

DIGITAL HERO #46

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DIGITAL HERO

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Issue #46 (November/December 2007)



When Last We Left Our Heroes...

by Steven S. Long

Besides our latest book release, this month I'd also like to talk about an exciting new project – our first licensed game!

COPS, CREWS, AND CABALS

Everyone in the Champions Universe knows about big organizations like VIPER, UNTIL, or DEMON – groups so large and powerful they can affect entire nations, continents, or even the planet itself. But not every organization in the Champions Universe – or your campaign setting – needs to be so large and monumental. In a society where superhuman powers exist and are publicly known, some superhumans choose to do other things with their powers than dress up in costumes to fight (or commit) crime. They might use their powers to earn a nice living, cause harmless trouble, or help others in quiet ways. Similarly, businesses and even entire sectors of the economy spring up around the Superhuman World, whether to cater to it, serve it, oppose it, or exploit it.

Cops, Crews, And Cabals takes a look at a dozen organizations of the latter type – smaller and less well-known to the public than VIPER, but not necessarily any less useful or important in your campaign. They run the gamut from groups that work with heroes, to ones neutral to them, to criminal cartels they have to oppose.

Chapter One, *Angelstone Laboratories*, describes a scientific organization and think tank whose work and interests often intersect with the Superhuman World. Your heroes might contact Angelstone to have a strange device analyzed, to get the latest intelligence on what's happening in Awad, or to get some tests run on evidence.

Chapter Two, *Bastion Alpha Security*, depicts a “security” (read: mercenary) organization that uses personnel who've undergone a low-level superhuman augmentation process. In addition to providing a ready resource for dictators and supervillains to use, Bastion Alpha can become a steady supplier of powerful “thugs” for anyone in your campaign.

Chapter Three, *Executive Control Solutions*, details an organization that is in many ways the opposite number of Bastion Alpha. ECS is definitely a mercenary organization, one with a reputation for successfully opposing and defeating superhuman adversaries. But it's much more responsible in who it chooses as clients and how it performs missions. It could easily become a quasi-ally of your heroes.

Chapter Four, *The Exoplanetary Society*, is a group of “concerned citizens” with an interest in alien life on Earth and alien civilizations. With members ranging from people who are seriously concerned about the threat posed by aliens, to violently anti-alien extremists, it could become a real thorn in the side of any alien hero.

Chapter Five, *Grand Cienelago Island*, is a secret Caribbean resort that caters to superheroes. Being a hero is a tough job, and even the most dedicated crimefighter needs a vacation every now and then to unwind. Where better than a gorgeous tropical island with a resort and staff designed to cater to his every need?

Chapter Six, *MCPD Special Unit Omega*, draws back the curtain to show you the Millennium City Police Department's elite anti-supervillain squad. Composed of men and women who work hard, play hard, and often make the ultimate sacrifice for the people of the City of the Future, the SUO could be just the sort of assistance your heroes need to tackle a tough foe.

Chapter Seven, *Sickbay*, provides all the details on a special medical care service for superheroes. Heroes who get hurt in the line of duty can't always go to the hospital or a private physician, and that's where Sickbay comes in. Equipped to provide everything from EMT field teams to surgery on superhuman physiologies, Sickbay may mean the difference between life and death for your heroes.

Chapter Eight, *Trans-City Construction*, discusses a construction company that specializes in repairing the damage caused by superbattles and other high-speed construction projects. Run by a man with matter transmutation powers, it's the perfect solution to many a problem caused by superhuman violence.

The remainder of the book is for the GM alone. It provides the GM-only information about what's covered in the other parts of the book. If you're a player, don't read this section – you'll spoil your fun! Chapter Nine is the *GM's Vault*, which contains secret information about the first eight chapters – additional details the players shouldn't know, or sometimes the correct information instead of what's commonly believed.

Chapter Ten, *ICON*, describes the International Consortium, an up-and-coming criminal organization that wants to supplant the likes of VIPER and rule the world itself. Unless your heroes stop ICON in time, they'll soon have another major threat on their hands....

Chapter Eleven, *Motlee's Crew*, covers a crew of skilled, hard-core robbers... each of whom happens to have a minor superpower or two that makes the job easier. None of them are a match for your heroes in a superbattle, but between their wits, their skills, and their abilities, they may cause your PCs all kinds of troubles.

Chapter Twelve, *Villainy Unlimited*, describes an agency that provides numerous support services to supervillains: legal representation, bail, costumes, mediation, and much more. If your PCs can find it and put it out of business they can make life a lot harder for their enemies.

Finally, the last part of the book is several appendices containing character sheets for guards, agents, and other "generic" characters described in the player's section of the book.



HERO GAMES ANNOUNCES PS238 ROLEPLAYING GAME

We're proud to announce that we've signed a deal with Aaron Williams to produce a HERO-based RPG for his wonderful comic book, *PS238*. Here's the press release:

Cartoonist Aaron Williams and leading roleplaying game publisher Hero Games are pleased to announce that they've concluded a deal to design and publish a *PS238 Roleplaying Game* based on Williams' *PS238* comic book about a school for young superhumans.

"I've been thinking about an RPG based on PS238 since I first created the comic," said Williams, who's also known for his *Nodwick* comic books and strips and many other works related to gaming. "Since PS238 is the story of a school for metahuman kids training to become superheroes, it's only natural to base the game on the best superhero RPG available – *Champions*."

"We're all big fans of *PS238* here at Hero, so we were really excited about the prospect of developing a *PS238 Roleplaying Game* when Aaron approached us with the idea," said Darren Watts, President of Hero Games. "This is an opportunity for us to work with a top-notch artist and a top-notch property to create a top-notch RPG."

"It's also an intriguing design challenge," said Steve Long, *HERO System Line* Developer. "PS238 is popular with children as well as adults, so we want to create an RPG that kids can play. Our simplified *Sidekick* rules have been used successfully to run games for young children, so we'll use a form of them for the *PS238 RPG*. We plan to include the rules in the book, creating a self-contained RPG for gamers of all ages."

The *PS238 Roleplaying Game* is tentatively scheduled for release in early 2008, and will feature an original cover by Williams.

Personally, I'm a big fan of *PS238* and I can't wait to get to work on the RPG. Not only is it a fun property to work with (and that it will be cool to stretch my "licensed game design" muscles, which have atrophied a bit since I wrote the *LotR RPG* for Decipher), but it will be an intriguing design challenge. I get to use *Sidekick* to create a game, and perhaps even find ways to simplify and streamline things when it comes to designing basic superhero characters. Not a bad way to spend a working day, eh?

— Steven S. Long
HERO System Line Developer





HEROglyphs by Steven S. Long

Whaddaya Mean I Gotta Talk to that Toaster?

MORE RULES FOR CYBERKINETIC POWERS

Someone asked me the other day about using Machine-class Mental Powers to affect everyday technology, things like toasters and TVs – devices that don't have INT or EGO. I thought it might make a nice, short, simple column to provide some rules for that, so here ya go.

The way Mental Powers work on machines is this: Mental Powers that affect the Machine Class of Minds use the target's EGO as usual. If the target doesn't have EGO, use its INT.

However, that rule really only goes so far. The only machines that have EGO are sentient computers and the like; the only ones that have INT are computers and similar devices. In other words, the basic rule only works on things you build using the Computer rules from Chapter Four of the main rulebook. But typically an oven, a car, or a gaming console aren't things you'd build using those rules (not even in a high-tech setting like many *Star Hero* games – it simply isn't worth the effort).

That's not going to stop *us*, though! We're HERO gamers and can easily resolve this dilemma. All that's needed is a table listing "simulated INT" for common, everyday devices for cyberkinetic purposes. And you can find that table below. As always, the GM has the final say; he may want to adjust some of the entries in the table to suit his game.

SIMULATED INTELLIGENCE

Device or Technology	INT
Answering machine	4
ATM machine	8
Calculator	6
Camera	
Standard	4
Digital	6
Car	
Standard	6
Heavily computerized	8
Cash register, electronic	6
CD player	6
Copier	6
DVD player	7
Fax machine	6
Flashlight	3
Gaming console	6
Lamp, Lighting fixture	2
Lawnmower	3
Leafblower	3
Lock, electronic	7-10
Modem, external	8
Oven	2
Phonograph	3
Printer	7
Radio	
Standard	4
Clock-radio	5
Stapler, electronic	3
Stove	2
Tape player	4
Telephone	
Cell phone	8
Cordless	6
Rotary dial	4
Standard	5
Television	7
Toaster	2
VCR	7
Waffle iron	2
Watch	
Digital	5
Electronic	4

Note: The entries in this table are generally limited to electronic devices, devices with engines, and the like. Affecting physical devices – pin-and-tumbler locks, spinning wheels, doors, and so on – usually requires Telekinesis or some similar ability, not Mental Powers.

You Gotta Have Character

by Jason Walters

“Obviously crime pays, or there’d be no crime.”

— G. Gordon Liddy

New Orleans has always been a rough town filled with tough people. Hacked out of the Louisiana swamp by exiled French criminals and prostitutes, the “Big Easy” has changed hands six times between four nations during its 289-year history, been savaged by two great fires (1788 and 1794), flooded by three separate hurricanes (Betsy, Katrina, and Rita), and has given the world jazz music, Cajun cuisine, and Mardi Gras. The French, Spanish, Italians, Native Americans, African Americans, and white Southerners have all left their indelible cultural mark on its architecture, political culture, cuisine, music, literature, and crime. Especially crime.

New Orleans is one of the five most dangerous cities in America – a “murder capital,” according to the FBI. 130 years ago, however, things were very different. The Big Easy was *the* murder capital of America! From her position astride the entrance of the mighty Mississippi River, she was an uncontested leader in international shipping, a gateway through which goods flowed to and from Europe, South America, and the Caribbean. Which meant that she was positively pregnant with drunken sailors on leave, rich businessmen, successful smugglers, whores, gamblers, drunks, and degenerates of every description. In short, a perfect place for the most ruthless of men to make their fortunes.

In 1880 “Yellow” Henry Stewart was a dying thug with nothing to lose. A man so violent that even the police avoided him, Yellow Henry forged a group of New Orleans’ most dangerous muggers, burglars, murderers, and cop-killers into a single organization. Known as the Yellow Henry Gang, they undertook a series of successful robberies so brutal that they are remembered as one of America’s worst criminal organizations to this very day.

Background/History: In 1878, a massive outbreak of malaria – or “yellow jack” in the southern vernacular – ravaged the people of New Orleans, driving away one-fifth of the city’s population, killing 118, and sickening another 431. Dockworker Henry Stewart was one of the latter. The disease turned his skin and the whites of his eyes permanently yellow. It also damaged his liver and kidneys. Given the primitive nature of medicine at the time, this gave him only a few years to live. It also gave him a new nickname: Yellow Henry.

Yellow Henry was a very large, very violent man. He had been a Confederate guerrilla captain in Missouri during the Civil War, where he’d gained an excellent grasp of planning and tactics while wading through an ocean of other men’s blood. Before his disease, he had few scruples. Afterward he had none. His malarial state left him with little fear for the consequences of his actions. What were they going to do, kill him? So in 1880 he set about leading a life of crime in the city’s French Quarter.

At first, Yellow Henry simply took what he wanted when he wanted it. If he needed money, he simply robbed the first wealthy-looking man he came across. If he was hungry, he took whatever he wanted from streetside vendors. If he felt the need for “female companionship,” he attacked the first woman that caught his attention. Anyone who got in his way was promptly beaten – often fatally. Police officers were no exception.

The inhabitants of the French Quarter quickly learned to either avoid Yellow Henry or to give him what he wanted. Most criminals steered clear of him just like everyone else, but the terror he inspired attracted the admiration of two men nearly as dangerous as himself: notorious back alley stranglers Joe Martin and “Crooked Neck” Delaney. Together the three men formed a murderous partnership, killing drunks from Canal Street to Rampart with impunity. The business partnership was successful enough to attract Blue and Red Haley, identical twin brothers with a taste for murder and mayhem in New Orleans’ dark places. The five scoundrels began running a protection racket on the taverns along Bourbon Street. Burglar and highwayman Charles “Mad Charley” Mader – a disgraced Prussian aristocrat who loved to wear a mask and false beard when committing his crimes – joined the group. Other members included George Sylvester, Garibaldi Bolden, Pat Keeley, and the infamous cop-killer Frank Lyons.

YELLOW HENRY GANG PLOT SEEDS

Robbery: A group of Yellow Henries is robbing a wealthy-looking man in broad daylight. He cries out “Help me!” even as they club him to the ground. Do the PCs assist the man or look the other way?

Burglary: The PCs have been hired to guard a shipment of silk brought in from the orient. As midnight the entire Yellow Henry Gang attacks the warehouse. Do the PCs fight them or run for assistance?

Protection Racket: A group of businessmen in the French Quarter are tired of paying the Yellow Henries for protection. They offer a large sum of money to the PCs for protection from this “protection.” Will they accept the offer?

Murder: A businessman who has been marked for death by Yellow Henry asks the PCs to protect him. Do they assist or leave the man to his fate?



Known as the Yellow Henry Gang, this collection of evil men unleashed an unprecedented torrent of murder, extortion, robbery, and rape upon the citizens of New Orleans. They burglarized riverside warehouses, raided foreign ships, robbed stores in broad daylight, and attacked prominent citizens in their own homes. Utterly feared even by other criminals, they even ran a “protection” racket on other gangs! Unfortunately for Yellow Henry, he was caught along with three other “Yellow Henrys” (Lyons, Sylvester, and Bolden) in 1884 while robbing a Julia Street sailmaker. Sylvester died in the Parish Prison, while Yellow Henry somewhat predictably died from malaria in July of 1886 while incarcerated in the State Penitentiary.

Yet the Yellow Henrys lived on! Cop-killer Frank Lyons might have been arrested along with Yellow Henry, but escaped from prison in 1888. He reorganized the gang, but was captured and returned to prison. When Louisiana governor Francis T. Nicholls pardoned him in 1890, he once joined his fellow Yellow Henrys in a life of robbery, extortion, and (rather unsurprisingly) cop killing. Lyons murdered Patrolman John Hurly for trying to stop a fight in 1892 at the intersection of Gallatin and Hospital Streets. By this time the New Orleans Police Department had had enough of the Yellow Henry Gang. They descended on the Yellow Henrys in force, put Frank Lyons away for good, and permanently disbanded the gang forever.

Personality/Motivation: Like any organized criminal enterprise, the Yellow Henry Gang (or Yellow Henrys) exists to make money. They do this in one of four ways:

- **Robbery:** The Yellow Henry Gang is so feared that it can basically mug anyone in broad daylight with little worry of being stopped. Sometimes victims carry hidden guns or knives, however, so teams of three or four usually commit robberies. This is more of a casual, “entertainment value” crime than a major source of income for the gang. Generally the Yellow Henrys beats a victim to the ground, rob him, and then head straight to the nearest bar, brothel, or gambling house.
- **Burglary:** The theft and resale of large volumes of goods out of ships and warehouses is the primary economic activity of the Yellow Henry Gang. To accomplish this they own a number of wagons, horses, and small boats. The Yellow Henrys also maintain extensive contacts with fences and corrupt policemen, who are paid to “look the other way” when they commit their break-ins. Unlike their other crimes, the

Yellow Henrys try to keep quiet when they commit burglaries. This activity requires the coordinated actions of the entire gang.

- **Protection Rackets:** In a protection racket, a gang offers to sell a business “insurance” that protects it from crimes such as robbery, arson, and assault. Should the business refuse, it becomes fair game not only for outside criminals, but also for “freelance” members of the gang running the racket! All of New Orleans is divided up into gang territories for the purpose of protection rackets. The Yellow Henrys not only have one of the very best territories (the French Quarter), but also run a meta-protection racket in which other gangs pay them for protection against... well, other gangs, most notably the Yellow Henrys themselves! This activity involves all gang members, though not usually at the same time.
- **Murder:** Upon occasion unscrupulous individuals hire the Yellow Henry Gang to kill someone – a romantic rival, business competitor, or what have you. This is easy money, since nearly every member of the gang is an accomplished murderer! Unless the target is particularly well protected, no more than one or two Yellow Henrys are sent on this kind of job.

To prevent infighting, the gang is careful to divide up their ill-gotten gains in an evenhanded manner. The leader (first Yellow Henry, later Frank Lyons) takes 20% of any money made by gang members. Another 30% is held for “gang expenses”: rent on safe houses, lawyer’s fees, bribes for judges or policemen, and so forth. The final 50% is kept by the member himself, or split up amongst members in the case of group undertakings. This equitable division of funds has helped to create a well-led, well-funded, and generally contented group of violent criminals.

Besides concerning themselves with the acquisition of filthy lucre, Yellow Henrys possess many of the vices commonly associated with the most horrible men throughout history. They murder casually with little fear of repercussion, behave sadistically and abusively toward women, casually vandalize the property of others, gamble without any intention of repaying debts, and commit arson for sheer entertainment value.

Quote: “Give us that. Now. Or we’ll kill you.”

Powers/Tactics: Yellow Henry Stewart is remarkable not only for his personal viciousness, but also for his ability to plan successful and lucrative burglaries, hold ups, and protection rackets. His successor Frank Lyons was likewise proficient in the planning and execution of

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crimes. Individual abilities of various Yellow Henrys vary, though they all possess the combat abilities and street smarts one would expect out of a high-end thug. (Yellow Henry only allows the cream-of-the-crap to join his outfit.) Thus all gang members have HA +1d6, +1 with All Combat, Concealment 11-, CK: New Orleans, KS: Underworld of New Orleans, PS: Thug, Stealth, Streetwise, Tactics, and WF: Small Arms, Knives.

Yellow Henrys generally operate in groups of between two and a dozen depending on the activity they are currently engaged in (see above). They are tactically proficient, and coordinate well with one another in combat. Yellow Henrys have no sense of honor. They avoid the strong, victimize the weak, and generally avoid one-on-one combat under all circumstances. Should a Yellow Henry feel outclassed, outnumbered, or outgunned he simply runs away.

Campaign Use: The Yellow Henrys are the lowest of the low. Black-hearted thugs with no redeeming value save for loyalty to their gang, they exist to prey upon those weaker than themselves. Sadly, men like Yellow Henry and his group exist anywhere human beings congregate in large numbers. They were found in ancient Rome, medieval Baghdad, and (of course) reconstruction-era New Orleans. Today they are found in San Francisco's Hunter's Point district, certain boroughs of Greater London, and... modern New Orleans (to name but a few locations). Be they Crips, Bloods, Mexican Mafia, or what have you, most poverty-stricken urban areas contain a group like the Yellow Henrys.

The Yellow Henrys exist at that bizarre crossroad where real life villains merge into their comic books counterparts. The difference between colorful rogues with bizarre appearances like the malarial Yellow Henry, identical twins Blue and Red Haley, the mask-wearing "Mad Charley" Mader, and actual supervillains is quite small. It is possible that these factual scoundrels inspired cartoonist Chester Gould's to create such memorable early Dick Tracy villains as Pruneface, Flattop Jones, and Haf-and-Haf (Gould was raised in nearby Oklahoma). These early comic strip villains went on to inspire Batman enemies such as Two-Face, the Mad Hatter, and Mr. Szasz. In a sense the eccentric Yellow Henry street gang lives on in our modern understanding of comic book villainy.

In game terms, stopping sinister predators like the Yellow Henrys is a sizable part of what street level Champions and DC: TAS characters do. Killing them *is* what Dark Champions characters do! Similarly, characters whose

adventures take place in the Old West or Victorian era could easily run afoul of criminals like Yellow Henry or Frank Lyons. With very minor modifications, thugs like the Yellow Henrys could appear in Fantasy Hero cities such as Arn or Elweir, Star Hero space stations, or nearly anywhere in the dark and foreboding world of Post-Apocalyptic Hero.

Appearance: While the individual physical appearances of Yellow Henrys vary, they are all white, male, and tough looking. Like all gangs they have a sort of uniform or "look" worked into their wardrobes that make it easy for non-members to identify them. Yellow Henrys wear black, knee-length frock coats kept open at the front, round derby hats, and distinctive linen shirts dyed a unique malarial yellow.

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“YELLOW” HENRY STEWART

18 STR 12 DEX 16 CON 13 BODY
 10 INT 10 EGO 15 PRE 8 COM
 5 PD 3 ED 3 SPD 7 REC
 32 END 30 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +1 with All Combat, Bribery 12-, Concealment 11-, CK: New Orleans 12-, KS: Underworld of New Orleans 12-, KS: What’s Going On In The French Quarter 12-, Persuasion 12-, PS: Thug 12-, Stealth 11-, Streetwise 12-, Tactics 13-, WF: Small Arms, Knives.

