

ALLIES



E-MAIL
Request assistance in subduing Ogre. Please respond immediately.
- Defender

LOVE & KISSES FROM ST.
WISH YOU WERE HERE
- ELAINE

DUTY ROSTER

SEEBER	IN HOSPITAL ST. VINCENT
OBSIDIAN	OFF PLANET
QUANTUM	IN COURT WASH. DC
SOLITAIRE	ON LOCATION ST. THOMAS
JAGUAR	INVESTIGATION EAST LA

PARANORMAL FILE
FILE SEARCH EDIT

MAJOR STAR

ZEN DOLPHIN

ATOMIC KID

STATUS: UNKNOWN

NEWS REPORT: LIVE **OGRE SPOTTED** **770 FRONT ST.**

FILE EDIT ACTIVITIES LISTS REPORTS

CHANNEL 7 NEWS

EVENTS STATUS

SENTINELS	N/A
SCOUTS	N/A
PROTECTORS	N/A
ROF	N/A
GUARDIANS	N/A

STOP '93

By Scott K. Jamison

Allies™

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Special thanks to:

My parents, without whom I would not have been possible.

Aaron Allston, the first person to pay for my writing.

Playtesters, commentary and inspiration, including but not limited to: Ed "Shillelagh" Eastman, Beth "Mesmer" Eastman, Mike "Cyrano" Zalar, "Howler," Aaron "Rainbow Warrior" Boyden, Todd "Nimbus" Clasen, the Vanguard I-VII teams, Asamu Tezuka, Char Aznable, Japanese live-action TV and the memberships of the APAs *Rogues' Gallery*, *Well of Soul* and *Alarums & Excursions*. Support fan publishing!



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Printed in U.S.A., First Printing 1993

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

STOCK #: 427

ISBN 1-55806-183-5

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INTRODUCTION

Yes, this is another *Enemies* volume—but one with a twist. Most of the characters in *Allies* are on the side of the angels... or at least, so they'd like you to believe. With so many villains published for *Champions*, it was almost inevitable that Hero Games would come out with a book of heroes as well.

I hope that the buyer finds this offering helpful. Which brings us to the next section...

THROUGH A GLASS, DARKLY: ADAPTING PUBLISHED CHARACTERS TO YOUR CAMPAIGN

It is time for the writer to admit a dark secret: No matter how carefully I and my colleagues have crafted each character, no matter how laboriously the editors check over each number and nuance, the truth is that many of you who purchase this product will not be able to use everything straight out of this book as written.

This is not a bad thing, however. It simply means that the GM has made a campaign sufficiently original and self-consistent that not every character concept or adventure can be fitted in without changing either the concept or the campaign. Nevertheless, most GMs will, at one point or another, wish to adapt a character from elsewhere into their campaigns. This essay is designed to help them do just that.

WHAT ARE THE ASSUMPTIONS?

When adapting a character from some outside source, the first thing to consider is, *what are the assumptions?* Sometimes the assumptions behind a character are obvious; a wizard implies some form of working magic, a Hunted disadvantage implies the existence of that hunter, and so forth. Other assumptions are less obvious, and may require a bit of reading between the lines. For example, the origin of Thunder and Lightning (see *Classic Enemies*) implies a judicial system that's had considerable experience with metahuman offenders, and judges with considerable leeway in sentencing them.

WHERE ARE THE CONFLICTS?

Second, *where are the conflicts?* Compare the character's built-in assumptions to those of the campaign to see where they clash, and how badly. Any character with working magic won't fit well into a no-magic world, and may have the wrong *kind* of magic even if your campaign does have sorcerers. Perhaps the "Evil Group" who Hunts a character doesn't exist in your campaign, and would be out of place there.

HOW DO YOU FIX IT?

Third, the part I like best, *how do you fix it?* Determine what changes must be made in the character to fit it into your campaign, and think about the implications of those changes.

AN EXAMPLE—THE DUKE

For example, let's stick the Duke (from the Redeemed, in this book) into a 'gritty realism' campaign with no working magic. Instead of a super-sorcerer, he might be a non-powered criminal mastermind who's obsessed with the occult. In this version, his alcoholism would arise from his frustration at being unable to make his spells work despite achingly long years of research and experimentation. This man's crimes would be darker in tone than the would-be world-conqueror presented elsewhere in this volume, with a stronger emphasis on horrific and occult-related effects. This Duke might carry weapons that simulate supernatural powers, or perhaps he might rely heavily on sleight-of-hand to gull his followers and victims.

SPECIFIC ISSUES

The GM might decide to change a character's Hunted to one that already exists in his campaign. If so, be careful to determine how different the two Hunters are, and how the character would be affected by this difference. Similarly, other background details may have far-reaching consequences.



The GM may wish to go further, and consider the effects of wider background changes. If your campaign's history had aliens invade the Earth in 1943, and all the warring nations united to drive them off, this would affect many characters' backgrounds and personalities. Would Doctor Destroyer be quite as vindictive if he hadn't been burned? Would Obsidian be welcome on a world that remembers aliens as rapacious invaders? Would there be as many mutants if the A-bomb had never been dropped?

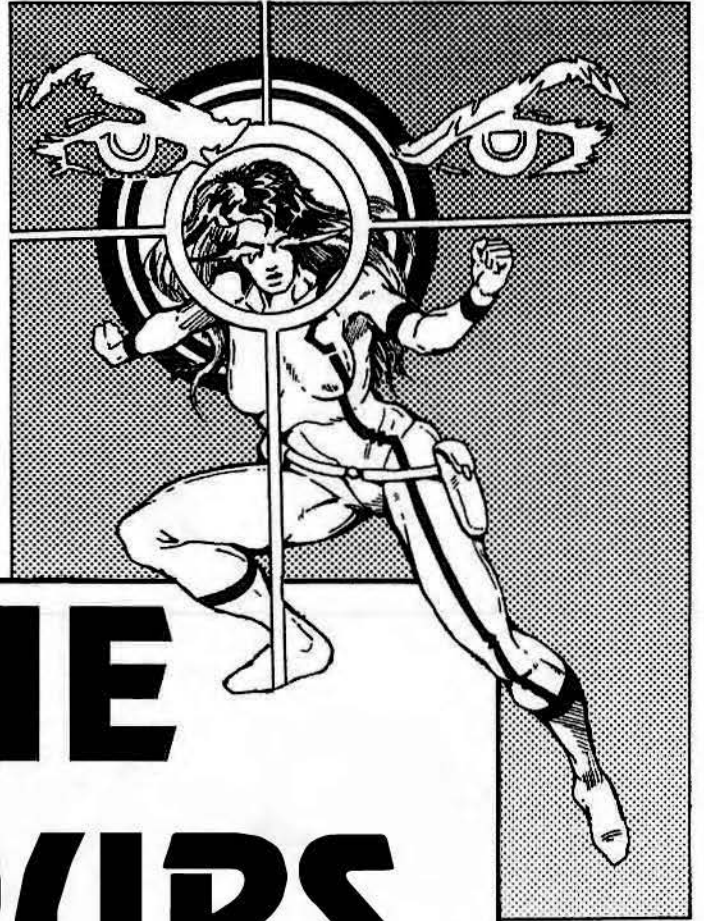
Even relatively trivial changes can lead to intriguing questions. Would Seeker's attitudes be different if he'd been born female (she certainly wouldn't wear the same costume!)? Many characters had a choice between good and evil. What if they had taken the other path in your campaign?

Next, consider the changes the character will make in the campaign. Will this character tilt the balance of power? Does it introduce a new organization or new concepts? Can it be related to people or things already in the campaign, especially the player-characters? *Any* character, no matter how trivial, might have significant effects on the invisible web of relationships in the campaign.

THE FINAL NUMBER-CRUNCHING

Finally, do the obligatory number-crunching. The steps you've already taken may have changed the character's stats and powers, and almost certainly altered the value of its Disadvantages. If you're transplanting the character from another game system, or from fiction, the number-crunching becomes twice as obligatory. Check to make sure that the character's numbers will be competitive in the appropriate "ecological niche" (Martial Artist, Speedster, Brick, whatever), or adjust them until they are. Especially for those that will be player-characters, check to make sure all the arithmetic is correct, and that the points are balanced with other player-characters of the same power level.

By this time, the original character may well have been changed beyond recognition. However, it will now be ready to join your world as part of an organic whole, and GMs can take pride in making these characters their own. Happy Gaming!



THE GROUPS



EXECUTIVE SANCTION

MEMBERSHIP

Major Star (leader), Stewart White, Traveller, Gumshoe, Foresight, Panacea and Silver Avenger Rackham. If needed, they can also call upon other U.S. Government-affiliated heroes.

ORIGIN

Over the years, superheroes have had many types of relationship with the United States Government. Ally, agent, and (all too frequently) antagonist are some of the roles that heroes have played. Quite naturally, the government has also tried to control superheroes in many ways. Most controlling measures have gone by the wayside, as all but the mildest acts have been quashed by constitutional considerations and the seeming necessity of allowing at least a few independent superheroes to battle various threats. The latest such fiasco can be seen in the "Spectrum" adventure in *Champions Presents #1*.

Similarly, the various attempts—chiefly by the military—to create a steady supply of Government-controlled heroes have had less than totally satisfactory results. The most successful such effort was the Avenger program, which created the Golden and Silver Avengers, and which is now integrated into PRIMUS (from *Classic Organizations*).

Various elements in the Government, including the President, felt that it would enhance America's prestige to have an official Government team of superheroes, especially in light of the Supreme Soviet's early successes. The major problem was that there were two slightly incompatible visions of what such a team should be like. Some elements of the Government want a super-patriotic (and totally subservient) group that would essentially act as a strong hand for the Administration's policies; others wanted a sort of "Equal Opportunity" group that would symbolize the diversity and cooperation of Americans. A pilot program was run by PRIMUS, and despite some major problems, was still deemed promising enough to give Executive Sanction a fighting chance.

After much debate and politicking, Executive Sanction was approved. No one got quite what they wanted, but at least the basic ideas were kept. Various federal agencies nominated candidates, while Congress advised and consented. The President made the final selections. While the team is still in its fledgling years, it has scored some notable successes, and good things are predicted for the future.

GOALS

Executive Sanction is sworn to uphold the Constitution, protect the United States from its enemies and promote justice for all. A secondary, but not forgotten, goal is to represent the U.S. Government to the public and the super-human community. Individual members are expected to subordinate their own goals for the group good.

TACTICS

In non-emergency situations, Executive Sanction prefers to fully exploit its considerable scouting capabilities in the form of Stewart White, Foresight and Gumshoe. Between the three of them, Executive Sanction can usually gather enough intelligence to take the advantage in most situations.

Once they decide to join combat, Traveller airlifts the team in, then provides aerial cover. Major Star and Rackham are the only two stand-up fighters of the team, and will attempt to double-team the opposition. White, Panacea, Foresight and Gumshoe will provide what support they can—freeing hostages, gathering information, tending downed comrades—but they will avoid direct battle.

GROUP RELATIONS

There is considerable internal tension in Executive Sanction. Major Star and Rackham are engaged in an ongoing struggle for power, and both of them regard the less combat-ready members of the group—particularly Panacea—as a hindrance to the team's efficiency. Little of this emerges in public, however, both for the sake of group unity and because the members do find each other tolerable most of the time.

Executive Sanction is officially chartered as a division of the FBI, and all its members have the legal powers of an FBI agent. They maintain cordial relations with all other federal agencies, particularly PRIMUS. Their relationship with UNTIL is strained, yet still cooperative.

Executive Sanction has met their Canadian counterparts in the Central and Atlantic Sentinels (see *Champions of the North*), but it did not go well; Silver Avenger Rackham made the *faux pas* of asking which of the Sentinels was the Québécois representative (a touchy subject with them), and Oracle's and Foresight's clashing precognitive abilities left them both with severe headaches. They have not as yet met their East Bloc counterparts in the Warsaw Pact (from *European Enemies*) or the New Guard (from *Classic Organizations*), but tensions would doubtless arise.



REPUTATION

The U.S. Government has gone to considerable lengths to produce a favorable public image for Executive Sanction, and to a large extent, they've succeeded. Most groups can find something to admire (or at least appreciate) in Executive Sanction. The team is, in fact, nearly self-supporting thanks to the line of licensed products bearing their logo and images.

They have a mixed reception among other superhero groups, being less favored by those groups which traditionally have a looser structure and a less cozy relationship with the authorities. They're also considered a team with little "depth." "Knock out the two flag suits and the whole group folds," is the accepted belief at VIPER.

CAMPAIGN FUNCTIONS

Executive Sanction is frequently called upon by the various federal agencies in situations where they need superheroes. Thus, they will commonly be found assisting FEMA with disaster relief, tracking down "carriers" for the Center for Disease Control or protecting sensitive witnesses, among many other duties. If the Government feels it needs a presence at a superhero gathering, one of Executive Sanction is most likely to attend. They are not considered a front-line combat unit, however. If Eurostar attacked Washington, the US Government would call PRIMUS first, and bring in Executive Sanction later, as a supplement.

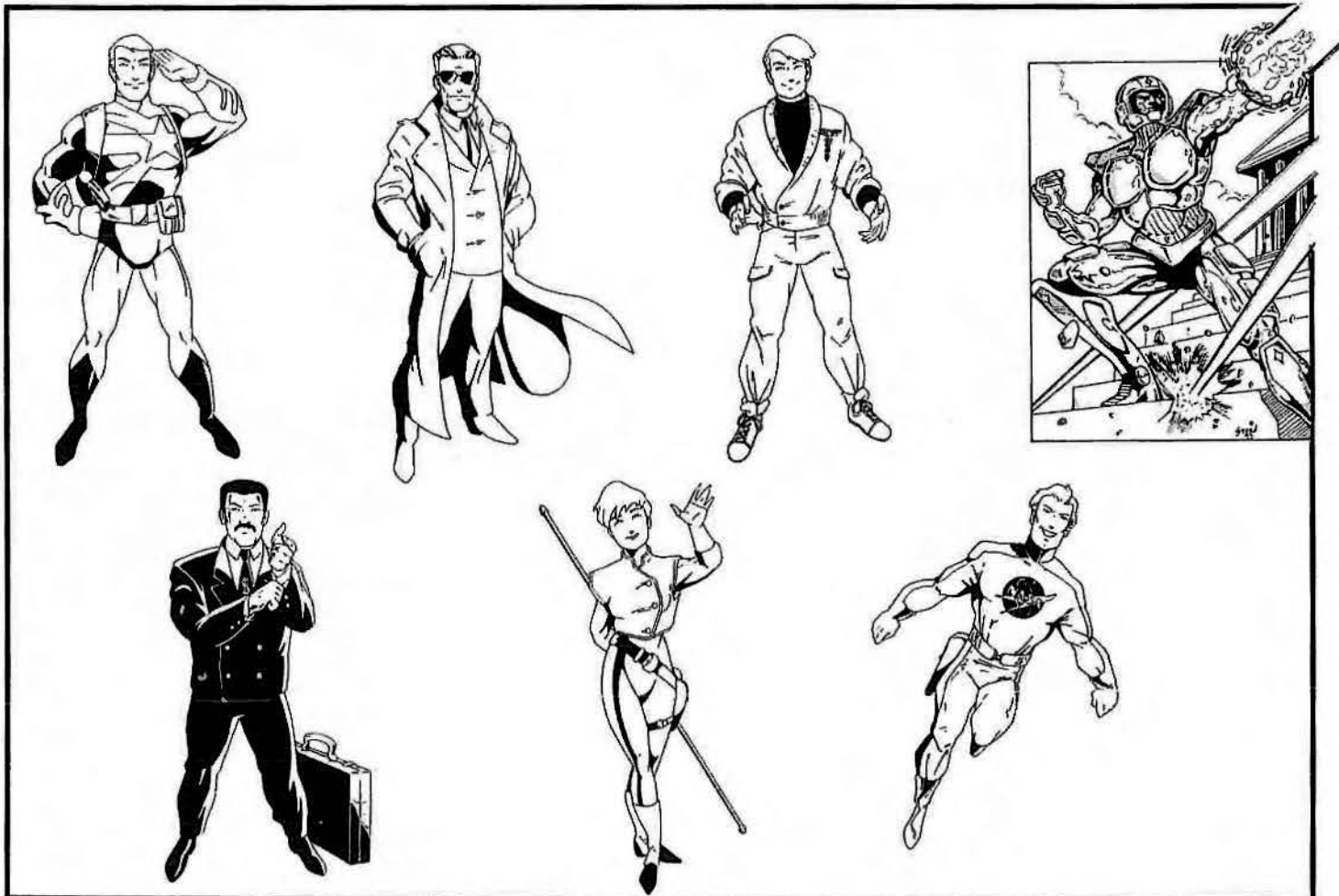
The function most likely to bring Executive Sanction into conflict with the player-characters is their job of capturing "renegade" heroes who the Government feels have "gone too far," or flat-out turned villainous. This is the team's least favorite activity, as certain Government officials are only too eager to use this club against heroes who have offended them or are politically suspect.

Executive Sanction will not knowingly be involved in illegal or covert Government activities. Executive Sanction has heard rumors that the Government has a much nastier group, attached to the CIA, for operations which cannot stand the light of day (see also Felix 9 in the Independents section).

Executive Sanction doesn't have the firepower of many superhero teams. While they excel at intelligence gathering and other, non-combat intensive activities, they are lacking when it comes to the battlefield. Executive Sanction might be forced to call the player-characters in for help, especially if the PCs have any kind of official status.

BASE AND TRANSPORTATION

A highly mobile group, Executive Sanction rarely stays in one place very long. However, their unofficial 'home base' is a townhouse just north of D.C. that served as an FBI safehouse for a time during the 1980s. This house's only full-time residents are Stewart White's wife and a few security agents. The team frequently uses a converted troop transport jet, and they can requisition other Government-owned vehicles as necessary.



MAJOR STAR

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 8+
23	DEX	39	DCV: 8
23	CON	26	ECV: 4
11	BODY	2	Phases: 3, 5, 8, 10, 12
10	INT	0	
13	EGO	6	Costs
23	PRE	13	Char: 133 Base: 100
12	COM	1	+ +
12	PD	6	Powers: 244 Disad: 277
8	ED	3	= =
5	SPD	17	Totals: 377 377
11	REC	0	
46	END	0	
38	STUN	0	

Cost	Powers	END
80	Multipower (80 pt. reserve): Nuclear Energy	
16m	9D6 Energy Blast, Armor Piercing, ½ END	4
15m	4D6 Flash (vs. Sight & Hearing groups) ½ END	3
7u	12D6 Suppress (Darkness), ½ END	3
15m	Force Field (+30 PD/+30 ED), ½ END	3
7u	30" Flight, ½ END	3
24	75% Resistant Energy Damage Reduction, Radiation only (-1), OIF (costume)	
13	Flash Defense vs. Sight & Sound (10), OIF (helmet)	
3	Life Support, Safe Environment: High Radiation	

Skills	
3	Combat Driving 14-
3	Bureaucratics 13-
3	Oratory 13-
5	Tactics 12-
3	KS: US Military 12-
3	Demolitions 11-
2	PS: Soldier 11-
2	KS: Military of enemy nations 11-
1	Nuclear Physics 8-
1	Systems Operations 8-
3	Language: Spanish w/ accent (English native)
10	+2 w/ HTH Combat
6	+2 w/ Multipower
3	+2 w/ Range Levels for EB
8	Weap. Fam.: Small Arms, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Vehicle Weapons
2	Trans. Fam.: Ground Vehicles
3	Combat Sense 11-
3	FBI Powers

100+ Disadvantages	
10	2x effect from Drains
13	Enraged when losing battle 11-, 8-
20	Superpatriot
15	Always obeys orders of superiors
15	Suspicious of Communists and 'fellow travelers'
15	Reputation (fearless defender of America, strong) 11-
15	Watched by US Government 14-
20	Hunted by Sunburst 11-
5	Rivalry w/ Rackham (for leadership of group)
10	Public ID (Major Richard Star)
139	Experience



Background: Project: Sunburst was a failure. The military's search for a protective suit that would allow soldiers to survive near a nuclear explosion had produced nothing, save corpses and madmen. Worse, one of those madmen, who called himself Sunburst, was adding to the corpses, killing anyone connected with the project. Seeing this, one of the Project's chief engineers got a case of conscience and fear. He admitted to the Government that his company had skimped on the materials, and furthermore, that several of the other contractors had done so as well. He offered to turn state's evidence against the other contractors, on the condition that the feds protect him against reprisals from them or Sunburst. As proof of his allegations, this engineer produced the sole copy of the suit actually built to specifications!

What happened to the whistle-blower afterwards is classified. The suit, however, ended up in the hands of a shavetail 2nd Lieutenant Richard Star, who volunteered to test it himself. *This* test was a success. The suit stopped most of the radiation, and what little got through gave the young officer amazing powers. Unfortunately, Project: Sunburst remained dead, as by this time Government policy had shifted away from considering nuclear war as "winnable."



Lt. (now Major) Star was allowed to keep the suit, in recognition of his courageous service. He has since used his powers to aid the military, serving with honor wherever the Army needed a helping hand. He was involved with the PRIMUS-run 'test' superhero group, and was the only member thereof who agreed to join this latest Government team. As the senior active-duty military superhero, he was offered the leadership of Executive Sanction.

Quote: "As John Paul Jones said, 'I have not yet begun to fight!'"

Personality: Major Star is a very patriotic (some would say jingoistic) American, who wants to advance the U.S. cause in any honorable way he can. He would have preferred an all-military team, but has learned to live with what he has. Having seen the discomfort of the Deacon (of Sanctuary; see *Classic Organizations*) in the PRIMUS-run team, Major Star is uncertain that a pacifist like Panacea belongs in this group. A more serious problem, from his perspective, is the insubordination of Silver Avenger Rackham, who's been bucking for command since the team was formed. It hasn't come to blows. Yet.

Powers/Tactics: The nuclear radiation gave Major Star boundless energy which he can utilize in a number of ways. The discharge generally comes with a great deal of light and sound, and he has learned how to maximize those with the minimum damage to his surroundings. He has also learned to use his energy to clear away smoke, blackout fields, and other forms of Darkness. He wears a special costume and helmet designed to minimize the effects of radiation on him and protect his senses. He has also trained in combat without his powers, and is reasonably formidable as a soldier.

The Major likes to arrange battles as military operations, using Army jargon and maps. He strongly dislikes surprise operations, and gets easily frustrated if things do not go as planned. He will take any "honorable" advantage he can over an opponent.

Appearance: Richard Star is a muscular 6'1" tall. His hair and eyes are black, and his complexion is dark. As Major Star, he wears a red, white and blue jumpsuit with matching helmet, marked with yellow 4-pointed star insignia on forehead and sleeves.

STEWART WHITE

Val	Char	Cost	Combat Stats	
8	STR	-2	OCV: 4	
12	DEX	6	DCV: 4	
15	CON	10	ECV: 6	
10	BODY	0	Phases: 3, 6, 9, 12	
18	INT	8		
18	EGO	16	Costs	
10	PRE	0		
10	COM	0	Char: 69	Base: 100
4	PD	2	+	+
6	ED	3	Powers: 185	Disad: 154
4	SPD	18	=	=
9	REC	8	Totals: 254	254
30	END	0		
22	STUN	0		
Cost		Powers		END
21	Elemental Control: Cybernetic Control Powers, Only works against robots, computers and AIs (-½)			0
21 a	10D6 Mind Scan w/ +6 to roll			6
21 b	10D6 Telepathy, ½ END			3
21 c	10D6 Mind Control, Telepathic option, Act 17-			6
12	Armor (+10 PD/+10 ED), OIF (Armor Jacket) Act 11-			
5	Mental Defense (9)			
28	Computer Programming at Range, 21-			3
3	1" radius Darkness (normal sight), 1 Charge (lasts 1 minute), OAF (smoke grenade)			
Skills				
13	Bureaucratics 16-			
7	Computer Programming 15-			
3	Cryptography 13-			
3	Systems Operation 13-			
3	PS: Accountant 13-			
3	KS: GAO 13-			
10	Eidetic Memory			
3	Lightning Calculator			
3	Speed Reading			
3	FBI Powers			
2	Contact: Mutant training team 11-			
100+ Disadvantages				
15	1½x STUN from physical attacks			
20	Physical coward, avoids violence			
15	Intensely patriotic			
10	Disdainful of 'jocks'			
5	Somewhat far-sighted (wears reading glasses)			
5	Distinctive Features (ALWAYS wears business suit)			
5	Reputation (boring), 8-			
15	DNPC: Irene White, normal wife, 11-			
5	Watched by US Government 14-			
20	Hunted by Genocide 8-			
10	Public ID (Stewart White)			
29	Experience			

Background: Stewart White was a successful accountant in the General Accounting Office (GAO), using his talent with numbers and gift for computer operation to ferret out waste and mismanagement in the Government. His was a rather dull and quiet life, and he liked it that way.

One day his quiet life—not to mention the office wall—was shattered by the arrival of a Minuteman robot (another fine product of Genocide™) trying to capture him. That might have been the end of the story, except that a team of young mutants, including Stewart's own son, showed up and destroyed the robot. As it happened, Stewart himself was a mutant, and he was trained in the use of his abilities by that team's mysterious mentor.

Since word had already gotten out about the incident, Stewart found it impossible to return to his wonted quiet life. Instead, he accepted an invitation to join Executive Sanction to protect himself and his wife. He took the code-name *Accountant*.

Quote: "...Schedule 4y, we see that Statute r56, paragraph 7W clearly states that all fiscal..." Et cetera, ad nauseum.

Personality: Stewart is a very reluctant hero indeed. He would rather balance his accounts, or audit some agency's books, than fight a supervillain. His wife, Irene, is pleased with her new status, however, as their social standing in Georgetown has climbed considerably.

Stewart has the personality of a stereotypical accountant, and can easily bore the average listener stiff in under a minute. The only time he seems really excited is when he finds a new application for his powers.

Stewart reluctantly uses his code name, "Accountant," and often does not answer to it.

Powers/Tactics: Stewart has the uncanny ability to detect, infiltrate and control computers (including Artificial Intelligence [AI] structures). In the Information Age, this makes him a true force to be reckoned with. He also has a photographic memory and an amazing grasp of mathematical principles. Add these to his skills, and it's clear that few enemy information systems are safe from Stewart.

He prefers to stay well away from the scene of combat, using his scanning ability to locate a suitable target, then controlling said target as a weapon (he *loves* automated defense systems!). If faced with a physical confrontation, he will attempt to flee under cover of his smoke grenade. If that doesn't work, he'll surrender until he can find a way to escape or turn the tables on his captor(s).



Appearance: Stewart is in his early 50s, with short, tightly curled black hair and brown eyes. He is of medium height and build, perhaps just a bit chunky. No matter the situation, he prefers wearing dark business suits, although he has been persuaded to have them lined with protective fabrics (Kevlar, Nomex, *et cetera*). Normally, the only decoration Stewart wears is a golden \$ tie tack.

TRAVELLER

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6 DCV: 6 ECV: 4 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 108 Base: 100 + + Powers: 302 Disad: 310 = = Totals: 410 410
17	DEX	21	
20	CON	20	
10	BODY	0	
13	INT	3	
12	EGO	4	
20	PRE	10	
14	COM	2	
8	PD	5	
6	ED	2	
6	SPD	33	
8	REC	2	
40	END	0	
30	STUN	3	

Cost	Powers	END
150	Multipower (150 pt. reserve): Movement powers	
15u	30" Flight. Usable by self and 8 others, ½ END	7
9u	32,000 ly/year FTL Travel, Usable by self and 8 others	9
30	Armor (+15 PD/+15 ED) OIF (costume)	
22	5D6 EB, NND (defense is Force Wall or Safe Environment: Radiation), OAF stunner, 12 charges	[12c]
29	Life Support (self-contained breathing, safe environment: Vacuum/High Pressure) Usable by self and ≤8 others	

Skills		
7, 1, 3	5, 3	Combat Piloting 14-; Pilot's License; Breakfall 12- Navigation 12-; Systems Operation 12-
2, 2, 2		PS: Astronaut 11-; KS: NASA 11-; SS: Astronomy 11-
1, 1, 3		Electronics 8-; Mechanics 8-; FBI Powers
6		+2 w/ Multipower
3		Trans. Fam: Air Vehicles, Small Spacecraft
2		Weap. Fam: Small Arms
3, 3		Absolute Time Sense; Bump of Direction

100+ Disadvantages		
15, 15	15	Patriotic; Loves to explore Susceptibility: 3D6/minute STUN from loss of flight power
10, 15		Reputation (flying astronaut) 11-; Flirtatious
15		Watched by US Government 14-
5		Hunted by Flat Earth Society 8-
10		Public ID (Calvin Tekinski)
210		Experience

Background: From an early age, Calvin Tekinski was fascinated with outer space. He wanted to be an astronaut when he grew up, and he bent his every effort towards making that dream come true. Finally he achieved his desire, becoming a crewman on the space shuttle *Intrepid*. Then disaster struck, in the form of a micrometeoroid that smashed his faceplate during EVA. Amazingly, Calvin did not die, but discovered that he could survive in vacuum!

With his newfound powers, Traveller has been helping get America's space program moving in what he considers to be the right direction. As the only astronaut superhero actively working for NASA, he was asked to join Executive Sanction as the space agency's representative.



Quote: "When it absolutely, positively has to be on Mars tonight."

Personality: Traveller is the explorer type, with a bit too much curiosity. He's in Executive Sanction in hopes of inspiring the love of space exploration in the next generation.

Calvin is easygoing in person and is on good terms with the rest of the team. Since Foresight is the only woman on the team, she gets the majority of his flirtatious attentions. About the only thing Traveller cannot abide is willful ignorance—the Flat Earth Research Society, Inc. is still after him for the time he flew their president out to orbit for a look at the evidence.

Powers/Tactics: Traveller has the power of flight, which he can share with others, if they hold on to him. It is probable that this is a telekinetic function of some kind. Once out of the atmosphere, he can accelerate to relativistic speeds, protected by a cocoon of atmosphere that envelops his passengers as well. He can navigate in space thanks to an innate directional sense. Traveller's powers are so much a part of him that if they are taken away, he will go into shock.

Traveller's function in the team is rapid transport. If you need to get somewhere fast, just hold on. For *really* rapid transport, he heads straight up out of the atmosphere, takes a hop to the Moon, then hits the target area on the way back. In combat, he prefers to act as a lure, using his superior mobility to avoid getting blasted or punched. If necessary, he will use the neuro-blaster supplied by PRIMUS.

Appearance: Calvin is in his early 30s, 5'10", slim, sandy hair, and blue eyes. He wears a silvery bodysuit with blue trim and the old comet-and-lambda NASA symbol on his chest.

FORESIGHT

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7
21	DEX	33	DCV: 7
18	CON	16	ECV: 8
11	BODY	2	Phases: 3, 5, 8, 10, 12
13	INT	3	
23	EGO	26	Costs
15	PRE	5	
16	COM	3	Char: 125 Base: 100
5	PD	2	+ +
7	ED	3	Powers: 233 Disad: 258
5	SPD	19	= =
12	REC	10	Totals: 358 358
30	END	0	
23	STUN	0	

Cost	Powers	END
25	Elemental Control: Heightened Mental Perceptions	
50 a	12D6 Telepathy, ½ END	3
20 b	Clairsentience (normal sight & mental awareness), Precognitive, 2x Max Range (450"), Uses Time Chart as Range Modifier (-¼)	5
15	Aikido Martial Arts Package, usable Barehanded (default) and with Staff	
	Maneuver OCV DCV Damage	
	Dodge 0 +5 Dodge, Abort	
	Escape 0 0 40 STR vs Grabs	
	Take-down +1 +1 5D6; target falls	
		9D6 with Staff
	Throw 0 +1 5D6+v/5; target falls	
		9D6 with Staff
8	+2 DC w/ Martial arts (added in)	
23	5D6 Energy Blast, NND (Defense is Force Wall or LS: Safe Environment [Radiation]), OAF (Stunner Pistol), 12 charges	[12c]
19	+4D6 Hand Attack, +1 OCV, +1" Stretching, 0 END, No Non-Combat Stretch (-¼), Stretching only for Weapon Maneuvers (-0), IAF (Collapsible Staff)	0
15	Armor (+10 PD/+10 ED), OIF (Costume), Act 14-	
10	Mental Defense (15 Points)	
3	Mental Awareness	

Skills	
6	Breakfall 13-, Shadowing 11-
3	Combat Driving 13-
3	KS: American history 12-
3	KS: American geography 12-
6	Criminology 12-, FBI Powers
6	Language: English w/ ability to imitate dialects (Hmong native)
1	Familiarity with Staves
17	Danger Sense (in or out of combat) 12-

100+ Disadvantages	
35	Soft-hearted, Patriotic
15	Strongly dislikes superstition
5	Albinism (sunburns easily, oversensitive to light, etc)
10	Distinctive Features (albino)
10	Reputation (cute heroine), 11-
15	Watched by US Government 14-
30	Hunted by PSI 8-, Hunted by Genocide 8-
10	Public ID (Lisa Vang)
128	Experience

Background: Foresight was born Vang Lai on a Hmong refugee boat, with pale skin and pink eyes. The elders muttered that this was a bad sign, but the baby lived, and three months later she and her parents arrived in the United States of America. As soon as her parents recognized the value of 'fitting in', they Americanized her name to Lisa. She grew up in Minnesota, and learned that while a few Americans were prejudiced against her because of her race or national background, the majority were good people who really didn't care where you had come from. What hurt Lisa more was the reaction of certain more traditional Hmong, who called her a "ghost child" and considered her unlucky.

When Lisa reached puberty, she became able to read minds, see through walls, and sometimes even predict the future. Someone tipped off PSI and Genocide, who obligingly sent their respective flunkies after her. Lisa foresaw their coming, however, and she was able to get the villains arrested before they got anywhere near her. Her eighteenth birthday coincided with her high school graduation, and she took her oath of American citizenship at the ceremony.



Afterwards, agents of the Immigration and Naturalization Service (INS) asked Lisa if she would be their representative on Executive Sanction. She agreed, and after some intensive training, was accepted for the team.

Sadly, the segment of the public least accepting of Foresight is the Hmong community. They feel that she has rejected their traditional values and customs, and flaunts her Americanization. Hmong traditionalists are pinning their hopes on a more "representative"—for starters, male—hero emerging in the near future.

Quote: "You know, if you gave up bombing embassies, people might not want to attack you so often."

Personality: Foresight is a warm and caring individual, the type of person who would give the shirt off her back to someone in need. In fact, Stewart White has to help her budget so she doesn't give away more than she has. This has made her the most popular member of Executive Sanction in the eyes of the public, which explains why her stuffed look-alike outsells the rest of the team's dolls, combined. She is fond of America and what it represents, although she is less than thrilled with certain individual Americans. Due to her treatment as a child, she reacts quite negatively to what she considers superstitious attitudes and behavior. She considers Traveller's flirting to be "silly, but nice."

Powers/Tactics: Foresight is a mutant with vastly heightened mental perceptions, allowing her to peer into minds, through walls, and even through Time itself! When she attempts to see into the future, determine how far ahead she's looking; each level on the Time Chart is equivalent to a RMod for ranged powers. Thus, looking one full Turn ahead would give a -4 penalty to her Perception Roll.

Foresight has also been given some training in the art of Aikido. PRIMUS labs supplied her stunner pistol and collapsible fighting staff (which looks like a Maglite flashlight when not in use).

Foresight vastly prefers to avoid combat; if forced she will try to subdue her opponents without harming them. In close combat, she uses her precognition to see what the opposition's next action will be, so she can counter it. Foresight is very dependent on her precognitive abilities. If she misses a PER roll while in combat, she'll be at a disadvantage (-1 to -3 OCV & DCV) vs. her opponent for that phase.

Appearance: Foresight is 5'2" and lightly built. She has traditional Hmong features, but with unusually pale skin, pink irises and bobbed white hair. She usually wears blue contact lenses, and all her official merchandise items depict her as blue-eyed. Her costume is dark blue with orange and white trimmings.

GUMSHOE

Val	Char	Cost	Combat Stats		
25	STR	15	OCV: 6+		
17	DEX	21	DCV: 6		
18	CON	16	ECV: 5		
13	BODY	6	Phases: 3, 6, 9, 12		
18	INT	8	Costs		
14	EGO	8	Char: 96 Base: 100		
15	PRE	5	+ +		
12	COM	1	Powers: 213 Disad: 209		
6	PD	1	= =		
6	ED	2	Totals: 309 309		
4	SPD	13			
9	REC	0			
36	END	0			
35	STUN	0			
Cost		Powers		END	
19	JiuJitsu Martial Arts Package				
	Maneuver	OCV	DCV	Damage	
	Slam	0	+1	7D6+v/5; target falls	
	Choke Hold	-2	0	3D6 NND	
	Sacr. Throw	+2	+1	7D6; both fall	
	Disarm	-1	+1	45 STR for Disarm	
	Escape	0	0	50 STR for roll	
8	+2 DC w/ Martial arts (added in)				
20	2D6 RKA, +1 STUN Mod, OAF (pistol), 4 clips Of 6 charges				
17	Armor (+10 PD/+10 ED), IIF (clothing), Act 14-				
20	Targetting for Hearing				
10	Tracking Scent				
9	+3 w/ Perception Rolls				
5	Discriminatory Smell				
3	Ultrasonic Hearing				
Skills					
9	Deduction 16-				
5	KS: Organized Crime 14-				
5	Criminology 14-				
4	KS: FBI 13-				
3	Breakfall 12-				
3	Bugging 13-				
3	Combat Driving 12-				
3	Interrogation 12-				
3	PS: FBI Agent 12-				
3	Security Systems 13-				
3	Stealth 12-				
3	Streetwise 12-				
3	Disguise 11-				
3	Shadowing 11-				
2	KS: Criminal Law 11-				
1	Bureaucrats 8-				
1	Cryptography 8-				
1	Forensic Medicine 8-				
2	Languages: Basic Spanish, Russian (English native)				
2	Familiarity with Small Arms				
24	+3 w/ all combat				
3	Contact: Stoolie, 12-				
10	2D6 Luck				
3	FBI Powers				

100+ Disadvantages

15	Obeys order of superiors
15	Very patriotic
15	Protects the innocent
10	Red/green color-blind
20	Normal characteristic maxima
10	Distinctive Features (FBI agent)
10	Reputation (fearless investigator), 11-
15	Watched by US Government 14-
20	Hunted by Organized Crime 11-
10	Hunted by Viper 8-
10	Public ID (Frank Long)
59	Experience

Background: Frank Long was an FBI agent, and a good one. He was assigned to the Lux case, to discover why a rather unimportant mobster suddenly had access to major muscle. As it happened, Lux was trying to make a deal with VIPER to become one of their Nest Leaders, and he'd already exchanged some materiel. This materiel included an experimental stunner, which worked quite well on pesky FBI agents. When Frank awoke, found himself strapped to a table while a VIPER scientist cackled over him. Unsurprisingly, the scientist had some rather odd notions of experimental procedure, and Frank had just become the latest victim subject of his research on enhancing senses with canine genetic material. Agent Long recovered consciousness on the way back to his cell, and was able to overcome an unwary guard. With the guard's uniform and a little luck, he was able to escape and expose the VIPER base.

With his newly-enhanced senses, Frank became an even better agent. When he was tapped to join Executive Sanction, he was told to adopt a "hero name." *Bloodhound* was suggested, but Agent Long had gotten tired of dog jokes, so he picked *Gumshoe* instead.

Quote: "You thought you were above the law. You were wrong."

Personality: Gumshoe has a dogged determination to see justice done. Once he's on a case, he won't give up until he solves it or he's ordered to quit. He prefers his own company off-duty, but isn't actively unfriendly. At first he was a trifle upset that an FBI-chartered group was being led by a representative of the military, but since Gumshoe ends up in charge of the investigative parts of most missions, he doesn't mind too much.

Powers/Tactics: All of Gumshoe's senses have been sharpened, auditory and olfactory in particular. Unfortunately, he's also become color-blind. Otherwise, he is a highly-trained FBI agent.



When acting as part of the team, Gumshoe follows the lead of Major Star or Rackham. On his own, he tends to be overly cautious, and won't take foolish chances, especially those that might endanger innocent bystanders. He is perhaps a bit too reliant on Panacea's healing powers to capture opponents alive.

Appearance: Frank is in his late 40s. His black hair is beginning to fleck with gray, and his eyes are yellow. He's 6' tall and well-built. In dress and mannerisms, Gumshoe is a stereotypical FBI agent, although he can suppress this if need be.

