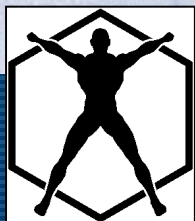


DIGITAL HERO

#23

SEP 2004



In this issue:

- Beauty
- Dog Faces



- Dark Heroes
- Fu Warriors
- Time Travel



- Knacks
- Hookers
- Sports

HL

Table of Contents

HERO HIGHWAY

WHEN LAST WE LEFT OUR HEROES...

Keep up with the news from Hero Games. This issue – mow 'em down with *Dark Champions*. 2

HEROGLYPHS

See how Steve Long himself answers rules questions. This issue – look your best with these expanded Comeliness rules. 3

YOU GOTTA HAVE CHARACTER

Rector Harold Francis Davidson was known as “the prostitute’s padre” in early 20th Century London. 5

SPORTS ARENA

BASEBALL HERO

Batter up! Baseball season is over, but these rules for playing baseball in HERO will tide you over 'til next year. 11

GRIDIRON

Hut one! Hut two! This ex-football playing villain still uses his football martial arts style to commit crimes. 20

RESOURCE ROAD

MORE FU SHTICKS

These extreme martial arts maneuvers and stunts can increase excitement and flavor during your games. 25

KNACKS

What can you do with a single point? There are dozens of cheap talents and perks to spice up that character sheet. 32

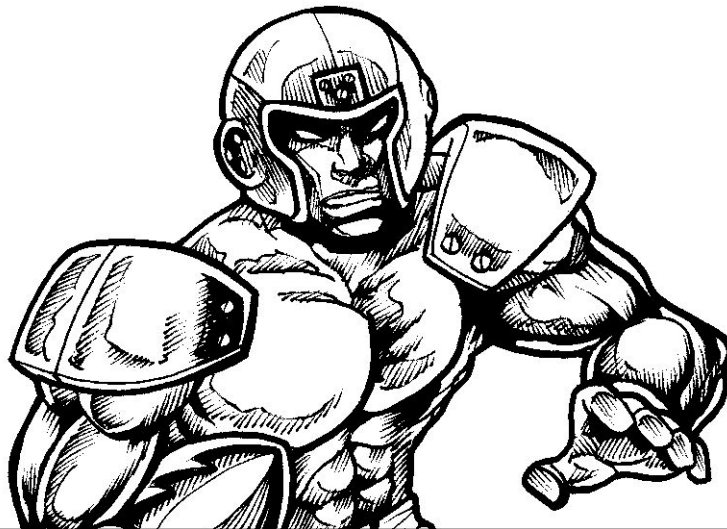
M'LARRNE

This *Star Hero* race of dog-evolved aliens has a history of intrigue and guerilla warfare. 37

CHARACTER CORNER

TEMPORAL CHAMPIONS

There are time travelers that wreak havoc along the timestream, and there are these who prevent such tampering. 52



DIGITAL HERO

Publisher

Hero Games

Editor

Dave Mattingly

Authors

James Jandebour
Steven S. Long
Dave Mattingly
Michael Surbrook
Jason Walters
W. Ross Watson

Artists

Shawn Richter
Derrick Thomas

Cover Artist

Herman Lau

Online

herogames.com

To Subscribe

herogames.com/digitalhero

HERO System™ © is DOJ, Inc.'s trademark for its roleplaying system.
HERO System Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Champions Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.
Justice Inc., Danger International, Dark Champions, Fantasy Hero, and Star Hero Copyright © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

No part of this electronic magazine may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: DOJ, Inc., 1 Haight Street, Suite A, San Francisco, California 94102.

Issue #23 (September 2004)



When Last We Left Our Heroes...

by Steven S. Long

After last month's bombardment of books about matters mystical, this month we get down to earth in the most direct manner possible with the debut of my favorite genre book: *Dark Champions!* "DC" premieres at GenCon, but it will make its way into your local game store not too long thereafter. Here's what you'll find between its two fine Storn Cook-illustrated covers:

Chapter One, *Action And Adventure: The Dark Champions Genre*, reviews the modern-day action-adventure genre as a whole, including its subgenres (such as espionage and technothriller), general character creation guidelines, how it interacts with other genres and metagenres, and so forth. If you don't know much about the genre, or you're looking for some inspiration for a character or campaign, this is the place to start.

Chapter Two, *Vigilantes, Spies, And Special Forces: Character Creation*, is the biggest in the book. It covers the broad topic of creating characters for *Dark Champions* games in four sections. The first includes an extensive selection of Package Deals from law enforcement, espionage, the military, and other sources appropriate for the genre. If you want to know how your character stacks up against a Green Beret or an FBI agent, here's where you can find out. The second section reviews the *HERO System's* game elements – Skills, Powers, and the like. It explains how they function in *Dark Champions* campaigns, provides optional, variant, or expanded rules for them to better simulate the genre, and so forth. The Skills in particular get some fairly detailed coverage. The third section introduces a new rule, Resource Points, to help players and GMs better manage the amount and type of equipment and other resources characters have. The fourth section provides over 100 "super-skills," or special abilities often possessed by characters in the *Dark Champions* genre – things like gunfighting tricks, advanced Skill-based abilities, combat stunts, and more.

Chapter Three, *Traces Of Crime: Forensics*, is a basic but fact-filled discussion of the subjects of criminalistics and forensic pathology. Trace evidence of crime, determining the cause of death, and other forensic matters factor into many different types of *Dark Champions* adventures, and this chapter provides players and GMs with enough information to introduce those elements into their games.

Chapter Four, *Firefights And Fists: Combat And Adventuring*, expands the *HERO System* combat rules to help players and GMs run the most exciting gunfights and action encounters possible.

Chapter Five, *The Arsenal: Weapons*, lets you equip your character to fight his battles. It has rules for creating firearms, ammunition, and gun accessories in the *HERO System*, plus information about creating other types of weapons. It also includes extensive lists of real-world weapons in *HERO System* terms so you can pick just the gun your character needs to get the job done.

If your character needs something other than weapons, check out Chapter Six, *Field Gear*. It includes body armor, communications and reconnaissance gear, spy gadgets, and many other types of equipment for modern-day adventurers.

Chapter Seven, *The Enemy*, describes the adversaries who confront *Dark Champions* characters. It covers organized crime, terrorist groups, and other opponents your heroes have to fight and defeat.

Chapter Eight, *Running The Gauntlet: Gamemastering Dark Champions*, is for the GM's eyes only. It provides general guidelines and advice for running modern-day action-adventure games, ranging from campaign style and tone to how best to use villains and NPCs.

Chapter Nine provides some sample characters to inspire the players and give GMs some resources to work with. It includes five heroes – members of LIBRA, a secret army devoted to taking back the streets from the criminals – and five villains. It'll tide you over until *Hudson City* and *Predators* hit the shelves. ☺

It's great to finally get back to the modern-day action-adventure genre after having been away for over ten years. Here's hoping I can spend the next ten writing *Dark Champions* supplements and playing in *Dark Champions* games!

— Steven S. Long
HERO System Line Developer



HEROglyphs by Steven S. Long

Lookin' Good!

Advanced Rules For Comeliness

Of all the Characteristics, Comeliness (COM) sees the least use, since it has little game effect (aside from possibly modifying some Interaction Skill rolls on occasion). It's more of a roleplaying or character definition sort of thing than a Characteristic with a specific game benefit. As a way of giving COM a little more play in the game, here are some alternate rules that involve more precisely defining where a character's "good looks" come from.

CATEGORIES OF COMELINESS

For purposes of these rules, Comeliness derives from three sources:

Attractiveness: Physical good looks, including such things as a pretty face, a nice figure, excellent hair or smile, and so forth.

Magnetism: A character's "social Comeliness" – his ability to arouse interest (of various sorts) in other persons, primarily persons of opposite sex. In some ways this represents personality, but in other ways the sort of intangible quality that some people seem to have of attracting another person's attention based on their desirable/attractive qualities.

Vocals: Comeliness of voice – the fine tones, timbre, and pitch of the character's speech.

BONUSES FROM COMELINESS

A character's COM may improve his chances of performing certain Interaction Skills, based on what he defines his COM as representing.

As a default, a character's COM is a blend of Attractiveness, Magnetism, and Vocals. His COM doesn't stress any one area over another, it derives from all of these qualities mixed together. He receives no bonuses on Interaction Skills (unless the GM assigns some on a case-by-case basis), but suffers no penalties.

However, a character may choose to emphasize one or two areas over others. This could represent a character with beautiful physical features but a neutral voice, one who speaks and carries himself well but has only average looks, and so on. Emphasizing one or two sources of COM grants a character bonuses on certain Skills, but possibly penalties on others. For every 2 points of COM (costing 1 Character Point), the character may assign a +1 bonus to one of the Skills indicated below:

Attractiveness: Conversation, Seduction, Trading

Magnetism: Bribery, Conversation, Seduction

Vocals: Oratory, Persuasion, PS: Singing

A character may not assign more than +3 worth of bonuses to any one Skill on the basis of COM (regardless of how many categories the bonuses come from). These bonuses are assumed to apply to any roll of the Skill, but the GM may forbid their use in situations where the relevant aspect of COM would have no significant affect. (The GM may add Skills to the list as he sees fit.) With the GM's permission, a character may apply a COM-derived bonus to an Everyman Skill.

Example: *Howler has COM 18. That gives her a total of +4 worth of bonuses she can assign to Skills based on COM. The GM decides that some of her COM comes from the beauty of her voice (Vocals), but some from the beauty of her body (Attractiveness). He assigns +1 to Persuasion and +1 to PS: Singing (both from Vocals) and +2 to Conversation (from Attractiveness; this adds to her Everyman 8- with that Skill).*

If appropriate, the GM may allow a character to buy extra COM only to obtain COM-derived bonuses for one Skill in one category, for a -1 Limitation. This is sometimes known as a "highlight" or a "best feature."

Penalties from Comeliness

A player may also decide that his character is *less* comely in some ways than others. The beautiful woman with an annoyingly nasal voice or piggish laugh is a staple of sitcoms, and some people display great Magnetism despite the fact that their looks aren't particularly noteworthy. A character may choose to assign a -1 penalty to any of the Skills listed for one of the categories of COM. He can only do this if he has not assigned any bonuses to a Skill based on that category of COM. He may assign no more than -3 worth of penalties for each category of COM. For each -1 assigned, he can add a +1 bonus for any of the Skills in another category (but still cannot exceed +3 for any one Skill on the basis of COM). A character may not take a penalty to one Skill for one category, and a bonus for that same Skill from another category.



**CREDIT WHERE
CREDIT IS DUE
DEPT.**

The inspiration for this article comes from a post on the message boards that was made by someone with the handle of “drkrash,” who does not seem to have registered that handle on the new message boards. The system I created for COM differs from his in several ways, but the basic idea is similar, so it’s only right to give a tip of the hat to the source.

Example: *Dave is creating a female NPC. He decides that while she’s not particularly good-looking, she’s got a certain personal attraction that draws peoples’ interest. He gives her COM 12, and assigns the +1 bonus from spending a point on COM to Seduction from the Magnetism category. However, he decides she’ll also take a -1 to Trading based on lack of Attractiveness. He assigns that 1-point modifier to Seduction from Magnetism as well, for a total of +2 to Seduction.*

PS: Style

Sometimes characters can enhance their physical good looks by how they dress, style their hair, carry themselves, and so forth. The Professional Skill *Style* represents this. In appropriate circumstances, the GM can have the character make a Style roll. For every 2 points by which the character makes his roll, he adds +1 to his COM only for purposes of calculating Attractiveness bonuses. He must declare to what Skill he’ll assign the bonuses before he makes the roll, and can gain no more than +2 worth of bonuses this way (and these bonuses only last for a limited time, based on the GM’s evaluation of the situation). With the GM’s permission, the character can exceed the normal limit of +3 for any one Skill from COM by means of Style.



You Gotta Have Character

by Jason Walters

“Life is lived forwards, but understood backwards” — Kierkegaard

“It’s all very well for you people, you only have to listen to me once. But what about the poor lions? They hear the same spiel four times a day. One of them had me cornered yesterday. I don’t know what they will do to me tonight.”

— Rector Harold Francis Davidson,
who was later eaten by said lion

Flora shivered as the cold autumn wind tore straight through her clothing, striking at her flesh straight down to the bone. Leaning against a streetlight she pulled her hipflask from the front pocket of her cheap overcoat. It was threadbare and patched in spots; much like her it had seen better, sunnier days. A slug of brandy helped drive away the pain of the coming London winter, if only for a moment, but it couldn’t drive away the torment which was her young life. The daughter of a third generation alcoholic Seven Sisters harlot, Flora had never met her father or even been told who he might be. At age 14 she was put to work as a prostitute by her own mother in exchange for drinking money. Now she was 15 and a drunk herself.

Wrapped up in her dark thoughts like an old musty blanket Flora didn’t at first notice the man who had circled her several times. Finally he cleared his throat to attract her attention.

“My dear young woman,” he spoke with a well educated upper class accent, “has anyone ever told you that you look like a good deal like Clara Bow?”

Flora’s head shot up as if she had been struck. Clara Bow was a famous Hollywood actress. A lot of people said that she was one of the most beautiful women in the entire world. Of the very few nice things that had been said to Flora in her short life none had been quite as nice as this. The man who stood in front of her was slight, standing only a little more than five feet in height. He was handsome in what she imagined to be a fatherly sort of way with closely cropped salt and pepper hair. Shockingly, he was also dressed as an Anglican

minister. Flora didn’t know very much about religion. The Salvation Army, the Total Abstinence Society, and the Young Women’s Christian Society all had offices on her street but very few of the Seven Sisters’ inhabitants paid any attention to them. All the same, she suspected that he was actually a minister rather than your average john who came into the neighborhood looking to buy a little company. After a little thought she decided to smile at him.

The priest smiled back at her. He had very straight, very regular teeth.

“You have very pretty smile, my dear, as well as a very pretty mouth with which to contain it. It’s a shame that you have chosen to defile such a God-given temple of beauty with vile liquor my dear girl.” He shook his head sadly from side to side as Flora, feeling suddenly self-conscious, quickly tucked the vial of brandy back into her tattered coat. She found herself oddly wanting to please this man even though she didn’t clearly know why.

“Well, enough of God’s well-meaning condemnation.” He announced cheerfully as he put his arm around her shivering shoulders. “There’s little reason to discuss His wrath when His love is so much more important. Shall we go have a spot of tea? There’s a fine place right over there. It’s warm, comfortable, and the nipples are very friendly.”

Flora nodded mutely as he gently lead her down the street. It was a relief for someone to take some interest in her that didn’t seem deliberately designed to move the hem of her dress above her waistline. It was also nice to have a fatherly, respectable older man say pleasant things to her. For a brief moment the anguish of her existence seemed to lift like storm clouds parting for a rare English sunny day.

“Yes indeed my little chick, God your Father loves you,” he patted her reassuringly on the head as they walked into the West End teahouse “and your good friend Rector Harold Davidson loves you too.”

THE LION’S MOUTH

In 2000 the controversial independent film director and producer Ken Russell created a 25 minute short film based on the life of Reverend Davidson. Entitled *The Lion’s Mouth*, it starred actress Diana Laurie as a journalist attempting to reveal the truth behind the man shortly after his demise in 1932. Surrealistic, sensual, and self-referential it is throughout subtly infused with references to the priest’s death: there are lion toys, paintings, costumes, and tins of Lions Syrup in the background wherever the character goes. The film culminates with a funeral that is attended by a cadre of prostitutes (actually the vocal group The Mediaeval Babes) who dance around his headstone (a large phallus) to the tune of I Want To Be Happy.

**IN DEFENSE OF
THE
PROSTITUTE'S
PADRE (WHAT,
YOU'RE NOT
CONVINCED?)**

The following is taken from the transcript of Harold Davidson's trial. Father Richardson was his assistant-counsel.

RICHARDSON:

Have you ever in your life used preservatives?

DAVIDSON: No.

RICHARDSON: This is a question that I am instructed to ask which you may not wish to answer in public: Have you ever had connection with your wife without having prayed first?

DAVIDSON: I do not think so.

RICHARDSON:

Have you ever had it for any other purpose than for the sacred purpose of procreating children?

DAVIDSON: No.

Accused by the Anglican Church of neglecting his duties to consort with streetwalkers, the infamous Reverend Harold Francis Davidson, better known to the citizens of London's West End as "The Prostitute's Padre," was found guilty and unfrocked following the most sensational English church trial of the 20th century. Devastated, the-none-too-stable former

professional actor and child prodigy used his newfound celebrity to become a sideshow attraction. In an attempt to plead his innocence to the general public he engaged in an escalating series of more and more dangerous publicity stunts resulting in his mauling by a lion in 1932. An expert self-promoter to the very last his final words were "Don't miss.... the final edition."

**Rector Harold Francis Davidson,
The Prostitute's Padre**



DIGITAL HERO #23

Rector Harold Francis Davidson, The Prostitute's Padre

10 STR	0	11-	Lift 100 kg; 2d6 [1]
11 DEX	3	11-	OCV: 4/DCV: 4
18 CON	16	13-	
10 BODY	0	11-	
23 INT	13	14-	PER Roll: 14-
14 EGO	8	12-	ECV: 5
18 PRE	8	13-	PRE Attack: 3½d6
13 COM	2	12-	
5 PD	3		Total: 5 PD (0 rPD)
4 ED	0		Total: 4 ED (0 rED)
3 SPD	9		Phases: 4, 8, 12
6 REC	0		
40 END	2		
27 STUN	3		

Total Characteristics Cost: 67

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

Cost Powers **END**

5 *Year-'Round Night Owl:* Life Support (Safe in Intense Cold and Heat, Character Only Has to Sleep 12 Hours per Week) 0

Perks

4 Fringe Benefits: Priest, Right to Marry
2 *Eccentric Priest:* Reputation (medium-sized group) 11-, +2/+2d6

Talents

5 Eidetic Memory
9 Ambidexterity (Full)

Skills

3 AK: London 14-
3 Acting 13-
3 Conversation 13-
5 Cramming
3 High Society 13-
3 KS: The Bible 14-
3 KS: English Literature 14-
3 KS: Young Women 14-
1 Language: French (Basic)
3 Language: Latin (Conversation, Literate)
3 Oratory 13-
3 Persuasion 13-
3 PS: Actor 14-
3 PS: Rector 13-
3 Seduction 13-
3 Shadowing 14-
5 Stealth 12-
3 Streetwise 13-
2 Survival (Urban) 14-

Total Powers & Skill Cost: 84

Total Cost: 150

100+ Disadvantages

- 5 Distinctive Features: Anglican Priest (Easily)
- 5 Dependence: Cigars, Incompetence (-1 to Skill Rolls and Related Rolls per Hour (Very Common))
- 5 Money: Poor
- 15 Reputation: Eccentric Womanizing Fallen Priest, 11- (Extreme)
- 15 Psychological Limitation: Obsessed with Prostitutes (Common, Strong)
- 5 Hunted: Battling Flora the Landlady 8- (Less Pow, Harshly Punish)

Total Disadvantage Points: 150



DR. EDWARD DRAX FREE DD, ANGLICAN MENACE

Poor Harold wasn't the only publicly funded menace to be birthed by the Church of England. More than a century earlier in 1808 Edward Drax Free, the Rector of Sutton from 1808 to 1830, added new depths of low to the holy office. A petty thief who filched the lead off of his church's roof, Free kept an enormous stash of pre-Victorian pornography in his rooms. He allowed his pigs to dig up the church's graveyard so that they could feast on the corpses buried within. He got into fistfights with numerous members of his parish when he was sober or, more often, when he was drunk. He also impregnated any housekeeper foolish enough to agree to work for him, producing five illegitimate children in rapid succession. When the authorities finally came to remove him from his station they quickly found themselves pinned down by a hail of gunfire from the rectory.



Background/History: The story of Reverend Harold Francis Davidson, Rector of Stiffkey (whose residents rather understandably insist on pronouncing it "Stewkey"), gifted child prodigy, professional showman, sexual predator, fakir, and lion tamer is so astonishing that if it were presented to a publisher in novel form today it would undoubtedly be rejected as too fantastic. Harold was born in 1875. A child prodigy with a genius level intellect, he had a photographic memory that allowed him not only to memorize enormous amounts of literature but to perform a variety of almost inhuman feats as well. For example, Harold could beat five opponents at chess simultaneously while blindfolded. He was also born hyperactive, only requiring two hours of sleep a day to function effectively. This combination of odd abilities allowed him to excel at his two chosen professions of actor and minister. He loved the theater dearly, spending so much time working on stage productions that his graduation from Oxford required five years rather than the usual three.

After leaving college Harold was appointed Rector of Stiffkey, a tiny burg near Wells in Norfolk. He married a respectable girl named Molly who gave birth to the first of their four children in 1907. That Harold should have become the father of four children was something of a surprise to the villagers (as well as possibly his wife) as he seldom spent more than one day out of the week in his parish. The locals joked that it was best not to die on a summer's Monday in Stiffkey lest the body rot before the Rector could officiate over the funeral.

Indeed Reverend Davidson spent a vast majority of his time in London's West End, commuting back to the countryside on Sundays to perform his church duties. He seems to have been irresistibly drawn to the theaters, the teahouses, and the fallen young girls that populated the district. He could frequently be found ogling actresses in their dressing rooms between acts, a pastime that led to him being banned from most area theaters. Undeterred, he began to troll the streets of London for young pretty girls between the ages of 14 and 20 who seemed to be destined for lives of prostitution. Arguing that he was doing God's work in dissuading them from taking up a life of sin, Harold seems to have struck up friendships with roughly 1500 of them between the years of 1921 and 1931, gaining him the moniker "The Prostitute's Padre."

Harold served with distinction as an army chaplain in the First World War. But when he returned home in 1919 he found his wife pregnant by another man. Although they briefly considered divorce the unorthodox couple resolved to stay married in name for the good of

their children, although their romantic relationship was effectively over. Rumors of this unusual arrangement spread throughout the village but Reverend Davidson was seldom there to hear them. Instead he was putting in overtime in the West End consorting with fallen women... especially those with a really good set of teeth, which he seems to have found extraordinarily attractive. He became deeply emotionally (although possibly not physically) involved with a variety of cute yet syphilitic tween tarts of both minimal intellect as well as virtue, any number of whom could be found dwelling with his wife, her bastard children, and himself at their Stiffkey residence or hopping across the channel with him under assumed names to Paris. He also ran up a number of rather distressing debts in London, the most noteworthy of which was owed to the fearsome landlady known to West Enders as "Battling Flora." She would eventually track him all over England in her never-ending quest to collect her back rent.

Back in Norfolk tongues were beginning to wag. Yet as a staunch believer in not preaching to the already converted, Reverend Davidson put more and more energy into his ministry to fallen women in London and less and less into his Rectory in Stiffkey. Since new women were falling all the time it seemed only natural that he should concentrate his considerable energies there. But by 1932 the good citizens of Stiffkey had had enough of their inattentive and presumably perverse parson. Stories of Harold's bizarre lifestyle at last began to reach the ears of top Church of England officials. Correspondingly in the spring of that year they summoned him to church court where he was charged by Bishop Oliver under the Clergy Discipline Act of 1892 with perversion, adultery, and negligence of duty. In an event that was to become the most celebrated British religious trial of the 20th Century, Harold displayed exceptional eccentricity even for an English parson. He arrived in front of the church courthouse in a taxi, smoking a fat cigar as he held an impromptu press conference during which he signed autographs like a movie star. He publicly defended his life's work as padre to London's prostitutes, claiming that God himself had ordained that he should do His work in the West End.

As the juryless trial began, the prosecution produced witness after witness who attested to all manner of generally flamboyant yet not overtly perverse behavior by the padre. At first Davidson appeared to be having a good time, especially enjoying the juicier bits of testimony against him. Throughout he utterly maintained his innocence even to the extent of claiming that he didn't know what a "buttock" was. Yet as the trail proceeded Harold became more and more

alarmed as increasingly damning and graphic testimony was presented, especially that given by a young prostitute known as Barbara. Davidson loudly proclaimed his innocence as his assistant-council brought forth numerous good character witnesses. The icing on the cake, however, was a photograph introduced by the prosecution showing the Rector posed beside a naked 14-year-old actress (it was a set up; Harold had been offered 50 pounds by the girl's mother if he would pose with her). He was found guilty and, to his supreme horror, defrocked.

While Harold was devastated by the loss of his parish he was certainly no quitter. The well-covered trial had made him a national celebrity. Falling back on his previous training as a showman he exhibited himself in a sideshow in Blackpool while preparing his appeal to the church's court system. Eager curiosity seekers were able to pay two pence a head to see the disgraced minister studying his law books inside of a specially prepared barrel underneath a banner condemning the Church of England ("The lower he sinks, the greater their crime," it read). His act proved so popular (as well as profitable) that the police were forced to shut down the sideshow when the crowds became unmanageable.

When his appeal rather predictably failed, the former reverend chose to divide his time between gate crashing high-level Anglican functions and staging a series of more and more extreme stunts in theaters, fairs, cinemas, and the occasional nudist camp. He staged a hunger strike in his barrel only to be arrested for attempted suicide. He then displayed himself reading the Bible while engaged in a number of bizarre Hindu-type stunts: frozen in a block of ice, lying atop a bed of nails in a loincloth, or roasting in a glass oven while a mechanical Satan jabbed him in the rear with a pitchfork.

All the same public interest in Harold's plight eventually began to wane, forcing him to concoct a new act based upon the biblical account of Daniel. This must have taken extraordinary courage, as he was deathly afraid of animals. Harold would begin his act, entitled *A Modern Daniel in the Lion's Den*, by delivering a tirade of abuse against the Church's leaders while standing outside of a lion's cage. After delivering his speech he would then step inside of the enclosure that housed a pair of particularly lazy lions named Freddie and Toto. Although normally quite placid, it seems that after weeks of having this particular clerical cuckoo invade their domestic nest the feline couple seems to at last have had enough. One fatal night in Skegness Freddie, who had no known views on the Church of England, "got the rector by the neck and carried him round the cage like a cat would a mouse" as one eye-

witness put it. His neck broken Harold lingered for a few days before finally succumbing to his wounds. It was a fittingly absurd yet somehow appropriate ending for the man who had provided England with so much entertainment.

Personality/Motivation: Lust, pity, misplaced religiosity, and an understandable fascination with good teeth in an age where dental hygiene was still in a primitive state are the prime motivations of Reverend Harold Francis Davidson. He personally believes that he is doing the Lord's work, ministering to attractive young women who are in danger of walking straight down the Devil's road to perdition. Unselfconscious, seemingly guileless, and almost innocent in his corruption it never occurs to him that he may actually be *leading* many of them down the road which they might not otherwise have tread.