50+ Disadvantages: Physical Limitation: Malarial; Psychological Limitation: Greedy; Psychological Limitation: Violent and Without Scruples; Hunted: NOPD 8-; Reputation: Most Feared Man in French Quarter

**“CROOKED NECK” DELANEY**

12 STR 12 DEX 11 CON 11 BODY
 10 INT 10 EGO 13 PRE 10 COM
 4 PD 3 ED 3 SPD 5 REC
 26 END 24 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +1 with All Combat, +3 with Garrote, Concealment 11-, CK: New Orleans 11-, KS: Anatomy 12-, KS: Underworld of New Orleans 11-, PS: Murderer 11-, Stealth 11-, Streetwise 12-, Tactics 12-, Tracking 12-, and WF: Small Arms, Knives, Garrote

25+ Disadvantages: Psychological Limitation: Greedy; Psychological Limitation: Enjoys Killing; Hunted: NOPD 8-; Reputation: Most Feared Strangler in French Quarter

**CHARLES “MAD CHARLY” MADER**

12 STR 13 DEX 11 CON 11 BODY
 15 INT 10 EGO 13 PRE 10 COM
 4 PD 3 ED 3 SPD 5 REC
 26 END 24 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +1 with All Combat, Concealment 11-, CK: New Orleans 11-, Disguise 12-, KS: Underworld of New Orleans 11-, High Society: 12-, Languages: German (native, literate), Lockpicking 12-, Oratory 12-, PS: Burglar 12-, Stealth 12-, Streetwise 13-, Tactics 11-, WF: Small Arms, Knives.

25+ Disadvantages: Psychological Limitation: Greedy; Hunted: NOPD 8; Social Limitation: Disgraced Prussian Nobleman; Reputation: Member of Yellow Henry Street Gang



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FRANK LYONS

12 STR 12 DEX 11 CON 11 BODY
10 INT 10 EGO 13 PRE 10 COM
4 PD 3 ED 3 SPD 5 REC
26 END 24 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +1 with All Combat, Concealment 11-, CK: New Orleans 11-, KS: What's Going On In The French Quarter 12-, Interrogate 12-, KS: Underworld of New Orleans 11-, Persuasion 12-, PS: Murderer 11-, Stealth 11-, Streetwise 12-, Tactics 11-, WF: Small Arms, Knives.

25+ Disadvantages: Psychological Limitation: Greedy; Psychological Limitation: Hates Policemen; Hunted: NOPD 8-; Reputation: Infamous Cop Killer

BLUE/RED HALEY

12 STR 13 DEX 11 CON 11 BODY
10 INT 10 EGO 13 PRE 10 COM
4 PD 3 ED 3 SPD 5 REC
26 END 24 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +4" with Leaping, +1 with All Combat, Climbing 12-, Concealment 11-, CK: New Orleans 11-, EM: Rooftops. EM: Alleyways, KS: Underworld of New Orleans 11-, PS: Thug 11-, Stealth 11-, Streetwise 12-, Tactics 11-, WF: Small Arms, Knives.

25+ Disadvantages: Psychological Limitation: Greedy; Psychological Limitation: Heartless Thug; Hunted: NOPD 8-; Reputation: Member of Yellow Henry Gang

GENERIC YELLOW HENRY

12 STR 12 DEX 11 CON 11 BODY
10 INT 10 EGO 13 PRE 10 COM
4 PD 3 ED 3 SPD 5 REC
26 END 24 STUN

Abilities: Fringe Benefit: Yellow Henry, HA +1d6, +1 with All Combat, Concealment 11-, CK: New Orleans 11-, KS: Underworld of New Orleans 11-, PS: Thug 11-, Stealth 11-, Streetwise 12-, Tactics 11-, WF: Small Arms, Knives.

25+ Disadvantages: Psychological Limitation: Greedy; Hunted: NOPD 8-; Reputation: Member of Yellow Henry Gang



The GENOME Setting by Jason Murray and Courtney Oglesby

In a world that fears you, could you be a hero? This is a question that the men and women of GENOME must ask themselves daily. They live, breathe, and bleed in the same ways that normal humanity does, yet they are feared and hunted by the ignorant. They are regarded as aberrants; mutations of humanity, gifted – or perhaps cursed – with abilities far beyond the understanding of the average person.

GENOME resides in a world similar to our own, where aberrants – arguably the next stage in human evolution – are treated as second class citizens, abhorred and demeaned because of their unfortunate differences. Brought together by the ideas of an ex-patriot British lord, Curtis Hudson, GENOME is a small but growing group of young people dedicated to justice and equality in a world that wishes only harm upon them. Openly declaring their status as aberrants, Lord Hudson has opened a school for the education of aberrant children called the Hudson Academy for the Gifted, and under the codename Vision also fights alongside his former students in GENOME.

Across the Atlantic, Kel O’Neill, an old friend of Lord Hudson’s, won a popular election in Ireland and has begun work towards founding a utopian society dedicated to the promotion of aberrant rights and freedoms. A well-liked and respected ruler, he has brought peace and prosperity to the Irish countryside and made the beginning steps toward his ambitious goals, both for his homeland and for aberrants everywhere. With his team the Keepers of Albion, Kel – codenamed Guardian – acts as a sort of police force for aberrant activity all across the British Isles.

Sadly, spurred by intolerance and hatred, there are also those like Gabriel Chapman – better known as Graviton – who take their desire for coexistence to a far extreme. Instead of trying to live peacefully among humanity, Graviton has determined that sometimes people must fight in order to secure their rights, and to this aim, has initiated a one man war against the nations of the world. Demanding the extension of human rights to aberrants and the cessation of discrimination in daily life, Graviton has decided that the most expedient way of achieving his goal is by making them the terms of a peace treaty – one he intends to make humanity beg for.

Standing at the forefront of the aberrant issue, these three visionaries guide the public’s opinion. What is known to very few, however, is that originally the three of them had a single vision of peace – one shared with a human woman by the name of Sarah Chapman. She was Gabriel’s sister – his only living relative, with whom he shared everything. But she was also Curt’s fiancée, and the best friend that Kel had ever known. She brought the three of them together, and stuck them there like glue. Their dreams were her dreams, and together the four of them resolved to see them through. That is, until Sarah was killed during a public appearance scheduled by Curt – taking a bullet that was meant for her fiancé from an assassin hired by an aberrant hate group known as the AAL (Anti-Aberration League).



Vision

Background/History: Coming from a family long known for innovation, intuition, and a keen sense of the future, it came as no surprise to anyone when Curtis Hudson – more commonly known as Curt – announced during his second year attending Oxford University that he was actually an aberrant. Gifted with the ability to see far beyond the realm of normal human ability and even to read the minds of others, most of Curt’s early uses of his powers were reckless and often frivolous, until a tragic accident taught him the importance of restraint.

Impelled by his friendship with Kel and Gabriel and his own family’s history of promoting social reform, Curt resolved to find a way to create peace between humans and aberrants. Together, he, Kel, and Gabriel formed the Keepers of Albion – a small superhero group dedicated not only to reducing the crime plaguing Britain’s streets, but to increasing acceptance for aberrants everywhere.

Exceedingly aware that all the crimefighting and good press in the world, however, wouldn’t help those aberrants already displaced by people’s ignorance, Curt had another plan. Together with his fiancée Sarah – Gabriel’s sister – the three decided to found a school for aberrant youths. Conscious of the fact that any change of that significance – no matter how important – would take time, they nevertheless wanted to create a place where those with nowhere else to go could have a home and the guarantee of not only safety, but an education. The original plan was that he would fund the endeavor, and all four of them would teach. Sadly, a month before he and Gabe completed their doctorates, Sarah was killed by an AAL assassin, and Gabe left Oxford to pursue vengeance. Struck by the sudden death of his fiancée, Curt hastily completed his dissertation and left for the United States, spending the next year or so doing everything in his power to avoid dealing with the tragedy that shattered all their lives.

Personality/Motivation: Strict, exacting, and highly demanding of both himself and his people, Vision seems determined to make up for the levity of his youth by accepting nothing but perfection now. Especially intolerant of unethical uses of power, Curt expects everyone in his care to abide by the strictures he sets without compromise, even if he sometimes has trouble getting them to understand the necessity of it. Convinced that the only way to get humanity to accept them is by showing everyone how just similar they really are, Vision uses every opportunity available to him to show people the “normalcy” of aberrant life. While he goes to great pains to make it clear to his people that he is always there to guide them if ever they need it,

Curt is often busy, and so has less time to spare for getting involved with his friends and students daily lives as he might like.

Quote: “Aberrants and Humans can share a single planet, if only they would learn to *listen* to each other. We must show them that we can be trusted.”

Powers/Tactics: Vision rarely goes into the field, but when he does, you can be sure that the situation is dire. Typically, Vision uses his powers of Clairsentience to scout around the area and his Mind Link to keep his teammates safe and alerted to potential dangers. From this vantage he commands the battle much as one would play chess, using his view of the entire “board” to enact the least amount of violence possible to the greatest effect. When pressed into the field himself, Vision relies more heavily on his Telepathy and Mind Control, only resorting to his Ego Blasts when there is no other alternative.

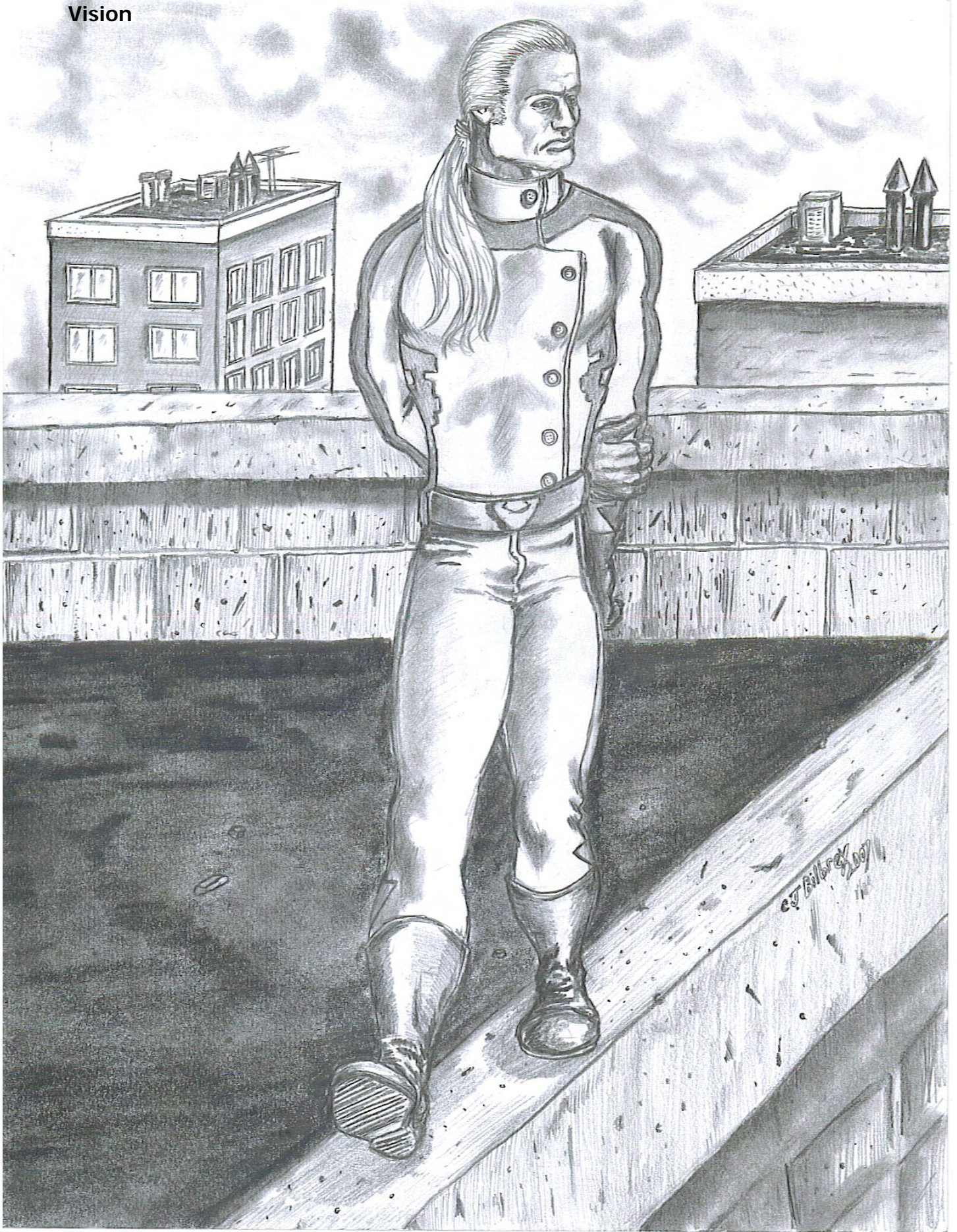
Campaign Use: As head of GENOME and founder of the Hudson Academy for the Gifted, Vision is extraordinarily busy, and is thus unlikely to be seen outside the classroom, much less off the school grounds. Determined to prove Sarah right no matter what the cost, he often works in excess of sixteen hours a day just to be sure that all the paperwork, funding, and lesson plans are filed and up to date.

Vision is a very patient man, and one who is dedicated to the idea of second chances – as evidenced by many of his students. If he were to Hunt someone, it would be most likely to observe them and offer a place at the school, or to subdue and capture those of villainous intent, making use of his *Farsight* and *I See You* powers to track them down.

To make Vision more powerful, continue increasing his Telepathic and Mind Control abilities, as these are the things he learned last. Vision is not a fighter, and as such his physical abilities should not increase considerably, while his ECV may continue to rise. To make him less powerful, remove the Telepathy and Mind Control Powers altogether, and generally reduce the effectiveness of his remaining Mental Powers. Clairsentience is his primary power, and should thus remain as powerful as possible for the campaign.

Appearance: Standing just under 6’ tall and reasonably athletic, Vision is not an obviously physically imposing individual in most regards. He wears his prematurely white hair long and tied back, and has unnaturally clear blue eyes. When not in the field, he generally dresses as befits his position as a teacher and businessman in well-tailored suits and ties, with a preference for lighter colors. Even on the rare occasions he

Vision



Vision

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
10	DEX	0	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll: 15-
40	EGO	60	17-	ECV: 13
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
				Total: 28 PD (25 rPD)
				Total: 27 ED (25 rED)
				Phases: 3, 5, 8, 10, 12
3	PD	0		
2	ED	0		
5	SPD	30		
10	REC	10		
30	END	5		
45	STUN	22		

Total Characteristics Cost: 176

Movement:

Running:	3"/6"
Leaping:	3"/6"
Swimming:	2"/4"

Cost	Powers	END
80	<i>Telepathy/Clairsentience:</i> Multipower, 120-point Reserve; Concentration (1/2 DCV Throughout, -1/2)	0
8u	1) <i>Have a Migraine!:</i> Ego Attack 12d6; Concentration (-1/2)	12
8u	2) <i>Have a Migraine (Free Trial!):</i> Ego Attack 8d6, Reduced Endurance (0 END, +1/2); Concentration (-1/2)	0
8u	3) <i>Farsight:</i> Clairsentience (Sight, Hearing, and Mental Groups, and Detect Aberrant Aura), 8x Range (3,480"), Mobile Perception Point, Costs END Only to Activate (+1/4), MegaScale (1" = 10 km, +1/2); Concentration (-1/2)	10
7u	4) <i>Not Quite So Far Sight:</i> Clairsentience (Sight, Hearing, and Mental Groups, and Detect Aberrant Aura), 32x Range (12,000"), Mobile Perception Point, Reduced Endurance (0 END, +1/2); Concentration (-1/2)	0
2u	5) <i>Sight of Historians:</i> Retrocognitive Clairsentience (Sight and Hearing Groups), Discriminatory, Costs END Only to Activate (+1/4); Retrocognition Only (-1), No Range (-1/2), Time Modifiers (-1/2), Concentration (-1/2)	5
1u	6) <i>Dreams of Times Yet to Come:</i> Precognitive Clairsentience (Sight, Touch, and Hearing Groups), Reduced Endurance (0 END, +1/2); No Conscious Control (-2), Only Through Dreams (-1), Precognition Only (-1), Vague and Unclear (-1/2), Only Through the Senses Of Others (-1/2), Concentration (-1/2)	0

6u	7) <i>I See You:</i> Mind Scan 6d6, Reduced Endurance (0 END, +1/2), Cumulative (72 points, +3/4), One Way Link (+1); Concentration (-1/2)	0
2u	8) <i>Intercom System:</i> Mind Link, All GENOME Operatives, Any Distance, Number of Minds (x8), Psychic Bond; Concentration (-1/2)	0
7u	9) <i>If You Wouldn't Mind Terribly...:</i> Mind Control 10d6, Armor Piercing (+1/2), Cumulative (120 points, +3/4); Concentration (-1/2)	11
8u	10) <i>Are You Paying Attention?:</i> Telepathy 16d6, Armor Piercing (+1/2); Concentration (-1/2)	12
36	<i>Mind Like a Steel Trap:</i> Mental Defense (35 points total), Hardened (+1/4)	0
37	<i>GENOME Uniform:</i> Armor (25 PD/25 ED); OIF (-1/2), OIHID (-1/4), Real Armor (-1/4)	0

Perks

15	Money: Filthy Rich
54	Vehicles: 2 Custom Built Jets
9	Bases
4	Fringe Benefit: International Driver's License, Knight, Passport, PhD in History

Talents

5	Eidetic Memory
4	Speed Reading (x10)
3	Lightning Reflexes +2
10	Universal Translator 15-; Speech Only (-1)

Skills

Maneuver	OCV	DCV	Notes
Martial Arts: Basic Self-Defense			
5	Defensive	+1	+3 3d6 Strike
4	Dodge	—	+5 Dodge, Abort
4	Disarm	-1	+1 25 STR Disarm
3	Bureaucratics	17-	
3	Conversation	17-	
3	Deduction	15-	
3	High Society	17-	
5	Instructor	16-	
3	Language: French	(Fluent)	
3	Language: German	(Fluent)	
3	Persuasion	17-	
3	SS: General Science	15-	
3	Tactics	15-	
11	Teamwork	15-	
3	Scholar		
2	KS: African History	15-	
4	KS: American Literature	17-	
2	KS: Basic Mathematics	15-	
2	KS: British Comedies	12-	
4	KS: British Literature	17-	
2	KS: Eastern European History	15-	
2	KS: European Literature	15-	

DIGITAL HERO #46

- 4 KS: Far Eastern History 17-
- 4 KS: Mythology/Classical Literature 17-
- 4 KS: Near Eastern History 17-
- 4 KS: North American History 17-
- 3 KS: Philosophy 16-
- 2 KS: South American History 15-
- 4 KS: Superhuman Ethics 17-
- 4 KS: Superhuman History 17-
- 4 KS: Western European History 17-

Total Powers & Skills Cost: 424

Total Cost: 600

400+ Disadvantages

- 50 DNPC: The Young Children at the School 14- (Normal, 64x DNPCs)
- 10 Distinctive Features: Aberrant Genome (Not Concealable, Major Reaction, Detectable Only by Technology or Major Effort)
- 20 Hunted: Anti-Aberration League 8- (Mo Pow, PC is Very Easy to Find, Harshly Punish)
- 35 Hunted: Humanity First 14- (Mo Pow, NCI, PC is Very Easy to Find, Capture)
- 15 Hunted: Government 8- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 20 Psychological Limitation: Code of Conduct/Ethics (Common, Total)
- 15 Psychological Limitation: Inability to Put the Past Behind Him (Common, Strong)
- 10 Psychological Limitation: Obsessive (Common, Moderate)
- 5 Rivalry: Graviton (Professional, As Pow, Seek to Outdo, Rival Aware)

Total Disadvantage Points: 600

allows himself a day off, he is seldom to be seen in anything more casual than khakis and polo shirts.

In costume, he dresses in a manner oddly similar to Graviton – a throwback to their days as Keepers – in a simple white suit with a single light blue line down each arm and leg, terminating in a triangle. Along the sides of the torso runs a blocky geometric design which gives the whole suit a somewhat futuristic look, completed by light blue boots and gloves – both of moderate length – and a belt of the same color.