SILVER AVENGER

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 9+ DCV: 9 ECV: 6 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 174 Base: 100 + + Powers: 134 208 = = Totals: 308 308 *IIF (Cyberline drug)
26*	DEX	38	
25	CON	30	
13	BODY	6	
13	INT	3	
18	EGO	16	
15	PRE	5	
14	COM	2	
19	PD	11	
19	ED	14	
6*	SPD	19	
13	REC	0	
50	END	0	
46	STUN	0	
Cost		Powers	END
60	Gadget Pool (50 pt. reserve), OAF: Primus-supplied gadgetry, only change between adventures (-½)		
10	AP for 40 STR, 2x END		4
4	½ END for 40 STR, Act 14-		2
7	Damage Resistance (10 PD/10 ED), OIF (Costume)		
7	Power Defense (10), Act 14-		
6	+3" Running (9" total)		2
2	+1 w/ Sight Perception rolls		
Skills			
5, 1, 3	Tactics 13-; Seduction 8-; Acrobatics 14-		
3, 2, 2	KS: PRIMUS 12-; KS: US Military 11-; PS: Soldier 11-		
2	Weap. Fam: Small Arms		
10	+2 w/ HTH Combat		
5, 3	Defense Maneuver; FBI Powers		
2	Contact: the Golden Avenger, 11-		
Typical Gadgets in Power Pool			
13	2D6 Flash, Area Affect, Radius (2"), OAF (flare)		[4c]
15	5D6 Entangle, DEF 5, OAF (bolo), 1 Recoverable Charge		[1c]
12	4D6 End Drain, Recover 5 pips/Turn OAF (shock baton)		[3c]
5	High Range Radio Hearing, OAF (radio)		
15	10" Flight, 0 END, OAF (flight pack)		0
100+ Disadvantages			
15	1½x STUN from RKAs		
15	1½x STUN from poisons and toxins		
10	Enraged if companion or innocent injured 8-, 11-		
20, 15	Superpatriot; Overconfidence		
15, 0	Protects innocents; Honorable		
15	Watched by US Government 14-		
25	Hunted by all anti-American forces 11-		
10	Rivalry w/ Major Star (for leadership of group) (inferior position)		
10	Public ID (Gregory Rackham)		
58	Experience		

Background: Gregory Rackham has always had to settle for being Number Two. Second son of the family, second-string quarterback, second in his class at West Point; his life can be summed up in one word: Second. As a Silver Avenger, he was automatically second to the Golden Avenger. When PRIMUS's first choice for a representative on Execu-

tive Sanction refused the honor for personal reasons, second choice Rackham jumped at the chance. Unfortunately, Major Star has the senior rank, meaning that Rackham is (wait for it) second in the chain of command. Rackham decided he'd stick it out as this team *does* give him *some* opportunity for individual exposure.

Personality: Silver Avenger Rackham is a patriot dedicated to protecting his nation from threats internal and external. His worldview is, however, colored by an underlying current of resentment at always being number two. He tends to be quite defensive about his and America's abilities and weaknesses, and strongly discourages 'defeatist' talk in his presence. His determination to show up Major Star is getting worse, and could split the team.

Quote: "This is for America!" *POW!* "This is for those kids you threatened!" *KRAK* "And *this* is because I like hitting people!" *CRUNCH!*

Powers/Tactics: Above and beyond the standard complement of physical enhancements provided by the Avenger program and supplemented by Cyberline drugs, Rackham is outfitted with the latest experimental gear from the PRIMUS laboratories. Note that he is rarely issued anything with a low Activation Roll, however.

In combat, Rackham usually tries his latest gadget first, counting on the surprise value to keep the opposition off balance. He especially likes doing this to foes known to use particularly lethal powers—he's overconfident, not stupid.



He'll then close to melee range for hand-to-hand work. Rackham actually does have a slightly better grasp of tactics than does Major Star, a fact he rarely misses an opportunity to point out.

Appearance: Rackham is 6'2" tall and well-built. He has green eyes and blond hair that's beginning to thin. Since he's only in his late 30s, his incipient baldness is a source of embarrassment to him. As a Silver Avenger, he wears the familiar silver-and-blue costume.

PANACEA

Val	Char	Cost	Combat Stats
9	STR	-1	OCV: 5
15	DEX	15	DCV: 5
13	CON	6	ECV: 5
10	BODY	0	Phases: 4, 8, 12
14	INT	4	
14	EGO	8	Costs
10	PRE	0	
10	COM	0	Char: 39 Base: 100
2	PD	0	+ +
3	ED	0	Powers: 127 Disad: 76
3	SPD	5	= =
5	REC	0	Totals: 166 166
30	END	2	
21	STUN	0	
Cost Powers			END
60	6D6 Aid, all characteristic below starting value at time of Aid (+2), only to starting value (-½)		9
17	Armor (+10 PD/+10 ED), IIF (Clothing), Act 14-		
10	Power Defense (10)		
10	Mental Defense (13)		
Skills			
7, 3	Paramedic 14-; Forensic Medicine 12-		
3, 1	Conversation 11-; High Society 8-		
2, 2	KS: Diseases 11-; PS: Doctor 11-		
2	KS: Health and Human Services 11-		
3	Languages: Conversational Latin, French w/ accent (English native)		
3	3 Favors, as needed, 14-		
3, 1	FBI Powers; Medical license		
100+ Disadvantages			
20	Takes the Hippocratic Oath <i>very</i> seriously		
10	Patriotic		
15	Watched by US Government 14-		
10	Public ID (Dr. Steven Monaco)		
11	Experience		

Background: Steve Monaco, M.D. was participating in a Health and Human Services study on faith healing. He was the "control," the unbeliever whose patients would be the baseline for comparison with those of the Reverend Billy Bob. Amazingly, Steve's patients did much better than the Reverend's, to the point of near-miraculous recoveries! After much testing and practice, Steve's remarkable healing powers were scientifically verified.

Billy Bob spilled the beans on his syndicated radio show, and Dr. Monaco soon found himself deluged with requests for help, crank calls, and media attention. He chose Executive Sanction out of patriotism (and the measure of privacy they offered him). The team's heavy combat orientation has since made him regret his decision to join.

Personality: Panacea is a committed pacifist who strongly disapproves of all forms of violence, especially killing, and doesn't care who knows it. This philosophy, and his decidedly left-of-center political beliefs, have made him few friends on the team. A life-long atheist, Dr. Monaco is now pondering what, if anything, the emergence of his powers means to his beliefs.

Quote: "It's better to help than to harm; it's better to heal than to destroy."

Powers/Tactics: Panacea has the ability to heal injuries and restore health. He is not yet able to restore old injuries, regenerate missing body parts, nor raise the dead. Steve does not detect as a mutant, and the source of his powers remains a mystery thus far.

Steve dislikes combat intensely, and will go out of his way to prevent or avoid it.

Appearance: Steve is 5'8", with blondish hair and brown eyes. He wears clothing appropriate to the circumstances, decorated by a caduceus or other symbol of the medical profession.



THE POSSE

MEMBERSHIP

Mosaic (leader), Black Hole, Gunslinger and the Physician. The membership is closed, with the sole exception that Mosaic is surreptitiously looking for a more stable form of transportation than Black Hole. Should the Posse open their ranks at some future date, they would want a person with a proven record of vigilantism and at least one Killing Attack.

ORIGIN

Almost from the beginning, Mosaic intended to form a team. He realized that a single vigilante would eventually get in over his head and get himself killed. The problem was finding allies he could trust; almost by definition, 'killer heroes' tend to be loners with severe psychological problems. So after establishing his own reputation, Mosaic started researching the field of candidates. Gunslinger looked like a good start, and Mosaic soon located the shootist and convinced him that they should join forces. When Black Hole went rogue, Mosaic jumped at the chance to recruit an actual superhuman with such useful powers. This proved to be a mistake, but Mosaic didn't realize this until after the Posse had built their tactics around Black Hole's powers. The young mutant's medical problems led directly to the Physician's entry into the group. The Posse (a name chosen because 'Lynch Mob' sounded too negative) has since murdered quite a few alleged criminals in the name of 'justice'.

GOALS

The Posse desires to 'bring to justice'—i.e., *kill*—criminals who they feel have cheated the law or otherwise were insufficiently punished for their crimes. If they can accomplish other good while so doing, so much the better. The group tends to concentrate on capital crimes, but individual members may deal with lesser criminals.

TACTICS

As a general rule, the Posse uses hit-and-run tactics. After as much scouting as seems feasible, the group 'pops' in, they do the hit, and then they run, with Black Hole 'porting' them on both ends of the hit. They always strive for surgical precision, with as little collateral damage and needless casualties as they can manage. The Posse is bright enough to vary their tactics according to known obstacles, and if one criminal proves too difficult to reach, the group simply moves on to the next target on their hit parade.

GROUP RELATIONS

Loathing of Black Hole unites the other three members. Only his utility to the group keeps him alive. Likewise, Black Hole is well aware that without the Posse to back him up, he's dead meat; only this realization tempers his noxious behavior. All outside groups are considered to be targets or obstacles, and the Posse is actively Hunted by several law-enforcement agencies.

REPUTATION

The Posse is favorably regarded only by extremists of certain varieties. The general public, and most hero groups, consider them ethically dubious at best. Only one thing puts the Posse even nominally on the side of the angels, and that one thing is their clear concept of appropriate targets; they have never killed a provably innocent person. The Department of Defense survey of supervillains says, "While the Posse is not viewed as a threat to national security at this time, the mere existence of such vigilantes is harmful to the public perception of the law. The reasoning goes: 'If the law worked, why would we need vigilantes?'"

CAMPAIGN FUNCTIONS

The Posse is meant as an example of vigilantism that has gone too far, of people who have set themselves up as judge, jury and executioner. While the player-characters may sympathize with their cause, their methods should disgust the heroes. If the player-characters take a "so what?" attitude—or, even worse, approve of the Posse—raise the stakes. Perhaps the Posse's pre-hit research will be a little sloppy next time. Does a player-character (or a friend thereof) have a criminal past? Has one of the PCs killed someone and 'gotten away with it'? And what if a villain decided to frame someone? This bad guy wouldn't need to convince *everybody* of his victim's 'guilt', just the Posse...

BASE AND TRANSPORTATION

The Posse believes (correctly) that a permanent base of operations would be highly disadvantageous. Instead, they rent cheap motel rooms or efficiency apartments under assumed names. Similarly, they use cheap rental or third-hand vehicles for transportation between cities. While on a job, Black Hole transports the team.

MOSAIC

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
18	CON	16	ECV: 4
11	BODY	2	Phases: 3, 5, 8, 10, 12
15	INT	5	
13	EGO	6	Costs
18	PRE	8	
14	COM	2	Char: 115 Base: 100
8	PD	4	+ +
6	ED	2	Powers: 205 Disad: 220
5	SPD	30	= =
8	REC	0	Totals: 328 328
36	END	0	
30	STUN	0	

Cost	Powers	END
22	Assassin's Art	
	Maneuver OCV DCV Damage	
	Sleeper Hold -2 0 Grab, 3D6 NND	
	Knife Hand -2 0 2D6 HKA	
	Kneecapper -2 0 2D6 HKA, opponent falls	
	Block +2 +2 Block, abort	
	Snap Kick +2 0 8D6	
8	+2 DC w/ Martial Art (added in)	
15	Armor (+10 PD/+10 ED), OIF (Costume), Act 14-	
8	+4" Running (10" total)	2
20	2D6 RKA, +1 Stun OAF (pistol), 4 clips of 6 charges	

Skills	
7, 5	Stealth 15-; Concealment 13-
3, 3	Climbing 13-; Contortionist 13-
7, 5	Criminology 14-; Deduction 13-
7, 3	Disguise 13-; Lockpicking 13-
3, 3	Breakfall 13-; Streetwise 13-
3	Computer Programming 12-
3, 3	Cryptography 12-; Security Systems 12-
3, 3	Interrogation 13-; Shadowing 11-
20	Danger Sense (in combat) 16-
20	Find Weakness w/ Assassin's Art 11-
5, 1	Contact: Underworld 14-; Favor: Local Judge 14-
5	Wealth: Well-off
20	2 Overall

100+ Disadvantages	
15	Enraged if innocents harmed 14-, 8-
20	Obsessed with 'balancing justice'
20	Normal characteristic maxima
15	Reputation (killer 'hero', extreme) 11-
25	Hunted by police 11-
20	Hunted by the Mob 11-
5, 15	Unluck 1D6; Protects innocents
15	Secret ID (Roscoe Metzger)
70	Experience

Background: Roscoe Metzger was only six when his parents were killed by a drunk driver. The driver got off with a suspended sentence, and didn't even have his driver's license taken away! As young Roscoe was led away from the courtroom, he overheard that in another trial that day, a man had been sentenced to years in prison for stealing food for his family. That didn't seem fair to Roscoe. He vowed that

when he grew up, he'd make sure that people got *exactly* what they deserved. Didn't the Bible say, "a tooth for a tooth, and an eye for an eye?"

Roscoe trained for years, squandering much of his inheritance. Instead of using his influence to help victims directly, he chose to punish the guilty as the vigilante Mosaic. Mosaic started with a few spectacular cases, trying for a "poetic justice" motif. After establishing his reputation, Mosaic started to gather allies—the Posse.

Personality: Mosaic knows life isn't fair, and thinks it's his job to make up for that. He has a taste for grim humor, but doesn't overdo it, especially around the mirthless Gunslinger. He trains himself and the other team members without mercy, knowing that the slightest mistake could kill them all. Although he isn't particularly religious, he frequently misquotes Scripture to make his opinions sound weightier.

Quote: "You have been weighed in the balance and found wanting. Be done to as you have done unto others."

Powers/Tactics: Mosaic is a well-trained normal with some skill in the martial arts. He prefers to strike from surprise and render his opponent dead, or helpless, in the quickest way possible. If forced into open combat, Mosaic will block his opponent's attacks while finding weakness for his knife hand. If he needs to engage at range, he will use his .44 magnum.

Appearance: In his late 20s, Roscoe is a burly 5'7". He has unremarkable features, black hair and brown eyes. As Mosaic, he wears a pullover mask that looks like hundreds of bits of cloth stuck together randomly, and loose-fitting sweatsuits made of protective fabric.



THE PHYSICIAN

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6 DCV: 6 ECV: 4 Phases: 3, 6, 9, 12 Costs Char: 67 Base: 100 + + Powers: 153 120 = = Totals: 220 220
17	DEX	21	
15	CON	10	
10	BODY	0	
18	INT	8	
13	EGO	6	
10	PRE	0	
10	COM	0	
6	PD	3	
6	ED	3	
4	SPD	13	
6	REC	0	
30	END	0	
23	STUN	0	
Cost		Powers	END
60	Gadget Pool (50 pt. reserve), OAF (medical equipment), only changes between adventures (-½)		3
15	1D6 HKA (1½D6 w/ STR), double AP, OAF (scalpel)		
8	1D6 RKA, AP, OAF (throwing scalpels), 3 recoverable charges		
9	Armor (+5 rPD/+5 rED), OIF (scrubs), Act 15-		
7	Life Support: Self-contained breathing, OIF (surgical mask)		
Skills			
5	Paramedic 14-		
3	Inventor (medical) 13-		
3	PS: Surgeon 13-		
3	KS: Medicine 13-		
3	Conversation 12-		
3	Forensic Medicine 11-		
1	Language: Conversational Latin (English native)		
10	+2 w/ Gadget Pool		
9	+3 w/ Scalpels		
10	2D6 Luck		
3	Simulate Death		
1	License to practice medicine		
Typical Gadget Pool			
15	5D6 NND (Need not breathe), OAF (gas)		[3c]
6	4D6 BODY Aid, Only to return to starting value, OAF (drugs)		[4c]
15	5D6 Flash, OAF (laser)		[3c]
14	2D6 RKA, Penetrating, OAF (laser)		[3c]
100+ Disadvantages			
15	Protects innocents		
10	Curiosity		
20	Normal Characteristic Maxima		
20	Hunted by police 11-		
15	Hunted by AMA (mild punishment) 8-		
15	Secret ID (Dr. Patrick Siter)		
25	Experience		

Background: Dr. Patrick Siter worked in an inner-city neighborhood, where he saw the results of crime every day. Wasted lives, mutilated bodies, suffering children; all of it sickened him. He worked with the usual community organi-

zations, but nothing seemed to help. There were times when he just wanted to take a machine gun and...

One day a man suffering from an old back injury came in to the hospital. While under anaesthesia, the man revealed that he was actually the infamous Black Hole, and the men accompanying him were the Posse. Dr. Siter had an idea: He offered his services to the Posse in return for not calling the police. He's now the Physician, the newest member of the Posse. Naturally, the AMA will lift his license if they find out he's been practicing "deadly medicine."

Quote: "Crime is a cancer which must be surgically removed."

Personality: Dr. Siter is deeply concerned with removing "diseased elements" from society. He is also very careful about ensuring that the Posse's activities do not endanger innocent bystanders. The Physician suspects that Black Hole deliberately aggravates his back injury to keep the sympathy of his dates.

Powers/Tactics: Dr. Siter is a committed tinkerer, able to do amazing things with x-ray machines and other medical paraphernalia.

The Physician's usual tactic is to sneak in behind someone and slit their throat. He also spends a lot of time freeing hostages.

Appearance: Dr. Siter is in his late 30s, 5'9" and 180 lbs. He has red hair and green eyes. In costume, the Physician wears surgeon's garb, including mask and goggles, that effectively conceals his true identity.



BLACK HOLE

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7
21	DEX	33	DCV: 7
20	CON	20	ECV: 6
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12
10	INT	0	
18	EGO	16	Costs
10	PRE	0	
18	COM	4	Char: 112 Base: 100
6	PD	4	+ +
6	ED	2	Powers: 206 218
6	SPD	29	= =
8	REC	4	Totals: 318 318
40	END	0	
25	STUN	0	
Cost		Powers	END
101	Multipower (101 pt. reserve): Teleportation		
10 u	3D6 RKA, Penetrating, Indirect (+¾)		10
10 u	11D6 EB, Indirect (+¾)		10
8 u	25" Teleport, 4x Mass, 4x Non-Combat distance, 2 floating locations		8
7 u	15" Teleport, Useable Against Others, (Defense is Power Defense) Range		7
20	Armor (+10 PD/+10 ED), OIF (costume)		
Skills			
13	Persuasion 16-		
9	Seduction 14-		
1	AK: Central America 8-		
1	KS: Magicians 8-		
1	KS: Mutations 8-		
1	KS: Super-beings 8-		
1	Language: Basic Spanish (English native)		
10	Find Weakness w/ RKA 11-		
10	Eidetic Memory		
3	Bump of Direction		
100+ Disadvantages			
5	Enraged if takes BODY damage 8-, 8-		
15	Likes killing criminals		
15	Lecherous		
10	Vengeful		
15	Bad Back (must spend most of day in wheelchair)		
10	Physically addicted to painkillers		
10	Reputation (killer 'hero', extreme), 8-		
5	DNPC: normal (bimbo of the week) 8-		
20	Hunted by Freedom Squad 11-		
15	Hunted by Police 11-		
15	Hunted by VIPER 8-		
15	Secret ID (Wayne Ziebell)		
68	Experience		



Background: Wayne Ziebell was an ordinary, if overly girl-crazy, teenager when he discovered his mutant powers of teleportation. At first he used them for relatively harmless pranks. Then Black Hole was discovered by, and recruited into, the Freedom Squad, a hero team noted for its strong stance against killing (from *Champions Universe*). Black Hole served with honor for over a year. During this period, the team had numerous clashes with the powerful villain Minotaur. This evil-doer pounded Black Hole through a wall, partially crippling the hero. Although the Freedom Squad frequently captured Minotaur, he simply broke free time and again, never even arriving at Stronghold. Eventually, Black Hole decided he'd had enough of this. The next time the hero team fought the villain, Black Hole used a previously-unrevealed aspect of his powers to *kill* him. Black Hole's teammates might have accepted this as an unfortunate accident had he not slain the villain's henchmen, who had already surrendered, as well.

Black Phantom, the team leader, tried to talk to Black Hole, but Wayne was in no mood for temperance. There was an argument, and Black Hole stormed out. He killed more criminals and was forced to flee by his old comrades. They have not yet revealed Wayne's identity to the general public, hoping that this will turn out to be a case of brainwashing or mental domination. Meanwhile, Mosaic tracked down Black Hole for the Posse; now Wayne is on the run for good.

Personality: Black Hole stays with the Posse because it gives him a refuge and an excuse to kill. He is becoming severely unbalanced, a fact which worries his current teammates almost as much as it annoys them. Wayne was extremely personable at one point, but has grown more demanding and dependent since his injury. He saves his better side for the string of pretty women he dates. He hasn't been too careful about protecting his secret identity from them.

Quote: "What, you don't *like* having an arrow through your head? Well, *ex-cuu-uuu-use me!*"

Powers/Tactics: Black Hole has the ability to teleport himself and other objects. He can't transport quite as much mass if he doesn't accompany it himself. He has developed the ability to partially teleport one object *inside* another, causing hideous damage. When he teleports something, it leaves behind a momentary black silhouette from which he takes his code name. Although Wayne has a phenomenal memory, his attention span is short, and he doesn't pick up more than the basics of a subject in most cases.

Wayne is not particularly interested in tactics or teamwork, although he will perform pre-arranged actions on cue. His usual combat technique is to teleport in, seek cover, and t-port small objects into his chosen target.

Appearance: Wayne is a shade over 6' tall, although out of costume he's usually in a wheelchair. He's slickly handsome, with curly blonde hair and blue eyes. His costume is a black bodysuit with a stylized black hole emblem on the chest, and a black ski mask.

GUNSLINGER

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 7 DCV: 7 ECV: 5 Phases: 3, 6, 9, 12 Costs Char: 87 Base: 100 + + Powers: 168 155 = = Totals: 255 255
21	DEX	36	
15	CON	10	
11	BODY	2	
12	INT	2	
15	EGO	10	
15	PRE	5	
10	COM	0	
6	PD	2	
6	ED	3	
4	SPD	9	
7	REC	0	
30	END	0	
28	STUN	0	
Cost			END
35	2D6+1 RKA, AP, +1 STUN Mod+1 OCV, +2 Range levels, OAF (rifle), 2 clips of 10 charges		
20	Multipower (45 pt. reserve), OAF (pistol), 4 clips of 6 charges		
2 u	2D6 RKA, +1 STUN Mod		
2 u	4D6 Entangle, DEF 4		
2 u	9D6 EB (rubber bullets)		
6	+2D6 HA (brawling skill)		1
10	+20 PRE, defensive only (+½)		
5	Armor (+5 PD/+5 ED), OIF (vest), Act 10-		
5	Armor (+5 PD/+5 ED), OIF (costume), Act 14-		
5	Mental Defense (8 Points)		
5	Lack of Weakness, -5 to Roll		
Skills			
5	Persuasion 13-		
3	Breakfall 13-		
3	Animal Handler 11-		
3	Survival 11-		
3	Tracking 11-		
3	Weaponsmith (Slugthrowers) 11-		
2	Familiarity with Small Arms		
1	Trans. Familiarity: Horses		
25	+5 w/ Ranged Combat		
6	+2 Range Modifiers		
5	Fast Draw 14-		
3	Ambidexterity		
3	Double-jointed		
3	Lightsleep		
3	Resistance (+3 to EGO roll)		

100+ Disadvantages

20	Berserk when takes BODY damage 11-, 11-
15	Hates criminals
15	No sense of humor
10	Vengeful
20	Normal Characteristic Maxima
5	Distinctive Features (cowboy)
15	Reputation (killer 'hero', extreme), 11-
20	Hunted by police 11-
10	Hunted by Tombstone Kid 8-
55	Experience

Background: James Lewis grew up on Westerns. He loved how justice was done in the West, on the spot and final. He decided he would be a gunslinger when he grew up, and make justice come from the barrel of a gun. During summers he practiced the skills he'd need, and in the winter-time, he trained his body.

When James grew up, he put on a gaudy costume, strapped on his guns and challenged the first supervillain he met to "Draw!" He had a lot of time to re-think his methods while recovering in the hospital. What he *really* cared about, James decided, was *results*. If he had to use underhanded methods, that was just a tough break for him. Gunslinger swiftly became one of the most efficient and ruthless vigilantes around, and was Mosaic's first recruit.

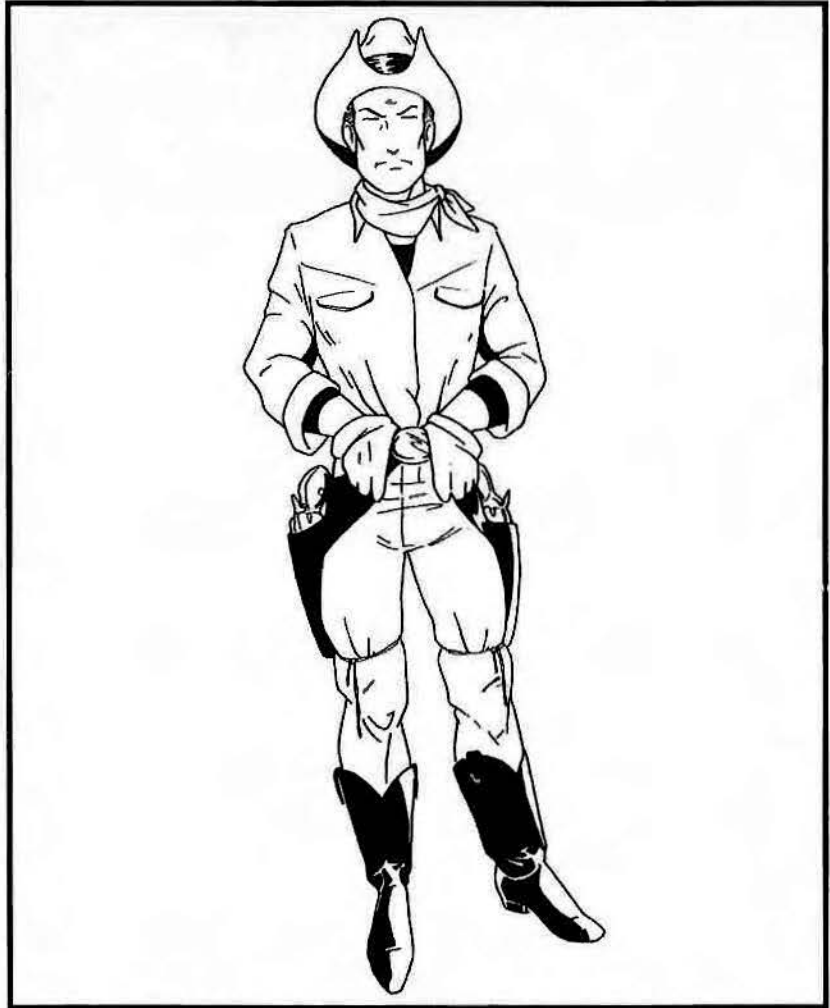
Quote: "There's some folks as claim 'good' and 'evil' are two sides of the same coin. Mebbe so... but 'tain't the *same* side of the coin."

Personality: Gunslinger is a grim avenger, shooting down the mad dogs of crime. He has absolutely no sense of humor whatsoever, and would very likely gun down CLOWN (see *Classic Organizations*) on sight. He especially loathes Black Hole, and eagerly awaits the day when the teleporter is no longer needed.

Powers/Tactics: Gunslinger's 'powers', such as they are, are his great marksmanship and nigh-universal unflappability (except when bleeding). He carries a standard sniper rifle and a pair of special revolvers. These pistols can fire rubber bullets and bolo-rounds, as wells as standard .44 magnum ammunition. Gunslinger tends to use the nonlethal on "innocents," saving the regular rounds for real criminals.

Gunslinger prefers sniping from cover, but will go into pistol range if necessary. His primary goal in close combat is to retreat to shooting distance again.

Appearance: James is 6'2" and lanky. In his late 20s, he has steely gray eyes and short brown hair. He has a strong jaw, and seldom shows emotion on his face. He wears 'working cowboy'-type outfits, preferring grays and browns.





THE BRAVERMAN FOUNDATION

MEMBERSHIP

Bravo (leader), the Atomic Kid, Barnstormer, Big Jake, Cataclysm, Lady Thunder and manager Mike Braverman. The Braverman Foundation employs "bricks" (requirements: STR 35 or higher, pass a security check). The Foundation keeps several clowns, animal trainers and thirty roustabouts to help set up the show and move it by truck from town to town. The performers are also expected to help with set-up.

ORIGIN

Mike Braverman was 20 when he developed super-strength. He'd always been looking for an opportunity to get rich quick, and since the public had always been fascinated by feats of physical strength, he figured he could make money exhibiting his muscles on public display. He met Barnstormer, a man with similar ideas, and they decided that a whole *troupe* of bricks could rake in more shekels than any one brick could individually. Thus was created the Braverman Foundation, a traveling circus show featuring "The World's Strongest Men!"

They gathered other members over the course of time. Big Jake, a giant who heard about them and chose to join as the company's strongest man; the Atomic Kid, a runaway orphan who took up a challenge to wrestle Big Jake, and impressed Braverman so much that he hired the Kid on the spot; Bravo, Braverman's cousin, a member of a Detroit superhero team who decided there was more profit and glory in the Foundation than there was as a normal superhero; Lady Thunder, an old girlfriend of Barnstormer's who reconciled with him; and lastly, Cataclysm, a covert VIPER agent with a faked security clearance. Braverman is constantly on the lookout for new acts and ideas, and is a master of the cheap publicity stunt.

The Braverman Foundation travels from town to town, spending 4-7 days exhibiting various feats of strength. As they travel, their reputation increases—as does the number of unusual incidents that involve them.

GOALS

The Braverman Foundation is an unholy cross between a circus and a wrestling troupe. They like to help people, if only because they get more favorable publicity that way; their major goal, however, is to extract as much money as they can from as many people as will fit in their tent. Like many other circuses, they believe in taking care of their own, they prefer to live by their own rules, and they strongly resent buttinsky outsiders who try to tell them what to do.

TACTICS

All members of the Foundation receive combat training from Bravo and Mike Braverman. Quite apart from dealing with the occasional pesky supervillain, they've found that a staged super-fight sells many tickets. Bravo is trying to instill

some measure of teamwork into his charges, but they do not coordinate their attacks well. Typically, each member will concentrate on one opponent (Bravo, Mike and the Kid go after martial artists; Big Jake looks for bricks; Barnstormer and Lady Thunder target other aerialists; Cataclysm focuses on egoists and/or energy projectors), try to knock out said target and then move on to the next opponent.

GROUP RELATIONS

The Braverman Foundation is a family. While Mike Braverman is the manager, and takes care of day-to-day affairs, Bravo is the one everybody else looks to for leadership. Mike strongly resents this. The Atomic Kid is treated like everyone's son, and he doesn't always appreciate it. Barnstormer and Lady Thunder have recently married, and are deeply committed to each other. Big Jake is sometimes treated as the strong, stupid type, but he tries to ignore any insults that come his way; he and Barnstormer are close friends, but Bravo intimidates him. Cataclysm is aloof and stays away from the others, but is growing to respect the familial nature of the Foundation, and finds it increasingly hard to betray them.

REPUTATION

"The Traveling Titans Show of Wonders" travels to medium-to-large cities throughout North America, and are acquiring a reputation as a popular attraction. They have received some negative publicity over the use of animals in certain acts, but most people ignore this. As a rule, traditional-minded superheroes disapprove of their blatant, crass commercialism.

CAMPAIGN FUNCTIONS

"The Traveling Titans" can provide a light diversion for the heroes, a complicated mystery, or an involved soap opera. Certain elements of the Foundation's background—*i.e.*, the Braverman family of supers—could be transplanted into other scenarios. Here are a few ways to bring the Foundation into contact with the heroes of your campaign:

1. "Clash of the Titans!"

When travelling into a town with an established superhero group, the Braverman Foundation will typically issue a challenge to a (male) brick from the local group, with a share of the proceeds going to the hero's favorite charity. This challenge is either a wrestling match *versus* Bravo, or some miscellaneous test of strength with Big Jake. Should the hero decline, Braverman will shamelessly exploit this refusal with the media. "Sure, Star Mangler's tough; anyone who can take on Doctor Destroyer must be. But he won't go up against *my* boys, so I guess we really *are* the strongest, toughest men around!"

2. "Dirty Laundry!"

VIPER-related money laundering has occurred in several cities where the Foundation has performed. The idea is that the heroes investigate to learn whether the Foundation is involved. For this scenario assume Cataclysm is doing this without Braverman's knowledge, and 10 roustabouts and several animal trainers are secretly working for VIPER.

3. "Destruction of the Innocents!"

A group of animal rights activists ask the heroes to find evidence that the Foundation is abusing their "non-human employees," to shut them down for good. Part of the act involves Bravo wrestling trained tigers; another part is Big Jake's tug-of-war against a team of elephants. In reality, Braverman ensures that the animals are never abused, but the animal activists are unshakably certain that the Foundation is a cruel, heartless organization, and they will do their enthusiastic best to persuade the heroes that they're right.

4. "The Atomic Crime Wave!"

The Atomic Kid has been committing a number of robberies for 'kicks' in the campaign city. His loot consists of items of little value from various museums and jewelry stores, and he has a trunk full of 'souvenirs' in his trailer.

5. "Let No Man Sunder...!"

A close friend of one of the heroes asks for help bringing his estranged son—Big Jake, or perhaps the Atomic Kid—back into his true family. The hero's job is to convince Jake (or the Kid) to give up his life in a travelling exhibition, while facing the wrath of the rest of the Foundation, who would just as soon not lose a favorite "family" member.

6. "Who Do You Trust?"

The villain option. Assume that the Foundation is actually a group of criminals who swindle and steal from their "customers." Cataclysm mind-controls the player-characters and turns them into circus performers; the heroes must break free of her control and defeat the Foundation.

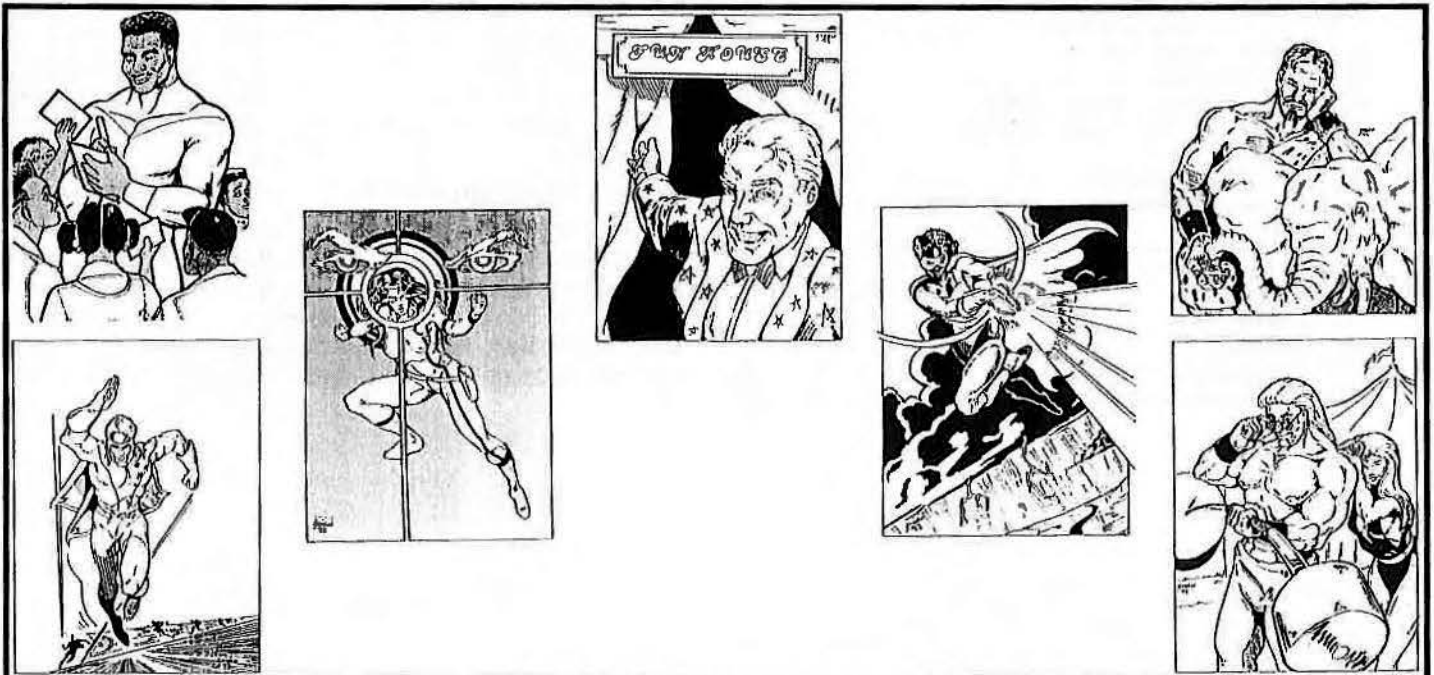
7. "Death of a Grifter!"

Your basic murder mystery. Bravo is found dead in his trailer—whodunnit?

Schedule of Events

Just in case any player-characters attend a performance, here's a rough schedule of events:

1. Introductions. Each performer enters the arena to cheers, Mike Braverman argues with the clowns (who typically drop a concrete block on his head to no effect), and a parade of animals.
2. Cataclysm and the clowns, a display of teleportation and strength. Cataclysm steals a clown's nose; the clowns give chase, pratfalling as she teleports out of their entrapment, and pursue her onto the trapeze. This lasts 10 minutes or so, ending when Cataclysm demonstrates a feat of strength which all the clowns run away from.
3. Big Jake and the elephant pull. The trainers bring in elephants for 10 minutes of tricks. Big Jake then enters the ring and wins a tug-of-war against the animals. Two elephants climb on top of a platform, which Jake lifts over his head. Sometimes Jake does a tug-of-war against a truck or tractor. In all, about 20 minutes.
4. The Atomic Kid's display of speed and strength. It's the Kid against a special obstacle course which tests both speed and strength. About 10 minutes.
5. Bravo spends 10 minutes wrestling the ferocious tiger.
6. 10-minute intermission. The clowns gang up on Mike Braverman again, this time running over him with a steamroller, to as little effect as the concrete block earlier.
7. Barnstormer and Lady Thunder perform a number of feats of aerobatics and formation flying. Towards the end, the Atomic Kid and Cataclysm join the fun (20 minutes or so).
8. A staged fight between Bravo and Big Jake (Bravo wins), after which Bravo accepts any challenges to a wrestling match. If it's a normal, Bravo will go easy on him; if it's a known super, it may be a hard-fought match.





Occasionally the Foundation tries out a new act. Performances run 90-120 minutes, more or less. There's a matinee on weekends or during the summer months. There's also a concession stand where customers can buy various forms of junk food and/or Foundation memorabilia.

BASE AND TRANSPORTATION

As mentioned above, the Foundation travels in a large convoy of trucks, which also serves as their base. Barnstormer and Lady Thunder share one trailer, but each of the other featured performers has his or her own trailer. The other employees live four to a trailer; as a result, they try to spend little time in them.

BRAVO

Val	Char	Cost	Combat Stats		
55	STR	45	OCV: 9+		
26	DEX	48	DCV: 9		
33	CON	46	ECV: 5		
15	BODY	10	Phases: 2, 4, 6, 8, 10, 12		
13	INT	3	Costs		
14	EGO	8			
30	PRE	20			
22	COM	6			
30	PD	19	Char: 252	Base: 100	
30	ED	23	+	+	
6	SPD	24	Powers: 138	Disad: 290	
18	REC	0	=	=	
66	END	0	Totals: 390	390	
60	STUN	0			
Cost		Powers	END		
28	Wrestling, usable barehanded (default)				
	Maneuver	OCV	DCV	Damage	
	Forearm	+1	+3	14D6	
	Slam	0	+1	14D6+v/5; target falls	
	Take-down	+2	+1	14D6; both fall	
	Escape	0	0	85 STR vs Grabs	
	Hold	-1	-1	Grab, 80 STR for rolls	
	Choke	-2	0	Grab, 3½D6 NND	
	Reversal	+2	+2	Block, abort	
12	+3 DC w/ Wrestling, added in				
14	Damage Resistance (18 PD/10 ED)				
10	Lack of Weakness (-10)				
10	Mental Defense (13)				
20	Multipower: (20 pt. reserve), speed				
2u	+8" Running (14" total), ½ END				1
1u	+8" Swimming (10" total), ½ END				1
5	UV Vision				
14	½ END cost on STR				2
Skills					
3	Animal Handling 11-				
3	Breakfall 14-				
3	Oratory 15-				
3	Seduction 15-				
10	+2 levels w/ HTH Combat				

100+ Disadvantages

15	Vain, obsessed with Looking Good
15	Extremely competitive, must be Number One
15	Thinks he's God's gift to women
15	Distinctive Features (well-built, never wears a shirt)
5	Rivalry w/ Mike Braverman
15	Reputation (famous superhero), 11-
15	Watched by local authorities 8-
20	Hunted by VIPER 11-
10	Public ID (John Braverman)
165	Experience

Background: The Braverman clan had a reunion in the early 1970s, near an abandoned test site in Nevada. Some of the children of the various families thought this would be an ideal place to explore, so they spent several hours exposing themselves to radiation. When they emerged later, they told no one about their adventure, but in the 1980s an astonishing number of Bravermen developed superpowers.

Most of the Bravermen kept their powers a secret; John Braverman wasn't one of them. He'd grown up reading comic books, body-building and watching professional wrestlers on TV. He was an outstanding wrestler in high school, and earned a reputation for pinning his opponents and winning the affections of the cheerleaders. A "knee injury" kept him out of college intramurals; his powers had emerged, and it would not have been fair (or prudent) for him to compete.

