: 339 339	
27	DEX	51		
20	CON	20		
12	BODY	4		
18	INT	8		
14	EGO	8		
20	PRE	10		
16	COM	3		
5	PD	3		
5	ED	1		
5	SPD	13		
8	REC	4		
40	END	0		
35	STUN	8		
Cost		Powers		END
23	2d6 RKA, Armor Piercing (+½), 32 Charges (+¼), OAF (TS Mk. IV Handgun, -1), No KB (-¼)			[32c]
23	Another TS Mk. IV Handgun		[32c]	
30	Autofire (5 shots, +½) for any non-Autofire gun up to 60 Active Points, 0 END (+½), OIF (any non-Autofire gun of opportunity, -½), Requires A DEX Roll (-½)		0	
30	Autofire (2 shots, +½) for any two non-Autofire guns up to 60 Active Points, 0 END (+½), OIF (any two non-Autofire guns of opportunity, -¼), Separate Rolls and Levels (-¼)		0	
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -½), Act. 14- (-½)			
3	Radio Listen and Transmit, OIF (Headset, -½)			
Skills				
9	Fast Draw 17-			
3	Gambling 11-			
3	Persuasion 13-			
3	Seduction 13-			
3	Shadowing 11-			
3	Sleight of Hand 14-			
3	Stealth 14-			
2	WF: Small Arms			
9	Weaponsmith 14- (Slugthrowers)			
20	+4 Levels with Guns			
8	+4 OCV with TS Mk. IV Handgun			
10	+4 OCV;			
	Only To Counteract Hit Location Modifiers (-1)			
12	+6 Levels vs. Range with All Guns			
100+ Disadvantages				
20	Psychological Limitation: Casual Killer			
15	Psychological Limitation: Overconfident			
15	Psychological Limitation: Likes To Show Off His Shooting Skills			
10	Reputation: trickshooting mercenary 11- (limited group)			
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)			
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)			
5	Rivalry: professional, with Gatling			
10	Public Identity: Jason Upchurch			
129	Villain Bonus			

Background/History: Ever since he can remember, Jason Upchurch has been a crack shot with just about any sort of gun. Even as a little kid growing up in Arkansas, all he had to do was pick up a gun, and instinctively he knew just how to aim it. The older he got, the more skilled he became. He brought home one shooting trophy after another.

However, as his skill grew, so did his cockiness. Soon he was a swaggering, bragging loudmouth who annoyed everyone around him. The problem was, he was so good with a gun and had such a volatile temper that no one dared to get angry at him or challenge him. Finally, though, matters came to a head and a big guy named Eddie tried to beat Jason to a pulp. A few seconds later, Eddie lay dead on the floor, riddled with four precisely-aimed bullets.

Jason knew he was in trouble—there was no way he could talk his way out of *this*. So, he did the only thing he could think of—he ran away, as fast and as far as he could. A few weeks later, hungry and broke, he joined the Army. But between his cocky attitude and his lack of discipline, his hitch lasted only a few months before he got in a fight with a sergeant and was dishonorably discharged.

Jason drifted around, and eventually ended up in the city. He tried his hand at a few jobs, but hated all of them—the only thing he really liked was shooting. He finally decided to capitalize on his talent by becoming a mercenary. He had trouble getting work at first, but word of his skill with a gun soon got around. Eventually, Arsenal heard about him, and decided that he'd make a good recruit. Jason liked the idea of working with a team, provided that he wasn't expected to follow a lot of stupid rules, so he took Arsenal up on his offer. Because of his skill and his attitude, Arsenal gave him the code-name "Troubleshooter."

Personality/Motivation: Although being in charge of one of The Arsenal's five-man teams has done a lot to mature Troubleshooter, he's still the same overconfident braggart that he was as a teenager. He is supremely confident in his skills, so much so that he has never bothered to learn how to fight hand-to-hand or use weapons other than guns. He figures that he can talk or shoot his way out of any trouble he gets himself into. This attitude hasn't made him a lot of friends on the team, but none of his teammates has ever claimed that Troubleshooter's not every bit as good as he thinks he is.

Quote: "Of course I can do it. No problem!"

Powers/Tactics: Troubleshooter is an expert marksman and shooter. He can use any gun, from small pistols to heavy assault rifles, and his accuracy is legendary in mercenary circles. Besides his unerring aim, he has other gun-related talents as well: for example, he can rapid-fire any non-Autofire gun, and can pick up any two similar guns and fight with one in each hand. He commonly carries only two handguns, a model he designed himself called the TS Mk. IV, which he loads with armor-piercing bullets. If he needs other guns, he borrows them from his teammates or picks them up on the battlefield. He has no fighting skills other than shooting.

Troubleshooter's idea of tactics is taken straight from some of the western movies he likes to watch: take cover behind something and keep firing until your enemy is dead. Because he has so many Skill Levels, Troubleshooter often targets vulnerable Hit Locations such as the Head or Vitals. He is also fond of trick shots which show off his skill (such as bounced shots, shooting through supports to make things fall on people, and so forth).

Appearance: Troubleshooter is a handsome man in his late twenties who is 5'9" tall and weighs 190 pounds. He has "streamlined" his body armor so that he can wear a brown duster over it and look "stylish." He doesn't wear a helmet—it would mess up his hair—but keeps his radio in a high-tech-looking headset instead.

WIDOWMAKER

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 6
18	DEX	24	DCV: 6
25	CON	30	ECV: 3
20	BODY	20	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs
18	PRE	8	
10	COM	0	Char: 134 Base: 100
12	PD	7	+
9	ED	4	Powers: 164 Disad: 198
4	SPD	12	=
15	REC	10	Totals: 298 298
50	END	0	
50	STUN	4	

Cost	Powers	END
33	3d6 RKA, +1 STUN (+½), OAF (CAWS Combat Shotgun, -1), two clips of 12 Charges each (-0) [2x12]	
20	Martial Arts—Dirty Fighting	
	Maneuver OCV DCV Notes	
	Crush +0 +0 9d6 Crush, Must Follow Grab	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Strike +0 +2 7d6 Strike	
	Martial Throw +0 +1 5d6 + vel/5, Target Falls	
	Nerve Strike -1 +1 2d6 NND (1)	
	Off. Strike -2 +1 9d6 Strike	
6	+3d6 HA; Linked to Crush Maneuver (-½)	1
30	50% Damage Reduction, physical and energy, resistant; Requires A CON Roll (-½), STUN Only (-½)	
9	Armor (+6 PD/+6 ED), OIF (Body Armor, -½), Act. 14- (-½)	
3	Radio Listen and Transmit, OIF (Headset, -½)	

Skills	
10	Resistance (+10)
3	Animal Handler 11-
3	Gambling 11-
3	Mechanics 11-
3	Stealth 13-
3	Survival 11-
3	Tracking 11-
3	WF: Small Arms, Knives
12	+4 Levels with Shotguns
20	+4 Levels with Hand-to-Hand

100+ Disadvantages	
12	Enraged if badly injured in combat, go 11-, recover 8-
20	Psychological Limitation: Loves To Brawl
15	Psychological Limitation: Womanizer; Sucker For A Pretty Face
10	Distinctive Features: large, muscular man (concealable with difficulty)
10	Reputation: mercenary 11- (limited group)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)
5	Rivalry: professional, with any PC who can stand up to him in a fistfight
10	Public Identity: "Big Bill" Thompson
81	Villain Bonus



Background/History: "Big Bill" Thompson got his reputation as a troublemaker early. As a kid he was a bully and petty thief. When he got older, he drifted into more serious crime. This brought him to the attention of local crime bosses, who took one look at him and decided he was cut out for something other than stealing cars. They made him an enforcer and bodyguard; because of his size and strength, no one dared to talk back to him or disobey the "requests" he made on his boss's behalf.

Big Bill's boss had a daughter named Regina. She was both beautiful and kind, and one of the things Bill liked best about his job was that he got to spend time around her. He soon became infatuated with Regina, and it nearly broke his heart when he found out that she'd just gotten engaged to some punk kid, the son of one of her father's "associates." Bill took one look at this kid and he knew, he just knew, that the punk would never be good enough for her. It only took Bill a few days to get so worked up over the situation that he picked a fight with the kid and nearly beat him to death.

This was something his boss couldn't overlook. Bill's frequent brawling was one thing, but beating up the boss's future son-in-law was something else entirely. Almost before he had time to catch his breath, Bill went from being the boss's fair-haired boy to being a hunted man. He knew he couldn't fight an entire army of thugs with guns, so he ran.

A few weeks and several cities later, the boss's "posse" caught up Bill and cornered him in an alley. As fate would have it, Arsenal was nearby, on his way home from scouting out a future job. He saw what was going on, and a fight between one unarmed guy and six guys with guns didn't strike him as a very fair fight. He weighed in to help Big Bill, and the two of them soon had all the gunsets out cold. Bill explained the situation, and Arsenal, impressed with his size, strength, and devotion, decided to offer him a job with The Arsenal. Bill didn't have any other jobs lined up, so he accepted quickly and soon found that he liked being on the team. Arsenal gave Bill a weapon perfectly suited to his great strength—a combat

shotgun he had designed himself—and the code-name “Widowmaker” from some old Pecos Bill stories, and Bill settled in and became part of the team.

Personality/Motivation: Unlike many of his teammates, Bill is neither ruthless, nor cruel, nor any sort of “casual killer.” He just likes to fight, whether with fists or guns, and sometimes people get hurt or killed. In his view, that’s the chance you take when you get in the fight in the first place.

Although Bill fits into the team pretty well, he does have a couple of traits that have gotten him in trouble with his teammates in the past. One is his love of brawling; he’s ruined a few missions and/or firefights by dropping his shotgun and beginning a fistfight with some tough-looking enemy. Bill really likes to fight, and if the GM can arrange it, he should get involved in a “rivalry” with a similar PC and challenge him to a fight whenever they meet.

Widowmaker’s other problem is that he is a notorious womanizer. Even though he’s not especially handsome, he can’t resist hitting on anything in skirts, and he’s likely to do just about anything (within reason) if a woman asks him to (female characters should get +2 to Conversation, Persuasion, and Seduction rolls against him). Furthermore, Bill tends to think of women as petite, fragile things, and the first time a female PC hits him he may take extra STUN from the shock of it.

Quote: “C’mon, buddy, you ‘n’ me—I bet I can knock yer head off, whadda ya think?”

Powers/Tactics: Widowmaker is not especially dumb, but Arsenal learned pretty quickly that he doesn’t have the same tactical sense that many of his teammates do. So, even though he is a lieutenant in the organization, Widowmaker is not usually chosen to lead missions. Instead, he and his team go along with other teams as “backup.” This suits Bill perfectly—he gets all the fun of fighting without any of the boring chores of with being a mission leader.

Bill’s method of fighting is simple. Because he is hard to hurt, he doesn’t usually bother with finding cover, he just charges forward, firing his shotgun at any available target until he gets close enough to engage the enemy in a fistfight. If the enemy is too far away for this “bull in a china shop” approach to work, one of his favorite tactics is to use his CAWS Shotgun to blow away the enemy’s cover, giving his teammates open shots.

Appearance: Big Bill Thompson is an enormous bear of a man, standing 6’8” tall and weighing 295 pounds, most of it solid muscle. He has a head of thick black hair and a bushy black beard, making him look a little bit like a wild mountain man. He wears the standard dull gold Arsenal armor over a set of large black fatigues.

Record: Widowmaker is wanted on six counts of murder and numerous acts of assault.

OTHER MEMBERS OF THE ARSENAL

This brief list describes the other members of The Arsenal. Following each name is a letter (G, H, M, T, or W) which designates whose five-man team that member is on.

Arsenal: Group leader; master of all types of weapons; described above.

Bolo (G): A woman who specializes in the use of bolos and other “primitive” weapons.

Claymore (H): A expert with mines, explosives, and traps.

Derringer (W): Dwarfish killer who uses several custom-built derringers with powerful bullets.

Exocet (H): Heatseeker’s protege, uses missiles.

Explosion (M): Assassin who uses a variety of explosive weapons.





- Firefight (M):** A woman who carries several different types of guns.
- Gatling:** Team lieutenant; described above.
- Heatseeker:** Team lieutenant; described above.
- Incendiary (T):** Mercenary who specializes in incendiary devices and demolitions; carries a flamethrower.
- Jackhammer (G):** Mercenary who uses a Jackhammer combat shotgun.
- K-Bar (W):** Sadistic killer who prefers blade weapons to guns.
- Longbow (H):** A skilled archer and knifefighter.
- Magnum:** Team lieutenant; described above.
- Napalm (T):** Ex-terrorist who uses incendiary weapons; friend and rival of Incendiary.
- Overkill (M):** Vicious mercenary who uses a custom-made assault rifle.
- Plastique (T):** Female French terrorist who uses explosives.
- Quickdraw (W):** Skilled gun user, almost as good as Troubleshooter; ambitious, wants to lead the group.
- Redhawk (G):** Mercenary who uses two Ruger Super Redhawk pistols.
- Stinger (T):** Missile-wielding psychopath.
- Troubleshooter:** Team lieutenant; described above.
- Ultimax (H):** Mercenary whose favorite weapon is the Ultimax machine gun.
- Vulcan (G):** Gatling's son, uses a gun similar to Gatling's.
- Widowmaker:** Team lieutenant; described above.
- Youngblood (M):** Ex-Green Beret who is being groomed for a lieutenant position.
- Zipgun (W):** A gadgeteer who specializes in creating weapons out of everyday objects.

THE INTERNATIONAL CONSORTIUM FOR EXECUTION (I.C.E.)

The International Consortium for Execution is a loosely-organized, world-wide group of assassins. Unlike many assassins' groups, which limit themselves to working in a single city or nation, ICE prides itself on being truly international in scope: it has members all over the world and can perform assassinations anywhere on the globe.

ICE was founded in the mid-1980s by three assassins, Tom O. Enock, Charlie Burck and Tim G. Gersh. They decided that the time had come for a large, multinational organization which could help them arrange assassinations in parts of the world that they were not familiar with. All three of them had lost business in the past because the "job" had to be done in some country they were not familiar with. The organization they envisioned would act as a sort of "referral service" for top-notch assassins. If someone contacted, say, Gersh about performing an assassination in Saudi Arabia, Gersh would refer the client to an assassin who was familiar with that country, and in exchange he would receive fifteen percent of the profit.

The three killers built their organization slowly, since they wanted only the highest-quality assassins to be members—after all, a referral to a poor assassin would reflect badly on the person who made that referral. They gradually developed a series of rigorous tests which prospective members were required to pass before they would be admitted to the group. After the group became established, they instituted a "welfare program," funded by the members' profits, which gives money to out-of-work or injured group members.

Today, ICE is regarded as one of the premier assassination "cartels" in the world. As Lieutenant Andrew Shelley, commander of the Hudson City Police Department's Tactical Response, puts it, "They chose their name well—they've certainly "iced" a lot of people in the past seven years. Hopefully law enforcement will get its act together and go after them for good."

Organization and Structure: ICE is very loosely structured, since it is more of a "network" than a true organization such as The Arsenal or Raven. The members know a few basic facts about each other—preferred type(s) of work, where other members live, where other members can work, how to contact the other members—and that's all, in most cases. Tom O. Enock acts as a sort of "chairman," ensuring that all "dues" are paid and that members are treating one another fairly. ICE comes together only once a year for a weekend "retreat" which is more a vacation than a business meeting; the retreat is usually held in some tropical country with plenty of beaches and as few extradition treaties as possible.

ICE assassins are still free to take jobs on their own; in fact, the majority of their business usually will not be from ICE referrals. ICE's purpose is not to be a union, limiting members' work prospects based on some notion of group fairness, but to act as a network of fellow professionals to whom work that is beyond a particular assassin's capabilities may be confidently referred. If a job comes in that an ICE member thinks he can handle on his own, he is free to do so without penalty or accusations of "crowding someone else's turf."

ICE's decentralized structure also spares it a lot of "heat" from law enforcement. Since there will only be one or two members of ICE living in most nations, no police force has the motivation (or the jurisdiction) to go after the entire group.

Group Relations: Most authorities think that, given the nature of ICE, the members either have relatively little contact with one another, or else they all get along fairly well. Neither assumption is entirely correct. While the members of ICE don't have as much contact as they would if they all worked in the same city, they do keep in fairly close contact. That way, they know who's available for work, who's especially interested in a particular job, and so forth. And not all of the members get along well, either—there are some bitter intra-ICE hatreds and rivalries, some of which have gone so far that they have descended into "I bet I can kill you before you kill me" assassination "wars." Enock and the other two founders would like to put a stop to this sort of quarrelling, but because of ICE's "decentralized" structure, they have not been able to come up with a workable solution (short of killing both parties, which hurts the whole group).

Group Tactics: ICE does not fight together as a group, so it has no group tactics to speak of. Each member does his “work” in his own way.

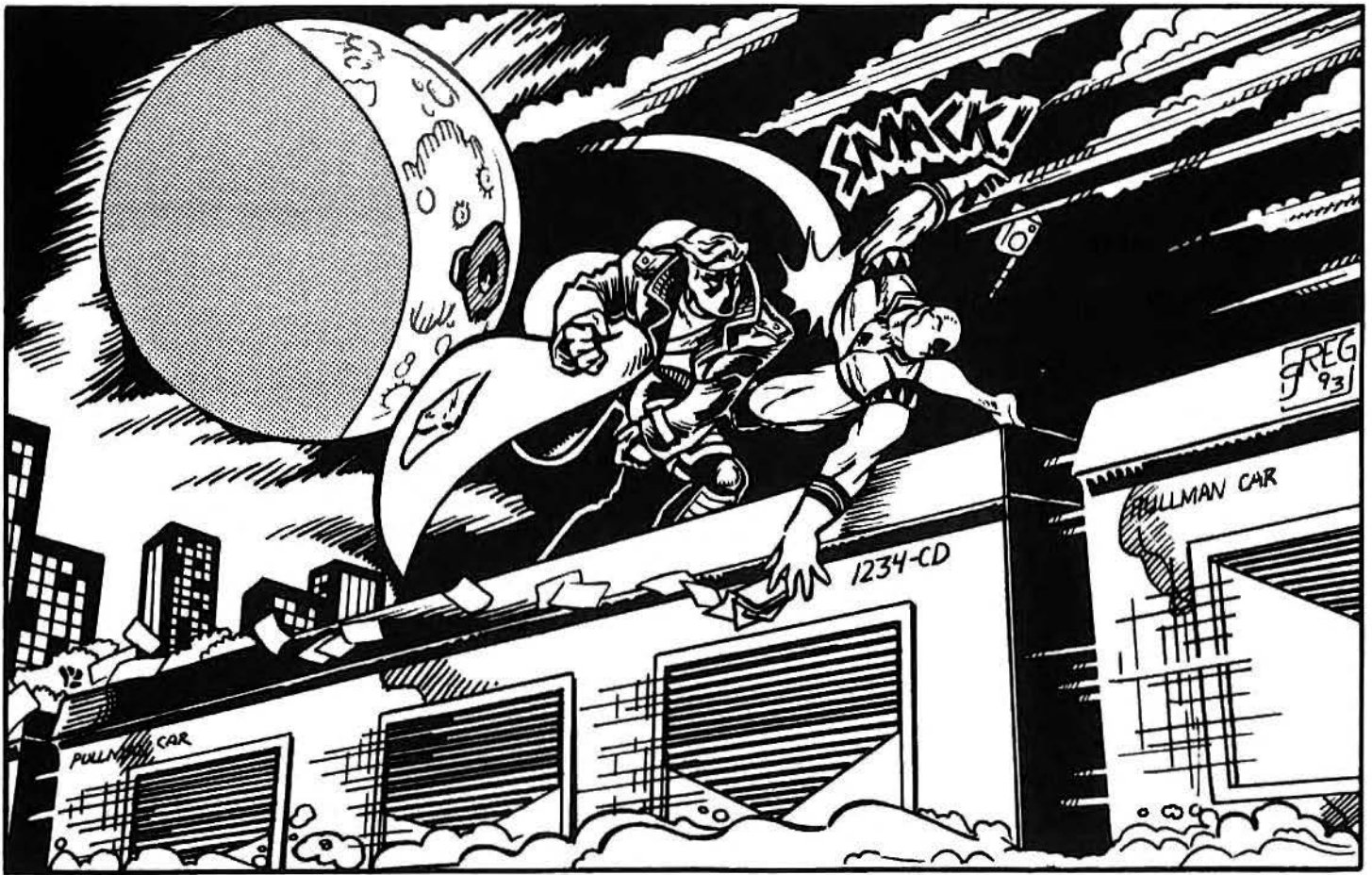
Relations with other organizations: ICE depends upon criminal organizations, such as the Yakuza or Raven, for much of its work, so it goes out of its way to maintain friendly relations with all such organizations. ICE members have standing instructions to make all “hits” on these organizations to look like accidents and/or to make sure that there is no way to trace the killing back to ICE.

ICE has strong links with a similar organization, The Huntsman’s Club—in fact, since almost all ICE members are also in the Club, most law enforcement authorities consider ICE to be a “clique” of elite assassins within the Club. ICE members often think of themselves as “the *real* assassins” in the Club, the ones who have to rely on skill and training to get the job done. There is a lot of friendly (and not-so-friendly) rivalry between various members of ICE and some other Huntsman’s Club members

Reputation: Because Enock, Burck, and Gersh went to a lot of trouble to make only the “crème de la crème” of assassins members of ICE, their organization enjoys an excellent reputation in the underworld for its members’ skill and reliability. This means that ICE are able to command top dollar for their services in the “assassination market.”

Scenario Use: ICE is not the sort of group that the characters will encounter and fight as a group. Instead, ICE members probably will only be encountered one at a time—for example, someone might hire an ICE assassin to kill one of the PCs, or maybe a potential ICE target will try to get the PCs to protect him. In fact, the PCs probably will not even be aware that there is such a group as ICE until long after they have clashed with a few of its members.

If the GM is using The Master of Crime (from *Dark Champions*), ICE is a perfect organization for his Midnight Syndicate. Maybe The Master is secretly “behind” ICE, and somehow controls it, or perhaps he is merely one of its better customers. Only the GM knows....



THOMAS O. ENOCK

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7
20	DEX	30	DCV: 7
13	CON	6	ECV: 6
13	BODY	6	Phases: 4, 8, 12
18	INT	8	
18	EGO	16	Costs
10	PRE	0	
10	COM	0	Char: 70 Base: 100
4	PD	2	+ +
3	ED	0	Powers: 149 Disad: 119
3	SPD	0	= =
6	REC	2	Totals: 219 219
26	END	0	
25	STUN	0	

Cost	Powers	END
14	2d6 RKA, No Range Modifier (+½), Increased Maximum Range (750", +¼), OAF (Snipe Rifle, bulky, -1 ½), No KB (-¼), 4 Charges (-1) [4c]	
7	+4 OCV, OAF (Sighting System, fragile, -1 ¼), Only Work With Rifles (-½)	
50	Gadget Pool: 30 base + 15 control cost; No Control Roll (+1), May Only Be Changed Between Jobs (-½)	
12	Martial Arts—Jiu-Jitsu	
	Maneuver OCV DCV Notes	
	Choke Hold -2 +0 2d6 NND (2)	
	Martial Escape +0 +0 25 STR vs. Grabs	
	Martial Throw +0 +1 2d6 + vel/5, Target Falls	

Skills	Skill
2	Fringe Benefit: Member of The Huntsman's Club
10	Money: Wealthy
3	Absolute Time Sense
3, 3	Conversation 11-, High Society 11-
6	Languages: French, German (both completely fluent, English is native)
3	Lockpicking 13-
3, 3	Shadowing 11-, Stealth 13-
2, 7	WF: Small Arms, Weaponsmith 13- (Slugthrowers)
3, 3	CK: Paris 13-, AK: Europe 13-
3	KS: Art History 13-
12	+4 Levels with Rifles

100+	Disadvantages
25	Psychological Limitation: Sociopath
10	Psychological Limitation: Despises Physical Exertion And Untidiness
10	Psychological Limitation: Snob
5	Physical Limitation: Nearsighted (needs corrective lenses)
20	Normal Characteristic Maxima
15	Reputation: skilled assassin 14- (limited group)
20	Hunted: French law enforcement agencies 8- (Mo Pow, NCI, Capture)
15	Secret Identity: Phillippe Giscard, art critic
4	Villain Bonus



he was not like other people—he never felt sad when everybody else did, like at funerals, and in fact he secretly kind of enjoyed seeing others suffer. By the time he was a teenager, he decided that he must be one of those sociopaths that he read about in the papers sometimes. He didn't let it bother him.

The only love in Enock's life was art, and he went on to earn a Ph.D. in Art History, after which he became a renowned art critic. The first person he ever killed was someone he met through his job—an artist whose work he found intolerably crude. He got so tired of having to look at the man's utterly boring paintings that he decided to put himself out of his misery by killing him. He bought a pistol, went to the artist's studio, and shot him repeatedly. Enock found the whole episode rather thrilling and—dare he think it?—artistic.

Enock realized he could probably make good money killing people. The trick was not to have to get so close to them—that horrid artist had spilled blood all over his fine leather shoes, completely ruining them. After he thought about it for a while, he decided that a long-distance rifle was what he needed. He had a friend who was a hunter teach him a little bit about shooting, and he took it from there. Today, many years later, Enock is at the top of both of his professions, and he couldn't be happier. Normally, he works as Phillippe Giscard, art critic; on his frequent vacations, he gets to indulge his darker side.

Personality/Motivation: Outwardly, Tom O. Enock is a fine, cheerful fellow, but it's all a show—Enock's good will is only a surface veneer. Below it he is nothing but a vicious little sociopath, though an unusual one. Unlike many sociopaths, he is a successful professional, and is extremely neat and tidy (he loathes any sort of messiness, and also physical exertion, which tends to make one messy). His truest emotion is a deep-seated contempt for the rest of the human race, a contempt he expresses not only through his "second job" but through his snobbishness and general arrogance.

Background/History: Although he was born in the United States (a fact he tries to keep secret), Tom O. Enock grew up in Europe, primarily England and France. He realized from an early age that



He loves good art, however; a talented artist is about the only sort of person Enock would not gladly kill.

Quote: "Yes, yes, a fine work, surely, but those red parts —don't you think they should be a deeper shade, more the color of blood?"

Powers/Tactics: As mentioned above, Enock abhors any sort of exercise or physical labor, so he has adopted sniping as his preferred method of assassination. This also has the virtue of ensuring an easy getaway, since with his custom-designed sniping rifle, he can be almost a mile away from his target. After every assassination, Enock destroys the barrel and hammer of his rifle and makes new ones.

Appearance: Tom O. Enock is a short, somewhat nerdy-looking fellow in his thirties. His hair is a mousy shade of brownish-grey, and his eyes are hazel, with thin wire-rim glasses to correct his near-sightedness. He tends to dress well, and usually wears a bowtie. When on "a mission," he wears a suit of urban combat fatigues and carries his heavy sniper rifle in a case on his back.

Record: Enock has committed murders all over Europe, approximately 20 of them, but the police in the various nations have never gotten together and figured out that one man is responsible for all the killings. Even if they did, and then were somehow able to narrow the search down to "Phillipe Giscard," it would be difficult to convict Enock because of his habit of destroying the barrel and hammer of the gun he uses for each murder.

CHARLIE BURCK

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 6
15	BODY	10	Phases: 3, 5, 8, 10, 12
18	INT	8	
18	EGO	16	Costs
20	PRE	10	
16	COM	3	Char: 159 Base: 100
8	PD	4	+ +
8	ED	4	Powers: 223 Disad: 282
5	SPD	17	= =
12	REC	8	Totals: 382 382
40	END	0	
45	STUN	10	

Cost	Powers	END
50	Martial Arts—Kung Fu	
	Maneuver OCV DCV Notes	
	Crush +0 +0 12d6, Must Follow Grab	
	Killing Strike -2 +0 2d6+1 HKA)	
	Legsweep +2 -1 9d6, Target Falls	
	Martial Block +2 +2 Block, Abort	
	Martial Disarm -1 +1 Disarm, 50 STR	
	Martial Dodge +0 +5 Dodge, Abort	
	Martial Escape +0 +0 55 STR vs. Grabs	
	Martial Grab -1 -1 Grab, 50 STR	
	Martial Strike +0 +2 10d6 Strike	
	Martial Throw +0 +1 8d6 + vel/5, Target Falls	
	Nerve Strike -1 +1 4d6 NND (1)	
	Off. Strike -2 +1 12d6 Strike	
	Shove +0 +0 55 STR Shove	

Cost	Powers	END
16	+4 Damage Classes (already added in)	
10	Use Art with Axes/Maces/Picks, Swords, Chain Weapons, Clubs, Hook Sword, Polearms, Staff, Three-Section Staff, Whip, and Wind and Fire Wheels	
4	Damage Resistance (8 PD/8 ED), Only Against Unarmed Martial Arts Killing Attacks (-1)	
2	2d6 DEX Aid; Self Only (-1/2), Requires An Analyze Style Roll (-1/2), Extra Time (full Phase, -1/2), Must Watch Target Fighting Someone Else For One Full Phase Per Skill Roll (-1/2), Failed Skill Roll Or Interruption Prevents Further Rolls At This Time (-1/2), Concentrate (1/2 DCV while power is being turned on, -1/4), Only For Increasing OCV And DCV (-1/4), Only Against One Observed Foe (-1).	1
Skills		
2	Fringe Benefit: Member of The Huntsman's Club	
10	Money: Wealthy	
3	Combat Sense 13-	
19	Danger Sense 13-, not surprised out of combat	
5	Defense Maneuver	
3	Fast Draw 14-	
3	Acrobatics 13-	
3	Breakfall 13-	
3	Climbing 14-	
3	Concealment 13-	
3	Contortionist 14-	
3	Interrogation 13-	
9	Languages: Cantonese Chinese, Mandarin Chinese, Japanese (all completely fluent; English is native)	
3, 3	Lockpicking 14-, Security Systems 13-	
3	Sleight of Hand 14-	
3	Stealth 14-	
3	Streetwise 13-	
7	TF: All Ground Vehicles, Planes, Boats, Scuba, Skiing, Parachuting	
13	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Garotte, Whip, Hook Sword, Three-Section Staff, Wind and Fire Wheels	
3	Weaponsmith 11- (Muscle-Powered)	
3	Scholar	
2, 5	KS: Analyze Style 13-, KS: Kung Fu 16-	
2	KS: Chinese Healing 13-	
2	KS: Oriental Philosophy and Culture 13-	
2	KS: Chinese Triads 13-	
3, 3	CK: Hong Kong 13-, CK: Tokyo 13-	
3	AK: The Orient 13-	
9	+3 Levels with Kung Fu	
100+ Disadvantages		
10	Enraged: if insulted or honor is questioned, go 11-, recover 11-	
20	Psychological Limitation: Sadistic Killer	
15	Psychological Limitation: Considers Self Honorable	
10	Psychological Limitation: Love Of Oriental Culture; Disdain For Non-Orientals	
15	Reputation: master martial artist assassin 14- (limited group)	
20	Hunted: Oriental law enforcement agencies 8- (Mo Pow, NCI, Capture)	
10	Hunted: a hero (GM's choice) (As Pow, Capture or Kill)	
5	Rivalry: professional, any PC martial artist	
10	Public Identity: Charlie Burck	
167	Villain Bonus	



Background/History: Charlie (not Charles, as he will quickly inform you) Burck was born to an American couple living in Hong Kong. Charlie loved the city, with its myriad sights, smells, and things to do. He was fascinated by all aspects of Oriental culture, but especially martial arts. He began studying kung fu under the tutelage of a wise old master almost as soon as he was old enough to realize what kung fu was. As he grew, so did his skill—and so did his brutality. Behind his master's back, Charlie used his fighting skills to bully other children and inflict needless suffering for his own amusement.

When he was fourteen, Charlie's parents told him the family was moving back to the States. He angrily refused and ran away, never to see his parents again. He hid himself in Hong Kong until his parents stopped searching for him, then found himself a place to stay and began to earn a living using his kung fu skills to help penny-ante crooks extort money from shopkeepers. He soon decided that he was cut out for something better, and left the city for a time,

traveling around the Orient to study kung fu in all its many styles. When he returned to Hong Kong he was a young man wise in the ways of the martial arts, but with a soul steeped in viciousness and sadism.

Charlie realized that the only way he could make "big money" with his kung fu skills was as an assassin, and the only way he could get started as an assassin in Hong Kong was to work for a Triad—but the Triads didn't work with Westerners at all. He decided to force his way in by showing how good he was. So, he found out about a Triad assassination contract, tracked down the hired killer, killed him, and then killed the target. When he went to the Triad to claim his compensation, they wisely gave it to him, knowing talent when they saw it.

Since then, Charlie has become a skilled enough assassin that he is able to work for groups other than the Triads (although he always receives their "blessing" before doing any work on their territory). He has increased his skill at kung fu through constant training and self-sacrifice, but deep within his "honorable" body beats a heart as black and cold as the night.

Personality/Motivation: Charlie Burck sees himself as the proud "descendant" of a long and noble warrior tradition. In his eyes he is an honorable fighter who always triumphs because of his skill, devotion, and honor. In truth, however, this is far from the truth. For all his pretensions and mouthings of "honor" and "duty," Charlie Burck is an evil, self-serving killer who has nothing in common with the samurai he claims to emulate; instead, he is as bad as a ninja, for he has perverted true skill and discipline to corrupt ends—the killing of men for money. He will angrily attack anyone who points out his hypocrisy, insults him, or questions his honor.

Quote: "Do not grieve for yourself. After all, am I not sending you to join your revered ancestors?"

Powers/Tactics: Charlie Burck is a skilled practitioner of kung fu. He has studied under every kung fu master he could find, whatever that master's style, and as a result has mastered all of the basic maneuvers of kung fu's many "sub-styles." Unlike the honorable warrior he pretends to be, Burck uses his martial skills in ignoble ways: he sneaks up on his victims, attacks them by surprise, and then melts away into the darkness. Despite his fighting skill, he dislikes open confrontation and would rather dispatch his targets through stealthy maneuvering and quick, lethal blows. His trademark is a Knife Hand blow (Killing Strike) to the back of his victim's head; other favorite strikes include the Tiger Claw (Crush) and the Kick (Offensive Strike).