Guardian

Background/History: Descended from kings, the O'Neill family was nothing particularly special by the time Kel was born. Left an only child when his sister died shortly after a premature birth, Kel spent his earliest years growing up on stories of old Celtic history, the importance of knowing one's roots, working hard for one's goals, and always remaining true to the ideals of family, honor, devotion, and friendship. When a car accident took his parents at a very young age, Kel was taken in by a woman named Morgan Kendal, an old schoolmate of his mother's, who moved the two of them to England.

While attending secondary, he met Sarah Chapman, and the two became close friends. They dated for a while, although in the end they both decided that they would be better off maintaining their friendship than pursuing a romantic relationship, and it was actually Sarah, not Kel, who first realized the source of the unnatural luck that had marked most of his life. Naturally, when Sarah decided to enter Oxford upon completion of secondary, Kel resolved to go with her, never expecting that he would find there not only a way to come to terms with his differences, but also the love and acceptance he had always craved.

While at Oxford, he again met Sarah's older brother Gabriel, with whom he had been passingly familiar during secondary, the young Lord Curtis Hudson, and later Kyla MacKenzie – an undergraduate student several years younger than himself who would prove to be possibly the most important person in his life. Together, he, Curt, and Gabriel formed the original Keepers of Albion and worked out a plan to create peace between aberrants and humans. Eventually he met Kyla, she joined the Keepers, and for Kel, they all became a sort of second family. Things seemed perfect.

Sadly, all of that shattered a few years later when Sarah was killed. Hoping to somehow find a way to save her, Kel stayed with Sarah when she was shot, leaving Gabe to pursue her killer alone. Unable to either save or avenge the person he'd come to think of as a sister and left again to pick up the shattered pieces of his family, Kel floundered for a while, attempting to withdraw from everyone until Kyla stepped in and saved him from himself. Forced to realize just what he was doing and how untrue he was being both to Sarah's memory and to the dream they had all shared, Kel finished his doctorate before forming a new band of Keepers and returning to the land of his birth.

With civil and political unrest brewing in Ireland, Kel used his image as a superhero to rally the people towards a common cause,

spending several years trying to prevent a rebellion that could cost thousands of people their lives. Grateful for his efforts and realizing that their ability to hold the country in check was quickly slipping away, Kel was granted rights to the long assimilated crown of Ireland, provided he maintain close ties with the British government and become an active member of the international community. Determined to continue building acceptance towards aberrants in the UK, Kel has dedicated his Keepers to monitoring aberrant activity in the British Isles and offering a haven to anyone displaced by prejudice.

Personality/Motivation: Kel is a reckless, hotheaded individual with an astounding personal magnetism that inspires people to follow him despite his flaws. Friendly and easy-going on the surface, Kel uses a boisterous exterior to mask his inner doubts. Desperate to have people like and respect him, Kel is a person who makes friends easily, yet remains perpetually surprised by his ability to do so. He is a genuinely good individual haunted by the pains and failures of his past, and he pushes himself to great lengths to protect those he feels responsible for. He would never ask a teammate to do something he isn't willing to do himself, but he also expects them to do what's necessary, and anyone uncomfortable with that reality will very shortly find themselves removed from the fold.

Despite Kyla's support, he still hasn't forgiven himself for either Sarah's death or Gabe's departure, and he is prone to bouts of depression. Determined to make amends for his failings, Kel continues to pursue the dream they all shared with fervor that occasionally borders on fanaticism, and he seeks Graviton out whenever he appears in the hope of convincing him to give up his crusade and return home. He and Curt still speak from time to time, although he remains somewhat resentful over what he feels was Curt's selfishness in abandoning his friends in their mutual time of need.

Quote: “Anyone who thinks he can take me is welcome to step up and have a go – everyone else can just bugger off.”

Powers/Tactics: A warrior at heart, Kel is happiest in the thick of battle. As far as he's concerned, the best defense is a good offense, and he won't hesitate to press the attack if he sees an opportunity. Relying on a combination of luck, skill, and sheer physical ability to see him through, Kel rarely bothers with complex tactical maneuvers which could easily backfire, preferring instead to single out and distract the biggest threats himself while his team handles the rest. While Kel's Luck Powers are all

Guardian



Guardian

Val	Char	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 HTH [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
20	INT	10	13-	PER Roll: 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	17-	PRE Attack: 8d6
10	COM	0	11-	
8	PD	0		Total: 33 PD (25 rPD)
5	ED	0		Total: 30 ED (25 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
13	REC	0		
60	END	5		
65	STUN	7		

Total Characteristics Cost: 202

Movement: Running: 6"/12"
 Leaping: 8"/16"
 Swimming: 2"/4"

Cost Powers **END**

27	<i>Sword of Kings:</i> Multipower, 136-point Reserve; Independent (-2), OAF (Unbreakable, Extremely Difficult to Obtain, -2)	0
2u	1) <i>Sword Strike:</i> HKA 3d6-1 (4d6-1 with STR), Reduced Endurance (0 END, +1/2), Armor Piercing (+1/2), Penetrating (+1/2), Affects Desolidified (Any, +1/2); Independent (-2), OAF (-2)	0
1u	2) <i>Sword Barrier:</i> Missile Deflection (Any Ranged Attack), Missile Reflection; Independent (-2), OAF (-2), Will Not Work Against Heavy Missiles (-1/4)	0
1u	3) <i>Commanding Presence:</i> +10 PRE; Independent (-2), OAF (-2), Only For PRE Attacks (-1)	0
1u	4) <i>Steadfast:</i> Knockback Resistance -3"; Independent (-2), OAF (-2)	0
22	<i>Shillelagh:</i> HA +8d6, Reduced Endurance (0 END, +1/2); OAF (-1), HA (-1/2), Real Weapon (-1/4)	0
54	<i>Hard to Kill:</i> Armor (25 PD/25 ED), Hardened (+1/4); Luck-Based (-1/2), Nonpersistent (-1/4)	0
30	<i>Untouchable:</i> +6 DCV	
21	<i>Luck o' the Irish:</i> Luck 10d6, Inherent (+1/4); No Conscious Control (-2)	0
5	<i>Instinct:</i> Detect the Proper Course of Action 16- (No Sense Group), Sense; No Conscious Control (-2)	0
6	<i>Mental Shielding:</i> Mental Defense (10 points Total)	0

Perks

12	Fringe Benefit: Head of State, Knight
14	Vehicles & Bases
6	Money: Wealthy

Talents

28 Danger Sense (immediate vicinity, out of combat) 16-

Skills

Martial Arts: Traditional Irish Martial Arts

Maneuver	OCV	DCV	Notes
5 All-Out Attack-2	+1	+1	+4d6 Strike
4 Charge	+0	-2	+v/5, FMove
4 Crush	+0	+0	+4d6, Follows Grab
4 Defend	+2	+2	Block, Abort
4 Disarm	-1	+1	+10 STR Disarm
4 Dodge	—	+5	Dodge, Abort
3 Grab	-1	-1	Grab Two Limbs, 50 STR
4 Jab	+2	+0	+2d6 Strike
3 Low Strike	+2	-1	+1d6 Strike, Target Falls
4 Overpower	+0	+0	+15 STR Shove
5 Probe	+1	+3	Strike
4 Resist	+0	+0	+15 STR Resist, Block, Abort
4 Reversal	-1	-2	+15 STR Escape; Grab Two Limbs
4 Strike/Thrust	+0	+2	+2d6 Strike
3 Throw	+0	+2	+2d6, Target Falls, Follows Grab
2 Weapon Element: Blades, Clubs			
30 +6 with HTH Combat			
3 Bureaucratics 17-			
3 Interrogation 17-			
3 Language: Irish (Fluent)			
1 Language: Latin (Basic)			
1 Language: Scottish Gaelic (Basic)			
2 Language: Welsh (Conversation)			
4 PS: Poet 14-			
3 Persuasion 17-			
3 Seduction 17-			
7 Tactics 15-			
7 Teamwork 15-			
3 Scholar			
3 KS: Celtic Mythology 14-			
1 KS: Cricket 11-			
2 KS: European History 13-			
4 KS: History of the British Isles 15-			
3 KS: Irish Celtic Christianity 14-			
2 KS: Mythology 13-			
3 KS: Philosophy 14-			
4 KS: Philosophy of the British Isles 15-			
2 KS: Roman History 13-			
4 KS: Rugby 14-			
4 KS: Soccer 14-			
4 KS: Swordfighting 14-			
1 KS: Tennis 11-			

Total Powers & Skills Cost: 398

Total Cost: 600

DIGITAL HERO #46

400+ Disadvantages

- 10 Distinctive Features: Aberrant Genome (Not Concealable, Major Reaction, Detectable Only by Technology or Major Effort)
- 20 Hunted: Anti-Aberration League 8- (Mo Pow, PC is Very Easy to Find)
- 35 Hunted: Humanity First 14- (Mo Pow, NCI, PC is Very Easy to Find, Capture)
- 25 Hunted: Press 14- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
- 15 Psychological Limitation: Bad Temper (Common, Strong)
- 25 Psychological Limitation: Celtic Code of Honor (Very Common, Total)
- 20 Psychological Limitation: Driven by the Past (Common, Total)
- 20 Psychological Limitation: In Love with Kyla (Common, Total)
- 15 Psychological Limitation: Plagued by Self Doubt (Common, Strong)
- 15 Psychological Limitation: Reckless (Common, Strong)

Total Disadvantage Points: 600

unconscious, he still depends on them in combat, trusting his Luck to provide an opening and combining deadly strikes from his *Sword of Kings* with Martial Maneuvers once an exploitable situation appears.

Campaign Use: As the king of a newly reunited Ireland and leader of the Keepers of Albion, Kel is a busy man with little time to spare for nonessentials. With most of his time divided between affairs of state, policing aberrant activity throughout the British Isles, and maintaining good international relations, Kel spends a good portion of the rest of his time making public appearances and training with his team. Essentially the British “aberrant police,” the Keepers specialize in keeping tabs on people, although Kel himself is unlikely to truly Hunt anyone but Graviton – and even that is largely watching.

To make Kel more powerful, increase his base Characteristics, the damage on his *Sword Strike*, or expand his Luck Powers to give him more variety. To make him less powerful, reduce the damage on his sword or take off Affects Desolidified. His Luck Powers are his inherent abilities, and should therefore never be done away with completely, although reducing his Luck dice, losing his *Instinct* power, and taking Immediate Vicinity off his Danger Sense wouldn't be unreasonable.

Appearance: Well muscled, standing just over 6'6" tall, and rarely to be found without his sword, Kel is an imposing sight. Proud of his Irish heritage and unconcerned with what people think of him, Kel often wears sturdy lace up leather boots, a solid green or saffron kilt, and a simple loose fitting off-white muslin shirt. He keeps his thick moustache and goatee neatly trimmed, and wears his long red hair unbound around his shoulders. For formal occasions, he will exchange the casual shirt for a white button-up, a well-tailored vest and kilt jacket, and a tie. The closest he ever comes to binding his hair, however, is pulling the sides back so that it stays out of his face.

Kel hasn't worn anything like a uniform since the original Keepers disbanded, Although he tends to rely on his luck to keep him safe in battle, he often wears flexible, lightweight metal greaves, a pauldron and gauntlet on his left arm, and a bracer on his right.

Graviton

Background/History: A close-knit family, Gabriel and Sarah's mother died when the two were very young, leaving them to be raised almost solely by their father – a successful businessman dedicated to improving his family's middle-class station. Despite his busy schedule, Edward Chapman always made time for his children, especially when they were younger, and it became their habit to read together before bed. These bedtime stories sparked young Gabriel's interest in literature and mythology, particularly Arthurian legend, which remains a favorite to this day.

Acutely aware of the importance of a good education, Edward Chapman always pushed his children to work hard, do well in school, and advance the family fortune through work and dedication, and as soon as Gabe was able to read for himself he was rarely to be found without a book of some kind in his hands. He never cared much for sports and often skipped gym in order to read or pursue other studies, which is actually how he first found out about his powers. Perched high in a tree to read without being caught by the faculty, Gabe slipped, just barely catching himself before he hit the ground. Intrigued by the possibilities opened up before him but afraid of people's reaction, Gabe continued to experiment with his newfound powers, but kept them hidden from everyone but Sarah.

Despite not fully understanding the exact nature of how his powers worked, by the time he entered Oxford a few years later, Gabe was quite proficient in their use. At Oxford, he again met Curt, with whom he had some slight previous acquaintanceship due to their fathers' business involvement, and the two soon became friends. When Sarah and Kel joined them a year later, the three boys formed the Keepers of Albion, and all four of them began discussing possible plans for realizing their shared dream of peace between aberrants and humans. However, when Gabe was in his third year at Oxford, his and Sarah's father died, reducing his already small family to just one other person and almost causing him to leave the school. In the end, he was convinced to stay, although he did leave a relatively few years later (still unfinished) when Sarah was killed. Killing the people directly responsible for her death, Gabe fled, and has essentially been running ever since.

Personality/Motivation: Ever the big brother, Gabe is a person used to being the "oldest." Of the original Keepers, Gabe was always the strongest – and the most serious – and he knows it. He underestimates Curt and Kel, now his enemies, as he did when they were allies because he remembers Kel as the jock and Curt as the guy who used to use his powers just to spy on

girls in the bathroom. He became accustomed to thinking of himself as the "best" of them – the most responsible – and he still does, his encounters with GENOME and the new Keepers over the years serving largely to reinforce the notion.

Evidence seemingly to the contrary, Gabe doesn't fight because he wants to rule. Unlike Curt, Gabe *wants* humanity to see that aberrants are different – but he wants them to see it and *respect* it, rather than using it to treat them like second-class citizens. He has embarked on his crusade against humanity because he feels responsible for shouldering the burden of this new iteration of their dream, and because he realizes that by becoming the "bad guy," Curt and Kel get to be the good guys. In a way, he's looking out for them, just like he always did, because he feels that as the strongest it is his responsibility to do so. Viewing his campaign as a strictly military affair, Gabe has never once attacked a civilian target, and he has no plans of doing so; civilians are non-combatants, and must be treated accordingly. Gabe has no desire to "rule" anything – he simply wishes to force a sort of armistice between aberrants and the governments of the world, ensuring equal treatment for everyone through appropriate military action, because he views this as the only effective method of achieving his goals.

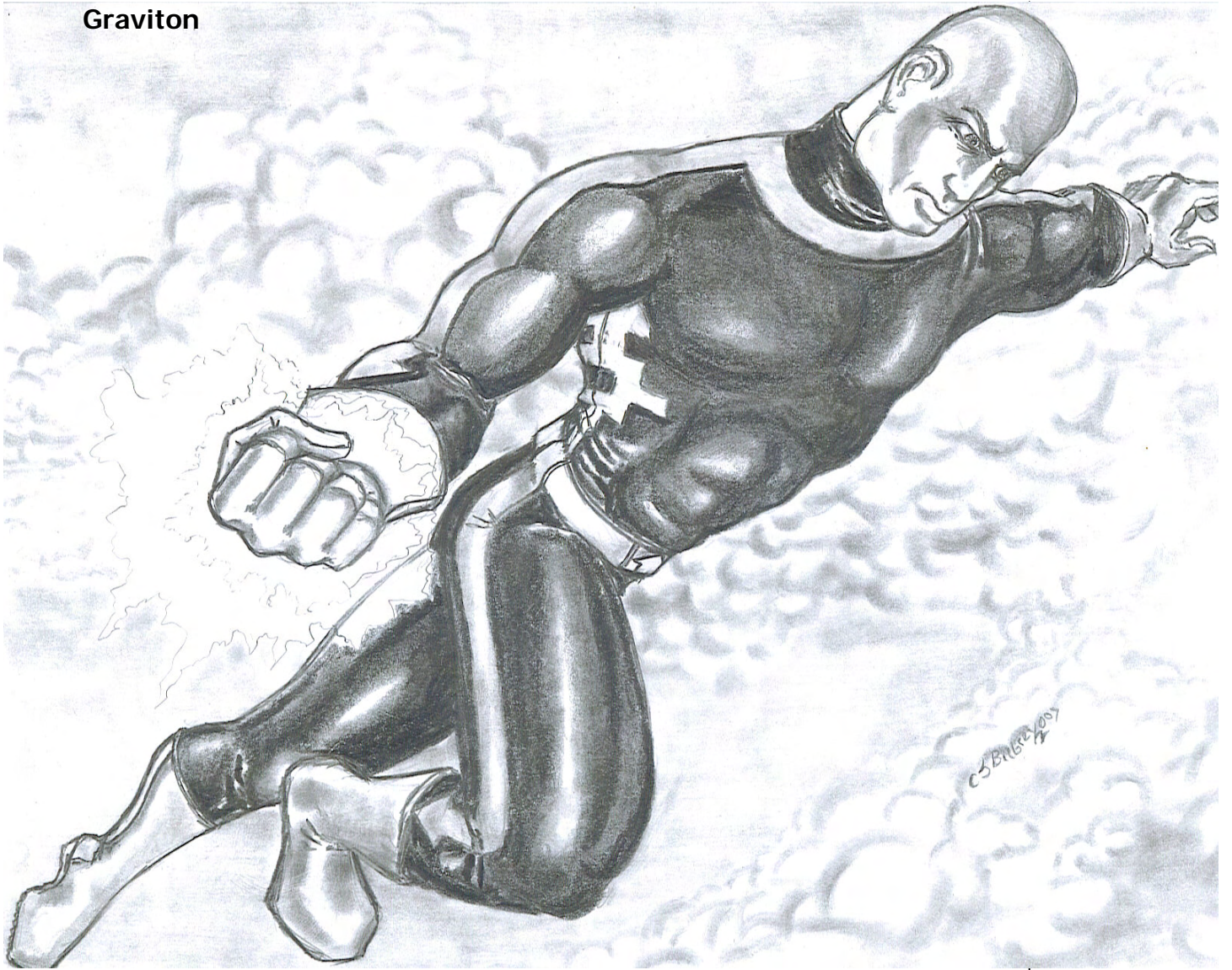
Quote: "If you wouldn't mind too terribly, just sod off and die."

Powers/Tactics: Acting under the philosophy that the simplest tactics are usually the best ones, Graviton eliminates his targets methodically according to the degree of threat they pose. He will not attack civilian targets, and does not cause unnecessary damage or loss of life, although he will not hesitate to do what he must. Concentrating his efforts, Graviton singles out one opponent at a time, using his Energy Blasts to take him out quickly, relying on his Missile Deflection and Force Field to protect himself.

Campaign Use: Ever on the run, Graviton is unlikely to remain in any one place for very long. He almost always fights alone, making precise guerilla strikes against military targets. He isn't above working with either GEONOME or the Keepers, if he feels a situation warrants it, although such alliances inevitably dissolve as soon as the crisis is past. Fiercely dedicated to his goals, Graviton is unlikely to spare the time to hunt anyone that is not obviously in his way unless they prove to be somehow directly involved in Sarah's death.

