

SILVER AGE SENTINELS

ROLL CALL 2

THE SIDEPKICK CLUB



SILVER AGE SENTINELS

ROLL CALL 2

THE SIDEKICK'S CLUB

WRITTEN BY

Dale Donovan, Nicholas Fortugno, Richard Iorio II, Travis Stout

ADDITIONAL WRITING BY

Matthew Keeley, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble

ART DIRECTION AND GRAPHIC PRODUCTION BY

Jeff Mackintosh

TRI-STAT SYSTEM™ DESIGNED BY

Mark C. MacKinnon

LINE DEVELOPING BY

Jesse Scoble

EDITING BY

Michelle Lyons, Mark MacKinnon, Jesse Scoble

ARTWORK BY

Darren Sparling

COLOURING (COVER & INTERIOR) BY

Jeff Mackintosh

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).

© 2002 GUARDIANS OF ORDER, INC. All Rights Reserved.

GUARDIANS OF ORDER, TRI-STAT SYSTEM, and SILVER AGE SENTINELS are trademarks of GUARDIANS OF ORDER, INC.

'D20 SYSTEM' and the 'D20 SYSTEM' logo are Trademarks owned by WIZARDS OF THE COAST and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

DUNGEONS & DRAGONS® and WIZARDS OF THE COAST® are Registered Trademarks of WIZARDS OF THE COAST, and are used with Permission.

Version 1.0 — April 2004 Printed in Canada

All right reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for Open Gaming Content and personal copies of the character sheet, or brief quotes for use in reviews.

The mention of, or reference to, any company or product in these pages is not a challenge to the trademark or copyright concerned.

All elements of this game are fictional and intended for entertainment purposes only.

All information presented in Helvetica is Open Content.

All information presented in any font other than Helvetica, all images and graphics, and all fictional character names, organizations, items or objects, and locations are Product Identity. All rights reserved.

ISBN 1-894525-65-5 • Production Number 13-010

GUARDIANS OF ORDER, INC. • P.O. Box 25016, 370 Stone Road, Guelph, Ontario, CANADA, N1G 4T4
Phone: (519) 821-7174 • Fax: (519) 821-7635 • info@guardiansorder.com • <http://www.guardiansorder.com>



ROLL CALL 2 - HEROES



PLUS: *Chip the Wonder Dog* shows *Azure Star* around the Olympian Tower



CHIP THE WONDER DOG (100 CHARACTER POINTS — TRI-STAT)

Adventurer Level 3; 120 Power Points — d20 System

IDENTITY: Chip “Carter”
OCCUPATION: Adventurer
FIRST APPEARANCE: The American Sentinel #87
FORMER ALIASES: Chip the guard dog
PLACE OF BIRTH: Hell’s Kitchen, Empire City
AFFILIATION: None
TERRITORY: North America and worldwide
HEIGHT: 30" (77 cm); shoulder
EYES: Brown
WEIGHT: 95 lbs. (43 kg) **HAIR:** Black and mahogany (fur)

There’s a voice that keeps on calling me.
 Down the road. That’s where I’ll always be.
 Oh, every stop I make, I make a new friend.
 Can’t stay for long. Just turn around, and I’m gone again.
 Maybe tomorrow, I’ll want to settle down.
 Until tomorrow, I’ll just keep movin’ on.

— The Littlest Hobo

Chip was born in a back ally in Hell’s Kitchen to a purebred German Sheppard bitch who escaped from her kennel. He spent his first year on the streets, doing whatever it took to get by. When he was caught by the Empire City Humane Society one day, he thought his life was forfeit.

A week later, local businessman, Marc H. Carter, rescued Chip from imprisonment and started grooming him to be the number one employee at Carter’s Guard Dog Enterprises. Chip shouldered the responsibilities of his new life with pride. Within two years, Chip was given a life-changing assignment: lead guard dog for Matthews GenTech’s storage warehouse on the outskirts of the city.

One evening, Chip was patrolling the warehouse when a nearby factory’s gas main blew. The explosion shook the foundations of the building, knocking several barrels of mutagenic chemicals off their shelves. The barrels ruptured, coating an

BODY	8	ATTACK COMBAT VALUE	8
MIND	5	DEFENCE COMBAT VALUE	4
SOUL	6	HEALTH POINTS	70

STR	32	DEX	13	CON	13	INT	12	WIS	14	CHA	16
REF	+2	FORT	+2	WILL	+3	BASE TO HIT MODIFIER		+3			
BASE AC MODIFIER						+1		HIT POINTS		25	

TRI-STAT		d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK PTS
2	6	Attack Combat Mastery	2 (3)
4	4	Combat Technique (Blind Fighting, Judge Opponent, Leap Attack, Lightning Reflexes)	4 (0)
4	4	Divine Relationship	4 (2)
1	1	Features (Appearance)	1 1
1	1	Natural Weapons (Fangs)	1 1

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	6	Armour	2	6
-	-	Enhanced Charisma	1	2
2	4	Enhanced Mind	-	-
1	2	Enhanced Soul	-	-
-	-	Enhanced Wisdom	2	4
4	16	Flight	4	(12)
1	5	Healing (Nose touch; Targets 1)	1	5
8	8	Heightened Senses (Hearing, Smell x2, Taste, Vision x2, Microscopic Vision, X-Ray Vision)	8	8
3	6	Massive Damage (Fangs)	3	6
1	1	Mind Shield	1	(0)
3	12	Special Attack “Laser Eyes” (40 / [2d6+4]) Damage, Penetrating: Armour, Spreading, Short Range)	3	12
1	1	Special Movement (Zen Direction)	1	(0)
1	6	Speed	1	6
1	4	Superstrength	1	4

PTS	DEFECTS	PTS
-3	Achilles Heel (Cat Attacks)	-3
-2	Bane (Toxic Chemical Fumes)	-2
-3	Famous	-3
-1	Ism (Speciesism)	-1
-1	Less Capable (Manual Dexterity)	0
-1	Marked (Superhero dog with cape and mask)	-1
-1	Nemesis (Raksha)	-1
-3	Physical Impairment (Cannot talk, no hands)	-3
-3	Unskilled	-3
-1	Vulnerability (Toxic Chemical Fumes)	-1

unwary Chip in a noxious goo. Chip yelped in agony and then passed out as the chemicals singed his fur and penetrated his body.

When Chip awoke the pain was gone ... and he felt stronger, faster, smarter — better than ever before! Near the warehouse entrance, a man dressed in brightly coloured costume was fighting a pack of horrible cat-beasts. Instinctively knowing which side was right, Chip threw himself into the fray, helping the man. Chip’s newfound powers helped turned the tide, and the cat-beasts were vanquished.

The man called Sentinel offered to make Chip his partner, but Chip believed he was granted his superpowers to spread justice and understanding around the globe, and so he refused. Sentinel helped Chip with his costume, and then Chip bid a howly goodbye to his adoptive father, Marc Carter, before leaving Empire City. Chip the Wonder Dog was born!

Chip is always on the go, never staying in one place for too long. He instinctively knows where he is most needed, and treats all creatures with dignity and respect. If you need his help, he’ll stand by your side — but when his work is done, it’s time for him to move on to the next adventure.