Appearance: Charlie Burck is a six foot tall, 195-pound package of taut muscle. His bronzed physique stands out among the people of the Orient, and advertises his martial prowess as well, so he often goes shirtless. At other times he wears the simple loose shirt, pants, and soft shoes favored by most martial artists.

Record: Because he usually kills in a distinctive style (the previously mentioned "Knife Hand to the head" attack), the Chinese and Japanese authorities have been able to link 28 murders to Charlie Burck. He is a suspect in five other killings.

TIMOTHY G. GERSH

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8 DCV: 8 ECV: 7 Phases: 3, 5, 8, 10, 12 Costs Char: 173 Base: 100 + + Powers: 323 Disad: 396 = = Totals: 496 496
24	DEX	42	
23	CON	26	
15	BODY	10	
20	INT	10	
20	EGO	20	
20	PRE	10	
18	COM	4	
12	PD	9	
12	ED	7	
5	SPD	16	
10	REC	4	
46	END	0	
45	STUN	10	

Cost Powers END

45	Power Pool: 30 base + 15 control cost, No Control Roll (+1), Only For Weapons (-1/2), May Only Be Changed In An Arsenal (-1/2)	
15	1d6 RKA, Variable Special Effect (any disguised projectile weapon, +1/4), 0 END (+1/2), IAF (disguised weapon of some sort, -1/2), Variable Limitations (-1/4), requires a total of -1/2 in Limitations, which should be appropriate to a disguised weapon [e.g., No KB, Charges, Activation Roll])	0
15	1d6 HKA (2d6 with STR), Variable Special Effect (any disguised melee weapon, +1/4), 0 END (+1/2), IAF (disguised weapon of some sort, -1/2), Variable Limitations (-1/4), requires a total of -1/2 in Limitations, which should be appropriate to a disguised weapon [e.g., No KB, Charges, Activation Roll])	0
7	Armor (+3 PD/+3 ED), IIF (Body Armor, -1/4)	
8	11" Teleport; Only To "Vanish" When No One Is Looking (-1/2), Can Only Go Where Character Could Normally Get (-1/2), No Non-Combat Multiple (-1/4), Requires A Stealth Roll (-1/2)	2
5	+5" Superleap (8"/4" total)	1/5"
10	+5" Running (11"total)	1/5"
3	+3" Swimming (5" total)	1/5"

Skills

2	Fringe Benefit: Member of The Huntsman's Club
10	Money: Wealthy
11	Follower: trained hunting falcon (use statistics for Bald Eagle, <i>HERO Bestiary</i> page 142)
3	Combat Sense 13-
9	Danger Sense 13-, not surprised out of combat; Intuitional (-1)
3	Fast Draw 14-
3	Immunity: Curare
1	Immunity: Ricin
3	Acrobatics 14-
3	Acting 13-
7	Animal Handler 13-
3	Breakfall 13-
3	Climbing 14-
3	Combat Driving 14-
3	Concealment 13-
3	Contortionist 14-
3	Disguise 11-

Skills

3	Electronics 11-
1	Forgery 8-
3	Gambling 11-
3	High Society 13-
5	Languages: Spanish, French, German, Mandarin Chinese, Japanese (all basic conversation; English is native)
3	Lockpicking 14-
1	Mechanics 8-
3	Mimicry 11-
1	Paramedic 8-
3	Security Systems 13-
3	Shadowing 11-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
3	Survival 11-
3	Tracking 13-
9	TF: All Ground Vehicles, All Air Vehicles, Horses, SCUBA, Skiing, Parachute, Boats
3	Ventriloquism 11-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms
3	Jack Of All Trades
1	PS: Stage Magician 11-
1	PS: Athlete 11-
1	PS: Pianist 11-
1	PS: Violinist 11-
1	PS: Painter 11-
1	PS: Sculptor 11-
1	PS: Hunter 11-
1	PS: Falconry 11-
3	Scholar
1	KS: Stage Magic 11-
1	KS: Classical Music 11-
1	KS: Art History 11-
1	KS: World History 11-
1	KS: Sports Trivia 11-
1	KS: The Military/Mercenary/Terrorist World 11-
1	KS: The Law Enforcement World 11-
1	KS: World Superhumans 11-
3	Traveler
1	AK: Great Britain 11-
1	AK: Europe 11-
1	AK: The Mediterranean 11-
1	AK: India 11-
1	AK: The Orient 11-
1	AK: North America 11-
1	AK: South America 11-
1	AK: Australia 11-
3	SC: Pharmacology/Toxicology 13-
20	+2 Levels Overall
16	+2 Levels with All Combat

100+ Disadvantages

20	Psychological Limitation: Human Life Means Nothing To Him
15	Psychological Limitation: Mysterious And Secretive
15	Psychological Limitation: Overconfident
15	Reputation: master assassin 14- (limited group)
20	Hunted: The Harbinger of Justice 11- (Mo Pow, Kill)
30	Hunted: Interpol 14- (Mo Pow, NCI, Capture)
15	Secret Identity (no one knows precisely who he is, or where he lives)
266	Villain Bonus



Greg's

Background/History: Unknown. A dozen different law enforcement organizations and intelligence agencies have a file on Timothy G. Gersh, with a dozen different photographs and almost no data to go with them. Various rumors claim that Gersh was once a stage magician, a wealthy yachtsman, an Olympic-class decathlete, a mystery novel writer, an artist, a high governmental official in the

former East German regime or a short-order cook from Poughkeepsie, New York. What is known for sure is that Gersh is responsible for than four dozen assassinations, from businessmen to United Nations officials to a New York superhero named Starforce, and that he always arranges for evidence of his real name to be known to the victim and the police.

Personality/Motivation: Gersh is an unusual combination of ruthless killer and Renaissance man. He is a proud, sometime noble man who carries himself with an air of supreme confidence and skill. He would come off as relentlessly macho, except that he actually does seem to be speaking from experience when he talks of hunting grizzlies with his bare hands in Alaska, climbing Everest or diving from the sea-cliffs near Acapulco. However, despite his virile bravado and high-class airs, he is also an assassin of the most evil sort, a man to whom human life means nothing. Some have even speculated that he actively enjoys causing death, as if it shows his power over other men, but there is no proof of this (other than his egotistical habit of making sure that his victim knows who is about to kill him).

Another facet of Gersh's personality which has been noted by many observers is his need for secrecy. He has taken great pains to make sure that no one, not even a prospective employer, knows what he looks like or where he lives. There is some thought that he may be hideously ugly and hides his deformity under one disguise after another.

Quote: "Remember, wherever you're going, tell everyone there that Timothy G. Gersh sent you."

Powers/Tactics: Much like his appearance, Gersh's methods of assassination have varied tremendously, from the almost elegant (elaborate poisonings, skilled sniping, knifings so precise that the killing was not detected by dozens of passers-by) to the extremely brutal and callous (ramming cars off of cliffs, vicious beatings, indiscriminate use of explosives). His personal combat skills are unknown.

Appearance: Gersh's true visage is unknown. His disguises have ranged from old ladies to young athletes. Most of them have been fairly muscular, tall white men, which may indicate something of his actual appearance.

Record: Gersh is wanted all over the world for more than four dozen assassinations. He may have committed more killings, or even other crimes, but if so, they are unknown at this time.

OTHER MEMBERS OF I.C.E.

The following are some of the other principal members of the International Consortium for Execution:

Frederica Heimmelker: Frederica Heimmelker used to be a spy for the former East German government. She defected to the West, but after providing British intelligence with much valuable data, she vanished and is presumed dead. Actually, she went to West Germany, where she set up an international consulting business. This gives her plenty of reason to travel all over Europe, America, and the former Soviet Union, the areas where she commits most of her assassinations.

Ravshadra Singh: A Sikh from the Punjab region of India. He works mainly in the Indian subcontinent and Western Asia, and favors the use of melee weapons or handguns for his killings.

T. Clark Forbin: An assassin who works mainly in the southern United States, the Caribbean, and South and Central America. His victims often suffer extensive blood loss, leading some to believe that he is actually a vampire.

Merlin T. Garetsky: No relation to the famed Los Angeles bartender of similar name, or so this killer says. He is an expert on the occult who often frightens his victims with voodoo-like objects before surprising them with thoroughly modern weapons such as shotguns and Uzis. He works primarily in Hawaii, Japan, and the Pacific islands.

DAGGER

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
25	DEX	45	DCV: 8
23	CON	26	ECV: 3
15	BODY	10	Phases: 3, 5, 8, 10, 12
15	INT	5	
10	EGO	0	Costs
18	PRE	8	
14	COM	2	Char: 136 Base: 100
8	PD	4	+
6	ED	1	Powers: 258 Disad: 294
5	SPD	15	=
10	REC	2	Totals: 394 394
46	END	0	
45	STUN	8	

Cost	Powers	END
26	2d6 RKA, Armor Piercing (+½), 24 Charges (+¼), OIF (Knifethrower Bracer, right wrist, -½), No KB (-¼)	[24c]
21	1d6 RKA, Armor Piercing (+½), Autofire (5 shots, +½), 64 Charges (+½), OIF (Knifethrower Bracer, left wrist, -½), No KB (-¼)	[64c]
9	1d6 HKA (2d6 with STR), Armor Piercing (+½), OAF (Combat Knife, -1), No KB (-¼), Blade Limitations (-¼)	1+
9	Another Combat Knife	1+
26	Martial Arts—Knifefighting (requires a knife; cannot be used barehanded)	
	Maneuver OCV DCV Notes	
	Def. Strike +1 +3 6d6	
	Martial Block +2 +2 Block, Abort	
	Martial Dodge +0 +5 Dodge, Abort	
	Martial Strike +0 +2 8d6	
	Offensive Strike-2 +1 10d6	
	Weapon Bind +1 +0 40 STR Bind	
8	+2 Damage Classes (already added in)	
33	Missile Deflection, all attacks; plus Missile Reflection, Only Versus Thrown Attacks (-½)	
3	Infrared Vision, OIF (Mask Lenses, -½)	
5	+10" Superleap (14"/7"), OIF (Spring-Boots, -½), 2x END (-½)	2/5"
15	Armor (+6 PD/+6 ED), Hardened (+¼), OIF (Armored Costume, -½)	

Skills	
30	Followers: Gang of 16 thugs (Type 2 Thugs, 50-point Base)
3, 3	Fast Draw 14-, Acrobatics 14-
3, 1	Breakfall 14-, Contortionist 8-
1, 3	Electronics 8-, Mimicry 11-
1, 3	Riding 8-, Stealth 14-
3, 3	Streetwise 13-, Ventriloquism 11-
7	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Off Hand
4	Weaponsmith 11- (Slugthrowers, Muscle-Powered)
3	KS: Circus Life 13-
6	Any six CKs, GM's choice, 8- each
3	PS: Instructor 13-
12	+4 Levels with Knives
4	+2 OCV with Left Knifethrower Bracer
10	+4 OCV, Only For Decreasing Hit Location Penalties (-1)

100+ Disadvantages	
15	Psychological Limitation: Must Be The Leader
20	Psychological Limitation: Casual Killer
15	Reputation: crimelord 11-
15	DNPC: Ginger Sommers (girlfriend), normal, 11-
20	Hunted: Card Shark 11- (Mo Pow, Kill)
20	Hunted: The police 8- (Mo Pow, NCI, Capture)
15	Secret Identity: Paul Frey
174	Villain Bonus

Background/History: Paul Frey was born into a family of circus performers—his parents were acrobats, his uncle a magician, and his aunt a bareback rider. Each one tried to get him interested in his or her particular act, and in fact his uncle even used him several times to help with his ventriloquism act, but Paul didn't find the things they did intriguing. The performer he liked the best was Roderigo, the knife-thrower and sword-swallower. He pestered Roderigo to teach him the act, and Roderigo finally agreed. Paul proved to have a talent for knife-throwing and became a part of the show. Soon his skill eclipsed that of Roderigo.

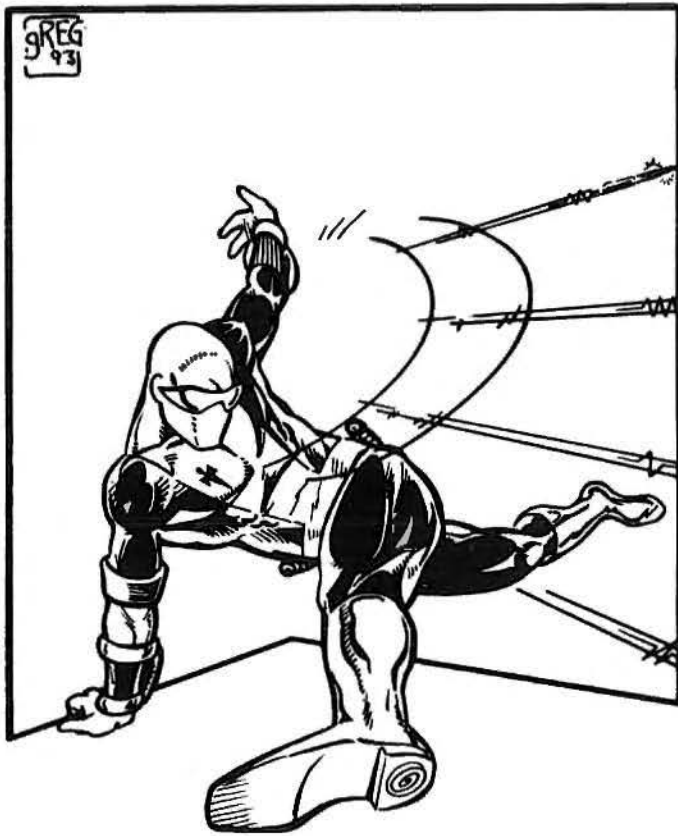
However, when he got older, Paul figured that he could make more money with his talents outside of the circus, so he decided to leave. Roderigo, jealous of Paul's abilities and fearful of losing his job, encouraged him to "go out and make something of yourself." One night when he was fifteen, Paul ran away from the circus. He hasn't seen any of his family since then.

Paul soon drifted into the underworld, using his skill with knives to work as an enforcer and petty thief. His natural aggressiveness and intelligence brought him to the attention of Card Shark, who recruited him as a "Deck" agent. Paul took advantage of this opportunity to learn new skills and make contacts, but he constantly chafed under the rigid authority imposed upon him by his superiors. To make matters worse, his skill with knives was considered a "second-class" talent, because the Ace of Spades preferred for his men to concentrate on firearms and similar weapons.

Paul finally got fed up and decided to leave. He realized that the Ace of Spades was right about one thing, though—his ability to kill with the knife would always be thought of as inferior to the ability to fire a gun, because most people thought guns were better than knives. This gave him the idea to construct some sort of "knife-throwing gun" which would make him as good as any gunman. He poked around in Card Shark's files until he found some plans for a similar device, a gun built into a bracer, then stole the plans and fled. He also took a Deck Agent armored bodysuit and a prototype pair of "Spring-Boots," designed to allow the wearer to leap great distances effortlessly.

After a few months of hiding out and experimenting, he finally built himself two "Knifethrower Bracers," as he called them. The first, built for his right arm, fired large, extremely sharp knife blades as far and as accurately as any gun could fire a bullet. The left Knifethrower Bracer fired smaller versions of the same blade, but at a much higher rate. Christening himself Dagger, Paul began a career as a gang boss and enforcer which has lasted to this day. His old mentor, Card Shark, is still trying to find him and kill him for defecting from his organization, but Dagger feels confident that he can continue to elude him.

Personality/Motivation: In many ways, Dagger is an unusual criminal. He has the sort of drive and ambition most often found in Wall Street executives, lawyers, and career politicians, but he has channelled all of his energy and confidence into becoming an outlaw, a skilled killer and the leader of various gangs of thugs. He is not like Charade or Guillotine, who enjoy murdering people, but he has no qualms about killing if he has to. It doesn't bother him at all—he just thinks of it as one more thing that has to be done to stay on top in the underworld.



Appearance: Dagger is a muscular, athletic 6'2" tall. His costume is primarily navy blue, with a red triangular stripe running down the center of his chest and a red full-face mask. His Knifethrower Bracers are silver, with the "barrel" assembly positioned on the outside of each bracer, giving them a teardrop-shaped profile. His Spring-Boots are also silver, and reach to his knees. His two fighting knives are carried in sheaths on his belt.

Record: Dagger is wanted for four murders, nineteen attempted murders or aggravated assaults, and more than thirty robberies.

Quote: "Sharp as a razor, quick as the wind, silent as a dream — that's why they call me Dagger."

Powers/Tactics: Dagger's abilities are a combination of native talent and unusual devices. He is a skilled knifefighter and knifethrower whose abilities have been honed by countless hours of practices and numerous fights. He is also an acrobat and a fairly talented ventriloquist and mimic. He augments these abilities through the use of his Knifethrower Bracers, which fire sharp blades, and his Spring-Boots, which give him the power to leap great distances.

In combat, Dagger uses his acrobatic abilities to remain mobile and difficult to hit. If he can get close to another hand-to-hand fighter, he will engage him in a knife-fight. If the circumstances prevent him from closing, he will use his Knifethrowers to take out opponents from a distance. If his foe lacks the ability to follow him, Dagger will leap up to a high position (such as a streetlight or ledge) and pick off his target at his leisure.

Dagger leads a small gang of hardened criminals, and is constantly trying to increase his power in the underworld. If he has a difficult job to do, he is sure to have some of his men with him, all armed to the teeth. The PCs might also encounter Dagger in his role as "thug instructor" for certain criminal organizations and master villains. He has worked training up-and-coming young hoodlums for several years, after discovering that it was a fairly easy job that paid well. His "course" covers basic combat skills (guns, knives, and unarmed fighting), basic criminal skills (stealthy movement, breaking and entering, and so forth), and group discipline. Advanced training programs are available if his employer desires.



CARNIVORE

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 9 DCV: 9 ECV: 3 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 205 Base: 100 + + Powers: 132 Disad: 237 = = Totals: 337 337
28	DEX	54	
30	CON	40	
20	BODY	20	
4	INT	-6	
10	EGO	0	
25	PRE	15	
4	COM	-3	
20	PD	12	
18	ED	12	
6	SPD	22	
16	REC	4	
60	END	0	
60	STUN	5	
Cost		Powers	END
30	2d6 HKA (4d6 with STR), ½ END (+¼), No KB (-¼)		1+
10	+5" Running (11" total)		1/5"
7	+7" Superleap (15"/8")		1/5"
15	+5 PER		
10	Tracking Scent		
5	Infrared Vision		
13	Mental Defense (13)		
Skills			
20	Find Weakness with Claws 13-		
3	Acrobatics 15-		
3	Breakfall 15-		
7	Shadowing 13-		
3	Stealth 15-		
6	+2 Levels with HKA		
100+ Disadvantages			
30	Vulnerability: 2x Effect from all Flash Attacks		
20	Vulnerability: 2x Effect from Drugs and Poisons		
30	Berserk in combat, go 11-, recover 8-		
25	Psychological Limitation: Bestial Nature And Mentality		
20	Psychological Limitation: Bloodlust		
15	Psychological Limitation: Must Obey Whoever Uses Dr. Spregen's Whistle		
20	Distinctive Features: man-beast (concealable with difficulty; causes extreme reaction)		
15	Reputation: killer man-beast 11-		
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)		
15	Hunted: Crossbow 11- (As Pow, Kill)		
15	Secret Identity: Jim Perkins		
27	Villain Bonus		

Background/History: Jim Perkins was human once. Or so *he* thought—given his membership in the New Republic Party, an ultra-right wing, extremely violent Nazi terrorist organization, there are many who would be inclined to dispute his claim to humanity. Perkins was the perfect Nazi: tall, strong, and brutal, with blue eyes and blonde hair cut military style.

Perkins' loyalty and brutality drew the notice of Herr Doktor Gerhardt Spregen, the "Iron Wolf" of Buchenwald, the real power behind the New Republic Party. Spregen suspected that Perkins

was a "double-X chromosome" male, and thus perfect for an experiment he had in mind. Perkins's potential double-X genes, which some experts suspect tend to make a man more brutal and vicious, were possibly the perfect "platform" for Spregen's work. When Spregen was ready, he had his aides summon his unwitting guinea pig. Perkins, like any good Nazi, obeyed his orders unquestioningly and was soon strapped onto a gurney and wheeled into Spregen's laboratory.

Weeks and weeks of painful treatments and surgery followed, as Spregen's formula worked its dark magic upon Perkins's body. As part of the procedure, the DNA of the great cats was bonded to Perkins's double-X genes, making him even more savage. Gradually, he became less and less human, and more and more bestial. His eyes turned into pupilless orbs colored a vile shade of yellow. His hair lengthened and thickened, turning into a sort of mane. His fingernails grew longer and sharper, becoming vicious claws. In order to make sure that his "beautiful creation" did not attack him, Spregen instilled in Perkins, now known as Carnivore, a compulsion to obey him whenever he blew upon a small ultrasonic whistle.

Carnivore is now Spregen's best assassin, and a faithful bodyguard as well. Spregen treats him much like he would treat a well-trained Rottweiler. Occasionally he lets Carnivore loose to roam the streets of the city, to spread terror as he sates his awful bloodlust.

Personality/Motivation: Jim Perkins's once fervently Nazistic mind is now little more than the mind of a vicious predatory animal. He thinks only of his next opportunity to rend and kill and satisfy his hunger for human flesh. Although he is intelligent enough to follow simple orders from Spregen—for example, he can stalk and kill a designated target—his thoughts are so savage and bestial that they are difficult for most mentalists, let alone ordinary humans, to comprehend.

Carnivore can be overwhelmed by his bloodlust almost instantly and without warning, whenever he is fighting, about to attack, or perceives a threat to himself or to Spregen. Once his feral nature takes over, it is difficult to save a victim from his claws, much less calm him down. The only thing which is guaranteed to bring him to heel is Spregen's special ultrasonic whistle. Spregen carries this unique item with him at all times, in case he needs to summon or control Carnivore. Anyone who could take the whistle from Spregen could use it to calm Carnivore down, but could not use it to summon Carnivore the way Spregen can. (At the GM's option, some powers or devices, such as Active Sonar, might interfere with or override the whistle.)

Quote: None—Carnivore is no longer able to speak coherently.

Powers/Tactics: By means of some outlandish scientific processes, Carnivore has been altered from a human male into a man-beast. In place of human intellect and reason, he now has heightened senses, claws and fangs, immensely strong muscles, and an unquenchable desire to kill. Spregen also heightened Carnivore's senses, which tends to make him vulnerable to attacks which affect those senses (i.e., Flash attacks). The treatments he has undergone also make him especially susceptible to drugs and poisons, though Spregen is trying to develop a treatment to reverse this "defect" in his creation.

Appearance: On those rare occasions when he stands fully erect, Carnivore is 6'8" tall. He weighs 325 pounds, most of it muscle, yet moves with a cat-like grace. His eyes are solid yellow, his mane-like head of hair is sandy blondish, and he has claws and fangs in the place of nails and teeth. Spregen usually dresses Carnivore in a tan-colored bodysuit (to reinforce the leonine imagery even more).

Record: Carnivore is wanted for more than a dozen confirmed murders. He is a suspect in many more killings, but the authorities either cannot find the bodies, or there wasn't enough left of the body to allow for a positive identification of the killer.

CHARADE

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7 DCV: 7 ECV: 6 Phases: 3, 6, 9, 12
20	DEX	30	
15	CON	10	
10	BODY	0	
20	INT	10	
18	EGO	16	
15	PRE	5	
24	COM	7	
5	PD	3	
5	ED	2	
4	SPD	10	Costs Char: 102 Base: 100 + + Powers: 226 Disad: 228 = = Totals: 328 328
6	REC	2	
30	END	0	
30	STUN	7	

Cost	Powers	END																																				
45	Power Pool: 30 base + 15 control cost; No Control Roll (+1); Only For Weapons And Gadgets (-1/2), Can Only Be Changed At Base/Arsenal (-1/2)																																					
7	1d6 RKA, Armor Piercing (+1/2); IAF (Holdout Derringer, -1/2), 2 Charges (-1 1/2), No KB (-1/4) [2c]																																					
8	1/2d6 HKA (1d6 with STR), Armor Piercing (+1/2), IAF (Knife, -1/2), Blade Limitations (-1/4), No KB (-1/4) plus 2d6 RKA, Trigger (blade attack does BODY, +1/4), IAF (Poison, fragile, -3/4), 1 Charge (-2), No KB (-1/4), Linked (-1/2) [1c]																																					
7	Shape Shift, limited group (humans), 0 END (+1/2); Requires A Disguise Roll (-1/2), Extra Time (1 hour, -2 1/2)	0																																				
30	Martial Arts—Jiu-Jitsu																																					
	<table border="0" style="width: 100%;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Choke Hold</td> <td>-2</td> <td>+0</td> <td>3d6 NND (2)</td> </tr> <tr> <td>Killing Throw</td> <td>-2</td> <td>+0</td> <td>2d6 HKA, Target Falls</td> </tr> <tr> <td>Legsweep</td> <td>+2</td> <td>-1</td> <td>5d6, Targ Falls</td> </tr> <tr> <td>Martial Disarm</td> <td>-1</td> <td>+1</td> <td>Disarm, 30 STR</td> </tr> <tr> <td>Martial Escape</td> <td>+0</td> <td>+0</td> <td>35 STR Escape</td> </tr> <tr> <td>Martial Grab</td> <td>-1</td> <td>-1</td> <td>Grab, 30 STR</td> </tr> <tr> <td>Martial Throw</td> <td>+0</td> <td>+1</td> <td>4d6+vel/5, Target Falls</td> </tr> <tr> <td>Sacrifice Throw</td> <td>+2</td> <td>+1</td> <td>4d6, Both Fall</td> </tr> </tbody> </table>	Maneuver	OCV	DCV	Notes	Choke Hold	-2	+0	3d6 NND (2)	Killing Throw	-2	+0	2d6 HKA, Target Falls	Legsweep	+2	-1	5d6, Targ Falls	Martial Disarm	-1	+1	Disarm, 30 STR	Martial Escape	+0	+0	35 STR Escape	Martial Grab	-1	-1	Grab, 30 STR	Martial Throw	+0	+1	4d6+vel/5, Target Falls	Sacrifice Throw	+2	+1	4d6, Both Fall	
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8	+2 Damage Classes (already added in)																																					
5	+10 PRE; Only Protects Against Presence Attacks (-1)																																					

Skills	
2	Contact: The Huntsman's Club 11-
11	Acting 16-
3	Bribery 12-
3	Combat Driving 13-
1	Computer Programming 8-
9	Conversation 15-
1	Cryptography 8-
13	Disguise 16-
3	Forgery 11-
3	Gambling 11-
5	High Society 13-

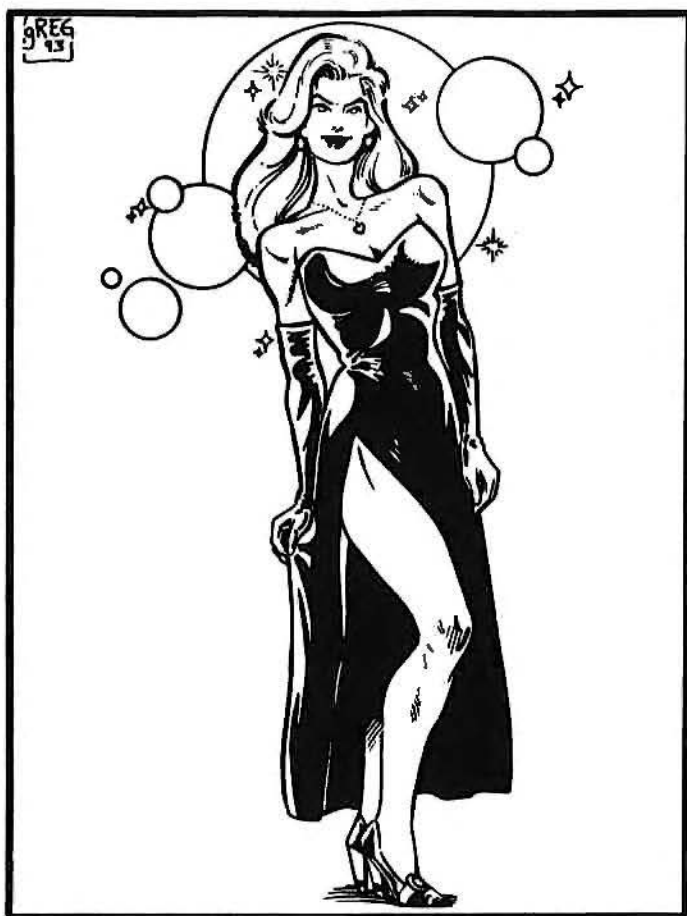
Skills	
4	Languages: French, Arabic (both fluent conversation; English is native)
3	Lockpicking 13-
11	Mimicry 15-
9	Persuasion 15-
1	Riding 8-
3	Security Systems 13-
13	Seduction 17-
3	Shadowing 11-
3	Sleight of Hand 13-
3	Stealth 13-
4	WF: Small Arms, Knives, Bows
5	Science: Pharmacology/Toxicology 15-

100+ Disadvantages	
20	Psychological Limitation: Sultry Seductress; Thinks Of Men As Manipulable Toys
20	Psychological Limitation: Sociopath
20	Psychological Limitation: Vain
20	Normal Characteristic Maxima
15	Distinctive Features: extremely beautiful woman (concealable with effort; is noticed)
10	Reputation: skilled female assassin 11- (limited group—the underworld and espionage groups)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
20	Hunted: The Yakuza 8- (Mo Pow, NCI, Capture)
5	Rivalry: romantic, with any good-looking female PC
15	Secret Identity
63	Villain Bonus

Background/History: Some little girls quickly learn that there are other ways to get by in a man's world than trying to match or surpass men in their chosen endeavors. Some take the easier route of seduction, manipulation and outright extortion. Eileen Rose is one such woman. A woman of great natural beauty, Eileen realized at an early age that she could make men do what she wanted by appealing to their male pride and flirting with them. As she got older, she found even more interesting ways to deal with them. She got a lot of good grades in high school by seducing her male teachers and then blackmailing them. That was fun, but not as much fun as manipulating football players into fighting each other over her. She could date the winner for a while, then dump him and make him miserable. Ah, the power...

As soon as she graduated, Eileen ran away to Hollywood, sure that her makeup skills would land her a job somewhere until she was noticed and became a big star—she knew was more gorgeous than most of the actresses she saw in the movies, so she had no doubt of her ultimate success in Tinseltown. Reality hit her hard—not only was she not discovered, she couldn't get a job anywhere. Eventually she was forced to fall back on her old habits, and became a prostitute.

With her looks and unusual appetites, she had no difficulty earning money as a high-class call girl, but she despised the work—it was far too sordid for someone like her. She felt trapped, and this made her angry and bitter, so much so that it began to affect her ability to please her clients. One of them, a minor Yakuza oyabun, discerned these feelings and the despite she actually felt for men (and for people in general). He made her an offer: if she would agree to work for him, he would provide her with the training which would allow her to act on her true desires.



Charade has an extremely seductive nature, which she uses to her advantage as an assassin. Few men can resist her “charms” once she goes to work on them, and this puts them in such a vulnerable position that she has little trouble finishing them off. However, her promiscuity masks a deep and abiding hatred of men, whom she considers to be weak, manipulable little toys. Every one she seduces, every one she kills, is merely proof that she is far their superior.

Because her looks have always been the key to her success, Charade is extremely vain. She is very careful to do nothing to mar her elegant features, and is liable to “crack” if threatened with mutilation or scarring. She is jealous of any other good-looking woman around her, and will do anything to humiliate or disgrace them (she will even kill them, in some particularly horrid fashion, if they make her angry enough). If possible, the GM should arrange scenarios so that a female PC becomes Charade's rival for some man's attention or affection.

Quote: “Beauty, brains, a knife and some strychnine! What more could a girl ask for? Hold still, love, this won't hurt—much.”

Powers/Tactics: Despite her martial arts and weapons training, Charade is no combatant, and she knows it. Her style is much more subtle and effective than brawling in the streets. To begin with, Charade, as her name implies, is a master of the art of disguise and mimicry. Her appearance changes with every job, and she has assassinated more than one man by flawlessly impersonating his girlfriend, wife, or mistress until she could get close enough to “eliminate” him. She prefers to disguise herself as a glamorous redhead (her natural hair color), but is careful not to “typecast” herself too much, lest she develop distinguishing traits or features which would give her away.

Charade's favored methods of killing are poisons and fatal “accidents.” Many of the poisons she uses are her own concoctions; her favorite is one which induces heart attacks (as she tearfully explains to the police later: “We w-were in b-b-bed together and h-he just, just gasped and s-sort of collapsed. Oh, God... <SOB!>”). Her Power Pool should be used to buy whatever poisons or devices are necessary to accomplish a particular mission. For example, she might arrange to meet her latest victim in his jacuzzi, and bring along a radio/CD player. Hidden in the radio is a taser-like device. She gets out of the water to get another glass of champagne and “accidentally” knocks the radio into the water, electrocuting her erstwhile companion. Before the ambulance arrives, she removes the “taser” and shreds it in the disposal. Between her good looks and “bereaved companion” act, no one has ever caught on to her before she was hundreds of miles and three other identities away.

Appearance: Although Charade can look like just about any woman, her true appearance is an extremely beautiful woman with shoulder-length red hair. She is 5'9" tall, trim, well-built, and has the muscle tone of someone who works out regularly. She favors glamorous clothing which shows her figure to best advantage (for example, strapless evening gowns with a slit up the side of the skirt).

Record: Charade is wanted in connection with thirteen murders, and is a suspect in many more. She works primarily in the United States, but is no stranger to Europe or the Mediterranean. According to FBI files, she is a frequent visitor in Las Vegas, Monaco, and the various Clubs Med.

Eileen was shocked that someone could read her so easily, but she jumped at the offer, realizing that it was her ticket to the money and “fame” she craved. So began several years of study of the arts of death. Knowing right away that she was not a fighter, she studied the skills that fit her natural talents and inclinations: how to “become” someone else, both in look and manner; poisons and how to use them; how to fake a fatal accident, and similar subjects. She discovered something she had never suspected—she liked to kill. Indeed, it was one of the few situations outside of the boudoir where she felt any real excitement or interest in what she was doing.