To make him stronger, continue increasing his Gravity Powers, concentrating on both his offensive and defensive capabilities in relatively equal measure. To make him less powerful,

Graviton



Graviton

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
15	BODY	10	12-	
35	INT	25	16-	PER Roll: 16-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
13	PD	10		Total: 43 PD (30 rPD)
14	ED	11		Total: 49 ED (35 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
16	REC	20		
60	END	15		
70	STUN	39		

Total Characteristics Cost: 209

Movement:

Running:	3"/6"
Leaping:	3"/6"
Swimming:	2"/4"
Flight:	25"/200"

Cost	Powers	END
140	<i>Gravity Powers:</i> Multipower, 140-point Reserve	0
12u	1) <i>Gravity Wave:</i> EB 19d6 (vs. ED), Reduced Endurance (½ END, +¼)	4
12u	2) <i>Molecular Gravitational Disruption:</i> RKA 6d6+1 (vs. ED), Reduced Endurance (½ END, +¼)	4
4u	3) <i>Gravity Shell:</i> HA +12d6; HA (-½)	6
10u	4) <i>Gravity Well:</i> Drain STR 6d6, Reduced Endurance (½ END; +¼), STR and DEX simultaneously (+½)	4
2u	5) <i>Gravity Shield:</i> Force Field (10 PD/10 ED)	2
11u	6) <i>Gravity Wall:</i> Force Wall (10 PD/10 ED; 15" Long and 5" Tall) (Alterable Size), Reduced Endurance (½ END, +¼)	4
5u	7) <i>Gravity Lens:</i> Missile Deflection (Any Ranged Attack), Missile Reflection, Any Target	0
15m	8) <i>Anti-Gravity Flight:</i> Flight 25", 8x Noncombat, Reduced Endurance (½ END, +¼)	3
12u	9) <i>Gravity Manipulation:</i> Telekinesis (64 STR), Reduced Endurance (½ END, +¼)	5
10	<i>Anti-Telepathy Helm:</i> Mental Defense (50 points Total); Independent (-2), OIF (-½), OIHID (-¼), Real Armor (-¼)	0
7	<i>Well Trained Mind:</i> 7 Mental Defense (50 points Total)	0
17	<i>Prototype Armor:</i> Armor (20 PD/25 ED); Independent (-2), OIF (-½), OIHID (-¼), Real Armor (-¼)	0

Perks

8 Money: Wealthy

Skills

Martial Arts: Mixed Martial Arts			
Maneuver	OCV	DCV	Notes
5	Flying Dodge	— +4	Dodge, Abort, FMove
4	Dodge	— +5	Dodge, Abort
4	Strike	+0 +2	+2d6 Strike
5	Jab	+1 +3	Strike
5	Haymaker	-2 +1	+4d6 Strike
56	+14 with Gravity Powers		
6	+2 vs. Range Modifier with All Attacks		
3	Conversation	13-	
3	Deduction	16-	
3	High Society	13-	
3	Oratory	13-	
3	Persuasion	13-	
5	PS: Linguist	18-	
3	Linguist		
1	Language: Arabic	(Conversation)	
2	Language: Cantonese	(Fluent)	
1	Language: Czechoslovakian	(Conversation)	
1	Language: French	(Fluent)	
1	Language: German	(Fluent)	
2	Language: Greek	(Fluent)	
1	Language: Hebrew	(Conversation)	
2	Language: Hindustani	(Fluent)	
1	Language: Japanese	(Conversation)	
1	Language: Latin	(Conversation)	
1	Language: Mandarin	(Conversation)	
1	Language: Russian	(Conversation)	
1	Language: Spanish	(Conversation)	
1	Language: Swedish	(Conversation)	
3	Traveler		
2	CuK: Arabic	16-	
2	CuK: Asian	16-	
2	CuK: Eastern Europe	16-	
2	CuK: Mediterranean	16-	
3	Scholar		
2	KS: American Literature	16-	
2	KS: Asian Literature	16-	
2	KS: Classical Literature	16-	
2	KS: European Literature	16-	
2	KS: Religious Literature	16-	
2	KS: World Mythology	16-	

Total Powers & Skills Cost: 416

Total Cost: 625

400+ Disadvantages

10	Distinctive Features: Aberrant Genome (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Technology Or Major Effort)
15	Hunted: Anti-Aberration League 8- (Mo Pow, Harshly Punish)
30	Hunted: Humanity First 14- (Mo Pow, NCI, Capture)

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- 15 Hunted: GENOME 8- (As Pow, PC has a Public ID or is otherwise very easy to find, Capture)
- 30 Hunted: International Governments 14- (Mo Pow, NCI, Harshly Punish)
- 15 Hunted: Keepers of Albion 8- (As Pow, NCI, Limited Geographical Area, PC has a Public ID or is otherwise very easy to find, Capture)
- 20 Psychological Limitation: Has No Problem Killing Those in His Way (Very Common, Strong)
- 25 Psychological Limitation: Devoted To His Idea of Peace/Justice (Very Common, Total)
- 20 Psychological Limitation: Intolerance of Those Who Disagree With Him (Very Common, Strong)
- 20 Psychological Limitation: Must Avenge Sarah's Death (Common, Total)
- 25 Experience Points

Total Disadvantage Points: 625

reduce the effectiveness of his Gravity Powers and perhaps reduce the amount of points in his Multipower Reserve so that he is able to utilize less of his powers at once.

Appearance: Standing at roughly 6'2" tall and in decent shape, most of what makes Graviton impressive is not raw physicality, but bearing. Even with his head shaved for simplicity and all of his utilitarian clothing cut for function rather than form, Graviton is still not a figure easily missed because of the air of dignified resolve about him.

When not waging his war against humanity, he generally dresses to fit in wherever he happens to be at the moment, preferring dark or neutral colored clothing whenever possible, and is not fond of jewelry or other needless ornamentation. In costume, he wears something very similar to his old Keepers uniform – a simple black suit with a single silver line down each arm and leg, terminating in a triangle. Along the sides of the torso runs a blocky geometric design which gives the whole suit a somewhat futuristic look, completed by silver boots and gloves – both of moderate length – and a belt of the same color.



EXAMPLES FROM LITERATURE

One of the best examples of a non-archetype paladin is found in the the Bahzell series by David Weber:

Oath of Swords
The Wargod's Own
Windrider's Oath

The first two are available for free at the Baen Free Library.

Another example are the Elenium books by David Eddings:

The Diamond Throne
The Ruby Knight
The Sapphire Rose

PLOTS SEEDS FOR ADDISON

The PCs are investigating a thieves' guild and find that a local paladin is really a thief in disguise, (according to all the information they can get) and thus they try to apprehend Addison.

The Elder Aier has shown up, and instead of going after Addison has come for his daughter, with the law on his side. Addison is not in a position to oppose him, as it would cause a problem for the Order, so he asks the PCs for help.

One of the PCs is looking to train with the Dagger, and approaches Addison for training. He will agree, for a price....



Twisted Archetypes: Paladins by Curtis Gibson

A trio of unusual paladins for your Fantasy game.

Preface

This is the first in a series of articles on taking standard archetypes, and changing them around. Each major archetype gets its own article. Most players and GMs are familiar with these archetypes through playing D&D, if not through other means. Each article will present three characters that have a standard professional package from Fantasy Hero, but each with a twist. First up, the Paladin.

Everyone has a mental picture of a paladin. Sturdy, powerful in a fight, Holy – or Holier than Thou – stern, judgmental at times, heavily armed and armored, warhorse, special holy abilities, true to his cause and word. But they don't all have to be like that. Paladins can follow a code and not be judgmental. They can be Holy and focused on their deity, but fun to be around. Or even focused on weapons that aren't the norm for paladins.

Presented here are three; Addison Gracie a man with a checkered past, and knowledge of the street, Kara Stromsdaughter who belongs to an order that uses Pegasi for mounts, and lastly Sir Thomas Aniss of Castanak, a holy man who tired of killing his opponents and founded a (mostly) pacifist order.

Addison Gracie

Background/History: Addison began life as the son of a minor noble. His father was a paladin, as was his father's father, and he was expected to live up to this when he got older. That was the plan, but plans fall apart. When Addison was 7 and his parents were visiting a far away city, their house was attacked. All of the family's attendants were killed, along with his mother. When the place was put to the torch, Addison ran. His father got there just past too late and was told everyone had been killed. In his grief, he fled back to his home and the order's chapter house there.

Addison was wandering and trying to find someone to take him home, but a boy with tattered and burned clothes was ignored or reviled by the people he ran into. It didn't take long for him to fall into stealing and then to join the local underage thieves' guild. His quick wits and deft hand took him far. He enjoyed the thrill of the theft, the test of skills, and when it did occur, the thrill of the chase. It was thought that he might be the next Thievesmaster.

At 14 all of that changed. He had fallen in love and dallied with a young noble elf maiden and they were caught by her father. He was

brought in and sentenced to death. The elf noble Lord Ja'Ve Air disowned his daughter and was going to take great delight in killing Addison slowly, but the young maiden helped Addison escape, in the middle of which they swore undying love to each other. While on the run and out of the city they were captured by a traveling paladin.

Sir Gracie recognized his son and questioned him about his life, and how he survived. After hearing his son's remarkable tale, he took him and his young intended home. He presented Addison to the Order for initiation as a squire. The young lady Air was taken in by a local noble family. He progressed as quickly through the Order as he had the guild but with many run-ins with the rules of the organization. After his years on the street, he had developed a very strong independent streak.

He was made a full paladin at 21 and is still courting Lady Air. He has had a number of run-ins with her father over the years. The elder Air is still trying to have him killed, or kill Addison himself.

Personality/Motivation: Addison firmly believes in his God, but has a bit of a problem with the rules and strictures of the order. He never breaks them but he does complain about and sometimes bends them. He enjoys his role as a protector and it does let him keep testing himself in different situations. He still enjoys the thrill of the chase, except that now, he is the chaser, not the chassee.

One of his quirks, and this goes back to his days on the street, is that if he formally gives his word, he will not break it, for any reason.

Quote: "Feel the bite of the addersting."

Powers/Tactics: Addison uses daggers whenever possible. He prefers to soften up opposition with a number of thrown daggers while keeping distance. When in melee he will use shield and dagger, getting close and striking quickly. He also calls any dagger he wields "addersting."

Campaign Use: Addison is a nonstandard paladin for the PCs to meet. He could be a friend to the PCs, or used as a foil to any self-important PCs. He could be used as a basic source of information about street life or thieves, one the PCs know they can trust.

Appearance: Addison is a fairly handsome man, with a mischievous twinkle in his eye. He stands a bit over six feet tall, well built, with curly

Addison Gracie

blond hair. He always has a dagger or three somewhere about him, whether in full armor or dressed in formal wear at a court function.



BEING A PALADIN

The Social Limitation: Paladin reflects the fact that paladins are called by their order or by those in need to do certain tasks. In the author's campaign they are called upon as judges or advisors, and are honor bound to accept the requests. Filling such duties can get in the way of the goals of the player; hence the Disadvantage.

Addison Gracie

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	3		Total: 6/12 PD (0/6 rPD)
3	ED	0		Total: 3/9 ED (0/6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		

Total Characteristic Cost: 79

Movement: Running: 7"/14"
Leaping: 3"/6"
Swimming: 2"/4"

Cost	Powers	END
10	<i>Lay on Hands:</i> Healing BODY 3d6; 4 Charges (-1), Extra Time (Full Phase, -1/2), Costs Endurance (-1/2)	3
4	<i>Create Light:</i> Sight Group Images 1" Radius; Only to Create Light (-1), No Range (-1/2)	1
7	<i>Holy Aura:</i> Change Environment (Holy Ground) 2" Radius; No Range (-1/2)	3

Talents

10 *Master of the Short Blade:* Deadly Blow +1/2d6 with any Dagger, Ranged or HtH

Skills

- 10 +2 with Daggers (Ranged and Hand-to-Hand)
- 2 Fast Draw 13-; Daggers Only (-1/2)
- 3 Healing 12-
- 2 KS: Religious Doctrine 11-
- 2 KS: Thieves/Thieving Organizations 11-
- 3 Lockpicking 13-
- 2 PS: Appraise 11-
- 3 Security Systems 12-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 12-
- 4 WF: Common Melee, Common Missile

Total Powers & Skill Cost: 71

Total Cost: 150

75+ Disadvantages

- 5 DNPC: Lady Aier 8- (Useful)
- 10 Hunted: Enemies of the Order 8- (As Pow)
- 15 Hunted: Ja'Ve Aier 8- (As Pow, PC is Very Easy to Find)
- 15 Psychological Limitation: Always Keeps His Word (Uncommon, Total)
- 15 Psychological Limitation: Devotion to God and His Purpose (Common, Strong)
- 10 Psychological Limitation: Thrillseeker (Common, Moderate)
- 5 Social Limitation: Paladin (Occasionally, Major, Not Limiting in Some Cultures)

Total Disadvantage Points: 150

EQUIPMENT

Weapons	OCV	Rmod	Dam	STUN	Shots	STR Min	Notes
Dagger	0	+0	1d6-1	d6-1	10	6	Can be Thrown
Bastard Sword	0	+0	1 1/2d6	d6-1	—	13	1 1/2H

Armor

Stealth Chain (DEF 6)
Shield (+2 DCV)

Addison's Enchanted Items

Stealth Chain: Chain mail that has been enchanted for stealth work. It weighs half normal and is completely silent. (Bought as Armor (6 PD/6 ED), Invisible to Hearing Group (+1/4); OIF (-1/2), Half Mass (-1/2), Real Armor (-1/4))

Kara Stromsdaughter

Background/History: Kara was born in a poor village away from centers of civilization. This was a problem as she was born with a weak leg. It didn't have normal musculature and the knee was somewhat off, turning the lower leg inwards about 45degrees. She grew up the youngest of four and the only daughter.

As she grew, she refused to give up, or give in to any pressure. She held her own with her brothers in boisterousness, and trained and fought to use her leg as much as she could. She far surpassed the village midwife's conclusion of how much she could use her leg.

She was very attached to the family horse, and found riding him to be freedom from the difficulties of walking. Any time she could do anything on the horse she did. Her family saw her kinship and delight, in riding, and she became the horse's primary rider in the village.

One day, she saw a horse with wings fly over and she followed; excited at her first view of a pegasus. As she followed, it was struck by a spear and came down hard. Kara rode to the scene; and rode over the orc who had thrown the spear and was about to finish off the rider of the pegasus. Kara and her horse pulled the rider out and away from the injured pegasus. She did as much as she could for both of them. Then the woman woke up, and saw what Kara had done. She talked to her, and then asked to be taken to her family.

After some discussion, and impressed with Kara's bravery and skills, she invited her to join the Order of the Aerie as her squire. Kara was delighted and threw herself into her studies there with the same intensity and enthusiasm that she attacked anything she wanted to do. She graduated to knight and is one of the youngest full flying members of the Order.

Personality/Motivation: Kara is an extremely enthusiastic young woman. She dives full force into anything she does, whether it be combat, flying, or emotional attachments. The Aerie Order gave her a chance to do what she has always wanted to do – fly. She is completely loyal to the Order and to her God. Overall she is a fairly uncomplicated person.

Quote: “Whoohooo!”

Powers/Tactics: Almost all of Kara's combat training is with the bow, which she can use while riding or on the ground. She is an excellent flier and is usually a sniper from the air if that is at all feasible. She can ride in close for point blank shots while Ariel bashes the opponent with her hooves.

The specialized saddle and bridle for pegasi that her Order uses has two large quivers on each shoulder of the steed, and she can go 40 or more shots before having to re-arm.

Campaign Use: Kara, as a master of Aerie Order's specialized bow art, could be a trainer for a PC. She is very good with pegasi and could also give advice from that direction. She has a tendency to go full force all the time, and could very easily be a foil for the PCs, or someone to rescue when her enthusiasm takes her beyond her capabilities.

Appearance: Kara is a beautiful young woman, with strawberry blond hair and green eyes and has an excellent physique. Her right leg below the knee is lame. She wears her hair in two braids. She stands about five and a half feet tall.

PLOT SEEDS FOR KARA

The PCs need an expert on pegasi, and are directed to the young knight.

After a few meetings with the PCs, she finds herself attracted to one of the characters. She is as enthusiastic about following her heart as anything else, and her rather strident attentions could cause some discomfort for the character, or it could be the start of a romance.

Kara asks the PCs for help. She has a problem that needs two directions to attack, one being the air, and she comes to the PCs to deal with the other side of the problem.

Kara Stromsdaughter



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Kara Stromsdaughter

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
16	PRE	6	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 6/13 PD (0/7 rPD)
3	ED	0		Total: 3/10 ED (0/7 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		

Total Characteristics Cost: 60

Movement: Running: 4"/8"
Leaping: 4"/8"
Swimming: 2"/4"

Cost	Powers	END
13	<i>Lay on Hands:</i> Healing BODY 4d6; 4 Charges (-1), Extra Time (Full Phase, -1/2), Costs Endurance (-1/2)	4
10	<i>Detect Evil:</i> Detect Evil (No Sense Group)	0
-4	Running -2" (4" Total)	1
1	Leaping +1" (4" Total)	1
Perks		
15	Follower: Ariel (Pegasus)	

Skills

	Maneuver	OCV	DCV	Rng	Notes
Martial Arts: Windstrike					
5 Windflight	+0	-2	+6		Strike, +1 Segment
5 Soar	+1	-1	+4		Strike
4 Pierce the Wind	+1	+0	+0		+2d6
6 +2 with Windstrike					
4 +2 vs. Range Modifier with Windstrike					
7 Animal Handler (Equines, Pegasi) 14-					
2 KS: Bows 11-					
2 KS: Pegasi 11-					
2 KS: Religious Doctrine 11-					
7 Riding 14-					
3 Tactics 12-					
1 TF: Equines, Flying Beasts					
4 WF: Common Melee, Common Missile					

Total Powers & Skills Cost: 90

Total Cost: 150

75+ Disadvantages

15	Hunted: Enemies of the Order 11- (As Pow)
5	Physical Limitation: Bad Leg (Infrequently, Slightly Impairing)
25	Psychological Limitation: Devotion to the Goddess and Her Purposes (Very Common, Total)
15	Psychological Limitation: Loves to Fly (Common, Strong)
5	Reputation: Aerie Paladin, 8-
5	Rivalry: Other Flying Fighter Types (Professional, As Pow, Seek to Outdo, Rival Aware)
5	Social Limitation: Paladin (Occasionally, Major, Not Limiting in Some Cultures)

Total Disadvantages Points: 150

EQUIPMENT

Weapons	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Heavy Bow	+0	+0	1½d6	0	40	10	2H, Conc
Long Sword	+0	+0	1d6+1	0	—	12	

Armor

Breastplate and Chain (DEF 7)

ARIEL

Ariel is a standard Pegasus (*HERO System Bestiary* page 106) with the following additional skills:

3 PS: Attack 12-
3 PS: Stop Attacking 12-

ANYBODY GOT A LIGHT?

Sir Thomas' enlightenment story borrows heavily from other such stories in Religion and Myth, and I am sure many of them are recognizable to the reader. This was intentional.

PLOT SEEDS FOR SIR THOMAS

A Paladin PC has heard of the special art of the shield that Thomas teaches and wishes to learn.

The PCs could be acting at the behest of a royal benefactor, doing truly good work, but run up against Thomas' peaceful ways, and his calling for diplomacy could get in the way of their mission.

Perhaps the PCs are hurt and badly injured, and Thomas heals them but instead of payment, insists on an oath of nonviolence from the PCs for a period of time.

Sir Thomas Aniss of Castanak

Background/History: Sir Thomas Aniss of Castanak was a paladin of renown. He had vanquished an elder vampire single-handedly, stopped the depredations of Aragorg the Dragon, was the spearhead against the demonic army that threatened the capital, led assaults that stopped entire orcish armies. But as his life went on, he felt more and more like a weapon and less like a man. Truth to tell he was becoming tired of killing. He had no regrets of the deaths he had caused, as it was in the name of his God and for the Light, but he didn't want to be a killing instrument anymore.

After one very nasty battle that ended a war, he walked away from the battlefield. Leaving his companions and his army behind, and he just kept going, looking to commune with his God the way he remembered as a youth. He eventually came to rest under a fig tree at the top of a mountain, whereupon he leaned against the tree and slept. When he woke, he knelt in prayer for three days, to try and reclaim his earlier strength and devotion. What he received was another kind of enlightenment. He came to understand that killing while at times necessary is not for everyone, including some paladins. He was visited by servants of his God. He took his knowledge of fighting, and while striving in combat with them turned that knowledge to the defensive.

He then came down from his mountain, and started a new order of paladins, ones devoted to defensive arts of the shield, and fighting with clubs and cudgels, with very specific training on how not to kill the opposition. The order attempts to not kill any mortal foe and saves lethal damage for the true evil in the world: Undead, Demons, Devils, and Mortals that have corrupted their souls with the powers of the infernal.

Personality/Motivation: Sir Thomas is as devoted to his God and the ideals of paladinhood as any other paladin, he just chooses to focus his skills on defense and peace rather than on attack and death.

He is proud of the order he created, as he feels it has drawn other like-minded people to the truth. Some have become holy warriors that would not have, because of their personal philosophies on killing.

Quote: "Please, let us work this out in peace and talk, rather than in the clash of blades. I do not wish to add your blood to that I have already spilled."

Powers/Tactics: When fighting most normal foes, Sir Thomas fights very defensively and tries to achieve his goal without drawing a weapon. Should he need to, he draws his stout club and uses his levels in Pulling a Punch, and his *Heal Thy Enemy* abilities to keep from killing them. He will pull out his two-handed sword only when facing true evil – Demons, Undead, and the like. He also uses his Holy Aura in large scale fights with similar kinds of foes and other creatures that take damage when on holy ground.