AZURE STAR (175 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 4, Powerhouse Level 1; 200 Power Points — d20 System

IDENTITY:	Chemda Charif	
OCCUPATION:	Soldier, Adventurer	
FIRST APPEARANCE:	The Guard #18	
FORMER ALIASES:	Takeleth Kowkab (Hebrew translation)	
PLACE OF BIRTH:	Tel Aviv, Israel	
AFFILIATION:	Ha'Rishon/Israeli Defence Force	
TERRITORY:	Israel, Empire City (intermittent)	
HEIGHT:	5'7" (170 cm)	EYES: Blue
WEIGHT:	130 lbs. (59 kg)	HAIR: Black

Chemda Charif was born and raised in Tel Aviv. At age 18, she began her mandatory tour of duty with the Israeli Defence Forces and realised that she had found her calling. She graduated first in her basic training class, and her superiors praised her dedication. Chemda was a fast-rising star in the IDF when Lekem, the scientific espionage branch of the Israeli intelligence services, contacted her.

A few years before, Lekem had "acquired" the research archives from the US's Project Anodyne. After studying the data for several years, Israeli scientists believed they had discovered a safer procedure, using stellar radiation in place of raw atomic fire. The IDF authorised the implementation of Project Ha'Rishon. Chemda was to be among the participants.

In contrast to the original Anodyne, Project Ha'Rishon could be considered a rousing success. Two of the ten participants survived and acquired super abilities: Chemda, who took the name Azure Star, and Daniel Peled, who became Eclipse. The pair was placed into training and first saw action in 1982, during Operation Peace for Galilee.

BODY	11	ATTACK COMBAT VALUE	13
MIND	10	DEFENCE COMBAT VALUE	11
SOUL	11	HEALTH POINTS	150

STR	22 (46)	DEX	22	CON	19	INT	19	WIS	20	CHA	22	
REF	+9	FORT	+9	WILL	+6	BASE TO HIT MODIFIER		+8				
BASE AC MODIFIER						+8						
						HIT POINTS						79

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	9	Attack Combat Mastery	3	(6)
2	2	Combat Technique (Accuracy, Lightning Reflexes)	2	(0)
3	6	Defence Combat Mastery	3	6
2	2	Heightened Awareness	2	2
4	4	Highly Skilled	-	-
6	6	Organisational Ties (Captain in the Israeli Defence Forces)	6	6
15	15	Sidekick (Eclipse)	18	18
2	4	Tough	2	4

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour	3	9
4	16	Flight	4	16
	-3	• Activation Time (Flight; 1 round; +1 can pause)		-3
	-2	• Detectable (Flight; Soft glow, quiet hum, electromagnetic signature)		-2
4	4	Heightened Senses (Hearing, Low-light vision, Sight x2)	4	4
7	28	Special Attack "Starburst" (120 / [[6d6+12]] Damage, Area Effect, Flare, Slow)	7	28
4	4	Special Attack "Starfall" (80 / [[4d6+8]] Damage, Area Effect x3, Indirect, Long Range x3, Static, Stoppable x5)	4	4
4	4	Special Attack "Starflash" (60 / [[3d6+6]] Damage, Flare x6, Inaccurate x3, No Damage, Short Range)	4	4
1	2	Special Defence (Ageing)	1	2
3	12	Superstrength	3	(8)
	-3	• Activation Time (Superstrength; 1 round; +1 BP can pause)		-3
	-1	• Detectable (Superstrength; Bright glow, electromagnetic signature)		-1

LVL	PTS	SKILLS	RANK
2	12	Acrobatics (Balance)	7
1	3	City Knowledge (Tel Aviv; New Central Business District)	1
2	4	Cultural Arts (Middle East History)	2
2	10	Demolitions (Bomb Disposal)	5
2	8	Interrogation (Psychological)	3
4	4	Languages (Hebrew, Arabic, English, Farsi, Russian, Yiddish)	4
3	12	Military Sciences (Tactics)	7
2	17	Gun Combat (Pistols, Rifles)	3

PTS	DEFECTS	PTS
-1	Famous (Azure Star; Israel)	-1
-	Incomplete Training (No Extra Defence at Level 2)	-3
-2	Nemesis (Various metahuman terrorists hostile to Israel)	-2
-2	Owned (Israeli Defence Forces)	-2
-2	Skeleton in the Closet (Secret identity)	-2

Since her first military action, Azure Star has become very popular in her home country. She is as much a symbol of national pride to Israeli citizens as the Sentinel is to the American people. Though Azure Star has accepted her role with a soldier's grace, she sometimes wonders whether she is fit to bear this responsibility to her people. She trusts her training and powers, however, to see her through.

Azure Star has clashed repeatedly with metahuman terrorists such as White Banner, the Revolutionary, and Fomor, as well as various terrorist and military organisations hostile to Israel. Currently, Azure Star and Eclipse are in Empire City with one of the IDF's Special Command Teams, participating in a cross-training exercise with the MTU.



ECLIPSE (75 CHARACTER POINTS — TRI-STAT)

Costumed Fighter Level 1, Skulker Level 2; 90 Power Points — d20 System

IDENTITY: Daniel Peled
OCCUPATION: Soldier, Adventurer
FIRST APPEARANCE: The Guard #18
FORMER ALIASES: Numerous false identities as a Mossad agent
PLACE OF BIRTH: Hadera, Israel
AFFILIATION: Ha'Rishon/Israeli Defence Forces
TERRITORY: Israel, Empire City (intermittent)
HEIGHT: 6'1" (185 cm) **EYES:** Brown
WEIGHT: 180 lbs. (82 kg) **HAIR:** Brown

As a member of Israel's Mossad intelligence service, much of Daniel Peled's past remains classified, though it is no secret that he operated as an intelligence officer throughout the West and in the former Soviet Union for some time. Peled was a successful field agent who acquired numerous secrets for his government, including data on the US's Project Anodyne. As the agent who made Project Ha'Rishon possible, Peled was offered the opportunity to participate. Despite the risks, he agreed.

Peled acquired the ability to manipulate shadows, making himself invisible and blinding opponents. Peled became the aptly named hero, Eclipse. It is still unknown why Peled developed such radically different powers from Chemda Charif. The current hypothesis, however, is that he possessed latent psychic abilities prior to the experiment which influenced its outcome.

In the years since Eclipse and Azure Star first appeared, they have formed into an effective duo. With his Mossad training and stealth powers, Eclipse makes an ideal infiltrator and scout, and Azure Star's energy bolts and superstrength can mop up all but the toughest foes.