Rector Davidson is deeply eccentric in a way that only an Englishman could possibly aspire to be. He constantly smokes long, thick cigars that he waves about in his right hand for dramatic effect. He quotes the Bible, Shakespeare, William Blake, and Chaucer at great length in his daily conversation without even seeming to realize that he's doing it. He's proud, egotistical, self-righteous, inadvertently lewd, and ostentatious. A thespian to the last he spent the final year of his life as a kind of sad public freakshow, speaking out against the corruption of the Anglican Church to whoever would listen.

There is also a slim but very real possibility that he was innocent of any meaningful wrongdoing. In 2004 his granddaughter Kathryn Collier launched an exhaustive investigation to clear her unconventional ancestor's name. She has uncovered previously unreleased letters and documents that seem to indicate Davidson was framed in court by unscrupulous private investigators determined to gain a conviction at any cost. Clearly, the picture of him with the youthful actress was a setup and it is possible that the detectives paid Barbara for her testimony. Thus far the Church of England has refused to reopen the case.

Quote: "I shall greet them with a holy kiss. Especially the young and pretty ones, as the morals of homely girls are in far less peril."

Powers/Tactics: Reverend Davidson is a player. He just plain *knows* distraught young women of the sort that London's pitiless slums turn out in astounding numbers. After approaching a likely girl on the street, he first compares the unsuspecting lass with a famous film star such as Greta Garbo. He then invites her to a show, to dine with him, or alternately he gives her a small present. After the initial introductions he begins

to explain to her the nature of God's love for her that, as one of His appointed emissaries upon this good earth, Pastor Davidson is only too willing to share with her. The predictable result of this showering of divine passion upon the souls of impressionable young women from a charming, fatherly older man is.... well, *predictable*. He uses a combination of his *Conversation*, *Persuasion*, and *Seduction* skills to accomplish his goals.

Davidson is quite at home in London. A combination of *AK: London*, *Shadowing*, *Stealth*, *Streetwise*, and *Survival (Urban)* skills allow him to stalk his amorous prey throughout the city's streets with little fear of unwarranted attention. Should he run into some sort of unforeseen trouble, the Rector will attempt to use his *Priest* and *Reputation* perks in combination with his *Conversation* skill to talk his way out of any potential trouble. He is also quite at home in the theater, where his combination of *High Society*, *Oratory*, and *PS: Actor* skills allow him to comfortably rub elbows with London's upper-class in spite of his seedy reputation and obvious poverty.

In addition to his numerous and considerable skills, Rector Davidson seems to have been born with an odd variety of extraordinary abilities. He needs very little sleep and seems not to be effected by extremes of either heat or cold. His nearly superhuman intelligence (INT of 23) is supplemented by an Eidetic Memory, allowing him to quote not only The Bible but from many works of literature word for word as well. He is also ambidextrous.

Campaign Use: Every major city has somebody like Reverend Davidson living in it. Although they may once have been respectable or started out their metropolitan careers with the very best of intentions, eventually the allures of the urban abyss always seem to claim their souls. Davidson is a background character typical of this type of fallen religious figure, be they a drunken Baptist minister, a lecherous priest, a thieving monk, or a drunken imam. Their usefulness in any given campaign is partly as tragicomic relief, partly as an easy source of knowledge on the darker side of the city's nightlife.

Reverend Davidson fits particularly well into a Dark Champions Vigilante Crimefighting campaign as an NPC that the players really won't feel all that bad roughing up for information now and again. Alternately he could be portrayed as a more innocent figure; a misunderstood outcast holy man who genuinely is attempting to help out the city's prostitutes without any personal motives whatsoever. He can be bought as a Contact (Useful Skills or Resources, Limited by Identity) 11- for two points.

Appearance: Harold Francis Davidson is a small, neatly turned out man with closely cropped white hair and an engaging smile. Standing at a diminutive 5 ft. 3 in., he is slight of build with a kind, handsome face. Although Rector Davidson always wears the distinctive white collar with black shirt of an Anglican minister he accentuates it with conservative black or brown woolen dress suits. He occasionally also wears flowing white robes to which he attaches the three medals he won during the First World War.

BIBLIOGRAPHY

Books

Cullen, Thomas A., *The Prostitute's Padre*, Bodley Head, 1975
 Jones, Steve, *In Darkest London*, Wicked Publications, 1994

Movies

Russell, Ken, *The Lion's Mouth*, Gorsewood Studios, 2000

Websites

http://www.bbc.co.uk/insideout/extra/series-1/vicar_lion.shtml
<http://ship-of-fools.com/Columns/Canons/Canons20.html>



Baseball Hero

by Dave Mattingly

Although baseball season has ended, it doesn't need to end in your *HERO System* games. This article presents a summary of the rules of the baseball, then a set of rules for playing baseball in the *HERO System*, including my thoughts on why I picked the rules I did. Finally, there is a sample of gameplay.

LOCATIONS

Bases: The bases are 90 feet (15 hexes) away from each other, forming a tilted square. The base at the "bottom" of the diamond is called home plate, and the rest are called 1st, 2nd, and 3rd base, going counterclockwise from home plate.

Diamond: The baseball diamond resembles a quarter-circle (imagine the 12 o'clock to 3 o'clock, with home plate situated at the center of the clock, where the clock hands pivot). The inner part (beginning at home plate) is the infield, and delineates the bases and the pitcher's mound. The outer part is the outfield, and is fenced by a wall 12 to 18 feet (2 or 3 hexes) tall, at 300 to 400 feet (50 to 65 hexes) from home plate.

Dugout: The dugout is where the players wait while they're not on the field.

Pitcher's Mound: The mound is in the center of the square formed by the bases, and is 60½ feet (10 hexes) from each base.

EQUIPMENT

Baseball: 6 DEF, 3 BODY, 8 DCV (4 Levels of Shrinking, 2¾" Tall, +12" Knockback), +2 OCV, +2 RMod, Range Limited by STR (-¼), Takes Double Knockback from Bats (-½); EB 4d6

Bat: 6 DEF, 3 BODY, (WF: Club), 2d6 HA with Double Knockback and Reduced Endurance (½ END, +¼), +1 OCV; HA Lim (-½)

Catcher's Vest: +6 PD; Limited Arc (Front, -½), Activation 11- (-1), Real Armor (-½)

Catcher's Mask: Armor (8 PD/0 ED); Limited Arc (Top and Front, -¼), Activation 8- (-2), Side Effect (-3 to Peripheral Vision, -¼), Real Armor (-¼)

Helmets: Armor (6 PD/0 ED); Limited Arc (Top, -½), Activation 8- (-2), Real Armor (-¼)

Mitt: +2 OCV; Only for Catching Small Objects (-2), Real Object (-¼) **plus** 25% Damage Reduction; STUN Only (-½), Only versus Impact from Catching Small Objects (-2), Real Object (-¼)

Softball: 4 DEF, 2 BODY, 6 DCV (3 Levels of Shrinking, 9" Tall, +9" Knockback), +4 PD (Does Not Affect Maximum Damage Before Breaking), Range Limited by STR (-¼)

PLAYERS

Batter: The batter is equipped with a bat, and normally wears a helmet. The batter's objective is to hit the pitched ball, if it is a strike, but not if the pitch is a ball (not a strike). Once the batter hits the ball, he runs to first base. A typical batter has a 1 in 3 chance of hitting the ball, roughly an 8 or less on 3d6.

Catcher: The catcher stands behind home plate and catches the balls thrown by the pitcher. He is also the baseman for home plate, and can tag out runners trying to score a run. The catcher often acts as a playbook, signaling maneuvers to the pitcher.

A typical catcher will only miss catching a pitch on a critical failure (18 on 3d6).

Infielders: The infielders consist of the three basemen, the shortstop, and the pitcher (although the pitcher rarely gets involved in fielding the ball). A typical infielder will catch a ball hit within an adjacent hex just over half the time, roughly an 11 or less on 3d6.

Outfielders: The three outfielders (left fielder, centerfielder, and right fielder, going clockwise) field the balls that get past the infield, then throw them to one of the basemen that have a runner approaching. A typical outfielder will catch a ball hit within his half-move distance most of the time, roughly a 14 or less on 3d6.

Pitcher: The pitcher throws the ball to the catcher, trying to get it into the strike zone, but past the batter. A typical pitcher will hit the strike zone most of the time, roughly a 14 or less on 3d6 for a normal pitch.

Runner: Runners stand on (or near) the base they occupy, and run to the next one once the batter hits the ball. Their goal is to run as many bases as they can before the ball is thrown to the baseman they approach. Once a runner crosses home plate safely, his team scores a point (a "run").

Umpire: The umpire stands behind the catcher, calling the incoming pitches as either balls or strikes, based on his opinion of whether the ball hit the strike zone or not (and whether the batter swung).

**BASEBALL
TALENTS**

Perfect Pitch: No, the Talent Perfect Pitch does not in any way add to a character's proficiency with throwing a baseball.

GAMEPLAY

Innings: A game has nine innings. Once there have been three outs, the teams switch sides (offense for defense). After the second team also gets three outs, the inning ends.

Outs: The batter has three chances to swing. If a batter swings and misses, he strikes. If he fails to swing at a pitch that accurately hits the strike zone (in the opinion of the umpire), he strikes. After three strikes, the batter is out, and the next batter steps up to the plate.

The batter can also be out if the ball is caught by the opposing team before it hits the ground. In this case, any runners on base must return to the base they started from and touch it before continuing to run forward.

If a fielder catches a ground ball (a hit that has bounced on the ground before being caught), he can force a runner out by throwing the ball to the base that he is running toward, if that runner is forced to run (which happens when the runner must advance to make room for the new runner – the batter).

A runner can also be tagged out if a fielder touches the runner with the ball while the runner is not touching a base.

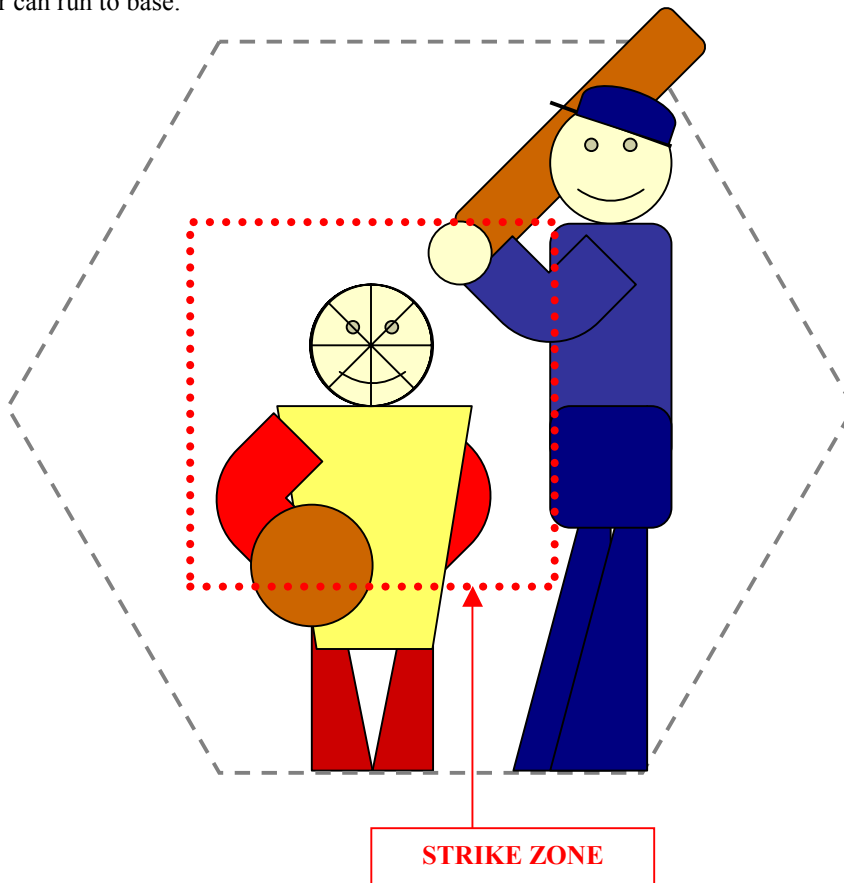
Strikes, Balls, and Fouls: If the batter hits the ball out of bounds (with boundaries defined by the 1st and 3rd base lines) that is a foul ball, and counts as a strike, unless that would be his third strike which would put him out. If the batter hits the ball in bounds, it is a fair ball, and the batter can run to base.

PITCHER

The pitcher throws the ball, aiming for the strike zone. So how does a normal man throw a small object 60½ feet (10 hexes) away and accurately hit a strike zone a foot and a half tall?

Timing: The pitch gets to the catcher on the same Segment that the pitcher throws it (assuming it's a straight throw, and not a pop-up throw for distance), on an initiative of half the pitcher's DEX. Since the baseball's propulsion is powered by human muscle and limited by the pitcher's strength, it is not treated as an instantaneous attack like a bullet or lightning bolt would be. This means that since it takes part of a second to get to the plate, the batter has time to Abort (in case the pitch is wild and headed right for him), or to take advantage of his Held Action (ready to swing at the ball). Likewise, the catcher will normally react in time to catch the ball or to jump for it in the case of a wild pitch.

Example: Finney, the pitcher, has a 13 DEX and a 2 SPD. Conrad, the batter, has an 11 DEX and a 2 SPD. On Segment 12 (each pitch is considered the start of a new combat), Finney throws the ball. At initiative 11, Conrad adjusts his stance (Holds his Phase so that he'll be prepared when the ball gets near the plate. At initiative 7, the ball hits the Strike Zone, and Conrad uses his Held Action to swing at the ball.



DIGITAL HERO #23

Strike Zone: The Strike Zone is roughly a foot and a half tall and wide, giving it a DCV of 7 (a 3 DCV hex with 2 Levels of Shrinking). The range from the Pitcher's Mound to Home Plate is 60½ feet, or 10 hexes, which gives a Range Modifier of -4. By taking the time to wind-up, which gives a +1 to OCV and a +2 against Range Modifiers, a pitcher with a 5 OCV for pitching (plus the baseball's +2 OCV) will have an 11 or less to hit the strike zone with a standard pitch, giving him a good strike on roughly 2 out of 3 pitches.

Pitching Maneuvers: There are several throws that the pitcher can choose from. They go by different names, and have different styles to them, but the gist is that the harder it is to pitch, the harder it is to hit, and vice versa.

Most pitchers start their pitch with a wind-up (a.k.a. Set and Brace Maneuvers). This takes a full Phase, so the actual pitch does not happen until a few seconds later.

Ambidexterity: Normally, a pitcher is good at pitching to either right-handed batters or left-handed batters. When pitching to the other handedness, the pitcher suffers a -1 OCV penalty, as well as a higher likelihood of hitting the batter (all wild pitches are considered to hit the batter instead). For 1 point, the pitcher can pitch equally well to lefties and righties. This is essentially WF: Off-Hand; Only for Baseballs.

Beaning: If the pitcher wishes to hit the batter, it's called a bean, and is considered very unsportsmanlike. Instead of targeting a tiny area for a strike, the pitcher has a man-sized target to aim at. Just calculate the to-hit roll as normal, using the pitcher's OCV (either standard or with one of the maneuvers above), the batter's DCV, and the range modifiers. The damage done is 4d6, but is modified by hit location.

Curveball: This pitch wobbles and changes direction in the air, making it harder for the batter to tell whether the pitch will be a strike. Curveballs are difficult to pitch, but if done well, can make a batter swing at a ball that isn't where he expected it to be, or to idly watch a strike go by.

Fastball: This pitch travels very fast, making it harder for the batter to react in time. It's slightly tricky to throw, and might go wild (miss) if the pitcher doesn't have the right control.

Fast Hands: The pitcher can buy this skill to throw before the batter is ready. Lightning Reflexes for throwing a baseball comes in handy

PITCHING MANEUVERS

Maneuver	Cost	OCV	DCV	RMod	Notes
Ambidexterity	1	+0	+0	+0	Removes left/right-handed stance penalty
Bean	—	+0	+0	+0	Target batter's DCV
Curveball	—	-2	+2	+0	-2 PER Roll
Fastball	—	-1	+1	+1	+2 Initiative
Fast Hands	1	+0	+0	+0	+1 Initiative for Pitching
Lob	—	+1	-2	+2	+1 Segment
Pick-Off	—	-2	+0	+0	Abort
Pitch	—	+0	+0	+0	Standard Throw
Spitball	—	-2	+3	-1	2" Knockback Resistance
Wind-Up	—	+1	+0	+2	Set and Brace

DCV Modifiers apply to the baseball, not to the pitcher.

when trying to rush a batter into making a swing/no swing decision. This maneuver can be bought multiple times, and its effects stack.

Feint: The pitcher can try to mislead the batter (and runners) by stalling on the mound, concealing the moment that he'll throw the ball. If the pitcher attempts this maneuver, and beats the batter at an Acting (or PRE) versus PER Roll, the pitcher can add 1d3 to his initiative by taking a -2 OCV on the pitch.

Lob: The pitcher can throw the ball underhandedly, so that it slowly arcs toward the batter. This gives the batter much more time to prepare, and this pitch is almost guaranteed to result in a hit.

Pick-Off: As runners attempt to steal the bases, the pitcher can abort his pitch and instead throw it to the baseman. The pitcher can detect a steal attempt by beating the runner at a PER versus Stealth Roll. If the pitcher has begun his wind-up, he suffers a -2 PER roll to notice a runner stealing a base.

Pitch: This is the standard pitch – not terribly hard for a professional to throw.

Spitball: This is the hardest pitch to throw, and is illegal in most leagues. The ball is weighted down with spit, grease, or some other substance, making it hard to aim reliably, and even harder to hit. Even if the ball is hit, it won't fly as far as it normally would.

Wind-Up: The wind-up focuses the pitcher's attention on the strike zone. The wind-up starts when the pitcher begins concentrating, and is usually followed by a few seconds of wild gesticulating and exaggerated movements before he releases the pitch. Once the pitcher begins his wind-up, he's at a -2 PER to notice a runner stealing a base.

Example: Finney winds up and throws a fastball. He has a 5 OCV, +2 OCV (+2 from the ball, +1 for windup, -1 for fastball), +1 DCV, and +3 RMod. He'll try to hit a 7 DCV strike zone with a -1 Range Penalty and his 7 OCV. He has a

IT'S OUTA DA PARK!

Given the rules for Knockback and throwing things, there's no way that a normal human can hit a baseball any farther than 100 feet or so. So for purposes of playing baseball, that needs to double at least, which is why I gave the bat's attack 2xKB (but that only applies to the BODY done by the bat itself), and gave the ball 2xKB from bat attacks. For this purpose, I applied the doubling against even the +12".

Knockback against a character, which is unbalanced and non-aerodynamic, plays as normal. But Knockback against an object which is both balanced and aerodynamic is considered doubled.

10 or less chance (a 50/50) to hit the strike zone with a fastball pitch.

Missing: If a pitcher misses the strike zone, but misses by 4 or less, he has still hit the hex that the batter and catcher occupy. He might end up hitting the strike zone by accident! Roll Hit Location on the following table.

PITCH LOCATION		
3d6	Penalty	Location
3-6	-4	Strike Zone
7-10	-4	Ball
11-14	-2	Reacher
15	-0	Batter
16-18	-0	Wild Pitch

Alternately, a miss by 1 or 2 or less is a strike with a -1 or -2 to its DCV (putting it into the strike zone, but making it easier to hit), a miss by 3 or 4 is a *Ball*, a miss by 5 or 6 is a *Reacher* (the catcher uses his full Phase to catch the pitch which is at the edge of his ability), and a miss by 7 or more is a *Wild Pitch* (the ball lands a hex away from the catcher for every 2 points that the pitch missed by).

Language: Call signs (normally "spoken" by pitcher, catcher, and coach) are coded communications disguised as scratches, touches, clothing rearrangement, and other innocuous gestures.

BATTER

The batter swings at the ball with the bat, attempting to hit it. After a hit, he runs to first base, becoming a runner (a "man on base").

Battah, Battah, Suh-WING,

Battah!: To swing or not to swing? That's what the batter has to decide in a fraction of a second, as a high-speed projectile hurtles toward him. If the batter's initiative is higher than the pitcher's, there is no penalty to his judgment (PER Roll), otherwise the penalty is the difference between the two scores.

The batter makes a PER Roll, at a penalty if his initiative is lower. If he succeeds, he can tell if the pitch will be a ball or a strike. If he succeeds by more than the pitch's difficulty (OCV penalty for the particular pitch maneuver), he can tell what type of pitch it is. If he fails the PER Roll, his OCV is penalized by half the amount that he missed (up to a maximum penalty of -3), rounding in the batter's favor.

A batter can swing at a pitch that's been thrown outside the strike zone yet not a wild pitch. It's harder to hit, and the bat won't quite connect like it should, but at least it gives the batter a chance to hit the ball. Hitting a Reacher incurs a -3 OCV penalty (similar to using an untrained weapon), and the ball rolls 2d6 for Knockback. If the batter misses, it's still considered a strike.

And the Call Is...: If the batter decides to swing, he rolls to "attack" the ball, using his batting OCV against the ball's DCV (as modified by the pitching maneuver). A batter with a 4 OCV (5 OCV with the bat) trying to hit a DCV 8 baseball will hit on an 8 or less, or roughly 1 out of 4 swings.

A batter's OCV should roughly equal his Batting Average times 15. A batter with a .250 batting average (on the low end of batting averages) should have an OCV of $.250 * 15 = 4$ OCV. A batter with a .400 batting average (on the very high end) should have a 6.

Just Look at It Go!: The ball's distance is based on the amount of Knockback done by the bat. A baseball player with a 10 STR using a regulation bat (+2d6) will roll 4d6, count the BODY, and double it for Knockback. The baseball will take +12" of Knockback for its tiny mass, doubled because of the way that baseballs and bats are designed to interact with each other, and since it's airborne, it only gets 1d6 to resist Knockback. So, a hit by the batter above will average sending the ball 37 hexes away ($2 * (8" + 12") - 3" KBR$), or 230-ish feet, solidly into the outfield. If the ball goes farther than the ballpark's back fence (usually 300 to 400 feet - 50 to 65 hexes), it is a home run.

If the batter intentionally hits the ball downward (-1 OCV), the ball will lose 1d6 hexes of distance (before doubling - treat the ball as being grounded instead of airborne), but will not be caught before it hits the ground. If the batter intentionally hits the ball upward (-1 OCV), the ball's distance will increase by 4d6, and will take a Full Phase to land. However, if this fly ball does not travel far enough to clear the back fence (giving him a home run), it will surely be caught (giving him an out).

Heads Up!: Since the +30" from low mass counts for distance and not damage, the baseball will do an average of 5d6 damage to whatever it hits, and take that same amount of damage itself (or half that if it lands on a horizontal surface like the ground instead of a vertical surface like a wall or an outfielder. A baseball can only deliver up to 9d6 damage (its 6 DEF + 3 BODY).

Slip Slidin' Away: A baseman holding the ball can "tag out" a runner who approaches his base. If the runner was forced to run to the base because the bases behind him are about to be occupied, the baseman merely has to touch his base while holding the ball. If, however, the runner is not forced to run, the baseman must actually touch the runner with the ball (OCV versus DCV). In this case, the runner can attempt to dodge the tag with a slide. By throwing himself at the ground near the base (feet-first or hands-first, it doesn't matter which), he can sometimes slide under the baseman's glove with this maneuver (a Flying Sacrifice Dodge: -2

DIGITAL HERO #23

OCV, +3 DCV, Half Move, Abort, You Fall). Once the slide stops, the runner loses his next action, and is at 0 DCV. The runner's DCV is not halved until after the slide completes.

Running on Empty: The bases are 15 hexes away from each other. On the runner's first Phase, he can Full Move (6" for a Normal). The following Phase, he can Full Move at Noncombat Velocity (12" for a Normal). Between these two Phases, the runner usually covers the distance between the bases.

Balls of Steal: Normally, a runner will stand one hex away from the base he occupies, to give him a head start on running to the next base when the batter hits. But, while the pitcher's back is turned, or a pitch goes wild, he can "steal" – run to the next base. The runner can steal a base by beating the pitcher at a (pitcher's) PER versus (runner's) Stealth Roll. If the pitcher has begun his wind-up, he suffers a -2 PER to notice a runner stealing a base.

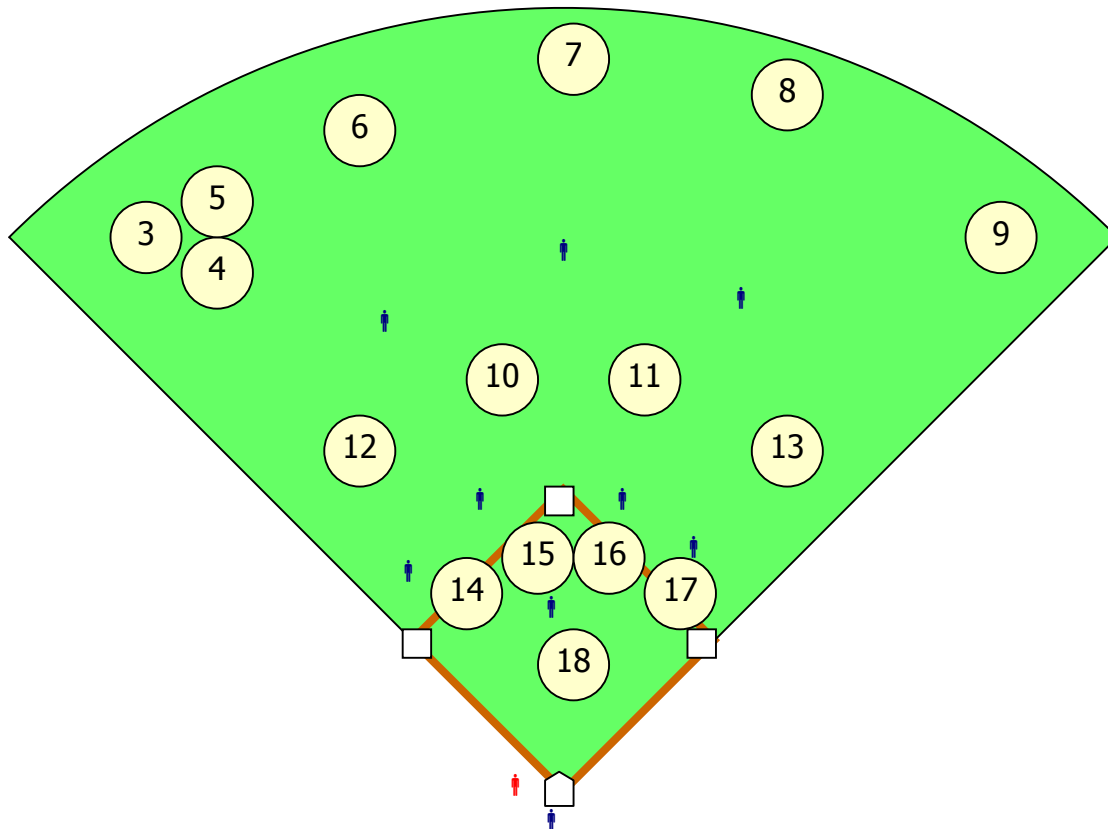
Which Way Did It Go?: For a grounder, the ideal place to hit the ball is a location that is not under the protection of the infielders or outfielders. Since their immediate coverage is roughly $\frac{2}{3}$ of the field, that gives the batter roughly a 9 or less chance of hitting it somewhere safe.