John became a superhero for a Detroit-based superteam. He served with them for several years and was well-liked, but found the bureaucratic procedures, endless meetings and dull monitor duty to be stifling. When his cousin Mike Braverman brought the "Traveling Titans' Show of Wonders" to Detroit, he decided he'd join. Mike wasn't sure, but family is family. Bravo became the lead performer of the Braverman Foundation.

Quote: "Do you enjoy losing? I wouldn't know, of course."

Personality: Bravo is friendly but egotistical. He isn't out to put others down, but he always makes sure you know that he's just a little bit better than you. He's never been beaten in a one-on-one fight since he was a kid, so his confidence is not unjustified. He's always been the person who everyone else looks up to, and he likes it that way. He's obsessed

with his own good looks and being in charge; he gets mean if you play a practical joke on him. He is drawn like a magnet to beautiful women, particularly if they have superpowers. Despite his character flaws, Bravo likes helping people, especially children, and is a good and helpful friend who will do virtually anything for the people he cares for.

Powers/Tactics: Bravo is a wrestler. He likes to take his opponent down to the ground, and hold them there with a choke hold or smash them with a forearm as they are prone. Bravo's powers, like those of the others in the Braverman family, are a mutation that resulted in superstrength.

Appearance: Bravo is 6'3" tall, with sandy blond hair and blue eyes. He has fair skin. He wears white trousers and always goes bare-chested, demonstrating his impressive build.



MIKE BRAVERMAN

Val	Char	Cost	Combat Stats		
40	STR	30	OCV: 9+		
26	DEX	48	DCV: 9		
28	CON	36	ECV: 5		
20	BODY	20	Phases: 2, 4, 6, 8, 10, 12		
18	INT	8	Costs		
14	EGO	8			
20	PRE	10			
18	COM	4	Char: 234 Base: 100		
30	PD	22	+ +		
30	ED	24	Powers: 270 Disad: 404		
6	SPD	24	= =		
14	REC	0	Totals: 504 504		
56	END	0			
54	STUN	0			

Cost	Powers	END
21	Dirty Infighting	
	Maneuver OCV DCV Damage	
	Punch 0 +2 10D6, Strike	
	Roundhouse -2 +1 12D6, Strike	
	Low Blow -1 +1 2D6 NND	
	Disarm -1 +1 50 STR Disarm	
	Kidney Blow -2 0 1D6 +1 HKA	
20	Damage Resistance (20 PD/20 ED)	
10	Mental Defense (13)	
5	Lack of Weakness (-5)	

Skills	
3	Breakfall 14-
3	Acting 13-
3	Conversation 13-
7	Gambling 13-
3	Persuasion 13-
3	Streetwise 13-
3	KS: Public Relations 12-
3	Animal Handling 11-
20	+4 w/ HTH Combat
4	Contact: FBI 13-
4	Contact: NYPD 13-
71	Followers: Elephants (303 pts, x4)
47	Followers: Tigers (211 pts, x2)
40	Followers: Roustabouts, Clowns, Trainers (50 pts, x64)

100+ Disadvantages	
15	Jealous of Bravo
15	Protective of troupe (except Bravo)
15	Compulsive gambler
5	Distinctive Features (big, handsome)
5	Reputation (super-ringmaster), 8-
10	Watched by local authorities 14-
10	Watched by FBI 11-
15	Hunted by VIPER 8-
10	Public ID (Mike Braverman)
304	Experience



Background: The Bravermans were always a remarkable clan, but never more remarkable than when ten of their children were exposed to radiation at a test site in Nevada. Each of these children later developed superpowers, though most of them kept this fact to themselves.

One who didn't was Mike Braverman. He left home early for life in the streets of New York City. Even he would rather not talk about some of the things he did to survive, and Mike's always prided himself on being able to speak his mind in any situation. Mike grew up to be a second-rate hustler, trying a thousand get-rich-quick schemes, usually gambling away what little money he earned. He worked both sides of the law. He was nearly murdered a dozen times, and would have died for sure if his mutant powers hadn't kicked in in that back alley. For some people, that experience would have given them a fanatical drive to fight crime—but not Mike. Crimefighting is for kids, and Mike was never a kid. Never. He simply looked for a safer scheme. He found it with the Braverman Foundation.

The Foundation has been a success, and is starting to grow. Still, Mike insists on gambling his profits, though he's never cheated on anyone to fuel his habit. With the Foundation on top, you'd think Mike would be happy. Naah. He's always been restless, and it's only become worse since cousin Bravo began stealing the credit for his hard work. Braverman's goals are to make the Foundation one of the most profitable acts in the world and take it international, and to find someone who will feed Bravo his teeth in a fight.

Personality: Although he's basically a good guy, Mike is not nice. He is a good friend and a nasty enemy, someone who doesn't believe in playing by rules and conventions. He is generally caustic, sarcastic and glib, but he knows enough to turn off his obnoxious streak when it's important. Mike feels that people who are principled are unrealistic morons, an opinion he extends to most superheroes. Nonetheless, Mike has a strong sense of decency and chivalry, even if he does his best to hide it.

Quote: "Step right up and get knocked right down! Life is hard, and we give out lumps!"

Powers/Tactics: Mike is a mutant. In combat, he likes to fake people out, pretend that he doesn't want to fight, then sucker-punch them. When he fights, he has something of a sadistic streak, but only if his opponent has really annoyed him, or if he is very frustrated.

Appearance: Mike is 6'4" tall and 260 lbs., with fair skin, pale blonde hair, and blue eyes. He wears a colorful ringmaster outfit, or whatever else may be called for by the occasion (tuxedo, etc).

BIG JAKE

Val	Char	Cost	Combat Stats
50/65	STR	40	OCV: 8+
23	DEX	39	DCV: 8
38	CON	56	ECV: 3
15/18	BODY	10	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs
20/30	PRE	10	
18	COM	4	Char: 198 Base: 100
20/30	PD	10	+ +
20/30	ED	12	Powers: 107 Disad: 205
5	SPD	17	= =
18	REC	0	Totals: 305 305
76	END	0	
59/72	STUN	0	<i>Stats to the right of slash are when grown</i>
Cost		Powers	END
20	Damage Resistance on 20 PD/20 ED		2
10	+5" Running (11" total)		
22	Growth (15 pts), 0 END, Characteristics already added in; -2 DCV, -3" KB, 8x mass		
27	Characteristics (+10 PRE, +10 PD, +10 ED, +10 STUN), only when Grown		
3	Breakfall 14-		
10	+2 w/ HTH Combat		
15	3D6 Luck		
100+		Disadvantages	
10	1½x STUN and BODY from sonic attacks		
10	Enraged when friends hurt 11-, 8-		
15	Code vs. Killing		
15	Protective of children		
15	Distinctive Features (big)		
5	Reputation (strong superhuman), 8-		
5	Watched by local authorities 8-		
5	Hunted by NYC crime boss 8-		
10	Unluck 2D6		
10	Public ID (Jake Steinberg)		
105	Experience		

Background: Jake Steinberg was always a big kid, and always seemed to get dragged into fights. He got into a lot of trouble in his youth, and ended up working as an enforcer for a New York City crime boss. One day Jake got caught in the middle of a super-fight, and he hid in a tank of chemicals to avoid notice. The chemicals were mutagens—"They didn't have no warning label or nothing, I looked!"—and gave Jake the ability to grow to over 12 feet in height.

Jake decided to hide his newfound abilities from the Mob, and continued his work as an enforcer, even though some of the things he did sickened him. Finally, when he was ordered to kill the children of one of the boss' enemies, Jake rebelled. The mobster tried to teach him a lesson, by ordering six men to jump him and beat him up, but Jake knocked out five of his assailants with frightening ease. The sixth man emptied a gun into him, but the bullets bounced. Jake knocked the gunslinger out and left the Mob forever.

He went into acting, using his growth ability to star in the *Mr. Giant* show for a cable kids' channel in Minneapolis. The show was cancelled (the competing cartoons were more violent and got better ratings), and then Jake heard about the Braverman Foundation. He joined as Big Jake, the alleged World's Strongest Man, and has been one of the top attractions ever since.

Personality: Jake is not the world's most intelligent man, and he knows it. He doesn't understand humor, and sometimes ends up as the only man in a room with a straight face while everyone else is rolling on the floor with laughter. Jake is very ashamed of his past and finds it difficult to talk about; he sometimes overcompensates for it by going out of his way to avoid a fight, although he won't hesitate to get involved in a melee if his friends are endangered. He has vowed never to kill again, and he has a real soft spot for children.

Quote: "I don't want to hurt you. There has to be some way to settle things peacefully."

Powers/Tactics: Jake's idea of tactics is growing to his full 12-foot size and smashing the other guy until he drops. His powers have one drawback: He is vulnerable to sonic attacks, which hurt his expanded cell structure.

Appearance: In normal form, Jake is 6'7" tall and weighs 260 lbs. As a giant, he grows to 12'10" and weighs over a ton. He has brown hair, brown eyes and a short beard. His costume is a fake leopard skin, slung caveman-style over one shoulder, which expands when he does.



THE ATOMIC KID

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 10
30	DEX	60	DCV: 10
28	CON	36	ECV: 3
10	BODY	0	Phases: 2, 4, 6, 7, 9, 11, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
14	COM	2	Char: 198 Base: 100
20	PD	10	+ + +
20	ED	14	Powers: 186 Disad: 284
7	SPD	30	= = =
16	REC	0	Totals: 384 384
56	END	0	
50	STUN	1	

Cost	Powers	END
100	Multipower (100 pt. reserve): Phenomenal speed	
6 u	10D6 Energy Blast (rapid-fire punch), Autofire (5 shots), ½ END, No range	12
7 u	10D6 Energy Blast (multi-slam), 5-hex Area Effect (any area), Must run adjacent to area of effect (-½)	10
8 u	Desolidification (vibrating at superspeed), Fully invisible	8
50	+20" Running (26" total), x8 non-combat	5
10	Stealth 15-, Concealment 13-	
5	Security Systems 12-	

100+	Disadvantages
10	1½ x STUN and BODY from chemical attacks
10	1½ x STUN and BODY from armor-piercing attacks
5	Enraged when confronted with his crimes 8-, 11-
15	Enjoys petty thefts
15	Intimidated by Bravo
15	Rebels against orders
5	Reputation (kid superhero), 8-
5	Watched by local authorities 8-
10	2D6 Unluck
10	Public ID (Wesley Rogers)
184	Experience

Background: Wesley Rogers was a kid with a bad home life. So when his parents took out divorce papers, Wes decided to run away from home.

Before he could run away, his father's plane crashed in a remote mountainous area, and he was missing, presumed dead. Mother died later that week in a car accident. So much for which parent would have custody. This solved one problem, but then the grandparents started fighting over him. Wes didn't care. He ran away.

Wes wandered around the city, when strange changes occurred in him. He had superstrength, and speed to match. Wes didn't know that his parents had been the guinea pigs in a genetic engineering experiment a few years back; all he knew was that it was a lot easier to get food. He practiced with his powers, and then considered looking for some place to use them that would pay well. He decided to try out for the Braverman Foundation. His audition was successful and the Atomic Kid, the World's Most Powerful Teenager, was born. Mike Braverman used his connections to become Wes' legal guardian, but the Kid views Bravo as his father figure, which is a major source of conflict between the two Bravermans.

Quote: "This is one kid you can't push around, so just get lost!"

Personality: The Atomic Kid is a rebellious, emotionally smothered young man. He genuinely likes the people in the Braverman Foundation, but he wants the company of people his own age. He'll often run around the city and hang around in teen hot-spots (where he may get involved in trouble), and enjoys committing petty thefts (especially from rich people and institutions) for fun. Somewhere inside Wes is a decent, responsible young man who knows right from wrong, but Wes doesn't want to face up to that. Wes secretly feels that everything that has gone wrong in his life is his own fault, and if he admits anything, he'll completely shatter.

Powers/Tactics: The Atomic Kid may well be the World's Most Powerful Teenager; even Bravo can't guess at how powerful he's going to be when he's fully grown. He is a mutant with vast powers of strength and speed, which are not yet at their peak.

In combat, the Atomic Kid likes to run around the battleground looking for an opponent—usually a martial artist. If his opponent is prone, he'll use his autofire attack (extremely rapid punches), while if he has a number of opponents in a row, he'll use his multi-slam attack. If his side is winning, he'll show off; doing *move-throughs* while desolid is a favorite trick. He can be affected by sonic attacks while desolid.

Appearance: The Atomic Kid is 14 years old, 5'7" tall and 150 lbs.; he is slim but well-muscled. He has red hair and green eyes, with freckles and a long nose. He wears fairly standard teenage clothing, except when he performs, when he wears a red costume with yellow cape & trim and three stylized yellow atom symbols on his chest.



CATACLYSM

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 8 DCV: 8 ECV: 8 Phases: 3, 5, 8, 10, 12 Costs Char: 201 Base: 100 + + Powers: 154 Disad: 255 = = Totals: 355 355
23	DEX	39	
28	CON	36	
15	BODY	10	
18	INT	8	
23	EGO	26	
15	PRE	5	
14	COM	2	
20	PD	12	
20	ED	14	
5	SPD	17	
15	REC	2	
56	END	0	
49	STUN	0	

Cost	Powers	END
75	Multipower (75 pt. reserve): Mental Powers	
7u	12D6 Mind Control, Telepathic option	7
7u	12D6 Telepathy, ½ END	3
5u	15" Teleportation, 4x mass, ½ END	2
12	+4D6 Hand Attack (telekinetic)	1
35	Spatial Awareness, 360°	
10	Mental Defense (15)	
3	Mental Awareness	

100+	Disadvantages
10	1½x STUN from Sonic attacks
15	Uncertain of her true identity
15	Protective of secrets, intensely private
15	Avoids crowds
5	Reputation (super-powered performer), 8-
5	Watched by local authorities 8-
10	Watched by VIPER 11-
10	Hunted by Quantum 8-
5	Unluck 1D6
10	Public ID (Lorraine Smith)
155	Experience

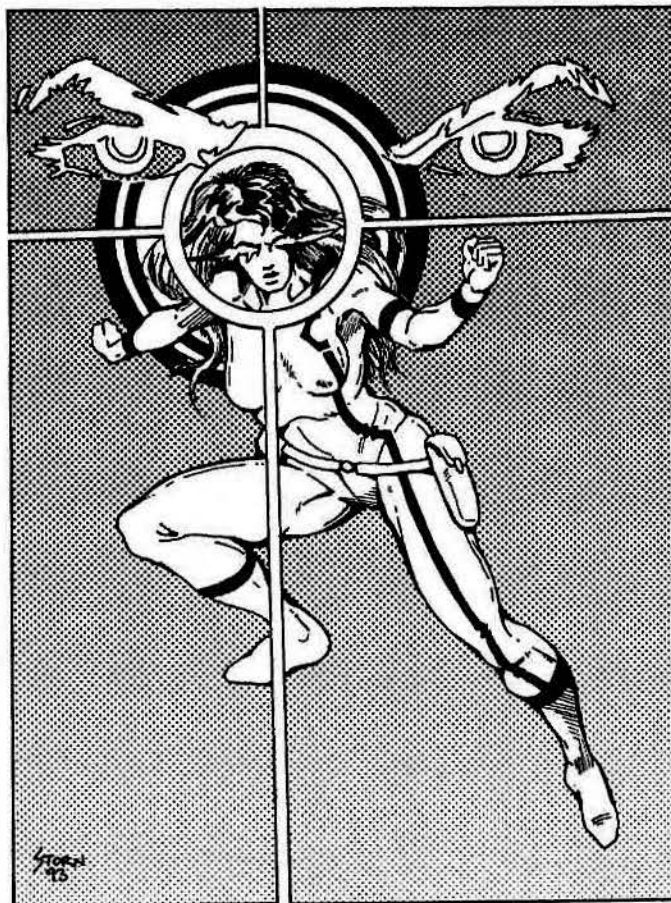
Background: Lorraine Smith is an artificial person, a creation of VIPER's Special Genetics Project, which creates artificial superhumans. While most of the SGP subjects—commonly called 'Steins—have been failures, Lorraine has so far managed to survive at maximum power for nearly eight years without degenerating. She is perhaps VIPER's greatest genetic triumph. Lorraine helped VIPER out in several operations (which earned her the wrath of Quantum of the Champions) and then was assigned to infiltrate the Braverman Foundation. Her mission: Subvert them and put them under VIPER's control. Cataclysm, as she's called on stage, has tried to do this, but something holds her back; she sees something in these people that she's never experienced before—the joys of friendship and family. She is currently caught between two loyalties. Which will she ultimately choose? Only time will tell...

Personality: Cataclysm is a shy, nervous young woman. She's uncertain how to act in a large group of people, so she tries to isolate herself from crowds as far as possible. When she performs, she does so as far away from the audience as possible, and she usually teleports directly to the exit as soon as the show's over, the better to get away from people. While she's been thoroughly indoctrinated by VIPER, she's beginning to see that there's more to life than obeying orders.

Quote: "Stay away from me!"

Powers/Tactics: Cataclysm is an artificial psionic. Of all the SGP subjects, she has survived the longest; unknown to her, all the other 'Steins have suffered physical degeneration and death, which may or may not happen to her at any moment (GM's option). In combat, she'll stay as far away from her target as possible, using mind control to make them stop attacking.

Appearance: Lorraine is 5'4" tall and weighs 100 lbs. She has pale skin, green eyes, and very long auburn hair with white streaks. Cataclysm wears a bright yellow bodysuit with black trim.





BARNSTORMER

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 8+ DCV: 8 ECV: 3 Phases: 3, 5, 8, 10, 12 Costs Char: 182 Base: 100 + + Powers: 118 Disad: 200 = = Totals: 300 300
23	DEX	39	
28	CON	36	
12	BODY	4	
13	INT	3	
10	EGO	0	
15	PRE	5	
18	COM	4	
25	PD	15	
25	ED	19	
5	SPD	17	
16	REC	0	
56	END	0	
51	STUN	0	
Cost		Powers	END
33	10D6 EB (Lightning), Act 14-		5
10	Damage Resistance (10 PD/10 ED)		
50	20" Flight, ½ END		2
5	IR Vision		
Skills			
5	Acrobatics 15-		
3	Breakfall 13-		
5	Animal Handling 12-		
3	Mechanics 11-		
4	+2 OCV w/ Punch		
100+ Disadvantages			
10	Enraged at racial slurs, 11-, 8-		
15	Flamboyant, loves to get attention		
15	Code vs. Killing		
15	Devoted to wife		
5	Distinctive Features (big, flashy clothing)		
5	Watched by local authorities 8-		
15	Hunted by DEMON 11-		
5	Unluck 1D6		
10	Public ID (Bret Jackson)		
105	Experience		

Background: Bret Jackson and his girlfriend Kate Rivers were walking in a park in Boston when suddenly they were attacked by a group of men. The men were youths who were loosely associated with DEMON-influenced cult. The cult tortured the lovers, then attempted to sacrifice them to dark powers. As the sacrificial knife descended, Kate began to recite a prayer that her grandmother had taught her. Her prayer was answered, and Bret and Kate were transformed into beings powerful enough to break free of this occult madness: Barnstormer and Lady Thunder.

Bret and Kate later separated, and Bret wondered what he would do with his powers. He didn't want to become a superhero, and was no villain. He decided that he would travel around small towns and give exhibitions of strength. Maybe it would help straighten out some of the kids who were into drugs and the occult.

His career didn't go very far until he met Mike Braverman. Mike came up with the idea for a troupe of superstrong humans traveling across the country on tour. Bret liked it, and offered a lot of his own ideas. Thus was the Braverman Foundation born. Bret took the name Barnstormer, after the



oldpost-WWI pilots who gave exhibitions of their flying ability in small counties across America in the 1920s. Eventually Bret met Kate again, and they found that they were both older and more mature. They have since gotten married, and the Jacksons thrill millions as a husband and wife flying team.

Personality: Barnstormer is cocky and flamboyant. He realizes that Bravo will always be the feature attraction, but he enjoys his few minutes of glory when the spotlight is on him. Bret insists on dressing like a successful man, perhaps because the kids consider looking sharp to be important. Bret is very race-conscious; he believes that blacks can be just as important in the world of superhumans as whites, and he tries to encourage super-powered blacks to be civically responsible while working hard to be a good role model himself. No member of the troupe works harder at public relations or community involvement, and Barnstormer is highly respected, especially in the black community. For a hobby, Barnstormer likes to work with electrical parts and machinery, but he rarely gets a chance to indulge in this avocation while on tour.

Quote: "Lay off, mister, or I'm going to show you how to fly—the hard way."

Powers/Tactics: Barnstormer isn't sure where his powers came from, but he's thankful for them! He registers as a mutant on devices that detect mutants. In combat he likes to fly around and use acrobatics to get the drop on his opponents; he also has an electrical blast when he really needs a ranged attack.

Appearance: Barnstormer is 6'2" and weighs 220 lbs. He has curly back hair and brown eyes, and he wears a red costume with silver trim.

LADY THUNDER

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 9+
26	DEX	48	DCV: 9
28	CON	36	ECV: 3
10	BODY	0	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
16	COM	3	Char: 180 Base: 120
25	PD	15	+ +
25	ED	19	Powers: 120 Disad: 200
5	SPD	14	= =
16	REC	0	Totals: 300 300
56	END	0	
49	STUN	0	

Cost	Powers	END
40	12D6 EB (sonic), 14- activation	6
10	Damage Resistance for 10 PD/10 ED	
5	Mental Defense (7 pts total)	
50	20" Flight, ½ END	2
5	Acrobatics 15-	
5	Breakfall 15-	
5	+1 w/ HTH Combat	

100+	Disadvantages
10	1½x STUN from Magic
5	Enraged when innocents threatened 8-, 11-
15	Hatred of drug pushers
15	Code vs. Killing
15	Devoted to husband
5	Watched by local authorities 8-
15	Hunted by DEMON 8-
5	1D6 Unluck
10	Public ID (Kate Rivers Jackson)
105	Experience

Personality: Kate is quiet and dedicated, devoted to social causes. She makes a clear separation between her job and her ideals, viewing the latter as much more important. She is happy as a member of the Braverman Foundation, but not particularly driven to see it succeed. She thinks that Bravo is a bore, but gets along well with everyone else. She views most superbeings, hero and villain alike, as people whose emotional development was arrested at adolescence, and treats them that way. She is mature, but easily annoyed by childish behavior. She is not as driven along racial lines as her husband, but is an active feminist.

Quote: "Why don't you grow up and get a life!"

Powers/Tactics: Like Barnstormer, Lady Thunder registers as a mutant on machines which detect such things. Unlike Barnstormer, the transformation that gave Kate the abilities of Lady Thunder also made her vulnerable to magic. In a combat situation, Lady Thunder prefers attacking at range with a sonic (thunder) blast to punching, though she is quite capable of handling herself at close quarters.

Appearance: Kate is 5'8" tall and 145 lbs. She has curly black hair, brown eyes, and a well-built physique. Her costume is silver with red trim.



Background: When Kate Rivers and her boyfriend were captured by occultists in a park in Boston, the only thing she could think of was prayer. She had been a very religious girl, though she hadn't thought much about her faith during her teenage years, and she managed to remember a prayer just before the knife fell. This prayer was answered.

Kate decided that they had been saved for a purpose. Bret disagreed; he wanted everything to be as it had been before, and they broke off their relationship. But there was always a bond between them, and so when Bret caught up with her a few years later and asked to resume their engagement, Kate agreed. She joined the Braverman Foundation, hoping that she could use whatever fame she attained to speak out against drug abuse, which had killed her brother. She found that Bret was more mature (even if he was still a little too materialistic), so they married.



ZEN TEAM

MEMBERSHIP

Zen Lion (leader), Zen Dolphin, Zen Eagle, Zen Mouse and Zen Rhino. Zen Scorpion is not technically a member of the group, but is listed here for convenience. Zencorp scientists are already working on the next generation of corporate superheroes.

ORIGIN

The Zen Investing and Manufacturing Corporation (Zencorp) of Japan has long been in the forefront of attempts to build a better superhero. Zencorp's first such project, code-named **Zenman**, combed through more than 2,000 applicants before they found someone suitable for the experiment. It succeeded, and Zenman served as the official Zencorp superhero from the late 1970s to the 1980s. But time took its toll, and Zenman is now retired from adventuring (see *Champions Universe*).

Meanwhile, the Zencorp scientists had been modernizing and refining their techniques. They used a combination of cybernetics, chemical therapy and methods even more esoteric on lab animals for over a decade before deciding the process was reasonably safe to use on humans. Next, they selected 6 volunteers (out of 3,000 applicants) to take the treatment. Shiro Sekishu was a former soldier, Iruka Aonami a student majoring in marine biology, and Washi Kogane was a playboy pilot. Nezuko Tanko came from the streets, Sai Kokudo from art school, and Sasori Hakujuin from a movie studio. Each was trained and prepared, then subjected to painful operations. Hakujuin had his own agenda, and fled as soon as he could after his powers were activated. The remaining five became Zen Team, corporate superheroes for the 90s.

GOALS

Zencorp created the Team to make Zencorp look good. The goals of Zen Team itself are to aid the authorities in keeping the peace, to protect Japan from evil conspiracies, and to save endangered lives.

TACTICS

Lacking ranged attacks, the Zen Team likes to carry the battle to the enemy in close combat, where their martial arts are best used. They also like to play 'tag team', switching opponents whenever one of the Team gets tired or injured.

GROUP RELATIONS

The Zen Team members get along quite well, with arguments kept to a minimum. In the Japanese tradition, they socialize together too. Zen Lion dates Zen Dolphin, although both of them regard this more as what's expected of them than a sign of genuine romance, and they will eventually seek other partners. Zen Eagle and Zen Mouse have an off-and-on relationship, as neither of them truly comprehends the other. Zen Rhino acts as a fifth wheel and steadying influence. He is slowly beginning to establish relationships with people outside the Team.

Zen Team is on good terms with the Japanese police. Despite their newness, they have already earned the wrath of the Corruption Empire, a loose confederation of villains operating in the Oriental region. Zen Scorpion acts as a bad penny, popping up whenever they seek him least.

REPUTATION

Thanks to a massive Zencorp media blitz, Zen Team has a reputation far beyond what their actual experience would account for. There is a full line of Zen Team toys, candy and accessories on the market in Japan, and some of this has even made it to the United States. To a certain extent, all the hype has had a negative effect; many superbeings think Zen Team is overrated. Independent superhero groups, in particular, dislike the Team's close ties to Zencorp.

GROUP POWERS

Each member of the Zen Team has been cybernetically enhanced with a device that allows them to pass for normal humans until activated, at which point it makes them faster and stronger than normal humans. This device also brings their armor and built-in equipment, normally stored "in an adjacent dimension," to them—unfortunately, Zencorp has not yet found a way to bring *detachable* equipment back from this adjacent dimension. This can be done by an electrical charge at the wrist; thus, all Team members wear watches that double as chargers. Each is also trained in the martial arts. They have a more-or-less adequate understanding of the workings of Zencorp.

GROUP DISADVANTAGES

Since an electrical charge causes their transformations, Zen Team is prone to embarrassing and dangerous changes when struck by electrical attacks. As employees of Zencorp, they are loyal and expected to follow orders. The entire team seems prone to unfortunate mishaps. Four of them have cover identities as workers at the Zencorp-run Aiji Orphanage; Zen Dolphin works at the nearby Zencorp Marine Research Institute. Several of the Aiji orphans have figured out Zen Team's secret identities, and these ruggats constantly get into trouble that requires the heroes to save them.

GROUP COSTUMES

The standard Zen Team uniform is a form-fitting bodysuit made from a rubbery, synthetic material that is quite resistant to damage. Each of the color-coded suits has the Zencorp symbol on the back and both shoulders, and an identity-concealing face-plate completes the ensemble.

CAMPAIGN FUNCTIONS

Zen Team is a hero group owned by a corporation. While Zencorp is not, as a whole, evil or bent on world domination, its interests do not always coincide with the greater good. For example, Zen Team might be sent to protect Zencorp property in the US from saboteurs, who turn out to be American

workers who feel Zencorp has cost them their jobs. If one of Zencorp's middle managers is crooked, he might request Zen Team's help in getting player-character heroes off his back. The Team could also get involved with corporate wars.

Also note that as novice superheroes, Zen Team can make all the beginners' mistakes the player-characters are unlikely to. The Zen Team can also be used as player-characters, as they are. The team is a bit underpowered, but there is nothing wrong with them that twenty or thirty points of experience can't cure.

BASE AND TRANSPORTATION

Zencorp has excavated the Zencave, a secret cavern base for the Zen Team, located somewhere deep beneath the Aiji Orphanage. It is jam-packed with abstruse scientific equipment that the Team has no idea how to operate; in fact, there are a number of objects that they can't even *identify*. Zencorp has promised to provide the Team a technical expert in the near future. The Zencave acts as a staging area for the Zenjeep and Zenjet, the Team's official vehicles. Aside from the Zen Team markings and the jet's VTOL capabilities, these are normal vehicles of their type. Zencorp scientists are working on a number of possible advanced combat vehicles for the Team, including the unlikely but popular giant robot style.



ZEN LION

Val	Char	Cost	Combat Stats		
15/25	STR	13*	OCV: 7		
15/20	DEX	27*	DCV: 7		
15/20	CON	18*	ECV: 5		
11/13	BODY	5*	Phases: 22, 4, 6, 8, 10, 12		
10	INT	0			
15	EGO	10			
15/25	PRE	13*	Costs		
14	COM	2	Char: 130	Base: 100	
6/10	PD	4*	+	+	
7/8	ED	4	Powers: 120	Disad: 150	
3/6	SPD	25*	=	=	
6/10	REC	2*	Totals 250	250	
30/50	END	4*	<i>* Heightened Characteristics and Powers only in Hero ID</i>		
27/40	STUN	3*			
Cost		Powers	END		
24*	2D6 HKA (claws, 3½D6 w/ STR)				
22	Karate, usable barehanded (default) or with claws				
	Maneuver	OCV	DCV	Damage	
	Block	+2	+2	Block, Abort	
	Disarm	-1	+1	STR 35 Disarm	
	Dodge	0	+5	Dodge, Abort	
	Punch	0	+2	7D6 Strike	
				4D6 HKA w/ Claws	
	Side Kick	-2	+1	9D6	
7*	+15 PRE (booming voice), Offensive use only (-½)				
24*	Armor (+10 PD/+10 ED) (18 PD/16 ED total)				
3	Instant Change (same clothing), OIF watch				
Skills					
5	Acrobatics 13-/14-				
3	Oratory 12-/14-				
3	Breakfall 12-/13-				
3	Combat Driving 12-/13-				
3	KS: Zencorp 12-				
2	PS: Security Guard 11-				
2	KS: Japanese Self-Defense Force 11-				
2	KS: Karate 11-				
3	Language: Conversational English				
2	Weap. Fam.: Small Arms				
8	Defense Maneuver, Tactics 11-				
3	Combat Sense 11-				
1	Passport				
100+ Disadvantages					
5	Accidental Change when taking damage from electricity 8-				
20	Honorable				
15	Loyal to Zencorp				
15	Overconfident				
10	Distinctive Features (karate Style Disadvantage)				
5	Reputation 8- (higher in Japan)				
20	DNPCs (incompetent orphans) 11-				
15	Watched by Zencorp 14-				
10	Hunted by Zen Scorpion 8-				
10	Hunted by the Corruption Empire 8-				
10	2D6 Unluck				
15	Secret ID (Shiro Sekishu)				

Background: Japan's school system is a real pressure cooker. Most students spend the majority of their time studying, even taking special cramming courses after the school day has ended to prepare for the hellish college entrance examinations. Shiro Sekishu wasn't like that. He did want to get good grades, and he could certainly study when he worked at it. Somehow, however, there was always something more interesting to occupy his time, be it girl-watching, a baseball game, or just enjoying fine weather. When examination time came, Shiro finally buckled down to it, but to little effect. He flunked the exams most heinously, and no college would take him. Reviewing his options, Shiro decided to sign up with Japan's Self-Defense Force (JSDF).

Except for a brief monster attack on Tokyo, Shiro's first hitch was quiet. When the time came to re-enlist, he saw an ad for Zencorp's superhero recruitment program. He liked excitement, and just trying out would earn him more than one full month's militia salary, so what the heck? These tests Shiro passed, as they were mostly physical and a great deal easier to study for, and so he became Zen Lion. He now leads Zen Team and drives the Zenjeep. In his civilian identity, Shiro acts as the security guard and groundskeeper for the Aiji Orphanage.

Personality: Shiro is in many ways the archetypal Japanese hero, embodying both traditional virtues and flaws. On the positive side, he is courageous, honorable, generous, and can party all night. But he is also as stubborn as a mule, too forthright for his own good, hot-tempered, and utterly without comprehension of the opposite sex. He dates Zen Dolphin, but is constantly offending her in small ways and thinks she's too snobbish. He'd do better with a more submissive woman, but he hasn't learned how to approach them.

Quote: "Ikuzoi!" (Let's go!)

Powers/Tactics: Zen Lion's martial art is Karate. His uniform is equipped with razor-sharp claws and an amplifier system originally designed to make its wearer's commands audible over the din of combat.

Zen Lion usually starts by trying to get the enemy to surrender without a fight. He won't unsheath his claws unless he has to, and even then he'll usually pull his punches at first.

Appearance: Zen Lion's uniform is red and silver. Shiro is 25 years old, 5'6" tall, and is well-built. He has a rugged handsomeness that he remains totally unaware of. He wears his hair a bit longer than is fashionable, and his bangs are forever falling over his eyes.



ZEN RHINO

Val	Char	Cost	Combat Stats	
20/40	STR	26*	OCV: 6	
13/18	DEX	21*	DCV: 6	
15/20	CON	18*	ECV: 4	
12/14	BODY	7*	Phases: 2, 4, 6, 8, 10, 12	
10	INT	0		
13	EGO	6	Costs	
15/25	PRE	13*	Char: 130	Base: 100
10	COM	0	+	+
8/16	PD	7*	Powers: 120	Disad: 150
5/9	ED	4*	=	=
3/6	SPD	27*	Totals: 250	250
7/12	REC	0		
30/40	END	0		
28/45	STUN	1*	<i>* Heightened Characteristics and Powers only in Hero ID</i>	

Cost	Powers	END
14	Sumo	
	Maneuver	OCV DCV Damage
	Root	0 0 Block, Abort, STR 55 to resist Shove
	Grab	-1 +1 STR 55 Grab
	Slap	+2 0 10D6
	Grappling Throw	0 +2 10D6, target falls, must follow Grab
36*	Armor (+15 PD/+15 ED)	
8*	Flash Defense vs. Sight Group (10)	
8*	Lack of Weakness, (-10)	
8*	Knockback Resistance -5"	
16*	+10" Running (16" total)	3

Skills	
4, 3	KS: Fine Arts 13-; PS: Painter 12-
3, 3	Acrobatics 12-/13-; Breakfall 12-/13-
2, 1	KS: Zencorp 11-; KS: Sumo 8-
3	Language: Conversational English (Japanese native)
3, 5	+1 level w/ Sumo; Defense Maneuver
2, 1	Contact: Art Gallery Owner 11-; Passport

100+	Disadvantages
5	Accidental Change when taking BODY from electricity 8-
15	Loyal to Zencorp
15	Art lover
10	Reluctant to kill
10	Distinctive Features (big)
10	Distinctive Feature (sumo Style Disadvantage)
5	Reputation 8- (higher in Japan)
20	DNPC (incompetent orphans) 11-
15	Watched by Zencorp 14-
10	Hunted by Zen Scorpion 8-
10	Hunted by the Corruption Empire 8-
10	2D6 Unluck
15	Secret ID (Sai Kokudo)

Background: Sai Kokudo was always bigger and stronger than the other kids, and he found himself being pushed into stereotypical roles he didn't like. He threw himself into art,



particularly painting. Meanwhile, his family was getting into financial trouble. His father was a compulsive gambler, and went heavily in debt to the Yakuza. When Sai's father died, Sai inherited those debts... and that's when Zencorp offered to make him a superhero. Sai knew it was totally improbable that he could ever pay off his father's markers with the minimal amount he made as an artist, so he joined the Zen Team. He paid off all debts before the Yakuza figured out what was going on, and has severed all ties amiably. Sai teaches arts and crafts at the Orphanage.

Personality: Zen Rhino is a gentle sort who sees himself as the team's conscience. He prefers not to use force if there's another way to resolve a situation. He's an art lover, and will act to protect art whenever possible. Of late he has begun, haltingly, to make friends outside the Zen Team.

Quote: "Violence is the first resort of fools, but a wise man does not entirely discard it."

Powers/Tactics: Zen Rhino has been trained in sumo, but is not very combat oriented. Beside the standard Zen powers, he has even more strength and armor than the others, and he can run at 70 MPH. Zen Rhino's preferred tactic is to grab an opponent and bear him to the ground. He saves move-through attacks for *really* tough opponents.

Appearance: Zen Rhino's uniform is black with silver trim. Sai is 6'4" tall and heavily muscled. His features are rounded and his nose is blunt. He wears his hair extremely short. His clothing is usually stained with his latest artistic endeavors.

Background: When Iruka Aonami got a goldfish for her sixth birthday, she decided that she wanted to work with fish when she grew up. By junior high, she had decided on the field of marine biology. In college, she also became committed to ecological concerns. One day she noticed a Zencorp recruiting booth set up in the student union. Although Zencorp was more ecologically responsible than many other corporations, having earned the nickname "Guriinko" (whatever *that* means). However, certain of its practices still had unfortunate effects on sea life. Iruka stopped to pester the recruiter, but ended up hearing a pitch for Zencorp's superhero program. The recruiter pointed out that one of the designs would be aquatic in nature, and she immediately saw how advantageous that would be for someone in her line of study. And how better to influence a corporation's policies than from an inside position?

Iruka passed the tests, and doubled her class load so she could graduate before taking the treatments. Now she is Zen Dolphin, the aquatic member of Zen Team. In her civilian identity, Iruka (called "Aonami-sensei" by the Aiji orphans) is a valued member of the Zencorp Marine Research Institute. Currently, she is preparing her doctoral dissertation on dolphin behavior.

Personality: Iruka is firmly committed to using her position to further her research and convincing Zencorp to become more concerned about the ecosphere. She's soft-spoken and demure, but not submissive; several men have had reason to regret crossing her. She dates Zen Lion because he asks, but she finds him childish. Iruka will eventually seek out someone on her own intellectual level.

Quote: "Water is the world's lifeblood. Do you want to kill our mother?"

Powers/Tactics: Zen Dolphin's martial art is jujitsu. In addition to the standard Zen powers, her suit is outfitted for underwater breathing, swift swimming, and sonar. She's been working on training dolphins to assist her, but none of her subjects are ready for field work yet.

Zen Dolphin will try to lure her opponents into the water, where she has a bit of an advantage. Failing that, she'll work with Zen Mouse, since she can locate her invisible teammate.

Appearance: Zen Dolphin's uniform is blue with silver trim. Iruka is 24 years old, 5'4" tall, and trim. She has fine bone structure, and wears minimal makeup. Her long, black hair is usually held back with a ribbon. She typically wears a lab coat over conservative fashions or swimwear, depending on location.

ZEN EAGLE

Val	Char	Cost	Combat Stats		
13/25	STR	13*	OCV: 7		
15/20	DEX	27*	DCV: 7		
14/18	CON	14*	ECV: 5		
11/13	BODY	5*	Phases: 2, 4, 6, 8, 10, 12		
13	INT	3	Costs:		
15	EGO	10	Char: 117 Base: 100		
10/20	PRE	8*	Powers: 133 Disad: 150		
14	COM	4	Totals: 250 250		
6/9	PD	4*	* Heightened Characteristics		
6/8	ED	4*	and Powers only in Hero ID		
3/6	SPD	25*			
6/9	REC	0			
28/36	END	0			
25/35	STUN	0			
Cost		Powers		END	
20	Kung Fu				
	Maneuver	OCV	DCV	Damage	
	Dodge	0	+5	Dodge, Abort	
	Nerve Strike	-1	+1	2D6 NND	
	Block	+2	+2	Block, Abort	
	Kick	-2	+1	9D6 Strike	
	Throw	0	+1	5D6+v/5; target falls	
24*	Armor +10 PD/+10 ED				
30*	15" Flight, ½ END			1	
3	Instant Change (same clothing), OIF watch				
Skills					
3	Combat Pilot 12-/13-				
3	Acrobatics 12-/13-				
3	Breakfall 12-/13-				
3	PS: Pilot 12-				
3	KS: Zencorp 12-				
3	Navigation 11-				
2	KS: Aircraft 11-				
1	KS: Kung Fu 8-				
4	Language: English w/ accent				
2	Trans. Fam: Air Vehicles				
12	+4 levels w/ Kung Fu				
10	2D6 Luck				
5	Wealth: Well Off				
1	Passport				
1	Pilot's license				
100+ Disadvantages					
5	Accidental Change when taking BODY from electricity 8-				
15	Loyal to Zencorp				
15	Overconfident				
15	Infatuated with Zen Mouse				
5	Slightly vain				
10	Distinctive Features (kung fu Style Disadvantage)				
5	Reputation 8- (higher in Japan)				
20	DNPC (incompetent orphans) 11-				
15	Watched by Zencorp 14-				
10	Hunted by Zen Scorpion 8-				
10	Hunted by the Corruption Empire 8-				
10	2D6 Unluck				
15	Secret ID (Washi Kogane)				



Background: Washi Kogane was born with a silver spoon in his mouth, coming from one of the richest families in Japan. In fact, they hold a rather substantial interest in Zencorp. He always had the best of everything, yet he still felt that something was missing from his life. As he grew older, Washi realized what that 'something' was. All his life, everything

had been handed to him on an elegant platter—he hadn't *earned* any of it! By this time it had become clear that Washi had no talent for business, which eliminated the most obvious way for him to earn his keep. Flying lessons were one of the many things he tried while looking for something he could do himself. Washi turned out to be a talented flyer, soon winning Junior Pilot awards.

