

SILVER AGE SENTINELS

ROLL CALL



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NOTES ABOUT GAME CONTENT

The game stats presented herein are for both the Tri-Stat System and the d20 System. Values presented on the left side of a character sheet are for the Tri-Stat System while numbers presented on the right side of the character are for the d20 System. Also, information presented outside of double square brackets, before a slash are for the Tri-Stat System while text presented within [[double square brackets]], after the slash are for the d20 System.

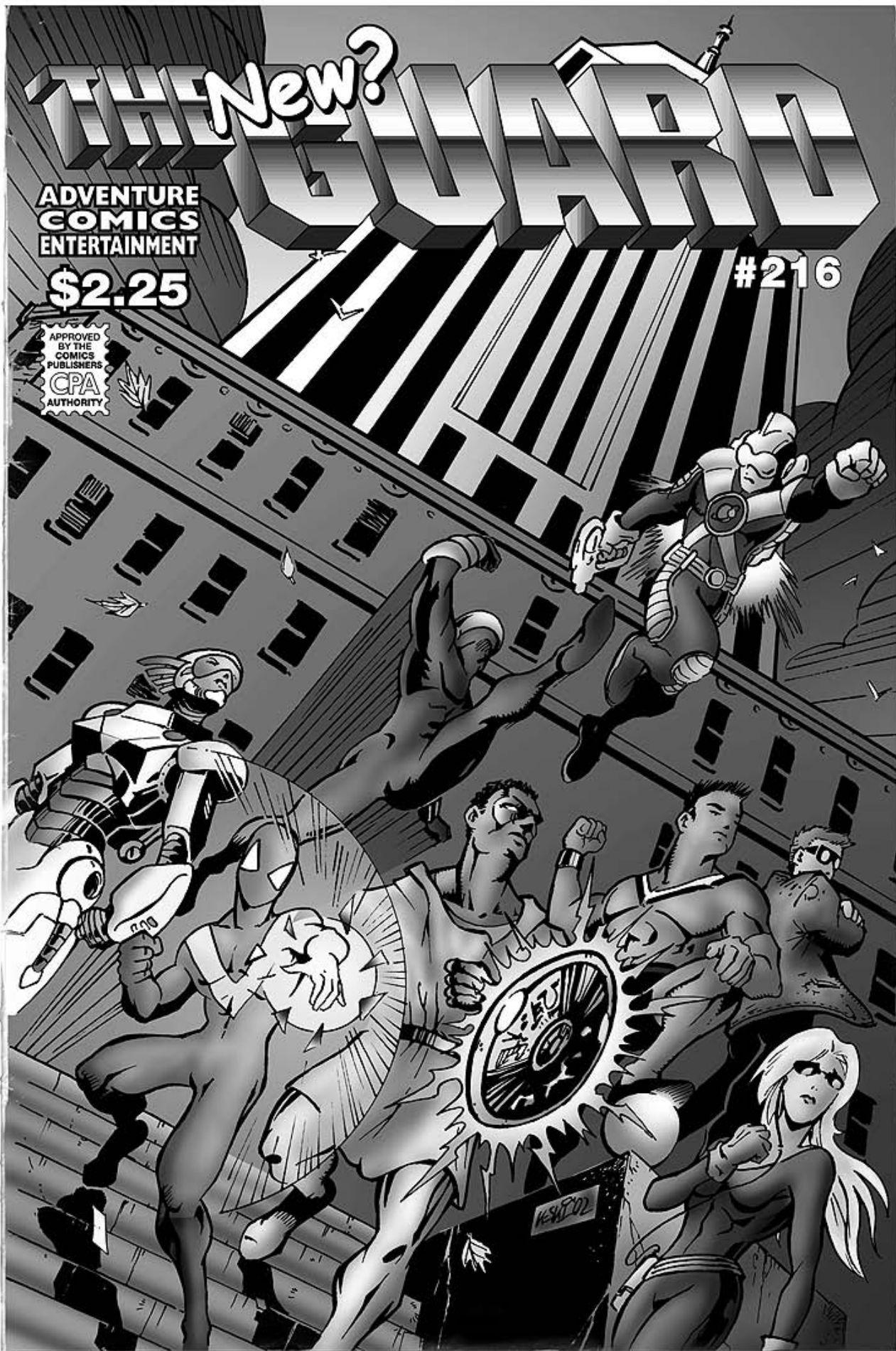
For the character entries, some of the d20 System point costs are presented in brackets. This is done to indicate the number of points a character spent to acquire the given Attribute although the Attribute rank listed is higher than the point cost would suggest. This difference is due to the "special" bonuses gained from class level progression for the character's selected class(es).

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ROLL CALL - HEROES





COPERNICUS (100 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 1; 100 POWER POINTS — d20 SYSTEM

IDENTITY:	Dimitri Vostov (Secret, Dimitri Vostov is believed to be dead by the Russian government)		
OCCUPATION:	Adventurer, assistant astronomer at EU Observatory		
FIRST APPEARANCE:	Science Unbound #137 (First appearance, as Dimitri); The Guard #209 (as Copernicus)		
FORMER ALIASES:	None		
PLACE OF BIRTH:	Sverdlovsk, Russia		
AFFILIATION:	None		
TERRITORY:	Empire City		
HEIGHT:	6'1" (185 cm)	EYES:	Green
WEIGHT:	210 lbs. (78 kg)	HAIR:	Black

In 1960, the USSR's OKB Space Projects Unit successfully landed the Korabl 4C on Mars. The crew of four travelled across the planet in an explorer train for a year, before misfortune and tragedy befell the crew.

When cosmonaut Dimitri Vostov disappeared while exploring Olympus Mons, his companions assumed the worst, but in truth Vostov had been captured by mysterious aliens. These were not Haud or Parusian, nor even the benign Nimbus ... but a return of the rightful masters of Mars. Aboard their ship, the aliens subjected Dimitri to many experiments that changed the cosmonaut, making him stronger, faster, and more powerful. Vostov was placed in suspended animation aboard the ship, presumably for further experimentation.

Dimitri awoke from his sleep with a bang as the alien ship came under attack, an explosion rupturing his suspension tank. Dimitri

BODY	10	ATTACK COMBAT VALUE	8
MIND	8	DEFENSE COMBAT VALUE	6
SOUL	6	HEALTH POINTS	80

STR	17	DEX	19	CON	18	INT	18	WIS	13	CHA	11	
REF	+4	FORT	+4	WILL	+1	BASE TO HIT MODIFIER			+0			
BASE AC MODIFIER						+4						
						HIT POINTS						12

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
2	2	Combat Techniques (Block Ranged Attacks, Steady Hand)	2	2
1	1	Features (Appearance)	1	1
2	2	Highly Skilled	2	2
9	36	Item of Power (Alien Costume; Hard to steal)	9	36
4	12	Item of Power (Beam Pistol; Easy to steal)	4	12

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	2	Divine Relationship (Extraterrestrial Influence)	2	2

LVL	PTS	ITEM OF POWER ATTRIBUTES (ALIEN COSUMTE)	RANK	PTS
4	10	Armour (Partial; Unarmoured face)	4	10
3	12	Flight (Jetpack)	3	12
5	21	Force Field (Stops 140 / [70]); Field Penetrating, Full Impact, Shield Only; Area 1) ...	5	21
2	2	Heightened Senses (Radio Reception, X-Ray Vision)	2	2

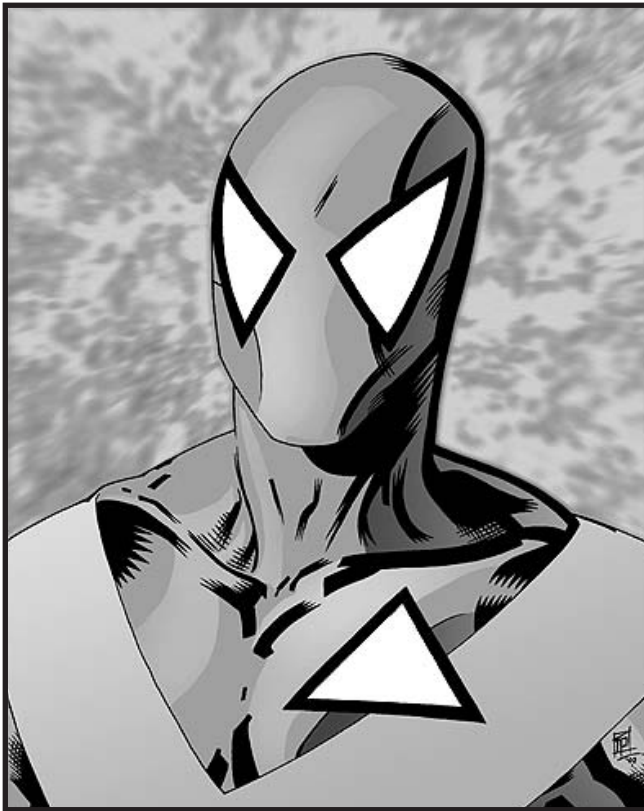
LVL	PTS	ITEM OF POWER ATTRIBUTES (BEAM PISTOL)	RANK	PTS
5	20	Special Attack "Force Beam" (80 / [4d6+8] Damage, Accurate, Concealable, Hand-Held) ..	5	20

PTS	DEFECTS	PTS
0	Famous (Empire City, as Copernicus)	0
-2	Skeleton in the Closet (Secret Identity)	-2
-1	Unique Defect: Anachronistic (Not quite familiar with the 21st century)	-1

LVL	PTS	SKILLS	RANK
1	2	Foreign Culture (United States)	1
1	1	Languages (Russian, English)	1
2	8	Mechanics (Aeronautical)	2
2	4	Navigation (Air)	1
1	5	Physical Sciences (Astronomy)	1
4	8	Piloting (Jet Fighter)	4
1	8	Gun Combat (Pistol)	1
2	14	Melee Defense (Shield)	1

was scared and confused as explosions raged around him. Finding his way to a shuttle he managed to escape the crippled alien ship and found himself in orbit around Earth. The shuttle was badly damaged and it was all Dimitri could do to pilot the craft down to Earth, crashing in the Nevada desert.

Dimitri surveyed the world around him and discovered four decades had passed since his capture. The world was much changed. Dimitri considered his place in this new world and felt there was nothing awaiting him back in Russia, but new options presented themselves. Aboard the alien shuttle he found a variety of equipment that could be tailored to his use. That equipment, coupled with his enhanced abilities from the alien experiments, would make him a formidable fighter. Dimitri looked to Empire City and saw the many superheroes there. He always felt cheated that the secrecy of the Mars mission had denied him the adulation he sought when he joined the Soviet space programme. Now, with his abilities and new equipment, he could make a name for himself, and become the hero he always wished to be. Taking the name Copernicus, Dimitri took to the skies to fly to Empire City and join the superheroes there, aiding in the good fight.



DELTA-V (125 CHARACTER POINTS — TRI-STAT)

COSTUMED WIZARD LVL 1; 125 POWER POINTS — d20 SYSTEM

IDENTITY: Gordon O'Donnell (Publicly known)
OCCUPATION: Theoretical Mathematician
FIRST APPEARANCE: Science Unbound, Vol. II #105
FORMER ALIASES: None
PLACE OF BIRTH: Babbitt, Minnesota
AFFILIATION: None
TERRITORY: North America
HEIGHT: 5'11" (180 cm) **EYES:** Brown
WEIGHT: 165 lbs. (75 kg) **HAIR:** Brown

Gordon was a typical MIT graduate student researching mathematics modelling of the structure of the universe. Typical, that is, until he discovered a "universal equation" governing all movement. Even more stunning, by manipulating the mathematics, one could affect the velocity of mass and energy, and literally bend the structure of space itself.

To date, only a very few have been able to follow the mathematics, and none with the intuitive flair required to duplicate Delta-V's powers. He theorizes similar equations exist for all fundamental aspects of reality, but have not been discovered. Though some suspect there's more than "just math" behind his powers, it is hard to argue with the results.

While still very much the bookish researcher in private, Gordon revels in his newfound abilities and his role as a superhero. He is vivacious and helpful, and typifies the model of a bright young

BODY 5	ATTACK COMBAT VALUE 7
MIND 11	DEFENSE COMBAT VALUE 5
SOUL 5	HEALTH POINTS 50

STR 10	DEX 12	CON 12	INT 24	Wis 16	CHA 10
REF +1	FORT +3	WILL +5	BASE TO HIT MODIFIER +0		
BASE AC MODIFIER +1				HIT POINTS 7	

TRI-STAT	d20 SYSTEM
LVL PTS CHARACTERISTIC ATTRIBUTES	RANK PTS
2 2 Highly Skilled	2 2

LVL PTS POWER ATTRIBUTES	RANK PTS
4 89 Dynamic Powers (Motion, primal; Area 3; Duration 1; Range 3; Targets 2).....	4 89
-1 • Detectable (Vibrations, gravity waves).....	-1

PTS DEFECTS	PTS
-2 Famous (Public service announcements promoting science and math education, as well as his heroic activities).....	-2
-2 Significant Other (Anne Belton, fiancée).....	-2
-2 Vulnerability (Anything that disrupts ability to think clearly).....	-2
-1 Wanted (Drug lords).....	-1

LVL PTS SKILLS	RANK
1 2 Architecture (Bridges).....	1
2 10 Demolitions (Artificial Structures).....	1
3 3 Languages (English, French, German, Spanish).....	3
2 4 Navigation (Air).....	1
3 6 Performing Arts (Public Speaking).....	2
5 25 Physical Sciences (Mathematics).....	6

hero, fighting for the greater good. When not actively fighting crime, he can be found giving talks at schools, supporting various charities, or doing other good work from Canada to Central America.

Gordon's humanitarian efforts are lauded, but not everyone is pleased. Several drug cartels operating in Mexico were damaged when he interrupted a series of major shipments. They have not yet committed major resources to deal with him, as he is only a minor annoyance so far.

Anne Belton is his fiancée and has a doctorate in economics. She advises him on how best to use his powers to help people and they often travel together. Though she worries about him, she is as convinced as he that what he's doing is simply the right thing.

Note that his power is very flexible and Delta-V is quite creative. It can be used for, but is not limited to, the following: Armour, Flight, Force Field, Immovable, Speed, Superstrength, Telekinesis, and a wide range of Special Attacks.



THE OLYMPIAN (150 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 2; 150 POWER POINTS — d20 SYSTEM

IDENTITY: Mark Seneca (Secret)
OCCUPATION: Adventurer
FIRST APPEARANCE: Silver Dime Theatre #17 (as Aegis);
 The Guard # 32 (as the Olympian)

FORMER ALIASES: Aegis

PLACE OF BIRTH: Empire City

AFFILIATION: None

TERRITORY: Empire City

HEIGHT: 6'7" (201 cm)

WEIGHT: 370 lbs. (196 kg)

EYES: Dark blue

HAIR: Black

Mark Seneca was born and raised in Empire, the child of Greek immigrants. Every since childhood he was fascinated by his heritage, and by the legends his father told him as bedtime stories. When Mark entered college, he focused his studies on Greek culture and mythology. He graduated with honours, and went on to graduate school. But studying from books wasn't enough for Mark — he wanted to experience the reality of Greece. He had visited Greece several times with his family, but this was his first trip alone and as an adult. Mark wandered the countryside, searching for places that matched the ancient stories. What he found was more than he'd ever expected.

The mountain was in the wrong place, but was otherwise perfect, right down to the storm cloud hovering near the top, obscuring the lofty peak from view. Mount Olympus, home of the Greek gods. Mark knew he had to climb it, and made it as high as the storm cloud before disaster (or destiny?) struck. Mark was hit by a tremendous bolt of lightning, and thrown from the mountain. He awoke hours later at its base; his clothes were blackened and shredded but miraculously he was unharmed. Unharmed, and changed. No longer a man of average height and slight build, the lightning had supercharged Mark's body, transforming him into a tall, powerful figure whose skin crackled with electricity. Mark took it as a sign from the gods, both a warning not to presume and a gift to reward his dedication.