If the batter hits the ball, it ends up within the arc of the playing field, and uses the following hit location chart. If the batter wishes to hit for a specific result, he can accept the OCV penalty on his roll to hit the ball. This makes it more likely that he'll miss (there's a reason that it takes three strikes to make an out), but if he's successful, the ball will go right where the batter wants it.

If the batter misses by 1, the ball goes foul. If he misses by 2, the ball goes foul, and might be caught. If he misses by 3 or more, he swings a strike.

DIAMOND HIT LOCATION

3d6	Penalty	Location
3-5	-4	Left Field, Single
6	-4	Left Field, Double
7	-4	Centerfield, Single
8	-4	Right Field, Double
9	-4	Right Field, Single
10	-2	Center Field, Out
11	-2	Center Field, Out (Double Play)
12	-2	Left Field, Out
13	-2	Right Field, Out
14	-4	Third Base, Out
15	-4	Shortstop, Out
16	-4	Second Base, Out
17	-4	First Base, Out
18	-6	Line Drive, Single



BATTING MANEUVERS

Maneuver	OCV	DCV	Notes
Bunt	+0	+0	PS: Baseball versus PER Roll
Grounder	-1	+1	-1d6 Knockback
Hit	+0	+0	Standard Hit
Homer	½	½	+4d6 for Knockback, Batter “Falls”
Pop-Up	-1	½	+4d6 for Knockback, +1 Phase to Land
Warm-Up	+1	+0	Set

DCV Modifiers apply to the baseball, not to the batter

Bunt: Besides hitting into the outfield, the batter can target another unprotected area of the diamond – directly in front of him. By holding the bat in front of him so that the baseball just falls down and bounces a few feet, he can cause the pitcher and catcher to scramble for the live ball while he runs safely to first base. But if the pitcher or catcher expects a bunt, it’s likely to result in an out instead.

To bunt, the batter must succeed at a PS: Baseball (or Acting or Sleight of Hand at a -2) versus PER Roll against the pitcher or catcher (whoever’s roll is higher). If he succeeds, the pitcher and catcher lose Initiative to the batter (as if a Block maneuver had been performed), so the batter is free to Full Move next Phase before the pitcher and catcher even move. The pitcher and catcher will (usually) both Full Move to the ball. The following Phase, the runner Noncombat moves to first base, while the pitcher or catcher grabs and throws the ball. If the batter fails the PS: Baseball versus PER Roll, the pitcher and catcher both get a bonus to their Initiative equal to the margin of failure.

Grounder: Grounders aren’t terribly difficult to hit, and can generally get past the infielders because of their bouncy nature (DCV bonus). As the ball hits the turf at high speeds, it bounces up (and so cannot be caught as a pop fly), and becomes a little bit harder to catch, since the impact may slightly change its direction and spin.

Hit: A hit is the standard swing and connect. Against a difficult pitcher, or when trying to aim for a specific part of the ballpark, many batters will default to just hitting the ball as solidly as possible, without taking additional penalties that the other maneuvers impart.

Homer: A homer swing is the equivalent of a Haymaker punch against the ball. The batter puts everything he has into this difficult swing, and ends up off-balance, requiring him to spend a half-move regaining his balance before he can run to first base. On average, the ball will gain an extra 100 feet from a homer swing that connects.

Pop-Up: By aiming the ball upwards, the ball will gain some extra hang time, allowing the

batter and other runners enough time to possibly gain an extra base. The ball will also be much easier to catch, and is nearly guaranteed to be an out unless the batter gets lucky enough to hit it over the fence or the outfielder makes an error. On average, the ball will gain an extra 100 feet from a pop-up swing that connects.

Warm-Up Swing: By spending a Phase at the plate warming up with the bat, the batter gets a bonus to hit the ball. This is the standard Set maneuver.

CATCHER

The catcher squats behind home plate and catches the pitches that the batter does not hit. After catching the ball, the catcher throws (usually with the Lob maneuver) the ball back to the pitcher. Often, the catcher gives signals to the pitcher on which pitch to throw.

Put ’er Right There: Since the ball is (normally) thrown into the strike zone, and not the general hex, the ball is considered at -4 DCV for the catcher when it is thrown into the strike zone. On a pitch outside the strike zone, the catcher attempts to catch against the ball’s full DCV. Sometimes, the Surprise Maneuver modifier will apply against the ball’s DCV, making it even harder to catch a wild pitch.

Fits Like a Glove: The catcher’s mitt has a +2 OCV for catching baseball-sized objects. This also applies to any fielder’s mitt.

Teamwork: If the pitcher and catcher both succeed at a Teamwork Skill Roll, the catcher gains a +1 OCV to catch the ball, and an additional +1 for every 2 points that his own roll succeeded by.

COMBAT APPLICATIONS

So, now that we know how to play baseball in the *HERO System*, can these maneuvers, skills, and equipment be useful in any way outside the ballpark? You betcha!

Pitching: The ability to throw a small, hard object (baseball, rat-a-rang, can of spinach) is always handy. The most obvious application is as an attack, but it could also be used to distract a guard, dispose of a bomb, signal distant allies, trigger a trap, push a stereo button, and many other actions.

When using a thrown object as an attack, most of the pitching maneuvers should be available. Oddly shaped or balanced objects will have an OCV penalty, unless the character has WF: Thrown Objects. Throwing balanced aerodynamic objects is considered an Everyman Weapon Familiarity much as WF: Clubs.

Batting: Hitting something with a big stick has been a popular pastime since the monkeys discovered it a million years ago, even without an obsidian monolith guiding them with theme music. Attacks with a bat or club against a

DIGITAL HERO #23

character or object are handled as normal, but moving objects should also take into account the velocity of the object, or the skill with which it was launched.

To hit any object, the bat retains its +1 OCV bonus. To hit a small balanced aerodynamic airborne object (like a baseball), the bat applies its Double Knockback. Bats made of tougher materials grant additional dice of HA.

Catching: Catching a high-velocity object in an ungloved hand can sting quite a bit. The ball is considered to be doing a move-by on the hand. (Since the hand moves back with the ball, it is considered a yielding target, and takes less damage than another body part – like a head – would). So, a baseball hit into the outfield will have the velocity provided by the bat, including the Knockback doublings imparted by the bat, but not the doublings inherent to the baseball itself (since its low-mass Knockback only affects the distance of Knockback, not the impact damage). That means that a baseball hit by a 10 STR batter will typically have a move-by velocity of 5” (8” from the doubled HA and STR, minus 3” from the ball’s 1d6 KBR). So, a caught ball will normally do 3d6 of damage (2d6 + v/5) to the hand that catches it, or 6d6 Move Through damage to a head that interrupts its flight (4d6 + v/3).

SKILLS

Combat Levels: A 2-point level applies to any one aspect of baseball (pitching, batting, or catching). A 3-point level applies to all baseball maneuvers. Any 5-point levels with Ranged Combat will apply to all baseball, as will any higher cost levels. 5-point levels with Hand-to-Hand Combat can add to either a runner’s DCV against being tagged out, or a fielder’s OCV to tag a runner.

Martial Arts: Any of the sample maneuvers listed for pitching and batting can be bought as a martial art, for greatly improved performance. Most professional baseball players buy a few specialty maneuvers, and a level or two.

Teamwork: If any two players succeed at a Teamwork Skill Roll, they gain a +1 on a combined maneuver, plus an additional +1 for every 2 points that the worse roll succeeded by.

OTHER GENRES

Champions: In *Champions*, many characters have great strength. A character capable of dealing out tremendous hand-to-hand damage wouldn’t be able to take advantage of his full STR unless he also had a bat and a baseball made of a material (steel, titanium, Questionite) capable of withstanding such force. But if the equipment could take the impact, a baseball could easily be hit out of the park, over the parking lot, across the expressway, and into the neighboring borough.

Incredible movement speeds would allow characters to run the bases in an instant (although each base must still be touched, so flight would have to be very precise). Teleporting characters could steal bases without danger of being tagged out.

Fantasy Hero: Baseball as we know it wouldn’t exist, but barbaric societies that rely heavily on clubs as weapons could easily invent a similar game, perhaps even throwing the “ball” via sling. The use of launching rocks with sticks could be an effective alternative to archery, and even act as a viable siege weapon like miniature catapults that can vault tall castle walls.

Pulp Hero: Baseball was incredibly popular during the pulp era, although bats were a bit less balanced and were of sometimes lesser materials (no Knockback doubling), and batters did not normally wear helmets.

Star Hero: *Star Hero* offers many possibilities for baseball games in different gravities and atmospheres, and with alien beings and cultures. In thicker atmospheres, lower the baseball’s +12” of Knockback by 1” for every doubling of Earth’s normal atmosphere. In thinner atmospheres, increase it by 1” for every halving.

In higher gravities, subtract 3” for every additional G-force, and add 3” for every halving of Earth’s normal 1G.

Western Hero: Baseball is believed to have begun sometime in the late 1830s, so it’s entirely possible that a group of *Western Hero* characters could be involved in a game, maybe even the first. Instead of settling a dispute with a gunfight, why not take it to the mound?

SAMPLE GAMEPLAY – THE LINE-UP

The Champions have agreed to play in a charity game against the MC-8 (see *Digital Hero #13*). In order to fill out their rosters to 9 players each, the MC-8 add Dr. Silverback, and the Champions add Cavalier, Kinetic, and both bodies of Binary Man.

The game will be played in heroic identity, so anyone that gains benefit from being in costume is allowed to take advantage of that fact. Powers that directly affect the game (primarily strength, running speed, and reach) are allowed, but not powers such as mental powers, sensory powers, or anything else not directly related to throwing, hitting, catching, or running.

The Champions have won the coin toss, and will bat first.

CHARITY GAME ROSTER

MC-8 – “THE MENAGERIE”

Player	Pos	ST	DX	SP	CV	Run
Liberty	P	15	26	6	11	9
Stalker	C	25	23	5	10	8
Steadfast	1B	40	18	5	6	8
Silverback	2B	28	20	5	9	6
Aguijón	SS	15	20	5	7	6
Psiphon	3B	10	18	5	6	6
Raactor	LF	20	23	5	9	12
R-Bando	CF	10	18	4	6	20
Megaera	RF	55	23	5	9	12

CHAMPIONS – “THE HOMESTEADERS”

Player	Pos	ST	DX	SP	CV	Run
Nighthawk	P	20	25	6	9	9
Ironclad	C	60	20	5	7	6
Cavalier	1B	48	21	5	7	6
Binary 1	2B	30	20	5	7	9
Binary 2	SS	30	20	5	7	9
Defender	3B	40	25	5	8	6
Sapphire	LF	15	23	6	8	6
Kinetic	CF	15	26	7	9	20
Witchcraft	RF	10	20	5	7	6

SAMPLE GAMEPLAY – PLAY BY PLAY

Nighthawk steps up to the plate. He warms up with the bat (+1 OCV), and plans to hit a grounder (-1 OCV). His final OCV is a 10 (9 for OCV, +1 for the bat, +1 for the warm-ups, -1 for the grounder).

Lady Liberty has an 11 OCV (with her levels assigned). She winds up (+1 OCV, +2 RMod) and throws a curveball (-2 OCV, +2 DCV).

Stalker is waiting to catch it with his 13 OCV (10 natural, +2 from the mitt, and +1 from the squat – a Set maneuver). Against a normal pitch (+0 DCV) that makes it into the strike zone (where he can ignore 4 of the ball’s DCV), he needs a $(11 + 13 - 4 =) 20$ or less to catch the ball, or a 16 or less to catch a wild pitch.

Liberty needs a $(11 + 10 <her OCV> - 7 <the strike zone’s DCV> =) 14$ or less to hit the strike zone. She rolls a 7, hitting it squarely. Since the pitch was a curveball, the baseball has 2 added onto its normal 8 DCV, giving it a 10.

Nighthawk has a 10 OCV after Warming Up, and needs a $(11 + 10 - 10) = 11$ or less to hit his grounder. He rolls a 12, missing by one, meaning that he hit a foul ball.

Liberty throws another curveball, rolling a 13 – still good enough to hit the strike zone and give the baseball +2 DCV.

This time, Nighthawk rolls a 9, hitting the ball with his full 20 STR. He rolls 5d6 damage (his 4d6 plus the bat’s 2d6, but his STR above 10 has to be prorated because of the bat’s +1 Advantages), and rolls 6 BODY. The ball rolls its 1d6 to resist the Knockback, and rolls a 2, and the grounder maneuver causes the ball to lose another 1d6, which rolls to be a 3. The ball now will travel $(6 * 2 + 12) * 2 - 2 - 3 = 43$ hexes, or just shy of 270 feet. Not bad for a grounder.

Fast Method:

Since he didn’t target a hit location, he rolls randomly, and rolls a 9 – a right field single to Megaera. Nighthawk takes his base.

Detailed Method:

Instead of assuming that Nighthawk gets a single from his hit, fielding the ball could be played out. On Phase 12, the ball was thrown and hit. Also on Phase 12, Megaera half moves 6 hexes toward where she judges the ball is heading. Since Megaera was 45 hexes from home plate, and the ball is aimed roughly 15 hexes to her right, she can’t intercept it before it gets all the way past her.

She could attempt a pushed full move to get there, and try to perform a Grab By combined with a Grab & Throw, but the chances of that working are slim. She continues her full move, getting 7 hexes from the ball.

On Phase 2, Nighthawk full moves 9 hexes toward first base. On Phase 3, Megaera runs to the ball (pushing her Running by 2” so that her half move will get her all the way there), picks up the ball, and throws it to first base (at a -2 OCV for the Grab & Throw maneuver). Being 27 hexes from first base gives her a -4 Range Modifier after taking into account the baseball’s +2 RMod. She has a $(11 + 11 - 3 - 4 =) 15$ or less chance to throw it to first base’s hex, or a $(11 + 11 - 6 - 4 =) 12$ or less to throw it directly to the first baseman. She throws it direct, and rolls a 12, barely succeeding.

Also on Phase 3, first baseman Steadfast attempts to catch the ball. He needs a $(11 + 8 - 4 =) 15$ or less to catch the ball. If Megaera had aimed for the hex instead of himself, he would be trying to catch the ball at its full DCV of 8, instead of ½ DCV for a friendly throw.

DIGITAL HERO #23

Nighthawk, seeing what is about to happen, aborts his Phase 4 so he can Dive For Cover onto first base. Being 6 hexes away, he needs to succeed at a DEX Roll - 6, or an 8 or less. He assigns his overall level to the roll, and rolls a 9 on the nose. He beats Steadfast's catch, and slides, safe at first base.

If Megaera hadn't been so much faster than a normal outfielder, Nighthawk might have been able to pull a double out of that hit.

Next up to the plate is Ironclad. Liberty suspects that if he ever connects with the ball, he'll hit it out of the park, so she's left with the possibility of walking him or striking him out with difficult pitches. She chooses the latter.

Liberty throws another curveball, and rolls under the needed 14, throwing a strike with a 10 DCV. Ironclad Warms Up and swings with a Pop-Up swing, giving him an OCV of 7. Ironclad needs a $(11 + 7 - 10 =)$ 8 or less to hit the ball. He rolls a 12, and strikes. The next pitch is also a strike, and this time, he rolls an 8, hitting the ball.

With Ironclad's 60 STR, he can add his prorated (since the bat has +1 in Advantages) STR that exceeds doubling of the bat's normal maximum of 2d6. So, Ironclad's STR bonus becomes +5d6, giving his swing a total of 9d6 (4d6 from his first 10 and the bat's 2d6, and 5d6 more from his STR bonus). With that many dice, there's a good chance he'll break that bat or the ball, but as luck has it, he only rolls an 8 for BODY. That's enough to damage the bat and the ball (they each take 2 BODY), but not enough to destroy them. The bat probably cracked quite a bit, and the ball may have partly lost its cover.

With Ironclad's 8 BODY, 5 hexes of extra Knockback from the Pop-Up, and a Knockback die of 4 from the ball, Ironclad hits the ball $(8 * 2 + 12) * 2 - 4 + 5 = 57$ hexes, roughly 360 feet, which will indeed clear the back fence at 56 hexes in this park (350 feet). Ironclad has hit a Home Run, and both Nighthawk and he round the bases, scoring 2 runs.

Next up to the plate is Cavalier. Annoyed at the 2 runs on the scoreboard, Liberty pitches three curveballs, all of which Cavalier swings at and misses (he needed an 8 or less to hit).

With one Out, and no men on base, Binary Man 1 steps up to the plate. Lady Liberty doesn't see Binary Man as a serious threat, so she tosses him a standard pitch. She needs a 16 to hit the strike zone, and makes it. The batter needs a 10 or less to hit the ball $(11 + 8 \text{ OCV with the Warm-Up} - 8 \text{ DCV} - 1 \text{ for the Grounder maneuver})$. He misses the first two pitches, but hits the third pitch, hitting with 6d6 for Knockback purposes.

The ball travels $(6 * 2 + 12) * 2 - 3 - 5 = 40$ hexes, to hit location $2d6 + 1 = 7$, a Single to centerfield.

Binary Man 2 takes his place at bat, and strikes out against Liberty's curveballs (although the third swing was a foul ball, so it took four pitches to strike him out), leaving the team with two outs and one man on base.

Defender is next up to the plate, and while throwing a curve ball, Liberty actually misses the strike zone. Rolling for hit location within the hex, she actually hits Defender, so he gets to take his base. It must have been the glare from that shiny armor. Now, Defender is on 1st and Binary Man 2 is on 2nd.

Sapphire is up to bat next. She's not very familiar with playing baseball, and forgets to Warm Up. She's trying for a straight hit, with an OCV of 9 (counting the +1 from the bat).

On the first pitch, Binary Man 2 attempts to steal second. He succeeds at his 13- Stealth roll, rolling a lucky 7, beating it by 6. Lady Liberty is in the Wind Up, putting her at a -2 PER, meaning she'll have to beat her 13- PER Roll by 8 to notice him stealing a base. She rolls a 9, and doesn't spot him. This gives him a running start of 9" (plus the 1" he was ahead of first base) before she can react.

Seeing the catcher's signal, Lady Liberty turns and throws the ball to the second baseman, Dr. Silverback, who successfully catches the ball. Binary Man 2 attempts a slide past the simian second-baseman, giving him a +3 to his DCV and allowing a Half Move, which is enough to clear the distance to the base. With Binary Man's DCV at a 10, and his own OCV at a 7, Dr. Silverback needs an 8 to tag out the runner. He rolls that 8, and Binary Man becomes the third Out, ending the top of the first inning. For the bottom of the first, the MC-8 lines up to bat, and the Champions take the field.



Football as a Martial Art

by Ross Watson

Football is the American athletic game that has captured the attention of the country for decades. It also has applications as a fighting art. From its humble beginnings as a “gentleman’s” sport to the professional athletes who make it their career, football has a distinctive style all its own. An aspiring football player can be taught at nearly every high school in the country, and advanced training is available at most state colleges. The traditional football uniform includes a brightly colored jersey sporting the team colors, a sturdy helmet with a faceguard, a plastic teethguard, shoulderpads (often with some chest protection), a protective neckpiece, a jock strap, and occasionally elbow and knee pads accompanied by gloves. The protection value of such garments in a serious life-threatening fight is somewhat in question, but it serves to keep most injuries minor upon the playing field.

Optional Rules:

The Foul maneuver takes a location roll of 2d6+1. The other maneuvers take no location rolls; the Flying Tackle, Sack, and Charge maneuvers do generalized damage.

Special Abilities:

Unstoppable: Many Football players pride themselves on being able to cross the goal line,

no matter how many opposing team members may be holding on to him. You can buy this as extra STR and extra Running, Only To Keep Moving (-1). Knockback Resistance would also be appropriate.

FOOTBALL MANEUVERS

Football’s many maneuvers may be confusing to those who are not extremely familiar with the game.

Blocking: With a combination of defensive twists, spins, and footwork, the Football fighter sets up his opponent to miss or only lightly graze him. This maneuver is also excellent at avoiding an opponent’s hands and main body, while putting the opponent into position for a followup strike.

Charge: The Charge maneuver represents the Football player moving at full speed to ram his body into the opponent, leading with the head and shoulder.

Flying Tackle: This maneuver is much like it sounds – the Football fighter leaps into the air head-first, seeking to grasp his opponent around the middle or legs and bear him to the ground in one punishing hit.

Foul: The Foul maneuver can be nearly any attack, including spearing, clipping, a quick

FOOTBALL AS A MARTIAL ART

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect	
Foul	½	3	+1	+0	STR+2d6 Strike	
Charge	½	4	+0	-2	STR+2d6+v/5 Strike, FMove	
Flying Tackle	½	3	+0	-1	STR+v/5 Strike, You Fall, Target Falls, FMove	
Blocking	½	5	+0	+1	STR+15 to Resist Shove, Block, Abort	
Rush	½	4	+0	+0	STR+15 to Shove	
Sack	½	3	+1	+1	STR Strike, Target Falls	
Strip	½	5	+0	+0	Grab Weapon, STR+10 to Takeaway Weapon	
Ranged Maneuver	Phs	Pts	OCV	DCV	Rng	Damage/Effect
Short Pass	½	3	-1	+2	+0	Strike
Long Bomb	1+1	5	+0	-2	+6	Strike, +1 Segment
Moving Pass	½	5	-1	+0	+0	Strike, FMove

Skills:

Breakfall
 KS: Football
 PS: Football Player
 Teamwork

Notes: The Football ranged maneuvers are intended for use with a thrown object (typically a pigskin). They do not apply to firearms or standard “energy blast” type powers. Original Football Martial Art by Aaron Allston.

DIGITAL HERO #23

punch down in the dogpile, or the clothesline maneuver (extending an arm straight, at neck height, right in front of a runner). This maneuver is illegal in football, but it happens all the time, and it's still quite useful as a powerful attack off the field.

Rush: Football fighters know how to use momentum, and this maneuver represents that knowledge. Consider that a Football fighter can build up his speed while maintaining the right angle to exert the maximum amount of pressure on his opponent, and you have this maneuver.

Gridiron

Background/History: The story of Gridiron is actually the story of two men: Felix Horn and Simon Clark.

Felix Horn was a natural athlete. Felix was gifted with many natural talents and showed phenomenal prowess at football. He was a bit slow upstairs, but on the field, he was nearly impossible to beat. With his rich parents supporting him all the way, he had a relatively easy life up until college. Felix's natural charisma and parental funding had kept him on the football team and out of trouble for many years, but once he hit State College, things got tougher. The university demanded better grades, and even his parent's money had difficulty paying his way out of drunken orgies at the frat house.

Felix quickly turned to one of the "smart kids" in one of his classes, a nebbish chemistry major named Simon Clark. Simon enjoyed being part of Felix's popular, party-filled world and was rewarded for helping Felix in classes with an introduction into the university's social elite.

Felix's dream was to graduate and be picked up by a professional football team. His performance during the game made it seem possible, but he still lagged behind in academics. Before long, Felix was relying upon Simon for every piece of homework, every term paper, and every exam.

Both men graduated college and moved on, Felix joining the Baltimore Ravens football team, while Simon found a job with Dow-Corning creating chemical compounds.

Professional football didn't turn out to be nearly as easy as Felix had originally thought. Many of the other players were as good or better than him, and the complexities of the advanced plays often made Felix look foolish as he struggled to keep up. Beginning to panic, Felix called his old friend Simon and begged for help.

Simon was initially reluctant, but agreed to help. Simon gave Felix some experimental drugs

Sack: When all you care about is putting your opponent down, this is the kind of maneuver you want. The Sack maneuver represents a sudden lunge that strikes an opponent and knocks him off-balance.

Strip: "Gimme the ball!" That phrase sums up the Strip maneuver well. The Football fighter swipes one or both hands at a weapon (or sports equipment!) held in an opponent's hands. Football fighters generally have very strong grips and swift reflexes that let them get a good handle on just about anything they want to keep hold of.

from his corporate division, drugs not yet fully tested. These drugs seemed to work well, and Felix was soon at peak performance during the playoffs.

The turning point came during the Superbowl, when the experimental drugs had begun to build up in Felix's system. Just before halftime, Felix made an amazing touchdown. As he raised the ball in victory, however, he felt strange, and his body began to glow brightly with scintillating colors.

When the light show was over, Felix had been transformed head to toe into a living creature of ferrous metal. The crowd, stunned by the sudden appearance of a superhuman on the field, began to jeer and boo. Disoriented, Felix began to strike out at the opposing team, smashing the goal post and eventually fleeing the scene in shame.

An investigation by the authorities discovered Simon's role in the incident, and he was fired from his job and brought up on charges that continue to be debated in court to this day. It should be no surprise then that Simon bears a great deal of ill will towards his former friend.

Felix now found himself banned forever from professional football – after all, he was now a solid iron quarterback and possessed many unfair advantages. Those advantages did not seem like a blessing to Felix, who abandoned both family and friends. Unable to follow his dream, unable to be employed at any job he considered worthwhile, he wallowed in self-pity for a long period before turning to a life of crime. He feels cheated of his future... a future he now believes can only be regained with large amounts of money. Now calling himself Gridiron, he made it known that he was a muscle for hire, a superhuman mercenary for any who can pay the right price.

Personality/Motivation: Gridiron is a bitter man who believes his only way to be happy is to become rich and famous. Money, which buoyed him along in school, is now what he seeks in

GRIDIRON PLOT SEEDS

Gridiron will typically appear as hired muscle for another supervillain. He sometimes will commit robberies on his own in order to finance his hedonistic lifestyle, but in general he prefers to let others do the thinking for him. Because he is made from ferrous metal, Gridiron makes an ideal lackey for a magnetically powered villain, allowing for some creative and devastating teamwork.