BODY 4 **ATTACK COMBAT VALUE** 8
MIND 8 **DEFENCE COMBAT VALUE** 6
SOUL 6 **HEALTH POINTS** 50

STR 10 **DEX** 11 **CON** 10 **INT** 17 **WIS** 14 **CHA** 12
REF +5 **FORT** +4 **WILL** +4 **BASE TO HIT MODIFIER** +4
BASE AC MODIFIER +2 **HIT POINTS** 20

TRI-STAT		d20 SYSTEM	
LVL	PTS	RANK	PTS
2	6	Attack Combat Mastery	2 (3)
3	3	Combat Technique (Blind Fighting, Blind Shooting, Portable Armoury)	3 (2)
2	4	Defence Combat Mastery	2 4
3	6	Gadgets (Spy gizmos, surveillance gear, concealed weapons)	3 6
2	2	Highly Skilled	1 (0)
4	4	Organisational Ties (Israeli Defence Forces)	4 4

LVL PTS		POWER ATTRIBUTES		RANK PTS	
2	4	Flight (Skimmer)		2	4
	-2	• Dependant (Flight; upon Invisibility)			-2
1	3	Invisibility (Shadow Cloak — Sight)		1	3
	-2	• Restriction (Invisibility; Only in daylight or equivalent)			-2
1	8	Sensory Block (Shadow Curtain — Sight; Area 3; Range 4)		1	8
	-1	• Restriction (Sensory Block; Only in daylight or equivalent)			-1
3	12	Special Attack "Shadow Bolt" (40 / [[2d6+4]] Damage, Area Effect, Enduring, Flare x2, Low Penetration, Short Range, Unique Disability: Only in Daylight or Equivalent)		3	12

LVL PTS		SKILLS		RANK	
2	6	Burglary (Breaking-and-Entering)		5	
2	7	Disguise (Costumes, Prosthetics)		5	
4	8	Foreign Culture (American, Arabic, British, French, German, Russian)		3	
2	8	Interrogation (Psychological)		5	
4	4	Languages (Hebrew, Arabic, English, French, German, Intelligence Codes, Russian)		3	
2	7	Sleight of Hand (Brush Passes, Dead Drops)		5	
2	4	Social Sciences (Sociology)		3	
2	6	Urban Tracking (Residential)		5	

PTS		DEFECTS		PTS	
-1		Famous (Eclipse; Israel)			-1
-2		Owned (Israeli Defence Forces)			-2
-2		Skeleton in the Closet (Secret identity)			-2
-3		Skeleton in the Closet (Various illegal Intel Ops; Stole Project Anodyne data from US)			-3

Though they work well together, Eclipse resents being placed in a subordinate position. He knows that Azure Star is much better as the "face" of the team, but he feels that his experience and ability to carefully analyse intelligence make him a better leader. He respects Azure Star a great deal as a soldier, but feels he is a better candidate for leadership. Nevertheless, Eclipse remains a consummate professional, following orders and keeping quiet about his feelings.

While the pair is in Empire City, Eclipse has been ordered by his Mossad superiors to conduct various secret intelligence missions without Azure Star's knowledge. These activities include: monitoring new metahumans for Mossad's dossiers; infiltrating the Ascension Institute; and spying on the Thulian consulate. No matter what Mossad asks of him, however, Peled does always try to think about Azure Star first.



BLUE CAVALIER (150 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 5; 175 Power Points — d20 System

IDENTITY: Chayan Chatusiphithak

OCCUPATION: Student, Crime-fighter

FIRST APPEARANCE: Tales of the Street #78

FORMER ALIASES: None

PLACE OF BIRTH: Bangkok, Thailand

AFFILIATION: None

TERRITORY: Columbia University, Morningside Heights, Empire City

HEIGHT: 6' (183 cm) **EYES:** Brown

WEIGHT: 187 lbs. (86 kg) **HAIR:** Black

From his earliest memories, Chayan Chatusiphithak had dreams in which he and a loyal friend were the champions of the helpless. These dreams struck Chayan deeply, instilling in him a great determination to do his best in everything. At eighteen, his dedication led him to a pre-med position in Columbia University. There he excelled at track, and met fellow Columbia sprinter Max Weissman. The two formed an immediate friendship, marked by an intense competitive edge.

As research for an art class, Chayan and Max visited the Cloisters, a museum of transplanted French monasteries in Inwood. As Chayan explored the Cloisters, he recognised the museum from his childhood dreams and rushed through the halls in search of an explanation with Max at his heels. As Chayan and Max ducked into a forgotten alcove, a ghostly knight and squire wreathed in blue light suddenly materialised before them. The knight explained that the two apparitions were the last of a line of heroes that had fought evil down through the ages. Upon their death, they reached forward into the future to find the next hero to take up the mantle of the Cavalier and his Squire. The ghost touched Chayan's chest, and the ancient's mystic power rushed into him. The ghost of the squire turned to Max and transferred its power, then the two spirits disappeared forever.

BODY 11 **ATTACK COMBAT VALUE** 12
MIND 7 **DEFENCE COMBAT VALUE** 10
SOUL 7 **HEALTH POINTS** 150

STR 23 **DEX** 22 **CON** 21 **INT** 16 **WIS** 12 **CHA** 14
REF +9 **FORT** +8 **WILL** +3 **BASE TO HIT MODIFIER** +9
BASE AC MODIFIER +10 **HIT POINTS** 95

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
4	12	Attack Combat Mastery	4	(9)
3	3	Combat Technique (Blind Fighting, Block Ranged Attacks, Lightning Reflexes)	3	(1)
4	8	Defence Combat Mastery	4	8
1	3	Extra Defences	1	(0)
1	1	Features (Appearance)	1	1
8	8	Highly Skilled	1	1
17	17	Sidekick (Squire)	18	18
3	6	Tough	3	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour (Mystic Plate Armour)	3	9
	-2	• Activation Time (Armour; 1 round)		-2
3	16	Healing (Area 2; Targets 2)	3	(11)
	-6	• Activation Time (Healing; 1 minute; Must be restarted)		-6
	-1	• Restriction (Healing; Can only heal "pure of heart")		-1
4	4	Immovable	4	4
1	1	Mind Shield	1	1
4	16	Special Attack "Mace of Glory" (40 / [[2d6+4]]Damage, Affects Incorporeal, Knockback, Penetrating: Armour x2, Penetrating: Force Field, Hand-Held, Melee)	4	16
	-2	• Activation Time (Special Attack; 1 round)		-2
4	9	Telepathy (Area 4, Targets 1; Squire only)	4	9

LVL	PTS	SKILLS	RANK
2	8	Biological Sciences (Zoology)	3
2	6	City Knowledge (Empire City; Morningside Heights)	2
2	2	Etiquette (Middle Class)	1
2	2	Languages (Thai, English, French)	3
1	3	Medical (Pathology)	1
2	10	Physical Sciences (Biochemistry)	3
1	3	Seduction (Female)	1
2	2	Sports (Track and Field)	2
3	21	Melee Attack (Mace)	3
3	21	Melee Defence (Shield)	3
2	16	Unarmed Attack (Strikes)	2
2	16	Unarmed Defence (Strikes)	2

PTS	DEFECTS	PTS
-2	Skeleton in the Closet (Secret Identity)	-2

Chayan became the Blue Cavalier. He embraced his role as champion, battling the gangs and drug lords that threatened Morningside Heights. His new power went to his head, however, leading him to treat his former friend as a mere servant and driving Max away.

Without the help of his friend, the Cavalier's attempts at fighting crime had dire consequences. When an ambush by a cartel-hired mercenary almost killed him, Chayan realised how much he needed his friend, and how much his short-sightedness had cost him. Since that day, the Blue Cavalier has taken neither his power nor his companion for granted. Together, they protect the students and families of Morningside Heights from danger.