BODY 16 **ATTACK COMBAT VALUE** 11
MIND 5 **DEFENSE COMBAT VALUE** 8
SOUL 6 **HEALTH POINTS** 170

STR 28 **DEX** 21 **CON** 34 **INT** 10 **WIS** 9 **CHA** 10
REF +5 **FORT** +12 **WILL** -1 **BASE TO HIT MODIFIER** +5
BASE AC MODIFIER +10 **HIT POINTS** 83

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS		RANK	PTS
2	6	Attack Combat Mastery	2	6
3	3	Combat Technique (Block Ranged Attacks, Judge Opponent, Lightning Reflexes)	3	3
1	2	Defense Combat Mastery	1	2
4	4	Divine Relationship (Touched by Gods)	4	4
2	2	Features (Appearance x2)	2	2
10	10	Highly Skilled	10	10
3	15	Massive Damage	3	(5)
3	6	Tough	3	6

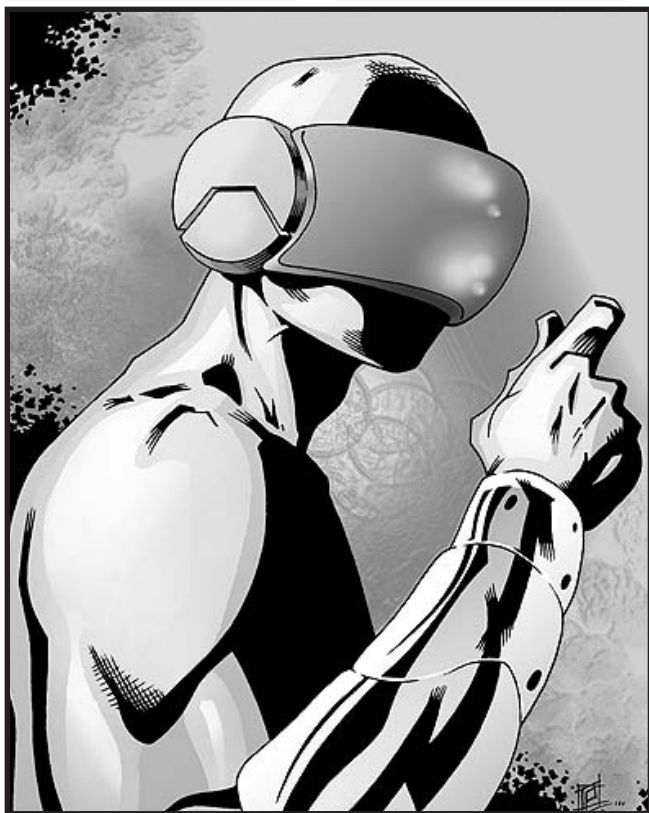
LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour (Optimized vs. Electricity)	3	9
8	16	Enhanced Body	-	-
-	-	Enhanced Constitution	5	10
-	-	Enhanced Strength	3	6
3	12	Flight	3	12
-1	-	• Activation Time (Flight)	-	-1
-1	-	• Concentration (Flight)	-	-1
-1	-	• Detectable (Flight; Electric charge, glow)	-	-1
4	18	Force Field (Stops 80 / [140]); Area 2)	4	18
3	12	Special Attack "Aegis Strike" (60 / [3d6+6]) Damage, Accurate, Hand-Held)	3	12
3	3	Special Attack "Lighting Strike" (20 / [1d6+2]) Damage, Linked to Aegis Strike)	3	3
-1	-	• Activation Time (Lightning Strike)	-	-1
3	3	Special Attack "Electric Burst" (80 / [4d6+8]) Damage, Short Range)	3	(1)

PTS	DEFECTS	PTS
-2	Achilles Heel (Water)	-2
-1	Famous (Olympian)	-1
-2	Skeleton in the Closet (Secret identity)	-2

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Tumbling)	1
2	4	Architecture (Ancient)	2
1	2	Artisan (Metalworking)	1
4	12	City Knowledge (Empire City, East Village)	4
4	8	Cultural Arts (Antiquities)	5
2	4	Foreign Culture (Greece, Macedonia)	2
2	2	Languages (English, Greek, Latin)	2
2	2	Riding (Horse)	2
2	4	Social Sciences (Anthropology)	2
3	3	Writing (Academic)	3
3	21	Melee Attack (Shield)	2
3	21	Melee Defense (Shield)	2
3	24	Thrown Weapons (Shield)	2
1	8	Unarmed Attack (Strikes)	1
1	8	Unarmed Defense (Strikes)	1

Mark settled in Athens for a time. One day, while examining a brass shield for sale from a street-side merchant, Mark watched a purse snatcher strike. Without thinking, Mark let his anger flow into the shield, and hurled the crackling object after the thief, felling him in a burst of lightning. It was then that Mark realized why he had been gifted. Taking the name Aegis, he became a crimefighter, protecting the streets of Athens.

Eventually Mark grew homesick and returned to America, renaming himself the Olympian. Mark believes that the Greek gods have granted him powers so that he can do good works — and by doing so, restore Man's belief in the supernatural. He still pursues his academic career, consulting long-distance on projects, but most of his time is spent fighting crime.



SIROCCO (175 CHARACTER POINTS — TRI-STAT)

GADGETEER LVL 2, SPEEDSTER LVL 2; 185 POWER POINTS — d20 SYSTEM

IDENTITY:	Dr. Alexander Reynolds (Secret)	
OCCUPATION:	Organo-electric chemist	
FIRST APPEARANCE:	Slipstream Annual #6 (Back-up story)	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Birmingham, England	
AFFILIATION:	None	
TERRITORY:	World	
HEIGHT:	5'9" (175 cm)	EYES: Blue
WEIGHT:	142 lbs. (65 kg)	HAIR: Black with grey temples

Dr. Reynolds, the son of a British professor and a wealthy Libyan immigrant, pursued a career in academia before joining SCI (Super Conductor Industries) to research organic superconductors. As often happens in science, he had a lucky break: he accidentally cut himself and contaminated a sample with blood. To his delight, the otherwise unpromising compound became slightly more stable. Unable to convince his superiors of his findings, he resigned amicably to continue research in private. Reynolds discovered a different formulation was required for each donor's genetic structure. Additionally, unless the cells were living, the compounds would soon deteriorate.

Months later, SCI attempted to hire Reynolds back at a substantially higher rate of pay. When he refused, he was threatened with lawsuits if he published any papers or attempted to sell products based on his research. Upon investigation, he learned that SCI had been purchased by a front company whose ultimate owners were completely untraceable.

Undaunted, Reynolds completed his work and produced a viable sample. While celebrating that evening, an explosion in the lab knocked him unconscious. He awoke to find several men ransacking the lab. He feigned death until they were distracted. With his research gone and the

BODY	4	ATTACK COMBAT VALUE	9
MIND	16	DEFENSE COMBAT VALUE	7
SOUL	7	HEALTH POINTS	55

STR	8	DEX	11	CON	9	INT	46	WIS	19	CHA	11	
REF	+2	FORT	-1	WILL	+7	BASE TO HIT MODIFIER			+3			
BASE AC MODIFIER						-1						
						HIT POINTS						16

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM
LVL	PTS		RANK
2	16	Extra Attacks	2 16
2	6	Extra Defenses	2 6
2	8	Item Of Power (Sensory Helmet; Hard to steal)	2 (4)
3	6	Gadgeteer	3 (4)
4	4	Highly Skilled	-
4	12	Wealth	4 12

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour (Super-reflexes)	3	9
	-2	• Dependant (Armour, on Speed)		-2
3	9	Armour (Optimized vs. Electricity)	3	9
5	10	Enhanced Mind	-	-
-	-	Enhanced Intelligence	5	10
1	6	Regeneration	1	6
5	20	Special Attack "Ultrasonic Stunning Blow" (100 / [[5d6+10]] Damage, Area Effect, ... 5 Incapacitating Mind / [[Intelligence]], Irritant, Backblast x2, Melee, No Damage)	5	20
3	3	Special Attack "Velocity Punch" (80 / [[4d6+8]] Damage, Knockback, Melee)	3	3
2	2	Special Attack "Dimensional Vibration" (80 / [[4d6+8]] Damage, Affects Incorporeal, ... 2 Inaccurate, Melee)	2	2
3	3	Special Defense (Disease, Own Attributes x2)	3	3
4	24	Speed	4	(18)

LVL	PTS	ITEM OF POWER ATTRIBUTES (SENSORY HELMET)	RANK	PTS
6	6	Heightened Awareness	6	6
4	4	Heightened Senses (Hearing, Mass Detector, Radar, Vibration)	4	4

PTS	DEFECTS	PTS
-1	Achilles Heel (High-temperature attacks)	-1
-1	Famous (Sirocco)	-1
0	Famous (Dr. Reynolds among fellow researchers)	0
-	Incomplete Training: No Gadgets from Gadgeteer (level 1) progression	-2
-1	Nemesis (Haud)	-1
-2	Wanted (SCI)	-2

LVL	PTS	SKILLS	RANK
2	12	Acrobatics (Tumbling)	7
4	16	Biological Sciences (Genetics)	12
1	4	Computers (Programming)	6
2	2	Domestic Arts (Cooking)	9
1	4	Electronics (Sensors)	3
1	1	Etiquette (Upper Class)	6
2	2	Languages (English, Arabic, Italian)	2
1	3	Medical (Emergency Response)	3
5	25	Physical Sciences (Biochemistry)	15
1	1	Writing (Academic)	6

only remaining sample of his formula close to deteriorating, he drank it, hoping it would remain stable enough to extract and duplicate later. To his surprise, it bonded to his nervous system, speeding both his body and mind tremendously. He easily defeated the thugs, but they knew little about their employer.

Sirocco (named after the hot Libyan Desert wind) theorizes a similar compound might explain Slipstream's speed and looks forward to examining him. In the meantime, he has foiled several Haud plots against the Earth and has earned their undying enmity. Realizing how vulnerable he is if surprised, he created his sensory helmet to keep him aware of his environment.



STRIKER (100 CHARACTER POINTS — TRI-STAT)

COSTUMED FIGHTER LVL 1; 110 POWER POINTS — d20 SYSTEM

IDENTITY: Miguel deHelios (Publicly known)

OCCUPATION: Football player (Retired)

FIRST APPEARANCE: Slipstream #65 (as Miguel deHelios),
Slipstream #71 (as Striker)

FORMER ALIASES: None

PLACE OF BIRTH: Montes Claros, Brazil

AFFILIATION: None

TERRITORY: Empire City

HEIGHT: 6'1" (185 cm) **EYES:** Black

WEIGHT: 250 lbs. (114 kg) **HAIR:** Black

Miguel deHelios was a star football ("soccer") player, and loved it — the crowds, the attention, the money, the parties, but most of all the excitement on the field. Unfortunately, politics play a large part in any organized sport, and that was a game Miguel wanted no part in. His teammates were his family and he stood by them, even if the managers decided some weren't star material and shouldn't be renewed. Miguel eventually became sick of the backbiting and announced his retirement.

To keep himself busy and to avoid the inevitable question of "what to do next?" Miguel explored the countryside, wandering through South America. In the jungles of Peru, he came across a ruined temple, mostly dust and overgrown vines. Miguel wandered through the remains, nudging rocks occasionally with his feet. Then one of the rocks rolled free. It was spherical, about the size of a football and surprisingly light. Old reflexes made Miguel kick it across the small clearing. When his foot connected, however, he felt a sudden surge of strength, and when he kicked another rock it shattered into dust.

Amazed, Miguel tested his new strength, and discovered he had become extremely fast, and immune to harm. But the feeling faded a moment later. He located that rock again, and saw strange symbols carved beneath the dust and ivy. Upon touching it again, the surge of power

BODY 11 **ATTACK COMBAT VALUE** 6
MIND 4 **DEFENSE COMBAT VALUE** 4
SOUL 4 **HEALTH POINTS** 115

STR 23/47 **DEX** 17 **CON** 21 **INT** 9 **Wis** 9 **CHA** 9
REF +5 **FORT** +7 **WILL** -1 **BASE TO HIT MODIFIER** +1
BASE AC MODIFIER +3 **HIT POINTS** 37

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
6	6		Combat Technique (Accuracy, ACV Knockback, Block Ranged Attacks, Lightning Reflexes x2, Steady Hand)	6	(6)	
11	35		Item of Power (Powerball; Personal Use)	11		35
		-3	• Restriction (Item of Power; All Powers remain for only 60 seconds after last contact with Powerball)			-3
1	8		Extra Attacks	1		8
1	3		Extra Defenses	1		3
8	8		Highly Skilled	13		13
2	4		Tough	2		4
1	3		Wealth	1		3

LVL	PTS	ITEM OF POWER ATTRIBUTES (POWERBALL)	RANK	PTS
2	10	Force Field (Stops 40 / [1 20]); Area 2)	2	10
1	1	Heightened Awareness	1	1
1	1	Jumping	1	1
2	4	Massive Damage (Football or equivalent)	2	4
1	1	Mind Shield	1	1
2	8	Special Attack "Power Strike" (20 / [1 1d6+2]) Damage, Accurate, Knockback, Muscle-Powered, Hand-Held, Short Range)	2	8
3	18	Speed	3	18
3	12	Superstrength	3	12

PTS	DEFECTS	PTS
-2	Famous	-2

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Flexibility)	1
2	6	City Knowledge (Empire City, Upper East Side)	1
2	2	Controlled Breathing	1
2	2	Domestic Arts (Cooking)	1
1	2	Driving (Car)	1
1	2	Foreign Culture (American)	1
2	2	Gaming (Sports Betting)	1
1	3	Intimidation (Street)	1
2	2	Languages (Portuguese, English, Spanish)	2
1	3	Medical (Sports Medicine)	1
2	4	Performing Arts (Dance)	1
3	9	Seduction (Women)	1
4	4	Sports (Football)	3
2	4	Street Sense (Empire City)	1
2	2	Swimming (Scuba)	1
1	7	Melee Attack (Footballs)	1
2	14	Melee Defense (Footballs)	1
1	12	Ranged Defense (Personal)	1
1	8	Thrown Weapons (Footballs)	1
1	8	Unarmed Attack (Strikes)	1
1	8	Unarmed Defense (Strikes)	1

returned. Miguel discovered each surge only lasted for sixty seconds. Still, for an expert footballer that was plenty of time to get the ball back.

Miguel returned home, carrying the "power ball," in order to reflect. A week later, he saw a report on the American Sentinel, and realized his course. The ball had come to him for a reason, because his skills could make proper use of it. Miguel deHelios moved to Empire City to become a superhero. Dubbing himself Striker, he discovered fighting crime gave the same thrill as scoring, but was even better because it was a victory for justice.



Stevens02

TANGENT (150 CHARACTER POINTS — TRI-STAT)

COSTUMED WIZARD LVL 2; 150 POWER POINTS — d20 SYSTEM

IDENTITY: Martin Forth (Publicly known)
OCCUPATION: Unemployed adventurer
FIRST APPEARANCE: Slipstream #37
FORMER ALIASES: None
PLACE OF BIRTH: Aberdeen, Scotland
AFFILIATION: None
TERRITORY: United Kingdom and International
HEIGHT: 5'9" (175 cm) **EYES:** Blue
WEIGHT: 165 lbs. (62 kg) **HAIR:** Brown

A mutant, Martin Forth suffers from a powerful form of temporal lobe disorder, which has caused him to become “unstuck in time.” As a young man, Martin was found living on the streets, and institutionalized. There, he was diagnosed as suffering from intense delusions. His prescribed medication enabled him to gain some control over his powers. Martin realized he had the ability not only to see into the future, but to see many futures at once, and to perceive what events might lead to each particular outcome.

As the superhero Tangent, Martin is able to view the time-stream from a detached position, seeing many different futures and pasts at once, trying to manipulate events for the better, and enabling him to move through “blinks” in time and space. Tangent has become a servant of time and destiny, trying to influence significant events for the better, putting heroes in the right time and place to do some good, but without betraying too much of the

BODY 4	ATTACK COMBAT VALUE 8				
MIND 8	DEFENSE COMBAT VALUE 6				
SOUL 14	HEALTH POINTS 90				
STR 8	DEX 9	CON 9	INT 12	WIS 33	CHA 13
REF -1	FORT -1	WILL +13	BASE TO HIT MODIFIER +1		
BASE AC MODIFIER -1			HIT POINTS 10		

TRI-STAT		CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS			RANK	PTS
1	1	Highly Skilled		1	1

LVL		PTS		POWER ATTRIBUTES		RANK		PTS	
4	100	Dynamic Powers (Time Control, primal; Area 4, Duration 7, Range 4, Targets 5)		4	100				
	-2	• Backlash (Dynamic Powers; Time Loop or Time Distortion)			-2				
	-2	• Concentration (Dynamic Powers)			-2				
	-2	• Restriction (Dynamic Powers; Use inflicts pain and increases mental illness)			-2				
	-1	• Unique Defect: Time Flux (Small chronological anomalies occur around Tangent)			-1				
2	12	Sixth Sense (Postcognition, Precognition; Area 10)		2	12				
	-2	• Permanent (Sixth Sense; Requires concentration and medication to control)			-2				

PTS		DEFECTS		PTS	
	-2	Achilles Heel (Time energies)			-2
	-4	Unique Defect: Temporal Lobe Disorder (A debilitating psychological condition that is worsening and must be treated with increasingly ineffective pharmaceutical intervention)			-4

LVL		PTS		SKILLS		RANK	
1	3	Burglary (Picking pockets)			1		
3	6	Cultural Arts (History)			1		
2	4	Foreign Culture (America, France)			2		
1	1	Languages (English, French)			1		
2	6	Medical (Pharmacy)			1		
2	10	Physical Science (Temporal Physics)			1		
5	10	Street Sense (Living on the Street)			3		

future. He is a canny tactician, though the near-infinite time streams rushing through his mind cause him to lose track of time, sometimes even trapping Tangent into time loops.