Simon Clark's mysterious drug may hold the secret to returning Gridiron to normal. Of course, doing so may be difficult because Simon nurtures a deep grudge against Gridiron. A particularly convincing hero may get Simon to assist, but there's no guarantee the drugs will have an effect after all this time. And if they do, Felix may take advantage of the situation in order to claim his crimes were due to temporary insanity caused by Simon's experimental chemicals! With a decent lawyer, Gridiron has a good chance of getting off scot-free, unless the heroes intervene in the court hearings....



order to forget the pain in his past. Wine, women, and fame he finds relaxing, and seeks all three by his mercenary work.

Reminders of his former glory anger him, and any hero who cracks wise at Gridiron's expense is sure to get targeted for an iron-hard fist. He remains much like he used to be in college, a vain gloryhound who enjoys bullying those he perceives to be weak. He does enjoy a good challenge, and often seeks out enemy bricks in combat in order to test their strength against his own.

Quotes: "1st and 10... and you're going down, hero!"

"I call this play the Vigilante Crush. Here's a free demonstration!"

Powers/Tactics: Gridiron is a pretty standard brick; He's very hard to hurt, superhumanly strong, and able to survive in nearly any environment. Since Gridiron is a being of "organic" ferrous iron, he's very heavy and difficult to move. In fact, once he gets going, Gridiron is nearly impossible to stop, continuing to stand even when grappled by other bricks or underneath incredible weight.

The Superbowl football Felix had in his hands at the moment of his transformation was also affected. He continues to carry the football as a reminder and uses it as a deadly throwing weapon that hits like a cannon shell when hurled by his powerful arms.

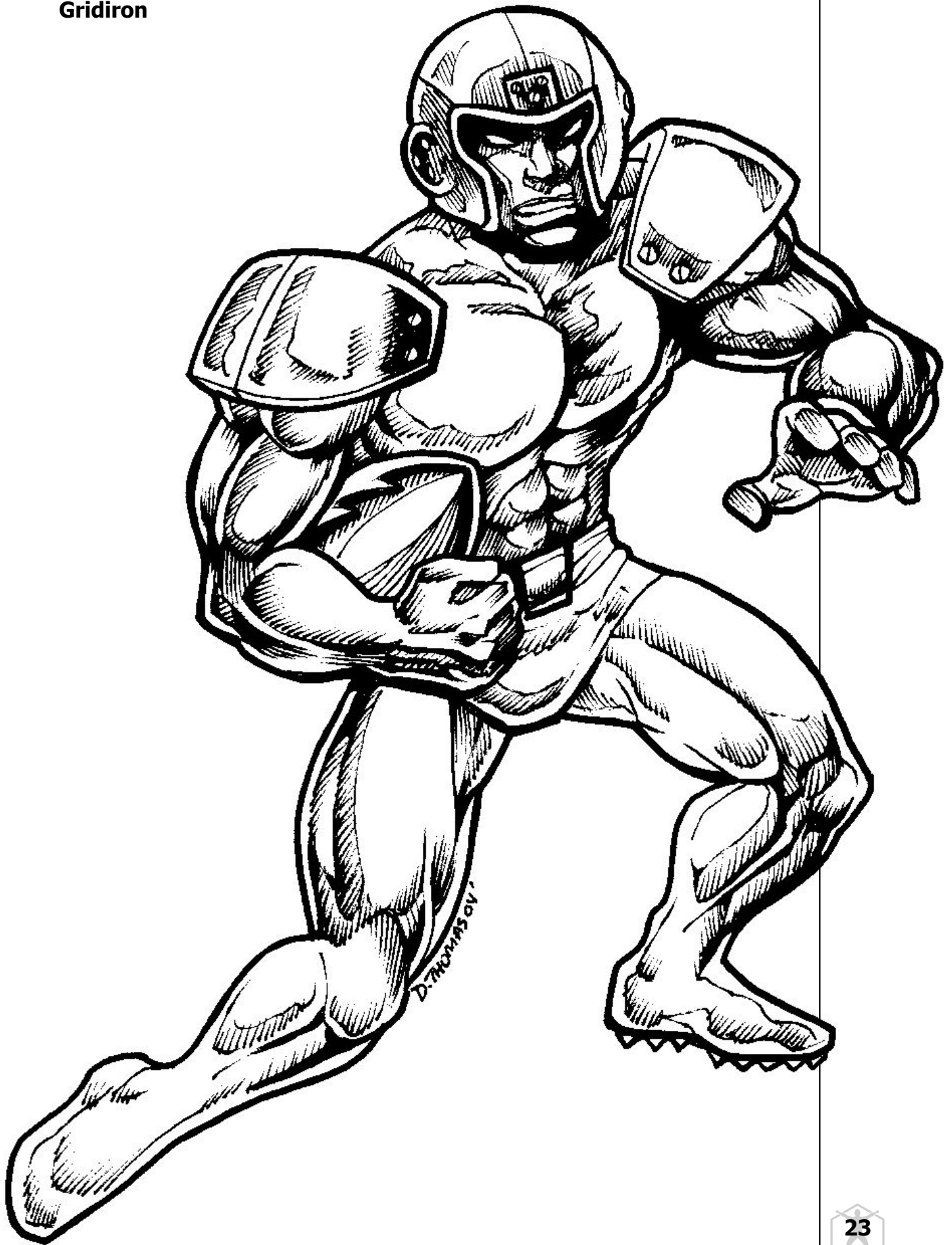
Gridiron retains many of the skills he learned on the football field. These skills make him a canny opponent with many tricks up his sleeve. Typically, Gridiron prefers to sack his opponents, dropping them to the ground while he laughs and performs insulting Presence Attacks to boost his confidence. He often strips accessible foci away and targets fliers with his football.

Campaign Use: Gridiron is just competitive enough to remember a rival brick or superhuman sports figure who beats him or belittles him. Gridiron tends to Hunt such individuals during his spare time, in a laid-back manner that results in combat only after several insults have been hurled. Of course, his employer at the time may also order him to Hunt someone, making the task professional and not personal. When "on the job" Gridiron calls out his opponent where he can get some room to move, and then attacks – a simple but effective strategy that has worked so far.

To make Gridiron more powerful, add another 4d6 to his football attack, raise his STR to 75, and increase his resistant defenses by 10. To scale Gridiron down, reduce his football damage to 8d6, lower his STR to 45, and bring his nonresistant defenses down by 10.

Appearance: Gridiron appears to be a professional football player completely made from cast iron. His skin has a metallic luster to it and he is permanently confined to the uniform he was wearing at the time of his transformation. The typical football uniform appears made from metal as well, from the helmet and faceguard to the jersey and shoulder pads, all the way down to his cleats. The Baltimore Ravens insignia and the number he wore on his jersey are obscured and nearly impossible to see – Gridiron has purposefully attempted to file the Ravens insignia off, since the team has long ago disowned him publicly. Instead, Gridiron has scratched a large "G" on either side of his helmet (making some sports-ignorant folks believe he used to play for the Packers). He carries an iron football with him.

Gridiron



Gridiron

Val	Char	Cost	Roll	Notes
50	STR	40	19-	25 tons; 10d6 HTH [5]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
5	INT	-5	10-	PER Roll: 10-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
				Total: 30 PD (10rPD)
				Total: 30 ED (10rED)
				Phases: 3, 5, 8, 10, 12
20	PD	10		
20	ED	16		
5	SPD	20		
9	REC	0		
40	END	0		
48	STUN	5		

Total Characteristics Cost: 189

Movement: Running: 11"/22"
Leaping: 10"/20"
Swimming: 0"/0"

Cost	Powers	END
27	<i>Iron Football:</i> EB 10d6, Armor Piercing (+½); OAF (-1), 1 Recoverable Charge (-1¼)	7
30	<i>Iron Body:</i> Armor (10 PD/10 ED)	0
45	<i>Iron Constitution:</i> Full Life Support	0
20	<i>Man of Iron:</i> Knockback Resistance -10"	0
10	<i>Unstoppable:</i> +20 STR, Only to Remain on His Feet (-1)	2
10	<i>Quick Legs:</i> Running +5" (11" Total)	2
-2	<i>Heavy as Iron:</i> Swimming -2"	0

Martial Arts: Football

Maneuver OCV DCV Notes

3	Foul	+1	+0	12d6 Strike
4	Charge	+0	-2	12d6+v/5 Strike, FMove
3	Flying Tackle	+0	-1	10d6+v/5 Strke, Both Fall, FMove
5	Blocking	+0	+1	65 STR to Resist Shove, Block, Abort
4	Rush	+0	+0	65 STR to Shove
3	Sack	+1	+1	10d6 Strike, Target Falls
5	Strip	+0	+0	60 STR to Takeaway

Ranged Martial Arts: Football

Maneuver OCV DCV Rng Notes

3	Short Pass	-1	+2	+0 Strike
5	Long Bomb	+0	-2	+6 Strike, +1 Segment
5	Moving Pass	-1	+0	+0 Strike, FMove

Skills

9	+3 with Football Martial Arts
6	+2 with Football Passes
3	Breakfall 13-
2	KS: Football 11-
2	PS: Football Player 11-
3	Teamwork 10-
3	Seduction 13-
3	Streetwise 13-

Total Powers & Skills Cost: 211

Total Cost: 400

200+ Disadvantages

15	Distinctive Features: Metallic Quarterback (Not Concealable)
15	Enraged: Taunted (Uncommon, Go 11-, Recover 11-)
20	Hunted: PRIMUS, 8- (Mo Pow, NCI, Capture)
20	Physical Limitation: Weighs 2 Tons (All the Time, Greatly)
15	Psychological Limitation: Annoying Jock (Common, Strong)
10	Psychological Limitation: Bitter about His Past (Common, Moderate)
15	Psychological Limitation: Competitive (Common, Strong)
10	Reputation: Supervillain Former NFL Player, 11-
10	Rivalry: Other Bricks (Professional, for Fame)
10	Vulnerability: 2x BODY from Rusting Attacks (Uncommon)
10	Vulnerability: 2x STUN from Magnetic Attacks (Uncommon)
50	Experience Points

Total Disadvantage Points: 400



More Fu Shticks

by Michael Surbrook

More Fu for You

Jack Burton: Hey, what more can a guy ask for?

Egg Shen: Oh, a six-demon bag!

Jack Burton: Terrific, a six-demon bag. Sensational. What's in it, Egg?

Egg Shen: Wind, fire, all that kind of thing!

— *Big Trouble in Little China*

When I wrote *Ninja Hero* I included a lot of sample powers. I wanted readers to have a lot of examples to look over and pick from when designing their own high-powered martial artist characters. However, space considerations meant many of these powers were cut from the final publication. I now present to you many of the same powers, as well as a number of new ones, revised and updated in accordance to the format originally presented in the *UNTIL Superpowers Database*. Dividing into Offensive, Defensive, Movement, Sensory, and Miscellaneous power groupings, *More Fu For You* presents over 30 different martial arts techniques and variations (and one highly-optional Advantage!) for use in your *Ninja Hero* campaign.

Offensive Powers

CHIN NA PALM

Effect: +20 STR, Only To Grab

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: This technique serves to give the practitioner an unbreakable grip. It balances positive (Yang) and negative (Yin) *ch'i*, and a master is said to be able to simply reach up into the air and pull down birds flying over head. If grabbing an opponent, this technique can be used to immobilize them with ease.

Game Information: +20 STR, Reduced Endurance (0 END; +½) (30 Active Points); Nonpersistent (-¼), Only To Grab (-1). Total cost: 13 points.

OPTIONS:

1) Strong Chin Na Palm: Increase to 30 STR. Total cost: 20 points

2) Weak Chin Na Palm: Decrease to 10 STR. Total cost: 7 points.

3) Chin Na Variant I: The practitioner really can reach up and pull down flying birds. Telekinesis (20 STR), Invisible to Sight Group (+½) (45 Active Points); Gestures (-¼). Total cost: 36 points.

4) Chin Na Variant II: Not only does the practitioner have an unbreakable grip, he can use this grip to break bones and tear flesh. HKA 2d6, Penetrating (+½) (45 Active Points); Must Follow Grab (-½). Total cost: 30 points.

CINEMATIC DIM MAK

Effect: Drain BODY 10d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4 charges

Description: The Dim Mak is a legendary technique allowing a practitioner to upset his target's *ch'i*, causing sickness and even death. A traditional form of the Dim Mak is described in-depth within the pages of *The Ultimate Martial Artist*, while the Dim Mak presented here is a more straight forward "cinematic" death touch, suitable for the faster-paced style of the martial arts action genre.

Game Information: Drain BODY 10d6, Delayed Return Rate (5 points per Week; +1½), Invisible to Sight and Sound Groups (+¾) (325 Active Points); 4 Charges (-1), Gradual Effect (6 hours, 1d6/30 minutes; -1½), Can Be Cured by Chinese Healing (-¼), Only versus Humans (-½). Total cost: 76 points.

OPTIONS:

1) Improved Dim Mak: Remove "Only Versus Humans." Total cost: 87 points.

CINEMATIC FLYING GUILLOTINE

Effect: HKA 2d6

Target/Area Affected: One character

Duration: Instant

Range: 3"

END Cost: 0

Description: The cinematic flying guillotine is one of the more outlandish weapons seen in martial arts movies. It is a circular device lined with razor-sharp blades. Thrown over an opponent's head, the blades will snap shut, neatly severing the neck. Usually the flying guillotine has a mesh basket attached, so that the severed head may be easily gathered.

Due to the nature of this weapon, it can only be used if thrown over the head. Severing the neck is accomplished by doing BODY damage greater than twice the character's total BODY in a single strike. For a normal human, this requires a total of 21 BODY in a single attack. Hit Location modifiers can be used to increase the amount of BODY damage done. The GM may wish to simply declare that faceless extras fall

NEW

ADVANTAGE:
FIERCE

This Advantage allows a Power to still do damage to a target, even if the target successfully Blocks or Missile Deflects the Power. The damage is applied in the same manner as a Power with the Penetrating Advantage and is stopped by Hardened Defenses. The Fierce Advantage only works against the Block maneuver and the Missile Deflection Power, but it can be combined with the Penetrating Advantage to affect all defenses. This Advantage should only be used in Video Game campaigns.

Fierce Cost

Multiplier: +¼

OTHER WEAPONS ON CHAINS AND ROPES

Weapons on chains, such as axes, knives, sickles, and swords are extremely common in the martial arts action genre. A number of these come from Japan, such as the *kusarigama* (a length of chain with a sickle on one end and a weight on the other), and the *manriki-gusari* (a length of chain with a metal ring on one end and a weight on the other). Not all such weapons are on chains; many are used while attached to long lengths of rope. In one Hong Kong film, a blade was tied to the end of a character's braided queue. In most cases, the weapons are used by whirling them about the head, or by hurling the bladed end at a target and then using the chain to retrieve it. You can build these weapons as either a Hand Attack or a HKA with the Stretching power (to represent the chain/rope), and the Area of Effect Advantage (to represent whirling the weapon about one's head).

victim to this weapon instantly, with no die rolling needed.

Game Information: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Must Be Aimed at -8 OCV Head or Has No Effect (-¾), No STR Bonus (-½) (total cost: 14 points) **plus** Stretching 3", Reduced Endurance (0 END; +½) (22 Active Points); OAF (-1), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Only to Cause Damage (-½) (total cost: 7 points). Total cost: 21 Points.

EMPTY FORCE STRIKE

Effect: Energy Blast 10d6
Target/Area Affected: One character
Duration: Instant
Range: 500"
END Cost: 10

Description: Known in Chinese as *kongjin*, this is the ability to strike a foe without physically making contact. Another name for this technique is the "Well Fist." To perform the technique, the character simply makes a punching motion and his target goes flying. When buying this power for a character, it should not do more damage than the character's most powerful Strike maneuver.

Game Information: Energy Blast 10d6, Invisible Power Effects (Fully Invisible; +1) (100 Active Points); Extra Time (Full Phase; -½). Total cost: 67 points.

OPTIONS:

- 1) Strong Strike:** Increase to Energy Blast 13d6. Total cost: 87 points.
- 2) Weak Strike:** Decrease to Energy Blast 7d6. Total cost: 47 points.
- 3) Lethal Force Strike:** Substitute RKA 3d6+1. Total cost: 67 points.

ESSENCE ABSORBING STANCE

Effect: Transfer 2d6 (target's BODY, END, or STUN to character's BODY, END, or STUN)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 5

Description: This powerful and potentially lethal technique allows a character to drain away a target's *ch'i* energy and use it to boost his own energy levels. Depending on the user's desires, Essence Absorbing Stance can be used to drain away a target's stamina (END), consciousness (STUN), or health (BODY). This "essence" is then absorbed by the user, revitalizing internal energies. By using this technique to Transfer another's BODY, a character can potentially kill a target. GMs may also want to rule that

Transferring sufficient BODY from a specific hit location (such as a limb) may impair or even disable that limb for an extended period. The amount of BODY to be Transferred to achieve this affect should be in accordance to the hit location rules in the *HERO System* rulebook.

Game Information: Transfer 2d6 (target's BODY, END, or STUN to character's BODY, END, or STUN), Can Transfer Maximum of 40 Points, Variable Effect (+¼) (55 Active Points); Extra Time (Full Phase; -½), Must Follow Grab (-½). Total cost: 27 points.

OPTIONS:

- 1) Improved Essence Absorbing Stance:** Increase to Transfer 3d6 and a maximum of 60 points. Total cost: 41 points.
- 2) Minor Essence Absorbing Stance:** Decrease to Transfer 1d6 and a maximum of 20 points. Total cost: 20 points.

FIST KUNG

Effect: HKA 2d6
Target/Area Affected: Self
Duration: Instant
Range: Touch
END Cost: 4

Description: By pounding his fist against large stones, a practitioner will turn his hand into a virtual battering ram. Shattering rocks, splintering lumber and breaking bones will pose no problems to a master of this technique.

Game Information: HKA 2d6, Increased STUN Multiplier (+¼). Total cost: 37 points.

OPTIONS:

- 1) Improved Fist Kung:** Add Penetrating (+½). Total cost: 52 points.

HEAD KUNG

Effect: +8 PD, HA +4d6
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: By concentrating "Hard Kung" into one's head and skull, the practitioner will strike his forehead repeatedly against a wall (upwards of 250 times a day), while slowly removing multiple layers of padding. Eventually, the practitioner's skull will be able to resist any injury, and a head butt from a master of Head Kung can shatter bricks.

Game Information: +8 PD (8 Active Points); Location 3-5 Only (-2) (total cost: 3 points) **plus** HA +4d6, Armor Piercing (+½), Reduced Endurance (0 END; +½) (40 Active Points); Hand-to-Hand Attack (-½) (27 points). Total cost: 30 points.

DIGITAL HERO #23

IRON BROOM TECHNIQUE

Effect: Telekinesis (20 STR)
Target/Area Affected: 1" Radius
Duration: Instant
Range: No Range
END Cost: 6

Description: By spending several years sweep-kicking poles of various thicknesses, a practitioner of the Iron Broom technique will develop an unstoppable legsweep capable of toppling any foe, or even a group of foes. Iron Broom is also related to the "Iron Forearm" technique (see).

Game Information: Telekinesis (20 STR), Area Of Effect (One Hex, Extended; + $\frac{3}{4}$), Personal Immunity (+ $\frac{1}{4}$) (60 Active Points); No Range (- $\frac{1}{2}$), No Effect on Flying/Leaping Characters (- $\frac{1}{4}$), Only to Throw Target to the Ground (-2). Total cost: 16 points.

IRON FOREARM TECHNIQUE

Effect: HA +6d6
Target/Area Affected: Self
Duration: Constant
Range: Touch
END Cost: 0

Description: Also known as "Iron Pole," this technique is similar to Fist Kung. By battering his forearms against poles, trees, and rocks, the character hardens his forearms until they are strong and durable, and able to deliver punishing blows.

Game Information: HA +6d6, Penetrating (+ $\frac{1}{2}$), Reduced Endurance (0 END; + $\frac{1}{2}$) (60 Active Points); HA Lim (- $\frac{1}{2}$). Total cost: 40 points.

JADE BELT KUNG FU

Effect: +20 STR
Target/Area Affected: Self
Duration: Constant
Range: Touch
END Cost: 0

Description: By clasping tree trunks, a practitioner of Jade Belt Kung Fu slowly increases his arm strength until he can lift and hold a five-hundred pound boulder with ease. By this point, the master will be able to crush any assailant he can get within the circle of his arms.

Game Information: +20 STR, Reduced Endurance (0 END; + $\frac{1}{2}$) (30 Active Points); Must Follow Grab (- $\frac{1}{4}$), Nonpersistent (- $\frac{1}{4}$), Only to Grab and Crush (- $\frac{1}{2}$). Total cost: 15 points.

NERVE STRIKE

Effect: Drain DEX 4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: By striking specific nerve clusters, the martial artist can reduce his target's agility and mobility.

Game Information: Drain DEX 4d6, Invisible to Sight and Sound Groups (+ $\frac{3}{4}$) (70 Active Points); Only versus Humans/Target Must Have Reachable Pressure Points (- $\frac{1}{2}$). Total cost: 47 points.

OPTIONS:

- 1) Nerve Strike II:** Substitute Drain STR 4d6 for Drain DEX. Total cost: 47 points.
- 2) Nerve Strike III:** Substitute Drain SPD 4d6 for Drain DEX. Total cost: 47 points.

ONE FINGER KUNG

Effect: Energy Blast 10d6
Target/Area Affected: One character
Duration: Instant
Range: 500"
END Cost: 10

Description: This is a Yin Kung, or negative *ch'i*, technique. The character simply points his finger at a target and the target will be injured. The target can be affected even if he is on the other side of a wall or a door. Legend has it this technique never missed.

Game Information: Energy Blast 10d6, Indirect (+ $\frac{1}{4}$), Invisible to Sight and Hearing Groups (+ $\frac{3}{4}$) (100 Active Points); No Knockback (- $\frac{1}{4}$). Total cost: 80 points.

OPTIONS:

- 1) Strong One Finger:** Increase to Energy Blast 12d6. Total cost: 96 points.
- 2) Weak One Finger:** Decrease to Energy Blast 8d6. Total cost: 64 points.

POINT BLOCKAGE

Effect: Suppress Any Characteristic 5d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 0

Description: This technique consists of a series of rapid strikes to the target's key pressure points, which greatly reduce the character's ability to move and fight. By using this power to Suppress target's BODY or STUN, one can easily simulate some of the more esoteric nerve strikes often seen in Hong Kong cinema.

Game Information: Suppress Characteristic 5d6, Any One Characteristic (+1/4), Invisible to Sight and Sound Groups (+3/4), Reduced Endurance (0 END, anyone with Point Blockage or a Similar Power can reverse the process; +1/2) (62 Active Points); No Range (-1/2), Can Be Cured by Chinese Healing (-1/4), Only versus Humans/Target Must Have Reachable "Pressure Points" (-1/2). Total cost: 28 points

OPTIONS:

1) Strong Point Blockage: Increase to Suppress 7d6. Total cost: 39 points.

2) Weak Point Blockage: Decrease to Suppress 3d6. Total cost: 17 points.

RED SAND PALM

Effect: RKA 5d6, NND, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 1 charge

Description: Red Sand Palm is another Yin Kung technique. A practitioner of Red Sand Palm simply has to make a striking or rubbing motion in the air before him and the intended target of the attack will be wounded. The wound will slowly sicken the victim and will cause death in 10-15 days. Due to the energy requirements of this technique, it can only be performed once per day. According to legend, this technique is considered to be superior to the One Finger technique.

Game Information: RKA 5d6 (Standard Effect: 15 BODY), NND (defense is Power Defense; +1), Does BODY (+1), Invisible to Sight and Hearing Groups (+3/4) (281 Active Points); One Charge (-2), Gradual Effect (2 Weeks, 1d6/3 days; -2), Gestures (-1/4), Limited Range (20"; -1/4), No Knockback (-1/4). Total cost: 49 points.

SANDBAG KUNG FU

Effect: HA +4d6
Target/Area Affected: 1" Radius
Duration: Instant
Range: Touch
END Cost:

Description: Standing in the middle of a circle of hanging ten-pound sandbags, the character trains in striking them in rapid succession. Eventually, he will be able to hit them all in sequence, and not be struck by a swinging bag in return.

Game Information: HA +4d6, Area Of Effect (One Hex, Extended, Nonselective; +1/2) (30 Active Points); Extra Time (Full Phase; -1/2), HA Lim (-1/2). Total cost: 15 points.

WATER DIVIDING TECHNIQUE

Effect: Telekinesis (30 STR)
Target/Area Affected: 9" Cone
Duration: Instant
Range: No Range
END Cost: 10

Description: By training to push open a bamboo wall, the character builds up incredible arm strength. Upon mastery of this technique, the practitioner can then force apart a mob of people with ease.

Game Information: Telekinesis (30 STR), Area Of Effect (9" Cone; +1), Invisible to Sight Group (Special Effects are Visible, but Not the Source of the Power; +1/4) (101 Active Points); Affects Whole Object (-1/4), Only to Push Away (-1/4), No Range (-1/2). Total cost: 50 points.

WHIRLING SPEAR STRIKE

Effect: HKA 1 1/d6
Target/Area Affected: 1" Radius
Duration: Instant
Range: Touch
END Cost: 3

Description: This technique has the character whirl his spear around their head, slashing at anyone in range. It is a very dangerous and deadly technique, as the character creates a virtual wall of steel around himself.

Game Information: HKA 1 1/2d6, Non-Selective Area of Effect (4" Radius; +3/4), Personal Immunity (+1/4), Reduced Endurance (1/2 END; +1/4) (56 Active Points); Extra Time (Full Phase; -1/2), OAF (-1), Can Be Blocked (-1/4) (total cost: 20 points) **plus** Stretching 1" Reduced Endurance (0 END; +1/2) (7 Active Points); OAF (-1), Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4), Only to Cause Damage (-1/2) (total cost: 2 points). Total cost: 22 Points.

Defensive Powers**BAG KUNG**

Effect: +8 PD, Energy Blast 6d6, Damage Shield

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: By nurturing the “Soft Kung” of the stomach, a practitioner can develop his abdominal muscles to be strong, yet flexible, and able to resist a powerful blow. In addition, a sudden release of internal *ch'i* will send anyone striking the practitioner’s stomach flying!

Game Information: +8 PD (8 Active Points); Only Protects Location 12 (-3) (total cost: 2 points) **plus** Energy Blast 6d6, Damage Shield (+½), Continuous (+1), Double Knockback (+¾), Reduced Endurance (0 END; +½) (112 Active Points); Must Be Aware of Attack (-¼), Damage Shield Only Affects Attacks that Hit Location 12 (-2) (total cost: 34 points). Total cost: 36 points.