At the end of her training period, she went to work for the oyabun as one of his best assassins. Given the desire of many Japanese gangsters to “spend time” with Western women, she had no difficulty getting close to and eliminating many of her benefactor's rivals. However, in time she tired of his protective nature and domineering ways, so she murdered him as casually as she had his Yakuza brethren, then left to become a freelance assassin. Today she is known to the underworld and the world of espionage as one of the most devious and skilled female assassins available.

Personality/Motivation: Charade is in many ways a classic sociopath. She is intelligent and outwardly quite charming, yet her emotions are stunted in such a way that she only derives emotional stimulation and satisfaction from intense situations, including killing. She feels no guilt over her lethal activities, merely regret when a job is done that it couldn't have lasted longer.

CONTAGION

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
25	CON	30	ECV: 5
13	BODY	6	Phases: 3, 5, 8, 10, 12
18	INT	8	
14	EGO	8	
15	PRE	5	Costs
10	COM	0	Char: 139 Base: 100
10	PD	6	+
10	ED	5	Powers: 209 Disad: 248
5	SPD	20	=
10	REC	2	Totals: 348 348
50	END	0	
45	STUN	9	

Cost	Powers	END
55	Multipower: (82 point pool) all slots have the "Must Contact Victim Skin-to-Skin" Limitation (-1/2)	
3u	2d6 RKA, Damage Shield (+1/2), 0 END (+1/2), No KB (-1/4)	0
5u	3d6 CON Drain, recover 5 pts. per day (+1 1/4), 0 END (+1/2)	0
5u	3d6 STR Drain, recover once per day (+1 1/4), 0 END (+1/2)	0
10	+20 ED; Only Protects Against Poisons, Drugs, And Chemical/Biological Warfare Agents (-1)	
5	Damage Resistance (5 PD/5 ED)	
5	Damage Resistance (+20 ED), Only Protects Against Poisons, Drugs, And Chemical/Biological Warfare Agents (-1)	
10	Power Defense (10)	
10	Power Defense (+20), Only Protects Against Poisons, Drugs, And Chemical/Biological Warfare Agents (-1)	
15	Life Support: No Need To Breathe, Sleep, or Eat	
7	+15 PRE, Only Protects Against Presence Attacks (-1)	0

Skills		
2	Contact: Russian Mafia 11-	
2	Contact: PLRL 11-	
1	Fringe Benefit: Passport	
10	Money: Wealthy	
27	Immunity to the following substances (point totals for each Immunity are indicated in parentheses): Bacterial Infections (2); Fungal Infections (2); Ricketts Infections (2); Viral Infections (2); Asphyxiants (3); Blistering Agents (3); Haemotoxins (3); Nerve Gases (3); Neutralizing Agents (2); Curare (2); Strychnine (2); Ricin (1)	
3	Computer Programming 13-	
3	Electronics 11-	
3	Inventor 11-	
3	Language: English (completely fluent; Russian is native)	
1	Paramedic 8-	
3	Scientist	
2	SC: Chemistry 13-	
2	SC: Biology 13-	
4	SC: Chemical & Biological Weapons & Warfare 15-	
2	SC: Nuclear Weapons and Warfare 13-	
2	SC: Pharmacology/Toxicology 13-	
9	+3 Levels with Multipower	

100+ Disadvantages	
20	Vulnerability: 2x STUN from Electricity
20	Vulnerability: 2x BODY from Electricity
10	Enraged: if insulted, taunted, belittled, or made to look a fool, go 11-, recover 11-
20	Psychological Limitation: Has No Regard For The Lives Or Welfare Of Humanity
10	Psychological Limitation: Misogynist
5	Dependence: on Toxoän, takes 1d6 per day
15	Distinctive Features: annoying bodily odor (concealable with effort; causes major reaction)
15	Reputation: madman armed with weapons of mass destruction 11-
25	Hunted: The CIA 11- (Mo Pow, NCI, Capture/Kill)
15	Secret Identity: Dr. Evgenii Vasilovich
103	Villain Bonus

Background/History: Doctor Evgenii Vasilovich was once one of the premier Soviet researchers in the field of chemical and biological weapons. During the course of his career he designed several new and potent substances which were capable of killing millions. His creations were used to a limited extent in Vietnam and in some "test cases" in the Middle East and Africa, and were extensively used during the Russian occupation of Afghanistan. Occasionally Dr. Vasilovich's conscience troubled him—but not often.

The good doctor's luck ran out one day in the late 1980s. He had just been given a brand-new laboratory to work in as a reward for his fine work. Unfortunately, the facility's safety measures were extremely poor. Doctor Vasilovich was used to having other people take care of such mundane concerns, so he started working at the lab without bothering to double-check the safety equipment. A few nights later, while he was working alone, several of his storage vats overloaded and overflowed. When the noxious mixture finally ate through some electrical wiring, there was a tremendous explosion which leveled the entire building. Doctor Vasilovich, who was working near the center of the conflagration, was bombarded with every biological and chemical weapon in his arsenal.

Much to his own surprise, he awoke a few minutes later, buried under rubble. He was able to claw his way out and stagger away before the police and governmental officials arrived. He soon discovered that he had somehow become much quicker and stronger than he had been before. A chance encounter with a man walking his dog taught him that the explosion had done something else to him: it had turned him into a "super plague transmitter," capable of instantly poisoning others with the myriad chemical and biological weapons that had invaded his body. He murdered two more people before he got home, just for the fun of testing out his new power.

Within a few hours he found out that there were unpleasant side effects to his new-found abilities. He was wracked with incredible pains, and realized that his body, unable to handle the chemicals and viruses in it, was beginning to break down. Working quickly, he synthesized a drug, which he eventually called Toxoän, to reverse these effects and "stabilize" his body. Then he got out of the Soviet Union, determined to use his powers for his own benefit, not for the state's. Since then he has become a feared supplier of weapons of mass destruction to criminals, terrorists, and dictators.

Personality/Motivation: Evgenii Vasilovich was never a particularly caring individual, and the substances in his body have heightened that trait. He cares nothing for others, and is perfectly willing to sell nerve gas to terrorists, knowing full well that they intend to use it on an orphanage or crowded street. He particularly likes to create chemical and biological weapons whose effects are not immediate—for example, a virus which infects people with an incurable disease which slowly kills them, or a gas which sterilizes people—just for the feeling of power it gives him. Because of this attitude and the weapons he commands, he is not a man to be trifled with, as several police and espionage agencies have learned to their regret.

Despite the fact that he acts like he enjoys his powers very much, subconsciously Contagion is extremely bitter about being "cut off" from humanity. He realizes that he will never again be able to relate to other people in any kind of normal way, and this realization has poisoned his attitude about many things. For one, it fuels his general disregard and hatred for other people. For another, it has completely changed his ideas about women. Evgenii Vasilovich was something of a ladies' man, but Contagion, who knows that he will never again feel a woman's caress, has subverted his longing for female companionship into a hard, cold contempt for the fairer sex. Lastly, because he blames governmental officials for the accident which "infected" him, Contagion is especially willing to assist any attack which will be directed against any politician, official, or governmental body.

Quote: "Feeling a little bit...ill?"

Powers/Tactics: The explosion which turned Evgenii Vasilovich into Contagion simultaneously doused him with dozens of biological and chemical weapons. Somehow, this did not kill him, but instead made him immune to the effects of most such agents and turned him into a superhuman plague carrier. He has the ability to emit several different types of biological and/or chemical weapons through the pores of his skin, and if he touches another person on the skin he can instantly infect that person. However, these abilities are not without their drawbacks. For one thing, becoming a walking vat of chemicals has somehow made him vulnerable to electrical attacks (such as tasers). For another, he constantly gives off a strong, unpleasant body odor which is noticeable up to several feet away from him.

Even though they are not bought "Always On," Contagion's infectious disease powers (his Multipower) are constantly "active." If he concentrates, he can damp down on them and keep from killing people near him, but anyone who spends any length of time in his

presence without a protective suit is likely to catch some horrifying, deadly disease. Anyone who is touched by his blood is almost sure to die within a day unless he can get to an antidote very quickly.

In combat, Contagion is a surprisingly aggressive foe. After years of knuckling under to his Soviet masters, Evgenii enjoys being able to "cut loose" once in a while. His superior strength and speed make him feel superior to most foes (and his general attitude of intellectual snobbery doesn't improve the situation). He will quickly attempt to close with an enemy and infect him; if he cannot do so, he will retreat.

Contagion's main criminal activity is to sell chemical and biological weapons to terrorists, organized crime groups, and similar people. Given time and a good laboratory, he can create hundreds of different types of deadly substances. (These weapons are not paid for because they are really just a plot device, not an attack he would use in the average battle.)

Appearance: Contagion is a middle-aged man in excellent physical condition, 5'10" tall. His hair and moustache are black with touches of gray. As a result of the accident which created him, he has fairly dark, pock-marked skin which gives him a disreputable appearance. He wears normal men's clothing, but is constantly buying new clothes, because the chemical emanations from his body tend to eat through most cloth quickly.

Record: The record of destruction and death which Contagion has left in his wake are staggering. He is known to be directly involved with the 1988 cyanide gas attack on the American embassy in Taqiristan (16 dead), the 1989 plague virus release in the Vienna airport (22 confirmed dead, many more suspected), and the 1991 mustard gas attack in France (12 dead). He is a prime suspect in many other incidents, but law enforcement officials frankly admit that they may never uncover the full extent of his activities.





THE BLACK TARANTULA

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7
20	DEX	30	DCV: 7
15	CON	10	ECV: 6
12	BODY	4	Phases: 3, 6, 9, 12
20	INT	10	
18	EGO	16	Costs
13	PRE	3	
12	COM	1	Char: 85 Base: 100
3	PD	1	+ +
3	ED	0	Powers: 257 Disad: 242
4	SPD	10	= =
5	REC	0	Totals: 342 342
30	END	0	
25	STUN	0	

Cost	Powers	END
15	Multipower (30 point pool), all OAF	
1u	20" Swinging; OAF (Line-Gun, -1)	1/5"
1u	+18" Superleap; OAF (Line-Gun, -1), Only Works To Carry User Upward (10" up, -1/2), No Non-Combat Multiple (-1/4)	1/5"
1u	+5 to Climbing Rolls; OAF (Line-Gun, -1)	
1u	10 STR Telekinesis; OAF (Line-Gun, -1), Only To Pull Objects Towards User (-1/2), Affects Entire Object (No Squeezing) (-1/4)	1
1u	3d6 Entangle; OAF (Line-Gun, -1), 1 Recoverable Charge (-1 1/4), Lockout (cannot use Line-Gun's other powers until Charge is recovered, -1), Range Based On STR (-1/4), Cannot Create "Walls" (-1/4) [1rc]	
4	8" Gliding; OAF (Mini-Hanglider, -1)	
6	Clinging, 10 STR; OIF (Cling-Grips, -1/2), Cannot Be Used To Resist Knockback (-1/4)	
5	+10 PRE; Only To Resist Presence Attacks (-1)	
6	+2 PER, all senses	
5	+4 PD and ED; OIF (Padded Suit, -1/2)	
8	+4 to Lockpicking and Security Systems rolls; OAF (Burglary Kit, -1)	
25	Power Pool: 20 base + 10 control cost; Only For Burglary Tools And Gadgets (-1)	

Skills	
10, 5	Money: Wealthy, Contact: The Toymaker 14-
5	Favors: European royalty (GM's choice); the CIA; Card Shark; Hiram Bosworth (an American billionaire); the Secret Service
3, 3	Double Jointed, Lightning Calculator
3, 3	Acrobatics 13-, Acting 12-
1, 3	Animal Handler 8-, Breakfall 13-
7, 3	Bribery 14-, Bugging 13-
7, 1	Climbing 15-, Computer Programming 8-
7, 5	Concealment 15-, Contortionist 14-
3, 3	Conversation 12-, Deduction 13-
3, 1	Disguise 11-, Electronics 8-
3, 3	Forgery 11-, Gambling 11-
7, 13	High Society 14-, Lockpicking 18-
3	Language: French (completely fluent)
3, 11	Persuasion 12-, Security Systems 18-
3, 9	Sleight of Hand 13-, Stealth 16-
3, 2	Streetwise 12-, TF: All Ground Vehicles
3, 3	KS: Gems And Jewelry 13-, KS: Con Games 13-
3, 3	KS: Art History 13-, PS: Appraiser 13-
10	Traveler and 7 AKs/CKs, 11- each (GM's choice; should be glamorous places such as New York, Paris, London, and Rio de Janeiro)
10	+2 Levels with PRE-Based Skills
10	+2 Levels DCV

100+ Disadvantages	
20	Psychological Limitation: Code Against Killing
10	Psychological Limitation: Thrillseeker
10	Psychological Limitation: Fear Of Dying
10	Psychological Limitation: Gentlemanly, Courteous, And Honorable
20	Normal Characteristic Maxima
5	Age: 62 (but is as fit as a 40+-year-old)
20	Reputation: world's greatest cat burglar 14-
20	Hunted: Interpol 8- (Mo Pow, NCI, Capture)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
5	Rivalry: professional, with Darkling
15	Secret Identity: unknown
87	Villain Bonus

Background/History: No one knows the true identity and background of the infamous cat burglar called the Black Tarantula. According to the CIA's files, he grew up on a small farm in Iowa. When Card Shark hired him to steal some emeralds, the Tarantula told the crime lord that he was the disowned son of British nobility. A wealthy South American art collector swore on his deathbed that the Tarantula was a former MI6 agent who had gone rogue. Many other wealthy and important persons and agencies have their own stories about the man, and the Tarantula himself neither denies nor confirms anything. All that can be confirmed is that he received his *nom de crime* from his habit of leaving either a live black tarantula at the scene of his crimes, or, if that were impractical, a card showing a drawing of one.

Personality/Motivation: The Black Tarantula is a fascinatingly complex individual whose outer affability masks much that lies beneath. Although it is true that he is a consummate gentleman, ever courteous and gallant, a man who never breaks his word once it is given, it is equally true that he is a scoundrel of the deepest dye. For example, although he always stands by his word, his sense of "honor" does not prevent him from adopting a disguise and participating in an elaborate confidence game which is nothing but a lie from start to finish.

The Black Tarantula sees nothing dishonorable in committing thefts, since he considers them a source of well-deserved income, and "smashing good entertainment" for the world at large as well. In this he reveals both his egotistical nature and his supreme confidence in his own skills. However, despite his thoroughly larcenous nature, the Tarantula adamantly refuses to kill or injure his victims—to do so would reflect poorly on his skill as a thief, making him nothing more than a common mugger or pursesnatcher. Rumor holds that he never even carries a weapon with him.

One facet of his personality which the Black Tarantula goes to great lengths to conceal is his fear of death. As age has crept up on him, he has begun to confront his own mortality, an idea which he dreads. In his younger years he was quite the daredevil, pulling off incredible thefts which are far beyond his present level of skill simply for the thrill of doing so. But today, despite his continued love of the "rush" of a theft well done, he frequently holds back because he is terrified of dying (or even suffering serious injury). If confronted with force, he will flee. He also avoids anything having to do with disease (especially cancer or heart disease, both of which have claimed old friends in the recent past). However, the various personae he has "created" over the years are all men of high class and distinction who dare not appear craven or hypochondriacal. So,

he goes on drinking, smoking, and eating rich food as if the world might end tomorrow, loathing each bite or sip as if it were poison. And he goes on committing his burglaries, drawn to the thrill of them as a moth to a flame, knowing that someday they will be his finish.

Quote: "Have these people no sense? They think to foil *me* with a simple pressure-plate system? One might almost be insulted."

Powers/Tactics: The Black Tarantula, though still one of the finest thieves and con men in the world, is a man past his prime, but unlike so many older men he acknowledges this fact. Where once he would have been undeterred by even the most complex array of security devices and guards, today he tries to limit himself to less dangerous jobs. Only a particularly succulent treasure will tempt him enough to overcome his new-found sense of caution. However, once he decides to go after such a treasure, there is little that can be done to stop him. The Black Tarantula's thieving skills are nearly unsurpassed in the world, and his hand-crafted burglary tools only make his job easier. He also carries an array of devices designed to make a particular theft easier—he might use anything from a hologram projector, to a specially-designed mirror on a telescoping pole, to a device to thwart motion detectors (these gadgets are bought through his Power Pool, but he lacks the skill to build them himself, hence the "lack of a control skill for his Power Pool. He hires

his old friend The Toymaker [q.v.] to build them for him.) He carries no weapons, though, since he has no desire to hurt anyone.

If attacked, the Tarantula will simply flee. He is no longer interested in humiliating his pursuers with his acrobatic prowess, which he did when he was younger—these days he just wants to escape, for he abhors the thought of living out the rest of his life in prison.

Appearance: No one knows the Black Tarantula's true appearance, because he disguises himself constantly. Most of his "personae" are urbane gentlemen from 5'9" to 6'2" tall. They usually dress very well and have dignified, handsome looks (including a thick moustache). He has never been clearly seen while committing a theft, but is thought to wear some sort of black outfit at those times.

(Note: some have suspected, because of their shared penchant for mysteriousness, that the Black Tarantula and assassin Timothy G. Gersh are one and the same. This is not true.)

Record: The Black Tarantula is wanted for almost a hundred thefts on six continents. His most famous "acquisitions" include the Star of Samarkand, a fabulous star emerald; a group of three Titian paintings; the plans for the Soviet nuclear submarine *The Triumph of May*; the Van Der Planke diamonds and the crown jewels of Iran (twice).



DARKLING

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 9
26	DEX	48	DCV: 9
23	CON	26	ECV: 6
20	BODY	20	Phases: 2, 4, 6, 8, 10, 12
20	INT	10	
18	EGO	16	
13	PRE	3	Costs
8	COM	-1	Char: 179 Base: 100
12	PD	7	+ +
10	ED	5	Powers: 191 Disad: 270
6	SPD	24	= =
13	REC	6	Totals: 370 370
46	END	0	
45	STUN	0	

Cost	Powers	END
15	Invisibility to Normal Sight, 0 END (+½); Only In Shadows Or Darkness (-½), Must Remain Still (-½)	0
10	Clinging (25 STR)	
10	+5" Running (11" total)	1/5"
5	+5" Superleap (10"/5" upward)	1/5"
10	20" Swinging; OAF (Swingline, -1)	1/5"
3	Damage Resistance (3 PD/ED)	
5	Infrared Vision	
5	Ultraviolet Vision	
33	Multipower (50 point pool), OIF (Weapons Belt, -½)	
2u	3" Darkness to Sight Group, Personal Immunity (+¼), OAF (Smoke Pellets, -1), 16 Charges	[16c]
2u	1d6 RKA, Armor Piercing (+½); OAF (Throwing Blades, -1), No KB (-¼), 12 Charges (-¼) plus 1d6+1 RKA, Trigger (only if blade RKA does BODY, +¼), OAF (Blade Poison, -1), Linked (-½), No KB (-¼), 12 Charges (-¼)	[12c]
1u	1d6 HKA (2d6 with STR), Ranged (+½); OAF (Throwing Knives, -1), No KB (-¼), 8 Recoverable Charges (-0)	[8rc]
2u	2d6 RKA, One Hex (+½); OAF (Acidic Gas Grenade, -1), No KB (-¼), 8 Charges (-½)	[8c]
1u	½d6 HKA (1d6+1 with STR), Continuous (+1), Armor Piercing (+½), OAF (Wire Garrote, -1), No KB (-¼), Must Follow A Grab Maneuver (-¼)	2
2u	3d6 Sight Group Flash; OAF (Flash Pellets, -1), 12 Charges (-¼)	[12c]
6	+8 vs. Range Modifiers for Sight Group; OAF (Mini-Binoculars, -1)	

Skills and Talents		
19	Danger Sense 13-	not surprised out of combat
5	Defense Maneuver	
3	Double Jointed	
3	Acrobatics 14-	
3	Breakfall 14-	
3	Concealment 13-	
3	Contortionist 14-	
7	Lockpicking 16-	
9	Security Systems 16-	
5	Stealth 15-	
3	Streetwise 12-	
15	+3 Levels with Multipower Weapons	
7	+3 OCV, Only Apply To Counteract Hit Location Modifiers (-1)	

100+ Disadvantages

20	Vulnerability: 2x Effect from Sight Flash Attacks
20	Berserk if cornered or captured, go 14-, recover 11-
25	Psychological Limitation: Sociopathic Killer
15	Psychological Limitation: Cannot Tolerate Being Restrained, Held, Or Touched
20	Distinctive Features: short, ugly albino negro man (not concealable, causes disgust)
20	Reputation: murderous cat burglar 14-
15	Hunted: vigilante hero 11- (As Pow, Capture/Kill)
20	Hunted: The police 8- (Mo Pow, Capture)
5	Rivalry: professional, with the Black Tarantula
10	Public Identity: Rodney Opperman
106	Villain Bonus

Background/History: Rodney Opperman was a short, ill-favored, albino negro child. Throughout his childhood other kids picked on him, called him names, beat him up and made him miserable. His parents were too busy with their own lives to pay much attention to their disgusting little son, so he became more introverted, and more hateful, the older he got. He took out his frustrations by vandalizing buildings, setting fires, and sometimes killing people's pets.

About the time he turned fourteen, Rodney discovered that he was getting amazingly strong. Even though he was still small and scrawny, he could lift as much as the football players! Slowly, too, his body was becoming more taut and wiry. He was still ugly, but that didn't bother him so much anymore. When his other mutant abilities emerged, the ones that let him cling to walls and hide in shadows, he was thrilled. Now he could finally get back at the big kids who had made his life so horrid for so many years. He beat a few of them up now, when they picked on him, which only made them hate him more.

Matters came to a head one day in gym class when Rodney was sixteen. They were playing basketball, and as usual no one would give him the ball or pay any attention to him. One of the guys, a big handsome athlete named Derrick, said a few things about Rodney's hygiene that everyone heard. That was all Rodney decided to take. The next time down the court, Derrick decided he'd show off by making Rodney look like a fool—but this gave Rodney an opening for a vicious elbow to Derrick's head, so vicious that it broke Derrick's neck. Exultantly, Rodney began to kick Derrick, just to make sure he never got up. One of Derrick's athlete friends, Jerry, tried to stop him, but Rodney grabbed him by the throat, leaped toward the basket, and smashed him into the backboard, crippling Jerry for life. Before anyone could move, Rodney ran out of the gym. Neither his classmates nor his parents ever saw him again. His parents died a few months later in a car accident.

Rodney took to living by thievery, and found a place to live in a cave in a forest just outside the city. Over time his thieving skills got better and better. He studied with a few professionals—those that could stand to be around him long enough—and because of his lifestyle he "practiced" constantly. He also started to carry weapons, first just a couple of knives, later a small arsenal of blade weapons and grenades. He hasn't hesitated to use them, either—in his wake he has left a trail of dead and maimed theft victims. Today he is considered one of the best "cat burglars" in the world, and one of the most vicious as well. The police and even some vigilantes have been after him for a long time, but because of his skills and powers he remains free to steal and kill.

Personality/Motivation: Darkling is a sociopath, pure and simple. Years of abuse at the hands of his peers and parents have turned him into the sort of person who revels in his ability to cause pain and suffering to others. Unlike his rival, the Black Tarantula, Darkling goes out of his way to hurt his victims—if he thinks there is a chance he will be detected, he will kill everyone in the house for the sheer pleasure of it. Subconsciously, he is terrified that he will be caught and locked up forever, unable to fulfill his dark fantasies. If he is cornered or trapped, he will fight back like a wounded animal, using his deadliest, most vicious attacks in an attempt to break away and flee to safety.

Quote: "Hurts, doesn't it? Goooooooood...."

Powers/Tactics: Darkling is a mutant with an affinity for darkness and shadows. When in shadows he is effectively invisible (if he does not move). He often takes advantage of this ability by leaping into a patch of shadow, dropping one of his smoke grenades just as he gets inside it, and then freezing in place; when the smoke clears he appears to have vanished. However, his attraction to darkness also makes him loath brightness and light—he will remain in darkened areas whenever possible, and if exposed to bright light (such as most Sight Flash attacks) he will be temporarily blinded. On the other hand, he can see perfectly well in the dead of night.

Darkling has another mutant ability, one which is a great help to him in his career as a burglar: he can cling to walls and sheer

surfaces. He has learned to use this power in clever ways when he needs to escape from or ambush someone. For example, he might run into a room and hide on the ceiling in the corner just above the door, so that he can attack a pursuer the instant they enter the room. Darkling is very good at using the urban terrain to his advantage. Lastly, Darkling's mutant physiognomy also makes him incredibly strong and agile—his appearance as a small, scrawny man is deceptive.

Darkling's skills are those of the professional thief and burglar. His lockpicking skills are among the best in the world, and his ability to detect and avoid security systems has been extremely frustrating for the police. Between his powers and his skills, he is almost impossible to catch.

Appearance: Darkling is 5'1" tall and weighs a mere 130 pounds. He is an ugly albino negro man, mostly bald and thoroughly evil-looking. When he is "working," he wears a tight-fitting black bodysuit, complete with mask, with a weapons belt to carry his blades and grenades and a pouch slung over his shoulder for his burglary tools and other equipment.

Record: Darkling is wanted by the police for twenty-two thefts, including three jewel thefts each involving property worth more than one million dollars, and for twelve sadistic murders as well.



FIREBUG

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 7	
20	DEX	30	DCV: 7	
18	CON	16	ECV: 4	
20	BODY	20	Phases: 3, 6, 9, 12	
10	INT	0		
13	EGO	6		Costs
13	PRE	3		
8	COM	-1	Char: 113	Base: 100
5	PD	3	+	+
16	ED	12	Powers: 194	Disad: 207
4	SPD	10	=	=
10	REC	8	Totals: 307	307
36	END	0		
40	STUN	6		
Cost		Powers		END
15	Elemental Control—Pyrokinetic Powers			
7	Force Field (+20 ED), 0 END (+½), Only Versus Fire (-1)			0
7	50% Damage Reduction, energy, resistant, Only Versus Fire (-1)			
45	1d6+1 RKA, Continuous (+1), Uncontrolled (+½), 0 END (+½, see below)			0
12	10 STR Telekinesis, Area of Effect (8" radius, (+1 ¾), ½ END (+¼), Only Versus Fire (-1 ½)			2
45	4d6 Suppress, all fire Powers at once (+2), ½ END (+¼)			3
3	Life Support: Immunity To Extreme Heat			0
2	2d6 RKA, Armor Piercing (+½), Area of Effect (8" radius, +1 ¼); OAF (Incendiary Grenade, -1), No KB (-¼), Will Not Wcrk Underwater (-¼), 3 Charges (-1 ¼)[3c]			
18	1 ½d6 RKA, Penetrating (+½), Area of Effect (8" Cone, +1); OAF (Flamethrower Pistol, -1), No KB (-¼), Will Not Work Underwater (-¼), 4 Charges (-1) [4c]			
Skills				
9	Demolitions 14-			
1	Paramedics 8-			
3	Streetwise 12-			
3	WF: Small Arms, Incendiary Weapons			
6	KS: Arson 14-			
6	PS: Arsonist 14-			
12	+4 Levels with Elemental Control			
100+ Disadvantages				
5	Enraged when his fires are put out or something won't burn, go 8-, recover 14-			
20	Psychological Limitation: Sociopath			
20	Psychological Limitation: Pyromaniac			
20	Normal Characteristic Maxima			
20	Reputation: psychopathic pyrokinetic arsonist 14-			
30	Hunted by the Arson Squad 14- (Mo Pow, NCI, Capture)			
10	Hunted by vigilante crimefighter (GM's choice) 8- (As Pow, Capture/Kill)			
5	Rivalry: professional, with Blowtorch			
15	Secret Identity: Vincent "Iggy" Ignatius			
52	Villain Bonus			



Background/History: "Iggy" Ignatius has been fascinated by fire ever since he can remember. As a little kid, he loved to play with matches and set small fires around the neighborhood. One day, he snuck off into the woods to start a big fire, just to see how many trees he could burn down, but things went wrong. He got the blaze started okay, but it grew so quickly that he didn't have time to get away before he was caught in the middle of a raging forest fire! He was scared and entranced at the same time, wishing he could get away from the flames but eager to watch them burn all the same.

Finally, fear of dying overcame his pyromania and he frantically looked around for a way out of the fire. Suddenly, as if on command, a path opened up out of the fire! He began to run, but then he stopped when he realized that something weird was happening. He stood and looked hard at another section of the fire, and it died down too. Then he tried to start it again—and that spot burst into flame! Iggy was so happy with his newfound powers that when the firemen had put out most of the fire, he was still dancing around excitedly, "miraculously" unharmed by the disaster.

After that, setting fires was easy. Iggy spent a lot of time as a teenager starting terrible fires just by thinking about them. He also discovered that he was practically immune to being burned—even when he stuck his hand in an open fire, he wasn't harmed at all. His last power to emerge was his ability to move and shape large masses of flame just by concentrating on them.

Eventually, arson investigators began to get too close to Iggy, so he joined the Army to get away from them. He managed to earn a spot on a demolitions team and learned all about explosives and incendiary weapons. He hated the discipline and the way the officers yelled at him, though, so after he felt he had learned enough he deserted, burning down his barracks and the Officer's Club before he went.



Iggy went west to Hollywood, where he soon found work as a pyrotechnics technician and specialist for the film industry. He spent several years in California, perfecting some of his own incendiary devices and satisfying his need to set fires through his work. Eventually, though, this got kind of boring, so he decided to make a full-time career out of arson. With all the people who wanted to burn down buildings for insurance money or to hide evidence of a crime, and all the mercenary and terrorist groups around, he had plenty of work within a few months. He took the working name "Firebug," a police term for an arsonist. Since then he has earned his reputation as an extremely skilled, if somewhat "unbalanced," arsonist.

Personality/Motivation: Iggy Ignatius is a pyromaniac whose obsession with fire and burning things runs deep—so deep, in fact, that it overrides any interest he might otherwise have in looking out for other people. He thinks nothing of burning down occupied buildings, or even (when he is in a particularly vicious mood) of kidnapping a child or woman just for the fun of setting them on fire. He considers the fires he sets to be his "pets," and if they are put out prematurely he will become very upset and may even attack the offending person(s). In fact, Firebug is so devoted to setting fires that he will become more and more psychotic and violent if for some reason he is prevented from starting at least one a day (for example, if he is put in prison).

Quote: "Time for you to get fired up!"

Powers/Tactics: Unlike his rival Blowtorch, Firebug is a pyrokinetic. He can start, stop, or move fires with nothing more than a slight mental effort. Fires that he starts will burn until put out or the fuel is consumed (thus, slot #3 in his EC is bought at 0 END). He can also make fires that are already burning larger and hotter (by "adding" the power of slot #3 to them). In addition to these natural abilities, he usually carries several incendiary grenades and a small pistol flamethrower with which to start really big fires (observant PCs may note some similarities between Firebug's pistol flamethrower and a similar weapon used in the movie, *Fire on 43rd Street*, a film that Iggy Ignatius worked on).

Appearance: Firebug is 5'8" tall, thin, and sort of scruffy-looking. He usually dresses in a tee-shirt, black leather jacket, and jeans, and he chain-smokes cigarettes. One of his employers once made him wear a supervillain-like costume (reddish-orange with yellow flame designs for the gloves and boots and around the eyes), but he hates it and won't wear it unless forced to.

Record: Because it is difficult to link many acts of arson to their perpetrators, the authorities do not know precisely how many fires Firebug has caused. He is wanted in connection with 157 acts of arson (including the 1989 "Grand Marquis Plaza Hotel Inferno" disaster and the burning of billionaire Howard Colson's 125-foot yacht), and for 23 murders his fires have caused, but he may actually be responsible for many more crimes.

GUILLOTINE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8 DCV: 8 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 122 Base: 100 + + Powers: 214 Disad: 236 = = Totals: 336 336
25	DEX	45	
23	CON	26	
15	BODY	10	
13	INT	3	
12	EGO	4	
13	PRE	3	
12	COM	1	
10	PD	7	
8	ED	3	
5	SPD	15	
8	REC	0	
46	END	0	
35	STUN	0	
Cost			
45	3d6 RKA, +2 Increased STUN Multiplier (+1), 0 END (+½), OIF (Guillotine Launcher, -½), No KB (-¼), Will Not Work In A Strong Magnetic Field (-¼), Requires 2 Phases For Blade To Return (-½)		0
45	Another Guillotine Launcher		0
24	Martial Arts—Dirty Infighting		
	Maneuver	OCV DCV	Notes
	Killing Strike	-2 +0	1d6+1 HKA
	Martial Disarm	-1 +1	25 STR Disarm
	Martial Strike	+0 +2	5d6
	Martial Throw	+0 +1	3d6 + vel/5, Target Falls
	Nerve Strike	-1 +1	2d6 NND (1)
	Off. Strike	-2 +1	7d6
20	Missile Deflection, all missiles		
12	Armor (+6 PD/+6 ED); OIF (Armored Costume, -½)		
7	25% Damage Reduction, Physical, resistant; Requires A CON Roll (-½), STUN Only (-½)		
Skills			
5, 3	Contact: American Anarchists 14-, Oratory 12-,		
3, 3	Contact: French Anarchists 12-, Interrogation 12-		
5, 3	Resistance (+5), Bribery 12-		
1, 1	Demolitions 8-, Forgery 8-		
1	Language: French (basic conversation); English is native)		
3, 2	Streetwise 12-, WF: Small Arms		
3, 3	Scholar, Traveler		
2	KS: The Military/Mercenary/Terrorist World 12-		
2, 2	KS: World Politics 12-, KS: Political Philosophy 12-		
4, 2	KS: Anarchism/Nihilism 14-, CK: Paris 12-		
3, 2	3 CKs, 11- each (GM's choice), AK: Europe 12-		
12, 3	+4 Levels with Guillotine Launchers, Stealth 14-		
100+ Disadvantages			
20	Psychological Limitation: Ardent Anarchist/Nihilist		
20	Psychological Limitation: Sado-Masochist		
5	Distinctive Features: prominent scar on face (easily concealed)		
15	Reputation: anarchistic terrorist 11-		
10	DNPC: Norma (fellow anarchist/terrorist, girlfriend), normal, useful skills, 11-		
15	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)		
25	Hunted: The CIA 11- (Mo Pow, NCI, Capture/Kill)		
15	Secret Identity		
111	Villain Bonus		



An excerpt from the files of the Harbinger of Justice:

STADIAE

File Entry

Subject: GUILLOTINE

File Number: GUILLO 357/314-6547922240

Real Name: Richard Kerensky (suspected)

Location: Unknown

Description:

Height: 5'11" **Weight:** 195 lb.