The grim reality is that Martin's power is destroying his mind, and the temporal power occasionally surges out of control, warping time around him. Martin must take medication to control his powers; without it, he is unable to discern past from present, switching tenses in conversation, referring to events in the past and future at once, and sometimes even becoming frozen or sped-up in time. His arrival is often heralded by small instances of time distortion. Consequently, Tangent is not much of a team player, and instead seeks out other heroes as his visions call to him, bearing cryptic instructions and ominous hints of events to come unless his request for aid is heeded. When Tangent is not fighting to save the future, he is trying to find a means to save himself from his own power.



TRANCE (50 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 1; 50 POWER POINTS — d20 SYSTEM

IDENTITY: Andi North (Publicly known)
OCCUPATION: Adventurer, student at EU
FIRST APPEARANCE: Tales from the Street #67
FORMER ALIASES: None
PLACE OF BIRTH: Cambridge, Massachusetts
AFFILIATION: None
TERRITORY: Empire City
HEIGHT: 5'5" (165 cm) **EYES:** Green
WEIGHT: 125 lbs. (47 kg) **HAIR:** Blonde

Andi North was an average biology student at Empire University until an experiment in the genetics lab exploded, bathing her in strange radiation. Andi seemed fine, the doctors agreed, after several days of observation. A few nights later, however, at the Cloud Nine nightclub something strange happened. Andi's boyfriend, Cliff, was set upon by two drunken men and Andi jumped in to help. Instinctively, she found herself reaching out with her mind and one of the attackers suddenly sat down on the floor, too happy to do anything. Unfortunately, so did everybody else standing too close to Andi. Cliff hurried her out of the club and, for the next three days, they talked about, and then experimented with, Andi's new powers.

Andi found she could mentally incapacitate almost any male with sheer pleasure, but had the unfortunate side effect of also affecting anybody next to her. They additionally noticed Andi could only use this power while dancing. She seemed to use the dance to focus her mental powers and entrance her targets. Cliff hypothesized

BODY 5	ATTACK COMBAT VALUE 5
MIND 6	DEFENSE COMBAT VALUE 3
SOUL 4	HEALTH POINTS 45

STR 9	DEX 10	CON 9	INT 11	WIS 8	CHA 13
REF +0	FORT -1	WILL -1	BASE TO HIT MODIFIER +0		
BASE AC MODIFIER +0			HIT POINTS 7		

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
2	2	Features (Appearance x2)	2	2
1	2	Gadgets (Minidisc player)	1	2
	-1	• Restriction (Gadgets; Fragile)		-1
4	4	Highly Skilled	4	4

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
1	7	Mind Control (Males; Area 3; Targets 2)	1	7
		• Reduction (-2; Mind Control; Can only generate feelings of happiness or joyfulness)		
	-1	• Restriction (Mind Control; Trance must be dancing)		-1
	-4	• Activation Time (Mind Control; +2 BP must be restarted)		-4
4	16	Special Attack "Bliss Out" (100 / [5d6+10]) Damage, Accurate, Incapacitating vs.	4	16
		Soul / [Wisdom], Backblast x2, No damage, Short Range, Toxic		
2	2	Special Defense (Own Powers x2)	2	2

PTS	DEFECTS	PTS
-1	Famous (Empire City)	-1
-1	Phobia (Being immobilized)	-1
-2	Significant Other (Boyfriend, Cliff Harris)	-2
-3	Special Requirement (Trance must dance to use all powers)	-3

LVL	PTS	SKILLS	RANK
1	4	Biological Sciences (Genetics)	1
2	2	Controlled Breathing (Cyclic Breathing)	1
2	6	City Knowledge (Empire City, dance clubs)	1
1	2	Driving (Motorcycles)	1
3	6	Performing Arts (Dance)	1
1	8	Power Usage: Mind Control	1
2	6	Seduction (Male)	1
1	2	Street Sense (Gang Activity)	1
1	10	Special Ranged Attack (Bliss Out)	1
3	24	Unarmed Defense (Strikes)	1

this was probably a mental association Andi had made subconsciously when she first used her powers in the dance club, but without dancing her powers did not appear to work. Both were excited about these changes and agreed she should use them for good. Andi had long been a superhero fan and loved the idea of emulating her childhood heroes. It seemed pointless to try to hide her identity because so many people at Cloud Nine had seen her use her powers, and so Andi adopted the public identity of Trance.

With her Minidisc player at her belt to provide the necessary music to dance to, Trance embarked upon a successful crime-fighting career. She quickly became a sensation with the media who wanted to interview the beautiful young superheroine who battled crime with the power to make people happy.



VALKYRIE (200 CHARACTER POINTS — TRI-STAT)

GADGETEER LVL 3; 200 POWER POINTS — d20 SYSTEM

IDENTITY: Ingrid Hammarskjold (Publicly known)
OCCUPATION: Medical Rescue Pilot
FIRST APPEARANCE: The Guard #58
FORMER ALIASES: None
PLACE OF BIRTH: Bergen, Norway
AFFILIATION: Norwegian Government
TERRITORY: Norway and International
HEIGHT: 5'10" (177 cm) **EYES:** Blue
WEIGHT: 136 lbs. (51 kg) **HAIR:** Blonde

Ingrid Hammarskjold wanted to do nothing but serve her country and help others. The young woman wanted to defend the weak, put her life on the line for others, and prove her self-worth through heroic action. A brilliant aerospace engineer, she joined the Norwegian military as an airforce pilot. Unfortunately, on a routine flight, a system failure crashed her plane; she was badly injured, and stranded alone atop a mountain for days. Ingrid had a vision (perhaps borne of pain and delirium), in which she saw winged horses flying in the stormy skies above her, ridden by warrior-maidens out of Norse mythology. She saw these women taking the souls of her dead co-pilot and passengers, all fellow soldiers, leaving her on the cold mountain, to live. When a rescue effort finally found, the delay of medical attention left her crippled and unable to walk.

While this might have broken the resolve of others, Ingrid returned to engineering, and sought new wings of steel and alloy. She designed a walking wheelchair in the form of a suit of powered armour, capable of flight, designed exclusively for battlefield and hazardous situation medical rescue, with the ability to stabilize, transport, and defend injured soldiers or civilians. Armoured and equipped with emergency medical supplies and a built-in medical diagnostic computer, the armour was named for the ancient battle-maidens who had inspired it, the Valkyrie rescue suit. Unlike the mythological beings who bore the souls of the dead to the land of the gods, Ingrid's Valkyrie armour shepherds the injured to safety, and defends the fallen so that they might live, strive, and fight once more.

Since the armour is still in its experimental stage and under evaluation by the Norwegian government, Valkyrie is frequently tested internationally in crisis situations overseen by the United Nations. She is the first in a proposed cadre of international Valkyrie rescue and defense

BODY 5 **ATTACK COMBAT VALUE** 11
MIND 10 **DEFENSE COMBAT VALUE** 13
SOUL 12 **HEALTH POINTS** 125

STR 9 **DEX** 9 **CON** 12 **INT** 21 **WIS** 23 **CHA** 20
REF +0 **FORT** +2 **WILL** +9 **BASE TO HIT MODIFIER** +3
BASE AC MODIFIER +5 **HIT POINTS** 31

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM
LVL	PTS		RANK
2	6	Attack Combat Mastery	2
2	2	Combat Technique (Block Ranged Attacks, Judge Opponent)	2
6	12	Defense Combat Mastery	6
-	-	Enhanced Intelligence	1 (0)
2	6	Extra Defenses	2
6	12	Gadgeteer	6 (10)
4	8	Gadgets (Minor attachments to Valkyrie power armour: spotlight; siren; loudspeaker; first aid kit; etc.)	4 (6)
1	1	Features (Appearance)	1
10	10	Highly Skilled	10 (9)
20	82	Item of Power (Valkyrie Rescue Suit; Hard to Steal; Personal Use)	20 (78)
4	8	Organizational Ties (United Nations Special Rescue Group)	4 (6)
2	4	Tough	2

LVL	PTS	ITEM OF POWER ATTRIBUTES (VALKYRIE RESCUE SUIT)	RANK	PTS
5	15	Armour	5	15
-	-2	• Restrictions (Armour; Needs frequent repairs)	-	-2
4	8	Computer Scanning	4	8
5	20	Flight	5	20
3	13	Healing (Stimulant injection — Targets 1)	3	13
5	5	Heightened Senses (Scanners — Infravision, Radar Sense, Radio Reception, Sonar Detection, Ultravision)	5	5
3	7	Sensory Block (Jammer — Radar Sense, Radio Reception, Sonar Detection; Area 4)	3	7
-	-2	Limited Use, Ongoing	-	-2
-	-2	Restriction (Only against technological targets)	-	-2
4	16	Special Attack "Audio Cannon" (60 / [[3d6+6]] Damage, Flare: Sound x2, Stun, No Damage, Short Range)	4	16
4	4	Special Attack "Plasti-Foam" (80 / [[4d6+8]] Damage, Tangle, No Damage, Short Range)	4	4
2	2	Special Attack "Taser Projector" (20 / [[1d6+2]] Damage, Incapacitating, No Damage, Short Range)	2	2
6	6	Special Defense (Disease, Hunger, Oxygen x2, Pain, Poison)	6	6
-	-1	• Restriction (Special Defense; Must flush suit's system, and replace filters, and drug supply once per week)	-	-1
1	11	Transfer (All powers; Duration 5)	1	11
-	-2	• Reduction (-4; Transfer; Only Special Defense)	-	-2
-	-2	• Restriction (Transfer; Must maintain contact with target)	-	-2
1	2	Unique Attribute: Defensive Shield (Can extend Armour's protection to one individual placed in "papoose")	1	2

PTS	DEFECTS	PTS
-3	Physical Impairment (Cannot Walk)	-3
-2	Red Tape (UN Regulations)	-2

LVL	PTS	SKILLS	RANK
2	8	Biological Sciences (Physiology)	2
1	3	City Knowledge (Geneva, UN sites)	1
4	16	Computers (Programming)	4
4	17	Electronics (Robotics, Sensors)	4
3	3	Languages (Norwegian, English, French, Russian)	3
4	17	Mechanics (Aeronautical, Armourer)	4
3	10	Medical (Diagnosis, Emergency Response)	3
2	8	Military Sciences (Tactics)	2
3	6	Navigation (Air)	3
5	10	Piloting (Armour)	5
2	2	Wilderness Survival (Mountain)	2
3	30	Special Ranged Attack (Audio Cannon)	3

units. Ingrid is constantly upgrading and tinkering with the armour, and at any given time might have a few different Valkyrie suits made for different situations and functionality.

TALES FROM THE STREET

STEVEN CRASH VS. IRON DIKE



STAKING THE RINGMASTERS



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ROLL CALL - NEUTRALS



AKANIDI (150 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 1; 150 POWER POINTS — d20 SYSTEM

IDENTITY: Mavra Raevski (Raevski is generally believed to be deceased)

OCCUPATION: Linguist/Flight Engineer

FIRST APPEARANCE: Science Unbound #137 (Mavra Raevski),
The Guard #148 (Akanidi)

FORMER ALIASES: None

PLACE OF BIRTH: Grodno, Belarus

AFFILIATION: None

TERRITORY: North America

HEIGHT: 5'4" (163 cm)

WEIGHT: 130 lbs. (59 kg)

EYES: Blue

HAIR: Brown

While everyone was technically equal in the Soviet Union, men were still more “equal” than women. Despite this handicap, Mavra Raevski was determined to achieve greatness. When the Space Projects Unit started looking for candidates, she worked hard to make herself attractive to the committee. For the first time, Mavra’s gender worked in her favour, for she weighed 20 kilos less than an equally-qualified male citizen, and was chosen for the Mars explorer mission.

Though details of that ill-fated mission are few, among the reports was a chilling account of Mavra’s death. Only her left hand and half of her face were found after a routine, exploratory trip. No conclusion was reached, and almost immediately after, all contact with the mission was lost. Officially, there were no deaths in the Space Projects Unit, so all were listed as “deceased in a training accident.” Two years ago, Raevski suddenly appeared in the republic of Belarus, confused and claiming to have no memories of anything after the initial launch. The USSR was gone, all records surrounding her had been destroyed, and she was an embarrassment to local

BODY 7	ATTACK COMBAT VALUE 12
MIND 9	DEFENSE COMBAT VALUE 5
SOUL 14	HEALTH POINTS 105

STR 12	DEX 15	CON 19	INT 14	WIS 51	CHA 9
REF +2	FORT +4	WILL ++24	BASE TO HIT MODIFIER +2		
BASE AC MODIFIER +2				HIT POINTS 12	

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS		RANK	PTS
2	6	Attack Combat Mastery (Martian Fighting Style)	2	6
7	7	Highly Skilled	7	7

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
10	90	Alternate Form (Akanidi)	10	90
9	18	Enhanced Soul (Alien Soul)	-	-
-	-	Enhanced Wisdom (Alien Soul)	9	18
4	4	Mind Shield (Martian psyche)	4	4

LVL	PTS	ALTERNATE FORM “AKANIDI” ATTRIBUTES	RANK	PTS
4	12	Armour (Solid Energy)	4	12
6	6	Divine Relationship (Extraterrestrial Influence)	6	6
-	-	• Detectable (Divine Relationship; Bursts of light and electromagnetic radiation)	-	-
5	85	Dynamic Powers (Light/Heat, major; Area 4, Duration 1, Range 1, Targets 4)	5	85
-	-	• Detectable (Dynamic Powers; Bright light, infrared/heat, psychic energies)	-	-

PTS	DEFECTS	PTS
0	Awkward Size (As Akanidi; 3 metres tall)	0
-6	Inept Defense	-6
-2	Involuntary Change (To Akanidi; When threatened, or when the voice commands)	-2
-1	Involuntary Change (To Raevski; When the voice commands)	-1
-2	Marked (As Akanidi; Immensely tall woman, whose head is made of energy)	-2
-1	Owned (As Akanidi; She sometimes loses control of her body)	-1
-3	Recurring Nightmares (Death, Mars flight)	-3
-2	Skeleton in the Closet (Illegal immigrant; Believed to be dead)	-2

LVL	PTS	SKILLS	RANK
2	8	Computers (Research)	2
3	12	Electronics (Control Systems)	3
3	3	Etiquette (Bureaucracies)	3
4	4	Languages (Russian, English, French, Greek, Korean, Mandarin, Spanish, Urdu)	4
4	16	Mechanics (Spacecraft Systems)	5
3	6	Navigation (Astronavigation)	3
3	6	Piloting (Jet)	3
3	15	Physical Sciences (Physics)	4
3	24	Power Usage: Dynamic Powers	4
3	6	Social Sciences (Xeno-anthropology)	3

officials. An old friend quietly helped her obtain new papers and disappear, emigrating to Mexico.

On the next conjunction of Earth with Mars, Mavra heard a word or name pound in her head: “Akanidi,” and discovered her world exploding in light and fire. She transformed into a luminescent giantess, with a blazing halo above her shoulders. She panicked, tearing through the streets in chaos ... eventually, the voice spoke the same word in her head, but this time it was soothing, and restored Raevski to normal.

Mavra is confused, and worried, but slowly learning to use her powers. The voice sometimes directs her, and sometimes forces her to act to mysterious ends. Mavra has found a niche for herself as a mechanic in a chronically under-staffed Mexican airline that asks no questions, but the increasingly insistent voice will not let her sink into obscurity. She doesn’t know whether the entity is a spy, diplomat, hitchhiker, researcher, or even a sign of madness — but she is growing desperate to discover the answer.



BOOST (125 CHARACTER POINTS — TRI-STAT)

GADGETEER LVL 2; 125 POWER POINTS — d20 SYSTEM

IDENTITY: Pieter Hans Lissot (Secret)

OCCUPATION: Scientist, power broker

FIRST APPEARANCE: Tales from the Street #43

FORMER ALIASES: None

PLACE OF BIRTH: Lucerne, Switzerland

AFFILIATION: Local mafia

TERRITORY: Empire City

HEIGHT: 6'0" (183 cm)

WEIGHT: 150 lbs. (68 kg)

EYES: Green

HAIR: Blond

Pieter Hans Lissot was a privileged child — good-looking, smart, and athletic — until he contracted a rare strain of polio. He survived, but it wrecked the muscles in his legs, leaving him unable to walk without braces.