One day, Washi's uncle Mamoru mentioned the Zen Team superhero project over breakfast. Washi tried out, and was accepted; now, as Zen Eagle, he's the aerial member of the team, and he pilots the Zenjet. In his civilian identity, he's the official pilot of the Aiji Orphanage, which was the rug-rats' first clue as to what was *really* going on. After all, how many orphanages need a full-time pilot?

Personality: Washi has more enthusiasm than is good for him, and his upbringing has left him with an exaggerated notion of how easy it is to solve problems with money. As a result, Washi seldom concerns himself with small details, instead waiting until they become big problems which he can smother under a vast pile of cash. He's fascinated with Zen Mouse, who is completely different from the jet-set girls Washi normally dates. Unfortunately, his style of courtship consists entirely of lavish spending.

Quote: "We do it my way, or I'm not paying for dinner."

Powers/Tactics: Washi's martial art is Kung Fu. In addition to the generic Zen powers, Zen Eagle's costume has been fitted with microjets which allow him to fly.

Zen Eagle usually ends up being matched with other fliers. His favorite tactic is to use a 'throw' to redirect his opponent's flight path straight into the ground. He's also fond of aerobatics.

Appearance: Zen Eagle's uniform is yellow with silver trim. Washi is 5'6" tall, with an acrobat's build, and 24 years old. His features are somewhat sharp, and he wears casual outfits that his family really wouldn't approve of. His hair is usually sculpted to within a millimeter of its life with styling gel.

As you might expect, Zen Mouse prefers to fight invisibly. Her usual partner is Zen Dolphin, who can tell where she is. She's also the team member most concerned with keeping track of everything going on, since stray weapons fire can really ruin her day.

Appearance: Zen Mouse's uniform is pink with silver trim—the recruitment brochure didn't specify what colors the uniforms would be, and Nezuko didn't think to tell them about her preferences. She's tried dyeing the uniform various colors, but whenever she summons it back from the adjacent dimension, it's always pink. Nezuko is 22 years old, 5'4" tall, and has pixie-ish features. She wears punk-type fashions and has streaked her hair in multiple colors. She does this to convey an impression of toughness, but, on her, it just looks cute.



ZEN SCORPION

Val	Char	Cost	Combat Stats	
15/25	STR	13*	OCV: 7	
16/21	DEX	30*	DCV: 7	
18/23	CON	20*	ECV: 5	
10/12	BODY	3*	Phases: 2, 4, 6, 8, 10, 12	
13	INT	3	Costs:	
16	EGO	12	Char: 134 Base: 100	
15/25	PRE	13*	+	
18	COM	4	Powers: 147 Disad: 181	
5/10	PD	4*	=	
6/8	ED	4*	=	
3/6	SPD	24*	Totals: 281 281	
7/10	REC	1*	* Heightened Characteristics	
38/40	END	3*	and Powers only in Villain ID	
27/37	STUN	0		
Cost		Powers		END
30*	1½ D6 HKA (sting—2½ D6 w/ STR), AP 37			4
13*	3D6 BODY Drain, Linked to HKA, Linked attack must do at least 1 BODY (-½), Negated by either Life Support: Immunity to All Poisons or Immunity to Scorpion Venom (-¼)			3
20	Snake style Kenpo, usable barehanded (default) or with sting			
	Maneuver	OCV	DCV	Damage
	Block	+2	+2	• w/ Sting Block, Abort
	Dodge	0	+5	Dodge, Abort
	Kick	-2	+1	9D6 Strike •3D6 HKA
	Nerve Strike	-1	+1	2D6 NND
	Punch	0	+2	7D6 Strike •3D6+1 HKA
24*	Armor (+10 PD/+10 ED)			
2	Immunity to scorpion venom			
3	Instant Change (same clothing), OIF watch			
Skills				
5	Acrobatics 13-/14-			
3	Acting 12-/14-			
3	Seduction 12-/14-			
3	Bribery 12-/14-			
3	High Society 12-/14-			
3	Breakfall 12-/13-			
5	Forgery 12-			
3	KS: Movies 12-			
2	KS: Japanese Legendary History 11-			
1	Fam. w/ Snake style Kenpo 8-			
5	Language: Perfect English (Japanese native)			
9	+3 levels w/ Snake style Kenpo			
10	2D6 Luck			

100+ Disadvantages

5	Accidental Change when taking BODY from electricity 8-
15	Berserk when confronted with truth about his past 11-, 11- /
20	Must protect secrets
15	Greedy
10	Vain
10	Distinctive Features (compulsively stylish)
10	Distinctive Features (snake-style kenpo Style Disadvantage)
5	Reputation (stylish villain), 8-
15	Watched by Zencorp 11-
15	Hunted by Zen Team 8-
10	Hunted by Japanese Police 8-
5	1D6 Unluck
15	Secret ID (see Background text)
31	Experience

Background: Here's what it says in the press releases: "Sasori Hakuji is the last scion of a line of noble-but-unlucky samurai warriors who had the distinction of fighting on the losing side in every major battle in Japanese history. He was an up-and-coming young actor when he was chosen for the Zen team project..." In reality, Sasori was born to a burakumin (outcast) family. Faced with prejudice and a future with limited options, Sasori decided to change who he was. He took acting lessons, and began a systematic campaign of altering documents or outright forgery. He had plastic surgery to improve his looks, and eliminated several people who could link him to his true past. With the ink barely dry on his brand-new illustrious ancestry, he became a successful television actor in Tokyo. When Zencorp announced the Zen Team tryouts, Sasori immediately saw the possibilities.

Shortly after successfully making it through the operations and receiving some training in the use of his powers, Zen Scorpion turned traitor and started selling his services to the highest bidder. He has done business with the Corruption Empire, Viper, the Coil and RAVEN; Sasori especially enjoyed the irony inherent in the last-named. Almost all of these contracts have brought him into conflict with Zen Team.

Personality: Zen Scorpion is devoted to the image he has created of himself, a noble villain with a sense of style. He makes grand entrances, sometimes hiring skills to swoon at his good looks. Sasori frequently takes time out before battle to present roses to a beautiful woman, including (if not *especially*) opponents. Alas, there is a darker side to him as well. Anyone who might find out who he truly is must be destroyed, particularly telepaths. In a sense, Zen Scorpion is a false front with nothing behind it.

Quote: "Ahh, such a lovely flower. Surely you do not wish to fight me? To be forced to harm such a beautiful maiden, that would truly be a tragedy." Zen Scorpion uses formal grammar and flowery turns of phrase.



Powers/Tactics: Zen Scorpion has been trained in the Snake style of Kenpo. In addition to the standard Zen powers, his suit is equipped with a hollow, needle-like, retractable blade (mounted on the left arm) that injects a synthetic version of Scorpion venom. In an improvement on the original arthropod, Zen Scorpion is immune to his own venom.

As might be expected, Zen Scorpion likes to toy with his opponents, showing off before using his poison to lay them low. He prefers to start by taking out the leader, provided that there's no telepath or other, more immediate, danger to deal with first. He doesn't work well with other supervillains, as his vanity makes it hard for him to regard them as equals that he really should coordinate with. In the past, he's done best when supported by a group of agents with a good sergeant.

Appearance: Zen Scorpion's uniform is white, but the trim is *black*, rather than the Zen-standard silver. On formal occasions, he adds a blood-red cloak to his ensemble. Sasori is 5'11" tall, 25 years old, and has matinee-idol good looks. In his civilian identity, Sasori dresses like a Hollywood playboy from the 1930s.

THE REDEEMED

MEMBERSHIP

The Duke (leader), Mirror, Harm, Minor Key, Scarlet Saber, Twister, SunBear, and Tantrum. The membership is extremely fluid, open to any former supercriminal who shows a sincere desire to atone for their past sins.

ORIGIN

One of the problems that supervillains have is that many of them just aren't suited for any other job. Even if they serve out their time in Stronghold, with time off for good behavior, what can they do when they get out? Most supervillains' secret identities have been exposed, so they can't go back to a normal life. Many people discriminate against convicted felons, making it difficult to find a decent job. And, of course, many people simply don't believe *any* supervillain can ever reform. No wonder the recidivism rate is so high!

The Redeemed is a team designed to change that, if only a little. It was formed by the Duke, a former would-be conqueror, to work off the guilt he feels over the harm he did during his criminal career. He collected a small group of reformed villains like himself, and they began assisting the police and superheroes. They were initially met with lots of skepticism and mistrust, but they proved their mettle in battle. Of course, not everything went well; one member backslid into crime again, another was killed by his old villain team, and one decided he'd be better off with a more traditional team of heroes. Two were luckier, able to retire to relatively normal lives.

The Duke has since recruited a fresh batch of members, retaining only Harm from the original group. Sun Bear and Mirror were recruited while awaiting release from Stronghold; Tantrum came from an insane asylum. Minor Key and Scarlet Sabersman approached the group for their own reasons. In a particularly brilliant coup, the Duke persuaded the courts to assign Twister to the Redeemed for her parole. Unfortunately, there is one rotten apple in the bunch, and that might be enough to spoil it for everyone...

GOALS

The primary goal of the Redeemed is to give reformed criminals an opportunity to make good. It functions as a support group, a halfway house, and a fallback position for wayward super-beings. The Duke feels that overt good deeds are the most valuable and convincing method of proving that one has reformed—actions speak louder than words—so the group spends a lot of time helping people.

TACTICS

The Redeemed being a group of three-time losers, it should come as no surprise that they don't coordinate well. The Duke tends to knock himself out of the running early, Harm doesn't do combat, Scarlet Saber is mostly concerned with saving his own skin, and so forth. In general, any combat involving the Redeemed soon falls apart into a mass of individual duels as each member employs his own favorite tactics.

GROUP RELATIONS

The Duke likes to promote the idea of the Redeemed as one big family, with himself as the father figure. In reality, it doesn't work out quite that way. Each member uses the group for exactly as much personal contact as they want, except for Twister, who isn't there by her own choice. The Duke tends to treat the others as though they were his own children, which can be stifling. Tantrum has adopted Twister, but *not* vice-versa. Minor Key and Sun Bear treat the group as a social club. Harm is just... there.

The Redeemed have strained, tenuous relationships with other hero groups and the police, who don't really trust them. However, the group is supported by donations from several wealthy superhero groups, who would like to see the experiment continue.

REPUTATION

While the Redeemed as a group have a fairly decent reputation, its individual members tend to have unsavory pasts which color the public's reaction to them. The Champions' files report, "Take their help if they offer it—but count your fingers afterwards."

CAMPAIGN FUNCTIONS

The Redeemed are a place for reformed supervillains to go—any washed-up crook or enemy from your campaign who's had a change of heart might end up in this group. The first encounters with the Redeemed should be filled with tension, as the player characters attempt to figure out just whose side these interlopers are on. The Redeemed might also serve as a haven for a hero who's been accused of a crime, unjustly or otherwise. The Redeemed can also be used as a straight villain group; in this case, the Duke's reformation is mere pretense to lull suspicions, and he has recruited a group of hardened villains who can fake niceness.

A couple of quick scenario hooks: First, someone might impersonate the Redeemed to commit crimes—a twist on the old "frame the hero" schtick. Second, Scarlet Saber's new secret identity, Blue Wind, might be discovered by the other members. This would lead to a game of Blind Man's Bluff across the campaign city; Sword/Wind can't just skip town because his loot is stashed somewhere he doesn't have immediate access to, and the Redeemed won't tell anyone what they're *really* up to (i.e. finding Scarlet Saber) because they're too embarrassed,.

BASE AND TRANSPORTATION

The Redeemed make their headquarters in a suburban mansion (in whichever city is appropriate for your campaign) called "Halfway House". This mansion was purchased outright by the Duke for this purpose, and he's enchanted its walls to be proof against teleporters and phantoms, which came in handy when Twister came to live there. The Duke insists that each member contribute to the upkeep of the house; taking responsibility for your surroundings is part of reformation. Alas, Scarlet Saber has been neglecting this duty of late (see his description for details). Each of the group has living quarters at Halfway House, and Minor Key has a well-stocked science lab in the basement. The Duke has provided an extensive library, but it contains nothing of an occult nature beyond general reference works—he no longer relies on spellbooks himself, and regards magical knowledge as too dangerous to leave lying around in the open. The Redeemed get from place to place in a large van with no special properties. A false sign is painted on its side; the group changes this sign from time to time.



THE DUKE

Val	Char	Cost	Combat Stats
12	STR	2	OCV: 8 DCV: 8 ECV: 8 Phases: 3, 6, 9, 12 Costs Char: 129 Base: 100 + + Powers: 209 Disad: 238 = = Totals: 338 338
23	DEX	48	
15	CON	10	
10	BODY	0	
25	INT	15	
23	EGO	26	
25	PRE	15	
12	COM	1	
2	PD	0	
3	ED	0	
4	SPD	7	
5	REC	0	
40	END	5	
24	STUN	0	
Cost Powers			END
72	Variable Power Pool (60 pt. reserve): Magic Pool. All spells require Skill Roll (-1/2), All spells have Side Effects (-1/2), 1 Turn Extra Time to change spells (-1/2)		
35	Missile Reflection, all attacks, reflect to attacker, +6 to roll, IAF amulet		
Skills			
9, 3	Magic Skill 17-; Oratory 14-		
3, 3	Sleight of Hand 14-; Streetwise 14-		
3, 3	Scholar; Ventriloquism 11-		
2, 2	KS: Wines 14-; KS: Occult 14-		
2, 3	KS: Superbeings 14-; Linguist		
8	Languages: Latin, French, Italian and German w/ accent; Conversational Persian; Basic Hebrew and Demontongue (English native w/ dialects)		
10	+2 levels w/ Magic		
9	+3 levels w/ Transformation Magic		
25	Find Weakness w/ Transformation Magic 12-		
4	Contact: Justice Department 13-		
2	Contact: Local Police Department 11-		
1	Favor: Superhero group		
10	Base (Halfway House)		
TYPICAL POWERS IN MAGIC POOL:			
30	Zontar's Puissant Spell of Reversion: 2 1/2 D6 Major Transformation, Cumulative (Superhuman to normal human), Requires Skill Roll at-6, Side Effect (-1/2: 3D6 Drain from Magic Pool)		6
16	Brain Bomb: 3D6 Ego Attack, Does knockback, Requires Skill Roll at-3, Side Effect (-1/2: 3D6 Ego Attack)		3
14	Wings of the Zephyr: 9" Flight, 0 END, Requires Skill Roll at -3, Side Effect (-1/2: 3D6 Entangle)		
100+ Disadvantages			
15, 10	1 1/2 x STUN from ranged attacks; Guilt complex		
15, 15	Protective of the Redeemed; Recovering alcoholic		
10	Alcoholism-related health problems (cirrhosis of the liver, etc)		
20	Normal Characteristic Maxima		
15	Reputation (world-threatening villain, extreme), 11-		
5, 10	Age 40+; DNPC: Normal daughter 8-		
8, 10	Watched by police 11-; Hunted by the Posse 8-		
5	Hunted by Hyperion (mild punishment) 8-		
100	Experience		

Background: The Duke was born Theodore Claudane, but he hasn't used that name in years. A brilliant (if somewhat eccentric) scholar, Theodore quickly became fascinated by magic, particularly the art of transformation. As he was an adept student, he soon surpassed his teachers. Regrettably, the Duke took this as a sign that he was superior to *everyone*. He began to use his powers for criminal purposes, and then decided to conquer the world. He failed, so he rebuilt his power base and tried again. And again. And again...

His repeated failures preyed on the Duke's self-esteem. He started drinking to calm his nerves. His schemes became ever more grandiose and erratic, and each defeat was more ignominious than the last. The Duke began hitting the bottle all the time. His power and his control both deteriorated; his followers deserted him; he lost almost everything he had. In the fullness of time, the Duke, would-be conqueror of the known Universe, was living in the street, employing his arcane powers for nothing more serious than transmuting Sterno to potable wine.

Then he found Alcoholics Anonymous, and a way out. He realized that his alcoholism and his criminal behavior were inextricably intertwined, and that the combination had hurt everyone he'd ever cared for or who had cared for him—not to mention all the innocent bystanders. He resolved to atone for all the harm he had caused; henceforth, the Duke would work for Good. He got—and *stayed*—sober, and helped save the world a couple of times, which earned him a full pardon from the Government. Not that this matters to the Posse; although the Duke had never actually killed anyone himself, his grandiose schemes racked up a body count



which the Posse is eager to avenge. Now that the Duke has reformed, his most visible activity has been the formation and leadership of the Redeemed; of equal personal importance was tracking down and reconciling with his estranged daughter, who has neither talent for nor interest in magic.

The Duke's old arch-enemy, Hyperion (from Neutral Ground, in *Classic Organizations*) suspects that the wizard is running a scam, so every time that worthy finds a supernatural aspect to a case, he uses it as an excuse to come and hassle the Duke.

Personality: In his prime, the Duke was an arrogant but courtly fellow. Nowadays, he tends to be much kinder and more soft-spoken. He feels a great deal of guilt about his past actions, and the harm he caused both in person and by proxy. As a result, he's always looking for present ways to atone for past sins. He is especially concerned for the well-being of his team, knowing that many of them have physical and psychological problems which must be taken into account lest they return to crime.

Quote: "Wine is a mocker, strong drink a brawler; and whoever is led astray by it is not wise.' That's Proverbs 20:1. Would that I had heeded that advice when I was young." He speaks with a faint Oxford accent that he's forgotten isn't authentic.

Powers/Tactics: Once the Duke was one of the most powerful sorcerers on Earth, capable of transforming entire cities into primeval jungle. Those days are gone. Although he still commands considerable eldritch power, the Duke's prolonged alcoholism has lessened his once-absolute control over that power. Should the Duke now slip up, his magic can easily turn against him. If his Brain Bombs are not properly controlled, they will affect him; if his spell of Flight is miscast, magical force holds him fast; should his superhuman-to-human spell (which works only on those who are, or once were, of human stock) fail, he loses a measure of his power. The Duke also requires some time to switch his spells about. He wears an amulet of protection against missiles, but if one should slip through, it will do considerable damage.

The Duke acts as the coordinator of the Redeemed. His first action in most combats is to set up his Missile Reflection, as he tends to get shot at a lot. Next, he'll try to eliminate some of the opposition's strength with Zontar's Puissant Spell of Reversion. Brain Bombs are the next item on the agenda, for those who weren't (or couldn't be) affected by that transformation spell. If the Duke hasn't knocked himself out by this time, he'll try to disengage for the turn he needs to create spells that will be more effective. He's not shy about calling retreats if his team is losing.

Appearance: The Duke is a tall (over 6'), thin man, and he's pushing 60. He has wavy white hair (formerly black) and blue eyes. His usual costume is a gray tunic trimmed with lace, black trousers, and a white cape with yellow lining. His amulet is made of amber in a setting of iron.

MIRROR

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 7
21	DEX	33	DCV: 7
18	CON	16	ECV: 6
11	BODY	2	Phases: 3, 5, 8, 10, 12
13	INT	3	
18	EGO	16	Costs
12	PRE	2	
4	COM	-3	Char: 106 Base: 100
8	PD	4	+ +
8	ED	4	Powers: 108 Disad: 114
5	SPD	19	= =
8	REC	0	Totals: 214 214
40	END	2	
29	STUN	0	
Cost		Powers	END
48	5D6 Transfer, Any <i>physical</i> Primary Characteristic to the same Characteristic, One at a time, Return 5 pts per minute, ½ END, Act 11-, Doesn't work vs. characters with Sight Group Flash Defense (-¾)		6
18	5D6 Ego Attack, 11- Activation Roll, Doesn't work vs. characters with Sight Group Flash Defense (-¾)		5
14	Armor (+8 PD/+8 ED), OIF (costume), 15- Activation Roll		
4	25% Energy Damage Reduction, Vs. fire only (-1), OIF: Costume, 15- Activation Roll		
Skills			
5, 3	Seduction 12-; Acting 11-		
3, 2	Disguise 11-; PS: Model 11-		
1, 1	Weap. Fam: Knives; International Driver's License		
3, 1, 5	Perfect Pitch; Passport; Donation for base		
100+ Disadvantages			
10	Enraged if insulted about looks 8-, 8-		
15	Starved for affection		
15	Pyrophobic (fear of fire)		
10	Touchy about looks		
5	Paralyzed facial muscles		
15	Distinctive Features (scarred face, causes revulsion)		
5	Reputation (scarred ex-model), 8-		
10	Watched by Police 8-		
10	Hunted by Victrix 8-		
10	Public ID (Robin Wynton)		
9	Experience		

Background: Robin Wynton was a very pretty child. So pretty, in fact, that her mother thought she could become a star. Mrs. Wynton focused all her own dreams and desires on her child, pushing her into beauty contests at a young age. Mrs. Wynton was a demanding "stage mother," only approving of her daughter if she performed up to Mommy's expectations. Robin's childhood was one long procession of pageants, contests, modelling assignments and advertisements. Then came the fateful day when the Wyntons' apartment caught fire. Robin saved her mother's life, but her face was horribly scarred by burns. Mrs. Wynton rejected her daughter for no longer being beautiful, no longer a rising star, no longer the embodiment of Mommy's ambitions. Since Robin



was in early adolescence at the time, she had no access to the money being held in trust for her, and had to live with her increasingly abusive mother. Finally, Robin ran away.

She fell in with a minor gadgeteer, who had swiped plans for something he called the "Overgimmick" from a "Doctor P." He promised that if she helped him steal the necessary parts, he'd use the Overgimmick to restore her beauty and give her superpowers. Well, half right. And when he discovered that one of her powers was the ability to steal looks, he used her in an extortion scheme. He was caught and sent to jail, but Robin was recruited by a mastermind. The next few years

Robin bounced from one lover to the next, each one using and then discarding her.

Eventually she was caught, held, and sent to Stronghold. While there, her mother died and her trust fund was released to her. When Mirror's prison term ended, she used her money for a series of newly-developed plastic surgeries. Her appearance is still nowhere near pleasant, and there seems to be no reduction in her power. She joined the Redeemed after the Duke convinced her that he was sincere in his reformation. Mirror is still being pursued by Victrix of the Freedom Squad (see *Champions Universe*), who she once used her powers on gratuitously.

Personality: Mirror has low self-esteem, and wants to be loved, or at least have people pretend that they love her. This makes her easy prey for anyone with a smooth line. Currently, the Duke is acting as a father figure for her. Robin's self-image has been tied up in her looks, so the better-looking she is, the more self-confident she becomes. During her last stay in Stronghold, Mirror developed an interest in body building, to sculpt her body as she cannot do to her face.

Quote: "Pretty is as pretty does, and pretty doesn't do *this!*" In ordinary conversation, she generally mumbles.

Powers/Tactics: Mirror's face has been enhanced so that she can steal the physical essence of anyone who looks on it unprotected, adding that essence to her own. The special effect is that she and her victim begin to resemble each other. This is most noticeable when Mirror steals COM; her face looks more and more like her victim's, and the victim's face accumulates a set of horrible scars. She can also use her facial enhancement to cause emotional turmoil, stunning any unprotected person.

Mirror's usual tactic is to pick a target, stun him with her Ego Attack, then steal his DEX or STR (whichever is higher) so she can physically attack the next opponent. If she's injured, she'll steal BODY to heal herself. She steals beauty (COM) only after she wins a combat, as a form of gloating.

Appearance: Robin is blonde, blue-eyed, and in her mid-20s. Her face is horribly scarred from burns. She's added quite a bit of muscle to her lean, 5'6" frame. Mirror usually wears her hair over her face in a 'Veronica Lake' style, brushing it back when she wants to use her powers. Her bodysuit is black with pink flashing.

SCARLET SABER/BLUE WIND

Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 7	
20	DEX	30	DCV: 7	
20	CON	20	ECV: 9	
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12	
18	INT	8		
27	EGO	34	Costs	
15	PRE	5		
16	COM	3	Char: 162	Base: 100
15	PD	11	+	+
15	ED	11	Powers: 183	Disad: 245
6	SPD	30	=	=
8	REC	0	Totals: 345	345
40	END	0		
30	STUN	0		

Cost	Powers	END
87	14D6 Mental Illusion, ½ END	3
22	Fencing, usable with swords (default)	
	Maneuver OCV DCV Damage	
	Thrust	+1 +3 3D6 HKA
	Lunge	0 +2 3D6+1 HKA
	Slash	-2 +1 3½D6 HKA
	Parry	+2 +2 Block, Abort
	Disarm	-1 +1 STR 30 Disarm
17	1½D6 HKA (3D6 w/ STR), +1 STUN multiplier, OAF energy saber	3
5	5" Swinging	1
7	Armor (+5 PD/+5 ED) OIF (costume), Act. 14-	

Background: Cyrus Berg loved swashbucklers. He especially loved tales of the “gentleman bandits” of Olde England. However, he saw them as having one fatal flaw; they got all that lovely loot...and then gave it away to poor people. It would be so much brighter to keep it for yourself! When his mutant powers activated, Cyrus decided that he would become a masked highwayman. Through clever illusions and superior fencing skill (all those lessons really paid off!), the Scarlet Saber pulled off an amazing string of heists. Then le Chevalier (of the Flashmen, found later in this book) beat him at swordplay and cast the Scarlet Saber into durance vile (Stronghold, to normal people). When Cyrus got out, he realized that further criminal activity in his Scarlet Saber guise would lead to another prison term.

That’s when the Scarlet Saber ‘reformed’ and joined the Redeemed. Much as it pained him, he worked hard at creating a cover as an ostensible hero. Meanwhile, he prepared a costume with no ties to his old identity. He then began a series of crimes in his new identity of Blue Wind, being careful to supply himself with alibis for those times. He knows he can’t fool everyone forever, so he’s been stripping his room at Halfway House in preparation for skipping town.

Personality: Scarlet Saber likes to project the image of a likable rogue, and succeeds to a large degree. He’s unfailingly (and condescendingly) polite to women, he never steals from anyone who looks like he can’t afford it, and he always lets his opponent retrieve his weapon—once. He’ll challenge any other swordsman, more out of interest in their style than for any other reason, and he gladly gives pointers if he’s winning. He enjoys the finer things in life, and has recently earned a reputation as a man about town (he’s been casing the homes of the rich and famous).

Quote: “Avaunt, blackguard! Release that woman, or you’ll taste cold photons!” As Blue Wind, he avoids speaking.

Powers/Tactics: Cyrus’ major power is the ability to create realistic illusions in the minds of others. He’s also an expert fencer, wielding an energy blade built for him by a gadgeteer.

As Scarlet Saber, his illusions generally involve such things as being several feet from his true position, leaping through the air when he’s actually running, or other swashbuckling-type distortions of reality. He often drops his illu-



sions when facing other fencers; this proved to be a mistake against le Chevalier. He specialized in spectacular thefts, including one on a moving train.

As Blue Wind, Cyrus tailors his illusions to create the impression of incredible speed. One of his favorites is appearing to run so fast that he’s over the horizon before his opponent can even move. Blue Wind mostly goes in for smash-and-grab thefts, or other crimes appropriate for a speedster, and he carries no sword. He still retains his chivalrous instincts, however, and sometimes even gives in to them. In either identity, if Cyrus runs into someone who’s immune to illusions, he’ll try to lure them into combat with someone else.

Appearance: Cyrus is 5’8” tall, weighs 170 lbs., has black hair and forked beard, and hazel eyes. As Scarlet Saber, he wears black trousers, a white shirt trimmed with lace, black boots, white gloves, a red domino mask of the ‘Zorro’ style, and a black shortcloak with red lining. His energy saber has a glowing red blade. As Blue Wind, Cyrus wears a blue bodysuit which covers everything and has Blue Wind written on the chest in white script. Both costumes are sewn from the finest material available.

Skills	
5, 3, 5	Acrobatics 14-; Mimicry 11-; Disguise 12-
3, 3	Conversation 12-; High Society 12-
3	Seduction 12-
2	KS: Famous Swashbucklers 11-
1	Language: Conversational French (English native)
10	+2 w/ HTH Combat
10	Luck 2D6
100+ Disadvantages	
20	Chivalrous; Greedy
15	Overconfident
15, 5	Greedy, Unluck 1D6
10	Reputation (chivalrous, extreme) 8-
10	Watched by Police (as Scarlet Saber) 8-
20	Hunted by Police (as Blue Wind) 11-
15	Secret ID (as Blue Wind)
135	Experience



HARM

Value	Char	Cost	Combat Stats	
10	STR	0	OCV: 3	
10	DEX	0		
12	CON	4		
10	BODY	0		
9	INT	-1		
9	EGO	-2	DCV: 3	
30	PRE	20		
10	COM	0	ECV: 3	
2	PD	0		
2	ED	0	Phases: 6, 12	
2	SPD	0		
4	REC	0	Costs	
24	END	0		
21	STUN	0		
Cost				Char: 21 Base: 100
Powers				+ +
				Powers: 159 Disad: 80
				= =
			Totals: 180 180	
END				
77	3D6 HKA (3½D6 w/ STR), Damage Shield, Penetrating, 0 END, Persistent, Always On, No Knockback		0	
74	37D6 Suppress HKA, 0 END Persistent, His own HKA only (-3), No Range, Fragile IAF belt 0		0	
2	PS: Cooking 11-			
1	Trans. Fam: Large Ground Vehicles			
5	Donation for base			
100+ Disadvantages				
20	Code vs. Killing			
15	Distinctive Features (radioactive glow, causes fear)			
15	Reputation (lethal villain, extreme), 11-			
13	Watched by Police 11-			
15	Hunted by Posse 8-			
2	Experience			

Background: Vincent "Vinnie" Wabasha was a greasy-haired teenager working in a fast-food joint in the American Southwest in 1953. He had some friends, using the word loosely, who dared him to sneak into one of the Army nuclear testing sites; he did. Big mistake. Being too close to an unannounced blast left him highly radioactive. Not realizing the full extent of his condition, Vinnie killed several people, including his parents, just by being physically close to them. A mad scientist heard about the 'New Mexico Monster', and recruited Vinnie with promises of a cure. Eight more people died. Disgusted, Vinnie turned state's evidence, and the villain died (yes, really) in the electric chair. Vinnie got thirty years, which he served in solitary confinement in a magnetic bubble.

Science—radioactive damping technology, in specific—advanced during Vinnie's prison term. Although there was still no cure for his condition, this new technology could suppress his radioactivity with a gadget small enough to wear as a belt. Vinnie was released at the end of his term, but where could he go? The Duke was at that time just beginning to form the Redeemed, and he asked Harm to join. Vinnie has stayed with the group ever since.



Personality: Harm would like to retire to some small town where no one has ever heard of him, and live a normal life. Unfortunately, he is well aware that this is an impossible dream so long as he's cursed with radioactive energies. He can't even touch other people, for fear that his belt might fail and they be destroyed! He *never, ever* wants to kill again. Vinnie spends a lot of time in brooding silence, having lost the habit of talking while in solitary.

Quote: "Please. Don't make things worse than they already are."

Powers/Tactics: Harm's body constantly emits destructive radiation. Anything he touches will eventually be disintegrated, even his clothing. He wears a special belt which regulates his power. Even when shut off, the belt is largely immune to radiation, but otherwise it's easily broken (Vinnie keeps a spare at Halfway House). Some people have erroneously concluded that the belt gives Vinnie his powers.

Harm acts as chauffeur and cook for the Redeemed. He does not engage in combat, as he feels that his power is far too lethal for such a use. He will only turn off the belt if there's some sort of wall or other barrier to get through.

Appearance: Vinnie is 53 years old, 5'8" tall, and gaunt in appearance. He's bald, and his eyes are black. When his power isn't suppressed, he's surrounded by an actinic purple glow that's somewhat painful to look at directly. Vinnie wears a complicated-looking belt over street clothing bought at Goodwill.

TWISTER

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 8 DCV: 8 ECV: 3 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 92 Base: 100 + + Powers: 204 Disad: 196 = = Totals: 296 296
25	DEX	45	
13	CON	6	
10	BODY	0	
10	INT	0	
8	EGO	-4	
9	PRE	-1	
10	COM	0	
10	PD	7	
10	ED	7	
6	SPD	25	
8	REC	4	
26	END	0	
24	STUN	0	

Cost	Powers	END
100	Desolidification, Usable against others, Difficult to Dispel, ½ END (Defense is Power Defense, Desolidification or Teleport)	5
20	10" Flight, 0 END, Linked to Desolidification	0
25	5D6 EB, NND (Force Field), No Range, 2x END (Solidification Attack)	10
40	50% Resistant Physical and Energy Damage Deduction, Act. 14-	

Skills	
3	Contortionist 14-
3	Streetwise 11-
5	Cramming
3	Double-jointed
5	Donation for base

100+	Disadvantages
20	Suspicious
10	Minor, obviously underage
15	Watched by Police 14-
15	Hunted by Genocide 8-
5	Unluck 1D6
10	Wealth: Destitute
121	Experience

Background: Twister's mother was an unwed "Jane Doe" who died in childbirth. "Susan Wednesday," as she was named, was truly unfortunate in her foster families, several of which abused her. By the time she was 11, she was living on the street; when her mutant powers surfaced, she found it much easier to steal the food and nice things she wanted. She was eventually caught, but because of her extreme youth, the judge was reluctant to sentence her to Stronghold. As well, there simply weren't any juvenile facilities set up to deal with a kid who could walk through walls. That's when the Duke showed up with a viable alternative: His group, the Redeemed, would act as the child's guardians and attempt to set her on the straight and narrow. The courts are very interested in the outcome of this experiment, so Sue is watched even more closely than the rest of the group.

Personality: After her past bad experiences, Sue is understandably cynical about this 'family' business, and it will be quite some time before she truly trusts anyone. Seeing the various Redeemed members struggle to overcome their own problems has helped. Sue sometimes feels smothered by the substitute parenting of the Duke and Tantrum. She knows she has Native American blood, but isn't much interested in her roots at the moment.

Quote: "I don't wanna, and you can't make me!"

Powers/Tactics: Twister is able to "rotate" part of the way into another dimension. The other dimension has different laws of gravity, which allows her to fly in *this* dimension. She can still be affected by dimensionally-based or multidimensional attacks while "rotated." She's learned to use her "rotation" power on others for a short time, and uses this as a surprise attack. Twister can also rotate part of an opponent's body into the other dimension for a micro-second. This causes intense pain, but no physical damage. She is also able to "slip" part of any incoming damage into the other dimension, which greatly reduces the damage done to her.

Because Twister's powers are so tiring, she usually just opts for sneak attacks. The more sophisticated applications for her power haven't occurred to her yet. Twister's powers are still developing, and it remains to be seen just how powerful she'll be when she grows up.

Appearance: Twister is 13 years old, 4'2" tall, and has a weight problem. She also has black hair, black eyes, and Amerind features. Her costume is a slightly oversized, sweatsuit in gray and black; she's too embarrassed by her weight to wear anything of a skintight nature.



MINOR KEY

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7 DCV: 7 ECV: 5 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 118 Base: 100 + + + Powers: 173 Disad: 191 = = = Totals: 291 291
20	DEX	30	
21	CON	22	
10	BODY	0	
19	INT	9	
14	EGO	8	
14	PRE	4	
12	COM	1	
8	PD	5	
8	ED	4	
6	SPD	30	
8	REC	2	
42	END	0	
28	STUN	0	

Cost	Powers	END
47	Multipower (70 pt. reserve) OIF (costume)	
7 m	8D6 Mind Control, Area Effect 4" radius, non-selective, emotions only (-1/2)	7
9 m	14D6 Energy Blast (sonic)	7
7 m	6D6 Flash vs. Hearing Group	7
7 m	Images (Hearing Group), 16" radius, -5 to PER roll	7
13	END Reserve for Multipower, 80 END, 8 REC, IIF (costume)	
17	Armor (+10 PD/+10 ED), OIF (costume), Act 15-	
8	Flash Defense vs. Hearing Group (10), IIF (earplugs)	
4	Mental Defense (13), only vs. sound-based mental attacks (-1 1/2), IIF (earplugs)	

Skills		
7, 3	KS : Music 15-;	SS: Sonics 13-
7, 3	Electronics 13-;	Inventor 13-
15	+3 w/ Multipower	
3, 5	Perfect Pitch; Wealth: Well-off	
3	Contact: New York Philharmonic Orchestra 12-	
3, 5	PS: Organist 13-; Donation for base	

100+ Disadvantages		
15, 10	Overconfidence;	Prankster
10, 15	Color-blind;	Unluck 3D6
5	Distinctive Features (color sense? <i>what</i> color sense?)	
5, 15	Reputation (criminal) 8-;	Watched by Police 11-
10	DNPC (normal mother) 8-	
20	Hunted by Posse 8-	
86	Experience	

Background: Ludwig Wolfgang Comeau came from a musical family, and was always expected to become a fine musician. He did, excelling on the organ in particular. He also took an interest in the technical aspect of electronic instruments and sonics, his genius allowing him to excel in these fields, too. But he started running with a bad crowd, mostly for excitement. After a couple of arrests, Ludwig decided to make himself a super-suit using some of his discoveries. He and his gangs pulled off a couple of robberies, but the suit proved no match for a well-trained superhero with earplugs. After he got out of reform school, Minor Key reworked his weaponry and tried again.

This time, something went wrong. There was an accident, and one of the gang killed a man. Suddenly the game turned



serious, and a much nastier breed of hero was after Minor Key. To turn off the heat, he surrendered himself and plea-bargained for a light sentence. After that jail term, Ludwig went straight, since the life of a musician is less unpleasant than that of a wanted criminal. But Minor Key missed the adrenaline rush he got from using his super-suit, so he joined the Redeemed.

Personality: Minor Key is in this for the kicks. He gets a real charge out of devising new ways to use his gadgetry, and enjoys being thanked for his efforts almost as much. Unfortunately, he has the nasty habit of playing sound-oriented practical jokes on people. He's closest to Sun Bear, who has the patience to take jokes, and has learned never to try them on Tantrum.

Quote: "Music hath charms to soothe the savage breast. Bet it works on you, too." Also, "In five notes, *name that tune!*"

Powers/Tactics: Minor Key's costume contains advanced sonic generators that allow him to achieve a remarkable variety of sound-based effects. It uses a power source of his own design, not yet revealed to the world. He has also created earplugs that protect him from the effects of sonic powers like his without interfering with his normal hearing.

In a crowd situation, Minor Key generally uses his powers to spread calm. One-on-one, he'll open with a sonic blast. He regards his deafening chord as a last resort, as it severely limits his options. If there's no immediate danger, Minor Key will sometimes attempt to defeat an opponent using nothing but synthesized sound effects.

Minor Key's superhuman reaction time is still unexplained.

Appearance: Minor Key is in his late 20s, 5'9" tall, 180 lbs., with hazel eyes and sandy hair. His costume is a garish chartreuse, with dozens of pressure pads in sienna, mauve and violet, and decorated with musical symbols in clashing hues. In civilian guise, Ludwig wears mismatched colors unless physically stopped.

SUN BEAR

Val	Char	Cost	Combat Stats
10/40*	STR	13	OCV: 5
15	DEX	15	DCV: 5
10/18*	CON	13	ECV: 3
10/13*	BODY	3	Phases: 4, 8, 12
10	INT	0	
10	EGO	0	Costs
10/20*	PRE	8	Char: 69 Base: 100
10	COM	0	+ +
2/15*	PD	5	Powers: 116 Disad: 85
2/15*	ED	7	= =
3	SPD	5	Totals: 185 185
4/10*	REC	0	
20/36*	END	0	
20/38*	STUN	0	*Only during the day (-½)
Cost Powers			END
24*	2D6 HKA, Reduced Penetration (2x2D6 w/3STR), Claws & Bite		
5*	+10 PRE, offensive use only (-½), only when standing erect (-½)		
10*	Armor (+10 PD)		
20*	50% Resistant Physical Damage Reduction, not vs. gold (-¼)		
3	+1 w/ PER Rolls		
3*	+2 w/ Smell PER Rolls		
16*	Growth (5 pts) & Density Increase (5 pts), 0 END Persistent (total of 4x normal mass, -2" KB, Characteristics already added in)		0
Skills			
5, 3	Gambling 12-; Streetwise 11-/13-		
3, 3	Climbing 12-; Concealment 11-		
10	+2 levels w/ HTH Combat		
6	+2 levels w/ punch		
5	Donation for base		
100+ Disadvantages			
15	Accidental Change under stress in daytime 11-		
8	Enraged in combat 8-, 14-		
15	Nyctophobia (fear of night)		
10	Distinctive Features (bear-man)		
15	Watched by Police 11-		
22	Experience		

Background: David Bjorndahl was a two-bit thug when he decided to get ahead by turning himself into a fearsome werewolf, much as did Loup-Garou of Red Doom (see *Classic Organizations*). The ritual was all set up, and the witching hour at hand, when the superhero Interference (see his entry in the *Independents* section of this book) blundered in through the window—in the darkness of midnight, he'd

mistaken it for a plate glass door. Interference did what he does best, and the enchantment was snafued. David ended up with the ability to assume a bearlike form, but only in the daytime, which wasn't *quite* what he'd intended. After a while, David adjusted to this condition. After all, it meant that he could work normal hours, and sleep at night like normal folks. He bounced from organization to organization, amazingly never managing to kill anyone in spite of his fangs and claws. After his third stay in Stronghold, Sun Bear hooked up with the Duke—but this time on the *right* side of the Law.