Hair: Black **Eyes:** Grey

Age: Unknown **Race:** Caucasian

Gender: Male

Clothing/Costume: Gold bodysuit, armored, with red anarchy symbol (an "A" within a circle) spraypainted on its chest; red handkerchief mask tied over lower half of face; stainless steel "Guillotine Launcher" bracers on both forearms; two red belts; red boots. Distinguishing feature: scar running from lower left jaw across left eye to the center of his forehead, appears to have been caused by a broken bottle or other jagged instrument.

Forensic Data: CROSS-REF >>FORFILE #GUILLO 654791309961

Record: Terrorist and assassin. Has worked with or for numerous terrorist groups all over the world in the past six years, most devoted to anarchist or nihilist causes. Is confirmed responsible for the murders of Italian legislator Giovanni Buonacarrolla (4/89); Iphigenie Turrandout, French Ambassador to the United States (12/90); and American industrialist Gilbert Billingsley (8/92). Is most infamous for his involvement with the March 1991 hostage crisis at the



Narragansett Nuclear Plant in which he and the American Anarchist Front (CROSS-REF >>TERRFILES #AMANARFRO 678935113, #NARRAGAN 0085443) attempted to overthrow the American government by threatening to blow up the Plant, which would have rendered a large section of the United States a radioactive wasteland.

Psychological Evaluation: Guillotine's actions during the Narragansett incident, during which he needlessly tortured several Plant employees, indicate sadism of an extreme nature. The unpleasant connotations of his chosen weapon reinforce this supposition. May also be a masochist, with resultant resistance to pain.

Guillotine is a fanatical believer in the philosophies of anarchism and, to a lesser extent, nihilism. The groups he works with and crimes he commits likewise seem devoted to supporting these causes. This devotion may actually be a "front" for a simple sadistic/sociopathic desire to hurt others.

Background/History: No precise data available. However, the information collected by the CIA and FBI following the Narragansett incident has turned up several possible suspects (CROSSREF >>TERRFILE #NARRAGAN 0085443). The most promising of these is one Richard Kerensky, son of United States Representative Geoffrey Talbot (R-Va, 1964-present), a rebellious youth who as a teenager rejected his parents' Republican values and turned to vandalism and petty crime. In 1977 he ran away from home, and has not been seen to this day. However, reports from Washington, D.C. law enforcement authorities indicate that he had drifted in with several anarchist-oriented groups shortly before his disappearance.

Guillotine's public statements indicate that he is intelligent and has a knowledge of political philosophy. Supposition: after several spending years with anarchist organizations in the US and Europe, Kerensky attended college under a false identity, majoring in political science. Thereafter he became deeply involved in anarchism-based terrorism and created the Guillotine persona; may have spent time training in the Middle East. VISTA System check ongoing.

Weapons Used: Guillotine's namesake weapons, his Guillotine Launchers, are two bracer-like instruments which cover almost his entire forearm, including a steel "glove" for his each of his hands. Each one has on top of it a heavy steel blade, approximately 8" wide and 1/2" thick, extremely sharp. The Launchers fire the blades, probably by means of a "magnetic linkage" launching system, like a miniature rail gun. After hitting or missing their target, the blades use the magnetic linkage and a computer guidance system to return to Guillotine and affix themselves to the Launchers; this retrieval process takes about two seconds. Launchers may be vulnerable to disruption by magnetic fields or radio waves. Origin of Launchers unknown.

Abilities and Powers: Seems to have little training beyond his Launchers, which he is extremely accurate with. Non-superpowered.

Combat Technique: Avoids open combat, preferring instead terrorist actions such as hostage-taking, surprise attacks, and assassination. On several past occasions has escaped from police or crimefighters by cutting through a wall with his guillotine blades. No formal martial arts training, but a vicious street fighter.

Assessment: **Class III target.** If engaged in direct combat, his initial attacks should be dodged or blocked, so that he can be safely counterattacked during the "window" in which his Launchers retrieve the guillotine blades. Because of his reliance on the Launchers, destruction or disruption of them would leave him with no viable attack option. His mask leaves most of his neck and head uncovered, making him vulnerable to shots to that area. Furthermore, his costume is only lightly armored, so shots to other targets are feasible. Execution to take place upon acquisition of relevant data on location and current activities following capture and interrogation regarding terrorist organizations.

THE HEADLESS HANGMAN

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 4
10	BODY	0	Phases: 3, 6, 9, 12
18	INT	8	
11	EGO	2	Costs
25	PRE	15	Char: 99 Base: 100
10	COM	0	+ +
5	PD	2	Powers: 255 Disad: 254
5	ED	1	= =
4	SPD	7	Totals: 354 354
7	REC	0	
40	END	0	
28	STUN	0	

Cost	Powers	END
28	Martial Arts—Hangman's Noose Maneuvers	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 2d6+1 HKA	
	Martial Grab -1 -1 45 STR Grab	
	Martial Strike +0 +2 9d6	
	Martial Throw +0 +1 7d6 + vel/5, Target Falls	
	Martial Disarm -1 +1 45 STR Disarm	
	Choke Hold -2 +0 Grab, 4d6 NND (2)	
	Use Art with Hangman's Noose	
16	+4 Damage Classes (already added in)	
17	1d6 HKA (2d6 w/ STR), Armor Piercing (+½), 0 END (+½), OAF (Combat Sickle, -½), No KB (-¼) 0	
3	+10 PRE, Only When Using Sickle (-1), Only For Offensive Presence Attacks (-1)	
20	Multipower (40 point pool), all OAF	
1u	4d6 Entangle, DEF 4, OAF (Hangman's Noose, -1), 1 Recoverable Charge (-1 ¼), Lockout (cannot use other Multipower slot until Entangle is released; -1)	[1rc]
1u	2" Stretching, 0 END (+½), OAF (Hangman's Noose, -1), No Non-Combat Multiple (-¼)	0
20	6d6 Mind Control, 0 END (+½); Set Effect (flee in terror, -½), Target Must Make Headless Hangman's Reputation Roll (-½), Incantations (diabolical laughter, -¼)	0
18	4d6 EB, NND [Life Support: Self-Contained Breathing], OAF (Mists of Morpheus, -1), Range Based On STR (-¼), 12 Charges Lasting 2 Phases Each (-0)	
16	3" radius Darkness to Sight Group, OAF (Smoke Capsules, -1), Range Based On STR (-¼), 12 Charges (-¼)	[12c]
7	9" Teleport, Requires A Stealth Roll (-½), Only To "Vanish" When No One Is Looking (-½), Can Only Go Where H.H. Could Physically Get (-½)	1/5"
12	Armor (+6 PD/+6 ED); OIF (Armored Costume, -½)	
3	Sight Flash Defense (5); OIF (Mask, -½)	
6	+3" Running (9" total)	1/5"

Skills	
17	Vehicle: Car (170 points—use Sportscar, DC:HOV, page 96, without the weapons)
3	Combat Sense 13-
3	Computer Programming 13-
3, 3	Criminology 13-, Deduction 13-
3	Interrogation 14-
3, 3	Lockpicking 14-, Security Systems 13-
3	Stealth 14-
3	Streetwise 14-
3	WF: Small Arms, Knives
3, 3	PS: Architect 13-, SC: Architecture 13-
15	+3 Levels with Hand-to-Hand
6	+2 Levels with Martial Strike, Killing Strike, and Entangle
7	+2 Levels with DCV, Opponent Must Make Headless Hangman's Reputation Roll (-½)
6	+3 ECV with Mind Control

100+ Disadvantages	
20	Psychological Limitation: Determined To Destroy The Mafia
20	Psychological Limitation: Warped Vigilante Mentality
20	Normal Characteristic Maxima
5	Distinctive Features: no head (easily concealed)
20	Reputation: fearsome, ruthless vigilante, 14-
20	Hunted: The Mafia, 8- (Mo Pow, NCI, Kill)
20	Hunted: The Yakuza, 8- (Mo Pow, NCI, Kill)
20	Hunted: The police, 8- (Mo Pow, NCI, Capture)
15	Secret Identity (Dominic LaBarbera)
114	Villain Bonus





Background/History: Dominic LaBarbera is the son of Silvestro LaBarbera, who was a *caporegima* in the Marcelli LCN family. Little Dominic was raised in an ice home; his parents were loving and kind and never told him what his father did for a living.

Dominic was a bright, inquisitive child who especially loved to read comic books. Much of his childhood was spent thrilling to the exploits of his favorite heroes. He liked them so much, he decided to become a police officer when he grew up. But at 16, his dream was shattered when he found out that his father was a member of the Mafia. All of his ideals and beliefs were shaken by this awful revelation. He realized he could never become a police officer now—a background check would reveal his “tainted” heritage and keep him off the force. So, motivated by hatred of the Mafia, he soon decided that if he couldn’t become a cop, he’d become a costumed crimefighter, like his heroes in the comic books. Other people were doing it—why couldn’t he?

He began to train himself intensely, studying criminology, investigation skills, and martial arts. Whenever he could, he would sneak into lecture halls at the university to sit in on criminology lectures and police training classes. By the time he was a sophomore in college, he had learned enough that he felt ready to take on the streets. He began patrolling, dressed only in combat fatigues and a simple cloth mask.

However, during these years, his hatred for the Mafia grew so great that it soon extended to his father as well, for Silvestro was still an important figure in the Marcelli family. Dominic’s anger and hatred reached the point where he could barely be civil to his father, much less talk pleasantly with him. Finally his father decided to confront him about his behavior one day during his junior year when he was home for a visit. Unfortunately for Silvestro, he walked in on Dominic as he was polishing a large knife and studying some files on his next Mafia “targets.” The two began yelling and screaming at one another. Finally, in a fit of rage and hatred, Dominic stabbed his father, killing him.

Dominic’s mother heard Silvestro’s dying scream and began to run upstairs. Thinking quickly, Dominic hid the knife and opened a window. His mother burst in to his room to find him sobbing over his father’s body. All he could tell the police when they arrived was that “a big man in a tattered black cloak came through the window and stabbed my father. I couldn’t see his face.”

Dominic used this story as an inspiration for his own vigilante identity. He wanted a “crimefighting persona” which would inspire fear in his enemies, so he settled on a Grim Reaper-like appearance: a tattered black hooded cloak and robe, with a black mask that makes it look as if he has no head. For his weapon, he chose a hangman’s noose; he soon created a fighting style for the noose, similar to styles used by whip-fighters. Later, after he found out the hard way that he needed a second weapon for emergencies, he built himself a “combat sickle” and some smoke and knockout gas pellets.

After graduating from college, Dominic got a job as an architect. Now he works during the day designing high-rise office buildings, and during the night he stalks the streets of the city, dispensing justice to any criminals who are unlucky enough to cross his path. His methods are brutal and dangerous, often unnecessarily so, and both the police and the mob would be happy to see him dead or behind bars.

Personality/Motivation: The Headless Hangman is a guilt-ridden, tormented soul. Deep inside, he yearns for things to be as they were when he was young, a romanticized lifestyle like an old movie where families are always happy, good guys are always handsome, and the bad guys always lose in the end. Subconsciously, he feels extremely guilty over the murder of his father, but he has sublimated this guilt into hatred of the Mafia. Dominic blames the Mafia for everything that has gone wrong in his life, reasoning that if it didn’t exist, none of these bad things would ever have happened to him. This guilt, driven inward, has made him vicious and cruel to his chosen targets, criminals (in general) and Mafiosi (in particular). It has also given him a subconscious death-wish—he continually

gets involved in fights and other dangerous situations which he could easily avoid.

Over the years, the Hangman has slowly come to believe that any sacrifice or loss is acceptable if it helps combat the Mafia. As a result, his crimefighting methods have become dangerous to the innocents he is supposed to protect. He thinks nothing of starting a battle in a crowded area, crashing an entire bus just to kill two or three Mafiosi who are on board or blowing up a Mafia-owned business even though innocents will also die in the blast. Although he has killed more than a hundred Mafiosi, about two dozen innocent people have also died as the result of his anti-Mafia crusade. Dominic visits their graves every month and leaves flowers, considering them “martyrs” to the cause of justice.

Quote: “One more Mafiosi sent to Hell, hundreds more still to join him.”

Powers/Tactics: The Headless Hangman’s abilities are mainly oriented towards hand-to-hand combat. Although he can use guns, and often picks up firearms from the bodies of fallen criminals and uses them against other targets, he prefers to get in close to his enemies and take their lives with his own hands. He has chosen his principal weapons, his noose and his sickle, not only for what he can do with them, but for their fearsome image. Criminals everywhere know that he is a vicious, implacable killer; often their fear of him makes them panic, so that they run away (his “Mind Control” ability) or fire blindly (his DCV levels).

The Hangman has developed an entire fighting style around his hangman’s noose. He can simply hit his opponent with a coiled length of rope (Martial Strike), grab people or take their weapons away, choke someone, or get the noose around an enemy’s neck and jerk it so that his neck snaps (the Killing Strike; this is a “special effect,” and does not involve extra damage or OCV modifiers for the Hit Location).

Appearance: The Headless Hangman’s name describes him pretty well. He wears a tattered robe and hooded cloak, both of deepest black, and black boots as well, giving him a “Grim Reaper” look. His face is entirely covered by a black velvet mask, so that it looks like there is no head inside his hood. His hands are wrapped in strips of cloth the color of bone. Underneath his robe he wears a suit of body armor. His noose is carried in his hands or over his shoulder; his sickle is usually in a sheath on his back (under the cloak); and his smoke pellets and “Mists of Morpheus” packets are hidden in secret pockets throughout his costume.

Record: The Headless Hangman is wanted for more than one hundred murders, mostly of Mafia figures but also of ordinary criminals and about two dozen innocents.



JACKKNIFE

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 10
29	DEX	57	DCV: 10
23	CON	26	ECV: 5
14	BODY	8	Phases: 3, 5, 8, 10, 12
18	INT	8	
14	EGO	8	
18	PRE	8	
14	COM	2	
10	PD	5	
8	ED	3	
5	SPD	11	
10	REC	0	
46	END	0	
45	STUN	6	

Cost	Powers	END
27	Multipower (40 point pool), all OIF (Stingwhip)	
1u	7d6 EB, OIF (Stingwhip, -1/2), No Range (-1/2), 8 Charges (-1/2)	[8c]
1u	3d6 NND (defense is having rED), OIF (-1/2), No Range (-1/2), 8 Charges (-1/2)	[8c]
1u	1" Stretching, OIF (-1/2), No Non-Cmbt Multiple (-1/4)	1
1u	+3d6 HA, OIF (-1/2)	1
1u	1d6+1 HKA, Continuous (+1), OIF (-1/2), No STR Bonuses (-1/2), Must Target Neck/Head (-1)	4
1u	4d6 Entangle, DEF 4, OIF (-1/2), Lockout (cannot use other Multipower slots until Entangle is released; -1), No Range (-1/2)	4
27	2" Darkness to Sight Group and Radio Group, Personal Immunity (+1/4), Trigger (reflex action, +1/4), OAF (Smoke Grenades, -1), Range Based On STR (-1/4), 8 Charges lasting 1 Turn each (-0)	
63	Smoke Grenade Power Pool: 45 base + 22 control cost; Trigger (reflex action, +1/4), May Only Be Used To Link Attacks To Smoke Grenades (-1/2)	
67	Gadget Pool: 40 base + 20 control cost, No Control Cost (+1), Can Only Be Changed In A Laboratory/Arsenal (-1/2)	0
15	Laser Derringer: 2d6 RKA, Armor Piercing (+1/2), OAF (Laser Derringer, -1), No KB (-1/4), Does Not Work Underwater (-1/4), 4 clips with 4 Charges each (-1/2)	[4x4c]
36	Martial Arts—no particular style	
	Maneuver	OCV DCV Notes
	Killing Strike	-2 +0 2d6 HKA
	Martial Block	+2 +2 Block, Abort
	Martial Disarm	-1 +1 50 STR Disarm
	Martial Dodge	+0 +5 Dodge, Abort
	Martial Escape	+0 +0 55 STR vs. Grabs
	Martial Grab	-1 -1 50 STR Grab
	Martial Strike	+0 +2 10d6
	Martial Throw	+0 +1 8d6 + vel/5, Target Falls
	Nerve Strike	-1 +1 3 1/2d6 NND (1)
	Use Art with Sticks and Blades	
12	+3 DC (already added in)	
19	Armor (+8 PD/+8 ED), IIF (Armored Bodysuit, -1/4)	
15	25% Damage Reduction, physical and energy, resistant; STUN Only (-1/2), Requires A CON Roll (-1/2)	
3	Sight Flash Defense (5), OIF (Mask, -1/2)	
5	Power Defense (8), Only Works Against Drugs And Poisons (-1/2)	

Cost	Powers	END
10	+5" Running (11" total)	1/5"
5	+5" Superleap (10"/5" total)	1/5"
6	+2 PER, all senses	
3	Radio Listen & Transmit; OIF (Mask, -1/2)	
8	+2 vs. Range for Sight and Hearing Groups, OIF (Mask, -1/2)	

Skills		
10	Money: Wealthy	
30	Two 250-point vehicles: Car; Helicopter	
3	Combat Sense 13-	
5	Cramming	
9	Danger Sense 13-; Intuition (-1)	
3	Lightsleep	
5	Resistance (5 points)	
3	Acrobatics 15-	
3	Acting 13-	
3	Breakfall 15-	
3	Bribery 13-	
3	Bugging 13-	
3	Combat Driving 15-	
3	Combat Piloting 15-	
3	Computer Programming 13-	
3, 3	Contortionist 15-, Conversation 13-	
3, 3	Criminology 13-, Cryptography 13-	
3, 7	Demolitions 11-, Disguise 13-	
3, 3	Electronics 11-, Forgery 11-	
3, 3	Gambling 11-, High Society 13-	
3, 3	Interrogation 13-, Lockpicking 15-	
3, 7	Mechanics 11-, Mimicry 13-	
1, 3	Paramedics 8-, PS: Espionage Agent 13-	
3, 3	Security Systems 13-, Seduction 13-	
3, 3	Shadowing 11-, Sleight of Hand 15-	
3, 3	Stealth 15-, Streetwise 13-	
3, 3	Survival 11-, Tactics 13-	
8	TF: All Ground Vehicles, All Air Vehicles, Boats, Scuba, Skiing, Parachute	
3	Ventriloquism 11-	
11	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Quarterstaff, Blowgun, Grenade Launchers	
3	Linguist (all fluent conversation; English is native)	
1, 1	Arabic, Chinese (Mandarin)	
1, 1	French, German	
1, 1	Hindi, Japanese	
1, 1	Russian, Spanish	
3	Scholar	
2	The Espionage World 13-	
2	The Law Enforcement World 13-	
2	The Military/Mercenary/ Terrorist World 13-	
2, 2	Organized Crime 13-, Political Science 13-	
2, 3	World Politics 13-, Traveler	
10	10 AKs, CKs, and CUKs covering the world (GM's choice)	
20	+2 Levels Overall	
16	+2 Levels with All Combat	
4	+2 OCV with Laser Derringer	

100+	Disadvantages
15	Psychological Limitation: Looks Out For Self First
20	Psychological Limitation: Casual Killer
15	Psychological Limitation: Hatred of the CIA
5	Psychological Limitation: Curious About His Origins
15	Reputation: master spy/mercenary 11-
60	Hunted by most espionage agencies and Interpol
15	Secret Identity: "Jack Curtis"
507	Villain Bonus



SAMPLE GADGET POOL GADGETS

Cost	Powers	END
9	Communications/Audio Scanner Headset: Mind Link, related group of up to 8 minds (8 or fewer hirelings who have also been given one of these headsets) (25 Active Points), OIF (Headset, -1/2), Only With Others Who Have This Mind Link (-1), Flashed As Both Radio Group and Hearing Group, Not Mental Group (-1/4)	
14	Clairaudience, 200" range (25 Active Points), OIF Headset, -1/2, Flashed As Both Radio Group and Hearing Group (-1/4)	2
13	Systems Operations 14- (19 Active Points), OIF (Headset, -1/2)	
	Infiltration Sensor System:	
3	Infrared Vision (5 Active Points), OIF (Headset, -1/2)	
3	Ultraviolet Vision (5 Active Points), OIF (Headset, -1/2)	
2	Ultrasonic Hearing (3 Active Points), OIF (Headset, -1/2)	
7	360 Degree Sensing, Sight Group (10 Active Points), OIF (Headset, -1/2)	
19	Detect Security Systems, Range, Discriminatory, 14- (29 Active Points), OIF (Headset, -1/2)	
10	Glove with retractable claws: 1d6 HKA (2d6 with STR) (15 Active Points), OIF (Glove, -1/2)	1+
7	Silencer for Laser Derringer: Invisible to Hearing Group for Laser Derringer (15 Active Points), OAF (Silencer, -1)	
9	Throwing Blades: 1/2d6 HKA (1d6+1 with STR), Ranged (+1/2), Penetrating (+1/2) (20 Active Points), OAF (Throwing Blades, -1), Range Based On STR (-1/4), 16 Charges (-0)	[16c]

SAMPLE SMOKE GRENADE POOL WEAPONS

Cost	Powers	END
12	Armor-Eating Acid Gas: 6d6 PD Armor Dispel, Area of Effect (2" radius, +1), Personal Immunity (+1/4) (40 Active Points), OAF (Smoke Grenade, -1), Range Based On STR (-1/4), 4 Charges (-1)	[4c]
12	Knockout Gas: 2d6 EB, NND [Life Support: Self-Contained Breathing], Area of Effect (2" radius, +1), Personal Immunity (+1/4) (32 Active Points), OAF (Smoke Grenade, -1), Range Based On STR (-1/4), 4 Charges lasting 1 Turn each (-1/2)	
9	Rusting Gas: 1 1/2d6 BODY Drain, Area of Effect (2" radius, +1), Ranged (+1/2) (37 Active Points), OAF (Smoke Grenade, -1), Only Affects Ferrous Metal Objects (-1), 4 Charges (-1)	[4c]

Background/History: Operation: Jackknife was started by a rogue CIA unit in the late 1960s in an attempt to create "the perfect spy." For several years they tried to create a human clone, but this proved unfeasible. So, sometime in the early 1970s, the CIA obtained a two-and-a-half year old boy for their experiments. Named Jackknife and referred to as "Jack," this boy was subjected to genetic treatments, injected with many types of sera, psychologically manipulated and trained in all the skills and abilities that a spy needs to know. This went on until Jackknife was sixteen, when he was deemed fit for service. Even then, as a mere teenager, he was much stronger and swifter than most humans, and knew more about espionage than even highly experienced spies.

Jackknife served his masters faithfully for about five years. However, the longer he worked for them, the more dissatisfied he became. He chafed under their constant discipline, their annoyingly cryptic orders, and their squeamishness about killing. Slowly but surely, his dissatisfaction overcame his psychological conditioning, and he began to think about quitting the Agency and working for himself. The more he thought about it, the better he liked the idea of "self-employment."

But Jack was not so good an actor that he could hide his growing unrest from the CIA's psychologists. They were aware of his desire to leave, but they couldn't allow that, for he knew too much about them. They ordered his termination. A group of four skilled assassins was assembled, briefed on their target, and put on Jackknife's trail. Two days later, Washington, D.C. police were called to a hotel room in the city. A maid had found the room's four occupants lying in bed, each with his neck cleanly broken.

The CIA officials in charge of Operation: Jackknife were able to keep the murder of their assassination squad quiet, but that was the last thing they ever did. Over the course of the next week, each of them was killed in a quick, brutal fashion. No clues as to the killer's identity were left at the crime scenes. Three days after the last killing, the office that had housed Operation: Jackknife was blown to bits by a sophisticated bomb. The government quickly and quietly shut the whole project down for good.

With his past successfully laid to rest, Jackknife put out the word that he was available for hire. When the "mercenary market" realized who he was, offers began pouring in, and they've never stopped coming. Today Jackknife is considered one of the most successful freelance spies and assassins in the world. He considers "Jackknife" to be his true name, but uses "Jack Curtis," a firearms safety instructor, as his principal cover identity.

Personality/Motivation: Jackknife is a curious blend of professionalism and brutality. On the one hand, his training has made him



the perfect spy, in both mind and body: psychologically, he is disciplined, intense, compassionless, driven to succeed, and devoted to his work. On the other hand, early in his training he came to the conclusion that excessive force not only got the job done pretty well, but that he liked using it. He is an evil, cold-blooded killer who won't hesitate to "remove" (his term) anyone whom he is hired to kill, who thwarts him or interferes with his work, or who angers him.

Quote: "You've been poking your nose in the wrong people's business for too long, Muldoney. Maybe the angels will let you start your own newspaper in heaven."

Powers/Tactics: Jackknife received his code-name because of his versatility. This trait is most obvious in combat, where he is a clever and resourceful fighter. His first move is usually to "pop" one of his smoke grenades so that the smoke is centered on him and moves with him. He has rigged his smoke grenades so that he can trigger them instantly with a simply pull or slap. In addition to the blinding smoke, each grenade is also laced with some other kind of attack (for example, an acidic gas which dissolves his opponent's armor). These "hidden" attacks often give Jackknife a big advantage in combat, and he is always thinking up new and more devious types of grenades.

Besides his smoke grenades, Jackknife had two principal weapons which he relies on; they were both invented by the CIA for his use. The first is his "stingwhip," a six-foot-long piece of fine, extremely flexible chain mesh which can be electrified. Jackknife can use it to knock someone out (like a taser), add damage to his punch, tie an opponent up, or kill by electrocution. The second is his Laser Derringer, a miniature laser pistol which is powered by photography flashcubes. (GM's note: if these attacks are too high-tech for your campaign, simply replace them with an ordinary leather whip and a high-quality, small semi-automatic pistol [such as a Walther PPK-S].)

Jackknife's training covers just about any combat or noncombat situation that he might face. He is a patient man who will spend weeks (or even months, if necessary) observing a target so that he can do his job quickly and efficiently. If he discovers that he lacks the resources to deal with a particular enemy or target, he will retreat to one of his safehouses, use his Gadget Pool to create some appropriate weapons or gadgets, and attack again when the time is ripe.

Some of Jackknife's favorite tactics include: forcing an enemy into hand-to-hand combat in the middle of one of his smoke clouds; fooling opponents with fake versions of his weapons (for example, a realistic-looking fake grenade, bought with his Gadget Pool as an Image); grabbing one enemy with his Stingwhip (the Entangle slot) and hitting another enemy with him; and Sweep maneuvers.

Appearance: Jackknife is a large, extremely muscular man, about 6'4" tall. On most missions he wears a light grey skintight armored bodysuit (which he can conceal under normal clothing) underneath dark blue-grey fatigues with a dark grey combat vest. His boots and gloves are part of his armored bodysuit but are not covered by the fatigues. His mask is a dark grey half-face mask which leaves his hair free. The vest and fatigues have lots of pockets to hold his weapons and gadgets. His Stingwhip is built into a dull gold-colored bracer which he wears on his right arm; his Laser Derringer is kept in a holster on the vest.

Record: Jackknife is wanted on suspicion of dozens of murders and many other acts of kidnapping, extortion, and destruction of property. He is also on the wanted list of most major intelligence agencies. The police are trying (in vain) to find out what his real name is, since they assume Jackknife is just a code-name.





ANDRES PANTHANATOS

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 12 DCV: 12 ECV: 7 Phases: 2, 3, 5, 6, 8, 9, 11, 12
35	DEX	75	
28	CON	36	
20	BODY	20	
28	INT	18	
20	EGO	20	
20	PRE	10	
20	COM	5	
12	PD	7	
12	ED	6	
8	SPD	25	Costs Char: 246 Base: 100 + + Powers: 746 Disad: 892 = = Totals: 992 992
13	REC	4	
60	END	2	
50	STUN	3	

Cost	Powers	END
120	Power Pool: 80 base + 40 control cost, No Control Roll (+1), Only For Gadgets/Weapons (-½), May Only Be Changed At Base (-½)	
120	Power Pool: 60 base + 30 control cost, No Skill Roll Required (+1), Can Change Pool As A Zero-Phase Action (+1), Only For Martial Arts Abilities And "Non-Powered Powers" (-½)	
3	+1 PER Rolls	
30	50% Damage Reduction, physical and energy, resistant, Requires A CON Roll (-½), STUN Only (-½)	
10	Power Defense (20), Only Protects Against Drugs, Poisons, And Gases (-1)	

Skills	
3	Well Connected
20	20 Contacts, 11- each, with the underworld, the military, espionage agencies, and The Huntsman's Club
15	Money: Filthy Rich
35	Vehicles: 8 200-point vehicles (GM's choice)
3	Combat Sense 15-
11	Danger Sense 15-, out of combat; Intuitive (-1)
5	Defense Maneuver
3	Double Jointed
13	Immunity: Arsenic; Coral Snake Venom; Curare; Rattlesnake Venom; Ricin; Strychnine
3	Lightsleep
15	3d6 Luck
8	Resistance (8 points)
3	Simulate Death
3	Acrobatics 16-
5	Acting 14-
3	Breakfall 16-
3	Bribery 13-
3	Bugging 15-
3	Climbing 16-
3	Combat Driving 16-
3	Combat Piloting 16-
3	Computer Programming 15-
3	Concealment 15-
3	Contortionist 16-
3	Conversation 13-
3	Criminology 15-
3	Cryptography 15-
3	Deduction 15-
7	Demolitions 13-

Skills	
11	Disguise 15-
3	Electronics 11-
3	Forgery 11-
3	Gambling 11-
3	High Society 13-
3	Interrogation 13-
3	Lockpicking 16-
3	Mechanics 11-
9	Mimicry 14-
1	Paramedics 8-
3	Security Systems 15-
3	Seduction 13-
9	Shadowing 13-
3	Sleight of Hand 16-
3	Stealth 16-
3	Streetwise 13-
3	Survival 11-
3	Tactics 15-
3	Tracking 15-
9	TF: All Ground Vehicles, All Air Vehicles, All Water Vehicles, Scuba, Skiing, Parachuting
19	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms, Quarterstaff, Whip, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Off Hand, Garotte, Hook Sword, Three-Section Staff
11	Weaponsmith 14- (Slugthrowers, Muscle-Powered, Energy)
3	Scholar
22	Knowledge Skills (all 15-): The Martial World, The Law Enforcement World, The Military/Mercenary/Terrorist World, The Espionage World, World History, World Criminals, World Superhumans, Scents, Analyze Style, Analyze Combat Technique, Art and Literature
3	Science: Pharmacology/Toxicology 15-
3	Linguist
16	Languages (all fluent conversation, except for English, which is native): Arabic; French; German; Italian; Mandarin Chinese; Russian; Spanish; Turkish
3	Traveler
27	Area and City Knowledges (all 11-): Europe, The United States, The Caribbean, Central America, South America, The Middle East, Africa, India, China, Japan, Washington, D.C., New York City, Los Angeles, Las Vegas, Chicago, London, Paris, Rome, Vienna, Beirut, Cairo, Calcutta, Beijing, Shanghai, Hong Kong, Tokyo, Rio de Janeiro
20	+2 Levels Overall
24	+3 Levels with All Combat
10	+2 Levels with Hand-To-Hand
12	+4 Levels versus Range with all attacks
15	+6 OCV, Only For Decreasing Hit Location Penalties (-1)
100+ Disadvantages	
20	Psychological Limitation: Casual Killer
15	Psychological Limitation: Must Follow Assassin's Code Of Honor
20	Reputation: world's greatest assassin 14-
75	Hunted: Panthanatos is wanted by all major world law enforcement and intelligence agencies and most world crimefighters
762	Villain Bonus

Background/History: The man who would become known as the world's greatest assassin was born Andrew Whittier in 1920, the son of a prominent American diplomat. His father was constantly being posted to embassies all over the world, primarily the Orient, and he took his family along. However, neither the boy's father nor his mother had much time for him, so he was frequently left to his own pursuits. During the family's stay in Tokyo, their gardener took an interest in Andrew and taught him the basics of karate.

Andrew enjoyed learning karate and kept up his studies wherever his family went, learning new styles and weapons. Since he was "the new kid" all the time, he often had to use his skills to defend himself. This awoke in him more than an interest in the martial arts, it gave him a full-fledged love of fighting. And he found that he was very, very good at it—he could take on four or five boys much bigger than he and beat them bloody.

But by the late 1930s, the world situation had grown precarious, and Andrew's father was called home to Washington. When war finally broke out, Andrew's love of fighting called to him again, and he went to Europe and joined the British Army. He fought in the entire war, distinguishing himself with his fighting skill and utter ruthlessness. Andrew found the war to be an exhilarating experience, one that not only gave him a chance to learn more about fighting, but which also exposed him to the world of espionage and assassination. The British made use of his native talents in those areas as well.

After the war, Andrew vanished. He had made up his mind to make a career out of the killing and undercover work which he proved so good at. He returned to the Orient, where he spent thirteen years training himself in any type of weapon or fighting style he could find, from guns to arrows, kung fu to kalaripayit. Based on the abilities he has demonstrated, he must also have spent some period of time training at the legendary Yengtao Temple (see "Ancient Chinese Secrets," by Steven S. Long, *Adventurer's Club* #17).

In 1958, Andrew Whittier, now going by his new name, Andres Panthanatos, returned to the Western world and offered his services as an assassin and thief par excellence. After a few demonstrations of his skill, he had a lot of business to keep him occupied. He worked for any and all sides during the Cold War, espousing no political or religious doctrines or ideologies. He has been widely known as "the world's greatest assassin" since 1968, when the CIA sent an elite team of agents after him and he sent it back in five coffins. All other agencies and crimefighters that have attempted to kill or capture him have met a similar fate.

His work during the Cold War made Panthanatos rich beyond dreams of avarice. In recent years he has not been very active, and is thought to have gone into "semi-retirement." His base fee varies depending upon the target, but was rumored during the 1970s to be at least two million dollars per hit. Whether it will take more than that to lure him out of his self-imposed exile remains to be seen.