Furious at the hand Fate dealt him, Pieter swore to reverse the damage. He threw himself into his studies, but for all his brilliance, could not find a way to restore his atrophied muscles. What he did discover was far more interesting, but less useful to the general public. Pieter had acquired a wide array of tissue samples, and one reacted strongly to a new process, growing to twice its normal size. Excitedly, the young scientist followed up on this breakthrough, but none of the other samples reacted at all. The sample's information card revealed it had been taken from a man imprisoned for ripping open a vault door with his bare hands.

Pieter discovered his process could boost superpowers. Further study would cost a great deal more money than his family possessed. Pieter searched for backers, and found them in the Empire City crime syndicates. They relocated him to the city's outskirts and provided him with unlimited funds, for as long as he provided results. Pieter incorporated the chemical infusions and irradiations into a massive chair that could boost metahuman powers, but at a price. The treatment had side effects, though rarely to any severe degree. It was also addictive, and left most subjects craving another dose.

Pieter enhanced the syndicate's metahuman enforcers, but didn't mention the addictive nature. Once the subjects were hooked, he used that

BODY 3
MIND 10
SOUL 4

ATTACK COMBAT VALUE 5
DEFENSE COMBAT VALUE 3
HEALTH POINTS 35

STR 8 **DEX** 5 **CON** 9 **INT** 20 **WIS** 16 **CHA** 10
REF -3 **FORT** +0 **WILL** +9 **BASE TO HIT MODIFIER** +1
BASE AC MODIFIER -3 **HIT POINTS** 10

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
1	1	Combat Technique (Judge Opponent)	1	1
5	10	Gadgeteer	5	(8)
7	14	Gadgets (Tools)	7	(12)
2	2	Heightened Awareness	2	2
10	10	Highly Skilled	8	8
9	36	Item of Power (Booster Chair)	9	(32)
	-3	• Restriction (Item of Power; Chair is static and cannot be moved easily)		-3
3	12	Item of Power (Force Field harness)	3	12
	-1	• Limited Use, Ongoing		-1
4	8	Organizational Ties (Mafia)	4	8
2	6	Wealth	2	6

LVL		POWER ATTRIBUTES		RANK		PTS	
3	3	Mind Shield		3		3	

LVL		ITEM OF POWER ATTRIBUTES (BOOSTER CHAIR)		RANK		PTS	
5	30	Power Flux (Character's Own Attributes, minor)		5		30	
		• Reduction (-4; Power Flux; Flux Points can only be used to boost one single Attribute)					
	-4	• Restriction (Power Flux; Addictive, Soul [Willpower; DC 14]) at -4 check to resist				-4	
	-3	• Restriction (Power Flux; Causes target to gain Defect, Mind check [Willpower; DC 10]) to resist, or gain any of the following: Achilles Heel, Awkward Size, Blind Fury, Marked, Part of Body, Phobia, Physical Impairment, Sensory Impairment, Unappealing; lasts as long as Power Flux is in effect				-3	
5	32	Transfer (One Power; Duration 7)		5		32	
	-8	• Activation Time (Transfer; +2 BP Must restart)				-8	
	-2	• Limited Use, Instantaneous (Transfer)				-2	

LVL		ITEM OF POWER ATTRIBUTES (FORCE FIELD HARNESS)		RANK		PTS	
3	15	Force Field (Stops 60 / [30]); Blocks Teleport, Full Impact, Area 3)		3		15	

PTS		DEFECTS		PTS	
	-2	Marked (Leg braces)			-2
	-2	Physical Impairment (Weak legs)			-2
	-2	Skeleton in the Closet (Criminal affiliation, secret identity)			-2
	-1	Wanted (FBI)			-1

LVL		SKILLS		RANK	
4	16	Biological Sciences (Physiology)		3	
1	3	City Knowledge (Empire City, Brooklyn)		1	
3	12	Computers (Programming)		2	
2	4	Cultural Arts (Literature)		1	
2	4	Driving (Cars)		1	
4	16	Electronics (Computers)		4	
2	4	Foreign Culture (America)		1	
2	4	Forgery (Electronic documents)		2	
5	5	Languages (German, Dutch, English, French, Greek, Japanese, Latin, Portugese, others)		5	
4	16	Mechanics (Micro)		3	
3	9	Medical (Diagnosis)		2	
4	21	Physical Sciences (Biochemistry, Chemistry)		4	
2	4	Piloting (Hovercraft)		1	
1	4	Poisons (Drugs)		1	
1	8	Gun Combat (Pistol)		1	

leverage to buy his way free. He still does business with the syndicate, but as an equal partner, with full control over the booster chair.

Since then, news has leaked of "Boost," and a device to enhance anyone's powers for the right price. Pieter uses each subject to add to his data, and still hopes to create a variant of the device for the nonpowered, so that he can once again stand unaided.



CONGO (75 CHARACTER POINTS — TRI-STAT)

SKULKER LVL 2; 85 POWER POINTS — d20 SYSTEM

IDENTITY:	Marisa Tambolt'e (Secret)	
OCCUPATION:	Game warden, adventurer	
FIRST APPEARANCE:	Amazing Presentations, Vol. III #50	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Bombo-Lumene Game Reserve, the Republic of the Congo	
AFFILIATION:	None	
TERRITORY:	Brazzaville, Republic of the Congo, Africa and Kinshasa, Democratic Republic of the Congo, Africa (twin cities across the Congo River)	
HEIGHT:	5'10" (179 cm)	EYES: Black
WEIGHT:	160 lbs. (73 kg)	HAIR: Black

Marisa Tambolt'e's father was the game warden of the Bombo-Lumene Game Reserve in the Republic of the Congo. A powerful man who preferred the honesty of animals to the trickery of humans, he taught his daughter how to track, hunt, and live in a world where no one killed except for territory, food, or self-defense. Marisa grew to be an athletic young woman, equally at home in the jungle, on the plains, and on the river. Her mother insisted, however, that she also spend time among other people, and took Marisa on trips to Brazzaville and Kinshasa. Marisa became her father's official assistant after she graduated high school (which was attended in the city, on her mother's insistence). Several years later, her father was killed by poachers. Marisa wanted revenge.

Marisa took her rifle and tracked the poachers down to a pier in Kinshasa, where they were selling skins, meat, and several live bonobos (an extremely rare ape). Enraged, the young woman attacked them, and wound up killing them all. After her anger passed, she pushed the bodies into the water, and took the bonobos home.

BODY 8	ATTACK COMBAT VALUE 8
MIND 5	DEFENSE COMBAT VALUE 4
SOUL 6	HEALTH POINTS 90

STR 14	DEX 18	CON 15	INT 11	WIS 15	CHA 11
REF +7	FORT +4	WILL +4	BASE TO HIT MODIFIER +3		
BASE AC MODIFIER +4			HIT POINTS 26		

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
2	6		Attack Combat Mastery	2		(3)
7	7		Combat Technique (Accuracy, ACV Knockback, Lightning Reflexes, Steady Hand, ... Two Weapons x3)	7		7
3	3		Divine Relationship	3		3
1	3		Extra Defenses	1		3
3	6		Gadgets (Warden's accessories, jetski)	3		6
1	4		Item of Power (Twin water-guns; Hard to steal)	1		4
1	1		Features (Appearance)	1		1
10	10		Highly Skilled	10		(9)
1	2		Tough	1		2

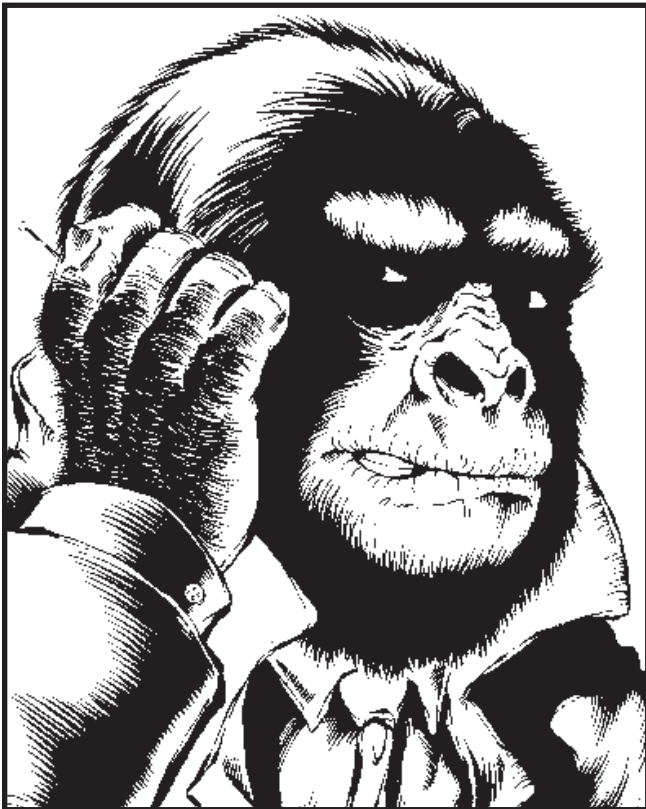
LVL	PTS	POWER ATTRIBUTES (WATER GUNS)	RANK	PTS
1	4	Special Attack "Water-blast" (60 / [(3d6+6)] Damage, Knockback, Spreading x2, ... Stun, Hand-Held, Inaccurate, Limited Shots x2, Low Penetration, Short Range)	1	4
1	1	Special Attack "Jet-stream" (20 / [(1d6+2)] Damage, Accurate, Flexible, Stun, ... Hand-Held, Limited Shots, Short Range)	1	1

PTS	DEFECTS	PTS
-1	Blind Fury (When animals are harmed)	-1
-2	Skeleton in the Closet (Secret identity)	-2
-2	Wanted (Congo, by local police)	-2

LVL	PTS	SKILLS	RANK
3	18	Acrobatics (Balance)	2
4	4	Boating (Jetski)	3
3	9	City Knowledge (Brazzaville, port)	2
3	9	City Knowledge (Kinshasa, Ngobila Beach)	2
1	2	Climbing (Natural Surfaces)	1
1	2	Driving (Motorcycle)	1
1	3	Intimidation (Street)	1
3	3	Languages (French, English, Kikongo, Lingala)	3
1	5	Law (Animal rights, Criminal, Environmental)	1
2	4	Navigation (Marine)	1
1	5	Police Sciences (Criminology, Forensics)	1
2	6	Stealth (Camouflage)	1
2	4	Street Sense (Influential Individuals)	1
3	3	Swimming (Free Diving)	1
1	3	Urban Tracking (Underworld)	1
4	4	Wilderness Survival (Jungle)	2
3	6	Wilderness Tracking (Jungle)	2
3	24	Gun Combat (Pistol)	2
2	16	Unarmed Defense (Holds)	1

Marisa realized she would have to become more proactive in her defense. Someone needed to protect the animals, someone who could fight back. Marisa fashioned herself a costume to disguise her identity. She knew killing would only make matters worse, so she bought and modified several high-powered water-guns, to disable opponents without serious injury. Armed with the proper tools, and riding a jetski, Marisa took to the Congo River, adopting its name as her own.

The people in the area don't quite know what to make of Congo. She isn't a traditional criminal, for she does not steal or murder. In fact, she has saved people from violence and robbery on several occasions. Yet she attacks companies and individuals. Her motives may be well intentioned — all her targets are in some way damaging the environment — but she uses force instead of law. Congo follows the laws of nature, protecting her territory from those who would intrude and despoil it.



DEADEYE CHIMP (150 CHARACTER POINTS — TRI-STAT)

POWERHOUSE LVL 4; 175 POWER POINTS — d20 SYSTEM

IDENTITY: Edgar (Publicly known)
OCCUPATION: Private investigator and security specialist
FIRST APPEARANCE: Amazing Presentations, Vol. III #137
FORMER ALIASES: Hal
PLACE OF BIRTH: United States (exact location unknown)
AFFILIATION: None
TERRITORY: Los Angeles, United States
HEIGHT: 6'9" (205 cm) **EYES:** Black
WEIGHT: 647 lbs. (241 kg) **HAIR:** Black

Perhaps one of the more unusual people in a city of odd people, this strange, devil-may-care adventurer has made a career for himself in Los Angeles as a security specialist and private investigator. Deadeye Chimp is a massive bull gorilla who stands upright and speaks fluently (usually on a cell phone), and wears an oversized trench coat beneath which he carries two shoulder-holstered 9mm automatic pistols that he uses non-lethally but with incredible skill. He drives a convertible, dates attractive models and actresses, and is on friendly terms with the police.

Even though his identity is publicly known, the origin of Deadeye Chimp is still shrouded in mystery. Was he a surgically and neurologically augmented gorilla created in a secret government lab as part of a simian super-soldier program? Or was he actually born and raised in a travelling circus, blessed with human-level intelligence and the power of speech, learning his superlative marksmanship skills while observing the circus trick shooter? The only thing certain about Deadeye Chimp is that he is not in fact a chimp, but a gorilla ... but the nickname has stuck despite his best efforts to dissuade people of it (his real name is Edgar). Though he

BODY 16 **AGILITY** 10 **SPEED** 10 **ATTACK COMBAT VALUE** 13
MIND 6 **DEFENSE COMBAT VALUE** 12
SOUL 8 **HEALTH POINTS** 180

STR 40 **DEX** 18 **CON** 35 **INT** 12 **WIS** 12 **CHA** 15
REF +5 **FORT** +16 **WILL** +2 **BASE TO HIT MODIFIER** +7
BASE AC MODIFIER +8 **HIT POINTS** 141

TRI-STAT	LVL	PTS	CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	RANK	PTS
	3	9	Attack Combat Mastery		3	9
	14	14	Combat Technique (Accuracy x2, Blind Shooting, Concealment, Judge Opponent, ... Lightning Reflexes x2, One Shot Left, Steady Hand, Two Weapons x4, Weapons Encyclopaedia)		14	14
	4	8	Defense Combat Mastery		4	(6)
	4	4	Divine Relationship		4	4
	1	8	Extra Attacks		1	8
	2	2	Extra Arms (Feet)		2	2
	-1		• Restriction (Extra Arms; Crude manipulation)			-1
	1	1	Features (Appearance)		1	1
	3	6	Gadgets (Cadillac convertible, 9mm Automatic Pistols x2, cell-phone, very basic surveillance equipment, various fake ID cards)		3	6
	4	4	Heightened Awareness		4	4
	12	12	Highly Skilled		12	12
	1	1	Natural Weapons (Fangs)		1	1
	0		• Restriction (Natural Weapons; Never uses fangs in combat)			0
	2	2	Organizational Ties (Friends on the force — LAPD)		2	2
	3	6	Tough		3	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
1	1	Adaptation (Fur — Cold)	1	1
1	3	Armour	1	3
2	2	Heightened Senses (Smell x2)	2	2
-	-	Enhanced Constitution	1	(0)
2	2	Immovable	2	(1)
2	2	Jumping	2	(1)
2	4	Massive Damage (Guns)	2	4
3	3	Special Movement (Balance, Swinging/Brachiating, Wall-Bouncing)	3	3
1	4	Superstrength	1	(0)

PTS	DEFECTS	PTS
-1	Famous (Deadeye Chimp, LA)	-1
-2	Less Capable (Agility)	-
-1	Less Capable (Running Speed)	-
-3	Marked (Talking Gorilla)	-3

LVL	PTS	SKILLS	RANK
4	24	Acrobatics (Tumbling)	3
3	9	City Knowledge (Los Angeles, Hollywood)	2
4	8	Climbing (Natural Surfaces)	3
5	10	Driving (Car)	3
3	12	Interrogation (Psychological)	2
2	2	Languages (Gorilla, English, Spanish)	2
1	4	Law (Civil, Criminal)	1
2	8	Police Sciences (Criminology)	2
3	9	Urban Tracking (Underworld)	3
4	32	Gun Combat (Pistols)	2
4	32	Unarmed Attack (Grappling)	2

claims to hate the nickname, he has named his agency “Deadeye Chimp Investigation & Security” and has it on his business cards.

Good-natured and soft-spoken, Deadeye Chimp regularly finds himself in the midst of trouble, and is sometimes even mistaken to be a villain by inexperienced or ignorant superheroes. Though he is a deadly marksman, he has taken a vow never to kill with his guns, instead using them in amazing displays of trick shooting, usually to disarm or hinder his opponents.