Campaign Use: Sir Thomas could be used in many ways in a game. He could be the head of the paladin order a PC belongs to, and be a mentor and teacher. His pacifistic ideals could put him at odds with the PCs. There could be friendly friction between his order and a church or paladin order one of the PCs belongs to.

Appearance: Sir Thomas is an elderly, but strong and spry man. He has iron gray hair and beard, and stands six foot two. He carries a large shield with the sun sign of his God, as well as a stout cudgel, and a two handed sword. He also carries herbs and poultices for healing.

EQUIPMENT							
Weapons	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Stout Club	0	0	4d6N	0	—	10	
Greatsword	+1	0	2d6	0/+1	—	17	
Shield	0	0	3d6N	0	—	15	
Armor							
Chain and Plate (DEF 7)							
Shield (+3 DCV)							
Sir Thomas' Enchanted Items							
<i>Bag of Herbs:</i> A bag full of healing herbs and poultices (+4 on Healing Roll; OIF (-1/2))							
<i>Greatsword of Demonslaying:</i> A standard Greatsword that deals an additional 1d6K and +1 STUN against Demons, Devils, and all Evil Outerplanar creatures. (Bought as +1d6 Killing, 0 End; OAF (-1), Only versus Supernatural Outerplanar Evil (-1) plus Naked Advantage +1 STUN Multiplier on up to 6d6K; OAF (-1), Only versus Supernatural Outerplanar Evil (-1))							

Sir Thomas Aniss of Castanak



THE ART OF THE SHIELD

The Art of the Shield consists of the 5 maneuvers listed on the character, a KS of the art, a level in DCV, and 2 levels in Pulling a Punch.

Sir Thomas Aniss of Castanak

Val	Cha	Cost	Roll	Notes
17	STR	7	12-	Lift 240 kg; 3d6 HTH [3]
15	DEX	15	12-	OCV: 5/DCV: 5(7)
18	CON	16	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll: 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
8	REC	2		
36	END	0		
40	STUN	9		

Total Characteristics Cost: 116

Movement: Running: 8"/16"
Leaping: 3"/6"
Swimming: 2"/4"

Cost	Powers	END
7	<i>Armor of the Light:</i> Armor (5 PD/5 ED); Only versus Attacks of Supernatural Evil Creatures (-1)	0
4	Running +2" (8" Total)	2
10	<i>Evil Sight:</i> Detect Evil (Sight Group)	0
20	<i>Lay on Hands:</i> Healing Simplified 3d6; 8 Charges (-1/2)	[8]
14	<i>Heal Thy Enemy:</i> Healing BODY 1d6, Decreased Re-use Duration (1 Turn, +1 1/2); Activation Roll 14- (-1/2), Only When Attacking and Using This and the Attack as a Multiple Power Attack (-1/4)	2
18	<i>Holy Aura:</i> Change Environment (Holy Ground) 64" Radius, Reduced Endurance (1/2 END, +1/4); No Range (-1/2), Concentration Throughout (1/2 DCV, -1/2), Only when Serving the God's Purposes (-1/2)	1

Talents

7 *Holy Strike:* Deadly Blow: +1d6K versus Supernatural Evil (Demons, Undead, etc.)

Skills

Martial Art: Swordwork

Maneuver	OCV	DCV	Notes
5 Drive	+1	+0	+v/5; FMove
5 Slash	+1	-2	+4 DC
4 Thrust	+0	+2	+2 DC
2 Use Art with Clubs, Shields, Swords			

Martial Art: The Art of the Shield

Maneuver	OCV	DCV	Notes
5 Bash	+1	+3	Strike
4 Catch the Weapon	-1	+1	25 STR Disarm
4 Edge in the Eyes	-1	-1	Flash 4d6
4 Interpose	+2	+2	Block, Abort
4 Shield Stance	+0	+0	Block, Abort, 30 STR to Resist Shove
1 Use Art with Clubs, Shields			
24 +3 with All Combat			
10 +2 with DCV			
6 +3 with Pulling a Punch			
3 +1 with Art of the Shield			
2 Animal Handler (Equines) 13-			
3 Bureaucratics 13-			
3 Conversation 13-			
10 Defense Maneuver IV			
3 Fast Draw 12-			
7 Healing 15-			
3 High Society 13-			
3 Instructor 13-			
3 KS: Religious Doctrine 13-			
2 KS: History 11-			
2 KS: Art of the Shield 11-			
4 Language: Elvish (Idiomatic)			
3 Language: Dwarven (Fluent)			
3 Persuasion 13-			
2 Rapid Attack (HTH); Greatsword Only (-1)			
8 Survival (Mountain, Temperate, Tropical, Underground) 13-			
3 Tactics 13-			
5 Two-Weapon Fighting; Greatsword Only (-1)			
7 WF: Common Melee Weapons, Common Missile Weapons, Flails, Lances, Staffs			

Total Powers & Skills Cost: 233

Total Cost: 351

75+ Disadvantages

- 15 Hunted: Rogues Gallery of Old Enemies 8- (As Pow, PC is Very Easy to Find)
- 25 Psychological Limitation: Devoted to God and His Purposes (Very Common, Total)
- 15 Psychological Limitation: Code versus Killing (Common, Strong)
- 15 Reputation: Pacifist Paladin of Legend, 14-
- 5 Social Limitation: Paladin (Occasionally, Major, Not Limiting in Some Cultures)
- 201 Experience Points

Total Disadvantages Points: 351



Species of Empire

by Bob Greenwade

Both *Alien Wars* and *Terran Empire* mention several alien species whose statistics are not included in either book, nor in *Worlds Of Empire*. In addition, the Star*Guard articles in issues #5 and #6 of *Digital Hero* show several aliens from species not detailed in any book.

To help “flesh out” the Empire’s roster of species, more complete write-ups for some of these species are provided below.

The Heartworlds

The region of space known as the Heartworlds encompasses those worlds within about 5,000 light-years of Earth.

Dendrians

A proud people with a strong tradition of warfare, the Dendrians are valuable citizens of the Empire.

DENDRIAN BIOLOGY

Externally, Dendrians looks almost exactly like Humans, except that their skin color ranges into blue and purple tones. The dimmer light of their world has evolved in them the ability to see ultraviolet light. They also have a much wider hearing range than Humans, and live about twice as long.

The sensitivity of Dendrian senses can work against them as well as in their favor; they are somewhat more susceptible to sensory overloads of light or sound.

DENDRIA, THE DENDRIAN HOMEWORLD

Located near the rimward and spinward edge of the Heartworlds, Dendria is the fifth planet of eleven orbiting a double star. The heat it receives from its suns, both Type F dwarves, is about the same as Earth gets from Sol, but the light is slightly dimmer, and Dendria’s year is over five times as long.

In other ways Dendria’s differences from Earth are virtually imperceptible to the casual observer: its surface gravity is slightly greater, its atmosphere slightly thinner and slightly richer, and so forth. It also has comparable climatology, variety in flora and fauna, and similar characteristics.

DENDRIAN SOCIETY AND CULTURE

For centuries Dendrians have been at odds with each other. The various cultures of Dendria’s many regions have literally dozens of warrior traditions, with philosophical bases running the gamut from chivalry to conquest. The planet would go through periodic cycles of warfare, usually with twenty or thirty local years

of relative peace before a similar period of bloody conflict. As technology inevitably progressed, each period of war almost invariably became more violent than the one before.

This reached a head with what is now called the Nihilist War, lasting through a period corresponding with the early twenty-first century on Earth. While most technology of the time sat at ATRI 6, the tools of war were verging on ATRI 9. (Legends also tell of warriors using great mystical powers, though these tales are “subject to much interpretation.”) The Nihilist War destroyed many Dendrian cities, killed nearly half their population, and nearly destroyed civilization.

Rebuilding took nearly three Dendrian decades. In the end, only three warrior traditions survived: *korteris*, teaching that the strong must serve the weak; *elekan*, a system emphasizing personal honor and integrity; and *lorikir*, a method for personal power. While students of *korteris* and *elekan* consider each other friends and allies, the way of *lorikir* was forced underground to become a secret society.

When discovered by Terran explorers in the early twenty-fourth century, Dendrians were a late ATRI 8 society just beginning to experiment with interstellar drives. Their planetary government, a multi-layered democratic republic, had eliminated war in the classic sense, while crime and terrorism were still problems addressed by its enforcement personnel (most of them adherents to *korteris*).

During the Xenovore War and since, Dendrians have served in the Terran military and law enforcement sectors with great honor. Besides soldiers and field agents, they also gravitate toward careers in engineering and exploration.

DENDRIAN PACKAGE DEAL

Cost	Ability
6	+2 DEX
2	+1 CON
3	<i>Extended Hearing Range:</i> Ultrasonic Hearing
5	<i>Extended Visual Range:</i> Ultraviolet Vision
1	<i>Extended Lifespan:</i> Life Support (Longevity: 200 years)
Disadvantage	
-15	Vulnerability: 1½× Effect from Sight and Hearing Group Flashes

DENDRIAN



Fentru

A proud, noble people with a strong sense of honor and tradition, the Fentru (singular Fent) have distinguished themselves as farmers and guerrilla fighters despite their relatively sparse population.

FENTRU BIOLOGY

Fentru are humanoids physically resembling Humans in most ways. Not populous enough to have much ethnic variety — as of their discovery there were only seventy million of them — their coloration hovers near cobalt blue. Males are entirely hairless, while females have white or yellow hair.

IBERIA, THE FENTRU HOMEWORLD

A small but dense planet, Iberia — known to its natives as Hearn — is eighty percent water on the surface, with most of the land between the forty-fifth parallels north and south. Roughly three-fourths of the land is arable, and what isn't arable contains copious mineral resources, particularly iron, nickel, crude oil, and natural gas. Though it has half the surface area of Earth, its gravity and atmospheric density are only marginally lower.

During the Interstellar Age, Iberia was run by the Kinzareth Imperium, which took over rulership and ran the planet like it was an agricultural slave colony. Social reforms during the Xenovore War came too late to sufficiently strengthen the planet against Xenovore attack. Still, the Fentru fought a brave resistance, and after the Xenovores were driven off and ATRI 10 improvements were put in place the planet's agrarian economy boomed.

FENTRU SOCIETY AND CULTURE

When Humans first encountered them in the middle twenty-third century, roughly eighty percent of Fentru lived in a formal society just entering ATRI 4. It was run as a sort of wealth-based democracy; only land owners could vote for the top leaders, but business owners could vote for representatives to lesser councils while common workers had no votes at all.

In the Imperial era Iberia is a Senate world, and run in pretty much the same manner as it was originally. It has a democratically-elected Legislature, which in turn elects a Prime Minister; this planetary government handles such matters as commerce, planetary security, appointments to the Imperial Senate, and so forth. Local and other matters are still handled in the traditional manner.

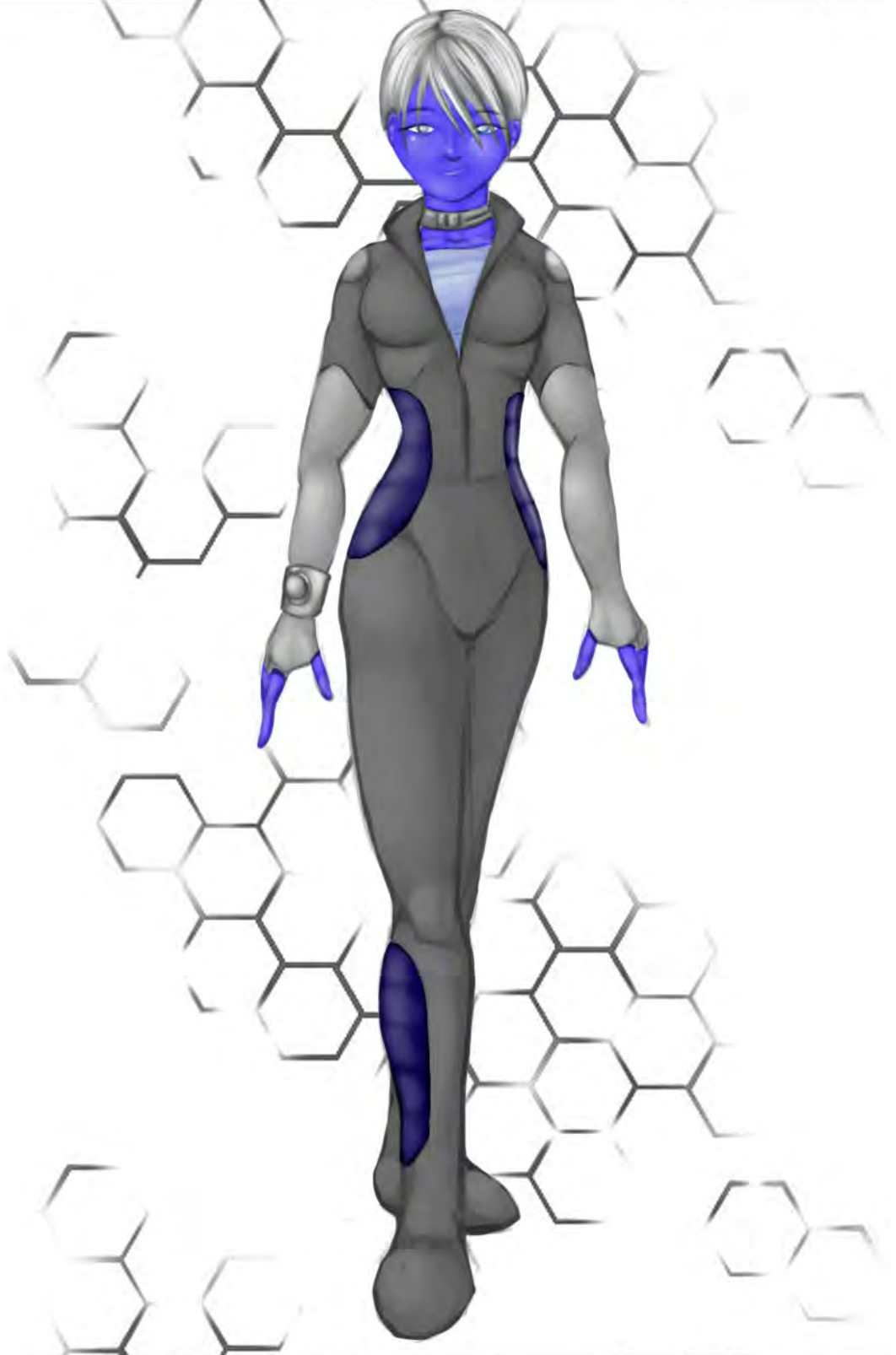
Tradition and honor are held in very high regard among the Fentru. Honesty, integrity, hospitality, keeping of oaths, respect for one's elders, adherence to both the letter and the spirit of the law, and similar values are all held in high

regard. Occasionally a Fent seeks domination in one form or another, or pursues a misguided course toward honor, but the Fentru are essentially an honest and honor-bound people.

FENTRU PACKAGE DEAL

Cost	Ability
1	+1 STR
2	+2 CON
	Disadvantage
-3	-1 DEX

FENTRU



Pograckians

Despite their sometimes comical appearance, the canid Pograckians are noteworthy scientists within Terran space.

POGRACKIAN BIOLOGY

To the Human eye, Pograckians look for all the world like bipedal bloodhounds. Their heads are nearly identical to that animal's, their bodies are covered with short brown and black fur, they have short tails that wag in canine fashion (though they have no other apparent function), and their hands have short, stubby fingers with thick black nails.

Pograckians have a normal distribution of psionics in their population, though relatively few Pograckian psis are mid-powered. Most have either Beta-level power, or Zeta and above.

POGRAC, THE POGRACKIAN HOMEWORLD

Slightly smaller than Earth with a gravity of 0.95G, Pograc orbits St. Hubert's Star. It's also somewhat moister than Earth on the average; while oceans cover seventy percent of its surface, its eight continents have many extensive lake complexes and inland seas, and its deserts are smaller and less numerous.

Some scientists have described Pograc as an arborist's dream come true. It has more varieties of tree than any other planet in the Heartworlds, and the variety is among the widest throughout the Terran Empire. Many Pograckian trees have unusual properties, ranging from insectivorous leaves to absorbing metal contaminants from groundwater.

POGRACKIAN SOCIETY AND CULTURE

When first encountered by Humans, Pograckians were firmly entrenched as an ATRI 7 society. Their grasp of scientific theory, particularly biological sciences, was actually somewhat further along than that, but their population was sparse enough and their natural resources plentiful enough that they felt no urgency to expand practical applications.

Though they're most widely noted as scientists, Pograckians are often drawn to careers in some aspect of law enforcement, not only as officials but also in such capacities as bounty hunters, private investigators, and so forth. This reflects the Pograckians' passion for exploring and discovering the factual truth of a matter. They have also generated some of the most controversial positions in the fields of philosophy and metaphysics.

There are some stories of superheroes among Pograckians, similar to those of Earth though not nearly as pervasive. While Pograc was relatively untouched by the Xenovore War, records of that time were poorly kept (a situation

that has hardly improved since then) and many tales contradict each other. Some sources hold that, even though Pograc was barely entering ATRI 5 at the time, some individuals had developed interstellar flight and had contact with alien species — an assertion that, in the twenty-third and later centuries, is regarded as ridiculous.

POGRACKIAN PACKAGE DEAL

Cost	Ability
4	<i>Swift Legs</i> : Running +2"
5	<i>Night Eyes</i> : Nightvision
3	<i>Pograckian Senses</i> : +1 PER
4	<i>Pograckian Scents</i> : +2 with Smell/Taste
5	<i>Pograckian Scents</i> : Tracking Scents
	Disadvantages
-2	-1 BODY

POGRACKIAN



The Outer Core

The Outer Core is the region of space just beyond the Heartworlds, making up most of the spinward half of the Terran Empire. This includes some of the territory formerly controlled by the Xenovores, as well as a few planets once ruled by the Hzeel Empire.

CAVLORIANS

A peaceful, agrarian society, the Cavlorians were ruled for centuries by the Hzeel until that civilization collapsed. Today they are a part of the Terran Empire, still known for their quiet, peaceful ways.

CAVLORIAN BIOLOGY

Biologically, Cavlorians are a very Human-like species. Their systems use copper in much the same way Humans' use iron, yielding a strongly greenish hue to their skin and blood. The only other external difference from Humans is their elfin, pointed ears.

Internally their copper-based metabolism is the greatest difference. There are some minor variations in organ placement, but body temperature, senses, reproduction, and such matters are essentially the same.

CAVLOR, THE CAVLORIAN HOMEWORLD

Located only a few hundred light-years spinward of Rusalka (*Terran Empire*, pages 72-73), Cavor is a lush world whose arable land is more than sufficient to support its two billion natives.

While Cavlorian biology is strongly copper-based, most Cavlorian foodstuffs are edible to other species. Only those with particularly high copper content, particularly terrestrial meats, are at all toxic. By similar token, Cavlorians can eat Terran foods that aren't especially high in iron.

CAVLORIAN SOCIETY AND CULTURE

For the first couple of centuries of Hzeel rule, the Cavlorians waged a guerilla war against their conquerors. It was no use; the Hzeel were simply too advanced. Eventually they tired of war, and for the most part accepted their lot as servants to their Hzeel masters. When the Hzeel Empire collapsed, the extent to which they took advantage of the situation was to expel its remnants; they had no desire to colonize, but simply wanted to be left in peace.

More than four centuries passed. Cavor remained a quiet agrarian society, advancing from ATRI 4 to ATRI 6. When the Terran Empire expanded to include Cavor, they remembered how futile resistance had been against the Hzeel and simply accepted Terran rule.

This time the annexation was much more agreeable; they pay their Imperial taxes, and the Imperial forces leave them to their own ways. Many Humans and other species within the Empire have even become friends and advocates of the Cavlorians, and those natives with more "action-oriented" personalities can join the Imperial military.

Cavlorians who venture beyond their home are most noted for their skill as agronomists, diplomats, and spies. They also have an unusually good understanding of logic and mathematics; those with an interest in computers are usually preternaturally skilled with them.

CAVLORIAN PACKAGE DEAL

Cost	Ability
3	+1 DEX
	Disadvantage
-2	-1 CON

CAVLORIAN



Dasmaa

Though nearly exterminated by aliens twice — once by the Xenovores in the twenty-fourth century, and again in 2482 by the forces of Emperor Gregorio — the subterranean Dasmaa are a resilient people, always ready to come back and fight for their values.