Personality/Motivation: Panthanatos's psychological profile is scant, as he has never allowed anyone to become especially close to him. He is obviously capable of killing without remorse, and even seems to enjoy his bloody work. Although he has displayed great viciousness, as with the 1968 CIA incident, he has also displayed compassion on some occasions. He is also known to follow the "assassin's code of honor," which mandates utter devotion to the job and the client—but he hasn't had to return any fees yet.

Quote: "Whether or not I'm the world's greatest assassin, I'm certainly good enough to kill the lot of you" (his statement to the first CIA team in 1968 before he did, in fact, kill them all).

Powers/Tactics: Andres Panthanatos has been training himself in all the myriad arts of death since he was barely more than an infant, and he shows no signs of weakness despite his advancing age. His training covers not only weapons, but many forms of unarmed combat. He is one of only a handful of living men known to have trained at Yengtao Temple, and seems to have complete proficiency in all of the semi-mystical fighting abilities taught there.

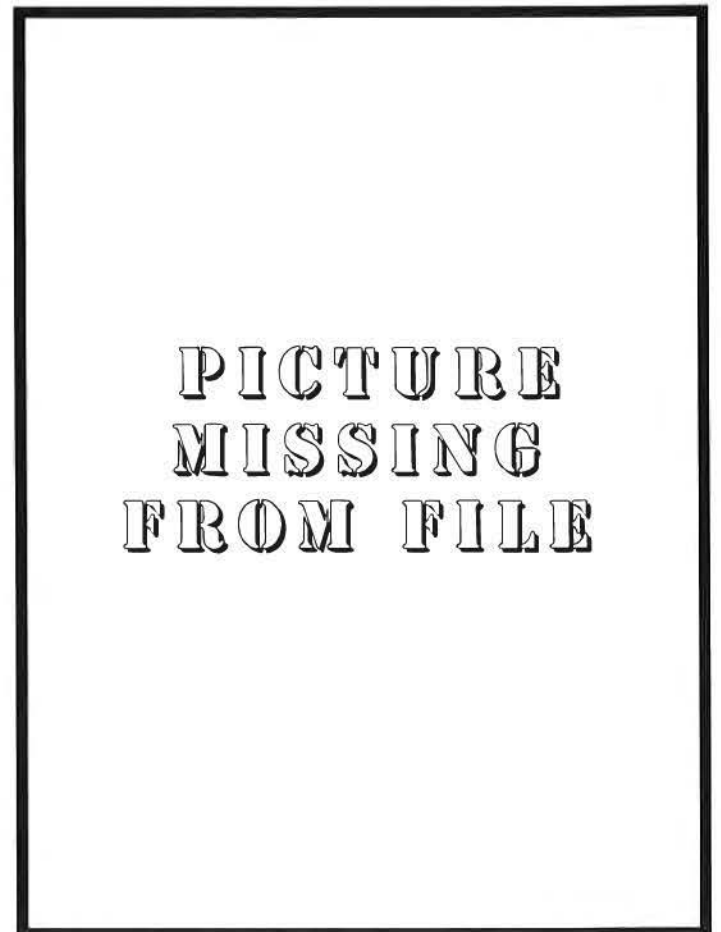
Panthanatos never goes anywhere or does anything without having several weapons (and/or useful gadgets) on or about his person. Most of his weapons are cleverly disguised or hidden, allowing him to appear unarmed even when he is a walking arsenal. Furthermore, seemingly harmless objects (such as pens, forks, or paperweights) can become lethal weapons in his hands.

Panthanatos does not seem to have any "set" or favored tactics or methods of assassination. He seems to depend on his ability to remain flexible and react appropriately to any situation. Since he hates to wear body armor, he will usually save some of his Combat Skill Levels for DCV. Of course, as an assassin and thief, Panthanatos is happiest when he can avoid combat altogether, but his love of fighting and killing has never left him.

In addition to his combat abilities, Panthanatos knows dozens of useful skills, and has access to vast sums of money, a fleet of vehicles, and about a dozen sumptuous houses scattered throughout the world. Panthanatos's abilities and resources make him one of the most feared men in the world, and the GM should be sure to emphasize this when using him as an enemy for a group of PCs. He is fully capable of killing an entire team of vigilantes or superheroes, so PCs should try to outwit him before trying to outfight him.

Appearance: Andres Panthanatos is an American with elegant, finely chiseled features and gray hair. He is six feet tall and weighs about 200 pounds, all of it seemingly rock-solid muscle and bone. He tends to wear expensive, finely tailored clothes which usually conceal many hidden weapons.

Record: Panthanatos's criminal record is staggering, and much too detailed to describe here. It is sufficient to note that he is known to be responsible for more than five hundred murders, most of prominent governmental, military or espionage figures; 22 of his victims were superhumans.





PENNY DREADFUL

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6 DCV: 6 ECV: 6 Phases: 3, 6, 9, 12 Costs Char: 97 Base: 100 + + Powers: 219 Disad: 219 = = Totals: 316 316
18	DEX	24	
15	CON	10	
10	BODY	0	
23	INT	13	
18	EGO	16	
15	PRE	5	
20	COM	5	
5	PD	3	
5	ED	2	
4	SPD	12	
7	REC	4	
30	END	0	
30	STUN	3	

Cost	Powers	END
24	1d6+1 RKA, Armor Piercing (+½), Autofire (5 shots, +½), 100 Charges (+¾), OAF (Modified Calico M-950 with AP Ammo, -1), No KB (-¼) [100c]	
18	4d6 EB, NND [Insulated resistant ED], OAF (Taser Baton, -1), No Range (-½), 16 Charges (-0) plus 1" Stretching, 0 END (+½), OAF (Taser Baton, -1), Only Usable With This NND Attack (-1), No Non-Combat Multiple (-¼) [16c]	
42	Power Pool: 30 base + 15 control cost, No Skill Roll Required (+1); Only For Literature-Based Weapons And Traps (-1), Can Only Be Changed In A Laboratory (-½)	
20	Missile Deflection, all attacks	

Skills

30	Followers: four Street Thugs, Type Three and twelve Street Thugs, Type Two (all 50 points base)
25	Vehicle: Van (250 points) (use the Combat Van, DC, page 97, without the turrets)
25	5d6 Luck
3	Acting 12-
1	Combat Driving 8-
1	Computer Programming 8-
3	Conversation 12-
3	Deduction 14-
3	Disguise 11-
3	High Society 12-
3	Language: French (completely fluent) (English is native)
3	Mimicry 11-
3	Persuasion 12-
3	Seduction 12-
5	KS: World Literature 16-
2	PS: Play Piano 11-

100+ Disadvantages

10	Enraged if frustrated or thwarted, go 11-, recover 11-
15	Psychological Limitation: Loves Literature and Must Show Off How Much She Knows About It
15	Psychological Limitation: Amoral
5	Psychological Limitation: Intellectual Snob
20	Normal Characteristic Maxima
10	Reputation: flamboyant, deranged thief 8-
20	Hunted: the police 8- (Mo Pow, NCI, Capture)
15	Secret Identity: Penelope Bookman, ex-librarian
106	Villain Bonus



Background/History: "Ms. Bookman!"

Penelope Bookman jumped, startled out of Heathcliff's arms by her boss's voice. "Yes, sir?" she squeaked, as she dropped the copy of *Wuthering Heights* she was reading.

"How many times have I told you not to read on the job? Look at all those students waiting to check out books! You're here to help *them* read, not do your own reading. Get out there and do your job!"

"Yes, sir!" Penelope said smartly, wishing that Mr. Fisher would drop dead. After she helped everyone who was waiting at the counter, she went back into the office and picked her book up off the floor. Then she snuck over to the back corner of the office, where she could sit and read without being seen by her boss. She sat right next to the radiator, too, so she'd stay nice and warm. Almost as warm as if she were sitting in that Spanish sunshine Hemingway wrote about in *The Sun Also Rises*...

And that was how Penny Bookman spent most of the rest of the winter, hiding from Fisher in the back of the office near the radiator...the one near the ventilating system...which ran through the Physics Department next door to the library...where they were performing some unusual radiation experiments...

After a few months of sitting there, Penny slowly began to wonder why she always let Fisher push her around so much. After all, what did he know, the microcephalic buffoon? Why, he didn't love the books in the library, the way she did—in fact, he was just a bureaucrat, a university pencil-pusher! He didn't care anything at all about literature and books and things like that. How come he was in charge, and not her?

She got right up from her chair and marched straight into his office. "Fisher!" she said, in the most commanding tone she could muster.

Jeremiah Fisher looked up from the paperwork he was doing. "Ms. Bookman, what do you want?" he asked indignantly. "How dare you take that tone with me?"

"Listen, Fisher, you pusillanimous ignoramus, there's a lot more where that come from, and you've had it coming for a long time. You don't know anything about running this library. I bet you don't even know who wrote *Crime and Punishment*!

"That does it, Ms. Bookman. I've had more than enough of your goofing off and your smirking, and now your insubordination. You're fired! Get out of here!"

That was all Penny could stand. How dare this stupid bag of wind fire *her*? With a shrill scream of rage she picked up the telephone on Fisher's desk and threw it at him as hard as she could. Stunned, he tried to back away from his desk and stand up, but he only succeeded in snagging his chair on the carpet and tipping it over so he landed flat on his back. Penny kept grabbing anything she could—paperweights, pens, anything except one of her precious books—and throwing it at him. A minute later, when she calmed down because there was nothing left to throw, Fisher lay dazed on the floor, surrounded by office bric-a-brac and scattered papers. Penelope Bookman smiled wickedly, spit on her former boss, and walked out of the library.

That was the last time anyone ever saw Penelope Bookman. The next time she showed up at work, she was wearing a men's pinstripe suit and calling herself "Penny Dreadful." Flanking her were a dozen tough-looking punks. She fired the funny-looking gun she was carrying into the ceiling and told everyone to lie flat on the ground. When Fisher tried to stop her, she pulled a stick out of her pocket and hit him with it, and he fell to the ground like a pole-axed steer. A burst of bullets from her pistol reduced him to a bloody smear on the library floor. After that, everybody remained face down on the ground like they were told, while Penny's men took most of the books from the fiction section of the library, including every single book in the rare book room. Because she had been such a mousy little worker, one who was barely noticed by her boss (much less her co-workers), none of the library personnel recognized her in her new, flamboyant criminal persona.

Since then, Penny Dreadful has made a name for herself stealing rare works of literature, kidnapping authors and forcing them to write stories for her, and raiding libraries to "relieve" them of the books she knows they couldn't possibly appreciate as much as she does. Costumed crimefighters have clashed with her several times, but she has so far managed to outwit them and escape. Whether her lucky streak will continue remains to be seen.

Personality/Motivation: Penelope Bookman's formerly meek and unassertive personality has been warped by months of exposure to radiation which leaked out of the Physics Department and into the ventilation system she sat next to. The radiation has affected her mind, stimulating the aggressiveness centers in her brain and turning her from a gentle librarian into an amoral criminal. Although Penny is not a "casual killer," she has no moral sense left, and has no compunctions about committing heinous crimes or shooting people who bother her. Her lack of morality and sympathy has made her incredibly short-tempered and spiteful; anyone who frustrates her, insults her, or annoys her in any way will become a target of her wrath, starting with vicious taunts and ending with outright attacks.

Penny Dreadful's crimes are motivated by her love of literature. She feels that no one loves literature and books as much as she does, or knows as much about them as she does, so she has every right to "liberate" books from the dullards that currently own them so

she can keep them safe in her own library. Her goal is to have the greatest library in the history of the world, full of rare and important volumes. Occasionally she "branches out" to related arts (such as stealing original sheet music), but this is rare.

Penny can't resist showing off her knowledge of literature during her crimes. She constantly quotes different writers, and sometimes acts out scenes from Shakespeare or other playwrights while her gang grabs the books she wants. Her favorite authors are Jane Austen, Shakespeare, the Brontë sisters, Yeats, Toni Morrison, Dickens, Tennyson, and Joyce, not necessarily in that order. Penny Dreadful is an intellectual snob to the core, disdainful of those who know less than she does. She reserves particular scorn for men, whom she feels have looked down on her and treated her badly all her life.

Quote: "'To be, or not to be—that is the question.' Now, my good man, open that safe immediately, or the answer in your case will definitely be the latter."

Powers/Tactics: Penny Dreadful would be the first to acknowledge that she is no combatant—she is a (relative) weakling and also something of a coward, and she knows it. That's why she's always careful to surround herself with a gang of big, strong thugs to do her dirty work for her. She will remain on the sidelines shouting orders, and will only use her weapons if someone specifically attacks her, or if an opportunity for an easy shot to an enemy's back presents itself. Her two main weapons are a Calico M-950 modified to fire full-auto and a "Taser Baton" which she can use to shock someone unconscious (it collapses down so that it is small enough to carry in a pocket or purse). Both were designed for her by The Toymaker. She won't carry her Calico if she can't hide it properly, but because the Baton is so concealable, she takes it with her everywhere.

Penny Dreadful's crimes all revolve around some literary object or theme. For example, she will steal rare books, kidnap authors and force them to write love sonnets to her, or stage an elaborate series of crimes based upon a favorite book (such as Lewis Carroll's *Alice In Wonderland*). In more four-color campaigns, she will occasionally outfit herself with some sort of literature-based weapon or gadget, from something as simple as a sword (used for fencing while quoting *Hamlet*) to a "book" which fires razor-sharp "pages" (if your campaign is not four-color enough to include such high-tech devices, just use regular gadgets and weapons). If she gets lucky and captures a hero, her sense of "drama" will lead her to put him in a "literary deathtrap," such as a tank of water with a killer whale painted white (in imitation of *Moby Dick*).

Appearance: Penny Dreadful is an attractive young woman who stands 5'8" tall, with strawberry blonde hair and blue eyes. Her most common "costume" is a pinstripe men's suit (with a rose in the buttonhole) and a dark fedora—since she thinks of herself as a "hardened criminal," she figures she ought to look like a gangster-movie crook. At other times, she will dress to fit a particular crime—for example, during an *Alice In Wonderland*-based crime spree, she might dress like Alice or the Queen of Hearts, or when stealing a collection of James Bond novels autographed by Ian Fleming she would dress like one of Bond's femme fatales.

Record: Penny Dreadful is wanted for one count of murder (of Jeremiah Fisher), seven counts of attempted murder, and two dozen counts of burglary, robbery, and theft.

PREDATOR

Val	Char	Cost	Combat Stats
35	STR	25	OCV: 9
27	DEX	51	DCV: 9
25	CON	30	ECV: 7
20	BODY	20	Phases: 2, 4, 6, 8, 10, 12
20	INT	10	
20	EGO	20	
20	PRE	10	
20	COM	5	
12	PD	5	
12	ED	7	
6	SPD	23	
13	REC	0	
50	END	0	
51	STUN	0	

Cost	Powers	END
16	2d6 RKA, +1 STUN Modifier (+½), OAF (Wildy .45, -1), 8 Charges (-½), No KB (-¼)	[8c]
17	1 ½d6 RKA, Armor Piercing (+½), Autofire (3 shots, +½), 30 Charges (+¼), OAF (Predator Mk. III, -1), No KB (-¼), Jammed 14- (-1)	[30c]
8	1d6+1 HKA (2 ½d6 with STR); OAF (Sword, -1), No KB (-¼), Blade Weapon (-¼)2+	
8	½d6 HKA (1d6+1 with STR), Armor Piercing (+½), IIF (Concealed Boot Toe-Blade, -¼), No KB (-¼), Blade Weapon (-¼)	1+
15	Multipower (62 point pool), all OAF (Lightning Whip, -1), Independent (-2)	
1u	2d6 HKA, No STR Adds (-½) plus 3" Stretching, 0 END (+½), Only With This Attack (-1), No Non-Combat Multiple (-¼)	3
1u	8d6 EB, No Range (-½) plus 3" Stretching, 0 END (+½), Only With This Attack (-1), No Non-Combat Multiple (-¼)	4
22	Multipower (45 point pool), all OAF (Shield, -1)	
2u	Armor (+12 PD/+12 ED), Hardened (+¼), Act. Roll 14- (-½)	
1u	Missile Deflection, all missiles	
1u	8d6 EB, 1 Recoverable Charge (-1 ¼)	[1rc]
9	Armor (+3 PD/+3 ED)	
6	+2 PER Rolls	
5	Infrared Vision	
5	10" Gliding; OAF (Glider-Cape, -1)	
8	+8" Superleap (15"/8" total)	1/5"
10	+5" Running (11" total)	1/5"
15	10" Swinging, x4 Noncombat, OAF (Swingline, -1)	1/5"
3	Extra Limbs (feet usable as hands); Requires A Contortionist Roll (-½)	

Skills	Value
3	Combat Sense 13-
19	Danger Sense 13-, not surprised out of combat, self only
3	Double Jointed
15	3d6 Luck
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Contortionist 14-
3	Gambling 11-
1	High Society 8-
3	Interrogation 13-
3	Lipreading 11-
3	Lockpicking 14-
3	Mimicry 11-
3	Persuasion 13-
3	Security Systems 13-
7	Shadowing 13-
7	Stealth 16-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms
4	Weaponsmith 11- (Slugthrowers, Muscle-Powered)
3	KS: The Military/Mercenary/Terrorist World 13-
2	AK: Europe 11-
2	AK: Africa 11-
2	AK: Japan 11-
6	CK 11-, any three U.S. cities, GM's choice
3	PS: Photographer 13-
20	+2 Levels Overall
16	+2 Levels with All Combat
4	+2 OCV with Thrown Shield
7	+2 DCV, Requires An Acrobatics Roll (-½)

100+	Disadvantages
10	Vulnerability: 1 ½x Effect from Hallucinogenic/ Psychotropic Drugs
20	Psychological Limitation: Utterly Overconfident
20	Psychological Limitation: Code Of The Mercenary
20	Psychological Limitation: Sociopath
5	Distinctive Features: air of competence and over-confidence (easily concealed)
20	Reputation: mercenary/assassin; killer of costumed heroes 14-
10	DNPC: current romantic interest, normal, 8-
20	Hunted: The Harbinger of Justice 8- (Mo Pow, Kill)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Hunted: Voltaic 14- (Less Pow, Kill)
15	Secret Identity: Hunter von Klein, freelance photographer
252	Villain Bonus

An excerpt from the files of the Harbinger of Justice:

STADIAE

File Entry

Subject: PREDATOR

File Number: PREDAT 302/314-0853997213

Real Name: Unknown

Location: Unknown

Description:

Height: 6'3" **Weight:** 235 lb.
Hair: Blond **Eyes:** Blue
Age: Unknown **Race:** Caucasian
Gender: Male

Clothing/Costume: Black bodysuit, unarmored; green boots, flared gauntlets, belt, and half-face mask (tied in back); green baldric running right-left holding green sword-sheath (left hip) and one green holster (right shoulder); second green holster (right hip); green cape (glider capable); black round shield with wolf's-head design in gold

Forensic Data: CROSS-REF >>FORFILE #PREDAT 085391129471

Record: Mercenary, enforcer, and assassin; known to be responsible for at least 20 murders. Specializes in killing superpowered and/or costumed crimefighters; murdered Gargantua (7/88), Black Whisper II (4/89), Hellflame (10/89), Dragonson (6/90), the Phantom Knight (9/91), and Blue Angel (1/93). Has also been involved in numerous racketeering, robbery, and semi-terroristic crimes.

Psychological Evaluation: Sociopath, capable of murder and other violent crimes without hesitation. This abnormality stems in part from his extreme pride and confidence in his own abilities, which have created in him delusions of grandeur in the form of a superiority complex and the concomitant belief that he can do anything he feels like. Air of superiority usually discernible from his posture and body language. Reports also indicate that he follows the so-called "code of the mercenary," going to any lengths to fulfill a contract. This may be his attempt to validate his self-worth by pretending to be an "honorable" man (note also the use of sword and shield, "knightly" weapons, which may reinforce this belief).

Background/History: Unknown; VISTA System check ongoing.

Weapons Used: Wildey .45 Magnum; custom-made submachine gun/handgun (apparently unperfected; has been observed to jam on two occasions); steel broadsword; electricity "whip" stolen from supercriminal Voltaic (a 1'-long "handle" capable of emitting a 20'-long arc of electricity, which can be used similar to the way a leather whip is used; can deliver up to 20,000 volts); round shield (can be thrown).

Abilities and Powers: Displays superhuman strength, agility, speed, and resilience. Has sufficient strength to tip over large automobiles and to rip small objects (e.g., mailboxes, lampposts) out of the ground. May also have the ability to perceive in the infrared or ultraviolet spectra. Supposition: mutant. No data indicates whether possible mutant nature makes him vulnerable or susceptible to specific attack forms.

Combat Technique: For assassinations, generally relies on stealth skills to get close to his victim and shoot him. In open combat, uses his acrobatic skills and movement capabilities to make himself a difficult target. Prefers to fight at range, but if forced to fight hand-to-hand his extreme strength makes him a dangerous opponent (especially when he uses his sword). No formal martial arts training.

Assessment: **Class I target;** should be attacked from ambush and not engaged in direct combat if possible. His relative lack of armor (he relies only on his natural resiliency) makes him vulnerable to AP rounds and other forms of advanced ammunition. Execution to take place immediately upon acquisition of relevant data on location and current activities.





SNAFU

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 8 DCV: 8 ECV: 5 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 217 Base: 100 + + Powers: 338 Disad: 455 = = Totals: 555 555
25	DEX	45	
30	CON	40	
25	BODY	30	
13	INT	3	
15	EGO	10	
25	PRE	15	
10	COM	0	
15	PD	9	
15	ED	9	
6	SPD	25	
15	REC	6	
60	END	0	
60	STUN	5	
Cost		Powers	END
58	2d6+1 RKA, Autofire (5 shots, +½), +2 Increased STUN (+1), 500 Charges (+1 ¼), OAF (Modified Minigun, -1), No KB (-¼) [500c]		
15	1 ½d6 HKA (3d6 with STR), Armor Piercing (+½), OAF (Combat Knife, -1), No KB (-¼), Blade Weapon (-¼)		4+
24	Martial Arts—Commando Training		
	Maneuver	OCV DCV	Notes
	Choke Hold	-2 +0	Grab, 3d6 NND (2)
	Killing Strike	-2 +0	2d6 HKA
	Martial Block	+2 +2	Block, Abort
	Martial Disarm	-1 +1	Disarm, 50 STR
	Martial Strike	+0 +2	10d6
	Martial Throw	+0 +1	8d6 + vel/5, Target Falls
8	+2 Damage Classes (already added in)		
10	Damage Resistance (10 PD/10 ED)		
5	Lack of Weakness (-5)		
10	Sight and Hearing Flash Defense (5)		
8	Power Defense (15), Only Versus Drugs, Poisons And Gases (-1)		
14	+7" Running (13" total)		1/5"
4	+4" Superleap (10"/5" total)		1/5"
2	+2" Swimming (4" total)		1/5"
9	Life Support: Immune to High Radiation and Intense Heat/Cold; Able To Ingest Any Organic Substance +2 PER Rolls		
6	Radio Listen and Transmit		
5	Radio Listen and Transmit		
3	+4 Telescopic Sight, OAF (Binoculars, -1)		

Skills	
3	Absolute Time Sense
3	Bump of Direction
3	Combat Sense
5	Cramming (one subject)
3	Lightsleep
10	Resistance (+10)
3	Breakfall 14-
3	Combat Driving 14-
3	Combat Piloting 14-
3	Interrogation 14-
4	Languages: Spanish, Arabic (both fluent conversation; English is native)
3	Navigation 11-
3	Paramedic 12-
9	Shadowing 14-
7	Stealth 16-
9	Survival 14-
3	Systems Operation 12-
3	Tracking 12-
11	TF: All Ground Vehicles, All Air Vehicles, All Water Vehicles, All Riding Animals, Scuba, Skiing, Parachuting
22	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, all Uncommon Weapons, all Heavy Weapons
10	Weaponsmith 14- (Slugthrowers, Muscle-Powered)
3	KS: The Military/Mercenary/Terrorist World 12-
3	KS: Homemade Weapons 12-
3	SC: Chemistry 12-
3	PS: Mercenary 12-
12	+4 Levels with Minigun
10	+2 Levels with Hand-To-Hand
100+ Disadvantages	
15	Berserk in combat, go 11-, recover 14-
20	Psychological Limitation: Amoral And Selfish
20	Psychological Limitation: Revels In Violence And Destruction
10	Distinctive Features: altered human (concealable with difficulty, causes major reaction)
10	Reputation: amoral mercenary 11- (limited group)
30	Hunted: The United States Army 14- (Mo Pow, NCI, Kill)
25	Hunted: The CIA 11- (Mo Pow, NCI, Capture)
15	Secret Identity (Mark Benning, ex-soldier)
310	Villain Bonus



**UNITED STATES DEPARTMENT OF DEFENSE
DEPARTMENT OF THE ARMY**

TO: Diana Blair, Director, Superhuman and Paranormal Agents Division (SPAD)

FROM: General Frederick Redburn

DATE: February 22, 1993

RE: Project: Superiority

Per Executive Order #930874, I have been instructed to report to you concerning the outcome of Project: Superiority. I was the supervisor of the Project. As you already know, it has become what we in the Army refer to as a "snafu." Because subject Mark Benning may be a potential paranormal/superhuman threat to this country, the President has ordered me to provide you with all information about Benning and the Project.

Project: Superiority was begun in 1986 with the goal of creating a "super-soldier" capable of taking on entire squads of enemy soldiers and defeating them. Project: Superiority soldiers were intended to be dropped behind enemy lines by themselves, where they were to survive for extended periods while wreaking havoc upon the enemy—in other words, they were to be the ultimate commandos. The theory was to use modern medicine, science, and training methods to create a soldier able to survive anywhere, withstand enormous amounts of pain and injury and kill without hesitation.

Subjects for the program, all volunteers, were obtained directly from new recruits, before they had gone through basic training. The first step in the program was to provide them with basic survival and combat training. All recruits survived this stage.

The second stage was the drug and surgery program designed to fundamentally alter the subject. Recruit Juan Zavala-Bautista was killed by the initial drug injections. Three other recruits (see attached death reports) died of cardiac failure during the surgery. One recruit, Howard Arthur Gilbert, died of toxic shock after the implants were in place. Much to the disappointment of the Project's supervisors and personnel, this left only one recruit—Mark Benning.

The second stage encompassed the majority of what was to make a Project: Superiority soldier so superior to an ordinary man. Through steroid injections and muscle grafts, Benning became immensely strong. Similar injections (and later training) increased his reflexes and stamina. Specially-developed "organic plastics" were implanted under his skin to make him resistant to most bullets and other weapons. A radio receiver/transmitter was implanted in his mastoid sinus to allow him to communicate with headquarters at all times. His digestive and gastric tracts were altered to allow him to derive nutriment from any organic substance—for example, grass, tree bark, or fur—without harm. He was made able to withstand extremes of temperature and radiation.

Stage three of the Project was to train Benning to use his new body and mind properly. He learned everything he could about being a soldier, from stealthy movement to tactics to hand-to-hand combat. This stage also included intense psychological conditioning, to accustom Benning to his new role and ensure his loyalty. Benning was equipped with the latest in weaponry, including a modified M-134 Minigun with several interchangeable helical ammunition magazines, a weapon so big that only he can carry and use it. (Note: Benning has almost certainly acquired additional weaponry, including grenades and explosives, since his escape from the program.)

Benning's advanced training was completed without any difficulties. The problem arose during his first field training exercise, which took place in the Central American nation of El Salvador. The "enemy" squad he was assigned to take out was equipped with live

ammunition and weapons, to demonstrate Benning's invulnerability to such attacks. At one point during the exercise, some artillery was used, and a shell landed extremely close to Benning. After the explosion he stood dazedly for a few moments, then knocked the nearest soldiers down and fled, never to return. We had taught him too well—he escaped from us in the surrounding jungle without any problem.

Although we are unclear as to what exactly caused Benning to go rogue, our scientists believe that the near-miss with the artillery shell damaged his implanted radio. The shrieking sound the radio made until it fixed itself erased his psychological conditioning, leaving him extremely confused in what he perceived as hostile surroundings. His training took over, and he escaped. However, without the conditioning to tie him to us, he had no reason to return to the Army when there were other options available. Our best current reports indicate that he has become a mercenary, one who commands extremely high fees because of the modifications made by the Army.

You may rest assured, Madame Director, that the Army is doing everything it can to rectify this situation without creating any danger for American citizens or any embarrassment for the Administration. Once found, Benning will be quickly eliminated, and this snafu will be put to rest once and for all.

If you have any further questions about Project: Superiority, please contact me immediately.

s/General Frederick Redburn



HERR DOKTOR GERHARDT SPREGEN (A.K.A. EISENWOLF)

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
20	CON	20	ECV: 8
20	BODY	20	Phases: 3, 6, 9, 12
25	INT	15	
23	EGO	26	Costs
20	PRE	10	
20	COM	5	Char: 173 Base: 100
8	PD	4	+
8	ED	4	Powers: 344 Disad: 417
4	SPD	10	=
10	REC	4	Totals: 517 517
50	END	5	
50	STUN	10	

Cost	Powers	END
24	Martial Arts—Commando Training	
	Maneuver OCV DCV Notes	
	Choke Hold -2 +0 Grab, 3d6 NND (2)	
	Killing Strike -2 +0 2d6 HKA	
	Martial Block +2 +2 Block, Abort	
	Martial Disarm -1 +1 Disarm, 40 STR	
	Martial Strike +0 +2 8d6	
	Martial Throw +0 +1 6d6 + vel/5, Target Falls	
8	+2 Damage Classes (already added in)	
6	Life Support: Immune to Aging; Immune to Disease	
17	Regeneration (3 BODY/hour, -¾)	
8	Power Defense (15 points,; Only Versus Drugs And Poisons (-1))	
6	+2 PER Rolls	
5	Infrared Vision	
9	+6 Telescopic Vision	

Skills	
35	Bases: 4 250-point Bases
45	Followers: 96 members of the New Republic Party (use Street Thug, Type 2) and 32 Storm-troopers (use Terrorist) (50 points base)
15	Money: Filthy Rich
2	Perk: Possesses genetic samples from Adolf Hitler
10, 3	Eidetic Memory, Lightning Calculator
8, 3	Resistance (8 points), Animal Handler 11-
3, 3	Animal Handler 11-, Bureaucratics 13-
3, 3	Climbing 13-, Combat Piloting 13-
3, 3	Computer Programming 14-, Cryptography 14-
3, 9	Deduction 14-, Electronics 14-
3, 3	Forensic Medicine 11-, High Society 13-
3, 3	Interrogation 13-, Inventor 14-
6	Languages: English, Spanish (both completely fluent) (German is native)
9, 3	Mechanics 14-, Navigation 11-
3, 3	Oratory 13-, Paramedics 14-
3, 3	Persuasion 13-, Stealth 13-
3	Tactics 14-
8	TF: All Ground Vehicles, All Air Vehicles, Parachuting, Skiing
4	WF: Common Melee Weapons, Small Arms
3, 2	Jack Of All Trades, PS: Military Officer 14-
2, 2	PS: Doctor 14-, PS: Engineer 14-
3	Scholar

Skills	
4	KS: Nazism 16-
2, 2	KS: World History 14-, KS: Art History 14-
2, 2	KS: Political Science 14-, KS: World War II 14-
3	Scientist
2, 2	SC: Biology 14-, SC: Genetics 14-
2, 2	SC: Chemistry 14-, SC: Physics 14-
2	SC: Genetics 14-
3	Traveler
2	AK: Europe 14-
2, 2	AK: South America 14-, AK: The United States 14-
2, 2	CK: New York City 14-, CK: Berlin 14-
2	CK: another U.S. city (GM's choice)
100+ Disadvantages	
20	Vulnerability: 2x Effect from Flash Attacks
25	Psychological Limitation: Fervent Nazi
20	Psychological Limitation: Ruthless And Sadistic
10	Psychological Limitation: Manipulative Schemer
20	Normal Characteristic Maxima
5	Distinctive Features: Aryan (easily concealed)
20	Reputation: Nazi scientist 14-
30	Hunted: Mossad 14- (Mo Pow, NCI, Kill)
20	Hunted: The FBI 8- (Mo Pow, NCI, Capture)
15	Secret Identity (his existence is generally unknown to the public)
243	Villain Bonus

Background/History: In 1942, the Nazi colossus stood atop Europe, master of all it surveyed. One of the principal architects of the Nazi triumph was a devoted young Nazi named Gerhardt Spregen. A favorite of the Führer's, Spregen was the one Hitler would point to as an example of the Aryan ideal: a perfect, blonde-haired-blue-eyed body, and a perfect mind to match. Spregen was a graduate of the finest medical and engineering schools in Europe, and his genius showed in everything he did. After the blitzkrieg of Poland, Spregen invented improved weaponry for Nazi tanks. After serving only a few weeks on a U-Boat, Spregen developed ways for them to sail more quickly and quietly. After graduating at the top of his class in military training school, he had led his battalion to victory after victory, earning himself the nickname Eisenwolf ("Iron Wolf").

But Spregen's greatest interest was in genetics, and he soon abandoned the battlefield for the medical laboratories of Auschwitz and Buchenwald. His endless eugenics experiments and the horrors that resulted from them do not bear retelling here, nor should one dwell overmuch on Dr. Spregen's fiendish delight in his work. Suffice it to say that Spregen's gain in knowledge was proportional to the suffering he caused—and he learned a great deal indeed.

Spregen's ultimate goal was to develop a cloning process which would allow him to create an endless army of Nazi soldiers. Fortunately for the Allies, the secret of cloning ever eluded him. Right up until the very last minute, when the Allies were closing in on the concentration camps, Spregen worked, fleeing only when there was no hope of rescue. He escaped to Berlin, where he attended upon Hitler before the Führer committed suicide. Then Spregen left Germany forever, deftly avoiding the traps the Allied set to catch him.

Spregen fled to South America, where he established a lab and continued his genetics research. He used the fruits of his labor to improve himself: he made himself as strong and quick as a human being could be, so that his body truly matched his mind. By adding selected portions of the DNA of animals to his own, he improved his senses tenfold and increased his body's ability to heal itself and its resistance to toxins. His greatest triumph was the creation of an anti-aging formula which froze his age at 30. But still the secret of cloning remained hidden from him, as did the means to re-establish a Nazi regime somewhere in the world.