OPTIONS:

1) Bag Kung Variant: Instead of hurling an attacker away, the character traps his fist, holding him fast and unable to move. Change to Entangle 3d6 (3 DEF), Takes No Damage from Attacks (+½), Damage Shield (+½), Continuous (+1), Reduced Endurance (½ END; +¼) (97 points); Damage Shield Only Affects Attacks that Hit Location 12 (-2), Set Effect (Hands Only; -1). Total cost: 24 points.

CH'I BLOCKING

Effect: Missile Deflection (all Ranged Attacks)

Target/Area Affected: One character

Duration: Constant

Range: 200'

END Cost: 4

Description: This form of Missile Deflection allows a character to block an opponent’s *ch'i*-based techniques with their own *ch'i* energy. This power is mainly found in Anime and Video Game settings.

Game Information: Missile Deflection (All Ranged Attacks), Range (+1) (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

NINJA DISAPPEARING ACT

Effect: Invisibility to Sight Group

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: With this power the character can blend into his surroundings. As long as he remains motionless, he is virtually undetectable.

Game Information: Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); Chameleon (-½). Total cost: 20 points.

TRADITIONAL CHINESE HARNESS

Effect: Armor (5 PD/5 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: This form of armor is made from small metal plates laced together. This method of construction is known as lamellar and is very common all through Asia and the Middle East. This particular piece of body armor covers the wearer’s shoulders, chest, and stomach and may or may not protect the back.

Game Information: Armor (5 PD/5 ED) (15 Active Points); Activation Roll 11- or Locations 9-13 (-1), OIF (-½), Half Value versus Guns (-¼). Total cost: 5 points.

TSIEN YIN TECHNIQUE

Effect: +8 PD

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: This *ch'i*-focusing technique allows a man to withdraw his testicles into his body, making them safe from harm.

Game Information: +8 PD (8 Active Points); Location 13 Only (-3), Nonpersistent (-¼). Total cost: 2 points.

ULTIMATE BLOCKING TECHNIQUE

Effect: Force Wall (12 PD)

Target/Area Affected: Self

Duration: Constant

Range: No Range

END Cost: 3

Description: When performed properly, this technique allows the character to deflect virtually any form of hand-to-hand attack used against him.

Game Information: Force Wall (12 PD) (30 Active Points); No Range (-½), Nonpersistent (-¼), Self Only (-½), Hand-to-Hand Attacks Only (-¼). Total cost: 12 points.

OPTIONS:

1) Strong Ultimate Block: Increase to Force Wall (18 PD). Total cost: 18 points.

2) Weak Ultimate Block: Decrease to Force Wall (6 PD). Total cost: 6 points.

3) **Truly the Ultimate Blocking Technique:** Remove “Hand-To-Hand Attacks Only.” Total cost: 13 points.

YADOME-JUTSU (Arrow cutting)

Effect: Missile Deflection (arrows/projectiles)
Target/Area Affected: One character
Duration: Constant
Range: Self
END Cost: 0

Description: This is a real-world skill originally taught to Japanese samurai. It allows the samurai to use their swords to chop incoming arrows out of the air, as well as deflect hurled shuriken and similar weapons.

Game Information: Missile Deflection (Arrows/Projectiles), Adjacent (+½) (15 Active Points); OAF (Katana or Similar Weapon; -1). Total cost: 7 points.

Movement Powers

GECKO CRAWLING

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is capable of climbing virtually any vertical surface with ease.

Game Information: Clinging (Normal STR) (10 Active Points); Cannot Resist Knockback or Throws (-¼), No Ceiling Movement or Angles of Less Than 80° (-¼), Sideways Movement is at Half of Ground Movement (-¼). Total cost: 6 points.

SPEED RUNNING TECHNIQUE

Effect: Running +6”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The training for this technique also serves to increase the practitioner’s physical dexterity and night vision capabilities, making a master of Speed Running much like a cat.

Game Information: Running +6”. Total cost: 12 points.

OPTIONS:

- 1) **Eyes Of The Cat:** Add Ultraviolet Perception (Sight Group). Total cost: 5 points.
- 2) **Catlike Agility:** Add +3 DEX (or more). Total cost: 9 points (or more).

WALL WALKING

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: With this ability the character can literally walk on walls as easily as if they were walking on the floor. They also can walk on the ceiling as well.

Game Information: Clinging (Normal STR) (10 Active Points); Cannot Resist Knockback or Throws (-¼). Total cost: 8 points.

Sensory Powers

BLIND FIGHTING

Effect: Spatial Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character with this skill is either blind to begin with, or has been trained to fight while blindfolded, and has developed such an excellent sense of hearing they are able to fight effectively even if in total darkness. Naturally, the character must be able to hear their opponent’s movement, and a Hearing Perception roll is required for the character to locate their target.

Game Information: Spatial Awareness (Hearing Group), 360° Perception (27 Active Points). Total cost: 27 points.

SENSE CH’I

Effect: Detect *Ch’i*
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: This power allows the character to detect the flow of *ch’i* in the world and other people. Normally it is used to give one a feel for another’s “*ch’i*” (usually taken to mean their fighting ability). Many characters skilled in the martial arts have a powerful *ch’i*, and this power is often easily detectable even if the character in question isn’t engaged in a fight. This form of Detect is a staple of Anime, Cinematic, and Wuxia Campaigns.

Game Information: Detect *Ch’i*, 360° Perception, Discriminatory, Sense (17 Active Points). Total cost: 17 points.

Miscellaneous Powers

RAGE METER ENERGY POOL

Effect: Endurance Reserve (50 END)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The Rage Meter starts out empty at the beginning of a combat and must be filled either through some form of Absorption or Aid. To truly simulate the nature of END Reserves seen in many Video Game Campaigns, the Aid (or Absorption) feeding it should be fairly small in comparison to the Reserve itself, thus requiring some time before the character can use the Reserve to power their special techniques.

Game Information: Endurance Reserve (50 END) (5 Active Points); Dissipates At 1 END per Turn When Not in Combat (-1/2). Total cost: 3 points.

OPTIONS:

- 1) **Large Energy Pool:** Increase to Endurance Reserve (75 END). Total cost: 5 points.
- 2) **Small Energy Pool:** Decrease to Endurance Reserve (25 END). Total cost: 2 points.

HIGH-SPEED CARVING

Effect: Cosmetic Transform 3d6 (object to object with writing [or carved object])
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 1

Description: This power, seen in many Hong Kong films, allows the character use his sword to carve characters into such objects as pieces as wood.

Game Information: Cosmetic Transform 3d6 (Object to Object with Writing [or Carved Object]) (15 Active Points); Extra Time (Full Phase; -1/2), OIF (Sword of Opportunity; -1/2), No Range (-1/2). Total cost: 6 points.



Knacks by Dave Mattingly

Knacks

To make your character a little different, buy a Knack, which is a tiny Talent, Perk, Skill, or Power that adds a little flavor to the character, and only costs a single point. This article gives several sample Knacks that are suitable to many campaigns.

There's a good chance that you know someone that has some of these Knacks, or even have some yourself. My players swear that I have the Lucky Dice Knack when I'm rolling for the bad guys. ☺

PHYSICAL

Goes First: This Knack allows a person to win initiative ties without rolling off. The Same Initiative Limitation indicates that normally a character with a 23 DEX and 6 SPD with a +1 Lightning Reflex would have a 24/6, and beat the 24/5s or less and all the 23s, but with this Limitation he only goes before those that tie his DEX and SPD exactly.

+1 Lightning Reflexes with All Actions (1½ Active Points); Only against Identical Initiatives (-½). Total cost: 1.

In Great Shape: This Knack gives the character a clean bill of health. He has never caught a major disease in the past. That could all change, of course, when the game starts, but for the moment, anyway, he's germ-free.

Life Support (Immune to All Terrestrial Diseases and Biowarfare Agents) (10 Active Points); Diseases Only, Not Biowarfare Agents (-1), Does Not Protect Against NND Attacks (-1), Activation 8- (Burnout, Never Recovers, -4½). Total cost: 1.

Hard-Headed: This Knack gives the character a little bit of extra protection against damage to the skull.

+4 PD (4 Active Points); Activation 8- (Locations 3-5, -2), Can at Most Double the Character's Normal PD (-0). Total cost: 1.

Ketchup Bottle Opener: This Knack gives the character a bit of extra oomph when trying to open a tightly sealed bottle.

+5 STR (5 Active Points); Extra Time (Full Phase, -½), Gestures (Throughout, -½), Incantations (Grunting Throughout, -½). Only to Open Tight Bottles (-1). Total cost: 1.

Loud Whistle: This Knack gives the character the ability to whistle loudly.

Images to Hearing +1, 1" Radius (8 Active Points); Concentration (0 DCV Throughout, -1), Extra Time (Full Phase, -½), Gestures (Fingers in Mouth Throughout, -½), Images Only of Whistling (-1), Incantations (Throughout, -½), Increased Endurance (2x END, -½), No Range (-½). Total cost: 1.

No Morning Breath: This Knack allows a character to wake up with good breath. He should still brush his teeth, though, since tooth decay is still a potential threat, besides, eating later in the day could always cause bad breath.

Invisibility to Smell/Taste (10 Active Points); Only to Disguise Bad Breath (-2), 1 Charge Lasting 6 Hours (-0), Affects Normal Smell/Taste Only – No Exotic Smells/Tastes (-½), Requires a COM Roll (-½), Extra Time (at least 4 Hours of Sleep, -3½). Total cost: 1.

Nose for Perfume: This Knack allows the character to precisely identify perfumes after a mere whiff.

Discriminatory Smell (5 Active Points); Concentration (½ DCV, -¼), Only for Perfumes and Colognes (-2), Costs END to Activate (-¼). Total cost: 1.

Not Ticklish: This Knack gives the character a much higher tickle threshold.

Resistance +3 (3 Active Points); Only versus Tickling (-2). Total cost: 1.

Radio Teeth: This Knack allows the character to randomly pick up radio signals. A metallic filling in his teeth occasionally resonates with radio waves that pass invisibly through the character's head, and transforms that signal into sound. The character "hears" the audio transmission by the vibrations of his tooth. This power can also be bought through braces as an OIF.

Radio Perception (8 Active Points); IIF (Filling in Tooth, -¼), Costs END (-½), 1 Charge (-2), No Conscious Control (-2). Total cost: 1.

Sharp Fingernails: This Knack gives the character's fingernails added sharpness and strength, to the point where they can be used as a cutting tool or minor weapon. However, every time that the fingernails fail to do BODY damage, one might break off.

HKA ½ Pip (1 Pip with STR) (3 Active Points); Ablative (-½), Restrainable (-½). Total cost: 1.

DIGITAL HERO #23

FACIAL

Celebrity Look-Alike: This Knack gives the character a famous “twin.” The character is not actually the person in question, but can “borrow” that reputation and enjoy some of the perks of being thought so.

Reputation: Someone Else 11- (Large Group) +1/+1d6 (2 Active Points); Requires a COM Roll (-½). Total cost: 1.

Charming Smile: This Knack gives the character a great smile, and the knowledge of how to use it to its utmost. No teeth are out of place, and all are perfectly white.

+5 COM (3 Active Points); Eye-Contact Required (-½), Gestures (Smile Throughout, -½), Reduced by Range (-1 COM per 1", -¼). Total cost: 1.

Poker Face: This Knack gives the character a nigh-impenetrable veneer of apathy while playing card games. Only the most skilled opponents will have a chance to determine the playability of the character’s hand. This use of the Acting skill is complementary to Gambling (Cards).

Acting (3 Active Points); Only to Conceal Emotions (-1). Total cost: 1.

SOCIAL

Cool Phone Number: This Knack gives the character a memorable phone number, like 1-800-CHAMP-4-U or 1-800-HERO-2-GO.

Perk: Cool Phone Number (1 Active Point). Total cost: 1.

Firm Handshake: This Knack gives the character a strong, memorable handshake.

+5 STR (5 Active Points); No Figured Characteristics (-½), Only for Shaking Hands (-2). Total cost: 1.

First Impression: This Knack gives the character a bonus when meeting someone for the first time.

+5 PRE (5 Active Points); Only Works Once per Target (-2), Does Not Provide Defense against PRE Attacks (-½). Total cost: 1.

Hearty Belly Laugh: This Knack gives the character a long, loud, appealing laugh that uplifts those around him.

+5 PRE (5 Active Points); Concentrate (½ DCV Throughout, -½), Costs Endurance to Activate (-¼), Extra Time (Full Phase, -½), Incantations (Throughout, -½), Must Laugh at a Joke to Activate (-¼), Requires a PRE Roll (-½). Total cost: 1.

Little Black Book: This Knack gives the character the ability to make a date on short notice, usually one with a good COM score.

Summon 25-point Normal, Expanded Class (Appropriate Date, +¼), Loyal (+½) (9 Active Points); 1 Charge (-2), Arrives Under Own Power (-½), Extra Time (1 Hour, -3), Summoned Normal Must Inhabit Area (-½). Total cost: 1.

Musical Hiptitude: This Knack gives the character knowledge of the current urban music styles, trends, and lingo. He can speak to hip-hopppers, rockers, and gangstas without sounding out of place.

Knowledge: Urban Music (1 Active Point). Total cost: 1.

Nice Personality: This Knack gives the ability to seem more attractive by effectively leveraging his personality traits.

+5 COM (3 Active Points); Extra Time (Full Turn, -1), Requires a PRE Roll (-½). Total cost: 1.

Pickup Lines: This Knack gives the character several chances at beginning a conversation with a member of the opposite sex.

Seduction (3 Active Points); 8 Charges (-½), Extra Time (Full Phase, -½), Incantations (-¼). Total cost: 1.

Stylish Dresser: This Knack gives the character fashionable taste in clothing, and the fashion sense to know how to dress for success.

+5 PRE (5 Active Points); Does Not Provide Defense against Presence Attacks (-½), OIF (Impressive Clothing, -½), Only in Social Situations where Clothing is Important (-2), Requires a High Society Roll (No Penalty, -¼). Total cost: 1.

Tells a Joke Well: This Knack gives the character a sense of humor that reaches across social boundaries. He really gets into the joke, gesticulating wildly, exaggerating his expressions, mimicking voices and accents, and stretches it out into a full story. The positive social effects of his good humor remain for those who have heard him tell a good joke.

+5 PRE (5 Active Points); Costs Endurance (-¼), Extra Time (Full Turn, -1¼), Gestures (Throughout, -½), Incantations (Throughout, -½), Only against Targets that Have Heard Him Tell a Joke (-½), Requires a PRE Roll (-½). Total cost: 1.

MENTAL

Armchair Contestant: This Knack gives the character the ability to win at game shows when he watches them on television.

PS: Play Game Shows from Home (3 Active Points); Only When No Money or Prize is Involved (-1). Total cost: 1.

Inspiration: This Knack gives the character a good chance at a sudden insight.

Deduction (INT Roll) (3 Active Points); 1 Charge (-2). Total cost: 1.

Never Forgets a Face: This Knack gives the character the ability to recognize a face that he's seen before. Remembering a name, or realizing how or where he knows the face will require an INT Roll as usual.

Eidetic Memory (5 Active Points); Only for Faces (-2), Costs END (-½). Total cost: 1.

Remembers Parking Place: This Knack prevents the character from forgetting where in the parking lot he left his car.

Eidetic Memory (5 Active Points); Only for Last Known Parking Space (-2), Costs END (-½). Total cost: 1.

Remembers Phone Numbers: This Knack gives the character the ability to remember the phone number when given a name. He might not remember who the person is, where they live, or how he knows him, but the number itself jumps to the forefront of his memory.

Eidetic Memory (5 Active Points); Only for Phone Numbers (-2), Costs END (-½). Total cost: 1.

Weight Guesser: This Knack gives the character uncanny accuracy when estimating someone's or something's weight. The character must look at the object at close range, and succeed at a Sight PER Roll before attempting to use this ability. "Now you, too, can experience the thrills of *professional* weight guessing."

Absolute Weight Sense: Detect Weight (Based on Sight Group) (3 Active Points); No Range (-½), Requires a Sight PER Roll (-½). Total cost: 1.

NATURAL

Green Thumb: This Knack gives the character a way with plants. Under his care, plants live longer, grow bigger, and look better.

+1 with All Plant-Based Skills (3 Active Points); Extra Time (Full Phase, -½), Gestures (Gardening Throughout, -½), Total cost: 1.

GASTROINTESTINAL

Gets Great Restaurant Service: This Knack gives the character a great waiter when he goes out to eat. The food arrives promptly, the drinks stay filled, the check is right, and the service is friendly.

PS: Waiter 11-; Usable By Other (+¼) (2 Active Points); 3 Charges (-1¼). Total cost: 1.

Gets the Last Piece of Pizza: This Knack gives the character the choice of having the last slice of pizza. Somehow, no matter how little pizza was available, and how many people were eating from it, this character always gets the last slice if he wants it.

Life Support (Diminished Eating) (1 Active Point); OAF (Pizza, -1), Only to Get the Last Slice (-1). Total cost: 1.

Hollow Leg: This Knack allows the character to eat enough for two or more people. After spending an hour eating, he won't even begin to get hungry for several hours later.

Life Support (No Need to Eat); (3 Active Points); 1 Charge Lasting 6 Hours (-0), Concentration (0 DCV Throughout, -1), Extra Time (1 Hour, -3), OAF (Huge Meal, -1). Total cost: 1.

Iron Stomach: This Knack gives the character the ability to eat spicy foods without getting heartburn.

Life Support (Immunity to Heartburn) (1 Active Point). Total cost: 1.

Makes a Damn Fine Coffee: This Knack gives the character the ability to make the best coffee in the office.

PS: Make Coffee 11- (2 Active Points); Costs END (-½). Total cost: 1.

Two-Drink Minimum: This Knack allows the character to ignore the first two drinks for purposes of intoxication, so that it's not until the third drink that his system begins to acknowledge the alcohol at all.

Life Support (Immunity to Alcohol) (3 Active Points); 2 Recoverable Charges (recovers by sobering up later, -1). Total cost: 1.

DIGITAL HERO #23

TEMPORAL

Gets a Cab Right Away: This Knack lets the character catch a cab as soon as he hails one.

Summon Taxi (11-point Vehicle, see The Ultimate Vehicle Sourcebook page 9) (2 points); Taxi Arrives Under Own Power (-½), Summoned Taxi Must "Inhabit" Locale (-½). Total cost: 1.

Gets the First Elevator: This Knack lets the character accurately predict which elevator heading in his direction will arrive at his floor first. Sure, it may seem like that elevator on the fifth floor will arrive before the one on the twelfth floor, but not if this character is the one pushing the call button.

Detect First Elevator (3 Active Points); Gestures (-¼), Concentration (0 DCV, -½). Total cost: 1.

Gets Seated Right Away: This Knack lets the character get a table at a restaurant right away, no matter how many are in his party. "We have a table that's just opening up, sir."

Luck 1d6 (5 Active Points); Only to Get First Table in Restaurants (-2), 3 Charges (-1¼). Total cost: 1.

Never Oversleeps: This Knack allows the character to wake up on time without an alarm clock. He sleeps well all night, and wakes up within 1d6 minutes of when he wants to. If the character also has Absolute Time Sense, he can wake up exactly when he wants to.

Lightsleep, Trigger (+½) (5 Active Points); 1 Charge (-2), Extra Time (Full Phase, -½)). Total cost: 1.

Picks the Fastest Line: This Knack allows the character to pick the fastest of two or more lines. Whether it's a line to order his fast food, pay for his gas, buy a subway token, or check out with his groceries, his line moves fastest. It might not be an immediate checkout, but it's faster than the alternative lines.

Luck 1d6 (5 Active Points); Only to Pick Fastest Line (-2), 84 Charges (-½). Total cost: 1.

FINANCIAL

Checkbook Always Balances: This Knack ensures that the character never writes a bad check unintentionally. He always knows how much is in his account.

KS: Checking Account Balance 8- (1 Active Point). Total cost: 1.

Finds Parking Meter with Time Still on It: This Knack lets the character park at any parking meter that he wants to, and it won't cost him a dime. The car that had been parked there previously pulled off with at least an hour left on the meter.

+1 Level of Wealth (1 Active Point); Only so that the Character Never Has to Pay for Parking Meters (-2). Total cost: 1.

Good Credit Rating: This Knack gives the character a bonus to financial transactions that depend on credit. Applying for loans, making a large purchase, or even applying for a job in the financial industry can all be affected.

Reputation: Good Credit 11- (Medium Group) +1/1d6 (1 Active Point). Total cost: 1.

GEOGRAPHICAL

Finds a Restroom in an Emergency: This Knack allows the character to find a restroom quickly when time is of the essence.

Life Support: No Need to Eat or Excrete (3 Active Points); Excrete Only (-1), OIF (Restroom of Opportunity, -½). Total cost: 1.

Finds Gas Station in an Emergency: This Knack allows the character to find a gas station just before the vehicle runs out of gas.

Detect Gas Station (3 Active Points); Only When the Gas Tank is Almost Empty (-1). Total cost: 1.

Finds Good Parking Spot: This Knack helps the character get a parking spot right up front just as someone else is leaving.

Absolute Time Sense (3 Active Points); Only to Pull In Just as Someone Else is Leaving a Great Parking Spot (-1). Total cost: 1.

COINCIDENTAL

Can Get Out of the Rain Quickly: This Knack lets the character stay dry by darting to cover just as the rain starts to fall.

Change Environment (wet to dry) (5 Active Points); OIF (Overhang of Opportunity, -1/2), Extra Time (Full Phase, -1/2), Gestures (Running to Cover, -1/2), Must Get to Cover Immediately (-1). Total cost: 1.

Favorite Drink/Snack is in Stock: This Knack ensures that the character can always get his hands on his favorite goodie. Although the Power used here is Transform, special effects should determine that the desired product was already on hand. “Do you have any Grey Poupon?”

Cosmetic Transform 1/2d6 (other drink/snack into favorite drink/snack) (3 Active Points); OIF (Drink/Snack of Opportunity, -1/2), Extra Time (Full Phase, -1/2), Incantations (“I’d like Brand X, Please,” -1/4)

Has Correct Change: This Knack makes sure that the character never has to root around in a pocket or a purse to find the exact coins that he needs.

Cosmetic Transform 1d6 (money into correct change) (5 Active Points); OIF (some money, -1/2), Equal or Lesser Value (-2). Total cost: 1.

Improvise Tool or Part: This Knack allows the character to occasionally find things lying around that can be used as improvised tools or parts to help make repairs on the fly.

+1 with All Mechanical Skills (3 Active Points); OIF (Object of Opportunity, -1/2), Activation 12- (-3/4).

Lucky Dice: This Knack gives the character a way with rolling dice. As long as the character has his magic dice on him, and goes through the standard ritual of shaking them, blowing on them, standing on one foot, etc. the dice are more responsive to his wishes.

Luck 1d6 (5 Active Points); OAF (Lucky Dice, -1), Full Phase (-1/2), Gestures (Throughout, -1/2), Luck Only Affects Dice Roll (-2). Total cost: 1.

Relevant News on TV: This Knack allows the character to turn on the news just as a breaking news story comes on the air related to himself, his friend, or his work. “If only I knew were Grond was going to strike next.... Ah, well, I’ll just relax with some TV while I think through it.” <click> “...Repeat: Grond is tearing up the financial district near 24th and Oak Street.”

Luck 1d6 (5 Active Points); OIF (Television, Radio, or Newspaper of Opportunity, -1/2), Only to Turn to News Relevant to Self or Current Case (-2). Total cost: 1.

ORGANIZATIONAL

Always Finds the Right Car Key on First Try: This Knack lets the character find the key that he’s looking for on the first try, no matter how many keys are on the keychain.

Detect Correct Key (3 Active Points); OAF (Key Ring, -1). Total cost: 1.

Always Has a Toothpick: This Knack makes sure that the character always has a toothpick (or some other inconsequential item, determined when the Knack is bought). As long as there’s somewhere that the character could have kept the item hidden (a sock, a pocket that hasn’t been searched, inside his curly hair), he can pull out “just one more” when he needs it. Although the Power here is Transform, the special effects explain the toothpick as having been there the whole time, not created from nothingness.

Minor Transform 1/2d6 (air into toothpick) (5 Active Points); Must Explain Where Toothpick Has Been Hiding All This Time (-1), OAF (Toothpick, -1), Gestures (Reveal/Remove Toothpick, -1/4), Increased Endurance (2x END, -1/2). Total cost: 1.

Has Spare Batteries: This Knack makes sure that the character always has a few small batteries handy when he needs them. “You need a 9-Volt? I’ve got one of those on me.”

Endurance Reserve (40 END, 0 REC) (4 Active Points); OAF (Battery, -1), 4 Charges (-1). Total cost: 1.



M'Larrne

by Michael Surbrook

M'Larrne – M'. larr. ne (Meh' lahr n)
noun

1. a member of the sapient race M'Larrne, existing mainly in a region of space roughly ovoid in configuration, and approximately 1000 light-years by 1500 light-years in axis dimensions, centered on the homeworld of M'Larr, known as the M'Larr Confederation.
 2. a citizen of the M'Larr Confederation.
 3. one who was born on the homeworld of M'Larr.
- adj. M'Larr – of or pertaining to the M'Larrne in origin, make, and so on; known to be used interchangeably with M'Larrne in the sense of possession, *i.e.* “a M'Larr huntership,” or “M'Larrne architecture.”

M'Larrne

The M'Larrne are a race of erect, bipedal omnivores, outwardly resembling certain Terran canines (specifically wolves). Humanoid in body shape, M'Larrne are distinguished by a rather short, thin snout, triangular ears set high on the head, and short, fine fur covering their entire body. This fur ranges from black, dark gray, light gray, and occasionally white, to dark or light brown, rust, or even (in rare cases) tawny golden. In addition to their obvious canine appearance, the species possesses a number of feline characteristics (at least from the Terran point of view). These include vertical pupils, short whiskers, retractable claws, and thick manes. This mane is the most distinctive feature of the race, and tends to be long and silky in texture for females, while the male mane is shorter and much coarser. Color of the mane is usually a variation of the fur itself, with white, light gray, silver, and gold common. These colors, when combined with their various fur shades, make them a colorful race.

A physically impressive species; the males range from 172 cm to 205 cm in height, while the females are between 157 cm to 190 cm. M'Larrne tend to be lighter in proportion to their height than humans – a small female may scarcely top 45 kg, while the larger males reach as much as 114 kg – and thus they tend toward a “lanky” build. The rear limbs of the M'Larrne are digitgrade, with vestigial non-retracting claws and toe pads, while the forelimbs end in a three-fingered hand with a single fully-opposable thumb. The hand contains retractable hunting

claws, which are normally kept sheathed along side the long bones of the hand. The claws are between 5 cm and 12 cm in length, and with the proper training can be quite dangerous.