SQUIRE (85 CHARACTER POINTS — TRI-STAT)

Costumed Fighter Level 1, Psychic Level 1; 90 Power Points — d20 System

IDENTITY: Max Weissman
OCCUPATION: Student, Sidekick
FIRST APPEARANCE: Tales of the Street #78
FORMER ALIASES: None
PLACE OF BIRTH: Bronxville
AFFILIATION: None
TERRITORY: Columbia University, Morningside Heights, Empire City

HEIGHT: 5'11" (181 cm) **EYES:** Brown
WEIGHT: 175 lbs. (80 kg) **HAIR:** Brown

Max Weissman was one of the smartest and most athletic kids in his community. He found his first real challenge at Columbia — a fellow sprinter named Chayan Chatusiphithak. Their competition gave him a drive he had previously lacked, as well as a friend he had sorely needed. In his more honest moments, Max even felt that his meeting his Chayan was destined to happen.

When Chayan was chosen to be the next Cavalier, Max was shocked. When the ghostly squire then spoke to him, he was dumbfounded. "You have been chosen to be his companion. Watch over and assist him, for he will not succeed without your support." As the ghost faded away, Max realised what the vision meant: Chayan was ultimately the better man.

Max was proud of his growing perceptions and super awareness. Unfortunately, he couldn't do much more than communicate information to the Blue Cavalier and let him take care of the battle. Max was jealous of his friend's growing physical prowess and mystic weaponry, but Chayan's changing attitude exacerbated the problem. His friend had seemingly

BODY	8	STRENGTH	4	ATTACK COMBAT VALUE	7
MIND	9			DEFENCE COMBAT VALUE	10
SOUL	7			HEALTH POINTS	65

STR	10	DEX	18	CON	13	INT	19	WIS	16	CHA	14
REF	+6	FORT	+1	WILL	+5	BASE TO HIT MODIFIER		+0			
BASE AC MODIFIER						+8		HIT POINTS			15

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
2	2	Combat Technique (Block Ranged Attacks, Judge Opponent)	2	(1)
4	8	Defence Combat Mastery	4	8
4	4	Divine Relationship (Spirit Influence)	4	4
8	8	Heightened Awareness (Supernatural Senses)	8	8
3	3	Highly Skilled	3	3

LVL PTS		POWER ATTRIBUTES	RANK PTS	
2	2		Armour (Mystic Shield — Stops 40 / [20]); Shield only	2
	-1	• Activation Time (Armour; 10 Initiative)		-1
2	2	Mind Shield	2	(1)
2	7	Sixth Sense (Danger, Spirits; Area 5)	2	7
4	9	Telepathy (Area 4; Target 1; Blue Cavalier only)	4	(8)

LVL PTS		SKILLS	RANK	
2	6		City Knowledge (Empire City: Morningside Heights)	2
2	8	Computer (Databases)	2	
2	6	Law (American Criminal Law)	2	
2	6	Medical (Emergency Response)	2	
2	4	Occult (Spirits)	2	
2	8	Police Sciences (Forensics)	2	
2	4	Social Sciences (Sociology)	3	
2	2	Sports (Track and Field)	4	
1	8	Unarmed Attack (Strikes)	2	
1	8	Unarmed Defence (Strikes)	3	

PTS		DEFECTS	PTS	
-3			Inept Attack	
-1		Not So Tough		-
-1		Phobia (Fighting without Blue Cavalier)		-1
-2		Skeleton in the Closet (Secret Identity)		-2

vanished, leaving behind an arrogant and callous individual. He felt betrayed by Chayan's arrogance and willingness to boss him around. When Cavalier half-jokingly referred to Squire as a "dead weight," Max quit.

That night, Max started awake — he could sense an assassin outside his room. He wanted to fight, but was nearly powerless without Blue Cavalier. Instead, he ran for his life. Once Max had shaken the mercenary assassin, however, he grew concerned for his friend. Eventually, Squire found Chayan, broken and near death in the Riverside Church. Max snuck Blue Cavalier to safety, escaping the net of the Egede Ubiquiste killers. Realising his prior selfishness, he nursed Chayan back to health and reassumed the mantle of the Squire. When both were ready, they sought out and defeated the mercenaries.

Squire now understands the value of his skills. He has honed his investigating abilities to complement Blue Cavalier's prowess. Together they make a formidable duo, watching over Morningside Heights. While Max still competes with Chayan when he can, he realises that the true challenges are the villains who threaten Empire City.



LADY JUSTICE (175 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 5, Powerhouse Level 1; 210 Power Points — d20 System

IDENTITY: LeAnn Sniegowski
OCCUPATION: Adventurer, Geneti-Technologies CEO
FIRST APPEARANCE: Slipstream #85
FORMER ALIASES: None
PLACE OF BIRTH: Kenosha, WI
AFFILIATION: None
TERRITORY: Operates worldwide, resides and works in Paris, Geneti-Technologies also has facilities in Chicago, Seattle, Beijing, Sydney, London, and Geneva

HEIGHT: 5'7" (170 cm) **EYES:** Blue
WEIGHT: 130 lbs. (59 kg) **HAIR:** Blonde

Growing up, LeAnn excelled in math and the sciences. She won a scholarship to Northwestern University, where she took up the study of genetics, earning a PhD in the field. She moved into the business world and founded Geneti-Technologies in Chicago.

Geneti-Technologies was devoted to the cutting-edge of medical research, due in no small part to LeAnn's own battle with Type II diabetes. She was working on an experimental serum as a cure for her illness.. When the government refused human test trials, stalling her research indefinitely, she injected herself out of desperation. The experimental serum contained synthetic DNA of her own creation; it reacted with something in LeAnn's genetic makeup. She fell into a diabetic coma for over a week and nearly died.

When LeAnn recovered, she was not only cured of her illness, but also exhibiting fantastic powers. LeAnn devoted the next few months to learning the extent of her new abilities. Determined to use them to aid humanity in

BODY 15	ATTACK COMBAT VALUE 14
MIND 10	DEFENCE COMBAT VALUE 12
SOUL 10	HEALTH POINTS 165

STR 56	DEX 29	CON 31	INT 22	WIS 19	CHA 21
REF +12	FORT +15	WILL +5	BASE TO HIT MODIFIER +9		
BASE AC MODIFIER +12			HIT POINTS 140		

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	9	Attack Combat Mastery	3	(6)
5	5	Combat Technique (Accuracy, ACV Knockback, Blind Fighting, Judge Opponent, Steady Hand)	5	(3)
3	6	Defence Combat Mastery	3	6
2	4	Massive Damage (Unarmed Attack)	2	4
20	20	Sidekick (Liberté)	23	23
2	4	Tough	2	4
4	12	Wealth	4	12

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	15	Armour (Tough skin)	5	(10)
3	12	Flight	3	12
4	4	Sixth Sense (Magic; Area 3)	4	4
5	20	Superstrength	5	(16)

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Flexibility)	8
3	12	Biological Sciences (Genetics)	4
2	2	Languages (English, French, Japanese)	4
1	3	Law (International)	4
3	3	Management and Administration (Executive)	4
2	4	Occult (History of magic)	4
		Unused d20 System Skill Points	(40)

PTS	DEFECTS	PTS
-1	Famous (Lady Justice; Both in her current residence of Paris and Chicago, her former home)	-1
-	Incomplete Training (No Extra Defence at Level 2)	-3
-1	Significant Other (Her "nephew," Jamie Lauder a.k.a. Liberté)	-1
-2	Skeleton in Closet (Secret identity)	-2
-2	Wanted (FBI for an alleged break-in at their Chicago offices)	-2

a way the government could not stifle, she became "Lady Justice." Her early activities reflected this intent by focusing on the pursuit of justice rather than the enforcement of the letter of the law.