By the mid-60s, Spregen realized that he was wasting his time in South America, which had always been a backwater continent and always would be. The United States was the only place where he could hope to achieve any success in his work. So to the States he went, hiding behind a smokescreen of false identities. He still lives in America, working not only to develop a cloning process, but to change America from a democratic republic to the Fourth Reich. Secretly, he sponsors the New Republic Party, a Nazi political party and terrorist group, hoping through them to lay America's government low. The fires of Nazism still burn brightly in his heart—but that is not all that lurks within his breast. Implanted under his sternum, in a bulletproof capsule, are genetic samples taken from Adolf Hitler himself, only minutes before Hitler took his own life. When Spregen's cloning process is completed, the Führer will live again...

Personality/Motivation: Gerhardt Spregen is a devoted believer in all aspects of Nazism: fascism, racism, eugenics, and numerous other poisonous beliefs lie at the core of his soul. His greatest hope is that he can create a Fourth Reich to personify those ideals, and that a cloned Hitler will lead that Reich with Spregen as his second-in-command. However, decades of being hunted by the Israelis have taught him caution: he schemes and plots in utmost secrecy, preferring to manipulate both ally and enemy into doing his will, rather than acting directly to force confrontation and change.

Quote: "When I have rebuilt the Reich, I will use you and your friends to test the limits of human endurance of pain."

Powers/Tactics: Through genetic engineering, Dr. Spregen has recreated himself to be even more of a perfect Nazi ideal than he was before. He is as strong, quick, and tough as a human being can get, and is blessed with a genius-level intellect as well. He has even

gone further, using the genetic material of beasts to heighten his senses and healing capabilities, and creating a serum which has halted his aging process.

The Iron Wolf has forgotten none of his military knowledge or his fighting skills—he merely prefers to fight a different sort of battle these days. He has become the ultimate conspirator, an immortal who has the patience to proceed towards his goal in steps so small they are almost unnoticeable. He is perfectly willing to sacrifice his men (both the members of the New Republic Party or his "inner circle" of specially-trained Stormtroopers) or any other resource to achieve tiny gains upon his enemies. Very few people in the world today even suspect that he is still alive and active (although most people have heard of him, in the same way that they have heard of Joseph Mengele and other Nazi butchers). That's just the way he likes it.

Because he considers himself the last hope of Hitler and the Nazi ideal, Spregen will be quick to flee if he feels he does not have the upper hand. He will do anything he must to protect the Hitler tissue sample and hide its existence from the rest of the world.

Appearance: Spregen resembles the Aryan ideal: young, tall, muscular, blonde-haired and blue-eyed. In his laboratory, he wears a lab coat and other appropriate clothing. If forced to confront his enemies directly (such as when a group of PCs invades one of his bases), he will wear a modified Nazi general's uniform with his personal symbol, a black wolf's-head, embroidered over the heart, and a Nazi armband on his right arm.

Record: Herr Doktor Gerhardt Spregen is wanted by the Allied powers and Israel for numerous war crimes and crimes against humanity that he committed during World War II.



VOLTAIC

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 6 DCV: 6 ECV: 3 Phases: 3, 6, 9, 12 Costs Char: 86 Base: 100 + + Powers: 95 Disad: 81 = = Totals: 181 181
18	DEX	24	
20	CON	20	
14	BODY	8	
10	INT	0	
10	EGO	0	
18	PRE	8	
4	COM	-3	
6	PD	3	
8	ED	4	
4	SPD	12	
8	REC	2	
40	END	0	
35	STUN	3	
Cost		Powers	END
22	Multipower (45 point pool) all OIF (Battlesuit, -1/2), Act. Roll 14- (-1/2)		
2u	2d6 RKA, Penetrating (+1/2), No Range (-1/2)		4
2u	8d6 EB, No Range (-1/2)		4
2u	4d6 EB, NND [Insulated resistant ED], No Range (-1/2)		4
1u	+5d6 HA		1
19	END Reserve for Multipower: 200 END, 20 REC, REC Only Works When Suit Is Plugged In To A Generator (-2)		
20	Armor (8 PD/ED), Hardened (+1/4), OIF (Battlesuit, -1/2)		
3	Radio Listen and Transmit; OIF (Battlesuit, -1/2)		
Skills			
3	Computer Programming 11-		
3	Electronics 11-		
3	Gambling 11-		
3	Stealth 13-		
3	Streetwise 13-		
2	WF: Small Arms		
9	+3 Levels with Multipower		
100+ Disadvantages			
20	Psychological Limitation: Casual Killer		
15	Psychological Limitation: Superstitious		
10	Psychological Limitation: Hunting Predator		
5	Physical Limitation: Cannot Be Stealthy While Wearing Battlesuit		
20	Normal Characteristic Maxima		
5	Susceptibility: takes 2d6 every time his battlesuit is breached		
10	Distinctive Features: horribly scarred face (easily concealed, causes major reaction)		
15	Reputation: crazed killer 11-		
20	Hunted: The police 8- (Mo Pow, NCI, Capture)		
15	Secret Identity (Joseph Watt, escaped cop-killer)		

(Note: Voltaic has 54 points unspent. These can be used to buy additional Skills, more powers for his battlesuit, or other electricity-based weapons [such as his Lightning-Whip, if he can ever get it back from Predator].)



Background/History: "It's time, Joe," said the Warden as he entered the cell. "No call from the Governor. Let's go."

"Sure," Joe Watt said dully as he stubbed out his cigarette. "Thanks for nuthin', Father," he said to the priest sitting nearby.

The Warden and four guards escorted Watt down Death Row toward the room with the electric chair—"Lovely Rita," the inmates called her. Watt gazed out the the corridor's windows and saw that a major storm was venting its fury on the city. He grinned, thinking the thunder and lightning a tribute.

They brought him into the room. Just as they were about to begin strapping him in, there came an enormous thunderclap that shook the building and a bolt of lightning so bright that it lit up the room—and then plunged the entire prison into darkness as it shorted out the power.

Watt realized what had happened a split-second before the guards did. He smashed one in the face with his elbow, pushed another aside and ran with all his might towards the windows out in the corridor. He threw himself at them with maniacal strength, and the supposedly shatterproof windows gave way, cutting him even as they set him free into the rain. Before the outside guards realized what was going on—the storm interfered with radio reception and also kept them from hearing the shouts and breaking glass—Watt was over the wall and far away, lost in the city. The trail of blood he might have left on a dry night was immediately washed away by the driving rain.

Watt, a superstitious man, saw his escape as more than just an escape. It was a sign. Electricity was supposed to take him to his grave, but it was electricity that freed him. Clearly, electricity was to be an important factor in his life. If that was what the fates decreed, so be it. He began to teach himself about electricity and electronics, throwing himself into his studies with atypical zeal.

When he had learned enough, he began to build an electric weapon that would allow him to continue the career of crime that the state had so rudely interrupted. He stole a suit of hard Kevlar body armor and outfitted it with conductive wires. Then he caught a few stray cats and tested his invention out on them. They didn't die quickly enough to suit him, so he rewired it so that he could kill or stun with a single electric touch. When he finished, he had a large, bulky "battlesuit" powered by an enormous battery. Now no one will ever jail him again.

Personality/Motivation: Voltaic is a conscienceless killer and a greedy, spiteful person. He was put on death row for murdering two cops who caught him in the middle of a convenience store robbery, and his disposition hasn't been improved by the seven years he spent in prison or by his "conversion" from an ordinary criminal to an extraordinary one. He enjoys using his battlesuit on other people, feeling the "power" that electrocuting them gives him. The man he would most like to get his hands on is Predator, who stole one of his best inventions, his "Lightning-Whip" (see Predator's description for more information on this weapon).

As his background indicates, Voltaic is an extremely superstitious man. He believes in astrology, tarot cards, ouija boards and a dozen other occult or semi-occult practices, and he will go out of his way to avoid walking under a ladder or having a black cat cross his path. On at least one occasion an astute hero has managed to save his own life by convincing Voltaic that it would be "unlucky" to kill him that day.

Quote: "One order of fried hero, coming up!"

Powers/Tactics: Voltaic's powers come from his extremely primitive "battlesuit," which is little more than a suit of Kevlar body armor with a big battery wired to it. Wires run from the battery down his arms to the tips of his fingers, which are covered in thimble-like metal sheaths. When he turns on the suit and touches someone, he can electrocute them. (He hasn't figured out how to actually project bolts of electricity yet; his only breakthrough in this area, the Lightning-Whip, was stolen by Predator, along with all of Voltaic's plans and notes about it.) Depending upon the voltage and frequency he uses, he can kill, injure, or stun his target, or even "juice up" his punch. However, the suit is so primitive it doesn't always work like it's supposed to (hence the Act. Rolls), and if it is breached (i.e., Watt takes BODY), he suffers an electric shock from "feedback."

Appearance: As Voltaic, Watt wears a bulky, six-foot-tall suit of modified Kevlar with a large battery attached to the back. Wires run in and out of the suit; many of them run down the arms of the suit and connect with his large gauntlets, which cover up most of his forearms. The gauntlets have metal-tipped fingers. The suit is a slick dark blue, and most of the wires are red. A large, barrel helmet-like helmet protects his head. Out of the suit, Watt stands 5'7" tall, weighs 178 pounds, and has a horribly scarred face and an unruly mane of reddish-colored hair.

Record: Joseph Watt is wanted for the first-degree murder of two policeman and for escape. Voltaic (the two identities have not been connected yet) is wanted for seven counts of first degree robbery, twelve attempted murders, eight acts of aggravated assault, and seventeen burglaries.

THE CHOP-SHOP GANG

10 STR 12 DEX 12 CON 10 BODY 10 INT
 10 EGO 12 PRE 10 COM 4 PD 2 ED
 3 SPD 5 REC 24 END 23 STUN

Powers and Skills: Combat Driving 8-; Electronics 11- (mainly for car stereos and other automotive electronics); Lockpicking 11- (mainly for car locks); Mechanics 11-; Security Systems 11- (mainly for car anti-theft systems); Stealth 11-; Streetwise 11-; WF: Small Arms, Knives, Car Tools; KS: Automobiles 11-; KS: Fences 11-; CK of campaign city 11-; PS: Car Thief 11-.

75+ Disadvantages: Psychological Limitation: Amoral And Greedy; Hunted by the police 8- (Mo Pow, NCI, Capture).

Notes: The Chop-Shop Gang is a group of eight teenage car thieves: K-Mag, Wrench, Teddy Bear, Fast Eddie, Uptown, Streetdog, Acid King and Frog. They use their auto mechanics' skills to steal cars, strip them down for parts and sell the parts on the black market. They usually steal parked cars, but have no compunctions against carjacking if they see a car they want while it's being driven. Wrench, Teddy Bear and Fast Eddie all work during the day as legitimate mechanics (at the same service station), but the others are full-time car thieves. The group is responsible for two deaths, four aggravated assaults, and more car thefts than the police can count.

ERNEST "KING" COLE

8 STR 10 DEX 12 CON 16 BODY 13 INT
 12 EGO 13 PRE 6 COM 2 PD 2 ED
 2 SPD 4 REC 24 END' 26 STUN

Powers and Skills: Gambling 11-; Streetwise 8-; WF: Pistols; PS: Filmmaker 12-; PS: Small Business Management 12-; KS: Pornography 12-; KS: First Amendment Law 12-; 3 points of Money.

75+ Disadvantages: Psychological Limitation: Sucker For A Pretty Face; Psychological Limitation: Will Do Anything For A Buck; Hunted by the Obscenity and Child Pornography Section of the U.S. Department of Justice 11- (Mo Pow, NCI, Capture).

Notes: Ernest "King" Cole took a small pornography business that he ran out of his basement and turned it into one of the nation's biggest mail-order pornography companies. He ardently defends his First Amendment right to produce pornography; the Justice Department watches him closely and has unsuccessfully sued him several times for sending obscene materials through the mail. What the feds don't know is that there is a seamier side to Cole's business: he is also one of the nation's major producers of child pornography and "snuff films" (films of people being beaten and murdered). He has ruined or destroyed a lot of young lives, all for lust and money, and unless stopped will ruin many more.



EDDIE "E.F." FERRARA

10 STR 12 DEX 12 CON 10 BODY 18 INT
10 EGO 10 PRE 10 COM 2 PD 2 ED
2 SPD 4 REC 24 END 21 STUN

Powers and Skills: Bribery 11-; Bureaucratics 11-; Forgery 11-; Lockpicking 8-; Stealth 11-; Streetwise 14-; Trading 15-; WF: Pistols, Knives; KS: The Black Market 14-; CK: [campaign city] 11-; KS: The Mafia 11-; PS: Fence 14-; Well-Connected and numerous Contacts throughout the city (11- each); Lightning Calculator.

75+ Disadvantages: Psychological Limitation: Always Looking For A Good Deal/Always Bargains Hard; Reputation: if you're looking for it, he can find it for you 11- (limited group); Hunted by the police 8- (Mo Pow, NCI, Capture), 1d6 Unluck.

Notes: Eddie "E.F." Ferrara ("When E.F. Ferrara talks, people listen!") is a fence in the campaign city. He works mainly for the Mafia, disposing of loot from mob-sponsored robberies, but also does a lot of "independent" business. He will buy or sell anything, from guns to stocks to gold bars. With his immense network of contacts, it seems like he can always find what someone is looking for (for the right price, of course), or can arrange a meeting between two potential "business partners" that will be profitable for everyone.

DOCTOR ANTON FROST

10 STR 14 DEX 13 CON 10 BODY 15 INT
13 EGO 15 PRE 12 COM 3 PD 3 ED
3 SPD 5 REC 26 END 22 STUN

Powers and Skills: Forensic Medicine 11-; High Society 12-; Paramedics 12-; Persuasion 12-; Streetwise 8-; WF: Pistols; KS: Medicine 14-; PS: Doctor 13-; Perk: Fringe Benefit: License To Practice Medicine; 5 points of Money.

75+ Disadvantages: Psychological Limitation: Fascinated By Crime; Psychological Limitation: Greedy; Reputation: underworld doctor 11- (limited group); Secret Identity (role as underworld doctor).

Notes: Drawn to the world of crime by the thrills, danger, and money involved, Doctor Anton Frost provides medical and surgical services to underworld figures. Whether you need a bullet removed without the police knowing, or want to get your hands on some illegal pharmaceuticals, or need a little plastic surgery fast, he's your man. In recent years he has also become involved in the lucrative crime of organ-legging, and hopes to expand his business in this field as transplant surgery becomes more common.

INQUISITION

12 STR 14 DEX 15 CON 12 BODY 13 INT
18 EGO 18 PRE 10 COM 4 PD 5 ED
3 SPD 6 REC 30 END 30 STUN

Powers and Skills: Bribery 14-; Disguise 8-; Forensic Medicine 8-; High Society 13-; Interrogation 17-; Languages: English, German (both fluent conversation; Spanish is native); Paramedics 12-; Persuasion 14-; Stealth 12-; Streetwise 13-; TF: Horses, Helicopters; KS: Torture And Interrogation 16-; KS: The Military/Mercenary/Terrorist World 12-; KS: The Espionage World 12-; Money (2 points); Contact: Latin American Dictator 11-; Contact: Latin American Military Man 11-.

75+ Disadvantages: Psychological Limitation: Sadist; Reputation: master torturer 14- (limited group); Hunted by the U.S. Army 8- (Mo Pow, NCI, Capture/Kill).

Notes: The background of the man known as Inquisition is mostly unknown. Since the mid-70s he has worked around the world as a master torturer and interrogator, including in the United States for organized crime figures. He is skilled at both physical and psychological interrogation techniques, though he prefers physical methods, which he considers both more reliable and more fun.

MILOS JANOVICZ

13 STR 15 DEX 13 CON 10 BODY 13 INT
14 EGO 13 PRE 12 COM 5 PD 5 ED
3 SPD 7 REC 26 END 24 STUN

Powers and Skills: Bureaucratics 12-; Combat Piloting 8-; Cryptography 8-; Demolitions 8-; Language: English (completely fluent; Bulgarian is native); Martial Arts: Commando Training; Stealth 12-; Streetwise 12-; Tactics 12-; KS: The Military/Mercenary/Terrorist World 12-; KS: The Espionage World 12-; KS: The Illegal Arms Market 14-; 10 points of Money; Contacts with military figures and weaponmakers around the world.

75+ Disadvantages: Psychological Limitation: Casual Killer; Physical Limitation: suffering from fatal kidney disease; Dependence on daily dialysis (takes 1d6/day); Reputation: Arms Merchant 11-; Hunted by the CIA 8- (Mo Pow, NCI, Capture).

Notes: Milos Janovicz, a former general in the Bulgarian army, has for many years been one of the world's most notorious arms dealers. From Third World dictators to military figures to street gangs, he doesn't care who he sells to. However, he suffers from a fatal kidney disease, and will die soon if a suitable transplant cannot be found.

BOB SIMMS

12 STR 13 DEX 10 CON 10 BODY 13 INT
10 EGO 12 PRE 10 COM 3 PD 3 ED
2 SPD 5 REC 24 END 22 STUN

Powers and Skills: Forgery 14-; Gambling 11-; Sleight of Hand 12-; Streetwise 8-; KS: Counterfeiting/Forgery 14-; KS: Stage Magic 11-; PS: Counterfeiter/Forger 14-; PS: Print Shop Management 11-; PS: Printing Equipment Repair 8-.

75+ Disadvantages: Psychological Limitation: Addicted To Gambling; Psychological Limitation: Terrified Of Being Caught; Psychological Limitation: Loves His Family; Distinctive Features: ink all over his hands (easily concealed); Reputation: skilled counterfeiter/forger 8- (limited group); DNPC: wife 8- (normal); DNPC: daughter 8- (incompetent).

Notes: Bob Simms owns a print shop in the PCs' home city. Several years ago, when he needed money to pay off his illegal gambling debts, it occurred to him that he could use his printing equipment to just make his own money. Since then he has established a thriving "side business" as a counterfeiter of money, stocks, birth certificates, and any other documents a criminal might need fake copies of. He uses this money to keep his gambling habit a secret from his family.

THE TOYMAKER

10 STR 15 DEX 10 CON 10 BODY 20 INT
13 EGO 15 PRE 12 COM 2 PD 2 ED
2 SPD 4 REC 20 END 20 STUN

Powers and Skills: Computer Programming 13-; Demolitions 11-; Electronics 14-; Inventor 13-; Mechanics 13-; Streetwise 8-; Weaponsmith 16- (Slugthrowers, Energy, Muscle-Powered); PS: Toymaker 14-; KS: The Military/Mercenary/Terrorist World 13-; KS: The Espionage World 13-; PS: Small Business Management 11-; Scientist (Sciences at 13- each: Biology, Chemistry, Physics, Pharmacology/Toxicology, Ballistics, Electronic Engineering, Lasers); Base (100 points—a toy shop in front, with a secret weaponsmithing shop in back; heavy-duty security system).

75+ Disadvantages: Psychological Limitation: Loves Children; Age (62); Dependence (must take heart medication every day or risk a heart attack); Distinctive Features: kindly old man with a big white beard (easily concealed); Reputation: underworld armorer 14- (limited group); Hunted by the police 8- (Mo Pow, NCI, Capture); Rivalry with other weaponsmiths; Secret Identity (role as underworld armorer).

Notes: Jacob Meiers, age 62, is the perfect image of a gentle grandfather and toy-shop owner: a big white beard which can't hide his frequent smiles and chuckles, a flannel shirt and leather work apron, and spectacles. He even loves children. However, unbeknownst to the police and his toystore's customers, he is also one of the premiere criminal weaponsmiths in the world. Why he got into this line of work is unknown. He prefers to deal with professionals; he will not sell weapons to anyone he feels might endanger children (such as fanatic terrorists or street gang kids). Otherwise, he plays no favorites, selling to heroes, villains, and people of any political persuasion.

JAMES VALENTINO

13 STR 18 DEX 15 CON 12 BODY 15 INT
 12 EGO 15 PRE 14 COM 5 PD 5 ED
 3 SPD 7 REC 30 END 30 STUN

Powers and Skills: Climbing 13-; Concealment 13-; Demolitions 11-; Electronics 11-; Lockpicking 13-; Mechanics 11-; Security Systems 13-; WF: Pistols; KS: Gems And Jewelry 11-; KS: Art History 11-; PS: Safecracker 11-; PS: Appraiser 11-; Contacts in the illegal art market; Traveler (CKs: any twelve major U.S. cities, GM's choice).

75+ Disadvantages: Hunted by the FBI 8- (Mo Pow, NCI, Capture).

Notes: James "Jimmy V" Valentino has been a safecracker and second-story man for almost two decades. He's never worked an honest day in his life, and doesn't intend to ever work one if he can avoid it. He spends his life traveling from city to city, looting the houses of the wealthy and the safes of big corporations. He steals anything he thinks he can sell, from art, to jewelry, to stocks, to disks with sensitive corporate data on them. He's even available for hire, if the price is right.

MICHAEL WHITEHURST

10 STR 12 DEX 12 CON 10 BODY 18 INT
 14 EGO 13 PRE 16 COM 3 PD 3 ED
 2 SPD 4 REC 24 END 21 STUN

Powers and Skills: Bureaucratrics 12-; High Society 12-; Persuasion 12-; Seduction 12-; Scholar (KSs at 13- each: High Finance; The Financial World; Money Laundering; Financial Frauds And Schemes; Real Estate Fraud; The Stock Market); PS: Investment Banker 13-; Money (6 points); Well-Connected and Contacts throughout the financial world; Vehicle (Porsche).

75+ Disadvantages: Psychological Limitation: Loves Money; Distinctive Features: rich yuppie banker scum (easily concealed); Reputation: Wall Street whiz kid 11-; Hunted by the Secret Service 8- (Mo Pow, NCI, Capture).

Notes: Michael Whitehurst appears to be a successful financial entrepreneur with a gift for selecting great stocks and sure-fire investments. In truth, he is one of the biggest insider traders and financial frauds to hit Wall Street in a long time. He has his fingers in all sorts of financial schemes all around the world. He knows it's just a matter of time before something goes wrong and the feds come after him, so he's ready to flee to Costa Azúl with millions on just a few hours' notice.

GENERIC CHARACTERS

These four character sheets are "generic" write-ups, to be used by the GM whenever he needs a "thug" or similar generic character and doesn't want to take the time to write one up himself.

Another advantage to using these write-ups is that they establish a consistent type of opposition against which the

player characters can gauge themselves. Player characters will know from game to game just how tough the average street punks are, and how easy or tough a time they have dealing with them. If the campaign reaches the point where these characters are not enough of a challenge for the PCs, the GM can increase their point totals slightly, but not too much—it's better for the heroes to be trapped in situations which make things tougher on them than for all the street punks in the campaign to suddenly have a DEX of 18. Remember that for the most part, these characters will be involved with (relatively) petty street crimes, so they shouldn't become so powerful that those sorts of crimes are no longer an attractive way for them to earn a living.

STREET THUG (TYPE 1)

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 4	
12	DEX	6	DCV: 4	
12	CON	4	ECV: 3	
10	BODY	0	Phases: 4, 8, 12	
10	INT	0	Costs	
10	EGO	0	Char: 25	Base: 50
12	PRE	2	+	+
10	COM	0	Powers: 37	Disad: 12
4	PD	2	=	=
3	ED	1	Totals: 62	62
3	SPD	8		
5	REC	2		
24	END	0		
21	STUN	0		

Cost	Powers	END
2	+1" Running (7" total)	1/5"
20	Martial Arts—Dirty Infighting	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Strike +0 +2 4d6	
	Martial Throw +0 +1 2d6 + vel/5	
	Nerve Strike -1 +1 2d6 NND (1)	
	Off. Strike -2 +1 6d6 Strike	
3	Stealth 11-	
3	Streetwise 11-	
3	WF: Small Arms, Street Weapons	
4	Any two appropriate KSs, 11- each	
2	PS: job or hobby 11-	

50+	Disadvantages
20	Hunted: The police 8- (Mo Pow, NCI, Watching)

Notes: This write-up is intended to represent the average street gang member, street punk or organized crime "soldier." He isn't particularly skilled at any form of crime, but has the guts and the viciousness to survive on the street.

The Street Thug (Type 1) has eight points unspent. The GM may use these for unusual weapons or anything else appropriate to the character.



STREET THUG (TYPE 2)

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 3
10	BODY	0	Phases: 4, 8, 12
10	INT	0	
10	EGO	0	Costs
13	PRE	3	
10	COM	0	Char: 34 Base: 50
5	PD	2	+ +
4	ED	1	Powers: 47 Disad: 31
3	SPD	6	= =
6	REC	0	Totals: 81 81
26	END	0	
25	STUN	1	

Cost	Powers	END
2	+1" Running (7" total)	1/5"
20	Martial Arts—Dirty Infighting	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Strike +0 +2 4 ½d6 Strike	
	Martial Throw +0 +1 2 ½d6 + vel/5, Targ Falls	
	Nerve Strike -1 +1 2d6 NND (1)	
	Off. Strike -2 +1 6 ½d6 Strike	
3	Stealth 11-	
5	Streetwise 12-	
3	WF: Small Arms, Street Weapons	
3	Another Skill or Skill Level (GM's choice)	
4	Any two appropriate KSs, 11- each	
2	PS: job or hobby 11-	
2	+1 OCV with weapon of choice	
3	+1 Level with Dirty Infighting	

50+	Disadvantages
20	Hunted: The police 8- (Mo Pow, NCI, Watching)
11	Other appropriate Disadvantages (Psychological Limitations, Reputation, Distinctive Features, etc.)

Notes: This write-up is intended to represent a tough street gang kid, a street gang leader or lieutenant, or an organized crime enforcer or lieutenant. This character has the physical abilities, intelligence, and skills to become an important figure on the street or within his organization.

STREET THUG (TYPE 3)

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
15	DEX	15	DCV: 5
15	CON	10	ECV: 3
12	BODY	4	Phases: 4, 8, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
10	COM	0	Char: 53 Base: 50
6	PD	3	+ +
5	ED	2	Powers: 57 Disad: 60
3	SPD	5	= =
7	REC	2	Totals: 110 110
30	END	0	
30	STUN	2	

Cost	Powers	END
2	+1" Running (7" total)	1/5"
20	Martial Arts—Dirty Infighting	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Strike +0 +2 5d6	
	Martial Throw +0 +1 3d6 + vel/5, Targ Falls	
	Nerve Strike -1 +1 2d6 NND (1)	
	Off. Strike -2 +1 7d6	
3	Stealth 11-	
5	Streetwise 12-	
3	WF: Small Arms, Street Weapons	
6	Two other Skills or Skill Levels (GM's choice)	
6	Any three appropriate KSs, 11- each	
2	PS: job or hobby 11-	
4	+2 OCV with weapon of choice	
6	+2 Levels with Dirty Infighting	

50+	Disadvantages
20	Hunted: The police 8- (Mo Pow, NCI, Watching)
40	Other appropriate Disadvantages (Psychological Limitations, Reputation, Distinctive Features, other Hunteds, etc.)

Notes: This write-up is intended to represent really powerful street gang members, bodyguards for organized crime figures, and similar folk. (Remember that, despite the fact that the Street Thug (Type 3)'s stats might seem low-powered to a heroic PC, this character is roughly twice as strong and 150% as fast as the average physically fit individual. This Thug is fully capable of beating a normal person to death with his bare hands, and is also skilled with weapons.)

**TERRORIST**

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 6		
18	DEX	24	DCV: 6		
15	CON	10	ECV: 4		
12	BODY	4	Phases: 3, 6, 9, 12		
10	INT	0	Costs		
12	EGO	4			
15	PRE	5			
10	COM	0	Char: 72	Base: 50	
6	PD	3	+	+	
4	ED	1	Powers: 61	Disad: 83	
4	SPD	12	=	=	
7	REC	2	Totals: 133	133	
30	END	0			
30	STUN	2			

Cost	Powers	END
2	+1" Running (7" total)	1/5"
24	Martial Arts—Commando Training	
	Maneuver OCV DCV Notes	
	Choke Hold -2 +0 Grab, 2d6 NND (2)	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Block +2 +2 Block, Abort	
	Martial Disarm -1 +1 Disarm, 25 STR	
	Martial Strike +0 +2 5d6	
	Martial Throw +0 +1 3d6 + vel/5, Target Falls	

Cost	Powers	END
3	Stealth 12-	
3	Tactics 12-	
3	WF: Small Arms, Knives, one additional WF	
6	Two Skills from this list: Bribery; Computer Programming; Demolitions; Disguise; Electronics; Interrogation; Lockpicking; Mechanics; Oratory; Paramedics; Security Systems; Survival; Systems Operation; Weaponsmith	
3	KS: The Military/Mercenary/Terrorist World 12-	
2	PS: Terrorist 11-	
4	+2 OCV with weapon of choice	
5	+1 Level with Small Arms	
6	+2 Levels with Commando Training	

50+	Disadvantages
25	Psychological Limitation: Fanatic Supporter Of The Cause
10	Psychological Limitation: Subject To Chain Of Command
20	Hunted by anti-terrorist squad, Interpol, or other appropriate law enforcement group 8- (Mo Pow, NCI, Capture/Kill)
28	Other appropriate Disadvantages (Psychological Limitations, Reputation, Distinctive Features, other Hunteds, etc.)

Notes: This write-up represents the average well-trained terrorist (for untrained terrorists, use the one of the Street Thug write-ups). This Terrorist is fanatically devoted to some cause, so much so that he is willing to kill or be killed for it.

NEW ORGANIZED CRIME GROUPS

This section describes several new organized crime groups, such as the so-called "Russian Mafia" and large-scale balck street gangs.

THE RUSSIAN MAFIA (THE ORGANIZATSIYA)

OPERATIONS OF 5/13/92, 9:15 PM, UNDERCOVER INVESTIGATION, TYPE 56-S, HUDSON PLAZA HOTEL

I met the mafioski Ludyarov in Room 2884 of the Hudson Plaza Hotel.

"Zdorovat'sya," he said to me in a deep voice, at once friendly and menacing. I looked at him blankly, pretending not to understand Russian.

"Hello," he said again, in thickly accented English. "You are ready to deal with me, no?"

"Yes," I replied, "I'm here to deal with you." I took out a pack of cigarettes and put one in my mouth. He asked for one and I held out the pack to him to let him take one.

"Ah," he said gruffly, after I had given him a light, "American cigarettes—much better than the cheap Soviet leftovers I have to put up with in Moscow. Now for business. You were interested in the rifles, no?"

"And the rockets," I said. "Don't forget the rockets; my client is very...anxious to obtain them."

"Da, da, the rockets. SA-7 Grail missiles, a case of twenty, a bargain to you for only..."

That was as far as he got before the tranquilizer in the cigarettes knocked him out. Having taken the antidote beforehand, I was immune. By the time he awakened he was far away from the Plaza—and from anyone who might hear him screaming. Within an hour I knew how many weapons the gang had, where they were being kept and how heavily they were guarded. I left a "calling card" with Ludyarov's corpse and went to execute his "comrades."

— Excerpt from the journals of
the Harbinger of Justice

Description: One of the newest organized crime threats facing the United States and the world is the *Organizatsiya* ("the organization"), more commonly known as the Russian Mafia. Although it was originally made up of Russian thugs and criminals of various sorts, since the collapse of the Soviet Union and the rise of the Commonwealth of Independent States (CIS) many former KGB agents and Soviet military officers have become involved with the Russian gangsters, swelling their ranks and bringing dangerous knowledge with them.

The Russian Mafia is thought to have gained its foothold in the United States in the mid-1970s, when Soviet officials began to let Russian Jews emigrate to America. As part of this wave of immigration, the KGB and Russian penal authorities took the opportunity to release many of their most dangerous criminals and send them to the United States as "Jewish immigrants." They also used the new immigration regulations as a way to slip KGB agents into this country unnoticed.

The first Russian criminal to organize his fellow expatriates was one Evsei Agron. Gradually he established a large following and assumed the title of "Chief Thief-In-Law," or leader of the Russian gangsters. His men began to terrorize Russian ethnic communities such as "Little Odessa" in Brighton Beach, a part of Brooklyn. He and his men set up protection rackets and committed robberies and other crimes. Soon they branched out into other areas, and formed links with the Lucchese, Colombo and Genovese families of La Cosa Nostra.

Agron's reign as "leader" of the Russian gangs in the United States ended in 1985, when another gangster, Marat Balagula, had him killed so that he (Balagula) could take over. However, like his ill-fated predecessor Balagula does not actually control the Organizatsiya gangs in America or anywhere else, because the Russian Mafia is in many ways very poorly organized. Individual gangs, led by a *pakhany*, or "leader," generally keep to themselves and do not acknowledge anyone as the overall leader or commander of the Organizatsiya (either in America or Russia). The gangs tend not to divide areas into "turf," so two or more gangs may be running scams or committing robberies in the same territory. Alliances between different gangs can shift from day to day, and rarely solidify into any sort of advanced hierarchical structure like that of the Mafia or Yakuza.

The Organizatsiya in the CIS itself is somewhat different from the American gangs. For one thing, in a society so riddled with corruption, it is a much more powerful group. For another, the gangs tend to segregate themselves along national lines and "specialize" in certain crimes: for example, Azeri gangs are said to be the drug dealers, Georgian gangs run casinos and so forth. However, native Organizatsiya gangs maintain strong ties with American gangs, and they often assist other or establish criminal "joint ventures."

Today the Russian Mafia has established itself not only in New York City but Baltimore, Boston, Buffalo, Chicago, Cleveland, Dallas, Detroit, Los Angeles, Miami, Philadelphia, Portland, San Francisco, Seattle and many other cities. In some areas the FBI believes that the Russian gangsters are taking over territory when key Cosa Nostra figures are sent to jail. Because of their viciousness and seemingly endless supply of compatriots and allies in the CIS, law



enforcement officials worldwide fear that the Russian gangs may soon become a major criminal threat. They are considered one of the fastest growing criminal organizations in the world.