While strong for their size and build, M'Larrne are far more notable for their speed. They are, on average, faster than any human, with agile bodies and dexterous fingers. They also have senses far more acute than the human norm, and some M'Larrne can even see into the ultraviolet spectrum. Conversely, their acute hearing means certain forms of ultrasonics can be annoying and painful, and although the typical M'Larrne can distinguish more than 50 shades of blue alone, yellow, orange, and red tend to appear as washed-out shades of gray and white. Because of their natural fur coat, M'Larrne are quite comfortable across a range of temperatures, and normally don't require heavily insulated clothing (unless dealing with extremely cold temperatures). In general, M'Larrne clothing tends to be of the functional sort, and is noted for being very practical in design (although often elaborately decorated).

Although descended from pack-hunting carnivores, the M'Larrne have become gourmets after a fashion, and take their meat in a wide variety of methods, from virtually raw to well-done. They also eat leafy plants, fruits, and vegetables, all of which are often heavily spiced and/or served in flavorful sauces. They have a notable liking for drink, and brew a wide variety of beers and liquors.

The M'Larrne have two sexes and bear their young live. Both sexes periodically enter into a state of sexual readiness (akin to a Terran canine or feline being “in heat”), at which point conception can take place. M'Larrne who engage in sexual congress outside of these periods will not conceive. A single pup is the norm, and twins are exceedingly rare. It is almost unheard of for a M'Larrne female to give birth to more than two young at once. Females nurse their young for about a year, eventually weaning them to a more regular diet. A M'Larrne is considered a full-grown adult at age 16.

Language

The M'Larrne speak a wide variety of languages, with various dialects common to each. However, the economic and military needs of the M'Larr Confederation have resulted in a M'Larrne “common tongue.” Derived from Akturn, the language spoken by most M'Larrne, it contains numerous loan words from other M'Larrne languages (as well various bits of alien

terminology, jargon, and even curses). Known as Akturrn'Lurr (literally "home language"), it is composed of thick purrs, growls, and throaty coughs. When written in English, the letters and letter-sounds a ("ah"), o, u ("uh" or "oo"), p, r (often with a rolling inflection), t, th, c (a hard "c"), l, g (also hard), n, and ng predominate. It is a difficult language for a Human to learn, and costs +1 point. When spoken by a M'Larrne, Akturrn'Lurr tends to blend together, making it hard for anyone unused to the language to pick out individual words.

Despite having a variety of languages, the M'Larrne have a surprising number of terms common to each. Most reflect their pack ancestry, and deal with successful hunts as a formal term of parting and farewell. Conversely, the term "dullclaw" (used to refer to one who is slow of wit) is a universal term to derision, as is the extremely insulting "eggsucker" (denoting someone who is too old and toothless to hunt). By the same token, the honorific "hunter" is common in M'Larrne languages. Known as "t'kheer" in Akturrn'Lurr, it is often used by various alien races when dealing with a M'Larrne of unknown status in an effort to elicit favor.

M'Larr, the M'Larrne Homeworld

M'Larr is the same approximate size as Terra, with a similar oxygen/nitrogen mix to the atmosphere. The planet can be characterized by its heavy forests, cool temperatures, low mountain ranges, and an almost equal division between land masses and shallow oceans. Geological evidence indicates M'Larr was originally much warmer and dominated by dry savannah grasslands. An overall cooling of the planetary weather system brought an increase in the average annual precipitation, which resulted in a gradual shrinking of the plains. When coupled with a cyclic series of ice ages, the result was a new ecosystem consisting of loess steppes and heavy forests.

For the ancestors of the M'Larrne, who were originally a species of plains-dwelling hunter/chaser carnivore, this meant they had to adapt to a totally new environment. It also forced them to evolve quite rapidly, changing to meet the new and different demands imposed on them by the cooler, wetter world. It is thought this rapid adaptation is why the fully sapient (and highly civilized) M'Larrne retain certain instincts and characteristics common to their more-primitive ancestors.

Currently, M'Larr is home to a population of some 4 billion M'Larrne, and as the center of the M'Larr Confederation is considered one of the busiest ports in all of space.

Military

The M'Larrne military is broken down into three broad groups: planetary defense forces, system defense forces, and the Confederation Navy. A planetary defense force, naturally enough, defends a single planet, and multiple inhabited planets in a single system will each have their own defense forces. An inhabited moon will fall under the jurisdiction of the planet it orbits, unless the planet in question has no inhabitants, in which case the moon becomes a separate jurisdiction all to itself. The same goes for space stations, although a large station usually is monitored by system defense forces. Planetary defense forces usually consists of ground-based craft (such as hover and/or anti-grav armor), watercraft (both surface and subsurface), and aerospace craft (such as fighters and shuttles). The exact duties of the planetary defense forces vary from system to system (and even planet to planet), but usually center around general law enforcement and search-and-rescue operations.

System defense forces protect a single star system, acting as both a military defense force and a police force. Normally based out of a centrally located headquarters, the typical system defense force has bases scattered system wide, each equipped with several small to medium-sized patrol craft. Due to the limitations of using any sort of stardrive near a gravity well, these craft don't even bother with them, instead mounting the largest STL engines they can manage. Only at the main base will one find FTL-capable craft, used for patrolling the outer fringes of the system and for rescue operations. The typical duties of the system defense forces include checking incoming ships for contraband, locating and eliminating pirates, rescue operations, and scientific research missions.

The Confederation Navy protects the M'Larr Confederation as a whole, patrolling both its borders as well as the regular space lanes. Equipped with a wide variety of FTL and STL ships, ranging from small shuttles and fighters to gigantic battlecruisers, the Navy strives to stay on the cutting edge of current technological advantages and is known for its extensive research and development programs. Virtually every inhabited system has a navy base, while uninhabited systems are often home to research, refueling, and security stations. Aside from defending the Confederation in times of war, naval duties also include regular patrols, escort duties, goodwill tours of neighboring powers, rescue missions, scientific research (often with an eye towards military applications), exploration, and assisting in the settlement of new colonies.

HUNTER-SHIPS

The Confederation Navy cannot be everywhere at once, and anywhere it does go their ships are instantly recognizable as military vessels. There is also the sticky problem of visiting foreign ports – most other star-faring races take a dim view of military class vessels dropping in unexpectedly. The arrival of a military vessel also tends to send smugglers and pirates scurrying for cover, which can make tracking them down rather difficult. In response to this problem, the Confederation Navy uses something called a “Huntership” to go where normal military ships can’t, or to pursue targets too small for a regular task force.

The typical Huntership is a deceptively slender vessel, outwardly resembling an atmospheric-capable courier or yacht, and manned by a crew of about 12 persons. External cargo holds and fuel tanks (both fake and real) are usually attached to the outer hull with explosive bolts, allowing the Huntership to pass as a simple trading vessel. In fact, many such ships can and do function quite nicely as traders and couriers, as the elements of concealment, deception, and observation are the stock-in-trade of Huntership crews. Underneath they are both heavily armed and armored for a vessel of their size, and although a Huntership can’t stand against the standard Naval ship-of-the-line, they are more than capable of outfighting virtually any pirate vessel – their typical prey. But a Huntership’s main asset isn’t its firepower, but its speed. Packed with the largest stardrives possible, hunter-ships are meant to be able to outmaneuver and outrun anything else in space.

Only loosely connected with the regular Navy, M’Larne hunter-ships normally serve as the eyes and ears of the Confederation. Working under the aforementioned guise of a trading vessel, they operate both in the Confederation and beyond its borders, carefully watching and listening. They also serve as courier vehicles and diplomatic craft, with some Huntership captains granted the power to make agreements, decisions, and set policy far beyond their “book rank.” These captains tend to operate deep in alien space, commanding some of the fastest hunter-ships in existence, as well as some of the most well-disguised.

In times of war virtually all hunter-ships are mobilized to act as scouts, couriers, and privateers. Heavily armed for their size, the hunter-ships will practice hit-and-run raids against enemy commerce, space stations, and other “soft” targets (such as lone picket and patrol vessels or couriers). Never staying in one place, their primary aim is to sow confusion among the enemy, as well as gather what intelligence they can. In cases of full-scale military engagements, hunter-ships will act as

primarily scouts, although striking at a lone (and undefended) vessel isn’t an unknown tactic.

Due to the small size of hunter-ships crews (usually no more than a dozen persons), discipline is both rather loose (at least when compared to the regular Navy) and extremely tight. The strict “Yes-sir-no-sir-there-is-no-excuse-sir” attitude common to the regular Navy has no place among the hunter-ships, replaced instead by a strong work ethic, sense of pride, and self-discipline. Individual crew members are allowed to be as flamboyant or drab as they wish and to an outside observer the exact chain-of-command is usually a mystery. But make no mistake, under all the casual bantering is a no-nonsense attitude and a general disdain for errors and incompetence. Operating as they do, often far from Confederation space, hunter-ships can’t afford to make mistakes, and those that do may find the Confederation government denying all knowledge of their existence and activities. They are an elite group, living on the edge, and playing a dangerous game – and they know it.

M’Larne Society and Culture

The M’Larne retain many traits of their pack-hunter ancestors: they are gregarious in nature, they work well in groups, and defer leadership to the most skilled without regard to such considerations as sex or fur/skin color (Human discrimination of this kind confuses them terribly.). This also means an individual M’Larne has a strong sense of loyalty to his family, friends, and coworkers (his immediate “pack”). This devotion continues upward and outward (albeit on a less personal scale), as the size of the “pack” increases, so an individual M’Larne will usually identify with his race first, then more so with others from his home system, then his homeworld, then his home planetary region, and so on. For the most part this means the M’Larne are quick to band together as a whole against outside threats, but will divide along “pack” lines in an internal struggle (which is why the best Huntership crews are either all from one world or so diverse there isn’t a majority from any one location).

The M’Larne are also fierce competitors, especially with each other, and the desire to be pack-leader is often expressed by a strong drive to excel at whatever the M’Larne does. For the most part, this competition is healthy for the race, encouraging as it does competence, accuracy, and efficiency (Many technological developments of the M’Larne came about when person A decided he could design and/or build something better than person B.). This also means the M’Larne have a deep sense of racial pride and personal honor. Thus they often are quick to take offense (and to fight), apologizing or explaining afterwards, if needed or required.

The desire to excel also extends in many ways to how the M'Larne view themselves physically. It is a common consensus the M'Larne are the most vain of all the races, and it is rare to find a M'Larne who isn't reasonably physically fit. The M'Larne are also known to have intricately braided and heavily decorated manes, and usually worn quite long (mid-back for males, waist-length and longer for females).

The M'Larne Confederation

The M'Larne do not have a rigidly defined empire; instead, the individual systems are joined into a loose confederacy. This is an important fact to remember when traveling in M'Larne space, for it possible for laws concerning cargo, immigration, licenses, and weapons to vary from system to system. The M'Larne Confederation consists of roughly 40 major systems, and innumerable smaller ones. For the most part these worlds are M'Larne dominated, although a few home worlds of alien races are self-governing.

The Confederation government is made up of representatives from each of the major systems, as well as regional representatives for less populated frontier areas. In some cases, a large space station may merit its own representative, especially if the rest of the system is otherwise uninhabited. All governmental decisions are decided by a majority ruling – which often sees quite a bit of bargaining and cajoling of “swing” votes to get them to go one way or another. Although fairly unified in goals and outlook, the Confederation has no say (for the most part) in the affairs of individual systems, and instead it concerns itself with such subjects as defense (it maintains the Navy), the regulation of trade (both between member systems and other foreign states), and diplomatic missions to alien nations. The Confederation also enforces certain Confederation laws, usually dealing with actions detrimental to the Confederacy as a whole (such as espionage, slavery, or certain unethical medical procedures).

Individual systems are fairly free to govern themselves as they wish (subject to rough Confederation guidelines). Due to the generally gregarious nature of the M'Larne, absolute rule is more or less rare, and most Confederation systems are governed using some form of democracy. With the larger and more populous systems, a representative democracy is the norm, while certain space stations have gone so far as to have a fully democratic government in which *everyone* votes (via an extensive computer network). On the frontier, some systems are under military rule (these systems are usually small colonies in strategically important areas), while others are corporate systems and space stations, colonized and operated by a backing company.

Religion

The majority of M'Larne follow a faith centered around a paired set of deities known as First Hunter and She-Who-Watches. Originally regarded as very real and very watchful spirits, First Hunter and She-Who-Watches are now considered to be symbolic representations of certain M'Larne ideals. First-Hunter, for the most part, represents skill in the physical arts, while She-Who-Watches represents excellence in more philosophical pursuits.

As First Hunter and She-Who-Watches are a paired divinity, they do not hold dominion over each other, and while First Hunter is represented as a male, and She-Who-Watches is depicted as a female, this does not mean that all hunters (*i.e.* warriors) are men, or that all watchers (*i.e.* priestesses and/or shamanesses) are female.

Although the most common and popular, First Hunter and She-Who-Watches are not universal deities among the M'Larne. Other beliefs include various forms of polytheistic spirit or “nature” worship, as well as certain Taoist philosophies in which universal balance is tantamount to perfection. Some M'Larne have taken up alien beliefs, including certain monotheistic religions of Terra. Finally, there are those rare M'Larne who have disregarded all notions of divine beings and are strict followers of science and the scientific method.

Technology

Overall, the M'Larne have an ATRI scale of 10 with many technologies pushing into ATRI 11. Their starships use fairly advanced hyperdrives, and are equipped with laser, fusion, and plasma weapons. Planetary vehicles tend to be powered by cold fusion, and most use antigravity to get around, making the distinction between ground and air vehicle virtually nonexistent. For the most part, the military issues laser weapons to its troops, with rapid-fire gauss weapons as support. Blasters are limited to vehicle weapons, such as tanks, or mobile artillery.

Defensively, the M'Larne use a wide variety of protective gear, ranging from simple armored clothing to heavier suits of composite armor. For military forces, various grades of fully-covering battle armor are used. Experiments with cold fusion powered armor have proven successful, and elite squads of drop troops have been outfitted. Force fields are still an experimental technology and are limited to starships, space stations, and non-mobile planetary structures.

In the medical field, the M'Larne have done quite a bit with genetics and biotechnology. Many minor diseases have been eradicated, while life extension treatments allow many M'Larne a 200-year life span. Injured limbs can be replaced by

force-grown ones cloned from the recipient's own cells, as can damaged and diseased internal organs. Cybernetics can be used as well, but are fairly rare. Typical cybernetic systems are artificial limbs and eyes, usually implanted to replace one lost in an accident or combat. Most M'Larne don't see the need to add mechanical parts to their bodies. However, certain internal implants are common, usually toxin filters and the like, designed to filter the user's blood.

One thing to remember about M'Larne technology is its look. For the most part, the M'Larne approach technological design with a certain visual aesthetic. They have a notable liking for "organic" looking homes, equipment, and vehicles. Everything seems smooth and streamlined, with rounded corners and edges. Buildings tend to be built into the landscape and are made to look as part of the surroundings. Vehicles are rarely large and boxy (unless design constraints require them to be), and normally have a sleek look to them. Their starships are the same, even those that are never intended to enter an atmosphere. On the inside, starships have the same feel as M'Larne homes – they are all rounded corners and slightly curved walls, extensively lit with blue lights. Combined with the cool ambient temperature (the M'Larne are far more comfortable at temperatures lower than the human norm), an extended stay on a M'Larne ship will be an experience no human will soon forget.

M'Larne in the Hero Games Universe

The M'Larne are presented in a generic context, allowing you to easily drop them into a *Star Hero* campaign with ease. For those who wish to use them in the official HERO Games universe, I offer the following suggestions:

Using the map on the map on page 75 of *Terran Empire*, the M'Larne Confederacy should be located on the side of Former Xenovore Space opposite the Terran Empire and between the Thorgon Hegemony and the Mon'Dabi Federation. This rather precarious location is one of the major reasons for the development of the M'Larne Hunterships. While the Navy remained behind to guard home systems, Hunterships were originally used to slip inside Xenovore Space and strike at systems, stations, and starships, fleeing before any defense could be mounted. Although unable to stop the Xenovore fleet, the Hunterships were vital at gathering intelligence, as well as disrupting ship movements and daily operations of the Xenovore.

The Confederation enjoys good relations with the Mon'Dabi Federation, with trade freely exchanged between the two (the M'Larne have a noted fondness for Mon'Dabi liquors). In addition, the M'Larne look upon the Mon'Dabi as a buffer between them and the aggressive Ackálians, while the Mon'Dabi see the M'Larne as a barrier to Thorgon expansion. Joint military exercises are common between the two, although Mon'Dabi gender bias has presented problems for female M'Larne commanders.

Currently the Thorgon Hegemony is the greatest danger the Confederacy faces. However, the experience gained fighting the Xenovores has come in quite useful when dealing with the Thorgons, and now the Hunterships have a new target to deal with. Many Hunterships are stationed along the border, where the guise as simple trader or diplomatic vessel is dropped in favor of increased firepower, fuel, and (if possible) drives. The Hunterships are the Confederacy's picket line against Thorgon invasion. They sit out in the distant dark, waiting and watching for the mere hint of enemy action.

With the fall of the Xenovores, the M'Larne moved into Xenovore space quickly, their expansion a mix of curiosity and practicality. It was there they first met Terrans and first signed treaties with them. Initially relations between the two were good, with trade and defense agreements signed (the M'Larne liked the idea of boxing in the Thorgons with allies) but the rise of the Terran Empire made the M'Larne cautious in their dealings. Thus it is on the edge of Terran space one finds the Hunterships acting as disguised traders, carefully

keeping an eye on the Terrans and their notably unstable emperors. Interestingly, these same Hunterships (and the Navy proper) have fought on behalf of the Empire, mainly in such conflicts as the Galactic War of 2548-2554, but have also preyed on the Empire, mainly during the many revolts and civil wars (targeting those loyal to the Empire almost exclusively). When the Empire began to collapse with the Rebellion Campaigns of 2675-2703, the M'Larne were quick to support the rebels, aiding them both with technology and ships.

If using the M'Larne in a pre- or post-*Alien Wars/Terran Empire* setting you might want to consider the concept of M'Larne "superhumans." Psionics are common, with telepathy and telekinesis typical power sets. (These powers should also be available during the times of low magic, albeit in a highly limited form.) The M'Larne have a strong mystical heritage and powerful practitioners of shamanic magic are quite possible, as are those who call upon the powers of First Hunter and She-Who-Watches directly. If you use the guidelines for alien interbreeding on page 22 of *Terran Empire*, you could have a Fex and M'Larne mix. The result would be considered exotically attractive to both races and would be natural for possessing paranormal powers in the right time periods and settings. As a final note, the ability for some M'Larne to see in to the ultraviolet spectrum isn't a paranormal ability, simply a case of lucky genetics.

Characters

This section presents the basic M'Larne package deal as well as two sample M'Larne NPCs; Dahan ter Pyharr, ex-Huntership captain and Kafonn Ayharr, a typical spacer. Both presume origins in the HERO System universe, although this can easily be modified. A sample Huntership is included, also set in the HERO System universe during the days of the Terran Empire.

M'LARRNE PACKAGE DEAL

Ability	Cost
+1 STR	1
+3 DEX	9
+1 SPD	7
Claws: HKA ½d6 (up to 1d6+1 with STR), Reduced Penetration (-¼)	8
Running +1"	2
M'Larne Senses: +1 PER with all Sense Groups	3
M'Larne Sense of Smell: Discriminatory for Normal Smell/Taste	5
Disadvantages	
Physical Limitation: M'Larne Eyes (color blind in certain situations; -3 Sight PER in appropriate situations when corrective lenses not used) (Infrequently, Slight Impairing)	-5
Physical Limitation: Sound-Sensitive Ears (-1 to all Characteristic, PER, Skill, and Attack rolls in the presence of certain high-pitched sounds [such as ultrasonics]) (Infrequently, Slightly Impairing)	-5
Total Cost of Package	25

Dahan Ter Pyharr

Background/History: If you ask, Dahan will tell you he lost his arm (and his ear) in action along the Thorgon frontier. A true enough answer, at least on the surface. In fact, Dahan was injured not in a regular Naval fleet action, but while commander of a M'Larne Huntership. A competent naval officer, Dahan applied for Huntership service in an effort to enter into what he saw as a more exciting and prestigious branch of the Navy. Accepted, Dahan found things weren't quite as exhilarating as the stories led him to believe. Most of the time he played the part as the navigator of a merchantship, working in both Mon'Dabi and Terran space, doing what Hunterships do best, watching and waiting.

Time spent in the more mundane aspects of Huntership service paid off for Dahan when he was given command of a Hunter stationed along the Thorgon border. Gone was the need for disguise and subterfuge, replaced with patience and stealth. The Thorgons were noted for testing the edge of M'Larne space, and "border incidents" were common. Both sides were known to cross into the other's territory, with the M'Larne gathering intelligence and the Thorgons testing the state of Confederation defenses. It was during one such "test" Dahan and his crew found themselves engaged with a heavily armed Thorgon cruiser. Although victorious, the battle proved costly, as the ship was virtually wrecked and all of Dahan's crew (including Dahan himself) were wounded in some fashion.

Once he recovered from his injuries (which included the loss of his left forearm), Dahan decided the time had come to retire, as he felt his new artificial hand would be more of a liability than a benefit for a Hunter crewman. His desire to see new things and people unabated, however, he now works as a navigator for a merchant vessel (a real one this time) operating along the Terran and Mon'Dabi borders.

Personality/Motivation: Life on a Huntership has impressed into Dahan two things: efficiency and loyalty. On a Hunter, sloppy work is a good way to blow your cover, and an uncovered Hunter usually doesn't live long. By the same token, everyone on a Hunter needs to look out for each other, as they are often all they have. Over time the crew of a Hunter forms a tight bond, forming in a sense a new "pack." For Dahan, this means he will support his friends and fellow crew (usually one and the same) through thick or thin. To him, his immediate "pack" is more important than a distant relationship to his homeworld or even his race. This even goes for alien members of the crew, Dahan looks upon them as part of his new "pack" despite their origins.

Quote: "Trust me. The patient hunter, who waits to strike until the time is right, will often succeed, where as the reckless hunter, who strikes too soon, will usually fail."

Powers/Tactics: Dahan has been around for some time, and seen a lot. His time served on the Hunterships has taught him the value of patience, as well as keeping one's eyes and ears open. He tries to avoid going unprepared into any situation, and will research a potential target if possible. In a fight Dahan will stick to the rules of Huntership combat – hit them hard, hit them fast, and keep them off balance. His natural agility makes him skilled with both hand-to-hand and ranged weapons, and Dahan will use either freely – as the situation warrants. Normally he will target the leader of any opposition, rightly thinking that by disabling the leader one can often take the fight right out of a foe. He will also try to keep moving and not let himself get pinned down.

Campaign Use: Dahan is best used as an NPC contact for a PC, or as someone who can assist the PCs in completing an adjective. For example, PCs looking to travel in M'Larne space could hire him as a pilot and/or guide, as Dahan can pilot a wide variety of spacecraft and is quite skilled as a navigator. One suggestion for Dahan is to make his retirement just a cover and have him now acting as an envoy to Terran Space. Give him the Diplomat package from page 33 of *Star Hero*. This version of Dahan should have multiple Contacts among the Huntership captains, and while he always will present a friendly and courteous front, the PCs should also feel Dahan always knows something they don't – and he's not telling....

Appearance: Tall and aristocratic looking, Dahan's fine features are marred by his missing left ear and the shiny chrome of his cybernetic forearm. He stands 6'3" in height, with a thin, but strong build, pale-gray fur, and a silvery-white mane that falls to mid-back. Quite fashion conscious, Dahan takes great pains to be as well-dressed and well-groomed as possible at all times. This goes double for those occasions when he's required to wear his old Naval dress uniform. Interestingly, whenever he wears his uniform, Dahan will remove his cybernetic forearm and tuck the empty sleeve through his belt.

Dahan Ter Pyharr



DIGITAL HERO #23

Dahan Ter Pyharr

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll: 14-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	3		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
25	STUN	0		

Total Characteristics Cost: 72

Movement: Running: 7"/14"
Leaping: 2½"/5"
Swimming: 2"/4"

Cost	Powers	END
2	<i>Cybernetic Left Forearm:</i> +5 STR, Reduced Endurance (0 END; +½); OIF (-½), Only With Left Hand (-½), No Figured Characteristics (-½), Restrainable (-¼)	0
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR), Reduced Penetration (-¼)	1
2	<i>M'Larrne Quickness:</i> Running +1" (7" Total)	1
3	<i>M'Larrne Senses:</i> +1 PER with all Sense Groups	0
5	<i>M'Larrne Sense of Smell:</i> Discriminatory for Normal Smell/Taste	0

Perks

- 5 *Contact:* Arlurrane dir Hannah 8- (Huntership captain); Very Useful, Significant Contacts, Good Relationship
- 4 *Reputation:* Respected ex-Huntership Captain (throughout M'Larrne Space, limited to other Huntership crew, 11-) +2/+2d6

Talents

- 2 *Cybernetic Left Forearm:* Multipower, 3-point reserve; All OIF (-½), Restrainable (-¼)
- 1u 1) *Chronograph:* Absolute Time Sense; OIF (-½), Restrainable (-¼)
- 1u 2) *Internal Locator:* Bump of Direction; OIF (-½), Restrainable (-¼)
- 1u 3) *Calculator:* Lighting Calculator; OIF (-½), Restrainable (-¼)

Skills

- 2 AK: M'Larrne Confederacy 11-
- 3 Bureaucratics 12-
- 3 Conversation 13-
- 3 Combat Piloting 13-
- 3 Electronics 13-
- 1 Gambling (Card Games) 8-
- 3 High Society 13-
- 2 KS: Aliens of the Galaxy 11-
- 2 KS: Military Starships 11-
- 2 Language: (Choice; Fluent, Akturrn'Lurr is Native)
- 2 Language: (Choice; Fluent)
- 1 Mechanics 8-
- 5 Navigation (Space) 14-
- 2 PS: (Ex-)Huntership Naval Officer 11-
- 3 PS: Zero-G Operations 13-
- 3 SS: Astronomy 13-
- 2 SS: Xenology 11-
- 6 Systems Operations (Communications Systems, Environmental Systems, Radar, Sensor Jamming Equipment) 13-
- 8 TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Vehicles, Military Spacecraft, Personal-Use Spacecraft
- 5 WF: Beam Weapons, Small Arms, Blades

Total Powers & Skills Cost: 95

Total Cost: 167

75+ Disadvantages

- 5 *Distinctive Features:* Missing His Left Ear and Has a Cybernetic/Missing Left Forearm (Easily Concealed)
- 10 *Hunted:* M'Larrne Navy 8- (Mo Pow, NCI, Watching)
- 5 *Physical Limitation:* M'Larrne Eyes (Colorblind in Certain Situations; -3 Sight PER in Appropriate Situations when Corrective Lenses Not Used) (Infrequently, Slightly)
- 5 *Physical Limitation:* Sound-Sensitive Ears (-1 to all Characteristic, PER, Skill, and Attack Rolls in the Presence of Certain High-Pitched Sounds [Such as Ultrasonics]) (Infrequently, Slightly)
- 0 *Psychological Limitation:* Notable Dislike for Anything Thorgon (Uncommon, Moderate)
- 15 *Psychological Limitation:* Strong Sense of Duty to Friends and Fellow Crew (Common, Strong)
- 10 *Psychological Limitation:* Vain, Must Always Look His Best (Common, Moderate)
- 42 Experience Points

Total Disadvantage Points: 167

Kafonn Ayharr

Background/History: Born on a space station near the Terran Frontier, Kafonn has literally lived his entire life in space. The son of spacers, it was only natural he followed in their footsteps, turning his love of technology and tinkering into a viable career as a ship's engineer, drive mechanic, and all-around repairman. A strong sense of wanderlust sent Kafonn out into space at an early age, and he has since done his best to travel the length and breadth of the M'Larne Confederacy. Not only has he worked as an engineer on a variety of merchant vessels, he's also tried his hand at prospecting (both in asteroid belts and on planetary surfaces) as well as some salvage (there is a lot of wreckage left over from the Xenovore Wars).