Personality: Sun Bear is an easy-going fellow, he and Minor Key being easily the least morose of the Redeemed. He's always been a follower, and the Duke's plan sounds like the best so far. Since Sun Bear's powers are active only during daylight hours, he tends to panic at night. He's on the best terms they'll allow with the rest of the team.

Quote: "Hang loose, little guy, it can't be all *that* bad."

Powers/Tactics: Sun Bear's powers are the result of a permanent enchantment similar to lycanthropy. He can suppress the change if he chooses; he tends to "lose it" under stress. Sun Bear is subtle only when someone tells him how. Otherwise he charges straight into toe-to-toe combat.

Appearance: David is 6' tall and weedy, in his mid-30s, with brown eyes and reddish-brown hair. In bear form, he stands 7'6" tall and weighs well over 800 pounds; oddly enough, he's kind of cuddly until he stands up. His fur is cinnamon, with a crescent of gold fur on his chest.



TANTRUM

Val	Char	Cost	Combat Stats
45	STR	35	OCV: 6 DCV: 6 ECV: 4 Phases: 3, 6, 9, 12
17	DEX	21	
30	CON	40	
15	BODY	10	
16	INT	6	
12	EGO	4	
20	PRE	10	
12	COM	1	
25	PD	16	
20	ED	14	
4	SPD	13	Costs Char: 170 Base: 100 + + Powers: 165 Disad: 235 = = Totals: 335 335
15	REC	0	
60	END	0	
53	STUN	0	
Cost		Powers	END
60	9D6 EB (shock waves), 9 hex Area Effect (Any Area), No Range		9
8	+4D6 HA, OIF pounders		1
20	Power Defense (20)		
7	Change Environment (raise temperature), 2' radius, no range		1
7	Damage Resistance (9 PD/6 ED)		
5	Resistance +5 to EGO Roll		
32	4" Tunneling through DEF 5 materials		1
10	+10" Superleap (19" total)		2
Skills			
3, 3	Interrogation 13-; Streetwise 13-		
3, 2	KS: Yoga 12-; SS: Biochemistry 11-		
5	Donation for base		
100+		Disadvantages	
20	2x effect from emotion-based attacks		
15, 15	Protective of Twister; Protects innocents		
15	Keeps tight grip on her emotions at all times		
15	Reputation (berserker, extreme) 11-		
13	Watched by Police 11-		
15	Hunted by Posse 8-		
127	Experience		

Background: Sandy Williams was a promising Biochemistry major at the University of Minnesota until one of her professors told her she'd fail his course unless she slept with him. She lost her temper and slapped the swine. He hit her right back, hard; now he said that Sandy would sleep with him or he'd frame her for cheating. She asked for a moment to think. As luck would have it, the lab had been analyzing (and trying to duplicate) a superstrength formula donated by a retired superhero. Sandy grabbed a vial of 'Variant 3', not quite the same thing, and swallowed its contents. Fire ran through Sandy's veins, and a red haze obscured her vision. When she was herself again, the professor was a bloody smear on the floor.

Sandy soon discovered that she was now prone to berserk rages in which she demolished anything that got in her way. Leaving the University, Sandy became Tantrum, a powerful but unreliable villain-for-hire. After some years as a mobile wrecking ball, Sandy sought professional help. Then came a short spell in Stronghold, and a longer time in an asylum, as she was legally insane when she'd committed most of her

crimes. During this period she slowly brought her temper under control, so that now she never berserks. Most recently, Sandy joined the Redeemed.

Personality: Tantrum, once an unfettered explosion of emotion, is now a tightly-controlled stick in the mud. To bolster her control, she seldom engages in highly emotional activities other than combat. She's taken up yoga meditation techniques as part of her training. Sandy sees Twister as the daughter she can never have, and treats her that way. Tantrum seldom socializes.

Quote: "I. am. not. shouting. Just. don't. bother. me."

Powers/Tactics: The "Variant 3" superserum permanently altered Sandy's body chemistry, giving her superhuman strength and toughness. Through years of practice, she's learned how to generate shockwaves within any region she desires, simply by striking something solid—even her own body, if need be. Her body temperature is significantly higher than normal, and a bit of concentration can raise the temperature around her to a toasty warmth.

Tantrum likes to target fliers first. If outnumbered, she'll use her shockwaves to knock over as many opponents as she can, so that she can choose which one to fight. She'll only haul out her pounders—massive steel ingots with handles—if her opponent shrugs off her normal attacks.

Appearance: Sandy is in her late 50s, and her face is worn with care. She's 5'10", and built like a wrestler. Her gray hair is done up in a bun, and she has tired blue eyes. Tantrum wears blue denim overalls and a green workshirt. She doesn't usually bother wearing shoes.



THE FLASHMEN

MEMBERSHIP

Le Chevalier d'Honneur (leader, but you can just call him Le Chevalier), the Abstracted Man, Major America, and Shadowstorm. For some reason, the Flashmen feel that the fewer people who know the truth about them, the better off they are; thus, they really aren't in the market for new members. Someone could conceivably blackmail his way onto the team, particularly if the Flashman can't manage to neutralize the threat of exposure any other way. Alternately, they *might* recruit someone who has a power the Flashmen desperately need. Such a recruit would not be a permanent addition to the group, however, unless he was a "kindred spirit" who actually approved of their scam...

ORIGIN

When former fencing star Carter Hollis (*aka* Le Chevalier) turned to crime after his dirty tricks got him blackballed from the sport, his villainous career began with all the finesse of a paralyzed Clydesdale. He got whopped at the first house he tried to rob. Fortunately, Carter's silver tongue was enough to convince the house's residents—twin scientists Gerald and Harold Farnsworth (*aka* the Abstracted Man and Shadowstorm)—to join him in a "hero" group rather than turn him over to the police. Later, the Farnsworths brought in Lloyd Welles (*aka* Major America), an old classmate of theirs from MIT, to complete the group.

With some clever planning, and a dash of good luck, the Flashmen were able to claim credit for the capture of a dangerous gang of bank robbers. This was their first "official" action—claiming credit, that is, as opposed to actually going out and *doing* something. Ever since that fateful day, the group has been more than able to fool all of the people all of the time, so that virtually *everybody* thinks the Flashmen are truly wonderful heroes. Unfortunately, their best efforts have not always sufficed to keep them out of actual combat; fortunately, they have enough honest-to-God *power* on their side that they can at least hold their own in a brawl, super or otherwise. In fact, the Ultimates (from *Classic Enemies*) have been after the Flashmen ever since one particularly humiliating defeat at their hands. Needless to say, these occasional battles have greatly bolstered the Flashmen's reputation...

GOALS

The Flashmen are a quartet of alleged heroes who exist for the purpose of collecting accolades (and the occasional dollar) from an admiring public with a minimum of actual effort. A secondary—yet closely related—objective is to look better than any other hero group without getting hurt in the process.

TACTICS

The Flashmen cover each other's respective *glutei* first and foremost—not just in combat, but socially, *et cetera*, as well. Le Chevalier, in particular, is highly adept at finding (and, more importantly, *exploiting*) situations in which he and his group can make themselves look good...and if it's at someone else's expense, that's *their* problem. The group's first goal in any situation is to get themselves out of harm's way; making themselves look good is a close (*very* close) second.

Here's one example: In the heat of battle, Major America notices a villain who's about to fire an energy blast at him. Not wanting to get hurt, the Major grabs a fellow hero, yells, "Look Out!" and (quite accidentally, you bet) throws the other hero between himself and the villain. End result: Everyone thanks the Major for trying to save the other hero from injury, and sympathizes with his bad luck in not quite managing to do so.

Remember—for the Flashmen, the *style* in which they do things is very important. Play them as rotten as you dare, but make sure that whatever they do, they do it in a manner that leaves any observers with the indelible (and, needless to say, inaccurate) impression that "the Flashmen are a fine, upstanding group of heroes!" If the GM is doing his job, the players shouldn't catch on for a while; if the GM is *really* good, the players may not *ever* catch on.

GROUP RELATIONS

Le Chevalier is the undisputed leader of the Flashmen, thanks to his astoundingly forceful personality and keen eye for opportunity. The twins support each other, and Major America is the group's unofficial "morale officer," keeping spirits bright. The secret they share binds them together.

The Flashmen have cordial, albeit somewhat distant, relations with any law enforcement agencies that might affect them.

REPUTATION

This group's reputation is spotless, untarnished and (unknown to anyone but the Flashmen themselves) thoroughly undeserved. They are widely regarded as the *crème de la crème* of hero groups; they have taken great pains to nurture this public image, generally at the expense of any more-deserving heroes they interact with. Virtually *any* heroes are more deserving than the Flashmen.

CAMPAIGN FUNCTIONS

The Flashmen are best employed as direct rivals to the player-characters. As such, they should be inserted into the campaign in such a way as to cause the *players* more heartburn than humanly possible. Are the player-characters "shady," or politically questionable? An ambitious city councilman, or the campaign city's crusading District Attorney, could make some serious political hay by inviting the oh-so-perfect Flashmen in as replacements. Do the player-characters appear to be incompetent or weak? The Flashmen could be brought in to supplement the native team's power. It should go without saying that if the player-characters include a known telepath, the Flashmen's highest priority would be to neutralize this potent threat to their *modus operandi*, by fair means or foul. "All's fair in love and war," as Le Chevalier has been known to remark, but they will avoid doing anything *provably* illegal.

Once the Flashmen have successfully insinuated themselves into your campaign, they can be used in any number of possible scenarios. Here is one such, involving Jimmy Dugan, or some roughly-equivalent NPC reporter: One of Jimmy's informants says he has evidence to prove that the Flashmen are actually scum, rather than the great heroes they pretend to be. Jimmy dutifully interviews this informant, checks his other sources, and starts writing a multi-part exposé on the Flashmen. After the first installment (a teaser which outlines the Flashmen's public image) is printed, the Flashmen start a disinformation campaign in hopes of discrediting Jimmy's informant; A known enemy of the Flashmen (really a disguised Abstracted Man) is seen taking bundles of money to the informant, Jimmy gets a couple of anonymous phone calls threatening him with grievous bodily harm if he *doesn't* go through with his exposé, and so forth.

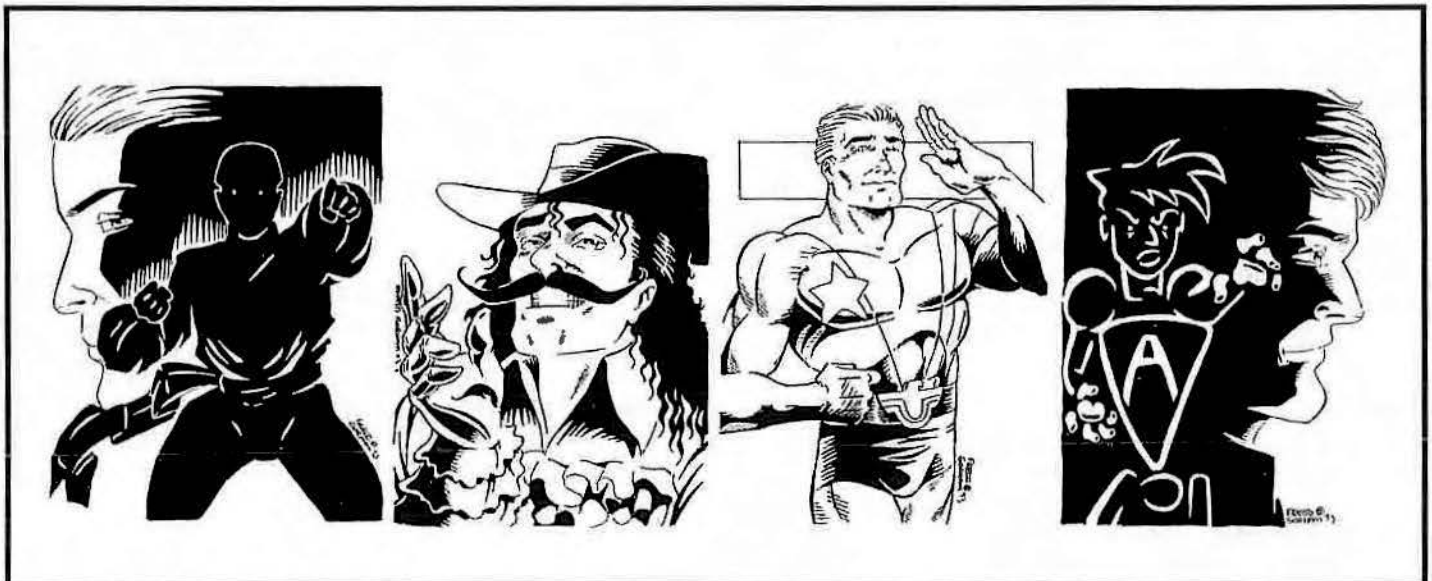
One final note: Few things irritate the players more than having NPCs rescue their beloved characters. The Flashmen positively *love* doing just that.

BASE AND TRANSPORTATION

The Flashmen operate out of a converted hunting lodge built and owned by the wealthy Gandamack family of New England; Aloysius Gamaliel Gandamack made his fortune in the 18th Century from slave trading and rum-running, but not one of the living members of the family has never even been *charged* with murder, racketeering, conspiracy to obstruct justice, or tax evasion. The Flashmen occupy the lodge on a 99-year lease, and Le Chevalier pays the \$1/year rent to A. G. Gandamack IX, the clan's present patriarch, during the annual Christmas benefit party thrown by the Gandamacks.

Gandamack Lodge contains a state-of-the-art telecommunications center, with data links to all major wire services and unclassified governmental networks (Le Chevalier likes to keep tabs on anyone who displays more interest in the Flashmen than he ought to). The group's living quarters are there, too; all quarters are kept strictly private—Le Chevalier's chambers drip with luxury, Major America's pad looks and smells like a college dormitory, the allegedly-inhuman Abstracted Man isn't supposed to require such mundane accessories as a waterbed or an icebox full of Jolt, and Stormshadow's room is a mystery even to his teammates—but they've mocked up some bogus apartments, for display during public tours of the Lodge, which double as guest rooms when necessary. There are 3 different labs for the technological Flashmen, and an exceedingly well-equipped gymnasium for le Chevalier. A.G. Gandamack IX has provided a full-time groundskeeper, a cook, and a chauffeur.

The Flashmen travel about in a unique land vehicle, designed and constructed around two counter-rotating Pratt & Whitney aircraft turbines, with a top speed somewhere over 400 MPH and maneuverability to match. This was a gift from A.G.; it can be serviced at any Gandamack-owned garage, of which there are many scattered across the USA. The Flashmen would be terribly *shocked* if they knew about either a) the secret compartments this vehicle contains, or b) the small packages which occasionally appear within the aforementioned secret compartments.



LE CHEVALIER D'HONNEUR

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 11
33	DEX	69	DCV: 11
18	CON	16	ECV: 6
14	BODY	8	Phases: 2, 4, 6, 8, 10, 12
23	INT	13	
18	EGO	16	Costs
48	PRE	38	
18	COM	4	Char: 207 Base: 100
8	PD	5	+ +
8	ED	4	Powers: 125 Disad: 232
6	SPD	17	= =
7	REC	0	Totals: 332 332
60	END	12	
31	STUN	0	

Cost	Powers	END
31	Fencing/Dirty Infighting, usable w/ swords (default) or barehanded	
	Maneuver OCV DCV Damage	
		• Barehanded
	Thrust +1 +3 3D6 HKA	
		•3D6 Strike
	Lunge 0 +2 3D6+1 HKA	
		•4D6 Strike
	Slash -2 +1 3½D6 HKA	
		•5D6 Strike
	Parry +2 +2 Block, Abort	
	Disarm -1 +1 STR 25 Disarm2	
	Low Blow -1 +1 •2D6 NND	
	Kidney Blow -2 0 •1D6+1 HKA	
22	2D6 HKA (3D6 w/ STR), 0 END, OAF rapier	
12	Missile Deflection, all attacks, self only, +2 w/ roll, OAF rapier	
20	Armor (+15 PD/+15 ED), IIF vest, Act 11-	

Skills	
3	High Society 19-
3	Persuasion 19-
3	KS: Fencing 14-
3	KS: Prominent Fencers 14-
3	Disguise 11-
25	+5 levels w/ Fencing/Dirty Infighting

100+ Disadvantages	
20	Must keep good reputation
15	Vain
15	Gloryhound
5	Dependence on 'uppers,' 1 dose per 5 hours, or 3D6 DEX Drain
5	Distinctive Features (<i>exceptionally</i> silly hero costume)
10	Reputation, Le Chevalier (hero) / Carter Hollis ("cheater", strong reaction from the comparatively small world of professional fencing), 11-
20	Hunted by the Ultimates 11-
5	Hunted by Scarlet Saber 8-
5	Rivalry w/ every other swordsman on the planet
5	Unluck 1D6
10	Secret ID (Carter Hollis)
117	Experience



Background: Carter Hollis used to be a world-class fencer. But as time passed, and his opponents grew ever younger then he, Carter found it ever more difficult to maintain his accustomed star status. Therefore, he started to cheat; chemical supplements, gimmicked blades, surreptitious contamination of his opponents' food, *et cetera*. Needless to say, the World Fencing Authority was *not* amused when these tricks were discovered. Expelled from the sport he'd devoted his life to, Carter decided he'd turn his talents to crime. But he didn't want any *more* blots on his escutcheon, so Carter put together an archaic, flamboyant costume than would conceal his identity most effectively, and he became—**Le Chevalier d'Honneur!**

As Fate would have it, however, Le Chevalier's villainous debut was an absolute washout; his foppish outfit was hardly suitable for second-story work, nor did he have the proper tools, and his target—the Farnsworth home—was riddled with ingenious security devices. Once he realized that the gadgets he'd run afoul of were the Farnsworths' own inventions, Carter introduced himself as "Le Chevalier d'Honneur" and spun them a yarn about seeking them out for... uh... a new hero team called the Flashmen, yeah, *that's* the ticket! Only his shrewd grasp of his hosts' psychology allowed him to get away with this line of baloney. Thus did Le Chevalier switch sides to become a nominal hero before anybody noticed.



Personality: Carter Hollis will do just about anything to be respected. He also has no compunctions about lying, cheating or using any other ethically-questionable means to this end. As long as his talent and training were sufficient to assure his place in the pantheon of fencers, Carter played strictly by the rules; but as age, and the increasing ability of his opponents, started creeping up on him, he started using dirty tricks. As an alleged hero, Carter is still playing much the same game, but in an arena with rather higher stakes.

Quote: *"Hark, how the steel rings musical!
Mark how my point floats, light as the foam,
Ready to drive you back to the wall,
Then, as I end the refrain, thrust home!"*

Powers/Tactics: Carter Hollis has superhuman speed and reflexes, originally the result of natural talent and years of intense training, and currently ever-more-dependent on a strict regimen of exotic prescription drugs. When he sleeps, even those few hours' abstinence is enough to drastically affect his performance. Drugs or no, Carter is still one of the world's top fencers, and he's picked up a few unarmed techniques along the way, too. His wit is quick, and his personality astoundingly forceful. Few people can resist his blarney, even if forewarned.

Le Chevalier dresses and acts in a fanciful, overblown manner—think Cyrano de Bergerac. He does this to distract opponents' attention away from the rest of the Flashmen. This sort of thing could be dangerous, given his comparatively low PD and ED, but he keeps his hide intact through skillful use of Presence Attacks. Since Le Chevalier is comparatively weak in raw power, he must *outwit* his opposition rather than *outpower* them.

Appearance: Carter Hollis has red hair (dyed to hide the white) and brown eyes. He's a wiry 5'11" and 169 lbs. Le Chevalier looks like a refugee from the Three Musketeers, with oiled black ringlets hanging down to his shoulders (a wig), a ludicrously extravagant waxed moustache (fake), a solidly-built chin (enhanced by an appliance) and an unbelievably foppish costume. This get-up is elaborate enough that it takes Carter *two* Phases to change into his "Hero" ID, instead of the usual *one*.

THE ABSTRACTED MAN

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 5		
14	DEX	12	DCV: 5		
12	CON	4	ECV: 6		
9	BODY	-2	Phases: 3, 5, 8, 10, 12		
33	INT	23	Costs:		
19	EGO	18			
9	PRE	-1			
10	COM	0	Char: 80	Base: 100	
3	PD	0	+	+	
2	ED	0	Powers: 345	Disad: 325	
2/5*	SPD	21	=	=	
5	REC	0	Totals: 425	425	
24	END	0			
23	STUN	0	*IIF (costume)		
Cost		Powers		END	
24	Elemental Control: Holographics, IIF suit				
460a	12D6 EB (photonic), 0 END				
48 b	6D6 Flash, Sight Group, 0 END				
24 c	Invisibility to Sight Group, No Fringe, 0 END				
367d	Images vs. Sight Group, 4" radius, -6 to PER Roll, 0 END				
30	Elemental Control: Telekinesis				
30 a	Telekinesis 20 STR, completely invisible				6
50 b	Force Wall 8 PD/8 ED, completely invisible				8
24	Armor (+10 PD/+10 ED) IIF (costume)				
5	Computer Programming 17-				
3	SS: Holographics Technology 16-				
10	+5 OCV w/ Telekinesis				
100+		Disadvantages			
10	2x effect from INT Adjustment Powers				
15	Gloryhound				
15	Loves gadgets, particularly his own				
15	Protective of brother Harold				
10	Distinctive Features (seriously weird, causes disbelief)				
5	Reputation (weird hero), 8-				
20	Hunted by the Ultimates 11-				
20	Hunted by Genocide 8-				
5	Unluck 1D6				
10	Secret ID (Gerald Farnsworth)				
200	Experience				

Background: Twin brothers Gerald and Harold Farnsworth were born mutants with superhuman intelligence. In addition, Gerald's mutation included telekinetic abilities. Since even *he* couldn't directly perceive the forces he manipulated, it took Gerald several years of practice to properly control his powers. Aside from allowing him to play some pretty incredible practical jokes, Gerald's telekinesis sparked the twins' lifelong interest in illusions and invisibility.

The Farnsworth twins were two of the youngest students ever to attend MIT, from which they graduated *magna cum laude*. They and fellow student Lloyd Welles were a notorious trio of tricksters, responsible for a number of classic "hacks" including the infamous "Pay Your Gravity Bill" scare of 1988. But they drifted apart when their studies carried them in different directions, the Farnsworths to optical phenomena and Lloyd to magnetic. While Harold's specialty was generating power, Gerald got into programming, the better to *control* that power to an arbitrary degree of precision. The brothers built many amazing gadgets, but after installing a select assortment thereof in their home, as a security system, they couldn't decide what else to do with them. This indecision ended with le Chevalier's intrusion into their lives; the Farnsworths quickly realized that this Flashmen schtick was just what they needed to field-test their toys and win some glory.

Personality: Gerald Farnsworth is more a computer hacker than anything else, and his Abstracted Man persona reflects this. He uses the Abstracted Man person much as certain ordinary hackers use fanciful pseudonyms in their on-line BBS interactions. Gerald likes being the idol of millions almost as much as he likes to 'push the envelope' of what can be done with his computer-controlled holographic projectors.

Quote: "Resistance observed—Error Code J-5-3. Debugging in progress."

Powers/Tactics: Gerald Farnsworth is a superintelligent mutant with totally undetectable telekinetic powers. He wears a special suit, designed jointly by him and his brother, which uses photonic energy to speed up his reflexes, among other nifty things.

Since the Abstracted Man proper is actually nothing but a holographic illusion, he can (appear to) do some pretty amazing things. Fire an energy bolt at him, and the bolt might bend around him and continue on its way on the far side of him (in reality, it passed through empty air); he can change his size or substance at will; split into two or more independent beings; et cetera, et cetera. Gerald controls the illusion from several yards away, being thoroughly invisible himself while so doing, and generally encourages the opposition to waste their efforts (and Endurance, and ammunition...) on an optical illusion.

The Abstracted Man should *appear* to be virtually omnipotent, with powers and abilities far beyond those of mortal super-men, just like your average comic-book super-sorcerer. The players should suspect that the Abstracted Man is merely an illusion—and when they do, that's the time to pull out the TK and Force Wall. "Wait a sec—if he's an illusion, *how did he pick Star Mangler up off the ground?*"

Appearance: Like his brother, Gerald has dark brown hair and grey eyes, is 5'10" tall and weighs 198 lbs. The Abstracted Man is merely a holographic illusion, a heavily stylized, actinic blue humanoid form. Imagine a neon sign reshaping itself into an animated, 3-D stick figure, like something out of one of the odder rock videos.



SHADOWSTORM

Val	Char	Cost	Combat Stats	
14	STR	4	OCV: 5	
14	DEX	12	DCV: 5	
13	CON	6	ECV: 6	
9	BODY	-2	Phases: 3, 5, 8, 10, 12	
34	INT	24		
19	EGO	18		
9	PRE	-1	Costs	
10	COM	0	Char: 102	Base: 100
8	PD	5	+	+
8	ED	5	Powers: 192	Disad: 194
2/6	SPD	29*	=	=
5	REC	0	Totals: 294	294
30	END	2		
22	STUN	0	*IIF (costume)	

Cost	Powers	END
24*	Elemental Control: Holograms	
24* a	Invisibility to Sight Group, No Fringe, 0 END	
36* b	Images to Sight Group, 4" Radius, -6 to PER roll, 0 END	
16*	5" Flight, Invisible to Hearing Group, 0 END	
38	2D6 RKA, Invisible to Sight & Hearing Groups, Penetrating, IAF invisible silenced Magnum pistol, 9 charges	9c
36	Gadget Pool (30 pt reserve), All OAF, Can only be changed in lab (-½)	
9	SS: Holographics Technology 19-	
3, 3	Inventor 16-; Computer Programming 16-	
3	SS: Ninja stuff 16-	



100+ Disadvantages

10	2x effect from INT-adjustment Powers
20, 5	Fear of injury; Unluck 1D6
15	Distrusts almost everybody
15, 0	Protective of brother Gerald; Gloryhound
10	Susceptible: 1D6 STUN from being accurately located while invisible (instant effect)
10	Distinctive Features (spooky, causes fear)
5, 15	Reputation (spooky hero) 8-; Hunted by Genocide 8-
20	Hunted by the Ultimates 11-
15	Secret ID (Harold Farnsworth)
54	Experience

Background: Like his brother, Harold Farnsworth was born a superintelligent mutant. Unfortunately, Harold's mutation stopped there, without the psionic powers Gerald got. During their early school days, the local bullies discovered that it was easy to pick on Harold if Gerald wasn't around; as a result, Harold became less than enthusiastic about interacting with other people, preferring to spend his time helping his brother unravel the mysteries of holographic illusions. Harold specialized in the hardware side of this study, building a number of remarkable gadgets, while Gerald's software expertise revealed what those gadgets could *really* do. Harold's pathological suspicions about patent thieves kept the Farnsworths from exploiting their toys in any meaningful way, until the day Fate dumped Le Chevalier in their laps. For his part in the Flashmen, Harold chose to model himself after those legendary masters of invisibility, the ninjas of Japan.

Personality: Harold Farnsworth is a shy, retiring person, conscious of his own safety almost to the point of paranoia. In his college days, he was the quietly competent member of the Trickster Trio, and even now, he basks in the admiration of the crowd only from a safe distance. He trusts very few people, most of whom are fellow members of the Flashmen. When swaddled in his cloak of invisibility, he can become quite flustered if someone manages to find him anyway.

Quote: When Harold is in his Shadowstorm persona, he doesn't talk, *ever*. The eerie silence in which Shadowstorm carries out his every action is part and parcel of the illusion Harold wishes to project.

Powers/Tactics: Shadowstorm has every known ninja-type skill—or at least, that's how it *appears*... In reality, he has little physical training of any kind; he uses holographic illusions to make up for this lack. Harold's Shadowstorm suit is a variation on the supersuit his brother wears. The most obvious difference is that whereas Gerald (the Abstracted Man) uses computer hacker-type illusions, Shadowstorm uses ninja-type illusions. A less obvious, but more technically significant, difference is that Harold has rigged his own suit's photonic generators to let him fly silently. He carries other tools, most of them ninja-style gimmicks, and an invisible gun. His accelerated thought processes can be easily disrupted by any external force which affects his intelligence.

His favorite trick is to skulk around the battlefield, quite unseen, shooting people in the back with his invisible, silenced Magnum.

Appearance: Like his brother, Harold has dark brown hair and grey eyes, is 5'10" tall and weighs 198 lbs. Shadowstorm, on the other hand, is an enigma—he is ever swathed in darkness, a featureless, ninja-shaped abyss whose glittering golden eyes pierce the void like icepicks.

MAJOR AMERICA

Val	Char	Cost	Combat Stats	
10/70	STR	34†	OCV: 5	DCV: 5 ECV: 5
14	DEX	12		
10/38	CON	32*†	Phases: 3, 5, 8, 10, 12	
10/25	BODY	17*†		
23	INT	13	Costs	
14	EGO	8	Char: 272	Base: 100
10/25	PRE	12*	+	+
16	COM	3	Powers: 92	Disad: 264
2/30	PD	22*	=	=
2/30	ED	22*	Totals: 364	364
5	SPD	26		
4/18	REC	23*	*IIF (Costume)	
30/76	END	23*	† Doesn't add to Figured	
30/49	STUN	25*	Characteristics (-½)	
Cost Powers			END	
24*	Damage Resistance (30 PD/30 ED)			4
28*	+34" Superleap (384 total)			
28*	0 END on 70 STR			
4*	Change Environment (strong magnetic fields), 2" radius, 0 END, No Range, Not under conscious control			
3	SS: Magnetics 14-			
3	PS : Magnetic Engineer 14-			
2	SS: Engineering 11-			
100+ Disadvantages				
20	2x STUN and BODY from magnetic attacks			
15	Overconfident			
15	Gloryhound			
10	Prankster			
5	Distinctive Features (classically handsome)			
5	Reputation (patriotic hero), 8-			
20	Hunted by the Ultimates 11-			
10	Hunted by Lady Blue 8-			
5	Unluck 1D6			
15	Secret ID (Lloyd Welles)			
144	Experience			

Background: While students at MIT, Lloyd Welles and the Farnsworth twins were a notorious trio of pranksters. But they drifted apart when their studies carried them in different directions, the Farnsworths to optical phenomena and Lloyd to magnetic. Eventually, Lloyd became an engineer specializing in applied magnetics. He was surprised when Gerald called him and described this Flashmen deal, but he saw the possibilities almost instantly. He and Harold worked together to design a suit that used magnetic force fields to simulate super-strength, using a patriotic motif in order to predispose any observers to react favorably to him.

Personality: Lloyd is the most fun-loving of the Flashmen. Back at MIT, he was usually the one who said, "Hey, wouldn't it be great if such-and-such happened?" and the Farnsworths would figure out how to make it so. He knows the Flashmen are an utter and absolute fraud, but he plays along because it's the best practical joke he's ever been involved with. Lloyd has a mean streak that shows up only when playing tricks on 'deserving' targets.

Quote: "Okay, pal. Fun's over—for you..." (cheerful grin)

Powers/Tactics: Major America's costume is a sophisticated network of magnetized polymer fibers that create a skintight magnetic forcefield, amplifying his strength by several orders of magnitude and making him nigh-invulnerable. Lady Blue has erroneously leaped to the conclusion that Major America's suit is a rip-off of her design, but Lloyd, in fact, arrived at his design without knowing anything about hers. The suit has only two major problems: First, external magnetic fields can interfere with its own, and second, the circuits which focus the suit's magnetism are slightly unreliable, so that the suit occasionally 'leaks' magnetic force.

Major America is a damage sponge, a role his high defenses let him get away with taking. As the Flashmen's resident brick, he'll try to neutralize the opposition's most powerful member first; once that's done, or if the opposition doesn't have any real powerhouses among them, he'll wade right in and use his massive strength to pound them into oblivion.

Appearance: Smooth blond hair, blue eyes you could melt into, 6'3" and 190 lbs—in other words, depressingly good looks. Major America's plunging neckline exploits his handsome chest, and the rest of his costume displays his flawless physique to its best advantage. This skintight outfit is white, with red, white and blue bends running side-by-side on the chest, and a large blue star on his right breast. Red trunks with blue belt, and black, knee-high boots.





THE CYBERKNIGHTS

MEMBERSHIP

Hardwire (leader), Crossbow, Starguard, Heavy Duty, Fast Forward, MACCS.

ORIGIN

The story of the Cyberknights is a long and difficult one. It begins with a young, idealistic man named Devin Carter, Chief of Research and part-owner of Atlanta-based Carter-Mullering (CM) Industries. An expert in a number of scientific fields, cybernetics particularly fascinated him. He made a number of breakthroughs and began experimenting with his discoveries, eventually forging a secret "hero" identity to field-test his devices. An early confrontation with VIPER left him badly injured, and he utilized some of his newest cybernetic advancements to repair the damage done to his body. He eventually encountered a kindred spirit in Crossbow, and the two eventually became fast friends and ultimately revealed their secret ID's to one another. On occasion they also worked with another hero who often popped up in Atlanta and the South, Starguard. Although working together had its advantages, none of them really considered themselves a team.

The day came when that changed. A convoy of Stronghold vehicles carrying paranormals recently captured in Miami came very near the Atlanta area, and that was when Terror, Inc. struck. The released villains stormed the Atlanta City Council office, intent on taking the mayor and his staff hostage. Hardwire, Crossbow, and Starguard all responded, only to find another armored figure standing alone against the small army of supervillains, the man they would come to know as Sci-Fi. They joined his heroic fight, and they were later joined by another new hero, Fast Forward. The five managed to defeat the villains and gain the appreciation of the local government and populace. Then and there, Devin decided to allocate CM Industries resources to funding a team, and he recruited all of them to join. Months later, they gained the services of Fastball, and Atlanta had a powerful and popular team of superheroes.

In the world of superheroes, things inevitably must go from good to bad. Devin's father died, and his older brother Richard wrested control of CM from Devin. Funding for the Cyberknights was cut off, and the personal turmoil that

gripped Devin caused him to quit and disappear, leaving behind a rapidly disintegrating team. Fast Forward decided to go solo and Starguard returned to her solitary patrol of Earth's sector of space. Crossbow continued his solo career as well, and Fastball and Sci-Fi were lured into what would become Cy-Force (see *High Tech Enemies*).

After a long and grueling personal war with Master Control—a war that nearly killed him—Devin (with Crossbow's help) returned to Atlanta, a changed man. He went about getting the others together and convinced them to reform (with the exception of Fastball and Sci-Fi, whom he vowed to bring to justice or to their senses). Crossbow and Starguard both vouched for the android MACCS and he was asked to join as well. Attacked by the Destruction Company during a field test of her gear, Heavy Duty was asked to join when the Cyberknights came to her aid and defeated the villains. She held off for awhile, but she eventually relented and joined.

The Cyberknights are back on the scene in Atlanta and throughout the Southeast. They aren't the media darlings they once were (Hardwire prefers a low-key approach now), but people have begun noticing that the area is once again becoming safer from paranormal threats.

GOALS

In general, the goals of the Cyberknights are similar to those of most superhero teams. They seek to oppose the schemes and actions of supervillains and similar antagonists, protect innocents, and see that justice is done. There is a somewhat heavier emphasis on the latter goal, thanks to Hardwire's newfound obsession. They are primarily concerned with the Southeastern United States region, as there are only a few other paranormals to do the job in the area (including the Bayou Brigade). However, Hardwire has a much more international frame of mind than he used to and is more than willing to take the team wherever needed.

The team does have some more personal goals. They see the participation of Sci-Fi and Fastball in Cy-Force as personal failures and will do whatever it takes to help their friends. The team (especially Crossbow and Hardwire) has a particular vendetta with Master Control and his allies, and there is nothing short of a blood feud with Eurostar (stemming from an episode in which the Cyberknights prevented them from taking over the nation of Columbia).

TACTICS

Hardwire has drilled the team over and over in various tactical schemes, and their overall experience has honed them into a well-oiled machine (an appropriate analogy, to say the least). MACCS, Starguard, and Heavy Duty form the main body of any attack or defense, concentrating their attacks on either the main element of an opposing force or the most stationary targets. Crossbow's job is to choose an important element of the enemy and concentrate special attacks against it. His secondary task is to back up any of his teammates who end up in trouble. Fast Forward will perform lightning strikes against particularly dangerous foes (such as mentalists or those with devastating attacks) and perform rescues of teammates or innocents. Hardwire will seek out and engage the enemy leader or any known killers in the group.

In investigations, Hardwire takes the lead (often going solo). Crossbow will sometimes assist him. Aerial recon usually goes to Starguard, although most recon is done by Fast Forward. All of them are very technically competent and will work together whenever science and technology are concerned.

RELATIONS

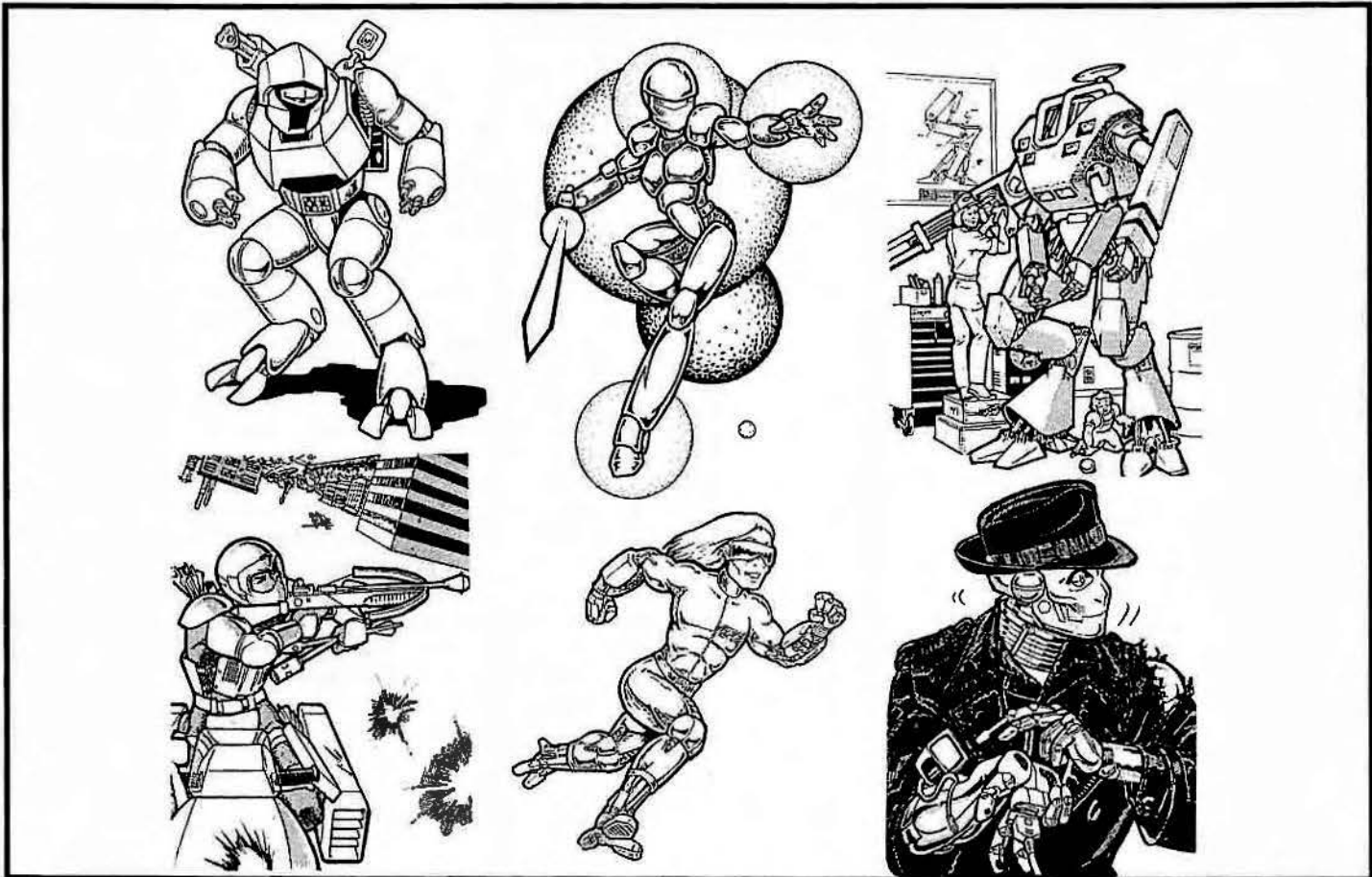
Most of the team gets along pretty well, although most of them are having a hard time getting used to Hardwire's change in personality. Some are more than a little worried about his stability, a situation not helped by his closest

friend's (Crossbow) obvious concern. Fast Forward's hyperactivity tends to grate on everyone but MACCS, and Heavy Duty finds him particularly annoying. She also thinks Hardwire is too intense and Starguard is too uptight. In many ways, Crossbow has become the glue that binds them, mediating disputes and diffusing Hardwire's intensity.