Lady Justice funded and helped form the Guardians, a short-lived but well-regarded group. During their time, they battled the Artificer, Kaleidoscope, Dr. Tesseract, Seawolf, and Rubicon. Lady Justice acted as the final team leader, taking the Guardians on a rescue mission to another planet. When it ended in disaster, however, the survivors split up, never to regroup.

That event led LeAnn to move her corporate headquarters to Europe to take advantage of the more open scientific community there (and to look for a new start). Things have progressed well for LeAnn, though fate dealt her an unforeseen hand not long ago. Her magic sensitivity brought a teen runaway to her attention. Jaime was caught up in organised crime, desperate to get out of the life. She's taken the boy under her wing, introducing him as her nephew. As Liberté, he now accompanies her on her adventures, fighting to protect justice.



LIBERTÉ (100 CHARACTER POINTS — TRI-STAT)

Costumed Fighter Level 3; 115 Power Points — d20 System

IDENTITY:	Jamie Lauder	
OCCUPATION:	Student, adventurer	
FIRST APPEARANCE:	Tales from the Street #95	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Paris	
AFFILIATION:	None	
TERRITORY:	Paris, operates with Lady Justice worldwide	
HEIGHT:	5'6" (165 cm)	EYES: Blue
WEIGHT:	150 lbs. (68 kg)	HAIR: Black

Jamie was born to a French woman and an American serviceman stationed outside Paris. His father died soon after in the Gulf War. His mother worked a succession of low-paying jobs to keep her son fed. As Jamie reached adolescence, his mother's health failed; she died two days before Jamie's 13th birthday. Jamie was soon living on the street as a petty thief.

Things were looking dim for Jamie when his life changed once more. He was recruited by one of Paris's organised-crime families as a runner and general errand boy. He moved up the ranks within the organisation as a way to put food on the table, although he hated the life he found himself living. His mother had taught him that his own survival was paramount — yet he constantly dwelt on her sacrifice, for she gave up life for him.

In order to assuage his guilt, Jamie stole small amounts of money from the criminals, believing that stealing from thieves was no crime. Using these modest resources, he sought out other homeless adolescents on the streets of Paris. He helped as many as he could avoid the perils of drugs, prostitution, and violent crime in an effort to buy back his soul.

BODY	7	ATTACK COMBAT VALUE	9
MIND	6	DEFENCE COMBAT VALUE	8
SOUL	7	HEALTH POINTS	90

STR	12	DEX	15	CON	16	INT	13	WIS	14	CHA	14
REF	+4	FORT	+5	WILL	+3	BASE TO HIT MODIFIER		+6			
BASE AC MODIFIER						+6		HIT POINTS			

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	9	Attack Combat Mastery	3	(6)
2	2	Combat Technique (Blind Fighting, Lightning Reflexes)	2	(1)
4	8	Defence Combat Mastery	4	8
1	3	Extra Defences	1	(0)
1	2	Tough	1	2

LVL		POWER ATTRIBUTES		RANK	
LVL	PTS	RANK	PTS	RANK	PTS
3	30	Damage Absorption (Double Health Points)	3	30	
2	8	Flight	2	8	

LVL		SKILLS		RANK	
LVL	PTS	RANK	PTS	RANK	PTS
2	6	Burglary (Breaking and Entering)	3		
2	6	City Knowledge (Paris: Montmartre)	3		
2	6	Sleight of Hand (Pick Pocketing)	3		
2	6	Stealth (Silent Movement)	6		
3	6	Street Sense (Parisian street life)	3		

PTS		DEFECTS		PTS	
-1		Famous (Streets of Paris, both as Jamie and now as Liberté)		-1	
-1		Skeleton in Closet (Secret identity)		-1	

Jamie's life changed yet again when ordered to stash goods for his bosses, an order with which he grudgingly complied. The crooks had robbed a Parisian auction house of a widow's collection of art, jewellery, and antiques.

Anxious to retrieve the lost goods, the widow's family contacted Lady Justice and asked her to recover the items. It took very little time for Lady Justice to track the objects to Jamie. She arrived to confront him and reclaim the antiques, only to find him beaten unconscious. Trying to free himself from the criminal life he abhorred, Jamie had planned to double-cross his bosses and sell the goods to help him and his friends flee Paris forever. One of Jamie's charges betrayed him, though, and ratted him to the crime ring. Jamie's bosses caught him, beat him until he was broken and bloodied, and then left him for dead. The trauma triggered his latent powers, however, keeping him alive until Lady Justice found him.

When Lady Justice roused him, Jamie gave her information on the crime family in exchange for her pledge to protect and care for the street kids of the city. Lady Justice agreed, with one condition: Jamie had to accompany her to determine the source and extent of his new powers. He tentatively agreed, uncertain of this new stage in life. Jamie, as Liberté, and Lady Justice broke up the crime ring, and retrieved many stolen valuables. For the first time ever, Jamie felt he was doing something of which his parents would be proud. While they work together to solve the mystery of his powers, Jamie now fights for justice and liberty alongside his American "aunt."



THE TOYMAKER (150 CHARACTER POINTS — TRI-STAT)

Gadgeteer Level 6; 175 Power Points — d20 System

IDENTITY: Aaron Harrington
OCCUPATION: Owner of “The Toybox,” active community volunteer
FIRST APPEARANCE: Tales from the Street #104
FORMER ALIASES: None
PLACE OF BIRTH: Mount Prospect, Illinois
AFFILIATION: None
TERRITORY: Chicago
HEIGHT: 5’8” (180 cm) **EYES:** Black
WEIGHT: 130 lbs. (59 kg) **HAIR:** Black

Aaron Harrington has always tried to do the right thing, whether volunteering at local charities or mowing the Widow Johnson’s lawn. He enjoyed his life and took a childlike pleasure in his passions: toys, magic, and juggling.

Aaron’s father, a renowned chemist, loved his son but felt Aaron’s potential was wasted. In an effort to please his father, Aaron attended Northwestern University. He planned to study Chemistry, but dropped out after only a few semesters.

Aaron instead decided to open a small toyshop that specialised in handcrafted toys. He volunteered in children’s wards at St. Mercy’s, trying to bring a modicum of joy to those who needed it so desperately. Then, without warning, everything changed.

While walking home one fateful night, Aaron witnessed a little girl hit in a drive-by shooting. Aaron rushed to help, but could only hold her as she died. Wanting justice, Aaron volunteered to serve as a witness against two Russian mob enforcers charged with the shooting.

Just before the trial, Russian thugs visited Aaron’s store, threatening his life if he testified. A week later, Aaron’s store burned down. When he still refused them, Aaron’s parents were murdered in their sleep.