FEEDBACK (175 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 1; 175 POWER POINTS — d20 SYSTEM

IDENTITY: Johnny Cross (Publicly known)
OCCUPATION: International rock star, adventurer
FIRST APPEARANCE: Slipstream #112
FORMER ALIASES: None
PLACE OF BIRTH: Austin, Texas
AFFILIATION: System Crash
TERRITORY: Operates across the USA (Always on tour)
HEIGHT: 6'2" (188 cm) **EYES:** Blue
WEIGHT: 220 lbs. (82 kg) **HAIR:** Sandy

System Crash has been a famous stadium rock band since 1984 with many platinum albums and music industry awards under their belts. Much of that fame comes from their lead guitarist and singer, the charismatic Johnny Cross. The band's fame skyrocketed in 1990 when the electrical-powered supervillain, King Volt, attacked a System Crash concert. An electric bolt struck the stack of amplifiers and a massive blast of energized feedback washed over Johnny Cross. Johnny was somehow changed, gifted with the power to manipulate sound. Cross's first act was to quickly defeat King Volt with his new-found abilities. The crowd went wild with excitement over this amazing show. A very surprised and confused Johnny was led from the stage by a representative of his record company, who could already see the massive potential of the super-powered rock star.

The record company's PR machine went into frenzied action and, soon after the attack by King Volt, the company unveiled their newest creation: a rock hero. Johnny was repackaged as the rock-

BODY 8	ATTACK COMBAT VALUE 9
MIND 7	DEFENSE COMBAT VALUE 6
SOUL 8	HEALTH POINTS 80

STR 14	DEX 17	CON 15	INT 14	WIS 14	CHA 18
REF +3	FORT +2	WILL +2	BASE TO HIT MODIFIER +1		
BASE AC MODIFIER +4				HIT POINTS 10	

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS		RANK	PTS
2	6	Attack Combat Mastery	2	6
3	3	Combat Techniques (Blind Shooting, Block Ranged Attack, Steady Hand)	3	3
1	2	Defense Combat Mastery	1	2
3	6	Henchmen (Aggressive; System Crash)	3	6
1	1	Features (Appearance)	1	1
3	3	Highly Skilled	3	3
10	31	Item of Power (Sonic Blaster Guitar; Easy to steal; Restricted to people with sound-based powers)	10	31
-2		• Dependant (Item of Power, on Environmental Influence)	-2	

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	2	Divine Relationship	2	2
4	73	Dynamic Powers (Sound, major; Area 4; Duration 2; Range 2; Targets 5)	4	73
1	9	Environmental Influence (Sound; Area 4; Duration 2; Range 2)	1	9
1	1	Heightened Senses (Hearing)	1	1

LVL	PTS	ITEM OF POWER ATTRIBUTES (SONIC BLASTER GUITAR)	RANK	PTS
7	28	Special Attack "Feedback Blast" (100 / [1 5d6+10]) Damage, Flare: Sound, Stun	7	28
7	7	Special Attack "Sonic Wave" (100 / [1 5d6+10]) Damage, Knockback x2, Spreading, .. Short Range)	7	7
3	15	Force Field (Stops 120 / [1 60]); Shield, Static; Area 3)	3	15

PTS	DEFECTS	PTS
-3	Famous (International rock star and crimefighter)	-3
-1	IsM (80's style rock musician)	-1
-1	Owned (Record Company)	-1
-1	Significant Other (Groupie-of-the-week)	-1

LVL	PTS	SKILLS	RANK
3	6	Cultural Arts (Music Biz)	1
1	2	Driving (Cars)	1
4	9	Performing Arts (Guitar Playing, Singing)	2
3	9	Seduction (Female)	1
2	2	Writing (Poetry)	1
2	16	Unarmed Attack (Strikes)	1
2	16	Unarmed Defense (Strikes)	1

star-cum-crimefighter, the amazing Feedback. Cross and the rest of the band underwent rigorous training in the martial arts; meanwhile a private research company was commissioned to design the incredible Sonic Blaster Guitar, which Cross could use to focus some of his powers. System Crash were reinvented as "heroes."

The band is still playing stadium gigs around the country, only now they also fight crime (when convenient), boosting their popularity even further. Feedback loves every minute of it. He does not seem to care that his crime-busting is carefully managed by his record company; he has his music, amazing powers, fame, and money. What more could he want? Cross considers himself the luckiest man alive and feels his powers are the greatest thing that could have happened to him.



GANG ZHAO (100 CHARACTER POINTS — TRI-STAT)

COSTUMED FIGHTER LVL 1; 100 POWER POINTS — d20 SYSTEM

IDENTITY:	Gang Zhao	
OCCUPATION:	Olympic Athlete	
FIRST APPEARANCE:	Tales from the Street #93	
FORMER ALIASES:	None	
PLACE OF BIRTH:	China	
AFFILIATION:	None	
TERRITORY:	North America	
HEIGHT:	5'9" (175 cm)	EYES: Brown
WEIGHT:	142/1500 lbs. (64/679 kg)	HAIR: Black

Gang was born in the heart of China, far from any city. His parents were taken to a re-education camp when he was quite young and were never seen again. He was raised by his only surviving relative, his grandmother. After his tenth birthday, Gang's natural aptitudes were noticed and he spent the rest of his childhood training for China's Olympic team.

Gang was especially skilled in skiing and the biathlon (cross country skiing and marksmanship), and won two silver medals. He was the favourite to take the biathlon gold in the Nagano 1998 Winter Games, when he learned his grandmother passed away. Gang decided to defect to the US. As a metahuman (he had kept his powers secret to avoid being conscripted), he was granted asylum with alacrity.

Though defections are not uncommon, Gang gained international acclaim when he voluntarily returned his medals despite the evidence that his powers had no impact on his performance. He rode this wave of fame and popularity to several lucrative endorsements and has invested the money wisely. He is currently considering several offers from major movie studios.

BODY	10/13	AGILITY, DEXTERITY, SPEED	10/7	ATTACK COMBAT VALUE	7/8
MIND	5			DEFENSE COMBAT VALUE	5/6
SOUL	8			HEALTH POINTS	90/105

STR	18/50	DEX	19/13	CON	20/32	INT	12	WIS	11	CHA	16
REF	+6/+3	FORT	+7/+13	WILL	+0	BASE TO HIT MODIFIER		+1			
BASE AC MODIFIER						+4/+1		HIT POINTS			

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
7	7	Highly Skilled	6	6
6	6	Combat Technique (Accuracy x2, Blind Shooting, Block Ranged Attacks, Lightning Reflexes, Steady Hand)	6	(5)
1	1	Features (Appearance)	1	1
2	6	Wealth	2	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
4	36	Alternate Form ("Steel body")	4	36
2	8	Special Attack "Keep the Change — Metal disks" (20 / [1d6+2]) Damage, Accurate, Concealable, Muscle Powered, Hand-Held, Limited Shots: several actions to collect disks)	2	8

LVL	PTS	ALTERNATE FORM "STEEL BODY" ATTRIBUTES	RANK	PTS
1	1	Adaptation (Radiation)	1	1
3	6	Enhanced Body	-	-
-	-	Enhanced Constitution	3	6
4	32	Mass Increase	4	32
-3		• Maximum Force (Mass Increase)		-3
-1		• Permanent (Mass Increase)		-1
2	2	Special Attack "What Would Jackie Do? — Punch" (40 / [1d6+4]) Damage, Muscle Powered, Knockback, Melee	2	2
3	3	Special Defense (Disease, Oxygen x2)	3	3

PTS	DEFECTS	PTS
-3	Famous (Superstar)	-3
-1	Less Capable (Agility; Steel Body, acts as 2 BP)	-
0	Less Capable (Manual Dexterity; Steel Body, acts as 1 BP)	-
0	Less Capable (Running Speed; Steel Body, acts as 1 BP)	-
-2	Marked (Steel Body)	-2
-1	Nemesis (The Chinese government would like to "talk to" him)	-1
-1	Sensory Impairment (Steel Body; No sense of taste or smell)	-1
-2	Wanted (The Chinese government)	-2
-	Unique Defect: Dexterity drops by 6 in Alternate Form	-2

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Jumping)	1
1	2	Driving (Sports Cars)	1
1	2	Foreign Culture (America)	1
2	2	Languages (Mandarin, Cantonese, English)	2
2	4	Performing Arts (Acting)	1
4	4	Sports (Skiing)	1
2	2	Swimming (Scuba)	1
1	1	Wilderness Survival (Snowy areas)	1
1	1	Writing (Screenplays)	1
4	32	Gun Combat (Rifle)	1
2	20	Special Ranged Attack (Disks)	1
3	24	Unarmed Attack (Punch)	1

Gang Zhao is not a classic hero, but does not hesitate to help when people are in danger. He's managed the trick of not appearing to be a "sell-out" superhero; the public accepts him as an athlete/entertainer first, and a superhero second. He never accepts money for helping people, though, which only increases his reputation.

NOTE: If Gang discovers he has any living relatives, however, replace Nemesis with Significant Other or Owned (if they are being held prisoner). His standing in the Chinese-American community and general popularity would make him a valuable double agent.



STAR IMP (75 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 2; 75 POWER POINTS — d20 SYSTEM

IDENTITY: Unknown, even to self

OCCUPATION: Unemployed

FIRST APPEARANCE: Episode #3 of “Lady Starbright” animated series; later appeared The Guard #150 in a backup strip titled “Helter Stellar” — the character was integrated into regular continuity in The Guard #173, amidst highly vocal fan protest.

FORMER ALIASES: Goblinaut, Space Elf, Star-Mite

PLACE OF BIRTH: Mars (assumed)

AFFILIATION: None

TERRITORY: World

HEIGHT: 3'4" (101 cm)

EYES: Mirrored

WEIGHT: 2.2 lbs. (1 kg)

HAIR: None

When the OKB Space Projects Unit Mars Train went incommunicado in 1961, the Russians abandoned hope. Three months later, the project was officially cancelled. However, exactly 687 days (one Martian year) after the last contact with the Mars team, a signal came through — a lengthy transmission in a complex alien language. The Russian scientists could not decipher the transmission, so the message was quietly “buried” and the transcript shelved. Almost four decades later, Andrei Alexikov, a brilliant Russian cryptographer working with the Russian Space Agency, found the Mars transcript. After a year of dedicated effort, Alexikov broke the code. What he didn’t expect was that when translated, the code revealed itself to be a life form, a being made up entirely of biological energy. The “Star Imp” (as he called it) displayed a gleefully immature personality, and took on the form of a small

BODY 2	ATTACK COMBAT VALUE 4
MIND 2	DEFENSE COMBAT VALUE 4
SOUL 14	HEALTH POINTS 80

STR 4	DEX 9	CON 5	INT 6	WIS 3	CHA 35
REF -1	FORT -3	WILL -4	BASE TO HIT MODIFIER -1		
BASE AC MODIFIER -1			HIT POINTS 10		

TRI-STAT		POWER ATTRIBUTES		d20 SYSTEM	
LVL	PTS			RANK	PTS
0	2	Alternate Form (Cosmetic Changes)		0	2
2	4	Computer Scanning		2	4
3	9	Invisibility (Sight, Infrared, Ultraviolet)		3	9
9	27	Mass Decrease (Bio-Organic Energy)		9	27
	-1	• Detectable (Mass Decrease; Power surge)			-1
	-6	• Maximum Force (Mass Decrease)			-6
	-2	• Permanent (Mass Decrease always operates at Level 7 minimum)			-2
1	4	Special Attack “Bio-organic Energy Field” (80 / [4d6+8] Damage, Aura, Melee, No Damage, Unique Disability x2: Disrupts Electronics Only)		1	4
8	8	Special Defense (Ageing x2, Oxygen x2, Disease x2, Poison x2)		8	8
3	17	Teleport (Able to teleport to unknown destinations)		3	17
	-2	• Restriction (Teleport; Cannot travel through insulated materials)			-2

PTS		DEFECTS		PTS	
-1		Diminutive (Child-sized)			-1
-1		Famous (Infamous in space exploration community)			-1
-6		Inept Attack			-6
-1		Ism (Energy gremlin, not regarded fairly)			-1
-3		Marked (Bio-energy creature)			-3
-1		Not So Tough			-1
-2		Phobia (Fear of being ignored)			-2
-1		Special Requirement (Needs to devour binary information on a regular basis)			-1
-3		Unique Defect: Amnesia and lack of long-term memory			-3
-		Unique Defect: Star Imp loses 100 XP per week due to Amnesia			-5
-2		Unskilled			-2

LVL		SKILLS		RANK	
1	4	Computers (Intrusion/Security)		1	
6	6	Languages (English, Haud, Parousian, Russian, many other alien languages)		5	

goblin-like creature, equating itself to the *domovye* or *vodyanye* of Russian myth. Andrei deduced that unfortunately, in the transmission from Mars, some of the being’s bio-energy code was lost or garbled, and the creature found itself without a clear idea of its original form, or its history.

It quickly escaped Andrei’s custody, and sought fun in the outside world. Relatively powerless, the Star Imp is perpetually immaterial. It can turn into pure energy, and affect energy currents in a small and chaotic manner, but isn’t malicious, and despite its quick temper, would never intentionally harm any creature. It is playful and especially gullible, and exists mostly in a state of agitated curiosity. Damaged by the transmission, the Star Imp’s long-term memory is fairly deficient, causing it to forget events after only a few months, meaning it might re-introduce itself to someone, or return to bother them once more exactly as before.

This diminutive creature bedeviled the Russian space program (as a hyperactive poltergeist) for several years, but has grown bored. Now the Star Imp seeks a way home, which means it is a threat to any country with a space program. For these reasons, the Star Imp is often responsible for raising alarms wherever it goes.



TYLER BRAND (125 CHARACTER POINTS — TRI-STAT)

COSTUMED WIZARD LVL 5; 140 POWER POINTS — d20 SYSTEM

IDENTITY: Tyler Brand (Known in select circles)
OCCUPATION: Occult expert
FIRST APPEARANCE: Amazing Presentations, Vol. III #103
FORMER ALIASES: None
PLACE OF BIRTH: Boston, Massachusetts
AFFILIATION: None
TERRITORY: Empire City
HEIGHT: 5'10" (178 cm) **EYES:** Blue
WEIGHT: 160 lbs. (60 kg) **HAIR:** Black

The name "Tyler Brand" is spoken in hushed tones by the knowledgeable and arcane. Brand is known to wage a solitary war against the legions of Hell, and is thus feared by the occult community for travelling the darkest highways, and delving into secrets not meant for mankind. Many consider him a lightning rod for trouble and none can ever predict how he will act. Some say his war has become an obsession that makes him a danger to associate with, but few can deny the good works he has done. If one has a problem with the occult, he or she can pay a call at Brand's Washington Square Park mansion to ask for aid. Few can predict what form that help will take. Sometimes he will merely dispense advice, or offer refuge, and other times he will strap on his small arsenal of weapons, pocket his mysterious magical ruby and go forth to battle the supernatural forces of evil. Tyler's war may have made him unpredictable, but it hasn't dulled his effectiveness, making him a powerful ally to those he deems to help.

BODY 6 **ATTACK COMBAT VALUE** 9
MIND 9 **DEFENSE COMBAT VALUE** 7
SOUL 12 **HEALTH POINTS** 90

STR 11 **DEX** 13 **CON** 12 **INT** 15 **WIS** 33 **CHA** 16
REF +2 **FORT** +4 **WILL** +15 **BASE TO HIT MODIFIER** +2
BASE AC MODIFIER +1 **HIT POINTS** 27

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	3	Combat Technique (Judge Opponent, Portable Armoury, Two Weapons).....	3	3
	-1	• Restriction (Judge Opponent; Useable only against supernatural opponents).....		-1
1	2	Gadgets (Occult Weapons).....	1	(0)
4	4	Highly Skilled.....	3	3
6	19	Item of Power (The Phantasm Ruby; Easy to steal; Restricted to sorcerers)....	6	19
2	6	Wealth.....	2	(3)

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	53	Dynamic Powers (Ritual Magic, major; Area 3; Duration 2; Range 1; Targets 2).....	3	(38)
	-5	• Activation Time (Dynamic Powers).....		-5
	-1	• Detectable (Dynamic Powers; Magical sensing).....		-1

LVL	PTS	ITEM OF POWER ATTRIBUTES (THE PHANTASM RUBY)	RANK	PTS
4	29	Illusion (All senses; Area 4; Duration 4; Targets 5).....	4	29
	-1	• Limited Use, Ongoing (Illusion).....		-1
2	6	Invisibility (Sight, Hearing).....	2	6
	-2	• Limited Use, Ongoing (Invisibility).....		-2
	-2	• Restriction (Invisibility; Only to demonic/occult characters).....		-2

PTS	DEFECTS	PTS
-3	Nemesis (Sydonay, spirit of the Goetia, who governs 72 legions).....	-3
-2	Recurring Nightmares (Sent by Sydonay).....	-2
-2	Skeleton in the Closet (Mother was a demon).....	-2
-2	Wanted (Forces of Hell).....	-2

LVL	PTS	SKILLS	RANK
2	2	Animal Training (Dogs).....	1
3	3	Etiquette (Demonic).....	3
2	2	Languages (English, Demonic, Latin).....	2
5	10	Occult (Demonology).....	5
2	6	Stealth (Silent Movement).....	1
4	8	Street Sense (Empire City occult community).....	3
3	9	Urban Tracking (Occult).....	2
2	16	Gun Combat (Pistols).....	1
2	14	Melee Attack (Stake).....	2

The reasons for Brand's war are unclear. Some say his mother was a demon who slew his mortal father, driving young Tyler to steep himself in cabalistic knowledge and power in the name of vengeance. Others suggest that Tyler over-reached in his quest for immortality, and made terrible demonic enemies, determined to destroy him. A few believe that both these explanations may be true. Whatever the reasons, Tyler Brand is an implacable foe of the forces of Hell. He is an intense man of few friends and, although many of the city's superheroes find his agenda worrying, many still come to him for help. Few possess the expertise, experience and magical power Tyler Brand has acquired.