Activities: Although the Russian Mafia gangs got their start mainly with protection rackets and petty theft, they have become powerful enough to attempt even worse crimes. Some of their major activities include gasoline bootlegging, tax fraud, insurance fraud, extortion, large-scale robberies, forgery and counterfeiting (of money, jewelry, and other valuables), contract theft, fencing, gambling, smuggling (to and from Russia, of everything from liquor to kidnapped women), illegal weapons trafficking, credit card fraud, money laundering and contract murder. Some evidence indicates that they are beginning to become involved with the drug trade as well—Golden Crescent heroin producers are now shipping some of their goods to Russian criminals who send them to their American counterparts. Heroin may now be in production in some parts of the CIS, and marijuana has grown wild there for centuries. Also, Colombian drug cartels have formed important ties with the Russian gangsters to help them import and sell cocaine in Europe. It is estimated that the Russian gangs have a total of over \$25 billion deposited in Western banks.

The Russian Mafia is particularly noted for the brutality of its crimes. People who fail to pay their debts are tortured and beaten, and anyone who crosses them is killed. Their murders are extremely brutal, and often include cutting off the victim's fingers, slicing up corpses to retrieve bullets and mutilating the body in other ways to prevent identification.

Often the American *mafioski* (as they sometimes call themselves) import a killer from Russia who does the job quickly and cheaply (even a few thousand American dollars is a fortune in the CIS) and then goes straight back home, frustrating American law enforcement efforts. Despite Russia's membership in Interpol, the Russian authorities have provided very little information on Russian criminals, whether at home or abroad.

One of the reasons for the brazenness and brutality of the Russian criminals is that they have little fear of American law enforcement. Most Organizatsiya members have experienced the Soviet police and prisons and the KGB in the past, and therefore think of the American judicial and penological systems as a joke. Some law enforcement authorities have also noted that because of Russian compulsory secondary education, Russian Mafioski are generally better educated than their American counterparts, which contributes to the cleverness and audacity of some of their scams.

The Russian Mafia may have the distinction of being the first organized crime group to pose a threat to world security. With the fall of the Soviet empire and the need for hard currency, many Organizatsiya figures, particularly those who are former KGB or military men, are selling off the Soviet arsenal at an alarming rate. Some reports indicate that grenades are selling for as little as \$2 apiece on the black market, and AK-47 rifles and other Soviet weapons are also very inexpensive by Western standards. Even worse, it is feared that the Russian Mafia may be capable of selling Soviet nuclear missiles or fissionable material on the black market. There is no definite proof that any such sales have taken place, but authorities have stopped several sales of fissionable material before they took place. A few illegal arms brokers are said to be quoting starting prices of \$5 million for nuclear bombs.

The Organizatsiya in the United States has proven extremely difficult to stop. Not only do few policemen in this country speak Russian, but the members of the Russian immigrant community are almost uniformly unwilling to talk to the police. This silence protects the Russian criminals and keeps the police from gathering hard evidence against them.

LARGE-SCALE BLACK GANGS

This section provides a brief description of some of the largest black street gangs in America. It supplements the information found in *DC*, pages 137-39. These gangs fit in the *DC* category of "affiliated" gangs, though as the reader shall see, not all of them are that well-organized. For some examples of Champions Universe large-scale black gangs, refer to the "Street Gangs" section, below.

THE BLOODS

The Bloods are one of the two large-scale black street gangs which were started in Los Angeles and have since spread (in a limited fashion) to other cities throughout the nation. The Bloods are said to have been founded by two men, Sylvester Scott and Vincent Owen, as a way to protect themselves from attacks by the Crips gang (see below). As a result, the Bloods and Crips have been and continue to be deadly enemies, although in recent years there have been some reports of cooperation between the two.



As their name suggests, the Bloods' color is red, taken from the school colors of Centennial High School in Compton, California. Bloods always wear red articles of clothing, which are known as "rags." (This can be taken as a five-point Distinctive Feature.) They are also known as "Pirus" or "C/K" (Crip-killer). Like the Crips, the Bloods are divided up into "sets," or individual gangs, such as the Senter Park Pirus, Ujima Village Bloods or Karson Pirus (note that they avoid writing the letter C by changing it to K or S). Each set may have up to about one hundred members, and is usually associated with a particular neighborhood, street, or housing project. A set's territory, or "turf," is marked by red graffiti. This indicates the set's crack-selling territory. Each set may also be known by its "sign," a hand signal which members will "throw," or display, to other gangbangers.

THE CRIPS

The Crips gang is thought to have been founded by one Raymond Washington in the early 1980s. Its name probably comes from the "Tales of the Crypt" comic book or television show, and its color, blue, is taken from Washington High School in south-central Los Angeles. Crips always wear some article of blue clothing, often a headband or bandanna. They are also known as "Cuz," "B/K" (Blood-killer), or "P/K" (Piru-killer).

Like the Bloods, the Crips are divided into sets, such as the Schoolyard Crips, Eight-Tray Crips, or Shotgun Crips. Unlike Blood sets, which usually work together, most Crips sets are as willing to fight each other as they are to fight Bloods. Other than that, the two groups are very similar.

EL RUKNS

The El Rukns are a powerful black gang based in Chicago. The gang was founded by one Jeff Fort in the 1980s. It was based in a large building on South Drexel Street known as "the Fort." The El Rukns became incredibly wealthy and powerful selling crack cocaine, and soon branched out into other crimes. For example, some El Rukns were hired by other organized crime figures to commit murders. Even worse, Jeff Fort conspired with the Libyan government to commit acts of terrorism in the United States. Fortunately, in 1989 several dozen leading figures in the El Rukns, including Fort, were indicted by the federal government and subsequently went to prison, and "the Fort" was torn down. Today the El Rukns are much less powerful than they were several years ago, but whether they have been entirely destroyed remains to be seen.

NIGERIAN FINANCIAL FRAUD RINGS

Description: This particular criminal group almost doesn't qualify for the label "organized." It consists of small groups of Nigerians, usually no more than half a dozen, who enter the United States under pretenses of business or study when actually their intent is to engage in financial fraud. The "organized" aspect of their activities mainly involves teaching one another useful things they have learned and bailing each other out of jail.

Activities: These groups, as their name implies, are involved in financial crimes such as bank fraud and credit card fraud. They have learned (presumably from fellow criminals in Nigeria) how easy it is to penetrate the American banking system and defraud it. Usually they will pose as a student or businessman (and in fact they may be one) in order to open a checking account at a bank, obtain a loan, or get a credit card. They may use one or more false identities and open up dozens of accounts in banks all over the city. Then, for example, they might use the credit card to get money from an automatic teller machine, after which they discard that identity and card. If they know someone who works in a personnel office or credit bureau, they can get lists of names and Social Security numbers from that friend and use the information to commit many financial crimes. A few of them are also involved in heroin smuggling. Eventually, if law enforcement is about to catch them, they simply return to Nigeria, where they can easily vanish into the population.

ORGANIZED CRIME GROUPS PREVIOUSLY DESCRIBED

Bob Lives Eh
Disco Suck
Maldonado Suck
Vegs
Gance is Ours
Drool
OWER

This section provides further information on groups that were described in *DC*, including descriptions of many different *Dark Champions* Universe gangs and groups and a quick reference sheet for GMs to use.

THE MAFIA

MAFIA CUSTOMS AND LORE

For GMs who wish to use classic Mafia customs and "trademarks" in their campaigns, here is a list of some of the more prominent ones. Most of them are strictly fictional; in fact, many of them have been made up by the media to add "color" to its stories.

The Ace of Diamonds: Supposedly this card is a "bad luck" card for the Mafia, because it was found in the hand of Joe "The Boss" Masseria after his murder in April 1931.

Buckwheats: A "buckwheats" murder is a painful or torturous killing, one which causes the victim to suffer. Most Mafia "hits" are supposedly efficient, business-like operations which are over quickly. However, some targets, such as informers or traitors, are killed in painful, brutal ways to make an example of them. Usually a buckwheats killing involves beating, stabbing, burning, strangling or similar methods.

Chicago amnesia: A slang term for the unwillingness of people to provide information about or testimony against Mafia figures, for fear of retribution.

Contract killing: The Mafia does not commit murder for hire for outsiders. Supposedly, the process for ordering someone's murder is regulated and carefully controlled. Murders are for business reasons only, not for revenge, personal reasons, love interests or similar reasons. If possible, the killers will be brought in from out of state, given only the information they need to find and kill their victim, and then flown back home after the murder to make it difficult to find them.

Hitmobile: A car, often black, in which Mafia contract killers ride to and from the murder scene. Sometimes a hitmobile is equipped with gadgets, such as a switch to disconnect the tail lights (making the car difficult to follow at night) or hidden compartments.

Hitting the mattresses: As explained briefly in *DC*, this custom refers to Mafia practices when two families are at war. Each family's men hide out in barren apartments away from their homes which have only mattresses on the floor as furniture. The mattresses can be thrown up against windows and doors if a shootout occurs.

Killing a capo: Supposedly if a capo is to be killed, he must be shot from the front and/or in the face, because "respect" dictates that he is entitled to see his killer. Some legends also maintain that a boss should be shot at the dinner table, because he is entitled to a "last meal."

The kiss of death: A murder victim may be given a kiss on the lips to let him know that he is about to be killed, or to signal to nearby killers who is to be "hit." The kiss may also be used as a simple warning—act properly or you will be killed.

Little Joe: This is an execution method for people who fail to deliver on their promises, such as those who do not pay a loanshark what they owe him. It consists of four bullets to the head in two rows of two, like the "four" on a die or two "twos" on a pair of dice.

Mafia coffin: A method of burying a murder victim: the corpse is placed in another man's coffin underneath a false bottom, creating a "double-decker" coffin.

Mafia guarantee: The Mafia will "guarantee" deals between independent criminals in exchange for a percentage of the money involved. The Mafia acts as arbiter between the two groups of criminals, and if either side goes back on the deal or betrays the other, the Mafia will punish them.

Murder victim's eyes: This belief, derived from European superstitions, holds that the last thing a man sees before he dies (such as his killer's face) is imprinted in his eyes. Thus, mob killers may shoot out or gouge out a victim's eyes, so that they cannot be used as "evidence" against the murderers. (Some other groups, such as the Russian Mafia, sometimes follow this practice as well.)

The "no hands" rule: Mob members are not supposed to physically assault one another. This rule supposedly helps to cut down on mob conflict and prevents inter-family tensions from escalating. In some cases fighting with another Mafioso is enough to get the offending member killed.

The "no narcotics" rule: This "rule" maintains that Mafiosi are not to become involved in the drug trade, on the grounds that it is neither "honorable" nor "moral." Like most of the rest of the customs described in this section, this rule does not exist.

Taken for a ride: A Mafia assassination method in which an unsuspecting victim goes for a ride with two killers, one who drives and one who sits in back. The victim rides up front in the passenger's seat. The man in back places a gun to the back of the victim's head and shoots him dead.

Trapman: A Mafia "security specialist" who is an expert at building hidden safes, secret rooms and compartments and other places to secrete money. Many Mafia figures are said to keep some of their money this way.

THE STREET SCENE

This section describes some of the major cartels, gangs, and other organized crime groups in the Champions Universe. Mafia families, Yakuza gangs and Chinese tongs and Triads are not covered, since they were dealt with extensively in *DC*. At the end of the section is a Champions Universe Organized Crime Quick Reference Sheet, which GMs can keep handy so that they won't forget who's who in the underworld.

COLOMBIAN CARTELS

Here are brief descriptions of the major Colombian drug dealing families and cartels. The most powerful cartels are groups of families and are based in Medellín, Cali and

Baranquilla, Colombia. A few are based in Bogotá or Cartagena as well.

Acevedo: A small family associated with the Castillo-Vohorques cartel of Cali. Its leader, Hernán Gavaldá y Acevedo, is the brother-in-law of Jaime Vohorques-Monges, a lieutenant in the Castillo-Vohorques cartel, so any attempt to turn him against them is likely to fail.

Acosta-Cazares: Based in Baranquilla, this family controls a large number of ships which are well-suited to drug smuggling. Thus, it has not allied itself with any particular cartel or family, preferring to "lease" its ships to different groups as the need arises. Many of the other cartels in turn regard Acosta-Cazares as a useful "middleman" that saves them money by providing a fleet that they would otherwise have to buy and maintain. The cartel also works with some marijuana-smuggling families, but considers them less reliable "clients," so it only involves itself with especially large and profitable deals.

Leonardo Acosta-Cazares is the patriarch of the family. He has been involved with drug smuggling (both marijuana and cocaine) for decades, and has survived several "drug wars" and attempts on his life. He has also been an important figure in Colombian politics for many years, and is an outspoken critic of the Colombian extradition treaty with the United States. Other drug lords have encouraged him to run for the presidency, but so far he has resisted their overtures. In fact, rumor has it that the 73-year-old druglord is intending to "retire" soon and turn the daily operation of his cartel over to his son, Felipe.

LEONARDO ACOSTA-CAZARES

8 STR	10 DEX	12 CON	9 BODY	15 INT
15 EGO	15 PRE	12 COM	3 PD	2 ED
2 SPD	4 REC	24 END	20 STUN	

Powers and Skills: Bribery 14-; Conversation 12-; Gambling 11-; High Society 12-; Language: English (fluent conversation, Spanish is native), Persuasion 12-; Seduction 12-; TF: Planes, Boats; WF: Small Arms; KS: Colombian Drug Cartels 13-; KS: Colombian Politics 12-; KS: Law 11-; KS: Shipping 12-; PS: Drug Cartel Management 14-; PS: Politician 11-; Perk: Fringe Benefit: Leader Of Acosta-Cazares drug cartel; 12 points of Wealth; Contacts (dozens of them in Colombian politics, other cartels, and the Mexican Mafia).

75+ Disadvantages: Age (73), Hunted by the DEA 8- (Mo Pow, Capture), Reputation 11- (cagey drug cartel leader and politician).

Notes: Leonardo Rodrigo Acosta-Cazares is a smooth-talking, amiable, and clever politician and leader. He has a lifetime of experience in both of his chosen "careers," and despite his refusal to date to run for the presidency of Colombia, he still harbors political ambitions and would like to run if he can figure out a way to do so without angering the United States too much.

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Carillo-Mendoza: This powerful Medellín cartel is run by the former mercenary Fenris, once a member of the Berserks mercenary team. (Refer to *DC*, pages 172-73, for a complete character sheet for Fenris.) He took the cartel over from its leader, Ernesto Carillo-Linares, in March 1988 after the DEA hired him to destroy it. Fenris saw an opportunity for himself, so instead of destroying the cartel he took it over by killing Carillo-Linares and all of his allies in the Mendoza branch of his family. The remaining cartel members, who had been dissatisfied with Carillo-Linares's leadership anyway, were willing to support Fenris for a time, and they have not regretted it.

Since Fenris took over, the Carillo-Mendoza cartel has become more powerful than ever. It has absorbed several smaller drug families and strengthened its ties to coca-producing families in Perú and Bolivia. By using Fenris's international connections it has expanded its cocaine market to include customers in Europe and the Commonwealth of Independent States (CIS), where it has formed links with several Organizatsiya gangs.



The Carillo-Mendoza cartel is being watched warily by other cartels because of its rapid growth and new, effective leadership. In particular, the de Fonseca cartel seems to be competing with it on several fronts, and its leader, Teresa Ochoa de Fonseca, is known to be openly hostile towards "that outsider," Fenris.

Castillo-Vohorques: The Castillo-Vohorques cartel is one of the largest and most powerful drug smuggling families in the Champions Universe. It is jointly led by two drug barons, Terenzio Rayas de Castillo and Maximo Higera-Vohorques. Rayas de Castillo mainly controls the purchase of coca leaves and the refining process, and Higera-Vohorques smuggles the cocaine to the United States and distributes it.

Terenzio Rayas de Castillo lives on a palatial estate in the southern hinterlands of Colombia on what used to be a sacred site of the Chibcha Indians. He is the virtual ruler of hundreds (or thousands, depending on who you ask) of square miles of land. Most of the peasants in this area either grow coca for him, help in the processing of his coca, or grow food to support his massive workforce. He has used the profits from his drug dealing to build schools, wells and hospitals for the area, and most of its inhabitants are undyingly loyal to him.

Rayas de Castillo's estate is heavily guarded by "soldatos" armed with AK-47s and similar weapons, many of them purchased on the black market in the CIS or Beirut. His lieutenants, who oversee the collection and processing operations, are also well-armed and guarded; some of his most important men include Menelao Benitez-Rojo, Eduardo Echevarria, Carlos San Cristobal and Heriberto Valenzuela-Jequinto. Their job is to pick coca leaves up from *cocales* and to negotiate large leaf purchases from the cartel's Peruvian and Bolivian sources. They take the leaves to the cartel's clandestine processing labs, where Rayas de Castillo's skilled chemists turn them into cocaine.

Rayas de Castillo himself is a macho, temperamental man who is overbearing even at his most quiet moments. He claims to have fathered dozens of children, though he and his pretty wife, Ana-Linda, do not have any. He also brags that he is a former member of the Colombian military and a crack shot with any kind of gun, but so far no one has substantiated these claims. He is thought to have been personally involved in the murders of several traitorous underlings and "troublesome" (i.e., unbribable) Colombian government officials, which is unusual for a cartel leader.

Maximo Higera-Vohorques's part of the operation begins at dozens of clandestine airstrips and illegal ports that he controls. For the most part his operations have been left alone by Colombian law enforcement, because of the extensive bribes that he pays, but the DEA has located and destroyed several of his airstrips and planes.

Higera-Vohorques's success in smuggling is due in no small part to his ownership of real estate throughout the Caribbean. He himself has a large plantation in Haiti, and his brother Guillermo has a large estate in the Bahamas. Both places are used by Castillo-Vohorques pilots and captains as transshipment points. The Higera-Vohorques's chief "corruptor," a Bahamian lawyer named Nigel Jameson, ensures that his clients' land is not disturbed and that key officials throughout the islands receive the proper "compensation" for looking the other way when told to.

Once the cocaine reaches the United States, Higera-Vohorques has a sophisticated network of distributors that do the rest of his work and funnel the profits back to him. They usually pick up the cocaine in Florida or elsewhere along the Atlantic Coast (very little Castillo-Vohorques cocaine goes through Mexico). It is usually taken to dealers in the rest of the country by car or truck. The cartel controls several automobile and truck rental agencies that often provide vehicles for this purpose.

Drug enforcement officials have often commented on the unusual nature of the partnership between the volatile and violent Terenzio Rayas de Castillo and the older, calmer, and more subtle Maximo Higera-Vohorques, but the two seem to be firm allies and close friends. Their organization is powerful enough that it has no real enemies, though several men within and without the organization would like to take it over somehow.

De Fonseca: This small but violent Cali drug family is led by Teresa Maria Ochoa de Fonseca, the daughter of the former leader, Jesús Alvarez de Fonseca. In 1987, Alvarez de Fonseca was captured by the DEA and taken to America to stand trial, where he received a sentence of life imprisonment for violation of the federal drug laws. Teresa, being the most capable successor, took over the cartel without major difficulty after personally killing her closest rival.

Since she took over, the de Fonseca cartel has become known as much for its violent approach to drug dealing as for its high-quality cocaine. The actions taken by the DEA against her family have left Teresa with a deep, dark hatred of that organization and, in fact, of anything American. Her men are not allowed to wear American clothes or use American goods, for example, which annoys them considerably. Any time her men capture an American law enforcement agent, Teresa has them turn him loose on her large ranch so that she can hunt him down and kill him. After she kills her "prey," she has its head cut off and stuck on a pole in the family cemetery where her father's grave was to be. She has amassed a collection of fifteen such skulls so far (and would certainly be pleased to add a few from American vigilantes if she got the chance, for they have ruined several of her distribution rings in the States). Her cartel is also thought to be responsible for the brutal murders of three Colombian judges in September 1990 and for the car bomb that exploded outside of the house of a high Colombian official in January 1992.

If the chance to break her father out of federal prison arose, Teresa would certainly take it. If necessary, she would hire the best mercenaries she could find to assist her (such as The Berserks, since she despises their rival Fenris), but she would insist on being personally involved. (GMs should refer to *DC*, page 139, for her character sheet.)

Gallegos-Madera: This small Bogotá cartel is controlled by a group of five men: Augustín Madera-Rodriguez; Francisco Gallegos y Solis; Roberto Fernando Mancillas-Navarro; Enrique Zarate de la Jalisco; and Javier Campos-Fuentes. They have strong ties to the Mexican Mafia families and send much of their cocaine to the West Coast through Mexico.

Montalvo: The Montalvo cartel, based in Medellín, is an example of a cartel on its way down. It once was a relatively powerful cartel, but it has lost a lot of resources to the Carillo-Mendoza cartel since Fenris took it over. This is primarily due to the mental deterioration of the cartel's leader, Juan Ovidio Montalvo-Cruz. In his younger days Montalvo-Cruz was a vicious, if intelligent leader who was considered by DEA psychiatrists to be a textbook example of a sociopath. As he has aged, Montalvo-Cruz has also become extremely paranoid, convinced that the DEA and people within his own organization are "out to get him." This has resulted in several violent attacks on law enforcement officers in Colombia and in the United States (and in the deaths of several of Montalvo-Cruz's lieutenants by his own hand). Other cartel leaders would like to see him disposed of, because his recklessness is bringing undue attention to them all.





JUAN OVIDIO MONTALVO-CRUZ

13 STR 15 DEX 18 CON 13 BODY 8 INT
13 EGO 13 PRE 10 COM 5 PD 5 ED
3 SPD 7 REC 36 END 40 STUN

Powers and Skills: +10 STR when Berserk; Bribery 12-; Interrogation 12-; Martial Arts (Dirty Infighting, +2 DC), Shadowing 11-; Stealth 13-; Streetwise 12-; TF: Planes, Boats, Riding Animals; WF: Small Arms, Knives; Perk: Fringe Benefit: Leader of Montalvo drug cartel; 8 points of Wealth.

75+ Disadvantages: Berserk when he thinks he's being "spied on," go 11-, recover 11-; Psychological Limitation: Paranoid Schizophrenic; Psychological Limitation: Sociopath; Hunted by the DEA 8- (Mo Pow, Capture), Hunted by other cartel leaders 11- (Mo Pow, NCI, Watching).

Notes: Juan Ovidio Montalvo-Cruz is one of the most dangerous drug barons to cross. He is profoundly insane, and his psyche combines the worst traits of a paranoid schizophrenic and a sociopath. He enjoys killing and will slaughter anyone he thinks has betrayed him, is spying on him, or is questioning his authority. He carries a Bowie knife and a Mini-Uzi submachine gun wherever he goes.

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Ortiz-Barraza: This small cartel has achieved some notoriety in the DEA because it was one of the first Colombian cartels to "branch out" into the production of heroin in addition to cocaine. Its leader, Evangelista Ortiz-Barraza, is a strong-willed and capable woman who sought a "niche" for her family among the more powerful cartels and saw heroin as a means to this end. Because they can obtain both cocaine and heroin from her, her distributors in America often specialize in selling "speedballs."

The Ortiz-Barraza cartel is also noteworthy because it is part of the Midnight Syndicate, the Master of Crime's international criminal conspiracy. Evangelista Ortiz-Barraza is not yet a member of the Inner Circle, but she is one of the Master's top agents in the Outer Circle, and is considered as a possible candidate for the Inner Circle in the near future as circumstances permit. Her main assignment for the Master is to find out which cartel leaders and lieutenants are most receptive to his plans, and to accumulate "favors" that she can use on the Master's behalf in the future.

JAMAIACAN POSSES

This section describes several Jamaican posses (see *DC*, pages 134-36, for more information on posses). Both normal and "voodoo" posses are included. Generally each posse keeps to itself, and they may even fight each other, but if attacked by a common enemy they can and will work together.

Calypso Dreamers: This posse takes its name from its members' love of calypso and reggae music. Their main base of operations in any given city is likely to be a nightclub specializing in this sort of music (such as Caribbean Karma in Hudson City). They use these clubs as fronts for their crack distribution operations. They store the crack at a nearby "front" business or residence and hire couriers who dress like people coming to the club to dance so that they don't appear suspicious. Their main leader in Hudson City is "don dadda" Reggie Fontaine, a handsome and vivacious man whose conviviality masks the heart of a ruthless killer and torturer.

Doom Fever (voodoo posse): "The loas that we follow lurk in the darkest heart of the city, mon, and 'tis there that you can find us if you may. But them like you that comes lookin' for us wit' ill in their hearts surely must have the doom fever upon them, for we will kill them and leave their widows to weep." So spoke Therrence "Redknife" Upchurch, houngan of the Doom Fever posse, to two DEA agents that his gang captured in early 1989 while they were investigating the posse. The one that managed to escape with his life was barely able to write a report containing that quote and a

description of the nightmarish voodoo setting that he had been held in before he was taken away to an asylum. The DEA eventually named the posse after one of Redknife's phrases.

Doom Fever has been describe in other DEA reports as "one of the most bloodthirsty of any of the posses, voodoo or otherwise. They seem to look upon the rest of humanity as cattle to be sacrificed to the nameless "gods" that they worship. Over a dozen law enforcement officers have been captured by them and sacrificed to these "gods." In many ways they seem to be more of a murderous religious cult that also happens to sell crack cocaine, and less like a traditional posse."

Elizabeth Street: The original members of this posse used to live on this street in Tivoli Gardens, a poor section of Kingston, Jamaica, and hence took their name from it. Even after many of them came to the States, they maintained particularly strong contacts in Jamaica, and as a result have been able to sell some of the most potent sinsemilla marijuana available. Their leader, Edward St. John Smythe, is involved in Jamaican politics and is a major supporter of the Jamaican Nationalist Party (JNP).

Ghede (voodoo posse): This voodoo posse is led by Brother Namaan, a psychotic houngan (refer to *DC*, pages 163-64, for Brother Namaan's character sheet). Like other voodoo posses, its activities include not only crime but bizarre religious ceremonies that often involve blood sacrifice. Many of Brother Namaan's men are as sociopathic as he is psychotic, and the result is a posse that has a reputation for violence and killing even among other posses. The last group that opposed Ghede, the so-called Blue Parrot posse, was obliterated in a shootout that left 32 posse members dead and involved the use of at least one Stinger missile.

Hurricane: The Hurricane posse is a relatively "average" posse that mainly sells crack and marijuana. It is led by a large, brutal man known only as "Beastkiller."



BEASTKILLER

25 STR	17 DEX	20 CON	15 BODY	10 INT
10 EGO	20 PRE	8 COM	8 PD	7 ED
4 SPD	10 REC	50 END	45 STUN	

Powers and Skills: Language: Posse Slang (fluent), Martial Arts (Dirty Fighting), Stealth; Streetwise; WF: Small Arms, Street Weapons; +2 with Offensive Strike; Perk: Fringe Benefit: Leader of Hurricane posse; 2 points of Wealth.

75+ Disadvantages: Sociopath; Reputation 8- (ruthless copkilling posse leader), DNPC 8- (girlfriend, normal), Hunted by the DEA 8- (Mo Pow, Capture), Rivalry (underling who wants to lead the posse).

Notes: Beastkiller is a large, ugly man who's covered with scars from the many fights he's been in. He also has a brand (his name) on his left forearm which he gave to himself with heated bent coathangers. He maintains his leadership position in the posse by means of brute strength and intimidation; the last person to cross him ended up with two broken knees, a shattered sternum, and a broken spine. Other posse members aren't the only ones on his kill list, either—he is wanted for shotgunning two cops to death when they pulled him over for drunk driving. However, just because he's big and strong doesn't mean that he's stupid; although he wouldn't win any IQ contests he has a lot of street smarts and has kept most of his posse out of jail so far.

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Kingston Boys: The Kingston Boys, led by Alfred "Alfie" Page, have developed their crack distribution network in conjunction with some groups of prostitutes that they control. The girls refer their johns to the Boys' crackhouse for their drugs, and sometimes give a hit or two away as a "free sample" to bring in new business. They also act as couriers from stash house to crackhouse and from city to city. If the GM is using Ananias Topps from *Normals Unbound* in his campaign, this sort of operation, which is similar to many of his, may start a "turf war" between him and the Kingston Boys.

Radiance: The Radiance posse (so called because all of its members wear well-tailored, expensive clothes) sells its crack and marijuana in the usual posse fashion, and are as violent as any other Jamaican gang. Its leader is one Ramone Rutherford. Rumor on the street has it that they have also begun selling some "designer drugs" at cut-rate prices. In fact, this rumor is true—the Radiance posse is one of Madame Jeantelle Lareau's first attempts at establishing her own network on the street independent of Ananias Topps and his gang. If all does not go well, she may find herself in serious trouble.

Red Lion (voodoo posse): The Red Lion voodoo posse is primarily devoted to a mysterious voodoo loa that they call simply the Red Lion, a spirit of battle and victory over one's enemies. (Voodoo experts consulted by the DEA and BATF know little or nothing about this loa.) The posse is led by an old blind man named Dadda Miquelon or "Mikey," who seem to possess a mysterious second sight. It also has a small group of younger Jamaican "followers," a street gang which calls itself the Red Lions and acts as a pool of cheap labor and potential recruits for the posse.

"MIKEY" (DADDA MIQUELON)

5 STR	10 DEX	10 CON	10 BODY	18 INT
20 EGO	15 PRE	8 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

Powers and Skills: +4 PER, all senses other than sight; Targeting Sense for Hearing; 25-point Power Pool for voodooistic potions (see the write-up of Brother Namaan in *DC* for examples), Animal Handler 11-; Contortionist 11-; Deduction 13-; Mimicry 11-, Oratory 12-; Paramedics 13-; Sleight of Hand 11-; Stealth 13-; Streetwise 12-; Survival 11-; Ventriloquism 11-; WF: Knives, Staff; KS: Voodoo 14-; Perk: Fringe Benefit: Leader of Red Lions posse; Follower (serpent "familiar").

75+ Disadvantages: Vulnerability (2x STUN and BODY from physical force, such as punches or beatings), Psychological Limitation: Devout Red Voodooist; Physical Limitation: Blind (cataracts), Age (71), Distinctive Features (old blind man who nonetheless somehow seems to command respect and fear from those around him), Reputation 11- (voodoo *houngan* of the Red Lion posse), Hunted by the DEA 8- (Mo Pow, NCI, Capture).

Notes: Dadda Miquelon, more commonly known as "Mikey" to his less respectful followers, is an old man in his early seventies. Cataracts have robbed him of his sight, but not of his dignity or his extensive knowledge of voodoo. His followers think that he possess a "spirit sight" which allows him to see them, but in fact he simply is extremely perceptive with the four senses remaining to him. He usually wears an old suit with a jacket which is a little bit too large for him these days and is covered with voodoo symbols drawn with human blood.

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Trenchtown Rumlbers: This posse is known for its love of fighting and gunplay. Its leader, Bob "Spiff" Utley, is almost as big as Beastkiller (see above) and uses an M60 as if it were an assault rifle.

MEXICAN MAFIA FAMILIES AND GANGS

The various Mexican Mafia families and gangs in the Champions Universe are not particularly different from one another, and so will not be described in extensive detail. Here is a list of the major families and their gangs:

Carasquillo: Led by César Carasquillo and his strong-willed wife Mercedes, this family is based on a large, well-fortified ranch near the town of Nuevo Laredo (near the Mexico-Texas border). Its gangs include the Spanish Savages, the Mexican Mob (a prison gang), and the Durango Knives. César Carasquillo himself is a clever and powerful man, a dire enemy of Miguel Mictlan, and a member of the Master of Crime's Inner Circle.

Huertas-laquinta: This family is run by Gustavo Diego Huertas-laquinta; his brothers Emilio and Raymundo are his chief lieutenants. The family has strong ties to the Gallegos-Madera cocaine cartel, and makes almost as much money transshipping cocaine as it does growing and selling heroin. Its gangs include Los Niños de la Noche ("the Children of the Night," often simply abbreviated "Los Niños") and the Macheteros, a highly-feared gang that wields machetes in its attacks on other gangs.

Mictlan: The family led by Miguel Mictlan, who is described in *DC* on page 139. It is a much more efficiently organized and run family than the other three described here. Its gangs all go by the name "Los Hombres de Mictlan" ("the men of Mictlan") or "the Mictlaneros."

Rodriguez-Sepulveda: Unlike the rest of his fellow Mexican druglords, Luíz Rodriguez-Sepulveda got his start on the streets of east Los Angeles, in a barrio gang called simply "Fuego" ("fire"). He fought his way to the top of the gang, attracted the attention of some powerful Mexican drug kingpins, and then turned on them and killed them after they brought him into their organization and taught him the tricks of the trade. Rodriguez-Sepulveda is easily the most violent of the four family leaders described here, having learned first-hand on the streets of the city the thrill of violence and the power that an unhesitatingly brutal and ruthless man can seize for himself. In addition to Fuego (whose members are known by the flame tattoos they wear on their right hands), he controls a few other gangs such as the Aztecs, the Saviors (a prison gang), and the Spanish Lords.



OUTLAW MOTORCYCLE GANGS

Some of the major outlaw motorcycle gangs in the Champions Universe include:

Asphalt Kings: A small and extremely nomadic group formed near Hudson City in the mid-80s. Its founder and leader is Allen Carson. Its colors depict a big, bearded motorcyclist driving a Harley down a rainbow road. Members' crimes tend to be relatively minor (petty theft, vandalism, reckless driving, and so forth), so they are not a priority for law enforcement groups other than those in the area the Kings happen to be terrorizing at the moment. In fact, one unverified report from a county in Oklahoma indicates that the Asphalt Kings actually cooperated with the police to track down a serial killer who had murdered one of the club's women.

Bombers: This group got its name because it tends to use a lot of explosives and grenades. Its founder, Herman "Napalm" Stern, is a former Marine who received demolitions training in the military and has put it to use when dealing with rival gangs and challengers wanting to take over the club. (Stern has also received assistance and training from the Master of Crime, and may be considered a part of the Outer Circle.) The gang is based primarily in the Southwest, and specializes in selling crank, PCP, and other "homebrewed" drugs mixed up by their own renegade chemists. Its "mother club" is based in Albuquerque, New Mexico. The club's colors show a Grateful Dead-like skeleton tossing a grenade.

The Forbidden: This club's occult-sounding name has caused many religious figures to denounce it as a Satanic group, but nothing could be further from the truth. The original founders chose the name because they were "forbidden" to be part of "normal" society, and because they thought it sounded cool. The club is based primarily in the East and Midwest. The Hudson City club, which is led by "Slammin' Jack" Maxwell, is a large one which is frequently involved in gun battles with the Yakuza for control over the methamphetamine trade. They are also rivals with the Killers motorcycle gang. The Forbidden's colors are a simple black with a pattern of blood dripping down.