BODY	7	ATTACK COMBAT VALUE	12
MIND	8	DEFENCE COMBAT VALUE	11
SOUL	9	HEALTH POINTS	80

STR	13	DEX	16	CON	14	INT	16	WIS	17	CHA	18	
REF	+5	FORT	+4	WILL	+9	BASE TO HIT MODIFIER			+7			
BASE AC MODIFIER						+9						
										HIT POINTS		40

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
4	12	Attack Combat Mastery	4	(9)
6	6	Combat Technique (Concealment, Lightning Reflexes x2, Two Weapons x3)	6	6
5	10	Defence Combat Mastery	5	(8)
2	2	Divine Relationship	2	2
3	9	Extra Defences	3	9
-	-	Enhanced Intelligence	1	(0)
4	8	Gadgeteer	4	(6)
5	10	Gadgets (Bag of Tricks — Juggling clubs, catrop-jacks, tools, etc.)	5	(6)
8	8	Highly Skilled	6	(5)
8	32	Item of Power (Clown Costume & Toy Weapons)	8	(24)
11	11	Sidekick (Mr. Strings)	12	12

LVL	PTS	ITEMS OF POWER ATTRIBUTES	RANK	PTS
1	1	Armour (Mask — Partial, only head)	1	1
1	2	Armour (Cape — Optimised vs. Fire; Partial, thin around face and hands)	1	1
4	4	Heightened Senses (Mask — Sight, Infravision, Radio Reception, Ultravision)	4	4
4	8	Invisibility (Cape — Partial; Infrared, Radar, Sight, Sonar)	4	8
1	1	Jumping (Spring Loaded Shoes)	1	1
3	12	Special Attack “Joy Buzzer” (60 / [[3d6+6]] Damage, Concealable, Drain Body / [[Constitution]], Stun, Hand-Held, Melee)	3	12
-	-	• Backlash (Just Shocking! — Suffers Body Drain)	-	-
3	3	Special Attack “Flash Powder” (40 / [[2d6+4]] Damage, Area Effect x2, Flare, No Damage, Short Range)	3	3
3	3	Special Attack “Itching Powder” (40 / [[2d6+4]] Damage, Area Effect, Enduring x2, Irritant, Low Penetration, No Damage, Short Range)	3	3
3	3	Special Attack “Punch in the Box” (40 / [[2d6+4]] Damage, Flexible x2, Short Range)	3	3
4	4	Special Movement (Shoes — Balance, Wall-Bouncing, Water-Walking)	4	4

LVL	PTS	SKILLS	RANK
3	18	Acrobatics (Tumbling)	4
3	6	Artisan (Wood Working)	7
3	9	City Knowledge (Chicago: Wrigleyville)	4
4	8	Performing Arts (Juggling)	4
3	9	Sleight of Hand (Stage Magic)	4
2	14	Melee Attack (Juggling Club)	3
2	14	Melee Defence (Juggling Club)	4
4	32	Thrown Weapons (Yo-Yos)	4

PTS	DEFECTS	PTS
0	Famous (The Toymaker, in Chicago)	0
-	Incomplete Training (No Organisational Ties at Level 3)	-1
-2	Recurring Nightmares (Drive-by shooting)	-2
-2	Skeleton in Closet (Secret identity)	-2
-2	Wanted (Chicago Russian Mafia)	-2

The police claimed there was little they could do, leaving Aaron largely on his own. Feeling as though there was no place he could turn, Aaron made a life-changing decision. Over the next few months, reports rocked Chicago of a bright jester targeting mob spots. This string of vigilante attacks culminated in the capture of a mob captain; he was left at police HQ tied up with jump rope, with a gift-wrapped box of evidence. The attached card read, “Courtesy of the Toymaker and Mr. Strings.” Since that day, the Toymaker and Mr. Strings have worked endlessly to stop crime in Chicago.



MR. STRINGS (55 CHARACTER POINTS – TRI-STAT)

Acrobat Level 2, 60 Power Points — d20 System

IDENTITY: Charlie
OCCUPATION: Monkey, sidekick
FIRST APPEARANCE: Tales From the Street #106
FORMER ALIASES: None Known
PLACE OF BIRTH: Unknown
AFFILIATION: None
TERRITORY: Chicago
HEIGHT: 2' (61 cm) **EYES:** Black
WEIGHT: 15 lbs. (7 kg) **HAIR:** Black (fur)

How a spider monkey ended up in a Cook County Forest Preserve is anyone's guess. Anna, a vet working at the Trailside Museum wildlife rehabilitation centre, first discovered him. The monkey was hurt, but wouldn't let anyone get close.

A few nights later, some punk kids broke into the Trailside Museum looking for anything to steal. Anna was working late. She discovered them tormenting the monkey, who beat on the mesh of his cage, trying to get out. The punks turned on her, cornering her and threatening to hurt the animals unless she did as they wished. Before they could attack her, however, a costumed clown suddenly appeared. The Toymaker thrashed them all soundly before beating a hasty retreat at the sound of police sirens.

The next day one of the park volunteers, Aaron Harrington, visited Anna as she was putting her office back together. Anna warned Aaron that the monkey wasn't friendly and had had a traumatic night, but Aaron ignored her and offered the monkey his hand. She was stunned when the monkey let Aaron pet and scratch him. It liked him, despite everything that had happened to it. The monkey, of course, knew what Anna didn't – that Aaron was the Toymaker. Aaron helped nurse the monkey back to health, and named him Charlie – and when Charlie got better, Aaron adopted him and took him home.

BODY 13 **STRENGTH** 7 **ATTACK COMBAT VALUE** 8
MIND 4 **DEFENCE COMBAT VALUE** 9
SOUL 7 **HEALTH POINTS** 70

STR 15 **DEX** 26 **CON** 12 **INT** 9 **WIS** 14 **CHA** 14
REF +11 **FORT** +1 **WILL** +2 **BASE TO HIT MODIFIER** +1
BASE AC MODIFIER +11 **HIT POINTS** 14

TRI-STAT		d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK PTS
2	2	Combat Technique (Accuracy, Lightning Reflexes)	2 (1)
3	6	Defence Combat Mastery	3 (4)
1	1	Divine Relationship	1 1
2	2	Extra Arms (Feet, Prehensile tail)	2 2
1	3	Extra Defences	1 3
2	2	Features (Appearance: Cute, Fur)	2 2
2	2	Highly Skilled	2 2

LVL	PTS	POWER ATTRIBUTES	RANK PTS
-	-	Enhanced Dexterity	1 (0)
2	2	Jumping	2 2
4	4	Special Movement (Balance, Cat-Like, Swinging/Brachiating, Wall-Bouncing)	4 (2)

LVL	PTS	SKILLS	RANK
4	24	Acrobatics (Jumping)	5
3	9	Burglary (Breaking-and-Entering)	5
3	6	Climbing (Vegetation)	5
3	9	Stealth (Silent Movement)	5
2	2	Swimming (Free Diving)	4

PTS	DEFECTS	PTS
-2	Diminutive (Spider Monkey)	-2
-2	Less Capable (Strength)	-
-3	Marked (Spider Monkey)	-3
-3	Not So Tough	-
-2	Physical Impairment (Cannot speak)	-2
-1	Significant Other ("Lady in Yellow," Anna)	-1
-1	Significant Other (Toymaker)	-1
-3	Unique Defect (Difficulty understanding some human concepts)	-3

A problem soon arose, however, whenever Aaron would go out at night as the Toymaker. If Aaron left Charlie behind, the monkey would make a fuss and trash the apartment. Aaron's other option was to ask Anna to baby-sit, but he hated inconveniencing her. What was most peculiar, though, was that Charlie only acted up when Aaron patrolled as the Toymaker; Charlie didn't seem to mind when Aaron ran errands or went to a movie (although he expected Aaron to bring back popcorn). Somehow the monkey knew what Aaron's intentions were. Eventually, Aaron got the hint. He tried letting Charlie accompany him as his sidekick. To his delight, the monkey had a knack of knowing just how to help. Charlie was smarter than many people, let alone monkeys, and seemed to have a keen sense of right and wrong. Realising that Charlie would need an alias, Aaron dubbed him Mr. Strings.