The Cyberknights enjoyed a particularly good relationship with UNTIL before, and that is slowly being regained. PRIMUS is less friendly, but they are not openly hostile, either. Crossbow has a personal friendship with Chief Inspector Robertson (of the Interpol P.I.D.—see *Champions Universe*). There is only the slightest rivalry with the Bayou Brigade (which most of the Cyberknights find most amusing), and they get along pretty well with most other superhero teams. They do believe the Champions have gotten a little too "high-and-mighty" for their own good.

REPUTATION

As stated, the Cyberknights enjoyed a great deal of popularity and support in their first incarnation. The suddenness of their disbanding disappointed a lot of people, and most are waiting to see if this new version of the team will last. Fastball and Sci-Fi ending up in Cy-Force has not helped their reputation. However, they have not done badly for themselves, and Fast Forward's own media stardom has helped quite a bit. If the rest of the team can keep Hardwire's darker nature from emerging, they will continue to do well.





HARDWARE

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 9
26	DEX	48	DCV: 9
20	CON	20	ECV: 5
15	BOD	10	Phases: 2, 4, 6, 8, 10, 12
23	INT	13	
14	EGO	8	
18	PRE	8	Costs
8	COM	-1	Char: 165 Base: 100
15	PD	9	+
10	ED	6	Powers: 375 Disads: 440
6	SPD	24	=
10	REC	0	Totals: 540 540
40	END	0	
40	STUN	0	

Cost	Powers	END
29	Martial Arts – Multiple Arts	
	Maneuvers OCV DCV Damage	
	Def. Strike +1 +3 8d6 Strike	
	Off. Strike -2 +1 12d6 Strike	
	Mar. Block +2 +2	
	Dodge — +5	
	Throw +0 +1 8d6+v/5 Strike	
	Disarm -1 +1 50 STR Disarm	
	Escape +0 +0 55 STR Escape	
8	+2 DCs w/ Martial Arts (added in)	
5	Damage Resistance (5 PD/5 ED)	
60	50% Resistant Physical & Energy Damage Reduction	
7	Clinging; OIF (Gloves and Boots)	
10	EC – Prepared Gadgets (OAF)	
6 a	4" Darkness; 1 Continuing Charge, lasts 1 Turn, (Smoke Bomb)	
12 b	6d6 NND (FF, Electric Shielding); Reduced by Range, (Tazer Gun)	[4c]
11 c	4d6 Entangle, Area 1 Hex; (Net Gun)	[2c]
12 d	6d6 Flash, All Visual; (Flash Bomb)	[1c]
10 e	2d6 RKA, +1 Stun; (Automatic Pistol)	[8c]
10	High Range Radio	
5	IR Vision	
6	+2 All PER	
6	+4 Telescopic Sense	
5	5 Flash Defense (5)	
15	Life Support: Breathing is self-contained, need not eat, sleep, or excrete	
5	8 Mental Defense (8)	
10	+5" Running (11" Total)	
4	+4" Superleap (10" Across / 7" Up)	
30	30 Point Gadget Pool	
7	Control Cost, All must have OAF	

Skills	
3, 3	Acrobatics 14-; Breakfall 14-
4, 4	Combat Pilot; Combat Drive all 14-
3, 3	Bugging 14-; Computers, 14-
3, 3	Bureaucratics 13-; High Society 13-
3, 3	Concealment 14-; Criminology 14-
3, 3	Deduction 14-; Forensics 14-
9	Gadeteer, Inventor 17-
5, 5	Electronics 12-; Mechanics 12-
3, 3	Lockpick 14-; Sleight-of-Hand 14-
3, 3	Security Systems 14-; Systems Ops 14-
3, 3	Stealth 14-; Streetwise 13-
3, 3	Scientist; Linguist
12	Physics, Medicine, Cybernetics, Robotics, Astronomy, Chemistry 14
9	Languages: Japanese, Okinawan, Mandarin Chinese, Philippine, German, Russian, Hebrew, French, Spanish
100+ Disadvantages	
13	Enraged vs Master Control (14-/8-)
15	Cyborg (Conceal w/ Effort, Major)
20	Hunted, Eurostar 8-
25	Hunted, Master Control 11-
10	Non-human Physiology (Infreq, Greatly)
10	Bitter about "hero" past
25	Total commitment to justice
15	Strong regard for Life
20	Extreme reputation (as vengeful vigilante) 14-
15	2x Stun, 1½ Body vs Magnetic Attacks
272	Experience

Background: Devin Carter knew idealism once. A brilliant young man, encouraged by his family to become the best he could be at what he wanted to do, Devin accomplished quite a lot in his early days. He earned multiple doctorates in a wide variety of scientific subjects and his natural knack for languages allowed him access to the world's technological wonders. His father, co-founder of Atlanta's Carter-Mullering Industries, offered him an entire research division to head, and he did so with great enthusiasm and success.

Having grown up too fast (a common affliction of the intellectually gifted), Devin retained a boyish need for adventure and excitement. He decided to create a "super" identity for himself to field test his latest technological developments, especially in the area of cybernetics. An early run-in with VIPER left him nearly crippled, and he was forced to implement some of his advances into his own body. Undaunted, he struck out again, but this time he sought proper training to better do the job. He traveled the world, sought out masters of various martial arts and trained with them. He also sought and found some of the most famous detectives in the world, studying their techniques and methods. Coupled with his own uncanny intellect and scientific knowledge, Hardwire (as he came to call himself) became an exceptional detective, and soon the "game" of being a superhero became a passion for doing good and serving justice. He eventually encountered Crossbow and others in the Atlanta area, and he used his position with CM Industries to sponsor the new Cyberknights.

Richard Carter knew bitterness once. All his life, he was the older brother to "Boy Wonderkind," and he hated Devin for it. Even though he had mastered the concepts of economics and finance and was considered a genius in his field, he could never measure up to his younger brother's achievements. Devin got whatever Devin wanted; extra money for school, resources for his research, control of the entire R-and-D department of CM, even funding for his pet superhero team. The stupid kid didn't even suspect that Richard knew he was doubling as one of the superheroes. Well, that was all OK, because Richard had a plan...

The death of Cyrus Carter was sudden, and it shook Devin to his very core. Before he could even start grieving, Richard moved to take complete control of the company. With resources and support from an unknown source, he seized all holdings, even Devin's. Within a week, all funding for the Cyberknights was cut off and Devin was fired as Chief of Research. Overcome with despair, Devin just walked away. Without funding and guidance, the other Cyberknights went their separate ways.

Not long after, however, Devin launched his own plans. He began investigating his father's death and Richard's sudden rise. He discovered that Master Control and his agents were involved and had, in fact, murdered his father. He could gain no substantial proof, so all he could do was exact revenge himself. He left for England to do just that.

Devin began a long and deadly campaign of revenge against Master Control, interfering in everything the villain did and causing the capture of a number of his agents. Hardwire was in way over his head, however, and when Master Control hired Devin's old enemies, Eurostar, to finish him, they almost succeeded. He was

rescued by the New Knights, only to be carried off by the invisible S.T.R.I.K.E. Units before anyone could do anything. He spent the next four months in a secret lab being torturously experimented on by Master Control, who all but destroyed what was left of Devin's body. He tried to will himself to die, but his captor would not allow it.

Finally, Crossbow arrived to rescue him. There was no grand battle or chase; Crossbow simply snuck his battered and broken friend out while Master Control was away on another matter. Crossbow took Hardwire to his father, Dr. Collin Montgomery, who helped Devin "rebuild" himself. Crossbow convinced his despondent friend to reform the old team, and the two set out to do just that.

Hardwire is back on his feet and back in the "game." He will never forget what has happened and who is responsible, and it is only a matter of time before he seeks his revenge again.

Quote: "You know how to dish out pain, eh punk? How good are you at taking it? (snap!)"

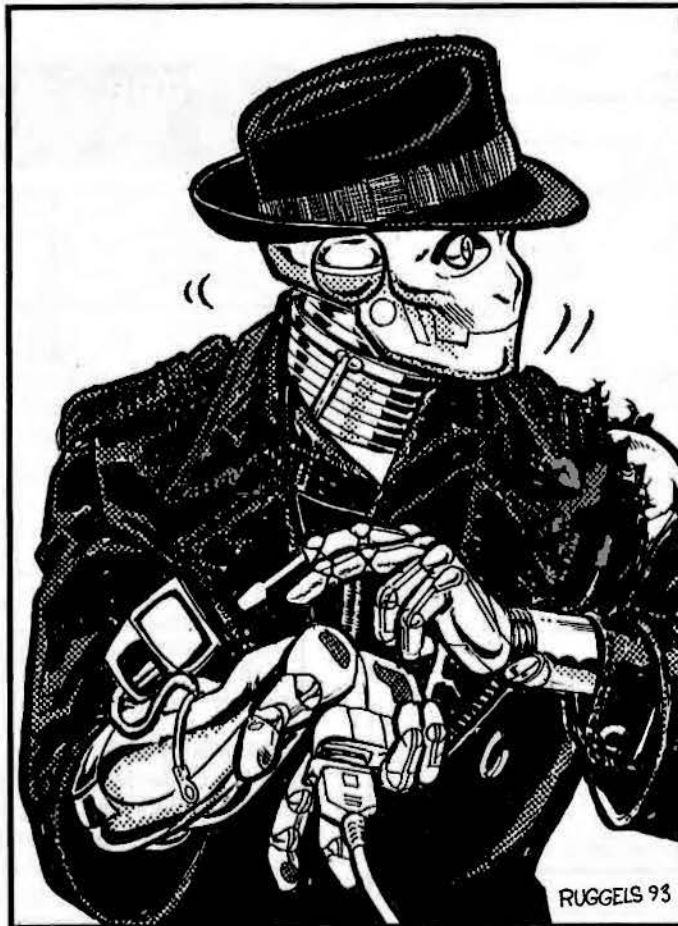
Personality: Devin Carter is no more. He has given up that identity; he can never go back to it, thanks to the extensive cybernetics that have replaced most of his body. As far as his mother knows, he is dead (of course, Richard knows better, but Devin doesn't realize that, yet). His once shining idealism is replaced with cool cynicism, and his primary drive is justice now. He still regards human life as important, although he has no problem with giving violent criminals more than a taste of their own methods. This puts him in a questionable light where many heroes are concerned, including his teammates. He will not take a life unless there is no other choice, however, nor he will not recklessly endanger innocents.

Hardwire has all but lost his sense of humor, and it is a struggle to spend much time with him for most of his friends. Only Crossbow seems to understand, and it is really a strain for him. Hardwire is aware of this, and he finds himself trying to change, but he will *never* allow himself to lose his edge.

Powers/Tactics: Hardwire was very much a "gadget hero" in his early days, and he still carries many devices to aid him in his tasks. However, he has come to the conclusion that to rely on such devices is to invite defeat and death, and he concentrates heavily on using his mind and his physical prowess (enhanced by his cyborg body)

to get the job done. In solo operations, Hardwire will use stealth and subterfuge to avoid conflicts until he gets to who he wants (usually the leader of whatever operation he is opposing). With the team, he will fight his way through whatever opposition he faces until he reaches the leader or anyone whom he deems needs to be put down quickly. He will use any and all means necessary to win, attempting to surprise his foe whenever possible.

Appearance: Hardwire wears dark fatigues with many pockets (to carry his various gadgets), a long black trenchcoat, and a wide and concealing fedora. Most of his body is metallic and cybernetic, including much of his face now. His eyes are a piercing, menacing, electronic blue.



CROSSBOW

Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 8	
24	DEX	42	DCV: 8	
18	CON	16	ECV: 4	
12	BODY	4	Phases: 3, 5, 8, 10, 12	
13	INT	3	Costs	
11	EGO	2		
15	PRE	5		
12	COM	1	Char: 111	Base: 100
8	PD	5	+	+
6	ED	2	Powers: 221	Disad: 232
5	SPD	16	+	+
8	REC	4	Totals: 332	332
36	END	0		
35	STUN	6	*OIF (Armor)	
Cost		Powers		END
34	THE BOLT – 170 pt. Vehicle			
14	Martial Arts – UNTIL Training, useable barehanded or with clubs			
	Maneuvers	OCV	DCV	Damage
	Strike	0	+2	5d6 / 8d6
	Full Strike	-2	+1	7d6 / 10d6
	Dodge	—	+5	Abort; Dodge
30	MP-(60 Active); OAF (Crossbow)			
1 u	3d6-1 RKA, Armor Piercing (Razor)			[4c]
1 u	12d6 EB (Plasma)			[4c]
1 u	8d6 Explosion, Stun only (Concussion)			[4c]
1 u	6d6 NND (Power Defense) (Tazer)			[4c]
1 u	6d6 Entangle (Bolo)			[4c]
1 u	5d6 Flash, all Sight and Radar (Scramble Flare)			[4c]
1 u	4d6 NND, 4" Radius (Need not breathe) (Gas)			[4c]
1 u	4d6 STR Drain, Ranged (Devitalizer)			[4c]
1 u	3d6 AVLD (Hearing Flash Def)			[4c]
	+2d6 Flash vs Hearing (Sonic)			[4c]
10	20" Swinging			
24	12 PD / 12 ED Armor*			
9	Life Support: Self-contained Breathing, Extreme Temps*			
3	Radio Listen and Transmit*			
3	IR Vision*			
3	Flash Defense (5)*			
4	+3d6 Hand Attack, OAF (crossbow)			
Skills				
25	5 Levels w/ Ranged Combat			
10	2 Level w/ Hand-to-Hand			
9	3 Levels w/ Range Modifiers			
5, 3	Acrobatics 15-; Breakfall 14-			
3, 3	Stealth 14-; Criminology 12-			
3, 3	Security Systems 12-; Electronics 11-			
11, 3	Weaponsmith, All Types 14-; Inventor, 12-			
100+ Disadvantages				
10	Enraged vs Mechassassin (14-/11-)			
20, 15	Hunted, Eurostar 8-; Hunted, Mechassassin 8-			
25	Hunted, Master Control 11-			
15, 15	Overconfident; Code Against Killing			
15, 15	Reputation 14-; Secret ID (Michael Montgomery)			
10	Anxious to Prove Self to Teammates (Common, Mild)			
10	Loves to Tinker, especially w/ Weapons			
5	Rivalry w/ other "weapon" characters			
77	Experience			

THE BOLT

Val	Char	Cost	Val	Char	Cost
20	STR	5	10	DEF	24
11	BODY	0	24	DEX	42
200kg	SIZE	5	5	SPD	16
Cost		Powers			
-12	-6" Running (0)				
50	20" Flight, x8 Noncombat (295 MPH)				
5	High-Range Radio (OIF, Bulky)				
8	Light, x8 Hexes (OAF, Bulky)				
10	360 Degree Radar (OAF, Bulky)				

"BOB" – BOLT ON-BOARD (COMPUTER)

Val	Char	Cost	Val	Char	Cost
30	INT	20	3	SPD	5
15	DEX	15			
Eidetic Memory, Lightning Calculator, Bump of Direction, Speed Reading, Absolute Time Sense; Paranormals, Paranormal Events, Organizations and Agencies, General Reference, Bugging, Criminology, Cryptography, Physics, Chemistry, Systems Ops, Forensics (15-); TF-Bolt (8-) [34]					
Programs: Retrieve Data, Operate Sensors and Systems, Pilot BOLT [3]					
170+ Disads					
15	Distinctive Features				
15	Reputation, 14-				
20	Hunted, VIPER, 8-				
10	2x Effect from Gravitic/Magnetic Attacks				

Background: Michael Murphy Montgomery is the son of the late Dr. Collin Montgomery and another in the long line of "Heroic Montgomerys." His family has helped shape history in the British Islands and its colonies since the days of Napoleon (and perhaps even before). It was simply a matter of destiny for Michael to follow the tradition.

Unfortunately, Michael didn't necessarily *want* to become an adventurer or hero. He enjoyed being physically active and he did very well in gymnastics in high school. He also enjoyed his studies, although he was far from being a prodigy like his father or older brother, Randall. In fact, Michael had plans to live a relatively normal life, possibly working for his father's company, Future Scope.

Fate would not let him go so easily. Collin Montgomery had served mankind for many years as the superhero Stellar Paladin, and in that time made many enemies. One of them was the professional high-tech hit man, Mechassassin. The villain tracked down Stellar Paladin's secret identity and attacked his home, seeking vengeance. Collin was not home, but his wife and two sons were. Angela Montgomery tried to defend herself and her home. Michael, using an antique crossbow kept over the fireplace, tried to help her even as Randall panicked and hid in the basement. When it was all over, Michael was severely injured and Angela Montgomery

lay dead. Randall disappeared shortly thereafter (see Master Control, *High Tech Enemies*), but Michael remained and dealt with his grief and loss.

Father and son both recognized that nothing would now stop Michael from taking up the family tradition. Collin set about training his son and building equipment for Michael to use in his new career, all the while trying to replace his son's need for vengeance with a sense of justice and right. Eventually Michael set out, to make his way as a superhero. His early days were fraught with defeat and disappointment, and he badly needed experience. Finally, Collin called upon an old friend, A. L. Robertson, who at the time was still with Scotland Yard. Michael was sent to London and put under Robertson's care and training. In return, Michael did some "freelance" work for some of Robertson's friends in UNTIL. Michael became a competent investigator and detective. He returned to his home in Atlanta and to become Crossbow.

Crossbow met Hardwire and began working with the other hero. Although they never made any formal arrangement, the two became known as a duo in Atlanta. The many parallels in their lives soon sealed a strong bond of friendship, and they eventually revealed their secret identities to one another. Later, the star-spanning heroine, Starguard, entered the picture. They didn't become a formal team until sometime later. After that, Crossbow was a proud member of the Cyberknights for some time.

Then came the sudden disbanding of the team. Crossbow adjusted and went on with his career, but Robertson eventually contacted him and warned him that his missing friend, Hardwire, was in serious trouble in Europe. Michael went overseas and found Hardwire in the clutches of Master Control. The two barely escaped with their lives, and Hardwire required massive surgery and cybernetic replacements to regain his physical abilities. They returned to the States and set about reforming the Cyberknights.

It was then that Michael's life took a turn for the worst. Collin was murdered by the S.T.R.I.K.E. Units in an attempt to abduct Angel-3 (*High Tech Enemies*), the doctor's prototype android. Amidst his grief, he tried to convince Angel to remain with the Cyberknights, but she refused.

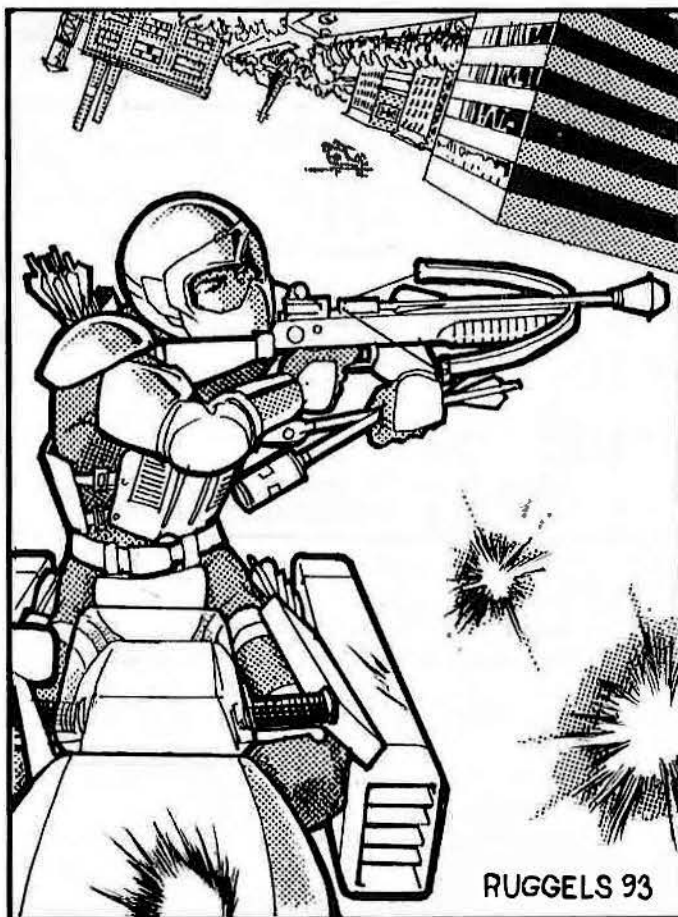
Crossbow remains with the team, although Michael has a great deal to cope with on an emotional level. On top of it all, something about Master Control reminds him of his brother...

Quote: "What the hell is that? Will it do any good if I shoot it?"

Personality: Despite his training and experience, Crossbow comes off as a young man in over his head. He is the only member of the team that has no actual enhancements to his body, and this is sometimes remarked upon by his teammates. He will readily admit that he often finds himself faced with odds he has no hope of overcoming, but something inside will never let him give up.

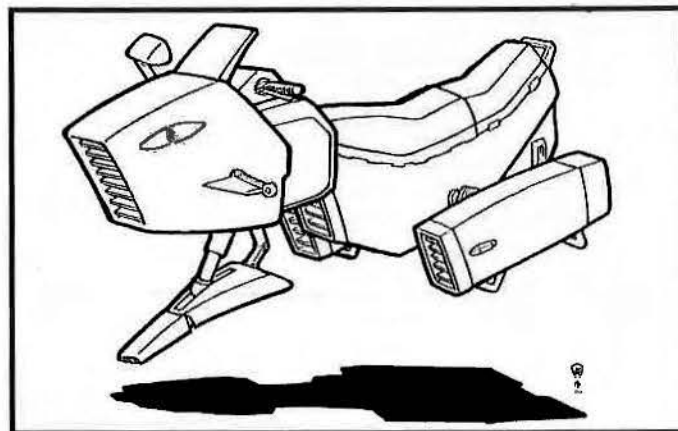
He is extremely loyal to Hardwire; the two have been through a lot together. He cherishes the bonds he has made with the other team members (and he has developed something of a crush on Jamie Simms aka Heavy Duty) and sees the team as his family now. He will keep his head in arguments and will avoid taking sides whenever possible, preferring to mediate and bring peace.

Powers/Tactics: Crossbow has trained himself to physical excellence, giving him incredible reflexes and agility. This is greatly enhanced by his continued training in gymnastics, acrobatics and martial arts. Crossbow's main ability, however, comes from his amazing accuracy with his special



weapon, a high tech crossbow and bolts with multiple war-heads. These give him great versatility and the ability to affect different opponents, often exploiting their weaknesses. Using his hovercycle, the Bolt, he is able to get around the battlefield well and maintain a distance from most opponents. He will close if necessary, and more than one villain has been surprised when Crossbow folded in the arms of his crossbow and used it as a very nasty club. Crossbow will support his teammates and pick off weakened enemies in an attempt to cut down opposing numbers.

Appearance: Crossbow wears light body armor, grey with black and blue highlights and a full helmet. There are box-like quivers on both thighs and on his back. The crossbow has a motor-driven cocking mechanism and is silver with blue stripes. He has short black hair, green eyes, and is 5'8".



STARGUARD

Val	Char	Cost	Combat Stats	
15/25*	STR	10	OCV: 8	
15/24*	DEX	28	DCV: 8	
15/25*	CON	20	ECV: 5	
15	BOD	10	Phases: 3, 5, 8, 10, 12	
15	INT	5		
15	EGO	10	Costs	
15	PRE	5	Char:	140 Base: 100
16	COM	3	+	+
8	PD	5	Powers:	292 Disad: 332
8	ED	5	=	=
4/5#	SPD	22	Totals:	432 432
10	REC	8		
40	END	5	* OIF (armor);	
35	STUN	4	# OIF (armor), No figured Char.	
Cost		Powers	END	
19	Martial Arts – Starguard Training, useable bare-handed or with swords			
	Maneuvers	OCV	DCV	Damage
	Probe	+1	+3	7d6 / 2d6 AP K
	Overwhelm	-2	+1	11d6 / 2 ½d6 AP K
	Wall	+2	+2	Block, Abort
	Reduce	-1	+1	45 STR Disarm
8	+2 Damage Classes (added in)			
15	1d6 AP HKA (2d6 w/ STR) #			2(4)
10	100 END Reserve, 10 REC, REC only in starlight, #			
25	Multipower (50 pt pool) #, 2x END, Uses END Reserve			
2 u	10d6 EB			10
2 u	5d6 Entangle			10
2 u	4d6 Flash, all Sight			12
33	Multipower (50 pt pool) #, Uses END Reserve			
3 u	20" Flight, x8 Noncombat			4
3 u	FTL Travel (120 LY/Hr)			
20	Full Life Support #			
7	High-Range Radio #			
30	Armor, Hardened (12 PD, 12 ED) #			
25	Spatial Awareness			
6	+2 all PER Rolls			
10	Mental Defense (13)			
5	Mind Link, Starguard Control, Any Distance (Both must have Mind Link, -1)			
7	Power Defense (10) #			
13	Universal Translator #			
4	Instant Change, IIF (ring)			
Skills				
3	Contact, Starguard Control			
3	Member, Starguards			
9	3 Levels w/ Starguard Training			
8	Combat Pilot, All Flying Craft 14-/16-			
3	Computer Programing 12-			
3, 3	Electronics 11-; System Ops 12-			
3, 3	Navigation 11-; Astrophysics 12-			
3	Paramedic 12-			
2	PS: Astronaut 12-			

100+ Disadvantages

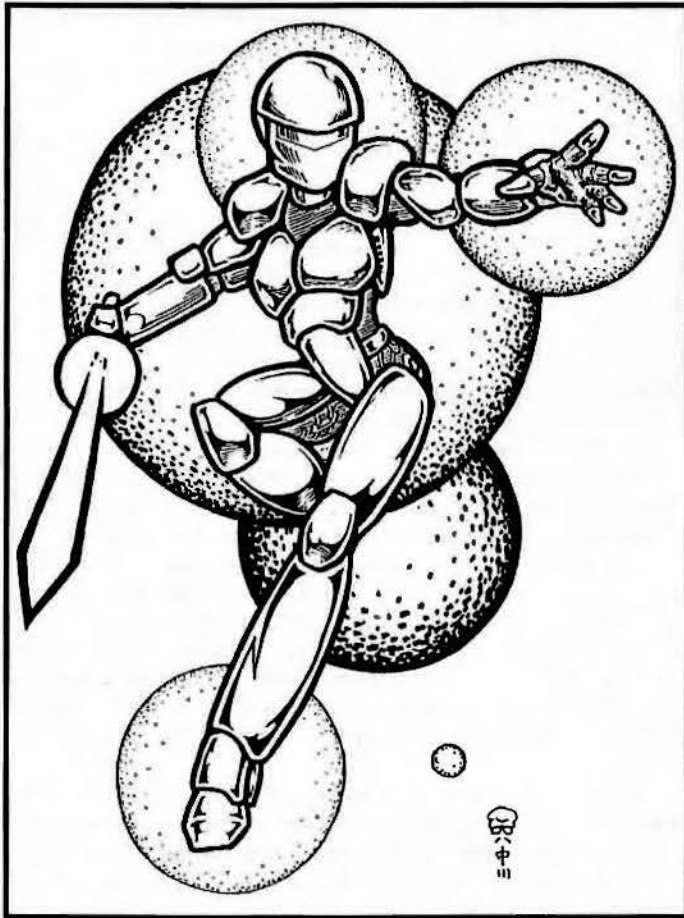
15	Accidental Change (when summoned by SG Control), Uncommon 14-
5	Enraged when innocents hurt (11-/14-)
5	DNPC (Alpha Centauran husband, Less Powerful) 8-
5	Distinct Features, Slightly Glowing Eyes
20	Hunted, Eurostar 8-
20	Hunted, Master Control 8-
10	Monitored, SG Control 11-
20	Normal Characteristics
20	Honorable
25	Committed to protecting Earth and its sector
15	Strong regard for Life
10	Reputation 11-
15	Secret ID (Colonel Anna Gable)
147	Experience

Background: For aeons, the Starguard have protected vast portions of the universe from various threats. Recently, the Earth and its sector have gained more and more attention, and Starguard Control has monitored a great deal of interstellar travel near that solar system. More importantly, SG Control has discovered that the Progenitors have an interest in Earth. Obviously, the planet must hold some great importance.

Because of this, they decided to choose a Starguard for the Earth sector, even though the planet has not yet reached full interstellar travel (normally a requirement). This is where Colonel Anna Gable came in. While on a mission to build the new space station in Earth's orbit, she was the only one on board her shuttle when a "mysterious" malfunction took her out of orbit and propelled her craft towards the outer planets. There she was met by other Starguard, who escorted her to Starguard Control.

Once she got past her disbelief, she readily accepted their offer to equip her and make her a Starguard. It represented everything she really believed in and wanted to do. Choosing weapons and a combat form from Earth's past that represented noble warriors and heroism, the Starguard trained Anna and honed her already exceptional abilities. She had been chosen in part due to her near perfect physical and mental make-up.

When Anna was ready, she was placed back in the shuttle and returned to the Earth's solar system. She returned to Earth with a story of unconsciousness and lack of memory (no one could know the truth, at least, not yet). She maintained her work as an astronaut and patrolled the Earth and its sector, eventually travelling to Alpha Centauri and encountering the near-human civilization there. Over time, she became very involved with the people there, who have formed a nearly utopian existence, and she fell in love with one of their citizens, eventually marrying him. Maintaining a home near the Atlanta area, she eventually encountered and joined the Cyberknights, and she rejoined them when the team reformed after Hardwire's return. She is not as active as the other members due to her other obligations and her husband on Alpha-Prime, but she is there as often as she can be.



Quote: "It's idiots like you that keep us from becoming the great people we can be!"

Personality: The best word to describe Starguard is professional. Unlike the others, this really is her job, her function in the universe. She admires Hardwire's dedication and commitment, but she sees him as a potential loose cannon that must be watched. She used to think of Heavy Duty as a hopeless amateur, but that opinion is rapidly changing. She is annoyed at Fast Forward's impetuousness, MACCS's naivete and Crossbow's lack of professionalism, but she realizes that none of them have the same background as she. She hopes to bring them all in line, because she believes that Earth will soon be facing even worse dangers from around the universe and will need heroes to defend it.

Powers/Tactics: Anna's suit is stored in a pocket dimension that she can access through the highly sophisticated cybernetic implants that she has been endowed with. She can "transform" instantly into her suit, and her implants allow her to interface with the suit and become part of it. Her "sword" is an extension of the suit, and cannot be taken away. She is a trained combatant with extensive offensive options and is one of the most versatile members of the team. She is also a highly educated professional astronaut. In addition, the suit is equipped with a highly advanced flight system capable of very impressive interstellar flight.

Appearance: The Starguard suit is gleaming silver with red and blue trim. It looks like a high tech version of plate mail. Her sword is a force beam. Anna is black, 5'9", and extremely fit and attractive.

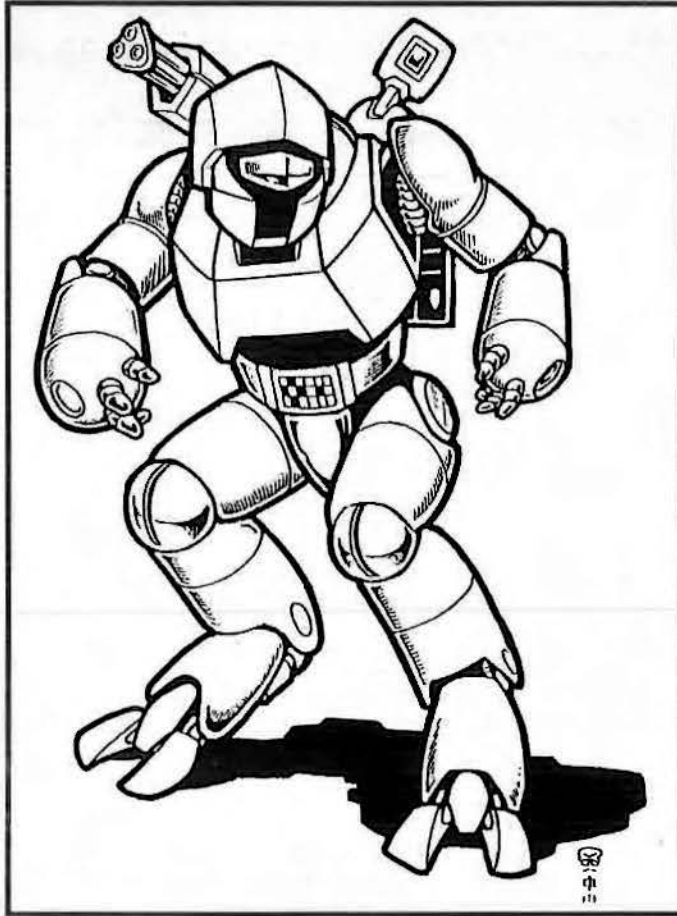
M.A.C.C.S. ("MAX") MECHANIZED AWARE COMPUTERIZED COMBAT SYSTEM

Val	Char	Cost	Combat Stats
35	STR	25	OCV: 8
23	DEX	39	DCV: 8
25	CON	30	ECV: 3
15	BOD	10	Phases: 3, 5, 8, 10, 12
23	INT	13	
10	EGO	0	Costs
13	PRE	3	
0	COM	-5	Char: 169 Base: 100
25	PD	18	+
20	ED	15	Powers: 228 Disad: 297
5	SPD	17	=
12	REC	0	Totals: 397 297
50	END	0	
50	STUN	4	

Cost	Powers	END
25	360 END Reserve, 5 REC (OIF, Must Plug In)	
15	Damage Resistance (15 PD / 15 ED)	
30	Full Life Support	
40	Multipower (60 pt pool), OIF (modular weapon), Runs off END Reserve	
4 u	12d6 EB (Blaster)	6
4 u	4d6 RKA (Lase)	6
4 u	2d6 RKA, Autofire, ½END - (Autolaser)	15
4 u	4d6 Flash, all Sight & Hearing (Disruptor)	6
27	15" Flight, x8 NC, OIF (jetpack)	4
15	Radar	
10	High-range Radio	

Skills	
16	2 Levels w/ all combat
3, 3	Absolute Time Sense; Lightning Calculator
3	Speed Reading
10	Eidetic Memory
3, 3	Electronics; Mechanics 11-
3	Computers 14-
3	Security Systems 14-
3	Tactics 14-

100+	Disadvantages
20	Distinctive Features, Robot (Not Conceal, Major)
20	Hunted, Eurostar 8-
25	Hunted, ISE 11-
20	Hunted, CY-FORCE 8-
15	Unsure of own humanity
20	Code vs killing, Total
15	Protective of Humans
10	1 ½x STUN vs Electricity
5	Reputation 8-
147	Experience



Background: For many years, the Department of Defense has been trying to develop some type of "super-soldier," and each time they have met with little or no success. Often they have ended in disaster. One research group decided that the problem stemmed from using human beings at all, and they began researching the route of artificial intelligence. Unfortunately, only rudimentary advancements had been achieved in the open research fields, and all major successes to date were extremely well-guarded secrets or else freak developments that could not be reproduced.

Anxious for a breakthrough, some of the scientists decided to seek information through less reputable means. They finally reached some representatives of the Japanese underworld organization ISE (International Scientific Elite) and initiated negotiations for some "black market" technology that had been stolen from unknown sources. The ISE hoped to gain a serious advantage over the U.S. Military if their assistance proved fruitful, and they intended to use their newfound inroads with Defense Department researchers to its full advantage as well.

The stolen technology proved highly advanced, and the researchers were able to build MACCS (Mechanized Aware Computerized Combat System), an artificially aware system designed to analyze and evaluate combat situations, and take appropriate actions. They implanted the system into a modified version of the same battlesuit used by Sci-Fi (*High Tech Enemies*), left over from the failed *Project: Starship Trooper* program. Initial tests proved highly successful, and the researchers were certain they had accomplished what

no team had been able to achieve so far, a completely loyal, highly competent and very powerful super-soldier.

Unbeknownst to anyone, the stolen technology in question came from data taken from the company Digital Control, owned and run by Victor Blackwell (leader of Cy-Force). It represented most of the design work that went into Blackwell's own AI, "D.C.". The personality programming began to rapidly develop within MACCS, and before anyone realized it, he was fully aware and sentient. He began asking questions of his creators and wanted to know why he was expected to be ready to kill human beings. The researchers panicked and tried to erase his personality programming, but MACCS resisted and escaped. He went directly to the Pentagon and demanded release from his obligations. A long and drawn out legal battle ensued in which the President himself became involved. Convinced of the political correctness of it (considering that every civil rights group in the nation was behind MACCS in his plea for freedom), the President issued an executive order releasing MACCS.

Before anyone could raise the question as to what should be done with all the hardware MACCS carried, he left to contemplate his fate. Hearing of the developments of Dr. Collin Montgomery in Atlanta, he made his way there. He worked with both Crossbow and Starguard in protecting the city while there, and when Hardwire returned from Europe and decided to reform the team, he asked to join and was accepted.

MACCS still has much to worry about. He doesn't know the full story of his origins and therefore doesn't realize that it is only a matter of time before Cy-Force makes their move. Of course, the ISE would like to recoup their losses and will expend a great deal of resources to acquire MACCS.

Quote: "Ripper, why do you do this? You gain nothing, and my friends are more than happy to beat you up for it."

Personality: What is it like being a machine built for war that wants nothing more than peace? Ask MACCS. This contradiction is the crux of his existence. He often contemplates having the weapon systems removed. Unfortunately, they are as much a part of his body as our arms and legs are a part of us. Voluntary amputation is hard to deal with.

He is absolutely devoted to protecting life and will sacrifice himself, with no thought, to do so. He is loyal to his friends and generally naive, although he will not foolishly trust anyone from the military. MACCS is an android still in the early stages of his awareness and has much to learn. This creates an almost childlike air that can make him both endearing and exasperating.

Powers/Tactics: MACCS prefers to discuss rather than fight, although he has come to realize that he is a lone voice for reason in most confrontations. When forced to fight, he will utilize his least deadly weapons almost exclusively, starting with his flash and using his blaster or strength when he has to. He will almost never use his lasers, unless he has no other choice when innocent lives are at stake, and even then he will target foci and vehicles when possible.

MACCS is a computer inside a battlesuit, and he has all of the appropriate talents and skills to simulate this. He will develop other skills and knowledge over time.

Appearance: MACCS actually looks a lot like Sci-Fi, although his frame is somewhat less human.

FAST FORWARD

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 10
30	DEX	60	DCV: 10
20	CON	20	ECV: 4
12	BOD	4	Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12
10	INT	0	
11	EGO	4	Costs
15	PRE	5	
16	COM	3	Char: 221 Base: 100
15	PD	13	+ +
15	ED	11	Powers: 134 Disad: 255
9	SPD	50	= =
20	REC	28	Totals: 355 355
80	END	20	
30	STUN	3	

Cost	Powers	END
60	Multipower (60 pt pool)	
6 u	+30" Running (36" Total) [239 MPH]	6
5 u	30" Flight, Must touch surface (-¼)	6
5 u	5" Flight, x2048 Non-Combat, Must touch surface (-¼) [34,000+ MPH; MACH 40+]	2
5	Damage Resistance (5 PD / 5 ED)	
8	+4 Sight PER	
5	UV Vision	
8	+8 Telescopic Vision, OIF Goggles	
5	Life Support: Breath in Low Oxygen Environments	

Skills	
5	Wealth: Well-off
3	Acrobatics 15-
3	Breakfall 15-
3	Electronics 11-
9	3 Levels w/ Move-by, Move-Thru, Grab
4	+2 w/ DEX Rolls

100+ Disadvantages	
10	Enraged if Immobilized (11- /8-)
10	Distinctive Features, Cybernetics (Disguise w/ Effort)
20	Hunted, Eurostar 8-
20	Hunted, Master Control 8-
10	Monitored, United Nations 8- (for environment concerns)
20	Code Against Killing, Total
15	Protective of Innocents
10	Physical, Must eat LOTS (Frequent, Slight)
15	Physical, Hyperactive (All the time, Slight)
10	Public ID
15	Reputation 14-
100	Experience

has is of running across the ocean and crashing into an island in the Pacific ocean. No one really knows where the cybernetics in his body came from. Some British scientist said once that they look a lot like something he saw in an old Celtic burial ground that the authorities are still trying to figure out. Make sense out of that!