ROLL CALL - VILLAINS





CENTURY (175 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 5; 180 POWER POINTS — d20 SYSTEM

IDENTITY: Dr. Zebediah Potter (Known in the underworld, although his status as a vampire is kept secret)

OCCUPATION: Physician

FIRST APPEARANCE: Mother Raven Limited Series #1

FORMER ALIASES: Dr. Z

PLACE OF BIRTH: Boston, Massachusetts

AFFILIATION: None

TERRITORY: North America (also Hong Kong)

HEIGHT: 5'11" (180 cm) **EYES:** Grey

WEIGHT: 165 lbs. (75 kg) **HAIR:** Grey

The thoroughly amoral Dr. Z built a thriving business of proscribed operations and illegal transplants in Hong Kong. His contempt for common morality and predatory attitude drew the attention of an ancient vampire, Zu Hsien-ku. She transformed him into a creature of power, but Dr. Z turned on Zu at his first opportunity; he extracted centuries of knowledge from her through deprivation and torture. When he finally finished, he disposed of Zu in fire and sunlight. Dr. Z revelled in his new-found abilities, and became an artist whose canvas was flesh itself.

Dr. Z's skills in body sculpting are without peer; the horrors of Hollywood pale when compared to the exhibits in his "Garden of Delights." A true psychopath, he has not the slightest trace of sympathy for any other being. He tortures and mutilates at a whim, always honing his hideous talents. Dr. Z's personal guard is comprised of cunningly grafted monstrosities, who have forsaken beauty for raw, vulgar power. As before, Dr. Z's services are available for a price. Most often, he demands service in exchange for the modifications he alone can provide. Those he favours may be accepted into his personal guard, while those that fail or bore him may find themselves ... in the Garden.

One of the darkest secrets Dr. Z has mastered is an Elixir of Youth, a formula for extending one's life, but the process is torturous to endure. By slowing infusing a subject with an alchemical cocktail (made in part with vampiric blood), he can essentially stave off and rebuild cell degradation. Dr. Z

BODY 9 **ATTACK COMBAT VALUE** 11
MIND 12 **DEFENSE COMBAT VALUE** 9
SOUL 12 **HEALTH POINTS** 105

STR 49 **DEX** 19 **CON** 19 **INT** 23 **WIS** 26 **CHA** 22
REF +5 **FORT** +5 **WILL** +9 **BASE TO HIT MODIFIER** +2
BASE AC MODIFIER +4 **HIT POINTS** 68

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
4	4	Heightened Awareness	4	4
4	4	Henchmen (Slaves — Passive)	4	(0)
6	6	Highly Skilled	4	4
3	9	Wealth	3	(0)
1	2	Tough	1	2

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	2	Adaptation (Radiation, Vacuum)	2	2
3	9	Armour (Vampiric Resistance)	3	9
1	2	Contamination (Difficult; Drain target's blood completely)	1	2
1	8	Extra Attacks	1	(8)
4	4	Heightened Senses (Infravision, Smell x2, Smell emotions)	4	(3)
8	51	Metamorphosis (Flesh Sculpting — Duration 10, Targets 1)	8	51
-8		• Activation Time (Metamorphosis; +1 Can pause)		-8
-1		• Detectable (Metamorphosis; Psychically sensitive within a kilometre have nightmares)		-1
2	12	Regeneration	2	12
-2		• Special Requirement (Consume a significant quantity of blood from a living human in the last 24 hours)		-2
1	4	Reincarnation (Special ceremony to completely destroy)	1	4
4	4	Special Defence (Ageing x2, Oxygen x2)	4	4
4	16	Superstrength	4	(8)
10	10	Unique Attribute: Elixir of Youth (Each Level allows target to gain ten years added to life per treatment)	10	10
-9		• Activation Time (Elixir of Youth; +1 Can pause)		-9

PTS	DEFECTS	PTS
-2	Achilles Heel (Wood)	-2
-3	Achilles Heel (Fire)	-3
-2	Bane (Sunlight)	-2
-1	Famous (Criminal underworld)	-1
-3	Nemesis (Zu Hsien-ku, she knows his weaknesses and strengths)	-3
-3	Skeleton in the Closet (Vampire)	-3
-2	Unique Defect: No Natural Healing (Cannot heal except by Regeneration)	-2
-2	Unique Defect: Weakened Stats (All Stats are -3 / [-6] during the day)	-2

LVL	PTS	SKILLS	RANK
2	2	Animal Training (Human Slaves)	5
5	20	Biological Sciences (Nervous System)	11
1	4	Computers (Research)	4
1	1	Etiquette (Criminals)	4
1	2	Foreign Culture (China)	7
3	9	Intimidation (Breaking Will)	3
3	3	Languages (English, Cantonese, French, Latin, Mandarin)	3
1	1	Management and Administration (Information Networks)	4
5	16	Medical (Transplants, Cosmetic Surgery)	9
3	24	Power Usage: Metamorphosis	8
4	8	Street Sense (Black Market)	7

offers up to one hundred years of extended life, and has become known as "Century." This process, however, can only be bought at the highest cost, with a subject owing Century an enormous debt. The list of his clients is frightening in scope, for so many owe him favours.

Century keeps his vampiric nature well concealed, and never creates full vampires. The only being who knows his secret is Zu Hsien-ku, who survived Dr. Z's murderous attempt, but was reduced to a pathetic state. She burns for revenge, however, and knows how to permanently destroy him. She would happily aid Dr. Z's enemies in defeating him ... for the right price.



DR. TESSERACT (150 CHARACTER POINTS — TRI-STAT)

GADGETEER LVL 3; 160 POWER POINTS — d20 SYSTEM

IDENTITY: Anastasia Katerina Guderian (Secret)

OCCUPATION: Scientist, small business owner

FIRST APPEARANCE: The Guard #24

FORMER ALIASES: None

PLACE OF BIRTH: Moscow, Russia

AFFILIATION: Guderian Research Corporation

TERRITORY: Empire City

HEIGHT: 5'5" (165 cm)

EYES: Blue

WEIGHT: 120 lbs. (55 kg)

HAIR: Brown

Anastasia Guderian was born in Moscow to a father she saw only a few times a year. Doctor Anatoly Guderian, a talented astrophysicist and engineer, had been selected years earlier by OKB 1 Department 3. The top-secret project was an attempt to reconstruct an alien pod recovered from the Stony Tunguska River valley, in order to send a team of explorers into deep space. Guderian was to study the pod's hibernation chamber, in an effort to replicate it. No one realized the strange radioactive substances would alter the doctor's DNA — and be passed along a year later, when his wife became pregnant.

Anastasia was her father's daughter, an immensely bright girl who could dismantle and rebuild a car before she was ten. At 13, her unique DNA fully manifested when, late for school one morning and terribly upset, the air in front of Anastasia seemed to tear apart. A portal opened in a store's window, allowing Anastasia to step through to her classroom. She learned to open these rifts — tesseract, or folded space — to anywhere she had ever been. Her father cautioned her to keep this ability a secret, especially because the government drafted most metahumans.

Guderian finally secured an exit visa when Anastasia was 15, and moved his family to Empire City, where he opened a small, scientific research business. Anastasia completed her first college degree that same year and started working for her father while taking graduate courses. A year later, Anatoly Guderian died from radiation poisoning and Anastasia inherited the company.

BODY 5
MIND 10
SOUL 7

ATTACK COMBAT VALUE 7
DEFENSE COMBAT VALUE 5
HEALTH POINTS 60

STR 9 **DEX** 11 **CON** 10 **INT** 24 **WIS** 19 **CHA** 11
REF +0 **FORT** +0 **WILL** +7 **BASE TO HIT MODIFIER** +1
BASE AC MODIFIER +0 **HIT POINTS** 11

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
1	1	Combat Technique (Concealment)	1	1
1	1	Features (Appearance)	1	1
5	10	Gadgets (Exotic Tools)	5	(8)
10	10	Highly Skilled	10	(9)
3	12	Item of Power (Force Field Belt)	3	12
10	10	Organizational Ties (Guderian Research Corporation)	10	(9)

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	5	Adaptation (Cold, Heat, Noxious Gases, Pressure, Radiation)	5	5
-	-	Enhanced Intelligence	1	(0)
4	8	Gadgeteer	4	(6)
4	4	Mind Shield (Mental Displacement)	4	4
2	18	Pocket Dimension (Folded Space through glass — Area 3, Duration 4, Targets 3)	2	18
-1	-1	• Concentration (Pocket Dimension)	-1	-1
-1	-1	• Activation Time (Pocket Dimension)	-1	-1
-1	-1	• Detectable (Pocket Dimension; Radiation signature, warp field)	-1	-1
7	35	Teleport	7	35
-2	-2	• Dependent (Teleport; On Pocket Dimension)	-2	-2
3	9	Unique Attribute: Displacement (Not where she seems to be; see page 30)	3	9
-1	-1	• Permanent (Displacement)	-1	-1

LVL	PTS	ITEM OF POWER ATTRIBUTES (FORCE FIELD BELT)	RANK	PTS
3	15	Force Field (Stops 40 / [120]); Air-Tight, Offensive, Full Impact, Area 3)	3	15

PTS	DEFECTS	PTS
-2	Nemesis (Antioch Design, Inc.)	-2
-3	Phobia (Confinement)	-3
-2	Skeleton in the Closet (Father's involvement in OKB Space Projects Unit)	-2
-3	Skeleton in the Closet (Secret identity; evidence of crimes)	-3
-1	Wanted (Dr. Tesseract; For industrial sabotage)	-1

LVL	PTS	SKILLS	RANK
2	2	Artisan (Metalworking)	2
1	1	Boating (Hovercraft)	1
3	9	City Knowledge (Empire City, Wall Street)	3
3	12	Computers (Intrusion/Security)	3
4	18	Electronics (Propulsion)	4
4	4	Languages (Russian, Cantonese, English, German, Japanese, Mandarin)	4
2	2	Management and Administration (Small Business)	2
4	18	Mechanics (Aeronautical)	4
2	8	Military Sciences (Intelligence Analysis)	2
2	4	Navigation (Space)	1
4	20	Physical Sciences (Engineering)	4
3	6	Piloting (Spacecraft)	2
2	2	Writing (Scientific)	2
1	8	Gun Combat (Pistol)	1
1	8	Unarmed Attack (Throws)	1
1	8	Unarmed Defense (Throws)	1

For several years Anastasia struggled to survive, but a rival company, Antioch Design, kept beating her bids and poaching her employees. Finally one night Anastasia decided she'd had enough. She disguised herself to protect her father's reputation, and transported herself into Antioch's offices; her espionage attempt worked, and she learned enough information to win several contracts away from Antioch. High on her success, Anastasia has gone out as Dr. Tesseract regularly, to commit theft and sabotage on rival companies.



FOMOR (175 CHARACTER POINTS — TRI-STAT)

COSTUMED FIGHTER LVL 5; 200 POWER POINTS — d20 SYSTEM

IDENTITY: Sean Boyle (Publicly known)
OCCUPATION: Terrorist and mercenary
FIRST APPEARANCE: Lady Starbright #100
FORMER ALIASES: Seamus Murphy, Liam Sullivan, Iain McDaniel, Devin Connery
PLACE OF BIRTH: Colerain, Ireland
AFFILIATION: Numerous Irish and international terrorist and mercenary factions
TERRITORY: International
HEIGHT: 6'1"/10'6" (185 cm/320 cm) **EYES:** Green
WEIGHT: 211 lbs./2100 lbs. **HAIR:** Reddish
 (79 kg /784 kg) blonde/Black

Handsome and athletic, Sean Boyle could have been a movie star or sports hero, or could have succeeded at any number of decent careers. Instead, he was born with a curse that manifested itself in his childhood and has coloured his existence ever since. Sean is the inheritor of the bloodline of the Fomorians — evil and monstrous Irish giants that had vanished into myth, defeated by the Celtic heroes of yore. His power is both genetic and supernatural, enabling Sean to transform into a huge, fearsome figure of twisted, living black iron. In this form he possesses a vampiric “evil eye” power that enables him to cause mayhem and destruction, draining the life-force of those he turns it on.

Seeking avenues for his genetic and spiritual disposition towards cruelty, he joined a terrorist liberation faction so brutal and unscrupulous that every other faction refused to acknowledge them. His activities quickly had his own group disown him, putting a price on his head. Rejected by his own countrymen as well as every law agency in the United Kingdom and Ireland, Sean has become a vicious adherent to any political agenda or political organization that emphasizes anarchy, fear, and destruction.

Fomor is an international fugitive, spending much of his time in North America or Europe furthering some violent plan for terrorism, or working freelance as a mercenary or assassin. He is often a right-hand man for supervillains or criminal masterminds, putting his immense power at their disposal.

BODY 8 **AGILITY** 8/5 **SPEED** 8/2 **ATTACK COMBAT VALUE** 12
MIND 4 **DEFENSE COMBAT VALUE** 9
SOUL 9 **HEALTH POINTS** 105/165

STR 14/62 **DEX** 9 **CON** 24 **INT** 8 **WIS** 14 **CHA** 13
REF +2 **FORT** +9 **WILL** +3 **BASE TO HIT MODIFIER** +10
BASE AC MODIFIER +3 **HIT POINTS** 82/110

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
5	15	Attack Combat Mastery	5	(12)
2	2	Combat Technique (Portable Armoury, Weapons Encyclopaedia)	2	(0)
4	8	Defense Combat Mastery	4	8
1	8	Extra Attacks	1	8
1	3	Extra Defenses	1	(0)
3	6	Gadgets (Weapons, explosives)	3	6
	-1	• Restriction (Gadgets; Consumable)		-1
4	4	Heightened Awareness	4	4
11	11	Highly Skilled	10	(5)
3	6	Massive Damage (Explosives)	3	6
2	6	Organizational Ties (Various extremist factions)	2	6
2	6	Wealth (Hidden accounts, secret stashes)	2	6
	-1	• Restriction (Wealth; Difficult to access)		-1
1	2	Tough	1	2

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
8	72	Alternate Form (Elemental Black Iron Body)	8	72

LVL	PTS	ALTERNATE FORM “ELEMENTAL BLACK IRON” ATTRIBUTES	RANK	PTS
3	9	Armour (Iron Skin)	3	9
1	1	Combat Technique (ACV Knockback)	1	1
1	10	Grow	1	10
	-1	• Permanent (Grow)		-1
3	3	Immovable	3	3
8	32	Special Attack “Evil Eye” (160 / [8d6+16]) Damage, Drain Body, Drain Soul, Vampiric x4, Limited Shots x2, No Damage, Short Range, Toxic, Unique Disability: Targets must look into Fomor’s eye	8	32
5	20	Superstrength	5	20
3	6	Tough	3	6

PTS	DEFECTS	PTS
-2	Achilles Heel (Electricity; Iron Elemental form only, acts as 3 BP)	-2
-2	Blind Fury (Being cornered)	-2
-1	Cursed (Fomor can never know peace or happiness)	-1
-3	Involuntary Change (To Fomor, through exposure to intense violence, destruction, or death)	-3
0	Less Capable (Agility; Iron Elemental form only, acts as 1 BP)	-
0	Less Capable (Speed; Iron Elemental form only, acts as 1 BP)	-
-2	Nemesis (Interpol is actively trying to detain, interfere with, and/or harm Sean Boyle/Fomor)	-2
-1	Special Requirement (Alternate Form; Enraged state of mind)	-1
-3	Wanted (Extremely high reward for capture)	-3

LVL	PTS	SKILLS	RANK
3	9	Burglary (Breaking-and-Entering)	2
4	20	Demolitions (Artificial Structures)	4
2	4	Driving (Small Trucks)	2
2	8	Interrogation (Psychological)	2
4	12	Intimidation (Street)	4
4	4	Languages (Irish/Gaelic, Cantonese, French, German, Hebrew, Russian, Spanish)	4
1	4	Mechanics (Gunsmith)	1
2	9	Military Sciences (Hardware Recognition, Strategy)	2
2	6	Stealth (Concealment)	2
3	6	Street Sense (Terrorist Cells)	3
2	16	Gun Combat (Pistol)	1
1	10	Special Ranged Attack (Evil Eye)	1
2	16	Unarmed Attack (Strikes)	1
2	16	Unarmed Defense (Strikes)	1



LAUGHING JACK (150 CHARACTER POINTS — TRI-STAT)

GADGETEER LVL 2; 150 POWER POINTS — d20 SYSTEM

IDENTITY: Gerald "Jerry" Brennan (Publicly known)
OCCUPATION: Professional criminal, former television repairman
FIRST APPEARANCE: Caliburn #147
FORMER ALIASES: Jerry Fingers
PLACE OF BIRTH: Brisbane, Australia
AFFILIATION: None
TERRITORY: All major urban centres throughout Australia
HEIGHT: 5'7" (170 cm) **EYES:** Blue
WEIGHT: 155 lbs. (70 kg) **HAIR:** Sandy blonde

Jerry Fingers was a small-time crook with a reputation for safecracking until he stumbled across a non-functional prototype and notes for a device that would let the wearer walk through walls. Obsessed, he spent months studying his find and discovered that he had a talent for tinkering (something that he had only used for stealing cable in the past). Improving on the design tremendously, he decided on a trial run at a local bank.