Highway Mobsters: This club is based primarily in the Southeast and southern Midwest. The mother club is located in Atlanta, and each local chapter owes strict allegiance to it and its leader, Brian Kelley (who is known for his large collection of venomous snakes). The Highway Mobsters are fierce rivals with the Satanic Skulls and fight them at every opportunity. The club's colors feature a black rose.

Killers: The Killers motorcycle club, whose colors display a knife and a revolver crossed in heraldic fashion, is located primarily in the northern parts of the country. However, the chapters do a good deal of traveling and can be found just about anywhere. Contacts with the Mafia in the Northeast have led to lucrative fencing and murder-for-hire deals between the two groups; some Killers chapters are becoming "legit," driving fancy cars instead of motorcycles and wearing suits instead of colors. The gang has no definite leader.

Satanic Skulls: This club has a reputation as one of the fiercest and most violent of the outlaw motorcycle gangs. In the past they have slaughtered entire other gangs so that they could take over their turf and their women. Their stomping grounds include the West Coast and also the Midwest, where they frequently clash with their rivals, the Highway Mobsters. The club's "mother chapter" is located at a highly-fortified compound in Nevada; its "President," Paul Freitas, is mostly just a "spokesman" and the boss of the Las Vegas territory, because for all practical purposes his "power" extends no further than that area. The leader of the Hudson City chapter is "Big Eddie" Malinowski (*DC*, page 139).

STREET GANGS

As explained in *DC*, street gangs in the Champions Universe can generally be divided into three categories: independent gangs; gangs affiliated with some larger group; and gangs affiliated with a supercriminal or other notable figure. The following section describes some of the gangs found in Hudson City (and, in some cases, elsewhere), GMs can simply adapt these lists to their own campaign cities if they wish.

Groups who are mentioned by name are simply typical street gangs who need no further description; their members will generally be Street Thugs Types 1 and 2 (refer to the Enemies Section for details on these "generic" characters).

INDEPENDENT GANGS

59th Street Outlaws: This is the gang led by Deeju (*DC*, page 139). As the name implies, they control a "turf" around 59th Street in the Freetown area of Hudson City. The Outlaws are a large gang, with more than a hundred members, but they constantly find themselves "squeezed" between competing Warriors and Nubians factions (see below). Unless things change they are likely to be slowly killed off or absorbed into other gangs.

The Outlaws sometimes work together with a nearby gang, the 66 Blades, and Deeju has some thoughts of trying to join with them and establish a third large-scale gang to compete with the Warriors and Nubians. Terry Brooks, leader of the Blades, is receptive to this idea, but insists on total control of the "merged" gang, which Deeju naturally does not agree with. If his gang falls on hard times, he may change his mind.

Jackson Heights Nomads: This gang has terrorized the Jackson Heights housing projects for several years, and the Hudson City Police Department seems unable to stop them. It is led by an ultra-violent sociopath known only as "Chainsaw."

66 Blades: Also known as the Six-Six Blades, this gang is led by Tommy Brooks, a young black man of high intelligence and lethal cunning. Brooks's goal is to unite all of the independent gangs in the city under his command, thereby creating a gang power to rival the Warriors and Nubians. He and his gang are constantly at war with Buckshot and his gang the Overlords, who have similar goals (see *DC*, page 170-71, for information on Buckshot). Brooks has talked with Deeju, leader of the 59th Street Outlaws, about uniting with them, but so far nothing has come of this.

Other independent gangs in Hudson City include the following. Leaders' names are listed in parentheses:

Blood Hawks ("Carver," first name unknown)

Firebirds (Lenny Barnes)

Four Points Gang ("Icer" Summers)

Gracie Park Tigers (D-Cool Jack)

Icemen (Donald "Donnie D" Dirksen)

Moulson Street (Jamal Williams)

New Ashanti Nation (C-Dog)

Nickyz Boyz (Nicholas "Nicky" Holmes)

Parkfield Terrace Poison (Geordie "Mack" McDonald)

Pharoahs (Shaun "SP" Peterson)

Razorheads (Royson "Royboy" Greer)

Sharks (see *Normals Unbound*, page 19) (Dominique Henderson)

Slashers (see *Normals Unbound*, pages 18-19) (Susan "Switch" Lassitter)

Street Wolves (Keith Warner)

Studs (see *Normals Unbound*, page 69) (Christopher "FCC" Slocum)

LARGE-SCALE STREET GANGS

There are two large-scale street gangs in Hudson City: the Warriors, whose color is green; and the Nubians, whose color is gold. The authorities estimate that from 40-60% of the black gang youths in Hudson City belong to one of these two "organizations."

Nubians: The Nubians gang was founded in 1986 by Roosevelt Graves, then a student at Northern High School. Because school rules forbid students to wear "gang colors," the members identified themselves by wearing large gold chains, and gold eventually became the group's color when they dropped out of school and were free to wear what they chose. Most of them still wear one or more large gold chains. Their territory is marked by yellow or gold graffiti, much of which is characterized by ersatz Egyptian themes and symbols.

Currently it is thought that there are at least thirty to forty "sets," or individual gangs, within the Nubians; they include the Station Street Nubians, Wooster Park Nubians, True Nubians, and Blood Nubians. Roosevelt Graves has managed to avoid prison (so far) and still leads them. Their main activities include selling crack cocaine (and minor amounts of a few other drugs, such as heroin or ice), protection rackets, vandalism, and theft. They are at war with their rivals the Warriors, and drive-by shootings occur every few days.

Warriors: The Warriors were formed in 1988 at Upton High School. The gang takes its color (green) and name from the UHS mascot and color. No one knows exactly who started the gang, but it is believed that it was formed in response to attacks and other pressure from the Nubians and/or Buckshot. The gang has expanded fairly rapidly and has about 20-25 sets, such as the Black Warriors, Two-O Street Warriors, and Halcyon (pronounced "halikon") Village Warriors. Their criminal activities are basically the same as the Nubians's, except that they seem to be slightly more organized, as if someone was pulling a few strings behind the scenes. (Note: this last "hint" is left to the GM's discretion. It may be nothing, or it may indicate that someone secretly controls the Warriors. If you prefer the latter option, the Master of Crime is suggested as the "power behind the throne").

STREET GANGS AFFILIATED WITH SUPERCRIMINALS

Other than the Jackson Heights Nomads, which approach being in this category because of Chainsaw, the primary Hudson City gang of this type is the Overlords, a combat-trained gang led by Buckshot (*DC*, pages 170-71). Although Buckshot is powerful enough that he could leave the Overlords behind and make better money for himself as a mercenary/freelance criminal, he has bigger goals in sight than just money: he wants power, and he senses that he can achieve that power by taking control of the independent gangs in the city. After he does that he can oppose the Nubians and Warriors on their own terms and, he believes, take them over as well. With the Hudson City street gangs firmly in his grasp, he will be in a position to demand a slice of the underworld "pie" from more established groups such as the Mafia and the Colombian cartels.

Whether Buckshot can achieve his goals remains to be seen, but he has made a good start of it by absorbing two smaller gangs into the Overlords. So far he has left a bloody trail of at least six corpses in his wake, and the bloodbath is not likely to end there. However, his chief rival, Tommy Brooks of the 66 Blades, continues to elude him.

VIETNAMESE GANGS

Duc Lieu Tho: Duc Lieu Tho, estimated age seventeen, leads a group of about two dozen Vietnamese youths that travels from city to city in a small caravan of cars and motorcycles. Somehow, the gang so far has managed to stay one step ahead of the FBI and DEA. In each city they buy and sell drugs, steal more cars, hijack shipments of compact discs and pornography, and commit vicious "home invasions." A few gang members like to commit sadistic mutilation-rapes during these attacks.

General Nguyen Noc Tranh: General Tranh and his band of military-trained cutthroats are profiled in *DC*, page 139. For his men, who number about twenty, the GM should use the "Terrorist" generic character sheet found in the Enemies Section.

Shadow Tigers: The Shadow Tigers is one Vietnamese youth gang that has begun to pattern itself after other street gangs, taking a colorful name and settling mainly in one city (i.e., Hudson City). They are rumored to have been trained in the Vietnamese martial art Qwan Ki Do by their leader, Phuoc "Frankie" Nguyen, but the members that the police have captured refused to confirm this.

Tu'ong Son Coy: Tu'ong Son Coy looks and talks like a fat, prosperous grocer, which in fact is the cover he maintains. Actually, he is a Vietnamese crimelord who terrorizes his emigre countrymen in Hudson City with threats of beatings and blackmail if they do not pay him "tribute." He has a small group of adult henchmen (about a dozen), and a larger gang of teenagers (both boys and girls) who enforce his will in Hudson City's Little Saigon. He is very cautious about insulating himself from any crimes (in fact, he has escaped being indicted by a federal grand jury twice).



CHAMPIONS UNIVERSE ORGANIZED CRIME QUICK REFERENCE SHEET

Here is a short-form list of all of the major organized crime groups mentioned in *DC* and this book. Where appropriate, each group's leader is named in parentheses after the name of the group.

THE MAFIA

MARCELLI FAMILY

Capo: Giuseppe "Gat Man" Marcelli
Sottocapo: Mario "The Prince" Marcelli
Consiglieri: Giovanni "The King" Marcelli
Caporegimas: Alberdo "Chips" Manelli; Pietro "Maestro" Carelli;
Guido "Ham" Vachelli

MORELLI FAMILY

Capo: Robert "Bobby Bucks" Morelli
Sottocapo: Jimmy "Youngblood" Morelli
Consiglieri: John Giatta
Caporegimas: Richard "Lucky Ricky" Morelli; Mickey "Numbers"
Tosconi; John "Fireball" Sanelo

SCATUCCI FAMILY

Capo: Carlo "Charlie Snake-Eyes" Scatucci
Sottocapo: Pico "Leonardo" Scatucci
Consiglieri: Stefano "Whitey" Scatucci
Caporegimas: Joseph "Thin Man" Adrissi, Joseph "Big Joey"
Scatucci; Ricardo "The Penguin" Rosconi

TORCCONE FAMILY

Capo: Luigi "Hacksaw" Torccone
Sottocapo: Vito "Watchmaker" Torccone
Consiglieri: Robert "Bobby Red" Finelli
Caporegimas: Umberto "Uzi" Torccone; James "Torchie"
Torccone; Ignazio "Iggy" Scafodi

VERONTESE FAMILY

Capo: Michael "Black Mike" Verontese
Sottocapo: Thomas "Slugger" Baldassario
Consiglieri: Frank "The Magician" Verontese
Caporegimas: Charles "Spats" Gambini; William "Willy The
Juggler" Scapetta; George "Pizza Boy" Verontese

THE YAKUZA

HINAGAWA-KAI

Oyabun: Arakida Motoko
Second in command: Nakayama Shinji
Third in command: a council of seven oyabuns of affiliated
gangs: Sekine Akinori; Abukawa Mitsuo; Morisue Takuji;
Usami Seiki; Kagabu Haruhiro; Ninomiya Shinsaku; Shiomi
Kenichi
Ninja clan: Ebukawa

SAWAKIRI-GUMI

Oyabun: Nakamura Hideo
Second in command: Kajitani Shun
Shatei: Ono Kiyoshi; Sakiyuri Akira; Hayata Miseo; Takemoto
Hisato
Kambu atsukai: Kubota Isamu
Ninja clan: Nohoda

MIYAMIJI-KAI

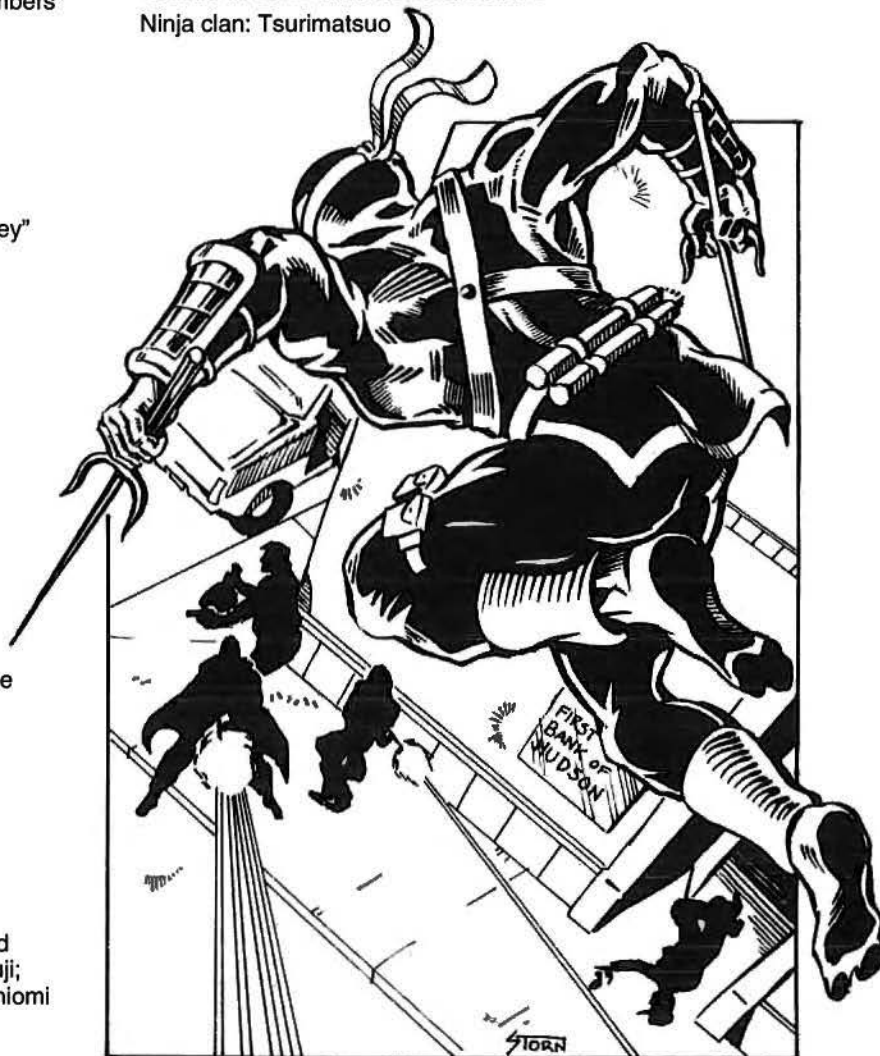
Oyabun: Miyamiji Junzo
Second in command: Tsurimi Eiji
Third in command: Nakatoni Kenji; Morita Yoshio; Sasaki Akio
(each commanding eight wakashu)
Ninja clan: Aruki

YAMAZAKI-RENGO

Oyabun: A council of the six most powerful leaders of the
organization's 22 gangs: Shiokawa Kazuhiro; Sakiyuri Yukio;
Hamada Shigeru; Takabe Tashiro; Matsumura Shinobu;
Kobayashi Masao
Ninja clan: Kajimari

TSUKIHAMA-GUMI

Oyabun: Nomura Emiko
Second in command: Nomura Sencho
Ninja clan: Tsurimatsuo



**CHINESE TONGS****CHOY SING**

Chairman: Charles Zhou
 Vice Chairman: Lan Hou
 English Secretary: Yip Tao
 Street Secretary: Han Fei
 Gang: Emerald Door (Phillip "Jackie Duck" Hsaio)

GOLDEN SERPENT ASSOCIATION

Golden Mandarin: Shiu Te
 Silver Mandarin: Xianhua Man
 Gold Fangs: Jian Kuan-tai; Gao Shude
 Gang: Golden Serpents (Kwan Shih Peng)

ON AT-ZHANG

Dragon Head/489: Wu Kien
 432: Hsaio Hu
 438: Chang Peng
 Red Pole/426: William Haifeng
 Administrator/415: Lai Yuwei
 Gang: Dark Fist (Xu Te-Wu)

QI ON

Dragon Head: Mah Sze
 Vice Chairman: Chang Shi-Ping
 English Secretary: Shiu Ning
 Street Secretary: Lan Lieh
 Gang: Amber Moon (Johnny Fang)

SING CHUN

Dragon Head: Kun Feng
 Vice Chairman: Qui Yixiao
 English Secretary: Kwan Meizhu
 Street Secretary: Sun Kuang
 Gang: Scarlet Dragons (Cheng Yi-Fe)

COLOMBIAN DRUG CARTELS

Acosta-Cazares (Leonardo Rodrigo Acosta-Cazares)
Carillo-Mendoza (Fennis)
Castillo-Vohorques (Terenzio Raya de Castillo and Maximo Vohorques)
De Fonseca (Teresa Maria Ochoa de Fonseca)
Gallegos-Madera (a coalition of Javier Campos-Fuentes, Francisco Gallegos y Solis, Augustin Madera-Rodriguez, Roberto Fernando Mancillas-Navarro, and Enrique Zarate de la Jalisco)
Montalvo (Juan Ovidio Montalvo-Cruz)
Ortiz-Barraza (Evangelista Ortiz-Barraza)

JAMAICAN POSSES

Calypso Dreamers (Reggie Fontaine)
Doom Fever (voodoo posse) (Therrence "Redknife" Upchurch)
Elizabeth Street (Edward St. John Smythe)
Ghede (voodoo posse; Brother Namaan)
Hurricane (Beastkiller)
Kingston Boys (Alfred "Alfie" Page)
Radiance (Ramone Rutherford)
Red Lions (voodoo posse; Dadda Miquelon ["Mikey"])
Trenchtown Rumlbers (Bob "Spliff" Utley)

MEXICAN MAFIA FAMILIES AND GANGS

Carasquillo (Cesar Carasquillo), Durango Knives, Mexican Mob, Spanish Savages
Huertas-laquinta (Gustavo Diego Huertas-laquinta), Los Niños de la Noche, Los Macheteros
Mictlan (Miguel Mictlan), Los Hombres de Mictlan/Los Mictlaneros
Rodriguez-Sepulveda (Luiz Rodriguez-Sepulveda), Aztecs, Fiero, Saviors, Spanish Lords

OUTLAW MOTORCYCLE GANGS

Asphalt Kings (Allen Carson)
Bombers (Herman "Napalm" Stern)
The Forbidden ("Slammin' Jack" Maxwell)
Highway Mobsters (Brian Kelley)
Killers (no definite leader in Hudson City or elsewhere)
Satanic Skulls (Big Eddie Malinowski in Hudson City; Paul Freitas nationally)

STREET GANGS**INDEPENDENT**

Blood Hawks ("Carver," first name unknown)
59th Street Outlaws (Deeju)
Firebirds (Lenny Barnes)
Four Points Gang ("Icer" Summers)
Gracie Park Tigers (D-Cool Jack)
Icemen (Donald "Donnie D" Dirksen)
Jackson Heights Nomads (Chainsaw)
Moulson Street (Jamal Williams)
New Ashanti Nation (C-Dog)
Nickyz Boyz (Nicholas "Nicky" Holmes)
Parkfield Terrace Poison (Geordie "Mack" McDonald)
Pharoahs (Shaun "SP" Peterson)
Razorheads (Royson "Royboy" Greer)
Sharks (see *Normals Unbound*, page 19) (Dominique Henderson)
66 Blades (Tommy Brooks)
Slashers (see *Normals Unbound*, pages 18-19) (Susan "Switch" Lassitter)
Street Wolves (Keith Warner)
Studs (see *Normals Unbound*, page 69) (Christopher "FCC" Slocum)

LARGE-SCALE

Nubians (Roosevelt Graves)
Warriors (leader unknown)

SUPERCRIMINAL-AFFILIATED

Overlords (Buckshot)

VIETNAMESE GANGS

Duc Lieu Tho
General Nguyen Noc Tranh
Shadow Tigers
Tu'ong Son Coy



TERRORIST ORGANIZATIONS

The concept of "terrorism" is often considered difficult to define. For *Dark Champions* purposes, this definition will suffice: a terrorist group is a non-governmental organization which uses violence and intimidation (often directed at innocent civilians) in an effort to establish their opinions or ideology as dominant in a given society. Of course, it would be possible to debate just about every concept and word used in this definition, but what it is trying to get at is this: groups like the IRA, Tamil guerrillas, and Direct Action try to enforce their (often extremist) political positions by using force and violence, which often leads to innocent people (i.e., those not directly affiliated with the target government) being hurt. The CIA, regardless of what you personally think of it, is not a terrorist organization under this definition, because it is a legally-established agency of a recognized government (this is not to say that the CIA could not commit a criminal act, of course—just that such an act would not be a terroristic one). Lobbying groups are also not terrorist organizations, because they do not use force. Certain groups which are sponsored or supported by various governments, such as the Abu Nidal Group, are terrorists, because they are not legally-established branches of their sponsor government.

The first part of this section briefly profiles the major terrorist organizations in the world today, with emphasis on those that might be interesting opponents for *Dark Champions* characters and/or who might be a threat to the United States (where the majority of *Champions* campaigns are set). Groups like ETA (a Basque separatist organization) and the Tamil guerrillas are ignored because they are not likely to come into conflict with most PC groups. A few minutes of research in a good library will give the GM plenty of information about groups not covered in this section if it is needed. The second part of this section describes several fictional terrorist groups which exist only in the *Champions* Universe.

REAL-WORLD TERRORIST ORGANIZATIONS

Abu Nidal Group: This group, which has several hundred members, is known by the name of its ruthless leader (which means "father of the struggle;" his real name is Sabri al-Banna). It is an extreme Palestinian organization, so extreme that it is violently opposed to the more moderate PLO (in the past it has assassinated PLO officers, and has issued a death warrant for Yasir Arafat). The Abu Nidal Group is one of the bloodiest and most successful terrorist organizations in existence; its best known attacks are the September 1983 bombing of a Boeing jetliner (111 people killed), the December 1985 massacres at the Rome and Vienna airports,

and the attempted bombing of the Heathrow Airport El Al counter in 1986. It may also be connected with the Lockerbie airplane bombing. The group has been supported by Libya in the past, but is currently supported by Syria.

Armed Forces of National Liberation (FALN): An American group which advocates the independence of Puerto Rico from the United States. Its first attack was the bombing of five New York City banks in October 1974. It is also known for its unsuccessful attempt to use helicopter gunships to break its leaders out of Leavenworth prison in June 1986. The group is still active and is supported by Cuba.

Armed Resistance Unit (ARU): A left-wing American terrorist group which opposes United States intervention and activities in Central and South America. In 1983 it committed three bombings in Washington, D.C.: at Fort McNair, at the Navy Yard, and at the Capitol itself.

Aryan Nation (AN): A right-wing American organization founded by Richard Butler in the mid-1970s. It is also known as the Church of Jesus Christ Christian. Its general goal is the creation of an all-white nation in the northeastern United States. It reportedly has met with the Nation of Islam, a militant black organization led by Louis Farrakhan, to "divide up" the United States. The AN is also connected with the Aryan Brotherhood, a like-minded prison gang. The group holds a convention every summer in Lake Hayden, Idaho.

Black Liberation Army (BLA): An extremist left-wing black terrorist organization led by Joanne Chesimard. Its preferred tactic is to ambush and kill white police officers; it does not engage in bombings. The BLA is currently inactive, but still maintains a network of safehouses and could easily be reactivated.

Christian Patriots Defense League: Based in Illinois, Missouri, and West Virginia, this group is a right-wing survivalist organization. Its founder, "Johnny Bob" Harrell, predicts a race war in the near future which will cause the collapse of the American nation. Supposedly this war will be started by a Communist-Zionist conspiracy. To date the League is not known to have committed overt acts of terrorism, but is heavily armed and may do so in the future.

Direct Action: Also known as Action Direct (AD), this ultra-left wing French organization was founded in 1979 and has as its stated goal the destruction of modern society and the establishment of anarchy. Its acts have included all major forms of terrorism, such as assassination, bombing, and hostage-taking. Most of its two to four dozen key members are currently in prison—but in a *Dark Champions* campaign, nothing says that they will stay there....

Hezbollah: An Islamic fundamentalist organization based in Beirut, Lebanon and directly sponsored by Iran. It attacks targets belonging to the United States, other Western nations, and Israel in an attempt to drive them out of the Middle East.

Irish National Liberation Army (INLA): This group is the military branch of the Irish Republican Socialist Party. As such, it is considered a left-wing offshoot of the IRA (see below), and like the IRA is dedicated to reuniting Ulster with Ireland and removing the British from Irish soil. However, unlike the IRA it wishes to establish a socialist state in Ireland.

Irish Republican Army (IRA): The primary Irish terrorist organization, dedicated to the end of the British occupation of Ulster (Northern Ireland) and the unification of Ireland. It is based in Dublin and restricts its activities, such as bombings and attacks on British soldiers, to Ireland itself. Many of its attacks take place in Belfast, Northern Ireland. In contrast, one of its factions or offshoots, the Provisional IRA (PIRA) or "Provos," engages in terrorist acts in Britain and Europe as well as Ireland. The PIRA is generally the more violent of the two factions. Some reports indicate that the IRA/PIRA, which receive a lot of support from Irish-Americans, has been involved in gunrunning and drug trafficking in the United States.

Islamic Jihad: The Islamic Jihad, another Iran-backed Islamic fundamentalist group with goals similar to those of Hezbollah, is actually a coalition of smaller terrorist groups, such as Islamic Amal, Jundallah, and Hezboaldawa.

Japanese Red Army (JRA): This violent Communist terrorist organization acts as a terroristic mercenary group, performing terrorist acts for various nations and terrorists (such as Libya, North Korea, and the PFLP). It was responsible for, among other activities, the May 1972 Lod Airport attack, the April 1988 bombing of a United States servicemen's club in Naples, and a July 1988 attack on the U.S. Embassy in Madrid which involved rockets. There is evidence that the JRA may have tried to commit terrorist acts on American soil in the past.

Ku Klux Klan (KKK): A right-wing American white supremacist organization. It has many branches and factions, some of which commit terroristic acts against black communities or individuals.

M-19 (April 19th Movement): A Marxist group based in Colombia and supported by Cuba. It is usually allied with the Colombian cartels (which sometimes hire it to attack the Colombian government) and provides guards for some narcotics shipments.

Macheteros: Properly known as the *Ejercito Popular Boricua*, this group is probably the most violent of the Puerto Rican independence terrorist organizations. It attacks targets in both the United States and Puerto Rico.

The Order: Also known as the Brotherhood or the Brotherhood of Silence, this is a right-wing anti-Semitic organization in the United States. Most of its members are dead or in jail (including founder Robert Mathews, killed by federal law enforcement agents during a December 1984 shootout), but there are still some active members free.

Palestinian Liberation Organization (PLO): This well-known terrorist organization is dedicated to the establishment of a Palestinian state in the Middle East and the destruction of Israel. It is led by Yasir (or Yassir) Arafat and is actually a coalition of Palestinian groups. Arafat's primary command is the subgroup Al Fatah. The PLO has been supported by the Soviet Union, various Arab nations, and the People's Republic of China. In recent years it has been torn by infighting and weakened by being kicked out of Lebanon, and has been perceived as moderating its once-rigid anti-Israeli stance.

Palestinian Liberation Front (PLF): Led by Abu el-Abbas, this organization has about 200 members, is based in Iraq, and is allied with the PLO. It was responsible for the hijacking of the cruise ship *Achille Lauro*. The group is violently anti-American and has threatened terrorist attacks on American soil.

Popular Front for the Liberation of Palestine (PFLP): Another Palestinian terrorist group dedicated to the destruction of Israel. It has extensive connections with European terrorists, both right-wing and left-wing, and has trained many of them. A splinter group, the PFLP-General Command, is even more violent, and is responsible for the bombing of Pan Am Flight 103 in December 1988.

Red Brigades: A left-wing Italian organization with roots in the Italian Communist Party. It is organized into 100- to 250-person "columns" in most major Italian cities, and has ties with many other Middle Eastern and European terrorist groups. Its most infamous

acts are the 1978 kidnapping and murder of former Italian prime minister Aldo Moro and the kidnapping of Brigadier General James Dozier. Many of its leaders have been imprisoned, but it is still active.

Red Army Faction (RAF): A German Communist group also known as the Baader-Meinhoff Gang. It is small, with only about two dozen members, but is extremely violent and dedicated to bringing about a Marxist-Leninist revolution. It has been supported by the Soviet Union, Libya, and various Eastern Bloc states, and also has extensive ties to other European terrorist organizations. Its main targets are American interests in Europe, and it plans its bombings and other attacks to cause maximum deaths and injuries.

Revolutionary Armed Task Force: This American group was said to be the military branch of the May 19 Communist Organization (an American Communist terrorist group with links to other Communist terrorists). It was formed by various members of the Black Panthers, WUO, BLA, and some other American left-wing terrorists. It was supposedly destroyed by the manhunt following its October 1981 armored car robbery in New York, but the GM could "revive" it if desired.

Sendero Luminoso: "The Shining Path," an extremely violent Maoist group based in Perú. It is considered responsible for over 10,000 murders, if not more. Its founder and leader, Abimael Guzman, was captured by the government in September 1992, which may spell the beginning of the end for the group.

Weather Underground Organization (WUO): Also known as the Weathermen, this group was primarily active from the late 1960s until 1979. That year some members, including leader Bernardine Dohrn, turned themselves in to the authorities, while other members opted to remain terrorists and helped found the RATF. It may be that the WUO will be recreated or revived someday.





White Patriots Party (WPP): A right-wing white supremacist group founded by Glen Miller in North Carolina in the early 1980s. Its stated goal is the establishment of an all-white state. Miller is currently in prison and the group is basically powerless. Whether it will stay that way remains to be seen.

DARK CHAMPIONS UNIVERSE TERRORIST GROUPS

American Anarchist Front (AAF): An extremely violent group founded in the mid-1980s and dedicated to the overthrow of the American government and establishment of anarchy in the United States. It has strong ties with Direct Action and other anarchist groups worldwide, and numbers among its members the assassin/terrorist Guillotine (see the Enemies Section). It is a technologically sophisticated group which makes frequent use of computers and other high-tech equipment. It is best known for its March 1991 attack on the Narragansett Nuclear Plant, during which it threatened to cause a meltdown unless "all executive, legislative, and judicial officials of the United States turn themselves over to the AAF for immediate execution." The attack was foiled by a group of vigilantes with the loss of only seven lives.

New Republic Party (NRP): An American right-wing neo-Nazi political party whose doctrines include violent anti-Semitism and white supremacy, the end of all American aid to Israel, and the establishment of the "true American republic." In addition to legitimate political lobbying and rallying, its activities have included



bombings, assassinations of black leaders, and fomenting civil unrest. The secret power behind the NRP is the Nazi mastermind Dr. Gerhardt Spregen (see the Enemies Section).

Palestinian League for Retribution and Liberation (PLRL): A violent Palestinian group whose extremism and activities are comparable with those of the Abu Nidal Group, with which it has been allied in the past. The PLRL's stated goals include the eradication of the nations of Israel and the United States. Its best-known member is the female terrorist who calls herself Jihad (*DC*, pages 171-72), the assassin Abaddon (*DC*, pages 164-65) was once a member as well. The PLRL's activities include the September 1986 rocket attack on the Tel Aviv Airport (12 killed, 22 injured), the June 1988 bombing of a cruise ship in Hudson City Harbor (31 killed, 70 injured), the "St. Valentine's Day Bombing" on February 14, 1991 at a French nightclub frequented by United States soldiers (24 dead, 25 injured), and the assassination of Israeli Knesset member Chaim Ustrovsky in October 1992.

Sons of Cúchullainn (SoC): This Irish terrorist organization takes its name from the Celtic mythological hero Cúchullainn, who singlehandedly defended the province of Ulster from the forces of the province of Connacht. The SoC is generally allied with the IRA and sees its mission as the "defense" of Ulster from British invaders. As such, its main activity is attacks on and murders of British soldiers stationed in Belfast. It is thought to be responsible for at least 11 such killings. Its members can be identified by a tattoo, a downward-pointing sword overlaid on a map of Ireland.

While Earth Burns (WEB): This group is an international eco-terrorist organization. It takes its name from a 1987 speech given by its founder, former French Ambassador to the United Nations Séverin Demandoux, in which he informed the General Assembly that "while Earth burns, its ecosystems destroyed by the short-sighted, men such as you sit in greedy complacency and warm yourself at the hearthside." WEB's focus is the preservation of wild areas throughout the world (particularly the rainforests) by whatever means necessary. Their primary acts include sabotage and destruction of industrial equipment and installations. An estimated thirteen deaths have been attributed to these attacks.

WEB is organized into five "chains," one each in Europe, North America, South America, Africa, and Asia. Each chain is led by a "Chief Protector" who organizes the group's terroristic activities. The North American Chief Protector is Jeremy Higginbotham, who is thought to live in or near Hudson City. Each chain also has a separate lobbying organization which pressures the governments of its continent to preserve the environment.

TERRORISM-SPONSORING STATES

Many nations throughout the world support terrorist groups, or even actively sponsor them. Support and sponsorship can take many forms, from contributions of money or weapons to the establishment of elaborate training camps. In some cases the leader of a sponsor nation, such as Libya's Colonel Muammar Qaddafi, actually gives direct orders to sponsored terrorists.

Some of the nations which support and/or sponsor terrorism include Iran, Iraq, Libya, North Korea, South Yemen, the former Soviet Union, Syria, and the Champions Universe nations of Awad and Taqiristan.

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The world of *Dark Champions*[™] lies before you, and it's more dark and dangerous than you imagined! *Justice, Not Law* is the complete sourcebook for the *Dark Champions* campaign universe; just pick it up and dive right into this dramatic street-level setting. For the Game Master, *JNL* has all the NPCs, organizations, and descriptions to create a compelling backdrop for a thousand tales of vigilante heroism. For the player, *JNL* offers complete background information about the gritty world (and underworld!) of the *Dark Champions* campaign universe. Best of all, this material comes to you from Steven Long, the talented author of *Dark Champions* itself!

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- A complete campaign city for *Dark Champions*
- New vigilantes
- Over three dozen new villains and NPCs
- New criminal organizations

Justice, Not Law contains a complete description of Hudson City and information about important places around the world. You can run Hudson City as your campaign setting, or take pieces and use them in your own campaign city. This includes details about who's who in the city, along with summaries of business, politics, technology, and more!

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