DASMAA BIOLOGY

The Dasmaa are a subterranean species resembling pangolins, an armored anteater-like creature of Earth. They have a hard, armored exterior which is thicker on the back, and formed so a Dasmaa can become a fully-protected near-sphere when rolled up in a fetal position. The three fingers and thumb on their hands have long, sharp retractable claws well suited for digging, though also quite usable as weapons. A Dasmaa's face, though partially covered with armored scales like the rest of the body, is not prognathous, but mostly Human-like.

On average, a Dasmaa stands slightly over two meters (6'7") tall. Thanks to their uniformly broad, stocky build and unusually dense cellular structure, they weigh roughly 200kg (450 pounds). Their general form is that of a standard biped; they do have a short tail extending about to the knees, but its main function is to smooth the spherical shape when rolled up.

Dasmaa give live birth, with multiple births being much rarer than in other sentient mammals. They are born soft-shelled; the hardness doesn't begin to set in until about age two or three.

Though their diet is omnivorous, their teeth do not bite or chew hard things well. They prefer leafy vegetables and insects, with things like nuts, roots, and larger forms of meat only if pre-ground.

BA'A GURFEL, THE DASMAA HOMEWORLD

Located roughly halfway between Tetsuo and Triumph, Ba'a Gurfel is the fifth planet orbiting a type F8IV star they call Elsharu. Somewhat larger than Earth with a gravity of 1.4G, it has nine continents in a close cluster — one could travel from any continent to any other by means of isthmuses and traversing of narrow straits.

A visitor to Ba'a Gurfel would not immediately see that it was home to a sentient species with an advanced civilization. The only clues to the contrary are the occasional settlements by surface-dwellers (ninety-five percent Human; these are mainly Imperial outposts), the transport tubes connecting the cities, and the remains of damage done during the various wars for independence from Xenovores and Humans (see below). The

Dasmaa live underground, in tunnel complexes they dig through any rocky terrain.

DASMAA SOCIETY AND CULTURE

In Dasmaa culture, the greatest value is cooperative self-determination, and the greatest evil is despotism. Leaders are expected only to guide their people, and to administer the decisions made by popular vote. Individuals and groups attempting to seize power are to be removed, by force if necessary.

This has led to a series of rebellions against offworld rule, beginning with the violent — and remarkably well-run — guerilla war against the Xenovores after that species invaded the planet. The Dasmaa quickly recognized the Xenovores' true goal, and engaged in a carefully-executed campaign of sabotage and terrorism. This almost miraculously preserved the ecosystem as occurred on few other Xenovore-ruled planets. The tactics used by this ATRI 6 civilization against their ATRI 9 invaders would be used as textbook examples for centuries.

Somewhat less successful was the resistance against the Terran Empire in the twenty-fifth century. Ba'a Gurfel came under Imperial rule in 2461, and over the next two decades the Dasmaa launched four increasingly well-organized uprisings. After the fourth, in 2482, Imperial forces nearly exterminated the species, utterly destroying most of their cities and reducing the population from over two billion to only a few hundred thousand.

A century later, most Dasmaa were loyal Imperial subjects. The Galactic War had nearly brought Ba'a Gurfel under Thorgon rule, and the Terrans were much preferable. By then, even though the planet remained an Imperial World, the Dasmaa were mostly left to govern their own matters, so their value of cooperative self-determination was satisfied. They remained loyal, even accepting aid to advance their world to ATRI 11, until the reign of Emperor Sandor (see page 15 of *Terran Empire*); after the bombardment of Rand IV, Ba'a Gurfel became a secondary base for the Traynor Rebellion.

While their history and biology make Dasmaa excellent soldiers, SWAT officers, and bounty hunters, more peaceful individuals travel offworld to become miners, explorers, philosophers, and civil engineers.

DASMAA PACKAGE DEAL**Cost Ability**

- 3 +3 STR
- 4 +2 CON
- 4 +2 BODY
- 12 *Claws*: HKA ½d6 (up to 1d6+1 with STR), Armor Piercing (+½); Reduced Penetration (-¼)
- 6 *Dasmaa Carapace*: Armor (2 PD/2 ED)
- 3 *Dasmaa Backplate*: Armor (+2 PD/+2 ED); Activation Roll 11- (only protects the back, -1)
- 2 *Heavy*: Knockback Resistance -1"
- 5 *Darkness Vision*: Nightvision

Disadvantage

- 6 -2 DEX
- 4 -2" Running (Total 4")
- 5 Physical Limitation: Hefty (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Light-Sensitive Eyes (-2 Sight PER Rolls in bright light) (Frequently, Slightly Impairing)
- 10 Vulnerability: 1½× Effect from Sight Group Flashes

DASMAA



WHAT HAPPENED?

The *truth* about the collapse of Elpaden civilization can be found on page 200 of *Terran Empire* (part of that book's GM's Vault).

ZIGMARANS

Digital Hero #6 also included Tinary Trelev, a Zigmaran; however, his people's circumstances suggest that Zigmar is beyond the borders of the Terran Empire — most likely in CCR space.

Elpadens

One of the first new species to be discovered during Operation Future Peace, the Elpadens apparently once had a highly advanced civilization that somehow collapsed. Their planet, Osiris, was an important staging ground during both the Xenovore War and the Galactic War.

ELPADEN BIOLOGY

The Elpadens are a gaunt humanoid species well suited for the desert conditions of their planet. Their broad feet allow them to walk easily on sand, and their metabolisms are highly resistant to the intense heat of their world's equatorial regions.

OSIRIS, THE ELPADEN HOMEWORLD

Approximately Earth-sized, Osiris is primarily a desert planet. It has a small ocean around each pole, but the rest of the planet is bare land with two-thirds of the surface almost too arid to support life.

Signs of the Elpadens' once-thriving civilization can be found in archaeological digs not only on Osiris, but on its two moons and elsewhere in the system. Most artifacts reflect a society around ATRI 10 or 11, though some suggest that the Elpadens were verging on ATRI 12 when their civilization collapsed. Most indications suggest that the collapse took place at about the same time as the European Renaissance on Earth.

ELPADEN SOCIETY AND CULTURE

Elpadens have little in the way of historical records. There are some oral traditions speaking of a "Golden Time," almost certainly referring to the high-tech period of their civilization, but almost nothing is written down. Most Elpadens see the arrival of Humans as a sign of a new Golden Time; this attitude has made them strong Imperial loyalists. (However, other Elpadens are suspicious of Humans and other aliens.)

Because of the planet's sparse resources, most Elpadens live either among traditional nomadic tribes, or in the small coastal cities erected by Imperial officials. Despite being a Senate World, they have declined to form much in the way of a planetary government, instead relying on Imperial resources for planetary defense and allowing their tribal leaders to elect their Senator.

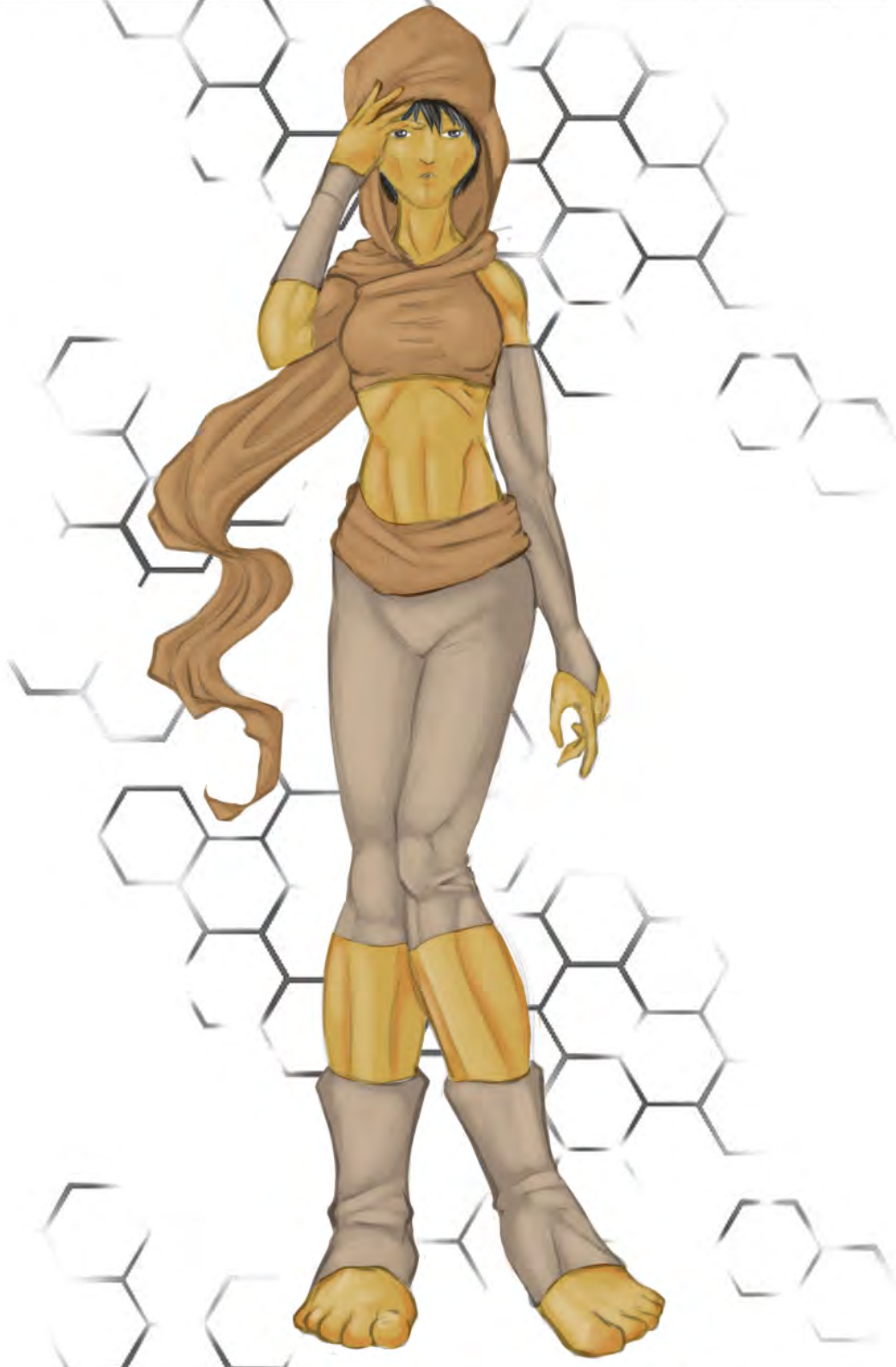
In addition to some 30 million Elpadens, Osiris has a thriving colony of over 400 million Humans and other aliens. The colony's economy is based primarily on its strategic location along the Antispinward Corridor, the Empire's most important trade route. It also has a strong scientific community studying Elpaden artifacts,

and a desert-warfare training center run by the Imperial Army.

ELPADEN PACKAGE DEAL

Cost	Ability
3	+1 DEX
4	+2 CON
1	<i>Sandwalking</i> : EM: No Penalties on Soft Sand
2	<i>Heat Adaptation</i> : Life Support (Safe in Intense Heat)

ELPADEN



THAAL KEN'LOSHA FELISH PLOT SEEDS

Classic Thaal ken'Losha Felish plot #1: One of the PCs is a fugitive with a price on his head, and Thaal goes after him. He will likely recognize the problems inherent in attempting a frontal assault against the entire group and hold a DNPC as hostage. (While this could be a plot in itself, it could be even more effective as a serious complication to something else!)

Classic Thaal ken'Losha Felish plot #2: The PCs are after a fugitive, but so is a team of bounty hunters Thaal is leading. The big wrinkle is that the fugitive has vital information the PCs need to prevent a calamity. Even worse, the government has a "dead or alive" marker on the fugitive. Will they get to him before Thaal's team?

The tables have turned for Thaal — after he's brought in a number of underworld figures, the Clone Mob has put a bounty on *his* head! Maybe the PCs will start hunting him down for the bounty, or maybe he'll come to them asking for protection. Whether they agree to give it is another question entirely, of



Thaal ken'Losha Felish

Background/History: Thaal ken'Losha Felish comes from a long line of independent bounty hunters. His father, Losha ken'Zilik Felish, was highly respected in his field until his death by cancer two years ago.

Though he trained under his father, Thaal's performance has been less than impressive. He's successful enough, but he's one of those "trigger-happy" minority who gives everyone else in the business a bad name. His father had been about to cut him loose from the family business when he died. (A few people think Thaal murdered him, but this isn't true; Losha died quite naturally.)

Thaal is still fairly new to the bounty-hunting business, but has already built up a reputation among criminals, law enforcement personnel, and other bounty hunters as a trigger-happy loon. He seems to especially enjoy going after criminals with a "dead or alive" marker on their bounty (usually terrorists, anti-Imperial rebels, and convicted serial killers). After all, corpses don't try to escape.

Personality/Motivation: Though certainly intelligent enough for his work, Thaal is very simple-minded, and in many ways emotionally immature. He likes being on the controlling end of a powerful weapon, and enjoys asserting his power by using it.

This isn't the only area in which Thaal enjoys flexing his personal power. Early in his career he met Gordon Prescott, a clerk for the Terran Intelligence Service. Gordon had been taking bribes from fugitives to misdirect TIS hunters, and Thaal found out about it. Since then he's been blackmailing the Human for those tips he's keeping from his colleagues.

Even so, his main motivation for being a bounty hunter is the money. He seeks out the biggest catches, and puts himself on their trail. At first he barely made ends meet, what with the expenses involved in hunting down such dangerous quarry, but lately he's been catching up, and even started to set aside a decent nestegg.

Thaal is usually not the best in the field at tracking down criminals, but this is more because of inexperience than any sort of incompetence. He certainly has the patience for the job; once he sets his sights on a fugitive, he sticks with it until the job is done or until it's clear the quarry has eluded him.

Quote: "Surrender, you trash, or know pain!"

Powers/Tactics: Thaal usually arms himself with a pair of MIP-162 ion pistols, and an old Derringer firearm for backup. He goes in with his pistols drawn, and usually gives the obligatory warning to surrender though with the hopes that the suspect will put up a fight. He

relies on his natural armor, Type 1 force field belt, and Combat Luck to avoid injury. His tactics are gloriously unsophisticated, coming from the "spray and pray" school of thought. He'll avoid killing his quarry if there isn't a "dead or alive" marker, and will suspend his chase to save an innocent life, but otherwise he's as reckless as they come.

Campaign Use: The most obvious use of Thaal ken'Losha Felish is in his professional capacity: if one or more of the PCs are wanted by the law, he'll try to bring them in. He won't work alone, of course, but will try to work with a team to make sure the odds are balanced in his favor. (He's greedy, but he's not stupid.) If the PCs are bounty hunters themselves, he could also function as a rival, either alone or as part of another team.

To make Thaal more powerful, increase his Skill Levels and Combat Luck, and possibly give him some Lightning Reflexes. He could also be made more effective with Tactics, Find Weakness for his MIP-162s. He shouldn't need to be toned down for any Star Hero game, but if necessary take away the Skill Levels and Combat Luck.

Thaal's use as a Hunter is mixed. If a character has a particularly nice bounty on his head, Thaal will do what he can to collect it. However, the GM may decide that this is more a function of the character being Hunted by the entity offering the bounty. Thaal generally doesn't Hunt anyone on his own, though he might if someone seriously injures him or someone he cares about.

Appearance: Thaal is an average-looking Dasmaa male with the dense muscle structure typical of his species. His dark grey carapace is offset by thin, pale grey hair and large charcoal-black eyes. His squarish, rugged features are not quite handsome, but not quite ugly either. He typically goes shirtless, wearing only loose-fitting trousers and heavy leather boots, though he'll cover up if the weather or some other situation warrants it.

Subject: Thaal Ken'losha Felish
Species: Dasmaa (Male)



course — though he claims to have information they can use in their own personal mission.

Thaal ken'Losha Felish

Val	Cha	Cost	Roll	Notes
17	STR	7	12-	Lift 264 kg; 3d6+1 [2]
11	DEX	3	11-	OCV: 4/DCV: 4
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
				Total: 9/11 PD (0/2 rPD)
				Total: 9/11 ED (0/2 rED)
				Phases: 4, 8, 12
4	PD	1		
4	ED	0		
3	SPD	9		
7	REC	0		
36	END	0		
33	STUN	0		

Total Characteristic Cost: 54

Movement: Running: 5"/10"
 Leaping: 3"/6"
 Swimming: 2"/4"

Cost	Powers	END
12	<i>Dasmaa Claws:</i> HKA 1/2d6 (1d6+1 with STR), Armor Piercing (+1/2); Reduced Penetration (-1/4)	1
6	<i>Dasmaa Carapace:</i> Armor (2 PD/2 ED)	0
3	<i>Dasmaa Backplate:</i> Armor (2 PD/2 ED); Activation Roll 11- (only protects the back, -1)	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
5	<i>Darkness Vision:</i> Nightvision	0
Perks		
5	Contact: TIC Clerk Gordon Prescott (Institutions, Blackmailed by the Character, Useful) 14-	
Talents		
6	Combat Luck (3 PD/3 ED)	
3	Lightsleep	

Skills

15	+3 with Ranged Combat
3	Bribery 12-
3	Bureaucratics 12-
3	Combat Driving 11-
3	Concealment 12-
3	Conversation 12-
3	Cryptography 12-
3	Deduction 12-
2	KS: Criminal Law 11-
3	Persuasion 12-
3	Shadowing 12-
3	Streetwise 12-
3	Tracking 12-
4	WF: Human Advanced Small Arms, Human Small Arms

Total Powers & Skill Cost: 96

Total Cost: 150

75+ Disadvantages

5	Physical Limitation: Hefty (Infrequently, Slightly Impairing)
10	Physical Limitation: Light-Sensitive Eyes (-2 to Sight PER in Bright Light) (Frequently, Slightly Impairing)
10	Psychological Limitation: Greedy (Common, Moderate)
15	Psychological Limitation: Obstinate (Common, Strong)
15	Psychological Limitation: Trigger-Happy (Common, Strong)
10	Reputation: Trigger-Happy Bounty Hunter, 11- (Extreme, Small Group)
10	Vulnerability: 1 1/2x Effect Sight Group Flashes (Common)

Total Disadvantage Points: 150

Topari Zenn

Background/History: Nothing about Topari Zenn's childhood gave the slightest clue that he would have an adventure-filled future. The oldest child and only son of a simple tailor in a medium-sized city on Iberia, Topari showed all indications that he'd be following in his father's footsteps, running the small shop originated by his great-great-grandfather.

Upon reaching adulthood Topari joined the Imperial Navy, with the intent of just serving a tour, getting some experience, seeing a part of the galaxy he probably wouldn't see otherwise, and then going home to a nice, quiet life. And that was almost what he actually did.

When he returned home, he found his father's shop still smouldering from the fire that had both destroyed it and killed his entire family.

The criminal investigation into the incident went quickly at first, but soon lost energy. All Topari could ever learn from the police was that some organized crime group was probably responsible. A neighbor had said he'd seen a Human and a Hzeel visit the place together several times in the weeks just before the fire, but nothing ever came of that. He couldn't even get an explanation as to why the building's fire security protocols failed.

Alone and jobless, Topari knew he had to put his grief aside and look for a job. He soon found one, with Duncan Security, an Empire-wide firm specializing in providing security for trading outposts subject to raiders. The job took him far from the painful memories of his home... but he still hopes to return one day to find the people who killed his family.

Personality/Motivation: Once soft-spoken and gregarious, Topari Zenn was deeply affected by the murder of his family. He now keeps to himself, and his interactions with others is almost completely business. Most of his colleagues think he's a "cold fish" with no real feelings, but the handful who have seen him with his holo-album of family pictures know otherwise.

In his mind, finding his family's killers and bringing them to justice is a matter of personal honor in Fentru tradition. It's also a matter of honor that they be dealt with through the established criminal justice system, though if that system should fail he'll have no qualms about taking matters into his own hands. He is struggling to learn as much as he can about criminal investigations, so he can pick up the question of who killed his family. He's also been looking at fighting methods for battles involving a single combatant versus multiple foes, just in case law enforcement proves reluctant to act on his eventual findings.

Despite his consciously open-minded approach to his job and his dedication to listening to his colleagues, he's often guilty of developing "tunnel vision" when it comes to dealing with suspects. When he gets a particular idea in his mind, only empirical evidence can shake him. If he decides a specific person is guilty of a certain crime, hardly anything short of an unshakable alibi or some other airtight evidence will make him change his mind. Talking him into even looking at any other idea can take a Persuasion roll at -5 (though superior rank or a badge would eliminate the penalty).