Charlie and Aaron have a strange bond, and seem to be able to communicate on a subconscious level. Though he is only a monkey, Charlie seems domesticated and is typically very gentle. When Aaron is in trouble, however, Charlie's protective instincts come out. He is formidable in a fight. His only other best friend is Anna, whom he thinks of as "Lady in Yellow" because of her yellow uniform.

ROLL CALL 2 - NEUTRALS



ADVENTURE SEEDS

Following are some brief ideas for adventures or full-length campaigns. Each one gives a brief outline of a concepts that GMs can flesh out as needed (for more Adventure Seeds, see page 23).

IT'S A SMALL (PERSON'S) WORLD, AFTER ALL

SCALE: Sidekicks!
LOCALE: Empire City
TOPE: Colour to Comedy
THEME: Growing Into Responsibility

All of the world's adults have been regressed to childhood, forced back to ages 9 – 12. The heroes' sidekicks aren't affected, either because they were somehow shielded, or because teenagers weren't changed by the strange energies. Now teenyboppers are the governors of Empire City, or possibly leaders of the world. Can the characters grow into their responsibility and find a way to restore the adults, or will raging hormones turn Empire City into a new *Lord of the Flies*?

This only works if the player characters are teenagers and/or sidekicks, themselves. They then have to decide how to interact with people like Squire, Liberté, Silver, and the Dodger, who are all upjumped by this new system. Non-human beings, like Boybot and Mr. Strings, are not affected and may become potential allies. How do the heroes react when Olympian Tower becomes a new amusement park, run by lil'Sentinel and lil'Phoenix? Are the criminals equally transformed, ensuring that Bruja and Acero Escudero are the newest supervillains in town, or are none of the bad guys affected?

BLOOD IN THE JUNGLE

SCALE: Minor or Standard Heroes
LOCALE: Empire City
TOPE: Four Colour to Graphic Novel
THEME: Justifying the Ends

Bullet Time and Little League are on the run from the mafia, while Gold and Silver actively interfere with organized crime. Meanwhile, Lady Justice and Liberté clash with Parisian crime lords, while the Toymaker and Mr. String enforce their own brand of justice. How long will it be before these various forces link up, creating a masked army to deal with various arms of the mob?

Yet the criminals won't wait for the vigilantes to get their act together. They'll send out metahuman enhanced gang-bangers, like El Demonio and Bruja, and even bring in superhuman contract killers, like Mr. Blade and Mr. Edge. Will the vigilantes be ready to deal in a game with such high stakes?

Meanwhile, the player characters watch the battle zone escalate, threatening to endanger innocents and turn the mean streets into a bloodbath. Do they interfere with the masked army? Can they reason with soldiers, dedicated to a cause? Perhaps the key is to enlist the support of the sidekicks, like Little League and Silver, who can still see right from wrong.

As a further complication, consider adding the Revolutionary's army of homeless. These tend to be the first casualties in any inter-city conflict, but with the Revolutionary and the Dodger uniting them, this time the vagabonds won't flee meekly into their hidey holes. They won't take kindly to either the mafia or the vigilantes, and may not stop to see what the heroes are doing before they get physical.

I WANT TO BE A REAL BOY

SCALE: Minor or Standard Heroes
LOCALE: Any major metropolis
TOPE: Four Colour
THEME: What is Human?

Dr. Kobo has created a wonderful machine in Boybot, far more like a real person than Rubicon's grotesque success at saving his son, Acero Escudero. With that in mind, Rubicon kidnaps Dr. Kobo, demanding that he help his son. Boybot might enlist the aid of the heroes in tracking down his creator, or he might go off half-cocked, leaving a trail of devastation in his wake as he searches for Dr. Kobo.

When Boybot finds Acero Escudero, however, they both realize they have more in common than anyone first thought. Even Boybot isn't really human, although he has the face of a boy. The two secretly forge an alliance, ensuring that whatever one learns, he will pass on to the other. They start to pillage other bastions of knowledge, from the Ascension Institute to the Artificer's corporation, Artifice Designs LLC; any evidence they leave leads back to Rubicon and Dr. Kobo, in an effort to throw off the heroes.

Will the characters find them before they cause real damage? Will the two robots ever find a way to become real, or will they learn that there is more to being human than flesh and blood?

RECRUITMENT

SCALE: Obscure, Minor or Standard Heroes
LOCALE: Empire City
TOPE: Four Colour to Mature
THEME: The Promised Land

Azure Star and Eclipse are working in Empire City, but Eclipse is instructed to look for potential metahuman recruits for the Israeli Defence Force. The Revolutionary is also searching for impressionable outcasts to bring into her fold. Meanwhile, the consulate of Thule is actively enlisting any metahumans in can, promising them a better life, free from persecution and strife, in Thule. Does anyone actually have the real interests of these fledgling characters at heart, or is all part of a grand power play?

The player characters could be young and inexperienced, asked to join all sides – offered promises of training, power, riches, or threats to their lives and loved ones. Or they could be more experienced heroes, who hear through the grapevine about these various recruitment drives. What happens when the disparate groups go after the same characters – it surely won't end peacefully.



BULLET TIME (175 CHARACTER POINTS – TRI-STAT)

Speedster Level 5; 200 Power Points — d20 System

IDENTITY:	Frankie Saracino	
OCCUPATION:	Fugitive	
FIRST APPEARANCE:	Tales From the Street #98	
FORMER ALIASES:	None Known	
PLACE OF BIRTH:	Empire City	
AFFILIATION:	None	
TERRITORY:	Chicago	
HEIGHT:	6'4" (193 cm)	EYES: Brown
WEIGHT:	175 lbs. (80 kg)	HAIR: Black

Frankie Saracino, a cousin of feared Mafia hitman Luigi Saracino, was a low-ranking soldier in Empire City's Genovese crime family. He was acting as a bodyguard for his cousin when hitmen attacked, gunning for Luigi. As Frankie moved to intercept the hitmen, he was somehow able to slow down his perception of time, letting him anticipate the hitmen's moves and act before they could finish drawing their guns. Witnesses observed Frankie moving in a blur, faster than any normal man, shooting both hitmen before they had drawn their guns.

When the dust had settled, Luigi asked Frankie to join the new Murder, Incorporated. Despite some misgivings about his cousin's motives, he agreed. Under the pseudonym "Bullet Time," Frankie learned to control his powers. His mistrust of Luigi, however, was soon justified.

Luigi made a deal with Matthews GenTech to provide several metahumans for vivisection and study in exchange for money and pharmaceutical-grade drugs. Never one to overlook an opportunity to get rid of a competitor, Luigi arranged for his men to grab Frankie and deliver him as one of the "test subjects." Frankie managed to evade the kidnap attempt and escaped.