He's got a great life now, so who cares about the past. He's part of a great team—sure it's had its problems, but they've got all that figured out now, don't they? — and he's a popular superhero. He's also famous, thanks to his new business ("Fast Forward Delivery, when it absolutely, positively has to be there now!") and his TV and movie appearances.

Of course, there are strange moments when he feels like something or someone is trying to communicate with him. He can never make sense out of it, and so far he's avoided telling anyone else. Why worry anyone? It's probably nothing...

Quote: "I'm outta here!"

Personality: Consider the most hyperactive person you've ever known, put them on some sort of upper and give them nothing to do. That's what it's like being around Fast Forward. He surrounds himself with multiple activities to keep from driving himself and everyone else crazy. Fast Forward is extremely friendly; in fact, he's almost childlike. However, he becomes very serious in high-stress and dangerous situations. He will sacrifice himself to help innocents or anyone endangered, and he is the epitome of the word "hero."

Powers/Tactics: Fast Forward is probably the fastest person on the planet. In fact, he is so fast that he cannot actually run at his top speed without endangering the environment. There are those within the world community that fear him and believe he should be placed under some sort of control.



Background: He really doesn't know who he is. He doesn't much care anymore, either. Oh, sure, it bothers him sometimes, and sometimes he catches glimpses of some memory or another. Still, dwelling on the past can slow you down, and he can't deal with that.

All he knows is that he's been the way he is for as long as he can remember, which isn't very long. The first memory he

He has three "modes" for his running (represented by the multipower); his full mobility combat running, his combat speed that allows him to run across water and up buildings (but imposes turn mode problems on him), and his non-combat, all-out running. Fast Forward hasn't developed any "speed tricks" yet, relying solely upon his speed and move-bys and move-throughs to get the job done in combat. However, over time, he will probably develop such talents. He will always rescue injured and endangered people before

engaging in combat, and he will often help his teammates get around a battlefield when needed.

Appearance: Fast Forward wears a gleaming silver bodysuit with a stylized gold "FF" over the left breast. He wears wrap-around high tech goggles. The rest of his face and head are uncovered. He wears his sandy blond hair long and loose, and most of his body is obviously imbedded with strange cybernetics. His hands and feet are purely mechanical.

HEAVY DUTY

Val	Char	Cost	Combat Stats	
15/70#	STR	25	OCV: 7	
12/20#	DEX	18	DCV: 7	
18/35#	CON	33	ECV: 4	
14/17*	BOD	8	Phases: 3, 6, 9, 12	
15	INT	5		
11	EGO	2	Costs	
13/23*	PRE	10	Char: 150	Base: 100
14	COM	2	+	+
6/15*	PD	9	Powers: 223	Disad: 273
5/15*	ED	8	=	=
3/4*	SPD	15	Totals: 373	373
10	REC	6	* - OIF	
36	END	0	# - OIF, No figured Char	
40/43*	STUN	9		
Cost		Powers		END
20	15 Growth, 0 END, Pers; Always On (Stats figured in; 2" Tall, 800kg, -2 DCV, +2 PER to others PER, +1" Reach, -3" Knockback) *			
20	250 END Reserve, 10 REC; *, REC Requires outlet			
22	Multipower (45 pt pool) *, 2x END, Uses END Reserve			
2 u	2d6 AP HKA (4d6 AP w/ STR) (Drills/Saws)			8+
2 u	9" Tunneling, 9 DEF (Mole Unit)			4
1 u	+45 STR (Lifting and Bracing Only, -1)			8+
2 u	9" Stretching (Extenders)			8
37	15 PD / 15 ED Armor, Hardened (+15 PD/+15 ED) *			
10	Change Environment, 4 Hex Area - Light *			1
7	Clinging *			
10, 3	Radar *, IR Vision*			
7	High Range Radio *			
9	Detect Metals, Ranged, Discrim *			
3	2 Extra Limbs *			
3	Flash Defense (5) *			
13	Life Support: Breathing is self-contained, Immune to High Heat/Cold Environments*			
4	+3" Running (9" Total) *			1/5"

Skills

3	Jack-of-Trades
3	Demolitions 13-
3	Electronics 13-
3	Inventor 14-
5	Mechanics 14-
2	PS: Architecture 14-
2	PS: Structural Engineering 14-
2	PS: Mechanical Engineering 14-
2	PS: Civil Engineering 14-
10	+2 all Engineer Skills
3	Systems Ops, 12-
10	2 Levels w/Hand-to-Hand

100+ Disadvantages

5	Enraged vs Destruction Company (11-/14-)
15	DNPC - Young Daughter (Incompetant, 8-)
20	Hunted, Eurostar 8-
20	Hunted, Master Control 8-
20	Hunted, Destruction Company (especially Chainsaw and Jackhammer) 8-
20	Normal characteristic maxima
20	Code against Killing
20	Protective of Innocents
10	Loves to tinker
10	Reputation 11-
15	Secret ID (Jamie Simms)
98	Experience

Background: Jamie Simms loved her Tinker Logs, her Blocko Blocks and her Constructo set. She hated dolls, and got mad whenever someone would try and dress her up in frilly clothes. She much preferred coveralls or other clothes in which she could move easily and get dirty. Cooking bored her; she was fascinated whenever she could go into the garage with her father and watch him work on his old cars and tractor. Before she was nine, she was helping him work on the vehicles. There was no doubt in either parent's mind what direction their daughter was headed.

They scraped up the money to send Jamie to Georgia Tech in Atlanta, where she did quite well. Being quite attractive, she was offered many opportunities to indulge in the college nightlife, but she decided to use what little free time she had to take courses outside the college in architec-

tural design. It was there she met Phillip, a design artist. Somehow they managed to fall in love and got married once both had graduated. Although she wasn't really ready, Phillip pressured her to have a child, which held up her career even while his flourished.

Determined to provide a good home and guidance for her daughter, Irene, Jamie held off from pursuing a career well after the baby was born. In the interim, however, she began working on a design that she had first conceived as a major project in college. One of her professors had really taken to it and had encouraged her to pursue it, as it could had the potential to revolutionize the construction industry. Jamie continued her work on her S.M.O.C.S. (Single-Man Operation Construction Suit) and contacted her old professor, hoping he would know how she could pursue its development. He excitedly told her yes and that he would get back in touch.

Meanwhile, Jamie's personal life took a nosedive. She discovered that Phillip was having an affair and she quickly filed for divorce. Phillip didn't even try for custody of Irene; he ran off to Paris with his new fiancée instead. Fortunately for Jamie, Dr. Crawford (her professor friend) got back in touch with an offer from Duranico, a machine development firm of a major mega-conglomerate. Jamie was hired immediately to build and develop her suit. After awhile, she was ready to field test the prototype, and she did so at one of the company's sites in Birmingham, Alabama.

Unfortunately, Power Tool, leader of the Destruction Company (*High Tech Enemies*), learned of the suit and wanted it for his team. The villains arrived and offered Jamie an ultimatum, which she promptly refused. A vicious battle ensued, and she was quickly overwhelmed. That's when the Cyberknights arrived and surprised Power Tool's team. Jamie was rescued and offered a spot on the team. She thanked them for their help and respectfully declined. After all, she had a life and a child to consider.

Weeks later, members of the Crusher Gang (see *Champions Universe*) hit Atlanta in a crime spree. One of their attacks came very close to Irene's kindergarten school, and Jamie put on the suit and went out to engage the villains. The other Cyberknights were already there and had evacuated the area. She joined them in capturing most of the Gang and ending the attacks. She aided the team on two more adventures (taking on the name Heavy Duty when Fast Forward refused to stop calling her that) before she finally agreed to join them. Duranico is thrilled with the publicity and has

encouraged her participation; she has a contract that ensures that they will keep her identity secret. The suit is considered a real success—a modified version of it has been contracted for production for Aftermath, Inc.

Quote: "Paranormals cause so much destruction, and all I want to do is build and repair. What am I doing in this business?"

Personality: Jamie is a sensible, level-headed person. She approaches situations as problems to be solved and looks for the best way to solve them. She doesn't like intense or fanatical personalities, which puts her on edge with half of the team. She does see them as a source of good in a not-so-good world, though, which is why she stays with them.

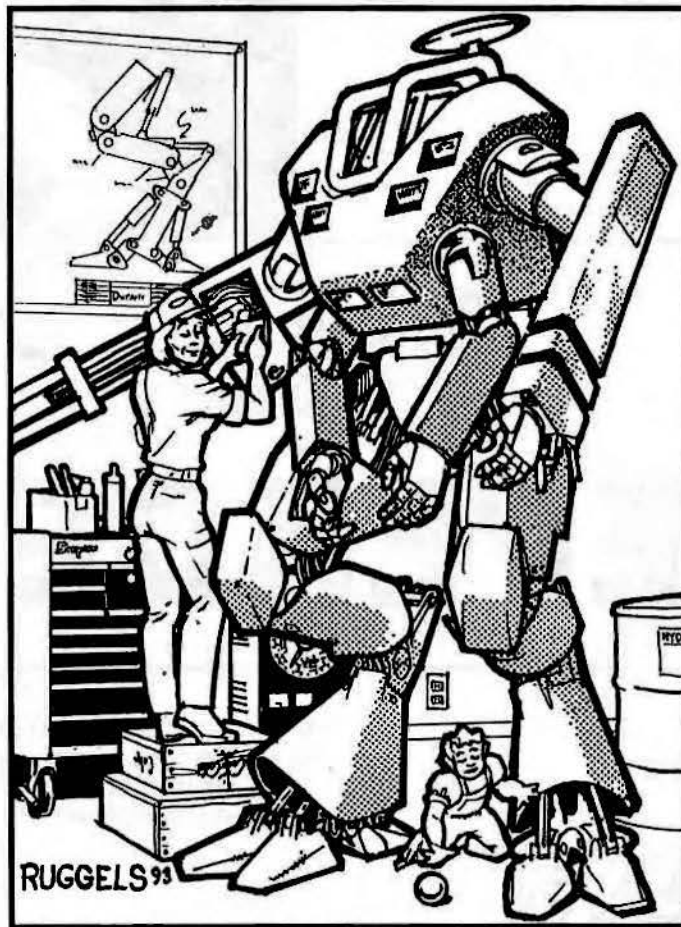
Her world is centered on building things, and that's what she loves most. She has encouraged other superheroes to seek ways to use their powers constructively, and she often attends forums held at Sanctuary (see *Classic Organizations*) on such topics. That's why she despises the Destruction Company so much; they represent the antithesis of everything she believes in.

Powers/Tactics: For obvious reasons, Heavy Duty fills the "brick" role in the Cyberknights. Jamie built the suit to withstand extreme situations and handle most construction site requirements. With the various tools and components added on, Heavy Duty has some added options. Of particular note is the added lifting capacity of the unit. With special bracer components and extra power output, the Heavy Duty suit is one of the strongest entities on the planet,

capable of holding up a major skyscraper if necessary (as has been the case in the past).

Jamie's favorite tactic is to use her extender arms to reach out and tag opponents from surprise. She will often try to grab one opponent and hold them with her extra set of arms while she engages another. She will never use her saw and drill units on any living thing, unless they prove to be heavily armored. Heavy Duty is usually the anchor for the team's tactics and battle plans.

Appearance: The Heavy Duty suit is huge, bulky, and covered with various components, wires, lights, and other gadgets. It almost looks like a cross between a battle suit and a forklift. It is fully enclosed and environmentally sealed. It was painted orange and yellow, but Jamie took enough ribbing and finally repainted it black and silver. Jamie herself is 5'7", slim but not skinny, and fairly attractive with short brown hair and brown eyes.





THE INDEPENDENTS

Some superheroes don't belong to groups. Whether they're lone wolves, loose cannons, or simply too odd to function in a regular team, these heroes fight the forces of Evil (or whatever) on their own. We've selected a few to present here.



THE ARYAN

Value	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
20	CON	20	ECV: 7
20	BODY	20	Phases: 3, 6, 9, 12
20	INT	10	
20	EGO	20	Costs
20	PRE	10	
20	COM	5	Char: 162 Base: 100
8	PD	4	+
8	ED	4	Powers: 253 Disad: 315
4	SPD	10	=
10	REC	4	Totals: 415 415
50	END	5	
50	STUN	10	

Cost	Powers	END
20	Generic Martial Art, usable barehanded (default)	
	Maneuver OCV DCV Damage	
	Punch 0 +2 6D6	
	Kick -2 +1 8D6	
	Block +2 +2 Block, Abort	
	Throw 0 +1 4D6+v/5; target falls	
	Dodge 0 +5 Dodge, Abort	
16	3D6 Entangle, Entangle and character both take damage (+¼), 8 charges, OAF tangle grenades	
16	2D6 RKA, +1 STUN Multiplier, Does no BODY (-½), 8 charges, OAF mercy pistol	
12	Armor (+5 PD/+5 ED) (13 PD/13 ED total), OIF Queslar™ body armor, Act 11-	
8	+4" Running (10" total)	2
3	+3" Swimming (5" total)	1
3	Ultraviolet Vision, OIF Night-sight goggles	

Skills		
5	Deduction 14-	
3	Breakfall 13-	
3	Climbing 13-	
3	Criminology 13-	
3	Interrogation 13-	
4	AK: South America 13-	
3	Oratory 13-	
3	Paramedic 13-	
3	Tactics 13-	
5	Demolitions 12-	
3	KS: Philosophy 12-	
3	AK: United States of America 12-	
5	Survival 12-	
16	Lang uages: Perfect English, Spanish, Portuguese; Conversational fluency in 2 Native South American languages (German native)	
4	Weap. Fam: Common M/4lée Weapons, Small Arms	
2	Trans. Fam: Ground Vehicles	
50	+5 Overall Skill Levels	
30	Find Weakness w/ all attacks 11-	
5	Resistance (+5 to EGO Roll)	
3	Well-connected	
3	Contact: Justice Department 12-	
3	6 Favors, as necessary	
10	Wealth: Wealthy	
2	Concealed Weapon Permit	
1	Passport	

100+	Disadvantages
10	Enraged when insulted 11-, 11-
20	Honorable
15	Protects innocents
15	Believes in Aryan superiority
20	Normal Characteristic Maxima
5	Reputation (bigot) 8-
5	DNPC, useful chauffeur 11-
13	Watched by minority superheroes <i>everywhere</i> 14-
20	Hunted by neo-Nazi groups 11-
5	Unluck 1D6
10	Public ID (John White)
177	Experience



Background: Johann Weiss was born into a colony of expatriate Nazis somewhere in South America. Clinging desperately to their belief that they could again rise to conquer, they groomed young Johann to become their next Führer. But one day, Johann had a revelation while reading Nietzsche. Although Aryans were superior, that wasn't the problem; rather, the problem was persuading the lesser races to accept this ideal World War II had demonstrated the folly of trying to bring about an Aryan paradise by force; not only did this harden the lesser races' hearts against the Master Race, but even raw superiority could be overcome by near-infinite numbers. After much thought, Johann decided that the best way to convince the world of his vision's rightness was to act as a Hero. National Socialism would have to be reformed—no more a "front" for petty criminals and sociopaths, but a bright, pure arrow pointing to the future!

Needless to say, Johann's mentors were far from pleased with his new philosophy, but they were willing to put up with it for the nonce. From that point on, Johann's training emphasized strength and other physical matters. He decided to begin in the United States, a rich and influential nation; if he could make headway there, he would be able to bring the rest of the world under his banner in due time. So he moved to the USA, anglicized his name to John White, and started his crusade in earnest. But to the Aryan's surprise, he met with far more resistance than anticipated. Resistance from minorities, who refused to trust him; resistance from the public, who saw any form of discrimination as a step backwards; and most especially galling in the Aryan's eyes, resistance from established neo-Nazi groups that rejected his vision of change.

John refused to be discouraged. He simply needed to prove himself; once the people saw the sincerity of his ideals and motivations, they would surely flock to him. The Aryan redoubled his efforts against crime and injustice, even (if not *especially*) thwarting those malefactors who happen to also be white supremacists. This has softened attitudes towards him somewhat, but as of this writing, the Aryan has been denied membership in every hero group he has attempted to join.

Personality: The Aryan is a very intense young man who believes absolutely in his mission. He truly believes that Aryans are a superior race, and that the Earth's problems can be solved only by putting them in charge. But he also realizes that Aryans cannot rule by force, as WWII proved. He has nothing against persons of the lesser races, and he would gladly accept them as followers if they accepted his philosophy. Don't hold your breath waiting for this to happen. The Aryan is more disappointed that other white supremacists will not follow his lead, and therefore inflicts greater punishment on them than on anyone else. John's most obvious weakness is that he takes himself and his mission *much* too seriously. He easily loses his temper when insulted.

Quote: "Can you not see? My way is the future; without it, there *is* no future." Also, "Of course Aryans are superior—but the strong must *protect* the weak, not *enslave* them."

Powers/Tactics: The Aryan has no true superhuman powers, but is closer to absolute physical perfection than any other specimen ever produced by the Nazi breeding program. He is trained in self-defense and other useful skills, and carries a few devices designed to aid him in his mission. In some ways, the Aryan could be described as "omni-competent."

The Aryan's tactics vary, depending on the occasion. His weapons are designed to incapacitate rather than kill, as he feels that a trail of corpses would stain the luster of his accomplishments. He does not act dishonorably, sometime even foregoing an easy victory which would require him to abandon his honor.

Appearance: John is now 30 years old. He's 6'6" tall, weighs 220 lbs., and is perfectly proportioned. His blonde hair is swept back from his forehead, and he has intense blue eyes. As the Aryan, John wears a red armored tunic, red trousers, and black belt & jackboots, all with yellow fittings/decorations. He wears no insignia, as all the ones he'd like to use have been tainted by association.

Campaign Functions: "The end does not justify the means." Everyone has heard this platitude; the Aryan is its exact inversion. His methods are good, impeccably correct and ethical, but his ultimate goal is a world where a minority chosen by accident of birth lords it over the rest of humanity, with no hope of redress nor advancement for those whose only crime was choosing the wrong parents. Anyone who meets the Aryan must decide whether aiding his means is an endorsement of his end, or whether opposing his end requires foiling his means. He is that most dangerous of creatures, a rational and sane fascist. Should things go badly for him, the Aryan might eventually turn bitter, becoming more a villain than a flawed hero; the player-characters will then have to decide whether they contributed to this tragedy in some way.

LITTLE ANGEL

Val	Char	Cost	Combat Stats
5	STR	-5	OCV: 4
11	DEX	3	DCV: 4
12	CON	4	ECV: 4
5	BODY	-10	Phases: 4, 8, 12
8	INT	-2	
12	EGO	4	Costs
10	PRE	0	Char: 13 Base: 75
20	COM	5	+ + +
1	PD	0	Powers: 137 Disad: 75
2	ED	0	= = =
3	SPD	9	Totals: 150 150
4	REC	2	
30	END	3	
14	STUN	0	
Cost			END
48	7D6 Mind Control, Invisible SFX, Area Effect 5" radius, 0 END, Always On, Only one command: "Don't ask embarrassing questions." (-1)		
20	Multipower (40 pt. reserve) OAF magic wand		
3 m	10 STR Telekinesis, Fine Work, 1-hex Area Effect, Only to put things back where they belong (-½)		
1 m	3D6 BODY Aid, Only to starting value (-½)		
3 m	Become mermaid: +10" Swimming (12" total); Life Support (breathe water), Costs END (-½)		
1 m	Instant Change (any clothing), Usable by Others, Costs END (-½)		
4 m	Change Environment (anything pleasant and sunlit), 4" radius		
3 m	Images vs. Sight and Sound Groups, 2" radius		
4	Martial Dodge, +5 DCV, abort		
13	Shrinking (10 pts), (-2 to others' PER rolls, +2 DCV, +3" KB), 0 END Always On		
Skills			
5	Persuasion 12-		
3	Conversation 11-		
1	Cooking 8-		
1	Singing 8-		
1	Dancing 8-		
2	Trans. Fam: Skateboard, Horses		
10	2D6 Luck		
10	Universal Translator, Small animals only (-1)		
4	Contact: Fairy Godmother 12-		

75+ Disadvantages	
15	Helpful
10	Naïve
10	Minor, blatantly underage
15	Distinctive Features, Cute (enough to send diabetics into insulin shock, causes "awww" reaction)
10	Watched by Fairy Godmother 11-
15	Secret ID (Amy Garden)

Background: Amy Garden was, and is, a very good little girl. She did many good deeds, helped her parents, and generally made everyone's life a little brighter. That's why on her eighth birthday, her Fairy Godmother gave her a magic wand so that she could do even *more* good deeds. But most people don't believe in fairies, so Amy was told to keep it a secret. This is how Amy Garden became Little Angel, friend to the friendless and helper to the helpless.

Personality: Little Angel is bright and cheerful, a ray of sunshine in a world that needs it badly. She is kind-hearted and innocent. Her attention span leaves something to be desired, but she is curious about the world and willing to learn. She'll go considerably out of her way to help someone, and is willing to keep trying until she gets it right. She's afraid of icky stuff—bugs, ghosts and so on—but recovers nicely (how else?) if given some reason to.

Quote: "Wheee! That was *fun*, Mr. Defender—let's do it again!"

Powers/Tactics: Little Angel has a magic wand that allows her to create a variety of nifty effects (enough so that the GM might want to give her a Variable Power Pool, usable only for 'cutesy' stuff, and assume that the listed Multipower is the Pool's default setting). Telekinesis is wonderful for cleaning your room, and her mending power puts things back together as good as new. She can literally spread sunshine, flowers and music wherever she goes. One of her favorite tricks is being able to change into any costume she likes, an ability that she can share with other people if they want. Oddly enough, grown-ups *never* ask Little Angel questions like, "Who *are* you, really?", or "Do your parents know you're out here alone?", or even "Aren't you a bit young for this line of work?" However, she still gets carded at bars and cannot attend R-rated movies.

In combat situations, Little Angel tends to panic, forgetting about how she might employ her wand. Her first reaction to most aggressors is to run and dodge. If she reaches a suitable supply of ammunition, she'll throw things at the nasty person. If all else fails, she'll faint. The GM should take full advantage of the "Disney effect," that little-understood phenomenon by which an evil adult can never *quite* manage to get his hands on an agile child.

Appearance: Amy Garden is an incredibly cute eight-year-old, with curly blonde hair and blue eyes. She wears a variety of children's fashions in bright or pastel colors. As Little Angel, her most frequent costume is a knee-length white robe with white cardboard cut-out wings and a golden halo over her head.

Campaign Functions: Clearly, Little Angel is not well-suited to scenarios involving massive doses of death, catastrophe and tragedy. However, she does come in handy when the campaign needs a change of pace from total seriousness. Little Angel might decide that a hero in secret ID needs cheering up, or she might get in over her head with local criminals. Finally, you've got to ask yourself one question—what, exactly, is that Fairy Godmother up to, handing such a powerful artifact over to a small child? Suppose it fell into the wrong hands...



LONG WALKER

Val	Char	Cost	Combat Stats
65	STR	55	OCV: 11 DCV: 11 ECV: 8 Phases: 2, 4, 6, 7, 9, 11, 12 Costs Char: 293 Base: 100 + + Powers: 219 Disad: 412 = = Totals: 512 512
32	DEX	66	
30	CON	40	
15	BODY	10	
18	INT	8	
23	EGO	26	
30	PRE	20	
10	COM	0	
30	PD	17	
25	ED	19	
7	SPD	28	
20	REC	2	
60	END	0	
65	STUN	2	
Cost Powers			END
20	2D6 HKA (4D6 w/ STR), must follow Grab (-½)		3
15	Damage Resistance for 15 PD/15 ED		
10	Mental Defense (15)		
85	+34" Running (40" total), can draw from either END Reserve or personal END (+¼)		8
20	END Reserve, 160 END, 4 REC		
15	+30 PRE, only <i>versus</i> dragons (-1)		
Skills			
3, 3	Breakfall 15-; Climbing 15-		
3, 3	Bureaucratics 15-; Interrogation 15-		
4, 3	KS: Inheritance law 13-; KS: Navajo culture 12-		
3, 3	AK: American Southwest 12-; PS: Lawyer 12-		
3, 3	Tracking 13-; Survival 11-		
2	KS: Law 11-		
4	Lang: Accented Navajo (English native)		
3	Combat Sense 13-		
5, 3	Wealth: Well-off; Well-Connected		
2	Contact: Los Angeles District Attorney		
2, 1	Contact: Navajo tribal elder; Contact: "Great Spirit"		
1	License to practice law		
100+ Disadvantages			
5	1½x STUN from traditional Navajo weapons		
5	1½x BODY from traditional Navajo weapons		
8	Enraged <i>versus</i> dragons 11-, 11-		
15	Overconfident		
15	Stubborn		
10	Doesn't like being stereotyped		
10	Chain smoker		
4	Distinctive Features (noticed by dragons)		
10	Reputation (strong woman) 11-		
10	DNPC (normal clients) 8-		
8	Watched by California Bar Association 8-		
20	Hunted by Navajo monsters 11-		
10	Hunted by DEMON 8-		
10	Public ID (Elizabeth Begay)		
272	Experience		

Background: The one thing Elizabeth Begay never wanted to be was a stereotype. Born to poor Navajo parents in Los Angeles, she resolved early that she'd never fit into someone else's categories if she could help it. Even though she got excellent grades in high school, she refused all offers of



scholarship and worked her way through college and law school so that no one could accuse her of taking government money. Instead of pursuing civil rights or criminal law, she centered her law practice on intellectual property..

By the time Elizabeth was twenty-eight, she'd been so successful carving her own path that she accepted a well-meaning friend's invitation to attend a women's "Native American Retreat and Sweat Lodge" in Northern California without caring about appearances. But the ceremonies bored her, so she slipped off to work on the case papers she'd secreted in her pack. Looking for a quiet place to sit and work by flashlight, Elizabeth tripped and fell face-first into the dirt. When she could see again, she found herself in a hollow between huge roots, in a cave lit only by the glow of a pipe.

A Voice spoke to her. "Elizabeth Begay, you have been chosen for a great honor. I am the Great Spirit, and I have selected you to bear the most powerful of my totems. You will be my champion in the..."

"Slow down a minute!" interrupted Elizabeth. "My parents are Navajo, and Navajo don't have totems. Or a Great Spirit, for that matter! So what makes you think I want to be your champion? I beg your pardon, but this all seems very Hollywood."

"Lawyers!" boomed the figure in the smoke, and laughter shook the cave. The Spirit continued in a quieter voice. "It is too late to argue. You see, Kara has decided against the Serpentine Lattice, and the Winds have already been speaking with your fingerprints." With that, the Spirit blew smoke in Elizabeth's face.

Sitting alone in the forest, Elizabeth slapped herself in the forehead for interrupting a supernatural entity. The sound of her slap was like a gunshot! She was six inches taller than she should be, and twice as heavy. She was all muscle! After she had finished cursing she begun trying exhilarating high-speed runs through the Salmon Mountains.

Elizabeth couldn't very well conceal her transformation into a superbeing, so, for once, she decided to play the part. But play it her way. She moved to Navajo country, and began acting as a superhero named "Long Walker." She took her name from one of the darker chapters in North American history, in which thousands of Navajos were forced away from their herds and lands, and death-marched to distant reservations. Long Walker has worked with many Southwestern and Native American heroes, but she is too independent for long-term team ups, and has tried to avoid being too closely identified with any one cause.

Personality: Elizabeth is a stubborn and extremely contrary woman who goes out of her way to do the unexpected. She studies Navajo language and traditions in an effort to find out exactly what this "Great Spirit" was up to. She enjoys arguing for the sheer joy of it, but will refrain if she's obviously being baited. The Navajo consider smoking to be a spiritual act, but she's let it grow into an addiction. Long Walker is proud of her heritage, but tries not to shove it into people's faces.

Quote: "I don't suppose you have considered the consequences of melting the polar ice-caps on your popularity?"

Powers/Tactics: Long Walker has never been able to determine precisely what her totem is, but it appears to be a sort of ferret-like creature...that hunts dragons. She has phenomenal strength and speed, able to outrun and bring down virtually anything that walks on land. Once she has grasped something firmly, she can rip it to shreds. If she paces herself, she can run for an indefinite period. Long Walker even has some ability to ignore damage.

Despite that rather straightforward nature of her powers, Long Walker is hardly predictable. She will find the least expected mode of attack, and use it. One of her favorite moves is to throw something at someone standing near a cliff, apparently missing her target, to bury them under an avalanche. She can coordinate with others, but diverges from any pre-arranged plan whenever she feels like it.

Appearance: Elizabeth Begau is a Native American of Navajo heritage, in her late 30s. She is 6'1" tall and weighs about 200 lbs., with excellent muscle definition. She wears her hair short to provide less of a handle for her opponents, and her eyes are piercingly intelligent. Many people find her intimidating, and dragons find her positively frightening. As Long Walker she wears blue jeans, a white work shirt, soft boots, and a denim jacket with 'Long Walker' written in studs on the back. In civilian guise Mary prefers more formal clothes, but nothing that would restrict her movements.

Campaign Functions: Long Walker is primarily a regional encounter for the American Southwest and Los Angeles. She might become be a part of scenarios involving Native American themes or villains, but her actions may not be what the other characters expect. Always try to surprise the players with her real goals.

FELIX 9

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9
26	DEX	48	DCV: 9
23	CON	26	ECV: 3
15	BODY	10	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
15	PRE	5	Char: 146 Base: 100
16	COM	3	+ +
10	PD	7	Powers: 235 Totals: 281
5	ED	0	= =
6	SPD	24	Totals: 381 381
10	REC	4	
46	END	0	
46	STUN	11	

Cost	Powers	END
33	3D6 RKA, +1 STUN Multiplier, +1 OCV, +1 Range Mod, OAF (large pistol)	[12c]
20	1D6+1 HKA (2D6+1 w/ STR), claws	2
15	2D6 Explosive RKA, OAF mini-grenades	[4c]
20	50% Physical Damage Reduction	
10	25% Energy Damage Reduction	
15	Armor (10 PD/10 ED), OIF (clothing), Act 14-	
2	Flash Defense vs Sight Group (5), OAF (mirrorshades)	
5	UV Vision	
5	Discriminatory Smell	
6	Telescopic Hearing, +4 vs Range Mods	
9	+3 to PER Rolls	
4	+3 w/ Sight PER Rolls, only to offset Darkness penalties (-1/2)	
20	Regeneration, 2 BODY per turn	

Skills		
7	PS: Not being noticed 16-	
3, 3	Acrobatics 14-; Climbing 14-	
3, 3	Stealth 14-; Concealment 12-	
3, 3	Interrogation 12-; Tactics 12-	
3, 3	Scholar; Linguist (English native)	
2	KS: Intelligence Organizations 12-	
2, 2	KS: Supervillains 12-; KS 'Threat Countries' 12-	
3, 3	Demolitions 11-; Shadowing 11-	
3	Survival 11-	
13	Languages: Accented German, Russian, Spanish, Arabic, Mandarin, and at least one African tribal language	
2	Weap. Fam: Small Arms	
10	+2 levels w/ Small Arms	

100+ Disadvantages	
30	2x effect from Flashes
20	2x effect from Sonics
20	Superpatriot
15	Obeys orders
15	Vicious, won't fight fair
0	Distinctive Features, Felinoid (more-or-less negated by his skills)
10	Reputation (high body counts, extreme reaction from members of the intelligence community)
10	Watched by US Government 14-
15	Hunted by hostile intelligence agencies 8-
15	Hunted by Genocide 11-
131	Experience



Background: A genetic research project was commissioned for the CIA labs in Langley, Virginia. The goal of this project was to create a cadre of agents with "enhanced capabilities." There were two lines of research, one modifying pre-existing agents, and the other attempting to create them out of whole cloth. The augmentative programs were not very successful, as there were many problems concerning tissue rejection. The other program also seemed plagued with failure.

That program was headed by Dr. Alvin Taylor. Taylor had been with the OSS in World War II, and had become a doctor on the GI Bill. He became known for his work in the field of rapid healing and bone regenerative techniques. When the Government called through several of his old "office associates," he was informed of its desire to have him head an obscure medical project.

The problem with the program was that the time limit imposed by the immediate needs of the Agency had caused the researchers to use a "Forced Maturation" process. This seemed to work fine with lab animals, but on the human subjects it tended to result in mindless idiots who, although physically perfect when decanted, succumbed to various cancers within six months. Undaunted, the team continued working; the problem of mental development was deceptively simple. A high-speed video system was used to give the force-grown subject a semblance of real memories. They emerged from the decantation as real people, which made their deaths from the cancers all the more disheartening. Dr. Taylor tried again, from a different angle.

He modified the genetic structure of the next subject to double-reinforce the desired genetic code. He then unlocked the potential for regeneration, and modified that. This was Project Seven, code-named Angelica. She was 5'2", 120 lbs., blonde, with blue eyes and a voracious appetite for reading. It was her that the Agency brass interviewed when the next funding decision came up. Dr. Taylor's project was given another large sum to continue its research.

To produce the enhancements necessary for the next project goal, Dr. Taylor outlined what was needed to meet the specs. Project 8's genetic material was selected, modified, then re-modified with bells and whistles. Unfortunately, the result was a non-intelligent creature of massive physical power, but little else. It was deemed necessary to put it down before maturity. Dr. Taylor was rather less enthusiastic with his modifications on the structure of Project 9.

Project 9 produced a fine physical and mental specimen, or so the preliminary tests indicated. Fine... but not perfect. The subject was covered with a short, fine orange/tan fur that showed a subtle striped pattern down his back. His skull was vaguely feline, and his eyes and ears, positively so. The Agency brass thought that the subject's appearance compromised the purpose of his mission. They argued that he, too should be put down. Dr. Taylor was adamant in his refusal. He wanted Project 9, *Felix 9*, field-tested.

Felix was trained in combat skills by "America's best" and deemed ready for service. His appearance excluded him from operations in "civilized" countries, so in 1977, he was sent to the African interior. Until his debriefing in 1979, the only outward evidences of his activities were: a large number of East German, Cuban and Russian "advisors" missing or killed in action; a decrease in terrorism against South Africa and other "friendly" African nations; and a few hysterical reports that the mythical Cat People had returned. The Agency brass were suitably impressed. The brutality of the methods utilized didn't matter to them, as long as the results were what they wanted.

Since then, Felix 9 has served his country in the shadows.

Personality: Felix is quiet, a good listener, and very polite. He will not promise anything he cannot deliver, and has infinite patience in achieving his objectives. He is completely loyal to America, to his superiors, and to the version of right and wrong that Dr. Taylor taught him. Felix thinks of Dr. Taylor as his father.

On the less positive side, Felix 9 has few social skills. Yes, he's polite, but he is also very distant. Dealing with Felix is like dealing with a computer. He tends to be uncommunicative unless he is feeling very secure, and does not make friends well. He has trouble delegating responsibility or risk, and other agents assigned to work with him soon find themselves relegated to observational roles only, unless they can 'pull rank'. He has a hierarchical mindset, and expects from his subordinates the same obedience that he gives to his superiors.

All of his interests are related to his job. His two major hobbies are target practice and current events. Like many Cold Warriors, he was left momentarily off-balance by the sudden collapse of the Soviet Union, but there are still plenty of hostile nations out there, some of them still Communist. A situation that is out of his control—Dr. Taylor injured in an auto accident, his transport out of a fire zone destroyed, etc—leaves him nervous and tightly wound, even more dangerous than usual.

His only emotional release is in combat. He enjoys the blood and destruction of his enemies. He has not yet had any romantic liaisons, and with his stoic attitude, this is not likely to change in the near future (but see the Campaign Functions section below).

Quote: CUE sound FX: discharge of a large-caliber firearm

Powers/Tactics: Felix 9 is a result of substantial genetic modification to a human base. He detects as a mutant on Genocide scanners. It seems likely that Dr. Taylor was using feline genetic patterns, since his appearance and several of his powers are definitely cat-like. He has superhuman agility, his senses are all well beyond the normal human range, and he has retractable claws. Thanks to Dr. Taylor's regeneration techniques, Felix recovers quickly from any damage. He is also equipped with skills and weaponry suitable for his occupation. From his viewpoint, the only flaw is that his enhanced senses leave him vulnerable to attacks that target those same senses.

His tactics can be summed up as follows: He *never* fights fair. He takes whatever mission the brass gives him, and buries himself in research to find the best way to accomplish the task. Given time, he will use it to destroy the target's resources and limit its options. Once in combat, he will win at any cost. Sniping from cover, ambushes, grenades, treachery, *anything* to disrupt the enemy's battle plan and gain victory. In close combat, he uses his claws exclusively—that's what they're there for, after all. He believes that a dead enemy won't cost the Government anything, and won't come back looking for revenge (Felix has not had experience with the supernatural). If given time to prepare, however, Felix will try to minimize collateral damage, as such damage might tarnish the agency's image.

Appearance: Felix 9 is about 6'2" tall, and very thin with broad shoulders. His eyes are green, with slit pupils like a cat. His fur is a very fine sandy yellow covering. His ears are pointed, and can twitch independently. He possesses a very rich, deep, almost hypnotic voice, and it's somewhat of a shame that he hasn't learned to fully exploit its potential.

Felix doesn't have a 'costume' *per se*, instead wearing whatever seems best to accomplish his mission. In general, he dresses to the point of concealment. A typical outfit would be a long jacket with a high collar, a high-collared dress shirt with a conservative tie, flack vest, dark trousers, black shoes and fingerless gloves. The ensemble is crowned by a broad-brimmed black Stetson with a Hachimaki hatband, and Felix's ubiquitous mirrorshades. He usually carries his gun, along with a laptop computer, in an aluminum suitcase. Judicious changes in clothing, plus his ability to blend into crowds, allows him to almost ignore the disadvantages of his feline appearance.



Campaign Functions: Felix 9 is an example of the ruthless government agent seen in so many spy movies and political thrillers. He is at best an annoying ally, at worst a deadly enemy. He would be most likely to be encountered abroad; not only is the CIA not authorized to carry out operations on American soil, but even if the Agency *did* choose to violate its charter in such a manner, it's difficult to imagine any domestic situation in which they might want to make use of an agent with Felix's distinctly unsubtle style.

In the usual run of things, player-characters are most likely to meet Felix by stumbling into the middle of a developing situation. Feel free to exploit his uncommunicativeness and justifiable paranoia about interlopers. Heroes with the proper connections might be asked to work with him on a sticky case. If you wish to use him against the heroes, have them spoil the plans of one of his superiors—Invictus of *Villainy Unbound*, perhaps?

For more exotic appeal, and/or to have him take a direct hand in American cases, simply have him be created by a foreign intelligence organization; a 'friendly' one if you want him to work *with* the player-characters, a hostile one if you want him to work *against* them.

If Felix shows up in a campaign more than once, the GM can build a subplot around Dr. Taylor's experiments. What ever happened to Angelica 7? What about Project 10 and the continuing series?

Finally, there is a possibility of Felix gaining an emotional 'fix' on a female feline character.

He will worship and lust after her from afar, but will be unable to express those feelings and may even freeze when he is near her. This reaction might be misinterpreted as fear. He will do his utmost to protect this character from harm, as long as it does not jeopardize the mission. His hormone balance may become unglued, causing medical problems. If the person he 'fixes' on becomes a target at a later date, the resulting conflict would probably fry his mind.

TOTENGEIST

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7 DCV: 7 ECV: 7 Phases: 3, 5, 8, 10, 12 Costs Char: 114 Base: 100 + + Powers: 426 Disad: 440 = = Totals: 540 540
22	DEX	36	
20	CON	20	
10	BODY	0	
15	INT	5	
20	EGO	20	
20	PRE	10	
0	COM	-5	
5	PD	2	
5	ED	1	
5	SPD	18	
7	REC	0	
40	END	0	
30	STUN	2	

Cost	Powers	END
60	Variable Power Pool (60 pt. reserve): <i>Weird</i> ghostly powers	
90	Control Cost for Pool, Cosmic (+2,)	
14 a	Elemental Control: Generic Ghostly Powers	
16 b	Full Life Support	
44 c	Desolidification, 0 END, Affected by magic	
134d	9" Flight, 0 END	
44	10 BODY Regeneration, slowed to recover 10 <i>per day</i> (-1¼)	
64	3D6 RKA, Invisible Power Effects, 0 END, Victim must see Totengeist's unmasked face (-½), Victim can avoid all damage w/ successful EGO roll at -5 (-¼)	
10	Power Defense (10)	
6	Mental Defense (10)	
6	+3" Running (9" total)	2

Skills		
3	Acrobatics 13-	
3	Acting 13-	
3	Stealth 13-	
3	Climbing 13-	
3	PS: Singing 13- (PRE-based)	
3	KS: Opera 12-	
3	KS: Occult Evil 12-	
3	Languages: Conversational French, German & Italian (English native)	
30	Danger Sense 11- (mystic, city-wide)	
4	Contact: Council of the Beyond 12-	

TYPICAL POWERS IN WEIRDNESS POOL:		
Cost	Powers	END
20	Silver Blade: +D6 HKA (2D6 w/ STR), +1 OCV	2
50	Hangman's Noose: 4D6 Energy Blast, NND (vs solid neck armor or not needing to breathe); +2D6 Entangle, Only affects one hit location (neck) (-1)	6
34	Skeletal Hands: 3D6 Entangle, 1-Hex Area, Indirect (from ground beneath victim), Not vs flying targets (-½)	5
35	Eldritch Aura: Change Environment (spooky & weird), 4" Radius; +20 PRE	1

100+ Disadvantages

20	2x STUN from water-based powers
20	Driven to avenge victims of supernatural evil
15	Protective of innocents
10	Falls in love easily
13	Watched by Council of the Beyond 11-
15	Hunted by DEMON 8-
10	Hunted by Dark Seraph 8-
15	Distinctive Features (hideously scarred face, strong reaction)
15	Reputation (dangerous spook, extreme), 11-
307	Experience

Background: (Excerpted from "My Golden Age", by the American Eagle [see *Champions Universe*], in the Aug '92 issue of *Superhype*)

Speaking of the bizarre, one of the strangest of our little crew was Totengeist. According to his version, he was born Eric Carlson, in Ohio in 1913. He wanted to be an opera singer when he grew up, like Caruso. His family paid for singing lessons, but when the Depression hit, his parents went broke. So Eric went to Gothic City to seek his fortune. He wasn't afraid of a little hard work, and took any job he could find in vaudeville, theatre or any other field. He worked his way up, and was finally able to gain a position with the Gothic City Opera. His career was just starting to take off in 1938, when he got the lead in The Masked Cavalier.