His single-minded dedication cuts both ways, however. It's kept him on track for several situations where other security personnel might well have given up. If he gets on the trail of a criminal, he'll chase him down with little regard for his own safety unless called off (as above). This dedication has earned him the enmity of a gang of local raiders.

Quote: "Keep your hands where I can see them, and don't make any unfortunate moves! This *isn't* your heart I'm aiming at!"

Powers/Tactics: Topari has the skills of a four-year Navy Security specialist who has retrained as a mercenary. He's still relatively young and new to the system, but he's learning quickly and is expected to rise through the ranks.

Rather than focus on just one aspect of the work, Topari has chosen to broaden his knowledge as much as he can. He figures that will allow him to handle as many basic situations as possible on his own, and only require him to call in a specialist when a specific task becomes too much. This has been a big boon to his work as well as to his personal investigations. His eagerness to learn new things, along with his natural charisma, has the brass already grooming him for higher rank.

Though a "lone wolf" socially, Topari does not like to work alone. Strength and safety are found in numbers, and not just in battle. Nonetheless, he doesn't like to be totally dependent on others, and is dedicated almost to the point of obsession with training himself to face situations on his own.

Campaign Use: Topari is designed to be a foil for PCs, especially those on the "wrong side" of the law. He could be even worse for PCs who are actually working for the Imperial government but are undercover in the criminal element, since he'd have no way of knowing their true status. He's very eager and by-the-book, and he does not like to be made a fool of nor to have his authority challenged.

In practice, Topari could be placed just about anywhere along the Empire's border. He works best near the pirate-ridden Vorsan

TOPARI ZENN PLOT SEEDS

Topari gets a lead on his family's killers, but he can't leave his job to pursue it. Drawing on his personal savings, he hires the PCs to follow up on it instead.

Topari gets another lead on his family's killers, only this time it leads him to one of the PCs' DNPCs — someone who happens to be on the planet where he's stationed. He kidnaps the individual and commences an *extremely* intense interrogation to get more information. Of course the PCs believe he's wrong... but what if he's *right*?

The raiders who are Topari's Hunters decide to take care of two problems in a single move: they frame him for a heinous crime the PCs are trying to resolve. This not only makes his life very unpleasant, but it also gets him out of the way and throws his unit into disarray long enough for them to steal something very valuable right out from under their noses.

Expanse, but he faces the same kind of issues near Drago's Reach, the Thorgon or Ackalian borders, or several other places within the Empire. It's for this reason that his Hunter is not specifically identified; it should be customized to fit his location — a pirate gang near the Vorsan Expanse, smugglers near Drago's Reach, Ackalian raiders near that Empire's Neutral Zone, and so forth.

The identity of his family's killers is deliberately left for the GM to decide. It could be the Hzeel Outfit, the Clone Mob, a group local to the Heartworlds, independent criminals, or even just a horribly tragic accident.

To make Topari more powerful, give him some Skill Levels and/or Martial Arts, and perhaps give him some Talents such as Combat Luck. For a real boost, you could give him some Telekinesis or low-level Telepathy. If he needs to be toned down, take away some of his Skills (especially Accurate Sprayfire, Rapid Attack, and Rapid Autofire) until he's where you need him to be.

Topari could easily Hunt an individual if he comes to believe that the person has some connection with his family's murder. Depending on how strongly he's convinced of it, Topari could even quit his job and turn the Hunting into a personal vendetta. Generally he'll only try to capture and interrogate his quarry, but under extreme circumstances he may try to kill. He could also become a Hunter if someone causes him to lose his job in a particularly humiliating manner.

Appearance: Topari Zenn is a tall (6'3") Fentru with a lean, muscular frame. His square features generally have an angry aspect to them, though his eyes betray a distant sadness. Most of the time, even when off duty, he wears his Duncan Security uniform, consisting of a plainly-decorated light grey tunic over black trousers with black boots.

Subject: Topari Zenn
Species: Fentru (Male)



Topari Zenn

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll: 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
3 PD				0 Total: 3 PD (0 rPD)
3 ED				0 Total: 3 ED (0 rED)
3 SPD				6 Phases: 4, 8, 12
6 REC				0
26 END				0
28 STUN				0

Total Characteristic Cost: 58

Movement: Running: 9"/18"
 Leaping: 3"/6"
 Swimming: 3"/6"

Cost	Powers	END
6	<i>Athletic Runner:</i> Running +3" (9" total)	1
1	<i>Athletic Swimmer:</i> Swimming +1" (3" total)	1
3	<i>Mental Discipline:</i> Mental Defense (6 points total)	

Perks

- 1 Fringe Benefit: Mercenary License

Talents

- 4 *Zero-G Training:* Environmental Movement (no penalties in zero gravity)

Skills

- 3 +2 vs. Range Modifier with a single attack
- 5 Accurate Sprayfire
- 3 Analyze: Combat 13-
- 3 Breakfall 12-
- 3 Bureaucratics 12-
- 3 Combat Driving 12-
- 3 Computer Programming 13-
- 3 Conversation 12-
- 3 Criminology 13-
- 3 Deduction 13-
- 10 Defense Maneuver IV
- 3 Demolitions 13-
- 3 Fast Draw 12-
- 3 Interrogation 12-
- 3 KS: Guerilla Warfare Techniques 13-
- 2 KS: Imperial Navy 11-
- 2 KS: Law Enforcement World 11-
- 3 KS: Military/Mercenary/Terrorist World 13-
- 3 Oratory 12-
- 3 Paramedics 13-
- 3 Persuasion 12-
- 2 PS: Navy 11-
- 2 PS: Soldier 11-

- 5 Rapid Attack (Ranged)
- 5 Rapid Autofire
- 3 Security Systems 13-
- 3 Shadowing 13-
- 3 Stealth 12-
- 3 Streetwise 12-
- 2 Survival (Urban) 13-
- 3 Tactics 13-
- 3 Teamwork 12-
- 3 Trading 12-
- 6 WF: Common Melee Weapons, Human Advanced Small Arms, Human Small Arms

Total Powers & Skill Cost: 128

Total Cost: 186

75+ Disadvantages

- 5 Distinctive Features: Uniform (Easily Concealed)
- 15 Hunted: Local Gang of Raiders 8- (Mo Pow)
- 20 Psychological Limitation: Determined to Bring Family's Killers to Justice (Common, Total)
- 15 Psychological Limitation: Single-Minded (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 36 Experience Points

Total Disadvantage Points: 186



Wuxia Martial Artists

by Mike Surbrook

The term “wuxia” is usually used to describe Hong Kong martial arts movies where the characters often move and fight while suspended on wires. *Ninja Hero* uses it to refer to any campaign where the characters are nigh-on superheroic in power level and abilities. In fact, many superhero martial artists would fit right into the typical wuxia film with little to no modification. Conversely, many wuxia-film martial artists would make excellent superheroes or powerful warriors in a High-Fantasy campaign (which is fitting, as many wuxia films are also fantasy films).

This article presents three Wuxia Martial Artists, using the definition given on page 8 of *Ninja Hero*. They are all built on a 200-point base, ignore the limits of Normal Characteristic Maxima, and pay for all the weapons and armor they use.

The characters are, in order of point totals: Silk Whirlwind (350-points), a modern-day martial artist superhero set in the official Hero Games universe (She’s also the character from the mini-comic seen in *The Ultimate Martial Artist* and the cover of *Ninja Hero*.); Chih-Wan “Andy” Lau (366 points), a modern-day “Heroic Bloodshed” Hong Kong action movie gunfighter; and Fionnbharr (465 points), a pure High-Fantasy warrior from an equally High-Fantasy Ireland.

Silk Whirlwind

Background/History: Even since she was young girl, Jing-wei Bao had been trained in the art kung fu by her father. Kung fu, he had explained, disciplined the mind and the body, making one a better person over all. Jing-wei, for her part, practiced her kung fu daily, as a good daughter should, and took her father’s philosophy about the proper use of one’s fighting skills to heart, vowing to never use her skills for personal gain, but instead for self-improvement.

Then came the day when her father didn’t come home. Jing-wei was used to her father’s long absences -- as his work often called him away for extended periods, and since her mother had died while she was very young, Jing-wei had become rather skilled at looking after herself. But her father had never been one to be late, and always returned when he said he would. But now he was gone, with not a word as to why.

Trusting in her father to do the right thing, Jing-wei continued to live her life as well as she could, attending school, keeping the house, and practicing her kung fu. She waited for her father as if he was to come home any day, and tried to not think about the could haves or might have beens. She might have continued in this manner

for the rest of her life if not for an accidental discovery made one day while cleaning the small *kwon* adjoining their house. Folded up inside a small chest was a silken uniform. The uniform of the Hong Kong hero *Jin Hu* (“metal tiger”), the same hero who had fallen in battle some months before, fighting against a criminal known only as *Qi Feng* (Jade Phoenix).

Kneeling over the open chest, Jing-wei made a solemn vow. She would follow in her father’s footsteps. She too would use her martial skills to help others as her father did. Like her father before her, she would take up the path of the *wuixa*, and go forth into the world to right wrongs, overthrow oppression, and make the world a safer place.

Personality/Motivation: Since making her vow to become a modern-day *wuxia*, Jing-wei has adopted the name of Silk Whirlwind, and gone forth into the world without a second glance, trusting in her skills and her karma to see her through. In many ways, she has taken the path of the Japanese *shugysha* (“student warrior”) and seeks to hone her skills and prove herself through combat against a variety of foes. However, Silk doesn’t randomly pick her fights, but instead only battles those who seek to do others harm. In many ways she has a rather philosophical outlook on life, and will often attempt to fully understand a situation before action. But make no mistake, Silk Whirlwind may be hesitant to throw the first punch, but if she deems action is needed, then she will do her utmost to defeat a foe.

Along with her vow to help others, Silk Whirlwind is driven by the desire to find her father’s killer. Since beginning her quest she has heard rumors about Jade Phoenix and his involvement with the legendary Yengato Temple. These rumors have led her to believe that her father may have trained at the Temple, and might have passed some of this training on to herself. So she seeks Jade Phoenix not only to bring him to justice, but to find out the truth behind her father’s death.

Quote: “My father was a hero. I can do no less than to follow his path.”

Powers/Tactics: Silk Whirlwind’s suspicious about her father’s training are correct. Her father attended Yengato Temple for a short time, and he passed some of this training on to her (with the intent that in time, she would also go to Yengato Temple). This has brought Silk Whirlwind to the attention of Jade Phoenix, who

wants to find her and test her combat skills to see if she too is another student of Yengato Temple he will need to destroy.

Although she is a skilled martial artist and highly knowledgeable in the art of Chang Ch'uan Kung Fu, Silk Whirlwind's actual Yengato Temple skills are very limited. She can leap great distances and knows a form of the Catapulting Blow of Loc Sun Pak, and that's about it. Instead, she has trained herself to master the skills she does have, instead of worrying about the ones she will probably never get a chance to learn.

Recently, Silk Whirlwind journeyed into the mountains of northern China, in search of a legendary magical weapon. She found the weapon's resting place, and also found Cultists of the Red Banner. She managed to defeat both them and their monstrous ally, gaining the enchanted three-section staff *Ying-Yu* in the process.

In combat, Silk Whirlwind tends to fight defensively, Blocking or Dodging attacks and then responding with Palm Strikes and Throws. Her Side Kick is used on tougher than normal opponents, while the Silken Fist is kept in reserve, as a sort of finishing move.

Campaign Use: Although nominally a part of in the Champions Universe, Silk Whirlwind can easily be used in anime and wuxia martial arts campaigns instead. If used in a superhero setting, you need to keep in mind her defensive tactics, as her defenses are somewhat low for a 350-point character. As written, she makes an excellent Contact for PCs visiting Hong Kong or anyone who needs a guide and/or guard while traveling in mainland China.

To make Silk Whirlwind more powerful, increase her defenses, possibly by adding some Damage Reduction or Combat Luck. Upping her STR, DEX, and CON would also help. To make her less powerful, simply remove the *Ying-Yu* from her character sheet.

Silk Whirlwind is Hunting Jade Phoenix only because of his involvement in her father's death. Otherwise she tends not to Hunt anyone.

Appearance: Silk Whirlwind is a tall, attractive woman, with brown eyes and flowing brown hair she keeps tied into a ponytail with a length of bright blue ribbon. Her mode of dress is patterned after traditional styles, and consists of a golden -yellow cheongsam with black trim, white trousers and sash, black boots, and bracers of heavy leather set with steel studs over her forearms. The *Ying-Yu* is a three-sectional-staff of an unknown dark wood with an end caps and chains of glowing green jade.

Silk Whirlwind



Silk Whirlwind

Val	Cha	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [3]
26	DEX	48	14-	OCV: 9/DCV: 9
18	CON	16	13-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll: 12-
17	EGO	14	12-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
9	PD	6		Total: 9 PD (0 rPD)
7	ED	3		Total: 7 ED (0 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	3		

Total Characteristics Cost: 122

Movement:

Running:	8"/16"
Leaping:	11"/22"
Swimming:	2"/4"
Teleport:	24"/48"

Cost	Powers	END
30	<i>The Silken Fist:</i> HA +9d6 (12d6 with STR), Penetrating (+1/2); HA (-1/2), Extra Time (Delayed Phase, -1/4), Increased Endurance Cost (2x END, -1/2)	14
22	<i>Ying Yu:</i> HA +5d6 (8d6 with STR), Reduced Endurance (0 END, +1/2); HA (-1/2), OAF (-1) plus +2 OCV with Bind, Block, Disarm, Takeaway; OAF (-1) plus Stretching +1", Reduced Endurance (0 END, +1/2); OAF (-1), Always Direct (-1/4), No Noncombat Stretching (-1/4), Only to Cause Damage (-1/2), No Velocity Damage (-1/4)	0
5	<i>Studded Armbands:</i> HKA 1 point, Damage Shield (+1/2), Continuous (+1), Reduced Endurance (0 END, +1/2); OIF (-1/2), Requires Successful Block (-1), Stops Working if Character is Stunned or Knocked Out (-1/4), Not When Grabbed (-1/4), STR Does Not Add (-1/2)	0
5	<i>Studded Armbands:</i> Armor (6 PD/6 ED); Location 7 (-2), OIF (-1/2)	0
5	<i>Ying Yu Kata:</i> Missile Deflection (arrows/projectiles); OAF (-1)	0
8	<i>Leaping Kung:</i> Leaping +8" (11" Total)	2
4	<i>Swift of Foot:</i> Running +2" (8" Total)	2
17	<i>Ying Yu Transition:</i> Teleport 24"; OAF (-1), Gestures (Spin Ying Yu about the Body, -1/2), Must Pass Through Intervening Space (-1/4)	4

Perks

4	Contact: Shugoshin 11- (Useful, Good Relationship)
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Talents

22	<i>Wu Wei:</i> Danger Sense (Out of Combat, Sense) 12-
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Skills

Maneuver	OCV	DCV	Notes
Martial Arts: Chang Ch'uan Kung Fu			
4	Block	+2	+2 Block, Abort
5	Flying Dodge	+0	+4 Dodge, Abort, FMove
4	Palm Strike	+2	+0 +4d6
5	Side Kick	-2	+1 +6d6
3	Throw	+0	+1 +2d6+v/5; Target Falls
8	+2 Damage Classes (already added in)		
5	Use Art with Blades, Hook Sword, Polearm, Staff, 3-Section Staff		
5	+1 Hand-To-Hand		
6	+2 with Chang Ch'uan Kung Fu		
6	+2 with Ying Yu		
3	Acrobatics 14-		
2	AK: China 11-		
3	Analyze Style 12-		
3	Breakfall 14-		
2	CK: Canton 11-		
2	CK: Hong Kong 11-		
3	Climbing 14-		
10	Defense Maneuver IV		
3	KS: Chang Ch'uan Kung Fu 12-		
2	KS: Chinese Philosophy 11-		
2	KS: The Martial World 11-		
1	KS: Yengato Temple Myths and Legends 8-		
2	Language: English (Conversation; Cantonese is Native)		
2	Language: Japanese (Conversation)		
3	Language: Mandarin (Fluent)		
2	PS: Cooking 11-		
4	Survival (Mountains, Temperate) 12-		
6	WF: Common Melee, Common Martial Arts, Hooksword, Off Hand		

Total Powers & Skills Cost: 228

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Large Group)
15	Hunted: Cult of the Red Banner 8- (Mo Pow, Kill)
15	Hunted: Jade Phoenix 8- (Mo Pow, Kill)
20	Psychological Limitation: Code of the Wuxia (Very Common, Strong)
15	Psychological Limitation: Hunting Jade Phoenix (Common, Strong)
0	Reputation: Possible Master of Yengato Techniques (Limited Group), 8-
15	Social Limitation: Secret Identity [Jing-wi "June" Bao] (Frequently, Major)
60	Experience Points

Total Disadvantage Points: 350

Chih-Wan "Andy" Lau

Background/History: Growing up in Hong Kong, Andy Lau chafed under the restrictions put down by his father. He didn't care about good grades in school or coming home at the proper hour -- he'd rather stay out with his friends, drinking beer, smoking cigarettes, and committing petty crimes. As he grew older he became more and more disconnected with his family -- not that they noticed, as his younger brother was garnering all the praise and support - as his time on the street drew him deeper and deeper into the world of Hong Kong's Tongs and Triads. Eventually he graduated from small-time crook to full-time Triad soldier. Dressed in a snappy suit, wearing designer sunglasses, and with a 9mm automatic pistol tucked inside his jacket, Andy knew this is where he wanted to be. Now he was someone. He had money, he had friends, and more importantly, he had respect.

As a Tong soldier it was Andy's duty to enforce the will of the *Dai Lo*, or big brother, the man who ran the Triad. It was a duty he took to with relish, and it wasn't long before he'd killed a man who dared to stand against the Tong. In the often-violent underworld of Hong Kong, this one man soon became two, then four, then seven... Andy, it seemed, had found his calling. he was a natural with a gun and quickly began to show almost unheard of skill in gunfight after gunfight.

While Andy had taken the criminal's path, his brother Mark had taken the part of law and order, becoming a Hong Kong police officer. And a dedicated officer at that. For Mark had joined the Organized Crime and Triad Bureau (a.k.a. the OCTB) and had apparently decided to make it his life's work to both break the hold of the Triads on Hong Kong and to bring his brother to justice. He took to his work with such enthusiasm and diligence that he quickly became a thorn in the side of the Triads, as well as a target for elimination.

For his part, Andy avoided his brother, not wanting to have to be forced to kill his only sibling. He did try to warn him, however, but the one time he called Mark on the phone the conversation quickly disintegrated into shouts and insults. And that was that. Andy and Mark went their separate ways, each effectively turning their back on the other.

For a time there was an uneasy peace between the two, a peace shattered by the brutal slaying of Andy's parents. They had been killed in their own apartment, gunned down by a Triad assassin bent on teaching Mark a lesson. At the funeral each blamed the other for the killings, and their heated argument almost came to blows before they were dragged apart.

A good many drinks later, sitting alone in his apartment, Andy finally stopped denying what had happened. Someone had done to him what he'd done to some many others. Someone had killed his parents, just like he'd spend the last few years killing other people's fathers, husbands, sons, and brothers. He'd just never thought about it that way. But no one was truly alone... each and every killing had affected someone, even if it was the victim's fellow Triad brothers. But now, he was in too deep to stop.

If he tried to hang up his guns, the Triads would almost certainly turn on him. they accuse him of cowardice, of running out on them, of trying to hide, or worse yet, turning traitor. And even if his fellow Triad brothers believed him, there was all the others who wouldn't. All the ones who'd come after him, the ones who thought he'd lost his nerve was was now easy prey, or the ones who want to make their reputations by getting rid of him.

So he had no choice but to keep on killing. But now it would be different. He was good enough, and skilled enough, to go solo, to become the man you called in when another Triad got out of line. He could become a freelance Triad assassin, this time killing the right people, like the people who had killed his parents, people... like himself.

Personality/Motivation: Guilt is one of the prime motivating factors in Andy's life. Guilt over the pain he's caused so many people over the years. Pain he's never even considered, until now. Andy also feels trapped, trapped in world he helped create, trapped in a world he can't really escape from, unless he allows himself to die... or be killed. So, in an effort to redeem himself, he's turned his skills on the very people who helped him develop them -- the assorted Big and Little Botherers of the Triads and Tongs, bringing them some of the pain they so callously inflict on others. He may still be killing people, but at least, in his opinion, he's killing the *right* people -- the people who really deserve it.