To avoid being identified on camera, Jerry disguised himself in a stolen bird costume. He then simply walked through the bank's walls, and emptied the main vault. After revelling in his wealth, he found himself disappointed at how easy it all was. The thrill was gone, and so he decided to liven things up again. He replaced most of the money, but also included a bonus of several dozen barrels of the slipperiest oil he could dump on the bank floors. Then he triggered every alarm he so carefully bypassed the first time so that he could enjoy the show from across the street. Delighted at the havoc he caused, he embarked on a new life of crime (sans bird costume).

BODY 4	ATTACK COMBAT VALUE 5
MIND 7	DEFENSE COMBAT VALUE 3
SOUL 4	HEALTH POINTS 40

STR 9	DEX 9	CON 8	INT 16	WIS 11	CHA 9
REF -1	FORT -1	WILL +3	BASE TO HIT MODIFIER +1		
BASE AC MODIFIER -1			HIT POINTS 9		

TRI-STAT		d20 SYSTEM
LVL PTS	CHARACTERISTIC ATTRIBUTES	RANK PTS

11	22	Gadgets (Toys, novelty items, and hardware to construct elaborate pranks)	11	(20)
	-1	• Consumable (Gadgets; Once used, must spend time and resources to acquire.		-1
6	6	Highly Skilled	3	3
17	70	Item of Power (Variable; Hard to steal; Personal use)	17	(66)
5	15	Wealth	5	15

LVL PTS	POWER ATTRIBUTES	RANK PTS
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6	12	Gadgeteer	6	(10)
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LVL PTS	ITEM OF POWER ATTRIBUTES (ETHEREAL RING)	RANK PTS
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8	24	Mass Decrease (Ring)	8	24
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LVL PTS	ITEM OF POWER ATTRIBUTES (FLIGHT BOOTS)	RANK PTS
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3	12	Flight (Boots)	3	12
2	8	Force Field (Boots; Stops 40 / [120]); Regenerating, Both Directions)	2	8

LVL PTS	ITEM OF POWER ATTRIBUTES (X-RAY GOGGLES)	RANK PTS
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5	5	Heightened Senses (Goggles; Danger Sense, Infravision, Sonar Detection,	5	5
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		Ultrasonic Hearing, X-Ray Vision)		
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LVL PTS	ITEM OF POWER ATTRIBUTES (ZAP GUN)	RANK PTS
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6	24	Special Attack "Giggle Glue" (80 / [4d6+8]) Damage, Area Effect, Drain	6	24
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		Mind / [Intelligence], Enduring, Irritant, Tangle, Limited Shots, No Damage, Short Range, Toxic)		
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6	6	Special Attack "Dance Monkeys" (120 / [6d6+12]) Damage, Area Effect x2,	6	6
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		Drain Body / [Dexterity], Limited Shots, No Damage, Short Range)		
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6	6	Special Attack "Lightshow" (140 / [7d6+14]) Damage, Area Effect x2, Flare,	6	6
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		Limited Shots x2, No Damage, Short Range)		
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PTS	DEFECTS	PTS
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-2	Famous	-2
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-2	Wanted (Australian Police)	-2
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LVL PTS	SKILLS	RANK
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5	15	Burglary (Safes)	3
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4	16	Electronics (Alarms)	2
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1	4	Mechanics (Cars)	1
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1	2	Performing Arts (Juggling)	1
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1	5	Physical Sciences (Chemistry)	1
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4	12	Sleight of Hand (Palming Items)	1
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1	1	Sports (Tennis)	1
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3	9	Stealth (Hiding in Shadows)	2
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5	10	Street Sense (Buying Equipment)	2
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2	16	Thrown Weapons (Grenades)	1
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Although not a particularly a moral man, Jerry will go to extreme lengths not to hurt anyone. Laughing Jack, as dubbed by the press, is simply trying to have the very best time he can at the expense of the wealthy and pompous. He has been captured by half of the major heroes of Australia, but always manages to escape or get off with the help of well-paid lawyers. His latest exploit was to offer \$1 million to charity to the next hero who could catch him. Of course, he simultaneously tested a projection device that cloaked other heroes with his image. After the dust settled (and the device was destroyed), he kept his word; his lawyers wired the money the day after he was acquitted



MORTLOCKE (200 CHARACTER POINTS — TRI-STAT)

COSTUMED WIZARD LVL 5, SKULKER LVL 1; 230 POWER POINTS — d20 SYSTEM

IDENTITY: Jaquette DuPonte (Secret, the public is unaware that Mortlocke has possessed the body of DuPonte)

OCCUPATION: Professional Thief

FIRST APPEARANCE: Caliburn #98

FORMER ALIASES: None

PLACE OF BIRTH: Lyon, France

AFFILIATION: None

TERRITORY: France, International

HEIGHT: 5'6" (168 cm)

EYES: Brown

WEIGHT: 118 lbs. (44 kg)

HAIR: Black

Jaquette DuPonte, a professional French jewel thief, was commissioned through her go-between to steal a valuable jewelled medallion from the medieval collection at the Musée de Cluny, in France. The medallion was not on display, but locked deep within their vaults under the tightest security. The instructions for handling it were simple: do not touch it with bare flesh, and certainly do not put it on. While celebrating the successful break-in with her boyfriend, Etienne Gaspard (another thief), in a moment of fancy Jaquette clasped the medallion around her neck, and was immediately engulfed in mystic energy. In a heartbeat, Jaquette's personality and soul were ejected from her body and trapped within the jewelled medallion. The ancient Gaelic sorceress, Mortlocke, ("death grip") emerged from centuries of imprisonment, and seized Jaquette's body to use as her new mortal vessel. Jaquette's body slowly transformed to look more like Mortlocke's original form.

Mortlocke's story was all-too-familiar: she had grown mighty and arrogant in her power, over millennia ago, and the members of her covenant chose to break her, and imprison her and her servants. They claimed her magical talismans and artifacts for their own, or scattered them across the world. Her soul was trapped within her medallion of power, and her mortal body burned to ash. Now freed, Mortlocke plans to conquer this magic-poor world. Inside the medallion, the soul of Jaquette DuPonte despairs of ever being free, taunted by Mortlocke, who uses Jaquette's knowledge and memories to function in the modern world.

Mortlocke fled Paris, searching for her lost treasures and servants. Her thefts from hidden caches of fledgling occultists, and from museum and private collections, have earned Interpol's attention. She is gathering her former possessions in preparation for her return to power and glory. Etienne is also in pursuit, seeking to rescue his trapped love. Mortlocke might be encountered anywhere where ancient things are kept, and any power-using superheroes will undoubtedly pique her interest ... perhaps they bear the reincarnated souls of those who banished her?

BODY 7	ATTACK COMBAT VALUE 9
MIND 5	DEFENSE COMBAT VALUE 7
SOUL 16	HEALTH POINTS 115

STR 9	DEX 16	CON 12	INT 11	WIS 46	CHA 26
REF +6	FORT +6	WILL +28	BASE TO HIT MODIFIER +2		
BASE AC MODIFIER +3			HIT POINTS 34		

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	3	Features (Appearance x3)	3	3
2	4	Gadgeteer (Magical Gadgeteer)	2	4
4	4	Highly Skilled	6	(5)
4	12	Item of Power (Variable; Easy to steal)	4	12
	-2	• Restriction (Item of Power: Variable; Consumable)		-2
5	21	Item of Power (Jewelled medallion; Hard to steal; Restricted to Magicians; Serves as a spirit trap currently holding displaced soul of Jaquette DuPonte)	5	21
	-6	• Restriction (Item of Power: Medallion; Can only hold one person's soul at a time)		-6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	45	Alternate Form "Spirit Form"	5	45
	-2	• Detectable (Alternate Form; Astral, ethereal, magical, or spiritual means)		-2
	-3	• Restriction (Alternate Form; Leaves defenceless physical body behind)		-3
4	9	Contamination (To Mortlocke; Hard; Only affect "soulless" living beings; Targets 1)	4	9
	-2	• Dependant (Contamination, on Alternate Form; Must leave one body and "possess" new host)		-2
	-3	• Restriction (Contamination; Only works on one target at a time)		-3
3	9	Damage Conversion (Armour does not work with conversion; Energy)	3	9
		• Reduction (-3; Damage Conversion, magical energy only)		
2	55	Dynamic Power (Magic, primal; Area 3, Duration 6, Range 3, Targets 3)	2	(30)
10	20	Enhanced Soul		-
	-	Enhanced Wisdom	8	16
	-	Enhanced Charisma	2	4
3	3	Mind Shield	3	3
1	5	Sixth Sense (Soul; Area 4)	1	5

LVL	PTS	ALTERNATE FORM "SPIRIT FORM" ATTRIBUTES	RANK	PTS
3	6	Flight (Skimmer)	3	6
5	15	Invisibility (Sight, Hearing, Taste, Touch, Smell)	5	15
	-2	• Permanent (Invisibility)		-2
10	30	Mass Decrease	10	30
	-9	• Maximum Force (Mass Decrease)		-9
	-1	• Permanent (Mass Decrease)		-1
2	13	Mind Control (Range 2, Targets 1)	2	13
	-2	• Backlash (Mind Control; Suffers 20 / [[1d6+2]] points of damage)		-2

LVL	PTS	ITEM OF POWER ATTRIBUTES (MEDALLION)	RANK	PTS
6	24	Special Attack "Spirit Trap" (120 / [[6d6+12]] Damage, Drain Soul, Incurable; Heal through mystical means, Soul Attack, Hand-Held, Limited Shots x2, Low Penetration vs. Mind Shield, Melee, No Damage, Static, Toxic, Unique Disability; Soul is maintained in Item)	6	24

PTS	DEFECTS	PTS
-1	Bane (Holy Artifacts)	-1
-2	Nemesis (Jaquette's lover Etienne Gaspard seeks to thwart Mortlocke's plans and restore his Jaquette's soul to her body)	-2
-3	Vulnerability (Ancient spell of imprisonment created by her enemies, which has been passed down through generations of sorcerers)	-3
-2	Wanted (Reward offered by international police agencies and private collectors)	-2

LVL	PTS	SKILLS	RANK
2	12	Acrobatics (Balance)	5
3	9	Burglary (Breaking-and-Entering)	5
2	6	Disguise (Costume)	4
4	4	Etiquette (Medieval Upper Class)	7
1	2	Foreign Culture (Ancient France)	2
5	5	Languages (Celtic French/Galic, Angic, English, French, Greek, Latin, Old English, Old Welsh)	5
2	16	Power Usage: Dynamic Powers	7
2	6	Reduction (Male)	3
3	9	Stealth (Silent Movement)	5
1	1	Writing (Poetry)	2



RAKSHA (50 CHARACTER POINTS — TRI-STAT)

SKULKER LVL 1 50 POWER POINTS — d20 SYSTEM

IDENTITY:	Padma Lallani (Believed to be an urban legend)	
OCCUPATION:	Psycho-killer hitchhiker	
FIRST APPEARANCE:	Tales from the Street #35	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Hyderabad, India	
AFFILIATION:	None	
TERRITORY:	Operates worldwide	
HEIGHT:	5' 3" (160 cm)	EYES: Black
WEIGHT:	100 lbs. (37 kg)	HAIR: Black

There are urban legends told around the highways of the world of a fearsome creature known as the Raksha. These legends tell of a young Indian woman, hitchhiking alone, claiming to be on the run from an arranged marriage in her native Hyderabad. Some say her name is Padma Lallani, others say differently, but all agree she is a frightening young woman. They say that she accepts lifts only from solitary men, such as long-distance truck drivers. She is an attractive young woman who flirts with the men she rides with. She tells them her story of woe, of her escape from a terrible arranged marriage, and elicits sympathy from them. When they least expect it, she transforms into the ravenous giant tiger of the Raksha, and eats them whole.

They say this woman is possessed by an evil spirit, and is condemned forever to slay men in this most horrible fashion. Some believe this curse was placed upon her by the husband from whom she fled, dooming her to kill the men she meets and never find

BODY 4/11
MIND 4
SOUL 3

ATTACK COMBAT VALUE 3/9
DEFENSE COMBAT VALUE 1/4
HEALTH POINTS 35/130

STR 7/15 **DEX** 8/20 **CON** 7/23 **INT** 10 **Wis** 6 **CHA** 6
REF +1/+7 **FORT** +0/+8 **WILL** +0 **BASE TO HIT MODIFIER** +0
BASE AC MODIFIER -1/+5 **HIT POINTS** 6/45

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM
LVL	PTS		RANK
1	1	Features (Appearance)	1
1	1	Highly Skilled	2 (1)

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	45	Alternate Form (Tiger)	5	45
-	-	• Activation Time (Alternate Form)	-	-2
-	-	• Limited Use, Ongoing (Alternate Form)	-	-3
-	-	• One Way Transformation (Alternate Form; Must kill a man before can change back)	-	-1

LVL	PTS	ALTERNATE FORM "TIGER" ATTRIBUTES	RANK	PTS
2	6	Armour (Supernatural protection)	2	6
3	9	Attack Combat Mastery (Killer Instinct)	3	9
7	14	Enhanced Body	-	-
-	-	Enhanced Dexterity	3	6
-	-	Enhanced Constitution	4	8
1	1	Features (Tiger fur)	1	1
4	4	Heightened Senses (Hearing, Smell x2, Taste)	4	4
1	2	Massive Damage (Fangs)	1	2
2	2	Natural Weapons (Claws, Fangs)	2	2
2	2	Special Movement (Balance, Cat-Like)	2	2
1	4	Superstrength	1	4
3	6	Tough	3	6

PTS	DEFECTS	PTS
-2	Achilles Heel (Magical attacks)	-2
0	Awkward Size (As Raksha, acts as 1 BP)	0
-3	Cursed (To be the Raksha)	-3
-2	Marked (As Raksha, giant tiger, acts as 3 BP)	-2
-2	Physical Impairment (As Raksha, mute, no manual manipulation, acts as 3 BP)	-2
-2	Special Requirement (Must kill a man as Raksha once a month)	-2
-1	Unique Defect: Poverty (Has no income, nor savings)	-1
-1	Wanted (As Raksha)	-1

LVL	PTS	SKILLS	RANK
1	3	Burglary (Hot-Wiring)	1
1	2	Driving (Cars)	1
2	2	Languages (Hindi, English, French)	2
4	12	Seduction (Male)	1
3	21	Melee Attack (Knife)	1

happiness. Others suspect Padma brought this curse willingly upon herself to wreak vengeance upon all men. Whatever the reason, the Raksha is a feared legend among drivers the world over.

There is evidence to suggest that the Raksha may not be just a legend. Badly mauled and partially eaten bodies are sometimes found at roadside. A frightened man will occasionally stumble into town, mumbling or screaming of a narrow escape from a vicious, giant beast. The local authorities will generally hush up these stories to avoid a panic, but local superheroes are often called to help with the investigations. The Raksha is still on the loose, but superheroes around the world watch for news of her.