Personality/Motivation: Although a skilled mechanic and an experienced spacer, Kafonn suffers from several personality flaws that have combined to make his life rather "interesting." For starters, Kafonn fancies himself quite the ladies man and has a disturbing tendency to chase after any attractive female who strikes his fancy. Coupled with his tendency to hang out in spaceport bars and a short, surly temper, and you have a dangerous combination. Having to pull Kafonn out of yet another barfight (or bail him out of the local lockup) is often a common end result of any shore leave. Depending on the crew he's serving with, this behavior may end up getting him let go, or they may end up in lockup right beside him.

Quote: "Just think about it. A whole star system full of wrecked ships from the War. What have we got to lose?"

Powers/Tactics: Tall and strong, Kafonn's tactics in a fight usually boil down to "hit him" followed by "hit him again." An experienced brawler, he knows when to duck and when to block a punch, but he's not much for clever tactics or stunts. Kafonn will use his environment if needed, however, and toss a table in the way of an attacker or hurl a beer mug at a foe if the chance arrives. If involved in gunplay, his tactics are pretty much the same. Kafonn has a liking for automatic weapons, and tends to waste shots by pumping round after round at a foe "just to make sure." On the other hand, his aggressive nature can throw foes off balance and allow the calmer members among his fellow crewmates to figure out a solution to the problem.

Campaign Use: Kafonn represents an "average" spacer for the PCs to encounter in any number of ways. If in need of a ship's engineer/mechanic they may hire him outright (not knowing of his reputation until later). He might come to the PCs instead, the location of a wrecked starship (loaded with riches and/or technology) in his hands (or head). If the PCs will take him there, he'll be more than happy to split the profits with them. A female M'Larne PC may have to deal with his unwanted advances, leading to a possible fight if overly protective male PCs come to her aid.

Although capable of holding grudges, the universe is a big place and Kafonn won't bother to hunt anyone who crosses him.

Appearance: Tall and broad shouldered, Kafonn has a bit more bulk than one normally expects from the normally lean-bodied M'Larne. His fur is dark gray, while his golden-yellow mane is heavily braided with a variety of baubles. Kafonn dresses in utilitarian outfits, often with multiple pockets for tools, and presents a somewhat scruffy appearance (at least when compared to other, normally fastidious, members of his race).

Kafonn Ayharr



Kafonn Ayharr

Val	Char	Cost	Roll	Notes
18	STR	8	13-	300 kg; 3½d6 HTH [2]
16	DEX	18	12-	OCV: 5/ DCV: 5
16	CON	12	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
14	PRE	4	12-	PRE Attack: 2½d6
12	COM	1	11-	
8	PD	4		Total: 8 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
34	END	0		
30	STUN	0		

Total Characteristics Cost: 56

Movement:

Running:	8"/16"
Leaping:	3½"/7"
Swimming:	2"/4"

Cost	Powers	END
7	<i>Brawling:</i> HA +2d6 (5½d6 with STR); HA Lim (-½)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR), Reduced Penetration (-¼)	1
4	<i>M'Larrne Quickness:</i> Running +2" (8" Total)	1
3	<i>M'Larrne Senses:</i> +1 PER with all Sense Groups	0
5	<i>M'Larrne Sense of Smell:</i> Discriminatory for Normal Smell/Taste	0

Talents

- 4 Environmental Movement (no penalties in zero gravity)

Skills

- 6 *Brawling:* +2 with Block, Dodge, Strike
- 3 *Pistol Training:* +1 OCV with Pistols
- 2 AK: M'Larrne Confederacy 11-
- 3 Demolitions 11-
- 5 Electronics 12-
- 2 Gambling (Card Games) 11-
- 2 KS: Commercial Starships and Drive Systems 11-
- 2 Language: (Choice; Fluent, Akturrn'Lurr is Native)
- 3 Lockpicking 12-
- 5 Mechanics 12-
- 3 Paramedic 11-
- 1 PS: Brewing 8-
- 2 PS: Prospecting 11-
- 2 PS: Starship Engineering 11-
- 3 PS: Zero-G Operations 12-
- 1 Security Systems 8-
- 1 SS: Geology 8-
- 2 SS: Salvaging 11-

- 8 Systems Operation (Communications Systems, Environmental Systems, FTL Sensors, Radar) 11-
- 1 TF: Small Industrial/Exploration Spacecraft
- 5 WF: Beam Weapons, Small Arms, Blades

Total Powers & Skills Cost: 93

Total Character Cost: 149

75+ Disadvantages

- 5 Physical Limitation: M'Larrne Eyes (Colorblind in Certain Situations; -3 Sight PER in Appropriate Situations when Corrective Lenses Not Used) (Infrequently, Slightly)
- 5 Physical Limitation: Sound-Sensitive Ears (-1 to all Characteristic, PER, Skill, and Attack Rolls in the Presence of Certain High-Pitched Sounds [Such as Ultrasonics]) (Infrequently, Slightly)
- 10 Psychological Limitation: Lecherous (Common, Moderate)
- 15 Psychological Limitation: Short-Tempered, Gets Into Fights Easily (Common, Strong)
- 0 Psychological Limitation: Spends Too Much Time in Bars (Common, Moderate)
- 10 Reputation: Ill-Tempered Brawler with an Eye for the Ladies, 11-
- 23 Experience Points

Total Disadvantage Points: 149

DIGITAL HERO #23

M'Larrie IIS/IPS Hunter-Ship/Patrol Cruiser (ATRI 11) "Watcher in the Tall Grass"

Val	Char	Cost	Notes
11	SIZE	55	12.5" x 6.4"; -11" KB; -7 DCV
70	STR	5	Lift 400 tons; 14d6 HTH Damage [0]
18	DEX	24	OCV: 6/DCV: 6
80	BODY	59	
12	DEF	30	
4	SPD	12	Phases: 3, 6, 9, 12

Total Characteristics Cost: 185

Movement:	Ground:	0"/0"
	Flight:	34"/136"
	Displacement:	40 LY
	Hyperdrive:	1300 LY

Abilities and Equipment

Cost	Power Systems	END
100	<i>Antimatter Power Plant:</i> Endurance Reserve (250 END/250 REC); OIF Immobile (-1/2), Only Powers Electrical Devices (-1/4)	0
32	<i>Auxiliary Power:</i> Endurance Reserve (80 END/80 REC); OIF Immobile (-1/2), Only Powers Electrical Devices (-1/4)	0
Propulsion Systems		
18	<i>Class Lambda Hyperdrive:</i> Teleportation 13", MegaScale (1" = 100 light-years, can scale down to 2000 km, +4 1/4); Extra Time (1 Week for a Full Journey, or 7 1/2 LY per Hour; -4 1/2), Costs Endurance (-1/2), Increased Endurance Cost (3x END, -1), Requires Gravitational Distortion-Free Zone to Activate (-1/2)	42
4	<i>Type 12 Displacement Drive:</i> Teleportation 4", MegaScale (1" = 10 light-years; +3 3/4); Extra Time (Requires Four Hours to Prepare for a Displacement, -3), Costs Endurance (-1/2), Increased Endurance Cost (10x END, -4), Requires A PS: Operate Displacer Drive Roll (-1/4), Requires Gravitational Distortion-Free Zone to Activate (-1/4)	40
49	<i>M'Larrie Type 3 Reactionless Drive:</i> Flight 34", 4x Noncombat; Costs Endurance (-1/2)	7
7	<i>Internal Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants against G-Force Damage (-1)	2
-14	<i>Spaceflight Only:</i> Running -6" (0" Total) plus Swimming -2" (0" Total)	0

Tactical Systems

132	<i>Mark XII Starship Laser:</i> Multipower, 330-point reserve; all OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	-
7u	1) <i>Near-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+1/2); OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	18
13u	2) <i>Far-Targeting Beam Mode:</i> RKA 8d6, Armor Piercing (+1/2), MegaRange (1" = 1000 km, can scale down to 1 km, +1 1/4); OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	33
6u	3) <i>Near-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots, +1/4), Armor Piercing (+1/2); OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	16
11u	4) <i>Far-Targeting Pulse Mode:</i> RKA 6d6, Autofire (3 shots, +1/4), Armor Piercing (+1/2), MegaRange (1" = 1000 km, can scale down to 1 km, +1 1/4); OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	27
7u	5) <i>Sustained Beam Mode:</i> RKA 5d6, Continuous (+1), Increased Maximum Range (3750", +1/4); OIF Bulky (-1), Limited Arc of Fire (180°, -1/4), Real Weapon (-1/4)	17
15	<i>Mark XII Starship Laser:</i> 5 more Mark XII Starship Lasers (total of 6)	
45	<i>Hull Armor:</i> +15 DEF, Hardened (+1/4); Limited Coverage (Hull Only, -1/4)	0
51	<i>Ablative Armor Plating:</i> +30 DEF; Ablative (-1/2), Limited Coverage (Hull Only, -1/4)	0
14	<i>Basic Point Defense System:</i> Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-1/2)	-
1u	1) <i>Close-In Defense:</i> Missile Deflection (All Physical Projectiles), Range (+1); OIF Bulky (-1), Costs Endurance (-1/2)	3
1u	2) <i>Distant Defense:</i> Missile Deflection (All Physical Projectiles), Range (+1), MegaRange (1" = 1 km, +1/4); OIF Bulky (-1), Costs Endurance (-1/2)	3
199	<i>Self-Destruct System:</i> RKA 55d6 (Standard Effect: 165 BODY), Explosion (+1/2), Trigger (spoken command authorization, +1/4); No Range (-1/2), Real Weapon (-1/4), Extra Time (Once Activated, Takes 1 Minute to Arm and Detonate, -1 1/2), 1 Charge Which Never Recovers (-4)	[1nr]
7	<i>Detachable Cargo Pods:</i> +2 SIZE; Only For Cargo Space (-0), No Figured Characteristics (-1/2)	0

Operations Systems

- 103 **Sensor Package II-G:** Variable Power Pool, 90 base + 45 control cost; OIF Bulky (-1), Only For Senses and Communications (-1), Costs Endurance (-½) var
- 87 **Long-Range Sensors:** MegaScale (1 light-year per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Pool Sense of up to 50 Active Points; OIF Bulky (-1) var
- 15 **Long-Range Sensors:** +20 versus Range for Radio Group; OIF Bulky (-1) 0
- 4 **Sensor Enhancements:** +4 to Systems Operation; OIF Bulky (-1) 0
- 93 **Electronic Warfare Systems:** Variable Power Pool, 80 base + 40 control cost; OIF Bulky (-1), Only For Electronic Warfare (-1) var
- 15 **Internal Monitors:** Clairsentience (Sight and Hearing Groups), Mobile Perception Points, Multiple Perception Points (up to four at once); OAF Immobile (-2), Perception Point Cannot Move through Solid Objects (-0) 4
- 4 **Navigation Computer:** +4 to Navigation roll; OIF Bulky (-1) 0

Personnel Systems

- 12 **Life Support:** Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½) 2
- 6 **Backup Life Support:** Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only Within Affected Area (2.5" x 1.25" chamber; -2), 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 Month; -0) [1cc]
- 10 **Backup Life Support:** 3 more Backup Life Support chambers (total of 4)
- 3 **Food Supplies:** Life Support (Diminished Eating; no need to eat); 1 Continuing Fuel Charge (easily replaced from sources outside the ship; 1 year; -0) [1cc]
- 15 **M'Larrne Gravity Generator:** Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only to Pull Objects Straight Down to the Floor (-1) 3
- 13 **Sickbay:** Paramedics 14-
- 5 **Sickbay:** SS: Medicine 14-

Skills

- 10 **Tactical Systems:** +3 with Ranged Combat; Costs Endurance (-½) 1
- 13 **Computer Programming** 14-

- 13 **Cryptography** 14-
- 13 **Electronics** 14-
- 13 **Mechanics** 14-
- 15 **Weaponsmith** (Firearms, Missiles & Rockets, Incendiary Weapons, Energy Weapons) 14-

Total Abilities & Equipment Cost: 1191

Total Vehicle Cost: 1376

Value Disadvantages

- 20 **Distinctive Features:** M'Larrne Military Vessel (Concealable, Causes Extreme Reaction [abject fear])
- 10 **Physical Limitation:** Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 30

Total Cost: 1346/5 = 269

Cost Additional Vehicles

- 22 **Escape Pod**
- 15 **7 more Escape Pods** (total of 8)

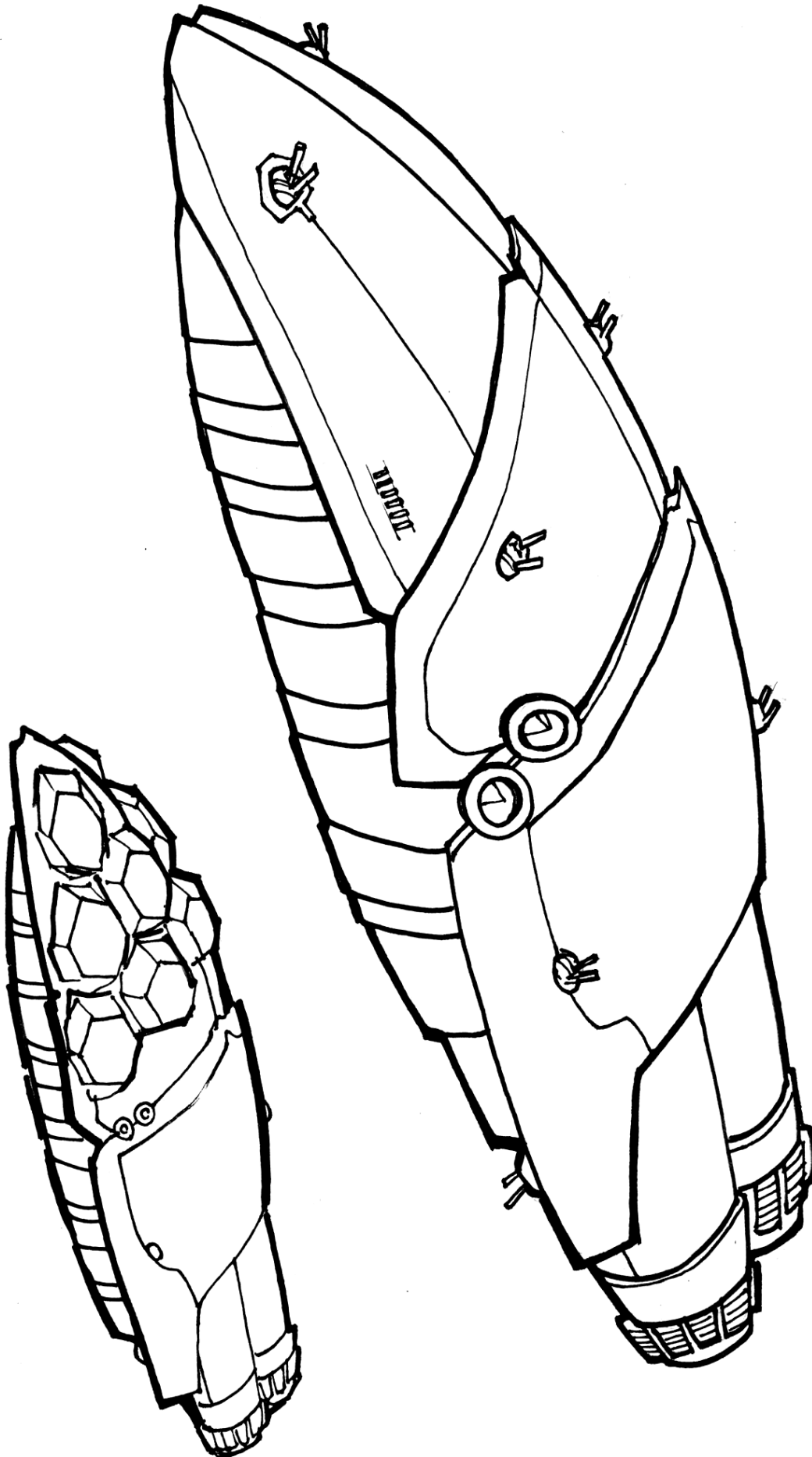
Description: M'Larrne ships are noted for having poetic-sounding names, and the *Watcher in the Tall Grass*-class of hunter/patrol ship is no exception. As with all hunterships, it packs powerful drives into its small frame, dispensing with even the most basic of force field systems in favor of speed. Offensively, the ship is armed with six Mark XII lasers in turrets scattered over the ship's hull. However, most of the time all but two of these are covered by the detachable cargo pods.

In order to disguise the Huntership's nature the hull is covered with various layers of fake plating, tanks, cargo pods, ducts, and the like. Designed to both disguise the ship's nature and to serve as defensive armor, these layers will quickly burn-off under concentrated fire and must be replaced before the Huntership can even think about entering alien space again.

The *Watcher* can handle up to 24 passengers and crew, although the normal complement is an even dozen. As Hunter crews cross-train extensively, the small size doesn't normally present a problem, and it's not unusual to see the captain of a Huntership handling such chores as maintenance and cargo storage.

By removing the external cargo pods, the *Watcher* can easily be used as a M'Larrne patrol cruiser. In keeping with the idea Hunterships are optimized for speed, the cruiser's drives should be less powerful, as should the sensor systems. However, a force field system makes up defensively for the lack of maneuverability. Cruisers always carry a full complement of crew, with 4-8 marines in addition to the rest of the crew.

"Watcher in the Tall Grass"



Temporal Champions

by James Jandebaur

Membership: The Traveler, Alvara the Recluse, Network, Dr. Janet Harmon. A number of specialists also sometimes work with the team.

Background/History: At some point in the future, or perhaps in an alternate future, humans will discover an efficient form of time travel. No longer will it require superpowers, incredible expenditures of energy, or nearby black holes to accomplish. As can be imagined, there will be a great surge of time travel, briefly for historical explorations, but quickly degenerating into time related thefts, spying, military actions, and finally attempts to change the whole of history.

Once the dust has settled, time travel will be made illegal, the Time Protocols will be drafted, and the Temporal League will be formed to uphold them.

Unfortunately, the League, consisting of competent but normal men and women, will not be up to the challenge of stopping the predations of the most powerful time travelers. Therefore, they will search through history and gather a group of likewise powerful beings with individual methods of breaking the time barrier. These will become the Temporal Champions, named in honor of some of the greatest heroes of history and the future.

The individual members of the team have somewhat vague backgrounds, especially the Traveler. This is to allow the GM to place them in points in history most suitable to his campaign.

Group Relations: The Temporal Champions do not tend to socialize with one another. While they work well together, outside of their shared missions they simply have little in common. The Traveler and Dr. Harmon are the closest, their mutual interest in science bringing them together, but his reticence to speak of his past and her interest in unraveling the scientific principle of “magic” take them down different paths.

The Traveler is the default leader of the Temporal Champions, as he has the most general experience with their task. He will certainly ask his team for input, and will step down when in a teammate’s home time, but he is still the most tactically inclined and insightful of the team. He will often hold back to observe a situation, getting personally involved only when a plan has been devised.

Tactics: While very powerful compared to other members of the League, the team would have difficulty facing many of their opponents directly. Each one has significant weaknesses in a fight, from the Traveler’s mid-level damage potential to Dr. Harmon’s and Alvara’s low physical abilities. Network, being a former superhero, comes closest to being able to compete in superhuman combat, but even he must be careful due to his low defenses.

As a result, they tend to avoid combat, and concentrate on their strength, which is information-gathering and time travel. Rather than confronting a foe directly, they will find any information the League has on him, or lacking that, spy on his past. Once a weakness is found, they develop a plan to most efficiently exploit it and accomplish their mission. For preference, they will not confront their enemy directly at all, but alter his past in some subtle way that prevents the historical change.

If combat becomes necessary, the Traveler is the one most likely to engage in close combat, relying on Network’s Mind Link to allow him to give orders to and receive data from the others. Alvara will use her magic to help protect the team in whatever way is most appropriate, often placing powerful Force Walls around the group not directly engaged, or Aiding their defenses or other abilities. Dr. Harmon will also hold back, using her Jury-rigging Pool to devise ways to tip the balance rather than trying to bring down a foe herself. Network, in addition to maintaining communication, will use his mental abilities from behind Alvara’s protections, only engaging if these are breached to give the others time to deal with the problem.

Campaign Use: The Temporal Champions are a way to involve the PCs in time travel adventure. They will often recruit temporary help for specific needs. They may need muscle, but more often they need the specific abilities of the PCs to most efficiently defeat a given problem. Alternatively, the PCs could be left with the task of correcting a mission gone horribly awry, using the Refined Time Machine, the Ship in a Bottle, or one last spell of a dying member of the Temporal Champions. If things go well, history will be repaired and the tragedy averted, but if not, well, this is probably not worth thinking about.

The Traveler

Background/History: Little is known of the Traveler, even among his teammates in the Temporal Champions. He is rumored to be one of the founders of the Temporal League, and further to be the first (going by regular human history) technologically based human time traveler. He is certainly the most experienced of the Champions at navigating the “fourth dimension,” as he persists in calling it. What is known about him is that he has the affectations of a man from Victorian England, is very dedicated to the cause, and has demonstrated the ability to survive with knives and skins.

Personality/Motivation: The Traveler has two primary motivations that anyone knows of. First, he wishes to maintain the timeline in as pristine a condition as possible. He does not appreciate the machinations of other time travelers in messing about in his history. His other great drive is learning all he can, especially wishing to further refine his technique, both in fisticuffs and time travel.

Of late, he has begun to develop a dangerous obsession. On numerous occasions since joining the League, he and the Champions have run afoul of the forces of Istvatha V’han. With her personal abilities and resources, she is by far the greatest threat to the flow of time they have faced. Beyond his desire to protect history from her depredations, he also wishes to gain a personal victory over her, to show that he is better at the four-dimensional chess game they both play. Hopefully, he will not allow this one-sided rivalry to compromise his mission.

Quote: “We’ll do this as many times as it takes to get it right.”

Powers/Tactics: In combat, the Traveler relies entirely on a combat style some might call primitive: late 19th Century fisticuffs, the manly art of self defense. Like everything else in his life, he has refined his techniques until they are quite formidable, though he is not as flexible as some other martial artists. He prefers this to weapons or other techniques, as there is no time in which a punch to the jaw won’t work.

Of course, the main danger from the Traveler is in his skill at moving through time. Just as an opponent thinks he is beaten, he might vanish and alter things so that he has the upper hand. He also has access to a variety of “time related” dimensions. This is mainly for alternate timelines, but could also be used for “stopping time” or travel to even more esoteric realms. In general, he prefers to avoid combat altogether, learning what he needs to with short jaunts and observations and devising a plan to accomplish his goals with maximum efficiency. Combat is very rarely efficient.

Campaign Use: The Traveler will almost never be seen away from the Citadel without the other Temporal Champions, and never without some specific purpose. Though interested in exploring time, he has sacrificed his personal goals for the good of history. Therefore, his main use is as a way of providing information and possible transport to PCs involved in a time travel adventure, especially if they have no way of getting these things themselves. He cannot be taken as a Contact, and only Hunts if the target is a threat to the timestream.

Other time travelers seek to steal his knowledge for their own use, and he could need assistance in dealing with these or with Temporal League business. Part of the reason for their interest is the Refined Time Machine, which appears to be an example of “super-technology,” but works in all time periods. He hasn’t even shared it with the League, and such a device would be quite a prize.

If the Traveler is too powerful for a campaign, reduce his Overall and Fisticuffs levels. He is primarily intended as support, so should not be increased in combat effectiveness. If necessary, he could be given more Background or other non-combat Skills, possibly explained by meeting one of his “future” selves.

Appearance: A tall Caucasian man in his thirties, the Traveler will dress in appropriate fashions of the times. At home, he dresses as appropriate for a gentleman of leisure from around 1890s England. He is clean-shaven and keeps his hair short. He is never without his pocket watch if he has the choice.