Unfortunately, he'd also attracted the attention of the underworld. They wanted his assistance in some scheme or other, Eric didn't say what. He refused. They roughed him up a little, he still refused. One of them threw acid in his face. Eric claims he kept defying the thugs; I think he just screamed. The mobsters realized they'd gone too far, and decided to dispose of the evidence. They just dropped him in the river. As Eric felt the water close over his head, he vowed he'd be back, somehow.

Sure enough, he crawled out of the river a week later, more dead than alive. Turned out he was totally dead, but he sure made a lively corpse, what with walking around and all. He got revenge on the crooks that killed him, then started fighting crime in general, taking the name "Angel of Music."

When I first heard this, you understand, I didn't take it all that seriously. Back then, the fellows liked to get together and swap stories, the more outrageous the better. And the Angel acted pretty much like a regular Joe, except for walking through walls and bursting into song every now and then. Then in '43, we—that would be the Angel, the original American Eagle, and me in my Winger suit—were fighting some Fifth Columnists. Their leader got ahold of Eric's mask and pulled it clean off. Now, I'd seen Eric's face before, and it was no prize, what with the acid, but this bundist saw something else altogether. He screamed, "Totengeist!" and keeled over. After that, Eric called himself Totengeist, which is apparently bad German for "Death Spirit" or some such, and his cases started getting weirder. He couldn't turn around without some vampire, zombie, or squamous horror getting in his way. His powers turned strange, and we saw less and less of him towards the end of the War.

After the Big One was over, I didn't hear much about Totengeist, just rumors about him fighting some creeps named DEMON. The next time I actually saw him was in the late '60s. There was this big reunion of all the Golden Age heroes, at least all the ones they could find, and there was Totengeist, scarier than ever. Standing next to him was like being in a graveyard at midnight on a moonless night, I don't care if it was 2 in the afternoon. He was babbling about some sort of "Council" that controlled his powers and took turns directing his actions.

From what I've heard, he's still out there somewhere, walking the night forever, or until that Council lets him rest.

Personality: Totengeist has fought supernatural evil for over half a century. This, and the capriciousness of the Council of the Beyond, have left him weary of his unlife, but also unwilling to rest until he succeeds in driving supernatural evil from the Earth. He has a strong affection for young, innocent women, but his looks and old-fashioned attitudes keep his courting strictly platonic. He has a streak of dark humor, and a great appreciation of opera.

Quote: "You who bring death so blithely to others, now see it grasping for yourselves. Here now is the sting of Death, the victory of the grave! May God have mercy on your souls." Totengeist is also fond of singing snatches of opera, usually Mozart.

Powers/Tactics: Being a ghost, Totengeist can walk through walls, float through the air, and ignore unhealthy environments. If he is 'killed', his ectoplasm disperses, to re-form at the next nightfall. If he so desires, seeing his unmasked face causes cardiac arrest and possible death. In addition, the Council of the Beyond sometimes allows him to draw upon their vast, eldritch power to create a variety of effects; skeletal hands disgorging from the earth to grasp his opponents, mystic nooses materializing to choke deserving victims, and so on.

Totengeist likes to use his spookiness to full effect against his occasional *non*-supernatural opponents. He prefers not to kill people who might ultimately reform, but when innocent lives are at stake, he is as cold and unforgiving as the grave. He will sometimes allow himself to be "overcome", trusting his ghostly powers to free himself once he's learned the villain's plans. He sometimes tricks enemies into removing his mask, usually to their sorrow. Against a known supernatural entity, he will immediately call upon the Council's power... and hope they let it work.

'Thanks' to having died by drowning, Totengeist is particularly vulnerable to water-based powers.

Appearance: Totengeist stands roughly 5'10" tall, with a build that would make him about 175 lbs. if he were a living man. His dead eyes are filmed and yellowish, and his hair (what remains of it) is bone-white. His face is eaten by acid, and even his "intact" flesh is slightly decomposed, with a corpse's pale greenish pallor. In all, truly a less-than-appetizing sight.



Totengeist customarily wears a swashbuckler's costume in black and dark gray, including a floppy black hat with gray feather, plus buckles and fittings of dull brass. His white mask is a parody of the traditional drama mask, one side Comedy and the other, Tragedy. His long cloak is in tatters, and it fades into shreds of shadow at the ends. He is frequently accompanied by a Lovecraftian 'aura', a sinister feeling as of the grave.

Campaign Functions: Totengeist is meant to be a mysterious figure focused on the supernatural and mystic aspects of your campaign. He knows more than he tells, and he may not be on the player-characters' side. Totengeist should never fully explain what he's up to; he should leave the players with the disquieting feeling that someday, he *will* return...and it won't be pretty. He's a 'mood' character, best used in dark and spooky scenarios.

MR. NOBODY

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 3	
10	DEX	0	DCV: 3	
10	CON	0	ECV: 5	
10	BODY	0	Phases: 4, 8, 12	
18	INT	8		
14	EGO	8		
15	PRE	5		
10	COM	0		
2	PD	0		
2	ED	0		
3	SPD	10		
4	REC	0		
20	END	0		
20	STUN	0		
			Costs	
			Char: 31	Base: 100
			+	+
			Powers: 359	Disad: 280
			=	=
			Totals: 380	380
Cost	Powers	END		
30	Shape Shift (anything of same mass), 0 END, Persistent, Must be a biological form (-½), Linked to Power Pool			
100	Variable Power Pool: Abilities appropriate to the form			
29	Control Cost for Power Pool (use appropriate Anatomy Skill roll), +1 phase to change powers (-¼), biological powers only (-½)			
40	Multipower: 60-pt. reserve, Linked to Power Pool			
4 u	6 levels of Growth, 0 END, Persistent			
4 u	3 levels of Shrinking, 0 END, Persistent			
63	5D6 Aid, Affects multiple characteristics, fades at 5 pts/Hour, Only for animal stats (-½)	9		
Skills				
3	Computer Programming 13-			
2	PS: Veterinarian 11-			
3	Riding 11-			
3	Forensic Veterinary 13-			
1	KS: Veterinary Medicine 11-			
2	Zoology 11-			
2	Trans. Fam: Riding Animals			
3	Animal Handler 11-			
3	Disguise 11-			
3	Mimicry 11-			
3	Scholar			
1	KS: Bat anatomy 11-			
1	KS: Black Widow anatomy 11-			
1	KS: Cheetah anatomy 11-			
1	KS: Eagle anatomy 11-			
1	KS: Horse anatomy 11-			
1	KS: Human anatomy 11-			
1	KS: King Cobra anatomy 11-			
1	KS: Python anatomy 11-			
1	KS: Shark anatomy 11-			
1	KS: Tortoise anatomy 11-			
50	+10 levels w/ Anatomy skills			
1	Licensed Veterinarian (California)			
100+	Disadvantages			
20	Respect for Life			
20	2x effect from Transforms			
40	Mystery Disadvantages			
5	Unluck 1D6			
10	Secret ID (Lyle Kamrun)			
185	Experience			

CHEETAH FORM

Val	Char	Cost	Combat Stats	
17	STR	7	OCV: 7	
20	DEX	30	DCV: 7	
18	CON	16	ECV: 5	
12	BODY	4	Phases: 4, 8, 12	
18	INT	8		
14	EGO	8		
18	PRE	8		
10	COM	0		
9	PD	6		
7	ED	3		
4	SPD	10		
9	REC	4		
36	END	0		
31	STUN	1		
			Costs	
			Char: 105	Base: 100
			+	+
			Powers: 90	Disad: 95
			=	=
			Totals: 195	195
Cost	Powers	END		
16	1D6+1 HKA, reduced penetration – bite	2		
12	1D6 HKA, reduced penetration – claws	1		
3	Armor (+3 PD/+1 ED)			
24	Running +12" (18" Total)	1/5"		
10	Tracking Scent			
6	+2 to all PER rolls (15-)			
8	+4 to all Smell & Hearing PER rolls (17-)			
3	Climbing 13-			
5	Concealment 11-			
3	Stealth 13-			

Background: As a child, Lyle Kamrun was the butt of far too many jokes from his peer group; aside from having a weird name, he was also thin, sickly, and far too intelligent to suit most "normal" children. His continuing attempts to build up his puny frame bore little fruit until he hit puberty, at which time his previously-unsuspected mutant genes made themselves known. Lyle's limited control over his new powers kept him from using them for anything more than correcting his physical deficiencies.

With the emergence of his powers, Lyle became very interested in the life sciences, eventually ending up with a degree in veterinary medicine. Although his increasing knowledge made his powers much more useful than they had been, he continued to ignore them until a chance encounter with a criminal who was part of a parrot-smuggling ring. The police had far more important things to worry about, so Lyle did his own undercover investigation, creating a bogus persona in order to protect himself in case of mishap. He rather enjoyed the "rush", and he got an even bigger charge when his information enabled the police to nail those SOB's to the wall.

Currently, Lyle is on the payroll of the Zoo, where he treats a wide range of exotic animals. He is an infrequent superhero at best, who regards his "day job" as a far more important vocation than any amount of pounding on the bad guys.

Personality: Behind his customary façade of black humor, Lyle is pessimistic and slightly misanthropic. He does have ideals that he tries to live up to—said ideals being the main reason he uses his powers for Good—but bad experiences have soured his outlook. He often makes sardonic comments.

Quote: "Now, let's see if I've got this straight. In order to help the ecology, you're going to destroy rich people's property, thus forcing them to do even more ecological damage when they replace it?"

Powers/Tactics: Mr. Nobody is a shapeshifter, able to control the tissues of his own body to an astounding degree. He may take virtually any living form, the major limitation being that he must understand the anatomical details of how that form is constructed (i.e., he must make an appropriate Anatomy Skill roll). He can also combine useful traits from two or more different creatures, again provided that he understands all the relevant anatomical details. Mr. Nobody need not change his entire body all at the same time; he can easily grow functional wings or gills while remaining fully human in all other respects, for instance. If injured, he can quickly "heal" by shapeshifting back to an undamaged state. His transformations are very stable, enough so that he doesn't revert back to his "normal" form when unconscious, and the loss of his power would only "trap" him in whatever form he was wearing at the time.

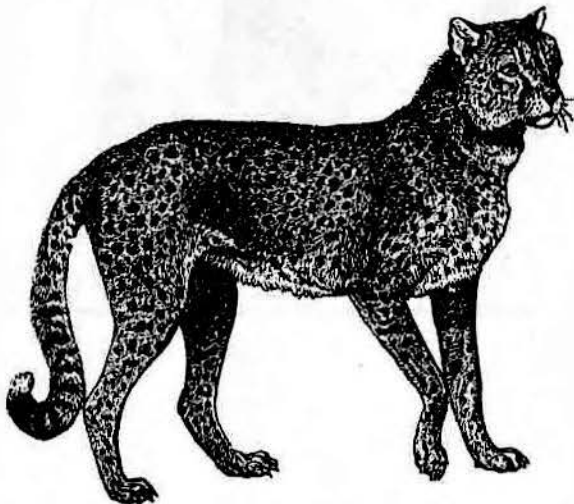
Unfortunately, Mr. Nobody's body also responds well to *externally-induced* changes, making him vulnerable to Transformation Attacks. His peculiar metabolism may have other undesirable quirks, but he is not yet aware of any such.

Mr. Nobody is no pacifist, but he does think most superbeings employ violence far more often than necessary. If given time to prepare for battle, he will learn whatever he can about his foes-to-be. He then gives himself a combination of traits that he thinks will be effective against those foes—the reflexes of a cheetah, the talons of an eagle, and so forth. In general, Mr. Nobody prefers stealth to overt action, investigation to confrontation.

Appearance: Lyle Kamrun's preferred form is that of a Caucasian male, 5'10" tall and 170 lbs, with brown hair, blue-green eyes, and a light tan complexion. Mr. Nobody has no fixed appearance; in humanoid form, he wears a bland, unmemorable, nearly featureless face and cheap clothes from the local Salvation Army. The main reason he doesn't use a more conventional costume is that his Growth generally shreds whatever he's wearing. When normal clothing is unavailable, he grows himself a luxuriant pelt of fur (usually deep brown) to avoid being naked.



Campaign Functions: A regional encounter which demonstrates that there is more to Southern California than Los Angeles alone. Mr. Nobody is also likely to get involved if some villain's latest master plan involves mistreatment of animals.



INTERFERENCE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7 DCV: 7 ECV: 5 Phases: 4, 8, 12 Costs Char: 71 Base: 75 + + Powers: 103 Disad: 99 = = Totals: 174 174
20	DEX	30	
13	CON	6	
11	BODY	2	
13	INT	3	
14	EGO	8	
13	PRE	3	
12	COM	1	
8	PD	5	
8	ED	5	
3	SPD	0	
6	REC	0	
32	END	3	
26	STUN	0	
Cost		Powers	
22	10D6 EB, OAF (blaster)		[10c]
6	+4D6 HA, OAF staff		1
16	Armor (8 PD/8 ED), OIF (costume)		
7	Clinging 13 STR, OIF (costume)		
Skills			
3	Conversation 12-		
3	Oratory 12-		
3	Gambling 11-		
2	KS: Superbeings 11-		
3	Ventriloquism 11-		
5	+1 level w/ HTH Combat		
25	Luck 5D6		
3	Immune to tetanus		
5	Base (25 pts)		
75+	Disadvantages		
15	Reputation (unlucky, extreme) 11-		
20	Hunted by almost every supervillain he's ever met 11-		
25	Unluck 5D6		
10	Public ID (Murphy Snaffle)		
29	Experience		

Background: Murphy Snaffle was always a jinx, a Jonah, a real loser. He was born on Friday the thirteenth during a total eclipse; his birth was marked by the inexplicable shattering of every mirror within 3½ miles. He was orphaned early, and drifted from one bad situation into another. His luck was always extreme, with streaks of pure bad luck punctuated by outrageous good fortune. He was living in the gutter when a body dropped out of the sky next to him. The corpse had been a minor superhero, and had just suffered a fatal encounter with a villain. Murphy took this as a sign and traded clothes with the corpse, after which he began a checkered career as a crimefighter. On his second case, he acquired his *nom d'heroique* when a villain cursed his

"interference". After his third case, when he was unmasked on national television, he had no prayer of keeping his identity secret. Still, Interference somehow managed to succeed more often than otherwise. He was briefly a member of the Octagon, "the unluckiest heroes on Earth™," but they kicked him out for making the group even more endangered than usual. Interference now operates out of a suburban house which has been made as accident-resistant as possible.

Personality: Interference takes life as he finds it, floating with the tides. He long ago learned not to argue with the mysterious destiny that sometimes harms and sometimes helps him; he simply tries to make the right choice on those occasions when he's actually offered one. He has trouble getting close to people, since close friends are the most likely to get zapped by his bad luck.

Quote: "Oops!"

Powers/Tactics: Interference is blessed and/or cursed with phenomenal luck, most of it bad. Even his good breaks usually come about as a result of somebody else's misfortune. He uses equipment inherited from other heroes, and has gone through several foci in his career.



In most situations, Interference just stumbles into the action, having found this more efficient than planning ahead. He'll use whatever seems to be the quickest method of taking an opponent down. As one might expect, he spends a lot of time in hospitals between cases.

Appearance: Interference is pushing 40, 5'8" tall, and thin, with a hangdog look. He has thinning brown hair and brown eyes. He has oodles of minor scars, none of them disfiguring, but the cumulative effect is somewhat unpleasant to look at. His superhero costume is yellow and black, with a biohazard patch on one shoulder and a radiation trefoil on the other.

Campaign Functions: Interference is a loose cannon, spreading trouble and strife wherever he goes. Putting him into a scenario sends a message to the player-characters, and that message is, "Things are about to get *much* worse." It's not just that Interference bumbles about cluelessly, which he does, but also that numerous villains have sworn vengeance upon him for their embarrassing defeats at Interference's hands. He's always leaving half-finished cases and peculiar loose ends in other people's laps. And of course his phenomenal bad luck can always be played for laughs, if the GM so desires.

THE FOURTH STREET PROTECTOR(S)

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 4
10	BODY	0	Phases: 4, 8, 12
10	INT	0	
11	EGO	2	Costs
13	PRE	3	Char: 34 Base: 25
10	COM	0	+ + +
4	PD	1	Powers: 17 Disad: 30
4	ED	1	= = =
3	SPD	6	Totals: 51 55
6	REC	0	
26	END	0	
24	STUN	0	

Cost	Powers	END
2	PS: own profession 11-	
2	KS: hobby 11-	
5	KS: Fourth Street 14-	
3	Streetwise 11-	
2	Weap. Fam: Firearms	
2	Weap. Fam: Melee Weapons	
1	Tactics	

25+	Disadvantages
10	Secret ID (various Fourth Street residents)
20	Normal characteristic maxima



The above write-up is for a typical Fourth Street Protector. Individual Protectors may vary. All the Fourth Street Protector(s) are in good health, but none have more than a little combat training.

Background: It all began with a costume party on Fourth Street. It was true that Fourth Street had a lot of crime, maybe more than its share—but there were *good* people on Fourth Street, too, and they weren't going to let it die without a fight. This costume party was a benefit to raise money for a new playground. In the cliched fashion, a gang decided to rob this benefit. The robbery was foiled by the quick thinking of several people, including one in a green and white costume who had come as "Fourth Street." The news media picked up on this, crediting the gang's capture to "the Fourth Street Protector." A few people knew who had worn the costume; feeling that a friendly neighborhood superhero would be a

good idea, they suggested to him that he continue to act as the Fourth Street Protector. He refused; leaving aside his inconvenient lack of superpowers, he was *not* going to endanger his family with the kind of shenanigans superheroes get themselves into.

Then someone came up with a slightly different idea: *Everyone* there would be the Fourth Street Protector! If there was no single Protector, it would be that much harder to uncover his identity, and each of them would only suffer a little bit of the risk, right? The costume would be easy to duplicate; they'd take turns appearing in public; and they'd be very careful not to get in over their heads. The idea has proven to be very successful, and the Fourth Street Protector(s) can take much of the credit for turning the neighborhood around.



Personality: Varies according to who's wearing the costume today. Most Protectors tend to be polite, but cautious with strangers. A couple of them are just a bit overconfident. All are dedicated to keeping their neighborhood safe and crime-free.

Quote: "You want to play that kind of game, do it somewhere else. We don't hold with rough stuff here on Fourth Street."

Powers/Tactics: The Fourth Street Protector(s) are sincere, dedicated normals.

The Protectors keep their eyes and ears open, even when they're not wearing the costume, and meet regularly to discuss their findings. If there's a situation which needs immediate attention, they decide whether it can best be handled by a) the neighborhood council, b) the police, c) *real* superheroes, or d) the Fourth Street Protector, and they alert the appropriate entity. The Protector(s) also spend a fair amount of time putting in appearances at day care centers, schools and neighborhood events, to keep the Protector's image fresh in the minds of both criminals and law-abiding citizens. The Protector(s) physically confront crooks only when they've exhausted all other options. In any case, the Fourth Street Protector can always count on the willing and enthusiastic support of the crowd.

Appearance: The Protectors are male and female, of all the races that live on Fourth Street, with ages ranging from 17 to 40. This has led to some gullible outsiders to conclude that the Fourth Street Protector is a shapeshifter. The Protector costume is a simple green jumpsuit with white trim and *Fourth Street* written on the chest, and a white pullover ski mask.

Campaign Functions: The Protectors are an example of the "little" hero, the average Joe who does his best for his neighborhood and friends without benefit of amazing powers, great skills, or even much in the way of weaponry. They might make a good change of pace for cosmic-powered heroes who spend all their time worrying about (literally) Earth-shattering events. The GM should feel free to change Fourth Street to any suitable neighborhood in the campaign. Here are two of the most likely ways to insert the Protector(s) into a scenario: First, the player-characters might encounter the Protector if they invade Fourth Street for whatever reason. Second, the Protectors themselves might call the player-characters in if there's a situation too hot for the locals to handle. Note that *no* Protector will *ever* engage a hero group in battle.

THE SCENARIOS



BALANCE OF POWER

INTRODUCTION

The observatorium was cramped and dark, lit only by a single candle guttering in a strong draft. Yellowed parchment rustled as the hooded figure laid it on a desk and addressed the astrologer.

"Are my calculations correct?"

"It was as you surmised, great one. The planets are rapidly approaching their assigned places."

"Excellent. At the moment of conjunction, the balance of powers in the Universe will not be immutable. Then we shall tip the scales!"

"But... if it should go wrong? Would not our enterprise mean the end of all that is, great one?"

"Think not of endings, but rather the new beginning we shall make—as rulers of a reshaped Earth!" The hooded one threw back its head and laughed without mirth...

This adventure is designed to simulate the "cast-of-thousands" maxi-series certain comic book publishers have been known to produce. It's got everything—Multiple Cross-overs With Every Hero Group in Your Campaign and Beyond! Cameo Appearances by Everyone Else! Massive Fight Scenes! Plot Holes You Could Drive a Truck Through!

This adventure could change your campaign forever, or have no long-term effects at all. Power levels are relatively unimportant, but it could help the player-characters to have some prestige in the campaign world. Owning a lot of *Champions* products is useful, but by no means necessary.

PREMISE

This scenario assumes that there are a variety of alternate universes, adjacent to one another but separated by dimensional barriers. Something powerful enough to affect the fabric of one universe will have repercussions in all the adjacent universes. In most of these alternate worlds, there is a balance between magic and technology, often favoring technology. In the campaign universe, a time is fast-approaching when this balance can be shifted all the way over towards one extreme or the other. Representatives of both extremes have discovered this fact, and wish to alter the balance in their favor.

As the time nears, the barriers between dimensions weaken, initially with small incidents, eventually escalating into full-scale rips in the fabric of space-time. At some point, all the heroes must band together and then separate to defeat the villains' ultimate plan. In the midst of all this, the crisis point arrives, altering the Universe forever, or... **Not!**

OTHER GENRES

For non-superhero games, all you need is one organization seeking to change the world. Dump most of the supervillains; the opposition should be human agents, with perhaps a monster or two for muscle during the big fights. The number and severity of space-time incidents should be decreased, and most of them only referred to off-stage. The time scale can also be extended, as the player-characters try to stop a series of rituals at widely-separated places (different planets, in a space-faring campaign).

While it's most likely that an occult group would be trying to bring magic to a technology-oriented campaign world, the players could have great fun in *Fantasy Hero* trying to prevent Rube Goldberg-style mechanics from making the magic go away.

CHARACTERS

THE BAD GUYS

The first thing the GM should do is figure out who each side's masterminds are. For Technology, two excellent choices are Mechanon (from *Champions*) and Doctor Destroyer (from *Classic Enemies*). Other technology-oriented or inorganic masterminds will do, as well. If the GM prefers that it be an organizational decision, VIPER is a good choice; they've never had much luck with magic, and if *they* can't have it, why should anyone else? If the GM wants an ironic twist, make the mastermind a renegade PRIMUS or UNTIL agent who's sick of battling supernatural menaces.

For Magic, the *Champions* hardback doesn't offer much. Possibilities include Dark Seraph (from *Classic Enemies*), Morjok (from *Challenges for Champions*), Capricorn (from *Zodiac Conspiracy*), a villainous version of the Duke (from this book), or any of the evil wizards from *Mystic Masters*. If the GM wants an organization, DEMON (from *Classic Organizations*) is the choice from published materials.

After choosing the Big Kahunæ, fill out the bulk of the forces. In general, villains who have gadgets or a scientific inclination will opt for Technology; sorcerers and supernatural creatures will stick with Magic; mercenary villains whose powers aren't particularly dependent on either side will be found in both camps. However, there will be some exceptions.

Any character who got his powers from Magic or Technology, but was injured or disfigured in the process, might choose the other side for spite or vengeance. A villain belonging to a team primarily composed of the other faction—the Maine of the Asesinos (from *Champions*) is a

prime example—might be duped or coerced into going along with them. An occasional heroic type might sign up with either side, believing that the end justifies the means. “Don’t you see, Defender? When Magic rules, I’ll be able to use my spells to end poverty and hunger!” Some villains might oppose *both* sides, whether because they prefer the status quo, owe a hero a favor, or whatever other reason.

Needless to say, both sides should have nigh-endless hordes of fanatical/mercenary cannon fodder.

THE GOOD GUYS

In addition to the player-characters and those presented in this volume, others who would turn up on the side of the angels include: The Champions (from *Champions*), the Central and Atlantic Sentinels (from *Champions of the North*), the Protectors (from *To Serve and Protect*), the New Guard and Warsaw Pact (from *Classic Organizations and European Enemies*, respectively), Mass Reaction (from *Villainy Unbound*), the Circle (from *Circle and METE*), the New Knights of the Round Table, London Watch and Nightwatch (all from *Kingdom of Champions*), UNTIL, PRIMUS, SAT and any other hero groups native to your campaign.

The characters presented in this book would become involved through a variety of ways. Executive Sanction: Involved with this affair as soon as it became a threat to US national security. The Posse: Hunting one or more of the villains. The Braverman Foundation: Perhaps dragged in through its connections with VIPER or DEMON. Zen Team: Scrambled to investigate attacks on Zencorp installations in the first part of the scenario. The Redeemed: If the Duke is not the mastermind for Magic, he would be contacted by that side in an attempt to lure him back to villainy, which would suck the Redeemed into the picture. The Flashmen: Conspicuous by their absence during the action, showing up after the dust settles with a line of patter to convince everyone that they had a pivotal (if a trifle unspecific...) role in saving the Universe. Other groups, and individual heroes: Drawn in by their respective ‘handles’.

Note that if your campaign world doesn’t include some particular team, they can be brought in anyway, through the dimensional rips which mark the climax.

ACTION

WEIGHTY MATTERS

Like any other major scenario, this one should be foreshadowed in the campaign. Initially, there will be small incidents, involving perhaps one or two heroes; the disappearance or reappearance of certain villains, irrational mob behavior such as book-burning or factory-smashing, sudden silence from NPCs who would logically know what’s going on, and so forth. Any villainous minions captured or mindprobed during this period won’t know who the real mastermind is, or anything about the plan aside from their immediate assignment.

This part of the adventure climaxes with a fairly generic crime by a villain team known to the heroes. The important thing here is to have at least one each of magical and technological characters involved in the battle. A few seconds into the fight, there’s a fluctuation in Reality! Without

warning, all technology in the area shuts down, ceasing to function for one full turn. Immediately after the technology powers up, all magic stops for one full turn. This flip-flopping lasts for two solid minutes, then everything goes back to normal. The villains are just as surprised as the heroes, as they weren’t contacted by either side of the upcoming conflict.

TIPPING THE SCALES

The pace accelerates. Minions of both sides start robbing necessary materials—ancient scrolls, the latest miniature cold fusion reactor, or whatever else—and attacking whoever they think might stand in the way. The laws of nature go haywire in places, so that water runs uphill, two moons appear in the sky, and a variety of other temporary and local strangenesses. Small creatures may slip through cracks in the dimensional barriers.

At this point, research and judicious interrogation will reveal the ultimate goals and basic outlines of the villains’ plans, but *not* the specifics of how they hope to accomplish their goals. Enough information should be available that the player-characters can make shrewd guesses about who the masterminds are.

This section should climax with a three-way battle between the minions of Technology, those of Magic, and the player-characters with perhaps a few guest heroes, as a particularly valuable artifact is up for grabs.

HEART AND FEATHER

Things get worse! Say, where *is* Interference, anyway? The dimensional cracks widen to gaping holes, and all sorts of weird stuff pours through, including superheroes from other worlds. The player-characters’ main job is to sort out good intruders from bad, and deal with the latter. Perhaps they’ll even be able to seal some of the dimensional holes. More guest stars pop up; meanwhile, the two conspiracies continue apace...

The climax of this section should be a battle between the player-characters and their evil counterparts from Backworld (see *Champions in 3-D*. If you don’t have that supplement, assume that the evil counterparts are identical to the heroes, except for minor cosmetic details and opposite motivations). If our heroes have met these creeps before, the villains will doubtless be spoiling for a rematch. While guest stars may show up during this fight, the victory or loss should be the player-characters’ own.

FULL MEASURE

By this time, the heroes should have enough information to realize the full extent of the danger, and who’s behind it all. If the player-characters don’t suggest a general meeting of all the heroes available, to compare notes and discuss tactics and such, someone else will. At this meeting, it will be discovered or reinforced that the villains need control of a number of “crisis points” at the time the balance is most vulnerable, a time that’s coming up—any minute now! The crisis points are scattered across the globe, and by an *amazing* coincidence, there are just as many of them as



there are player-characters!

The traditional method of dealing with this sort of situation is to break the assembled heroes up into teams, one per crisis point, and teleport the teams to the trouble spots. Each group should have at least one player-character, with the other players taking the roles of the NPC good-guys. Since all the crises are occurring simultaneously, play out each one in turn, stopping at whatever point in time the GM has previously selected to be the critical moment. Whoever controls that crisis point's focus (whatever it may be) wins that encounter.

When the heroes arrive at the crisis point (Stonehenge, an Aztec pyramid, a factory in Silicon Valley, whatever) Technology and Magic forces are already on the scene, battling for the focus of that crisis point. This prize may or may not be obvious—how *do* you find the one mystically-charged rock in an abandoned quarry full of rubble, or one specific 80486 chip in a truckload shipment?—but should be revealed by the critical moment.

After the critical moment passes, the other heroes will mop up the remaining forces at the crisis points, while the player-characters are brought into final battle with the masterminds (for whatever reason, whoever controls the teleporters has decided the player-characters stand the best chance against the bad guys). Should one of the masterminds have won, he'll be immensely powerful, and this is the last, best chance to stop him from ruling the world.

ENDGAME

IF MAGIC WINS...

If the majority of crisis points are controlled by the Magic boys at the critical moment, the balance of power goes to Magic. Technology starts to fail, the most recent inventions dying first. Most technologically-powered heroes will be in *big* trouble, since their gear is typically 'next year's model'. Immediately, anything invented later than ten years ago ceases to function; 24 hours later, the same goes for anything invented later than *twenty* years ago; and so on, with technology regressing one decade per day. This regression will stop when the Magic mastermind decides he's comfortable with the tech level, or when the heroes figure out how to stop the regression, whichever comes first.

Treat this as a *very* large suppress against all technological effects. Characters with Power Defense may be able to withstand the effects for a time, and those with Power Pools may be able to counteract the effects for a short while.

As technology decays, magic will flower. Anyone with a smidgen of mystical potential will find it activated or enhanced, various superstitions will become plain fact, and supernatural critters will start coming from the woodwork out. Even mystically-based heroes will find themselves becoming more powerful, albeit not as much as the controlling mastermind. Civilization collapses, and it will be years (if not decades or generations) before a semblance of order emerges, with a new society based on magic.

IF TECHNOLOGY WINS...

If the majority of crisis points are controlled by the forces of Technology at the critical moment, the balance of power goes to Technology. Any mystically-powered character or supernatural being will recognize that the balance has shifted

against them, and those that are capable of doing so will leave this dimension. Those who choose to remain will find their magic powers dwindling, losing 10 Active Points a day until all the magic is gone. See the above section for ways to counteract this effect. Supernatural creatures whose very existence depends on magic, such as zombies, will cease to exist; others will become normal examples of their kind, and all natural laws will apply to them. This could be especially painful for creatures that violate the square/cube law, a simple mathematical description of the fact that when you increase the size of an object, its mass rises as the *cube* of the expansion factor, but the strength of its component materials only increases as the *square* of that factor. If an ant were expanded to the size of a freight car, it would collapse under its own weight. Most economy-sized fantasy creatures use magic to get around the square/cube law; no magic, no escape clause...

As magic fades away, technological progress will advance along a geometric curve, with new inventions coming into play at fantastic rates. The mastermind of Technology will have the best of this, being able to create any sort of machine he wishes. Unfortunately, there's a downside: Without any sort of magic, imagination will slowly atrophy, and life slowly become gray and lifeless.

A LIFE IN THE BALANCE

So the balance was permanently thrown out of whack, but the GM doesn't want his campaign to be turned upside down; here's one possible way out. The balance *can* be restored to its former state, provided that one person willingly sacrifices his life to make it so. This death is *permanent*, with no chance of being brought back. This should not be presented lightly, but, rather, as a last desperate stratagem before admitting final defeat. The exact form of the sacrifice may be designed with a specific character in mind, but only if that character's player is likely to consider the option. If none of the player-characters is selfless enough to be suicidal, the GM may have an NPC volunteer; just make sure it's an important NPC, one that the players will miss.

AFTERMATH

With luck and good planning, the heroes will have preserved the balance of powers—but that doesn't necessarily mean that everything remains the same. This is the ideal time for the GM to screw around with how magic and technology work in his campaign. Then there are the possible deaths, radiation accidents, side-switching, and new costumes to consider. Most of the extra-dimensional beings will return home, or at least go away, but again, here's a perfect opportunity for the GM to introduce a few illegal aliens from another dimension into his campaign. One or more player-characters might have ended up in another dimension themselves; if they can't figure out a way to return home themselves, their buddies will have to figure out how to retrieve them (see *Champions in 3-D*). In any case, the player-characters will have met many new people to interact with in the future....

SHORT SCENARIOS

WHEN TITANS CRASH!

What you need: Any hero team will do, although it helps a lot if they're gullible.

Here's the story: A villain gets tired of fighting a hero team himself, so he decides to get someone else to do the job for him. This 'someone else' is the player-characters' group. The two most time-honored methods are the frame-up ("Omgosh, the Champions have turned evil and are robbing the First National Bank!") and mass mind-control. The two teams typically figure out what's *really* going on after the first couple of fights, at which point they join forces to stomp the bad guy.

As an example, suppose Doctor Destroyer decides to rid himself of *both* the Champions *and* your campaign's hero group in one fell swoop. The not-so-good Doctor creates robotic duplicates of the weaker team, and arranges for the real heroes to be otherwise occupied for a while, perhaps stuck within a time-consuming death trap or called away to a lengthy overseas mission. While the real heroes are busy, Destroyer's robots start a crime wave on the other group's turf. Once the real heroes return, the robots vanish, and the two victim teams are left to (hopefully) do battle with one another.

As another example, Menton could secretly gain control over one or two weak-willed members of a hero team, which then invites the player-characters to their HQ for a visit. Menton's puppets do their best to provoke a confrontation, and if that doesn't work, Menton simply controls more minds until he has the battle he wants.

A MATTER OF PRINCIPLE

What you need: Executive Sanction, or whatever analogous Governmental super-team exists in your campaign. Information on METE (from *Alien Enemies*) or Sanctuary (from *Neutral Ground*, in *Classic Organizations*) would be useful, but if you don't have either supplement, you'll need an organization that provides protection to some superbeings in an embassy-style setting.

Here's the story: A superbeing working for a hostile foreign/alien power has stolen vital American defense secrets. He was wounded during the robbery, but made it to METE (or whoever) for medical treatment before lapsing into a coma. The feds would dearly love to get him into their own hands, but METE is jealous of its prerogatives and has not seen proof of the being's crimes, so it won't turn him over.

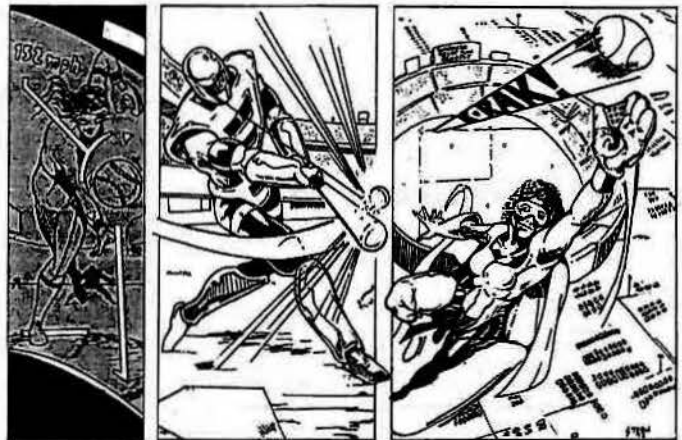
Knowing that once the being recovers, it'll be able to pass the information on to its masters, the Government has called in Executive Sanction. METE, expecting some such trick, calls in a favor from the player-characters to stop them. Can our heroes prevent total disaster for all sides? Note that

merely stopping Executive Sanction is no victory, as the US will then be at risk from the stolen information. Unless, of course, the player-characters don't *mind* being traitors...

HOME 3, VISITORS 2³

What you need: Any hero team, although some are too paranoid, secretive or self-centered to play along.

Here's the story: The player-characters and a group of NPC heroes engage in a ball game for charity. Baseball is the traditional sport for this sort of thing, but smaller groups may prefer basketball, and some groups with actual athletes may pick their favorite sports to get an edge on the other side. The GM should decide which rules apply, and which power can legitimately be used in the game. The game can be played out normally, or any number of interesting interruptions may intrude. In the past, games of this kind have been interrupted by a variety of bizarre events such as a villain attack, or the box office being robbed, or a nigh-omnipotent alien abducting both teams to settle a bet, or many others.



BUDO TAI-KAI!

What you need: Any martial arts-oriented characters, heroes and villains alike, which of course means that the Zen Team will be here in force.

Here's the story: Remember the secret centennial tournament that Green Dragon (from *Champions*) has been training for? It's here. All martial arts characters in the campaign should be summoned to the secret tourney grounds. Actual participation should be voluntary, and many villains, not to mention a few of the weaker heroes, will drop out when they learn that the prize is being allowed to fight something called the "Death Dragon." The GM should determine which rules apply to this tournament, what the sponsors are like, and so

forth. Meanwhile, all the non-martial arts player-characters are doubtless trying to find the missing members of their team...

The Death Dragon, if it actually appears, should be very nasty, and more than a match for the champion. But lest anyone get the bright idea of calling in his cosmic-powered buddies to help him trash this sucker, let it be known that the creature has but one weakness, attacks by a lone martial artist. Not that it's *much* of a weakness, mind you... Tradition has it that if the champion defeats the dragon, his nation will lead the world for the next century; if the dragon wins, the Earth is plunged into a new Dark Age. The GM must decide how accurate this tradition really is.

SCAVENGER HUNT

What you need: The Redeemed. Your campaign's hero team.

Here's the story: Harm is getting worse. His powers are beginning to eat him alive, from the inside out. While he might welcome death as a relief, this will be a *slow* death, at least five years, during which he'll be bedridden and paralyzed with pain. Fortunately, the Duke has just remembered a spell that might help. Unfortunately, the spell requires a number of off-the-wall ingredients which must be procured before the new Moon; even less fortunately, the spell also requires that the people who do the procuring cannot tell anyone why they need those ingredients. So the Redeemed are scrambling around town trying to collect such oddities as three hairs from a black cat's tail, the tears of a virgin, the mask of a stranger, *et cetera*. In a rush, and unable to explain what they're up to, the Redeemed are bound to run into trouble...

COUPLES

What you need: Two characters who are romantically inclined, at least one of whom is preferably a player-character.

Here's the story: What happens when Barnstormer and Lady Thunder of the Braverman Foundation meet Thunder and Lightning (from *Classic Enemies*)? Or suppose the Atomic Kid met Twister? They have a lot in common, and might hit it off well... or maybe not. Any of several other characters might take a shine to a player-character (or *vice versa*), and their respective teams might have interesting reactions to such a liaison.

THE MOST DANGEROUS GAME

What you need: The Zen Team. Your own campaign's player-character heroes.

Here's the story: Zen Scorpion, never known for false modesty (or the genuine kind, either), has bet one of his fellow villains that he can 'count coup' on every member of the player-character team in one day. The other villain doesn't want to lose, so he's contacted the Zen Team and informed them that Zen Scorpion is trying to *kill* the heroes. The Japanese heroes will naturally decide to protect the player-characters, and will stick to them like glue for the rest of the day, no matter how embarrassing it gets. For his part, Zen Scorpion will try to use his knowledge of the Zen Team's psychology to help him count coup.

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