SCREAM QUEEN (125 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 2; 125 POWER POINTS — d20 SYSTEM

IDENTITY: Cassie Blackwell (Secret)

OCCUPATION: Professional criminal

FIRST APPEARANCE: Caliburn #78

FORMER ALIASES: The Bride

PLACE OF BIRTH: Wichita, Kansas

AFFILIATION: None

TERRITORY: Hollywood

HEIGHT: 5'10" (178 cm)

WEIGHT: 145 lbs. (54 kg)

EYES: Brown

HAIR: Black with a bolt of silver

Cassie Blackwell came to Hollywood with dreams of becoming a movie actress but, like countless starlets before and after, Cassie's dreams came to nought. She wanted to act in the horror movies that had captivated her since childhood. She received an audition for a part in a low-budget horror movie, but her dreams were dashed when she learned of the "casting couch." Cassie felt bitter and disillusioned and fled from the studio. She sought solace at an all-night movie theatre showing a selection of old horror films.

In the early hours of the morning, Cassie fell asleep in her seat. She dreamt of a voice, which told her she was meant for far more than a mediocre acting career. In her dreams, Cassie found herself back at the studio, where she watched the movie producer ravish another young starlet. Furious at him, and at the girl for trading her innocence for a roll, she desired revenge. The voice offered her a choice of weapons: the vampiric powers of Dracula's Bride, a hatchet

BODY 8 **ATTACK COMBAT VALUE** 9
MIND 8 **DEFENSE COMBAT VALUE** 6
SOUL 8 **HEALTH POINTS** 80

STR 14 **DEX** 19 **CON** 15 **INT** 17 **WIS** 16 **CHA** 19
REF +4 **FORT** +2 **WILL** +3 **BASE TO HIT MODIFIER** +2
BASE AC MODIFIER +4 **HIT POINTS** 18

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
1	3	Attack Combat Mastery	1	3
2	2	Features (Appearance x2)	2	2
4	8	Henchmen (Aggressive)	4	(6)
3	3	Highly Skilled	6	6
2	6	Wealth	2	(3)
-1		• Restriction (Wealth; Tied up in equipment and pay for Henchmen)		-1

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
6	67	Power Flux (Movie Monster Powers, minor; Duration 7)	6	(57)
-2		• Restriction (Power Flux; Can only duplicate the powers of one monster at a time)		-2

PTS	DEFECTS	PTS
0	Famous (Hollywood; as Scream Queen)	0
-1	Marked (Bolt of silver in her black hair)	-1
-2	Owned (By the voice)	-2
-3	Skeleton in the Closet (Evidence of serial murders)	-3
-2	Skeleton in the Closet (Secret Identity)	-2
-1	Wanted (Scream Queen)	-1

LVL	PTS	SKILLS	RANK
3	9	Burglary (Breaking and Entering)	5
2	6	City Knowledge (LA, Hollywood)	3
2	6	Disguise (Costumes)	3
1	2	Performing Arts (Acting)	1
2	6	Seduction (Male)	2
1	8	Gun Combat (Pistol)	1
1	7	Melee Attack (Improvised Weapons)	1
1	8	Unarmed Attack (Strike)	1
1	8	Unarmed Defense (Strike)	1

or butcher's knife, a werewolf's claws and fangs, the strength and resilience of Frankenstein's Monster, and many more. Filled with wicked delight, she tried them all, exacting her revenge over and over upon her terrified victims.

When Cassie awoke the next morning she found herself back in her apartment, listening to a news report of a gruesome murder at the studio, where an infamous producer and a young actress were killed. Cassie was stunned ... and then delighted. She would not simply act in a horror movie, but create one!

Cassie adopted the name Scream Queen and assembled a gang of henchmen, eager to help her with her new life of crime. Scream Queen terrorizes Los Angeles, punishing both the wicked and the innocent, depending on her mood. Her powers have allowed her to acquire wealth easily, but she will then splurge on expensive props and the hired help, necessitating a new, more extreme series of sequel crimes.



THE TALL-TALE KID (150 CHARACTER POINTS — TRI-STAT)

ADVENTURER LVL 3; 150 POWER POINTS — d20 SYSTEM

IDENTITY:	Jefferson Davis Henderson (Secret)	
OCCUPATION:	Retirement home director, supervillain	
FIRST APPEARANCE:	Slipstream #21	
FORMER ALIASES:	None	
PLACE OF BIRTH:	San Antonio, Texas	
AFFILIATION:	The Tall Talesmen	
TERRITORY:	South-Western United States	
HEIGHT:	5'9" (175 cm)	EYES: Blue
WEIGHT:	115 lbs. (52 kg)	HAIR: Red

Jefferson Davis Henderson grew up in Texas, listening to stories about Pecos Bill, Paul Bunyan, and Wild Bill Hickock. Unfortunately, Jeff wasn't likely to follow in the footsteps of his heroes — a small, scrawny kid with freckles and weak eyes, he was constantly teased and tormented by the other children. So he lost himself in the folk tales, hiding in a world where people could get away with the impossible.

Jeff found he had a talent for storytelling, but not for writing — he needed a live audience to get him going. He found work at a retirement home, telling tales to the residents. Jeff worked there for years, and eventually became the director. Jeff wasn't happy, though. His life was safe and secure, but dull. He longed for life to be exciting, bold and free. One day he got his wish ... or at least part of him did.

While cleaning the old septic tank, Jeff slipped off a ladder and banged his head. When his eyes opened a minute later, it wasn't Jefferson Henderson looking out. Somehow, the concussion unleashed a latent ability to alter reality, and simultaneously spawned a new personality, one with all the energy and bravado and impossible luck of the old tales ... and the same level of respect for authority. This was the Tall-Tale Kid.

BODY	7	ATTACK COMBAT VALUE	7
MIND	7	DEFENSE COMBAT VALUE	5
SOUL	9	HEALTH POINTS	80/160

STR	12	DEX	14	CON	14	INT	13	WIS	16	CHA	19	
REF	+3	FORT	+3	WILL	+4	BASE TO HIT MODIFIER			+1			
BASE AC MODIFIER						+2						
						HIT POINTS						26/58

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM
LVL	PTS		RANK
6	12	Henchmen (Aggressive; Tall Talesmen).....	6 (6)
	-2	• Dependant (Henchmen, on Alternate Form).....	-2
3	3	Heightened Awareness.....	3
10	10	Highly Skilled.....	7

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
10	90	Alternate Form (Tall-Tale Kid).....	10	(81)

LVL	PTS	ALTERNATE FORM "TALL-TALE KID" ATTRIBUTES	RANK	PTS
7	7	Combat Technique (Blindfighting, Block Planged Attacks, Concealment, Lightning Reflexes, Steady Hand, Two Weapons x2).....	7	7
5	5	Divine Relationship.....	5	5
5	62	Dynamic Powers (American Legends and Folk Tales, minor; Area 4; Duration 4; Targets 4) ..	5	62
	-1	• Concentration (Dynamic Powers).....		-1
	-2	• Dependant (Dynamic Powers, on Transmutation).....		-2
	-2	• Special Requirement (Dynamic Powers; Only works through transmuted objects)....		-2
4	8	Tough.....	4	8
5	24	Transmutation (Anything to tall-tale artifact; Duration 4).....	5	24
	-1	• Concentration (Transmutation).....		-1

PTS	DEFECTS	PTS
-1	Achilles Heel (Mythic items).....	-1
-2	Involuntary Change (Transforms back into Jefferson whenever audience vanishes)...	-2
-3	Skeleton in the Closet (Secret Identity/Split personality).....	-3
-2	Unique Defect: Split personality.....	-2
-1	Wanted (Tall-Tale Kid).....	-1

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Tumbling).....	1
2	4	Climbing (Walls).....	1
4	8	Cultural Arts (American Folklore).....	1
2	2	Languages (English, Spanish).....	2
1	2	Navigation (Land).....	1
4	8	Performing Arts (Storytelling).....	1
3	3	Riding (Horse).....	1
3	9	Sleight of Hand (Stage Magic).....	1
3	12	Social Sciences (American Geography).....	1
2	2	Swimming (Free Diving).....	1
2	2	Wilderness Survival (Desert).....	1
2	4	Wilderness Tracking (Desert).....	1
2	14	Archery (Bow).....	1
3	24	Gun Combat (Pistol).....	1
1	7	Melee Attack (Axe).....	1
1	7	Melee Defense (Lasso).....	1
2	16	Thrown Weapons (Knife).....	1

Claiming to be a "metaphorical descendant" of the old heroes, the Tall-Tale Kid leapt into action. He wasn't interested in saving people for that was too limiting. He was interested in taking whatever he wanted, from whomever he wanted. He stole candy from babies, the stars from the sky, and all the money and jewels he could carry. The Tall-Tale Kid was able to do the impossible. He could create objects imbued with the power of the tall tales themselves: his lariat, supposedly Pecos Bill's, could lasso clouds and tornados, while his axe, once Paul Bunyan's, could chop down any structure in a single stroke. He founded a gang, the Tall Talesmen, and continues to attempt insanely impractical schemes.

ADVENTURE SEEDS

Following are some brief ideas for adventures or full-length campaigns. Each one gives a brief outline of a concept that GMs can flesh out as needed for their games.

IN THE SHADOW OF MARS

SCALE: Standard to Major Heroes

LOCALE: World spanning (Empire City to Mexican temple)

TONE: Four Colour

THEME: Aliens Among Us

The Russian Korabl 4C mission to Mars in 1960 was a highly classified disaster. The entire mission was lost, with no clear report of what had happened. But all such things have a legacy. The Temple of Mars, a fringe cult operating throughout the Americas and Europe, believes it has found a new tool for awakening the ancient masters of Mars. Their insiders reported on the reappearance of Mavra Raevski, and her subsequent immigration to Mexico. The cultists believe that Raevski was sent back as a messenger, and will force her to accept her role if they have to.

Meanwhile, Empire City's new hero, Copernicus, and the enigmatic Dr. Tesseract have caught rumour of the Temple's activities. Copernicus is concerned that the aliens who kidnapped him may be once again involved in man's destiny, while Dr. Tesseract wants to learn more about the experiment that killed her father.

The player characters could have ties to Mars (either directly, like Copernicus, or indirectly, like Dr. Tesseract), and catch wind of what is transpiring; or perhaps they are simply friends of Copernicus, and receive a desperate call for help before the cultists capture him. Maybe the players are enemies of Dr. Tesseract and discover her trail, suddenly and without warning, leads to an ancient Olmec/Maya pyramid at Cerros, Mexico.

Raevski has been taken against her will to the pyramid, and finds that the "voice" has seemingly abandoned her. Were there truly primordial overlords of Mars, and is Raevski's "voice" biding its time, in order to call them awake? Or does it hope to steal the power from the befuddled Martians?

Note: In a less serious game, Star Imp would assuredly also arrive, causing mischief in its attempt to return home.

SKIN ARTISTS

SCALE: Standard Heroes

LOCALE: World spanning

TONE: Four Colour to Mature

THEME: Everything's For Sale

Although Boost has made a tremendous reputation for himself, he is frustrated as his inability to cure his own weakness. Therefore, when he learned of Century, and his fabled "Elixir of Youth," Boost did everything possible to search him out, and finally tracked him down. Century listened to Boost's woes, and asked probing questions about Boost's research. Century then confessed he did not believe the Elixir would help Boost, but proposed a partnership to try to find a cure. Century could easily have repaired Boost's polio-stricken legs, but was more interested in watching Boost work, and learning from his studies on metahumans.

Century told Boost he believed the metahumans probably held the secrets to unlocking a million cures for humanity, and that they should study as many as possible. Boost has tentatively agreed, in awe of Century's abilities. They have contracted Fomor for muscle, and are targeting solo-operating, lowered powered metahumans.

The operation works as follows. Century and Boost locate a good candidate, and then send Fomor out to subdue him or her, and bring the target back to a hidden laboratory. There, Century and Boost run whatever experiments are needed, and may keep the subject contained for further testing. Depending on the tone of the game, victims may remain imprisoned until freed, be left for dead, or dumped into the river when Century is finished with them.

Initially, they will target higher profile metahumans, like Delta-V, Gang Zhao, Feedback, or Striker. Fomor will also scour the streets for people like Trance or Scream Queen (everyone is a potential target). On the other hand, mystics, aliens, and powerful groups will be left alone.

The players can be a diverse group of loners that feel the need to band together for protection, and to get to the bottom of these disappearances. Or, if they are a team already, might be drawn in because a friend vanishes (or is found), or are possibly contacted by friends of the missing person (be it Trance's boyfriend, or Feedback's agent). Meanwhile, Century and Boost are adding to their repertoire of knowledge, and while Boost may become more uncomfortable with Century, he has no interest in being caught, and will certainly use his Booster Chair on Fomor if they need more power.

SUPER-POP-HEROES

SCALE: Obscure, Minor, or Standard Heroes
LOCALE: Empire City
TOPE: Four Colour to Comedy
THEME: Money, Power, Women

With the recent success of Feedback and System Crash, other companies have initiated “metahuman talent search” competitions in order to capitalize on this newest fad. If one “superhero” can make a rock band legendary, what if the entire group had powers? In their quest to become #1, the major record label All-Star Entertainment Group is determined to create the “greatest rockhero band of all time!”

This scenario can be light-hearted, with competitions and “battles of the bands,” where concerts are disrupted by supervillains also searching for fame. Spin-off opportunities will run rampant, from superhero game shows, to a group of metahumans forced to compete on a remote island for cash prizes.

Conversely, it can be a serious world that engages the question of what it would be like to have powers, where giant corporations would vie with the government to exploit metahumans to their fullest potential.

Characters such as Gang Zhao, Delta-V, Trance, and Striker may easily fall into these fabulous roles, following in Johnny Cross’s footsteps, while more private individuals — Tyler Brand, Congo, Akanidi, etc. — would return further into the shadows. Certain parts of the world (for example, Japan) would embrace and idolize the stars, building opulent commercial industry around them. Yet being in the limelight will also turn these new royalty into prime targets for paparazzi, fanatics, and their enemies.

SILVER SCREEN

SCALE: Minor or Standard Heroes
LOCALE: West Coast
TOPE: Four Colour to Graphic Novel
THEME: Crime Spree Wonderland

Laughing Jack has organized a crime spree with two of the most outlandish villains he could find: Scream Queen and the Tall-Tale Kid. Together, this cabal can plan and execute some of the zaniest crimes ever to occur on the West Coast ... the best place to start, because so many heroes are East Coasters!

While none of them care that much about the net profits at the end of the day, all are very concerned with style and atmosphere. They want attention and media coverage (although this has the unfortunate side-effect of attracting dogooders), and they do need resources to pay their respective henchmen. Their heists run the gamut from: turning a luxury cruise into a horror-themed hold-up; taking hostages at the Academy Awards, and then stealing the Oscars (or possibly the Oscar-winners) for ransom; and trying to liven up Disneyland with some “new and exciting” changes to rides.

The spotlight on their activities will probably bring out the glory hounds, like Gang Zhao or Feedback. The players could take the initiative to act (and possibly clash with other heroes on scene), or receive a request for help (either in advance, or when those heroes get into trouble).

If the villains can’t be stopped, they may up the ante and take their act to Las Vegas ... turning that town into their personal playground would be a triumph indeed!

ANACHRONISM REDUX

SCALE: Standard Heroes or Major Heroes
LOCALE: Empire City
TOPE: Four Colour to Mature
THEME: Fantasy Heroes

Mortlocke has retrieved an ancient artifact of immense power, and used it to transform Empire City into a medieval version of itself, where she rules supreme. Fomor is a perfect ally, as he embodies an ageless spirit which revels in the chaos. Many of the cities heroes have been transformed into menacing caricatures of themselves, and are dominated by Mortlocke’s spell. The Olympian and Copernicus, for example, have been turned into demon knights.

Tyler Brand has summoned a number of allies from around the world, whom he hopes will be little affected by the magic. Even if they are transformed (such as Valkyrie into an armoured warrior-maiden, Delta-V into a magus, or Sirocco into a wind elemental), he will help them maintain their spirits, in order to overthrow Mortlocke.

Brand’s ace, of course, is someone who should be unaffected by Mortlocke’s spell, because he is not human at all, but a gorilla. However, will Deadeye Chimp be able to match wits against a demonized Cogno — who, while visiting Empire City, was transformed into Mortlocke’s master of beasts?

UNIQUE ATTRIBUTE: DISPLACEMENT

COST: 3 Points/Level
TYPE: Power
RELEVANT STAT: Body or Soul / [[Constitution or Wisdom]]
PMVS: None
PROGRESSION: Linear, starting at opponents having -2 to hit (Level 1), to opponents having -20 to hit (Level 10)
REDUCTION: Only against certain sense-based attacks
RESTRICTIONS: Specific targets; extreme awkwardness of being displaced

A character possessing the Displacement power is not quite where he or she seems to be standing. This makes it extremely difficult to target the character with any attacks (except for those with the Area Effect Ability, which function normally). The displaced image is normally only a few feet away from the character, in front, back, or to the side. If the character is within narrow confinement, the displaced image may appear stuck into an object, or fractured.

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