The Traveler

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 10
20	CON	20	13-	
15	BODY	10	12-	
28	INT	18	15-	PER Roll: 15-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
9	PD	5		Total: 18 PD (9 rPD)
6	ED	2		Total: 15 ED (9 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
35	STUN	0		

Total Characteristics Cost: 133

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

Cost	Powers	END
15	<i>Fancy Footwork:</i> +3 with DCV (already figured in)	0
5	<i>Temporal League Anti-aging Treatments:</i> LS (Longevity Immortal)	0
7	<i>Memory Implantation:</i> Variable Skill Pool, 6 point Reserve; Only Changed at Citadel, Oversight Committee Determines Skills (-1)	0
30	<i>Refined Time Machine:</i> Multipower, 75-point Reserve; all slots OAF (Pocket Watch, -1), Extra Time (Extra Segment, -1/2)	0
3u	1) <i>Time Travel:</i> Extra-Dimensional Movement (Any Point in Time), 8x Mass; OAF (Pocket Watch, -1), Extra Time (Extra Segment, -1/2)	7
2u	2) <i>Timeline Sifting:</i> Extra-Dimensional Movement (Time Related Dimensions), 8x Weight; OAF (Pocket Watch, -1), Extra Time (Extra Segment, -1/2)	4
14	<i>Refined Time Machine Sensors:</i> Detect Temporal Anomalies 15- (Unusual Group), Discriminatory, Analyze, Increased Arc of Perception (360°), Range, Sense, Tracking; OAF (Pocket Watch, -1), Sense Affected as More Than One Sense [Unusual or Sight] (-1/4)	0

Martial Arts: Fisticuffs

Maneuver	OCV	DCV	Notes
4 Bob	+2	+2	Block, Abort
4 Weave	—	+5	Dodge, Abort
4 Jab	+0	+2	8d6 Strike
5 Punch	-2	+1	10d6 Strike
8	+2 Damage Classes (already figured in)		

Perks

- 3 Anonymity
- 5 Membership: Temporal Champions

Talents

- 3 Absolute Time Sense
- 3 Bump of Direction
- 18 Combat Luck (x3)
- 5 Eidetic Memory
- 3 Lightning Calculator
- 4 Speed Reading
- 20 Universal Translator 15-

Skills

- 30 +3 Overall Levels
- 9 +3 with Fisticuffs

Temporal League Package

- 3 1) Deduction 15-
- 8 2) Navigation (Temporal) 18-
- 3 3) Paramedics 15-
- 3 Concealment 15-
- 3 Conversation 13-
- 5 Cramming
- 3 Cryptography 15-
- 5 Defense Maneuver II
- 3 Electronics 15-
- 3 High Society 13-
- 3 Inventor 15-
- 5 KS: History 17-
- 3 Mechanics 15-
- 3 Stealth 13-
- 10 Survival (Temperate/Subtropical, Urban, Tropical, Mountain, Underground) 15-
- 3 Tactics 15-
- 3 Tracking 15-
- 4 WF: Common Melee, Early Firearms
- 2 Weaponsmith (Firearms) 15-
- 3 Scientist
- 1 1) SS: Anthropology 11-
- 1 2) SS: Archeology 11-
- 1 3) SS: Botany 11-
- 1 4) SS: Electrical Engineering 11-
- 1 5) SS: Geology 11-
- 5 6) SS: Temporal Engineering 18-

Total Powers & Skill Cost: 292

Total Cost: 425

300+ Disadvantages

- 15 Hunted: Forces of Istvatha V'han 8- (As Pow, NCI, Harshly Punish)
- 15 Hunted: Temporal League 8- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
- 10 Hunted: Various Time Travelers 8- (As Pow, NCI, Mildly Punish)
- 20 Psychological Limitation: Gentleman's Code (Very Common, Strong)
- 15 Psychological Limitation: Protective of the Temporal Status Quo (Common, Strong)

DIGITAL HERO #23

- 15 Psychological Limitation: Intellectually Curious (Very Common, Moderate)
- 10 Reputation: First Human Time Traveler (rumor), 14- (Known Only to Time Travelers)
- 10 Rivalry: Professional (Istvatha V'han, Significantly More Powerful, Outdo Rival, Rival Unaware)
- 15 Social Limitation: Subject to Orders (Very Frequently, Minor)

Total Disadvantage Points: 425

The Traveler



Alvara the Recluse

Background/History: Born in the middle years of the Turakian Age, Alvara spent most of her early life on the road. Her father was a merchant of no great success, and her mother had died in childbirth. Life was difficult, but the pair was able to scrape by. Unfortunately, when she was 15, her father was killed, one more unknown victim of a conquering horde. Alvara was unnoticed in the conflict that claimed his life, and fled.

The next two decades were spent in the wilderness. In the first few years, she seemed to be blessed, avoiding or escaping many dangers through happenstance and good fortune. She eventually realized that it was not luck but an unrealized potential for magic that had been working in her favor. In solitude and without training, she began to explore this gift. This was a slow and sometimes hazardous path, but she persevered. She found her greatest talent lay with spells of travel, and began to explore the wider world.

Alvara became somewhat known among scholars and mystics. As she never remained long near inhabited territory, she eventually became known as the Recluse. She learned a smattering of many magical fields, usually as a side effect of her search for traveling magic. As she entered her sixties, while she was far from the greatest of practitioners, she was afforded some respect. Then, she made her final discovery; breaking the barrier of time with a spell she dubbed Alvara's Key.

For a time, she contemplated what to do with this power. She could save her father, easily, his murderers falling to her magic. With the healing tricks she had learned, she might even save her mother. She could even prevent the tyrannical rule of her birthplace that had prevailed most of her life. Eventually, though, she realized that any of these options would undo everything she had learned, and could easily cause more havoc than she could fix. So, she refrained, and at that moment was invited to join the Temporal Champions.

Personality/Motivation: Alvara has an insatiable curiosity, wanting to explore as many aspects of reality as she possibly can. Almost all of her other efforts, whether it be learning spells or even joining the Temporal Champions, are to enhance her ability to learn. She does want to prevent the kinds of hardships she suffered growing up, but this is secondary to her curiosity.

As her given title suggests, she tends to be quiet and subdued, and some would even say cold. She is much more inclined to observe unfolding events dispassionately, unless some specific and compelling reason to get involved appears. When action is required, however, she is decisive and efficient, wishing to return to

observation as quickly as possible. She works reasonably well with the rest of the team, following the Traveler's directions without fuss or question most of the time.

Quote: "I suppose my studies will have to wait."

Powers/Tactics: Alvara's primary abilities are the many spells she learned in her original time. Because of the fluctuating nature of magic in the Hero Universe, her spells do not always work the same way in times outside the Turakian Age. This is represented by the Limitation, Era Dependent, on her Magic of the Ages Variable Pool.

For example, in her own time, she can use her Pool to purchase spells of the colleges she knows (Alchemy, Conjunction, Divination, Sorcery, Thaumaturgy, and Wizardry), either from the published materials or similarly written up effects. This means that they will have many Limitations, so will be hard to use, but at the same time she can have many of them active at once. She does not divide the final cost by three as other characters in her home time do, as she is already gaining the benefits of a Power Framework.

In a Champions setting, she has much greater freedom in choosing her magic, being able to use any Power the GM will allow. These function largely without Limitations, so are easier to use, but at the same time she cannot do as many different things simultaneously as in Fantasy eras. She should be allowed to use her several Magic skills for Power Stunts fairly regularly.

In low magic settings, such as Cyber Hero and the Old West, her magic is barely effective and very subtle. She should be allowed to take Luck in the Pool when entering such an era, though the number of dice is fixed thereafter until she leaves. Armor bought in a similar fashion to Combat Luck and Powers with the No Conscious Control Limitation and Invisible Power Effects are also very appropriate. Particularly low magic times, such as just following the end of the Champions setting, might completely rob her of her powers, but she should generally be able to do something with her Pool.

Her tactics necessarily vary depending on the setting, but primarily she is the team's fill-in member. She has a spell for virtually every occasion when magic functions, and is usually able to prepare some surprises even when it is at low ebb. While she is intelligent and capable, she tends not to actively use her abilities, waiting for others to decide on goals that she then works towards. She is also the team's seer, able to gaze into the possible futures with her magic to find the one they need and the actions that lead to it. This is not an exact art, though, so they don't like relying on it too much. Because she has no defensive Powers outside of the Pool, she uses her magic to protect herself and her allies, usually in the form of Force Walls. If offense is the best

DIGITAL HERO #23

defense, she will try to use her surroundings to protect herself and use Mental Powers to subdue foes or turn them against each other.

Campaign Use: Alvara is the Temporal Champion most likely to be encountered on her own, exploring some time or place she has never been to. She may be observing during important events in the PCs' lives, and if there is need, she may briefly get involved in their adventures. Neither her explorations nor her involvement meet with the approval of the Temporal League, but she has been very careful to only be involved when she is "supposed to," when she has seen that proper history follows her activity. To minimize the impact that she will have, she will almost never do more than impart some information the PCs could not get on their own, or at most move them to someplace they need to be. Obviously, she should not be used this way very often. As a Contact, she is powerful and has access to very

useful information and resources, but should be bought no higher than 8-. She does not Hunt.

If she is too weak for a campaign, increase her DEX, CON, and possibly SPD (and remove her Normal Characteristic Maximums), give her some Combat Skill Levels for her Pool and some defensive powers. If too powerful, simply decrease the Pool until it is at an appropriate level.

Appearance: Alvara's true appearance is that of a pale-skinned woman in her mid-sixties. She is just shy of five feet tall, with long white hair, and tends to fade from people's memories (a minor exercise of Sorcery). She dresses as appropriate for a woman of average means in the times she visits, but at the Citadel she has a fondness for long dresses of many materials and cuts. She sometimes covers her appearance with an illusion to blend in better.

Alvara the Recluse



Alvara the Recluse

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
23	INT	13	14-	PER Roll: 14-
23	EGO	26	14-	ECV: 8
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
30	STUN	5		

Total Characteristics Cost: 89

Movement:

Running:	5"/10"
Leaping:	1 1/2"/3"
Swimming:	2"/4"

Cost	Powers	END
180	<i>Magic of the Ages:</i> Variable Power Pool, 90-point Reserve, Can Be Changed as a Half-Phase Action (+1/2), No Skill Roll Required (+1); Era Dependent (-1/4)	var.
5	<i>Temporal League Anti-aging Treatments:</i> LS (Longevity Immortal)	0
7	<i>Memory Implantation:</i> Variable Skill Pool, 6 point Reserve; Only Changed at Citadel, Oversight Committee Determines Skills (-1)	0

Perks

- 3 Anonymity
- 5 Membership: Temporal Champions

Talents

- 3 Absolute Time Sense
- 20 Universal Translator 14-
- 12 *Mind's Swiftness:* Lightning Reflexes: +8 DEX to act first with All Actions
- 5 Magesight

Skills

- 20 +4 with Intellect Skills

Temporal League Package

- 3 1) Deduction 14-
- 4 2) Navigation (Astral, Dimensional, Temporal) 14-
- 3 3) Paramedics 14-

Mystic Knowledge

- 3 1) Analyze Magic 14-
- 3 2) KS: Alchemy 14-
- 5 3) KS: Conjuraton 15-
- 5 4) KS: Divination 15-
- 3 5) KS: Sorcery 14-
- 3 6) KS: Thaumaturgy 14-
- 15 7) KS: Wizardry 20-

- 3 Concealment 14-
- 5 Cramming
- 3 Traveler
- 1 1) AK: World of the Atlantean Age 11-
- 1 2) AK: World of the Turakian Age 11-
- 1 3) AK: World of the Valdorian Age 11-

Total Powers & Skill Cost: 321

Total Cost: 410

300+ Disadvantages

- 5 Age: 40+
- 15 Hunted: Forces of Istvatha V'han 8- (As Pow, NCI, Harshly Punish)
- 15 Hunted: Temporal League 8- (Mo Pow, NCI, PC is very easy to find, Watching)
- 20 Normal Characteristic Maximums
- 15 Psychological Limitation: Intense Curiosity (Very Common, Moderate)
- 10 Psychological Limitation: Wanderlust (Common, Moderate)
- 10 Psychological Limitation: Protective of Innocents (Common, Moderate)
- 15 Social Limitation: Subject to Orders (Very Frequently, Minor)
- 5 Unluck: 1d6

Total Disadvantage Points: 410

Network

Background/History: “If Destroyer must fall, he will fall to his own hands, not to his enemies.”

Alexander Kildair knew that these would be the last words he ever heard. Before the Battle of Detroit, he had been a little-known superhero, calling himself Network. Using his minor natural talents, boosted by devices of his own invention, he would sometimes be called in when a psychic was needed. His forte was coordination and research, not combat, so he tried to stay behind the scenes most of his adventuring career. During the Battle of Detroit, he laid aside his passive role, using prototype equipment to allow him to hold his own. Even then, he was helpless in the final battle, but was there, exhausted, when Destroyer called down his final attack. A flash of light, a searing pain, and it was over.

Unlike the other fallen, however, only Alexander’s old life ended. When he opened his eyes, he found himself confronted by a huge reptile, looking at him first in curiosity and then hostility. Fortunately, the Traveler took that moment to make a recruitment offer. Obviously, Network accepted, and with nothing to return to, became the newest member of the Temporal Champions.

Personality/Motivation: Network is still finding his place in the Temporal League. He sometimes feels that they should take a more proactive approach, actually making the world better rather than maintaining it as it is. He may never act on this desire, and will certainly not do so until he has greater control over his time travel abilities.

Aside from that, he has the classic superhero mentality. He will not kill, and disapproves of those that do. He feels it is his duty to protect the innocent, and to some extent follows a code of honor in battle. While his heroism engenders some respect with his peers, they also worry when it will get in the way of their mission. Even if he should never decide to change history, there is still the very real possibility that he will save a life that needed to end.

Quote: “Now when am I?”

Powers/Tactics: In his own time, Network’s powers were relatively weak, and he relied a great deal upon technological boosts to function as a superhero. After the Battle of Detroit, they have grown greatly, giving him powers not only over a subject’s mind, but Telekinesis and the ability to empower his body beyond ordinary humans. He still needs his Psi Focus to expand and stabilize his abilities for certain uses, allowing the Mind Link and Mind Scanning powers.

Generally, Network holds back and coordinates the team, lending a psychic bolt or a telekinetic grab at need. If engaged directly, he will empower himself and fight back, but even then he is not a powerful hand-to-hand fighter.

The Panic Jump can technically be attempted at any time, but it will tend to leave him in the same time unless he is in real danger. Some of his Powers are Era Dependent, meaning that they will function at reduced strength (or not at all) when magic is at a low level.

Campaign Use: As the newest Temporal Champion, Network has a great deal of learning to do, and makes many mistakes. This makes him the most human seeming of the group, and the one most likely to see other characters as peers rather than as a part of history. He may form friendships with the PCs, and may become a Contact. He may wish to become a Hunter of certain villains, and certainly despises Dr. Destroyer, but he is restricted by the League. They have allowed him to witness the end of Zerstoiten’s life, and this has calmed him somewhat, but he is still not happy about having to allow all the atrocities the villain has committed.

If Network is too powerful for a campaign, reduce the Psionic Awareness Multipower, and possibly remove the Mind Scan. If too weak, give him more options in the Multipower, possibly increasing the Pool to allow him to use more options at the same time, and give him some Combat Skill Levels with it. He might also need more Defense, so give him some Combat Luck or improve his Concealed Body Armor.

Appearance: Network is a black man of above average height, with short hair and beard. He wears appropriate clothes for a middle class inhabitant of the times he visits, but these are reinforced to give him some protection. His Psionic Amplifier is disguised as some appropriate accessory, though it is obvious when he uses its powers.

As a superhero of the 20th Century, he wore a specially designed suit of blue body armor, completely concealing and with dark lenses over the eyes. His psionic amplifying gear was built into this armor, and it provided moderate protection otherwise. In the Battle of Detroit, he added a blaster-like device to his arsenal, which improved his psychic attacks greatly. This unreliable device was probably responsible for his expanded powers.

Network



DIGITAL HERO #23

Network

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll: 13-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	4		Total: 16/21 (10/15 rPD)
4	ED	0		Total: 14/19 (10/15 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
26	STUN	0		

Total Characteristic Cost: 104

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

Cost	Powers	END
75	<i>Psionic Awareness</i> : Multipower, 75-point Reserve	
7u	1) <i>Sleep Manipulation</i> : Ego Attack 6d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>Psi Influence</i> : Mind Control 12d6, Telepathic (+¼)	7
7u	3) <i>Project Hallucinations</i> : Mental Illusions 15d6	7
7u	4) <i>Mind Probe</i> : Telepathy 15d6	7
6u	5) <i>Mind Over Matter</i> : Telekinesis (50 STR); Era Dependent (Half Strength, -¼)	7
3m	6) <i>Force Of Will</i> : FF (10 PD/10 ED); Era Dependent (Half Strength, -¼)	2
3m	7) <i>Strength of Will</i> : +30 STR; No Figured Characteristics (-½), Era Dependent (Half Strength, -¼)	3
1m	8) <i>Speed of Thought</i> : +5 DEX; No Figured Characteristics (-½), Era Dependent (Lost, -½)	0
4u	9) <i>Psi Form</i> : Desolidification (affected by Psionics), Reduced Endurance (0 END; +½); Era Dependent (Lost, -½)	0
3u	10) <i>Panic Jump</i> : Extra-Dimensional Movement (Any Point in Time); No Conscious Control (Only Effects cannot be controlled; -1)	6
30	<i>Mind Sifting</i> : Mind Scan 10d6, +5 ECV; OAF (Psionic Amplifier, -1)	6
25	<i>Mind Link</i> , Any Willing Target, Any dimension, No LOS Needed, Number of Minds (x8); OAF (Psionic Amplifier, -1)	

8	<i>Concealed Body Armor</i> : Armor (5 PD/5 ED); Activation Roll 14- (-½), IIF (-¼)	0
5	<i>Temporal League Anti-aging Treatments</i> : LS (Longevity Immortal)	0
7	<i>Memory Implantation</i> : Variable Skill Pool, 6 point Reserve; Only Changed at Citadel, Oversight Committee Determines Skills (-1)	0

Perks

3	Anonymity
5	Membership: Temporal Champions

Talents

3	Absolute Time Sense
20	Universal Translator 13-

Skills

20	+2 Overall Skill Levels
8	Penalty Skill Levels: +4 vs. Rapid Fire penalties with Psionic Awareness

Temporal League Package

3	1) Deduction 13-
2	2) Navigation (Temporal) 13-
3	3) Paramedics 13-
3	Analyze Psionics 13-
3	Computer Programming 13-
3	Inventor 13-
3	Persuasion 12-
5	Rapid Attack (Ranged)
3	Shadowing 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Teamwork 13-
3	Trading 12-
4	SS: Psionic Engineering 14-

Total Powers & Skill Cost: 301

Total Cost: 405

300+ Disadvantages

15	Hunted: Forces of Istvatha V'han 8- (As Pow, NCI, Harshly Punish)
15	Hunted: Temporal League 8- (Mo Pow, NCI, PC is very easy to find, Watching)
15	Hunted: VIPER 8- (Mo Pow, NCI, Limited Temporal Area, Harshly Punish)
15	Psychological Limitation: Code against Killing (Common, Strong)
15	Psychological Limitation: Protective of Innocents (Common, Strong)
5	Reputation: Minor Hero, Late 20 th Century, Killed in Battle of Detroit, 11- (Known Only to a Small Group)
10	Social Limitation: Secret ID (Frequently, Major, Not Limiting in Some Times)
15	Social Limitation: Subject to Orders (Very Frequently, Minor)

Total Disadvantage Points: 105

Janet Harmon

Background/History: Born in 2649 on a backwater world in the Terran Empire, Janet Harmon was raised on stories of her ancestors' adventures, stories she knew were exaggerations. They had to be, after all: they defied reason. Nevertheless, with that kind of upbringing it was unsurprising that she grew up to oppose the corrupt Empire, and was involved in several of the rebel elements.

Her contributions were never arms or combat experience, but only her brilliant mind and wonderful inventions. She increased rebel ships' speed by 15% or more, allowing them to escape Empire pursuers. She devised rebel codes, and broke those of their enemies. She never seemed to be without a device that could solve a problem, or perhaps she simply modified available equipment while no one was paying attention. At need, she was also an ace pilot with her own specially modified ship, but she believed, correctly, that her greatest value was in the lab. In short, she was quite a thorn in the Empire's side, and it was eventually decided that she and her cell needed to be crushed.

Her last experiment in Empire space was an attempt to ferret out the math behind time travel, when the fleet finally found her. Surrounded, her cell's stolen Magellan Explorer badly damaged, she quickly programmed the ship computer to initiate the time travel routine, using the nearby black hole they were studying. Obviously, this worked, and she and her crew were shortly approached by the Temporal League with an offer. Once they were assured that the rebellion would succeed without them, they gladly joined this new cause, Janet herself joining the Temporal Champions.

Personality/Motivation: Janet is both a scientist and an adventurer. She is driven to discover how the universe works, but never at the cost of innocents, and she pits her considerable skills against those that would do otherwise. She fully accepts her place in the Temporal Champions, recognizing that to alter the natural flow of events, even with the best of motives, would place the now non-existent billions firmly on her conscience.

One personality quirk she has is a complete refusal to accept the existence of magic. She recognizes it as a force of the universe, but knows full well that the mystery of it can be unraveled with scientific inquiry. When not working on a mission, this has become her main pastime.

Having seen her ancestors in action, she is quite impressed. She sometimes thinks about going back to her parents and apologizing for doubting them, but knows that would be foolish. As far as anyone knows in her home time, she

died, and to appear earlier would raise uncomfortable questions.

Quote: "All right, this goes here, this goes here, and voila! Hmm."

Powers/Tactics: Dr. Harmon is not much of a combatant, and will stay out of any personal fighting as much as possible. Instead, she will provide needed information gathering and protection to the team. She should be allowed to modify her Jury-rigging Pool fairly freely, and to have certain Enhanced Senses in it if it helps to move the game along.

She always carries a device she calls her "Ship in a Bottle," disguised as appropriate for the time she is in. This device sends out a signal that becomes part of the background radiation of the universe. Her crew, in the distant future, is constantly filtering this radiation for such signals, and upon receiving one will return to her time. Their precision is not perfect, so they can arrive up to an hour after the signal is sent (and sometimes actually arrive earlier). They also might miss the signal altogether (indicated by failing the Activation Roll). Still, this puts at her disposal quite a bit of power when she really needs it, but she prefers not to call it up without excellent reason. This is the Imperial Explorer IEL Magellan, from *Spacer's Toolkit*, page 88, with the following modifications: It has no Self-Destruct System, it has a Time Travel program requiring time and a heavy gravity well, has the 30 Escape Pods listed under Additional Vehicles, and also carries her personal fighter (this is left for the GM to decide on the specifics). If *Spacer's Toolkit* is unavailable, the ship should be quite powerful, but not overwhelmingly so, and have a large number of built-in labs and sensors.

As her abilities are based solely on scientific research, they work well in all time periods. The Ship serves as the team's emergency means of time travel for this very reason. However, the Jury-rigging Pool may be more difficult or require more equipment to change in lower magic times.

Campaign Use: Dr. Harmon is the team gadgeteer, though she protests the term. When not on a mission, she stays in the Citadel, working on discovering the scientific basis of "magic." As such, if she is encountered at all, it will almost always be with the team, or at least they will be in the area.

If Dr. Harmon should prove too powerful for your game, remove or reduce the Ship in a Bottle, as this is the most likely cause. Most of her other abilities are used in support of others, but the Variable Power Pool could be replaced with a Multipower if it is making her too flexible. If she is too weak, increase her DEX

DIGITAL HERO #23

and SPD, improve her Combat Suit, and improve the Gadget Pool by increasing its points, making it easier to change, or both.

Appearance: Janet Harmon is a middle height Asian woman, with straight black hair and light blue eyes. She considers herself to be somewhat

overweight, and her life is perhaps a bit too sedentary, but she is otherwise quite healthy and fairly graceful. At home in the Citadel, she favors the dark black jumpsuits she wore when out piloting, but dresses in upper middle class styles appropriate to the times she visits.

Janet Harmon



Janet Harmon

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
23	INT	13	14-	PER Roll: 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 5/15 (0/10 rPD)
3	ED	0		Total: 3/13 (0/10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
26	END	0		
22	STUN	0		

Total Characteristic Cost: 68

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

Cost Powers **END**

- 62 *Jury-rigging Pool:* Variable Power Pool, 50-point Reserve; all slots OAF (-1) var.
- 77 *Ship in a Bottle:* Summon 1200-point Starship, Slavishly Devoted (+1); 1 Charge (-2), Extra Time (1 Minute, -1/2), OAF Fragile (Signal Sender, -1/4), Activation Roll 14- (-1/2) [1]
- 8 *Combat Suit:* Armor (5 PD/5 ED); Activation Roll 14- (-1/2), IIF (-1/4)
- 8 *Combat Suit Force Field:* Force Field (5 PD/5 ED), 1 Continuing Fuel Charge lasting 1 Hour (+0); IIF (-1/4) [1cc]
- 5 *Temporal League Anti-aging Treatments:* LS (Longevity Immortal) 0
- 7 *Memory Implantation:* Variable Skill Pool, 6 point Reserve; Only Changed at Citadel, Oversight Committee Determines Skills (-1) 0

Perks

- 3 Anonymity
- 5 Membership: Temporal Champions

Talents

- 3 Absolute Time Sense
- 20 Universal Translator 14-
- 24 Hotshot Pilot

Skills

- 20 +2 Overall Skill Levels
- 10 +2 with Intellect skills

Temporal League Package

- 3 1) Deduction 14-
- 4 2) Navigation (Hyperspace, Space, Temporal) 14-
- 3 3) Paramedics 14-

- 3 Analyze Technology 14-
- 3 Bribery 12-
- 3 Bugging 14-
- 3 Bureaucratics 12-
- 3 Combat Piloting 12-
- 3 Computer Programming 14-
- 5 Cramming
- 3 Cryptography 14-
- 3 Demolitions 14-
- 3 Electronics 14-
- 11 Gadgeteering 18-
- 3 Inventor 14-
- 3 Security Systems 14-
- 3 Systems Operation 14-
- 2 TF: Science Fiction & Space Vehicles
- 2 Weaponsmith (Energy Weapons) 14-
- 1 WF: Laser Pistols
- 3 Scientist
- 1 1) SS: Chemistry 11-
- 1 2) SS: Dimensional Physics 11-
- 1 3) SS: Hyperspace Physics 11-
- 1 4) SS: Stellar Physics 11-
- 2 5) SS: Temporal Engineering 14-
- 2 6) SS: Temporal Physics 14-
- 1 7) SS: Xenobiology 11-
- 1 8) SS: Xenology 11-

Total Powers & Skill Cost: 332

Total Cost: 400

300+ Disadvantages

- 15 Hunted: Forces of Istvatha V'han 8- (As Pow, NCI, Harshly Punish)
- 15 Hunted: Temporal League 8- (Mo Pow, NCI, PC is very easy to find, Watching)
- 15 Hunted: Terran Empire 8- (Mo Pow, NCI, Limited Temporal Area, Harshly Punish)
- 15 Psychological Limitation: Protective of Innocents (Common, Strong)
- 15 Psychological Limitation: Devoted to Scientific Advancement (Common, Strong)
- 5 Psychological Limitation: Does Not Believe in Magic (Uncommon, Moderate)
- 5 Reputation: Rogue Scientist, 8- (Extreme, Known Only in Terran Empire, c2670-2700)
- 15 Social Limitation: Subject to Orders (Very Frequently, Minor)

Total Disadvantage Points: 400