Quote: "My skill with a gun brought me everything; fame, fortune, respect... And with a single pull of the trigger someone else managed to take it all away."

Powers/Tactics: Simply put, Andy is a gunfighter's gunfighter. His skill with firearms is the stuff of legend, making him a highly sought after assassin among Hong Kong's assorted criminal gangs. In battle he uses his skill to literally hose an area down with bullets, firing his twin Rugers as fast (or faster) than some automatic weapons. Against a group, he will use his Suppression Fire to hit as many as possible, while a single target will usually get a taste of Andy's skill at Rapid Fire. If Andy has the time,

or is using a single-shot weapon (such as many sniper rifles) then he will go for Deadly Accuracy instead. For the most part, however, Andy prefers to use paired pistols (specifically twin high-capacity Ruger P95s), as they allow him the greatest amount of flexibility. With them in hand, he will move about an area where a gunbattle is taking place quickly, firing as he goes, never staying in one place for long. About the only time he will stop moving is to reload, and he will usually duck down behind something large and solid first before attempting to do that.

Campaign Use: Andy is a prime example of the sort character seen in what some Hong Kong film buffs call “heroic bloodshed” movies. These films, by such directors as Ringo Lam and John Woo, usually feature Triad gangsters (and occasionally the police) caught between the twin obligations of duty and personal honor, and usually resolve such conflicts with ultra-violent and graphic ballets of guns, bullets, and blood. Andy himself is meant to simulate the sort of characters often portrayed by Chow Yun-Fat in such films as *Full Contact*, *Hard Boiled*, and *The Killer*.

Andy is designed to be used in high-powered *Dark Champions* settings, where realism plays second fiddle to high-octane action. If Andy is too powerful for your campaign remove his God Of Guns multipower and make him rely totally on Skill Levels and his Martial Arts. To increase his power level, up his DEX to 26 and his SPD to 6, add a few Damage Classes to his Martial Arts, and increase his Skill Levels.

Unless they are Triad gangsters themselves, Andy won't Hunt a group of PCs. However, he can be hired to Hunt down a Triad gangster *for* the PCs.

Appearance: Nearly 6 feet in height, Andy Lau has the trim build of a man who engages in regular exercise. He wears his black hair long, letting it fall past his shoulders, and also affects a neatly-trimmed goatee. As befitting someone of his reputation and skill, he dresses in stylishly-cut suits, usually adding a long overcoat (the better to hide his guns).



Chih-Wan "Andy" Lau

Val	Cha	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3½d6 HTH [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
16	BODY	12	12-	
14	INT	4	12-	PER Roll: 12-
16	EGO	12	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
8	PD	4		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
36	STUN	1		

Total Characteristics Cost: 140

Movement: Running: 9"/12"
Swimming 2"/4"

Cost Powers **END**

- 32 *God of Guns:* Multipower, 56-point reserve; Charges Depend on Specific Firearm (-0), OIF (Any Firearm, -½), Does Not Work with Hit Location Chart or Targeting Skill Levels (-¼) 0
- 2u 1) *Deadly Accuracy:* RKA +2d6, Adds to Any Firearm; Does Not Work with Hit Location Chart or Targeting Skill Levels (-¼) [varies]
- 1u 2) *Rapid Fire:* Autofire (5 Shots, +½) for Up to 3d6 RKA Firearms; Does Not Work with Hit Location Chart or Targeting Skill Levels (-¼) [varies]
- 3u 3) *Suppression Fire:* Area Of Effect (Any, Selective, +1¼) for Up to 3d6 RKA Firearms; Does Not Work with Hit Location Chart or Targeting Skill Levels (-¼), Must Use One Charge per Target (-¼) [varies]
- 12 *Ruger P95:* RKA 1d6+1, 4 Clips of 15 Charges (+¼); OAF (-1) [4x15]
- 5 A Second Ruger P95 [15]
- 7 *Far Cooler Than You Will Ever Be:* +15 PRE; Only to Protect Against Presence Attacks (-1) 0
- 9 *Fast on His Feet:* Running +6", Reduced Endurance (0 END, +½); Only to Make a Half Move (-1) 0

Perks

- 2 Membership: Triad
- 5 Money: Well Off
- 6 Reputation: Cold-Blooded God of Gunfire (throughout Hong Kong) 14-, +3/+3d6

Talents

- 9 Ambidexterity (Full)
- 6 *Just Soaks Up Bullets:* Combat Luck

Skills

- Martial Arts: The Art of the Gun
- Maneuver OCV/DCV Rng Notes
- 4 Accurate Shot +2 -2 +2 Weapon
- 4 Basic Shot +0 +0 +2 +2 DC
- 3 Defensive Shot -1 +0 +2 Weapon
- 3 Diving Shot +0 +2 +1 HMove, You Fall
- 4 Quick Shot +1 +0 +0 +2 DC
- 4 Trained Shot +2 +0 +0 Weapon
- 3 Use Art with Assault Rifle, Pistol, Shotgun, Submachine Gun
- 20 *One Gun = Super-Man:* +4 with Small Arms
- 8 *Two Guns = God:* +4 OCV with Two-Weapon Fighting
- 13 *Always in Motion:* +4 DCV; Requires a Half Move (-½)
- 5 CK: Hong Kong 14-
- 3 Demolitions 12-
- 7 Fast Draw (Firearms) 16-
- 3 High Society 14-
- 3 Interrogation 14-
- 3 KS: The Art of the Gun 12-
- 3 KS: Firearms and Accessories 12-
- 3 KS: Hong Kong Underworld 12-
- 3 KS: Who's Who in the Tongs and Triads 12-
- 2 Language: English (Conversation; Cantonese is Native)
- 3 PS: Gunsmith 12-
- 5 *Quick on the Trigger:* Rapid Attack (Ranged)
- 10 *Both Guns Blazing:* Two-Weapon Fighting (Ranged)
- 3 Streetwise 14-
- 5 WF: Small Arms, Grenade Launcher, General Purpose/Heavy Machine Gun, Shoulder-fired Weapons

Total Powers & Skills Cost: 226

Total Cost: 366

200+ Disadvantages

- 20 Hunted: Hong Kong Police Department 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Other Triads 14- (Mo Pow, NCI, Watching)
- 10 Psychological Limitation: Haunted by His Past (Common, Moderate)
- 15 Psychological Limitation: Protective of the Innocent (Common, Strong)
- 20 Psychological Limitation: Seeks Redemption (Very Common, Strong)
- 20 Reputation: Cold-Blooded Killer 14- (Limited Group: Hong Kong Tongs, Extreme)
- 61 Experience Points

Total Disadvantage Points: 366

Fionnbharr

Background/History: Born to a long line of warriors, Fionnbharr (FINN-vharr) seemed destined for greatness from an early age. Capable of great feats of strength even when very young, Fionnbharr ended up being sent across the sea to Alba (Scotland), to train with the warrior-woman Skya, after grievously injuring several playmates in a boy's hurling match. There he learned the use of weapons, including the sword and the spear, and was taught a variety of fighting techniques. Skya also taught the young warrior many Feats, such as the Ten With One Spear Feat as well as the Spear Catching Feat. Eventually, once Fionnbharr had learned all Skya had to teach him, he returned home to take his place as one of King Cuan's warriors.

Upon his return, Fionnbharr lost no time in proving himself to be one of King Cuan's most skilled and capable heroes. Time and time again he put himself in the face of danger, laughing at threat of death, confident his skill at war will see him through. In truth, death holds no fear for Fionnbharr, for as the great hero Cuchulain said, "It is a wonderful thing, if I'm but one day and one night in the world, provided that my fame and my deed live after me." So far, Fionnbharr has more than ensured his immortality.

Personality/Motivation: Fionnbharr is a Celtic warrior through-and-through, living up to all that a true Celt aspires to. His code of honor requires him to brave in both battle and deed, to show generosity to his friends and family, and to readily grant hospitality to all who have need of it. He must also be truthful, and honestly answer any questions given to him, although he doesn't have to tell the *whole* truth. This code of honesty also means Fionnbharr must fulfill any promises he makes, regardless of the outcome. In addition, his oath of loyalty to king and country requires him to fight to prevent any insult to his lord, and to avenge any injury given (even if this vengeance takes years to enact).

As with any hero of note in the Celtic lands, Fionnbharr is burdened with a gesa. His seems innocent enough -- he is required to never eat alone --- and since he is often accompanied by his chariot driver Rhys his gesa is usually fulfilled. But there have been times where he has been off on his own, and has had to either hold off eating, or seek shelter with strangers (even enemies!) before sitting down to a meal. Knowing full well breaking a gesa can have terrible, even fatal consequences, Fionnbharr will not break his if he can help it, even if it means entering into seemingly worse danger.

Quote: ""

Powers/Tactics: There can be no doubt that Fionnbharr possess more than a trace of Sidhe blood. His strength is phenomenal, as is his agility and hardiness, qualities that have served to make him the feared and renowned warrior he is today. His strength is such he can easily hurl a heavy spear *through* more than one man in a single cast, and can deal out terrible wounds with both sword and spear in open combat. His physical abilities also allow him to run, jump, and even swim faster than most other warriors to the point where he can run across water (and similar surfaces) provided he keeps moving.

Fionnbharr's combat tactics depend on the type of fight he is involved in. If involved in a large battle between two armies, Fionnbharr will keep with the Celtic tradition of calling out a champion of the opposing side, fighting him in single combat (usually while both are riding in their chariots) before the main battle is joined. This fight will usually involve the two warriors hurling spears at each other, or racing side by side and jabbing at each other with spears. Once one of the two champions has fallen, another challenge will be issued and two others will fight in the same way.

Once open combat has commenced, Fionnbharr will be sure to be in the thick of it. He will hurl Drinker (his spear) into the densest mass of men he can find (using his Ten With One Spear Feat in the process), draw Eater (his sword) and head off to get his weapon back. Once he's recovered Drinker, he will repeat the process. Along the way he will keep an eye out for any notable warriors on the opposing side, so he can meet them in battle and collect their heads (And hopefully not lose his own!). However, regardless of what sort of fight Fionnbharr is involved in, he will often enter it with Drinker held in his shield hand, thus allowing him to catch incoming spears with his free hand and "return" them to the enemy.

If a fight ever goes against Fionnbharr, he will be leave the battlefield only begrudgingly and if there is no other option (or if the king commands it). To run away from battle is the mark of a coward, and Fionnbharr would rather die then ever be thought as such.

Campaign Use: Fionnbharr's Ireland is a High Fantasy setting though-and-through. Magic is everywhere and almost anyone can cast (or try to) spells. Most magic is either innate (such as the powers of the Sidhe [*i.e.* fairies]) or is bardic in nature and sung rather than spoken. It is a world of the fey-folk, druids, bards, epic battles, heroes, and monsters. Simply put, the world of Celtic myth is every bit as wild and wonderful as any topnotch Hong Kong wuxia film and just about as over the top.

SAMPLE FEATS

Celtic feats can either be ones of skill (such as being able to fight on a tightrope or being capable of striking a particular hit location at will), while others are far more magical in nature (such as Cuchulain's "Thunder Feat," which killed 309 men when he performed it). Players can pick just about any Talent or Power and make it into a feat of some sort of their characters. A few sample feats are listed here to get you started.

Cross Eriu in a Day Feat: This feat allows the character to run great distances quickly. However, the character cannot turn (they are going too fast) and has to be careful not to overshoot their destination. For an even more powerful version of this feat, replace the Running with Flight.

Running +6"
(12" Total),
Megascale (1" =
1 km; +1/4) (18
Active Points);
Only in a Fairly
Straight Line (-
1/2). Total Cost:
12 points.

Feat of Healing:
A sure sign of Sidhe blood, this feat allows the character to be healed by sword (or other weapon) blows taken in combat. There is one catch

Fionnbharr



DIGITAL HERO #46

Fionnbharr

Val	Cha	Cost	Roll	Notes
35	STR	25	16-	3200 kg; 7d6 HTH [3]
24	DEX	42	14-	OCV: 8/DCV: 8
23	CON	26	14-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
10	PD	3		Total: 16 PD (6 rPD)
10	ED	5		Total: 16 ED (6 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
12	REC	0		
46	END	0		
44	STUN	0		

Total Characteristics Cost: 147

Movement:

Running:	12"/48"
Flight:	20"/40"
Leaping:	22"/44"
Swimming:	6"/12"

Cost	Powers	END
60	<i>Drinker</i> : Multipower, 120-point Reserve; OAF (Spear, -1)	0
3u	1) <i>Spear</i> : HKA 2d6 (4d6 with STR), Reduced Endurance (0 END, +1/2); OAF (-1) plus Ranged (+1/2) for HKA 2d6; OAF (-1), 1 Recoverable Charge (-1/4), Range Based on STR (-1/4) [1]/0	
3u	2) <i>The Ten with One Spear Feat</i> : RKA 4d6, Area Of Effect (24" Line, +1); Single Recoverable Charge (-1/4), OAF (-1), Range Based on STR (-1/4) [1]	
18	<i>Eater</i> : HKA 1 1/2d6 (3d6+1 with STR), Reduced Endurance (0 END, +1/2); OAF (Sword, -1)	0
13	<i>Knife</i> : HKA 1d6 (2d6 with STR), Reduced Endurance (0 END, +1/2); OAF (-1) plus Ranged (+1/2) for HKA 1d6; OAF (-1), 1 Recoverable Charge (-1/4), Range Based on STR (-1/4) [1]/0	
6	<i>Helm</i> : Armor (7 PD/7 ED); Locations 4-5 (-2), OIF (-1/2)	0
7	<i>Shield</i> : Multipower, 15-point Reserve; OAF (-1)	0
1u	1) <i>Blocking</i> : +2 DCV; OAF (-1)	0
2u	2) <i>Bashing</i> : HA +2d6, Reduced Endurance (0 END, +1/2); OAF (-1), HA (-1/2)	0
23	<i>The Spear-Catching Feat</i> : Missile Deflection (Thrown Objects) plus Missile Reflection (Any Target); Spears Only (-1/2)	0

40	<i>Movement Feats</i> : Multipower, 40-point Reserve	0
2u	1) <i>The Wave-Running Feat</i> : Flight 20"; Only Along a Reasonably Horizontal Surface (-1/2), Only in a Straight Line (-1/2), Must Make a Half-Move Each Phase (-1/4)	4
2u	2) <i>The Tree-Vaulting Feat</i> : Leaping +15" (22" Total), Accurate	2
1u	3) <i>The Deer Feat</i> : Running +6" (12" Total), 4x Noncombat	2
1u	4) <i>The Salmon Feat</i> : Swimming +4" (6" Total)	1

Perks

25	Follower (125-Point Base Chariot Driver)
4	Fringe Benefit: Warrior
3	Money: Well Off
6	Reputation: hero (all of Ireland, 14-) +2/+2d6

Talents

12	<i>No Fear of Battle</i> : Combat Luck
3	<i>The Balance Feat</i> : Superior Balance

Skills

	Martial Arts:	Weapons Combat	Maneuver	OCV	DCV	Notes
5	All-Out Attack	+1	-2	+4	DC	
4	Charge	+0	-2	+2	DC+v/5, FMove	
4	Parry	+2	+2	Block, Abort		
4	Shove	+0	+0	50 STR	Shove	
3	Strike	+1	+0	+2	DC	
5	Thrust	+1	+3	Weapon	Strike	
2	Use Art with Blades, Polearms, Shields					
20	+4 with Hand-To-Hand Combat					
3	Acrobatics	14-				
5	Defense	Maneuver II				
1	Gambling (Fidchell)	12-				
3	High Society	13-				
2	KS: Celtic Poems and Songs	11-				
2	KS: Great Heroes of Ireland	11-				
2	KS: The (Super)Natural World	11-				
3	PS: Hurling	14-				
5	Rapid Attack (HTH)					
2	Survival (Temperate)	12-				
2	TF: Chariots, Small Rowed Boats					
6	WF: Common Melee, Shield, Sling, Thrown Knife, Thrown Spear					

Total Powers & Skills Cost: 318

Total Cost: 465

however; it only works on every *other* blow, meaning the character will be healed, harmed, healed, harmed (and so on) in a battle. This feat carries over from fight to fight, so the player needs to keep track of how the last blow the character took affected him.

Healing BODY 8d6, Trigger (struck by an edged weapon; +1/4), Persistent (+1/2), Reduced Endurance (0 END, +1/2) (180 Active Points); Only Up to Amount Rolled On Damage Dice (-1), Only Works on Every *Other* Blow (-1), Self Only (-1/2) (total cost: 51 points) **plus** Armor (48 PD) (72 active points); Linked (-1/2) (total cost: 48 points). Total Cost: 99 points.

The Spear-Breaking Feat: Given a chance to set himself, the character can cause spears (and other hurled projectiles) to simply shatter upon impacting his body. For a more powerful version of this feat, have it work against hand-to-hand *and* missile weapons.

Dispel Weapons 12d6, any Attack Power one at a time (+1/4), Continuous (+1),

Damage Shield (+½), Reduced Endurance (0 END, +½) (117 Active Points); Must Be Aware Of Attack (-¼), Only Works Against Missile Weapons (-1). Total Cost: 52 points.

FIONNBHARR'S CHARIOT DRIVER

The man who drives Fionnbharr's chariot is named Rhys. He is tall and strong, with long black hair and a full beard. Built on a 125-point base, he should total around 250 points. Rhys is best written-up as a scaled down version of Fionnbharr, with a STR, DEX, and CON score of around 20. His fighting skills should be excellent, and he can even have a few Feats. At the very least he should have the Balance Feat (for fighting while riding on the chariot's center pole) and can even have something as outlandish as The Leaping a Chariot Over the Oak Tree Feat (defined as Leaping with the Usable On Others Advantage). Naturally, his most important skill is Combat Driving (renamed to Charioteering), bought up to at least a 16- roll.

200+ Disadvantages

- 20 DNPC: Shayla, Alan, Alanna (wife and twin children) 11- (Normal, 2x DNPCs)
- 15 Hunted: Enemies of His King 11- (As Pow, Kill)
- 20 Psychological Limitation: Celtic Code of Honor (Common, Total)
- 15 Psychological Limitation: Fearless (Common, Strong)
- 15 Psychological Limitation: Gesa; Must Never Eat Alone (Common, Total)
- 0 Psychological Limitation: Oath of Loyalty to King Cuan (Very Common, Strong)
- 10 Reputation: Bold and Headstrong Warrior, 11-
- 10 Rivalry: Other Irish Heroes to Prove His Worth and Courage (Professional, Seeks to Outdo)
- 160 Experience Points

Total Disadvantage Points: 465

Fionnbharr can easily be used as either a hero or a villain in any high-powered fantasy game. As a hero he can assist the heroes, either by giving them shelter and/or gifts, or actually accompanying them on a quest (Just make sure he doesn't overshadow the heroes' abilities!). As a villain he doesn't have to be evil per se, he simply has to be at odds with the heroes' needs. Celtic myth is full of stories of otherwise honorable men who have a falling out with each other and end up life-or-death struggles.

If Fionnbharr proves too powerful for your campaign, reduce his STR, DEX, and SPD, remove his knife, his Spear-Catching Feat, and the Wave-Running and Tree-Vaulting feats. To make Fionnbharr even *more* powerful, increase his STR, give him some Damage Classes for his martial arts, and add more skills and feats (see sidebar for some ideas).

Fionnbharr will hunt any PC who violates the Celtic code of honor. He won't give up the chase if at all possible, and if he does, he won't forget a slight or transgression. If Fionnbharr encounters a PC he is Hunting in open battle, he will make for the PC straight away, regardless of who stands in his way.

Appearance: At 6'5", with a well-muscled build, Fionnbharr is every inch the image of a Celtic warrior-hero. He wears his blond hair long, tying it back at the nape of his neck, and sports a thick blond mustache that hangs down past his chin. Like all Celtic men he wears trousers, a thigh-length tunic of wool, and woolen cloak. Around his neck is a golden torc, while similar rings are on his arms. A wide leather belt is worn at the waist, supporting his sword and knife. When going into battle, Fionnbharr will discard his cloak, and add a simple helmet (decorated with white bird's wings), a circular wooden shield, and a long spear.