BODY	9	ATTACK COMBAT VALUE	15
MIND	7	DEFENCE COMBAT VALUE	13
SOUL	9	HEALTH POINTS	130

STR	16	DEX	18	CON	18	INT	14	WIS	16	CHA	18	
REF	+8	FORT	+5	WILL	+4	BASE TO HIT MODIFIER		+5/+12				
BASE AC MODIFIER						+4/+11		HIT POINTS				65

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
7	21	Attack Combat Mastery	7	(16)
	-2	• Dependent (Attack Combat Mastery, on Speed)		-2
12	12	Combat Technique (Blind Shooting, Concealment, Lightning Reflexes x2, One Shot Left, Portable Armoury, Steady Hand x2, Two Weapons x4)	12	(11)
7	14	Defence Combat Mastery	7	(12)
	-2	• Dependent (Defence Combat Mastery, on Speed)		-2
3	18	Extra Attacks	3	18
	-2	• Dependent (Extra Attacks, on Speed)		-2
		• Reduction (-2; Extra Attacks; Only with guns)		
5	15	Extra Defences	5	15
	-2	• Dependent (Extra Defences, on Speed)		-2
	-1	• Restriction (Extra Defences; Only against physical attacks)		-1
3	6	Gadgets (Guns and accessories)	3	6
4	4	Heightened Awareness	4	4
6	6	Highly Skilled	4	4
10	10	Sidekick (Little League)	12	12
2	4	Tough	2	4

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	20	Special Attack "Hail of Bullets" (60 / [3d6+6] Damage, Auto-Fire, Concealable, Spreading x2, Hand-Held, Limited Shots: Reload instantly, Short Range, Slow)	5	(16)
5	10	Speed	5	(8)
		• Reduction (-4; Speed; No increased movement, stands in one spot)		

LVL	PTS	SKILLS	RANK
3	18	Acrobatics (Tumbling)	8
2	7	Burglary (Breaking-and-Entering, Hot-Wiring)	4
2	4	Climbing (Walls)	2
2	4	Driving (Car)	2
1	3	Intimidation (Street)	2
2	6	Stealth (Silent Movement)	3
3	24	Gun Combat (Pistols)	3
2	24	Ranged Defence (Personal)	4

PTS	DEFECTS	PTS
-	Incomplete Training (No Special Movement: Balance at Level 5)	-1
-1	Significant Other (Tessa)	-1
-2	Skeleton in the Closet (Secret identity)	-2
-3	Wanted (Mafia)	-3

To cover his tracks, Luigi put a hit out on Frankie for "betraying the family." In an attempt to lure Frankie out of hiding, a sadistic hitman named Vinny Taracino murdered Frankie's wife and kidnapped his daughter, leaving instructions that would lead Frankie into a trap. The plan worked, but Taracino underestimated Frankie's abilities. An intense firefight ensued, and Taracino was killed. Realising that Empire City was no longer safe, Frankie took his daughter and left town.

Since leaving Empire City, Frankie has stayed on the move. He is currently holed up in Chicago with his daughter, Tessa, working odd jobs and trying to discover more about the nature of his power.



LITTLE LEAGUE (50 CHARACTER POINTS – TRI-STAT)

Speedster Level 2; 60 Power Points — d20 System

IDENTITY: Tessa Saracino
OCCUPATION: Fugitive, Student
FIRST APPEARANCE: Tales from the Street #99
FORMER ALIASES: None
PLACE OF BIRTH: Empire City
AFFILIATION: None
TERRITORY: Chicago, IL
HEIGHT: 3'4" (102 cm) **EYES:** Green
WEIGHT: 45 lbs. (20 kg) **HAIR:** Brown

Tessa is a bright child of 10 years. She loves baseball and soccer, and was a rising star in the Empire City Little League. That ended the night Vinny Taracino kidnapped Tessa. When her mom tried to stop him, he casually shot and killed her. Taracino left a message for Tessa's father, Frankie, to follow them to the old meatpacking plant. It was a horrible night, in an awful place that was freezing, and had a copper tang. Tessa was tied up and hung on a rusted meat hook, left to dangle. When Frankie arrived, Tessa shut her eyes tight. Tessa kept her eyes closed, but heard everything – Frankie's mean silence, and Taracino's ugly curses. It ended in gunshots – Frankie had killed Taracino.

Once Frankie freed Tessa, he explained they had to leave town immediately. They couldn't even go home to pack, or arrange for mom's funeral. Tessa didn't really understand, but she was brave and did everything she could to help. They've been on the run ever since; often it's exciting, sometimes boring, and too many times it's lonely or scary. Still, Tessa is a remarkably stoic child, her love for her father keeps her strong.

BODY	3	ATTACK COMBAT VALUE	3
MIND	3	DEFENCE COMBAT VALUE	1
SOUL	5	HEALTH POINTS	40

STR	7	DEX	8	CON	7	INT	7	WIS	9	CHA	10
REF	+2	FORT	-2	WILL	-1	BASE TO HIT MODIFIER		+2			
BASE AC MODIFIER						-1		HIT POINTS		5	

TRI-STAT			d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK	PTS
1	1	Divine Relationship	1	1
1	1	Features (Cute)	1	1

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	3	Jumping	3	3
1	4	Special Attack "Grand Slam" (40 / [[2d6+4]] Damage, Accurate x2, Hand-Held, Limited Shots x2)	1	4
1	1	Special Attack "Soccer Ball of Doom" (40 / [[2d6+4]] Damage, Knockback x2, Stun, Hand-Held, Limited Shots x3)	1	1
1	6	Speed	1	(0)
	-2	• Limited Use, Ongoing (Speed)		-2
*	20	Unknown Superhuman Power		20

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Flexibility)	4
2	2	Sports (Little League Baseball)	2
1	2	Visual Arts (Drawing)	2

PTS	DEFECTS	PTS
-2	Ism (Ageism)	-2
-2	Unskilled	-
-2	Wanted (Mafia)	-2

Tessa has an undeniable gift for athletics; her natural abilities are augmented by her inherited gift, a psionic power to slow time around her. While her father uses his power to effectively make himself act more quickly, Tessa uses her powers to increase the force and speed with which she runs, bats, kicks, and jumps. Despite her unusual gifts and her even more unusual life, Tessa remains a happy, outgoing youngster with a love of video games and cartoons.

Unfortunately, Tessa's abilities present her father with more of a hindrance than a help. The mobsters pursuing them have learned of Tessa's abilities. They are determined to kidnap Tessa and train her into becoming a powerful Mafia assassin. Not only is Tessa not yet powerful enough to fend off any would-be kidnapers, but she also still has a child's naiveté and trust in the world. Her father watches her like a hawk making sure that she's never out of his sight. To date, they have had nasty run-ins with Mr. Blade and Mr. Edge, Murder Inc., and even El Demonio and Bruja. Tessa rather liked Bruja, until El Demonio arrived. Some days, it seems everyone wants to control Tessa. They have even had offers of help, from the Ascension Institute and the FBI, but Frankie doesn't trust anyone else with the safety of his daughter.

Tessa, who has taken to calling herself Little League, seems to be growing stronger by the day. It remains to be seen how much longer she will remain vulnerable. She has developed a love of helping people, especially children, though she sometimes has a hard time understanding that not all children can do what she can.



DOCTOR KOBO (200 CHARACTER POINTS — TRI-STAT)

Gadgeteer Level 7; 225 Power Points — d20 System

IDENTITY: Doctor Wan-Kyun Kobo
OCCUPATION: President and Owner of Kobo Tech
FIRST APPEARANCE: Science Unbound #121
FORMER ALIASES: None
PLACE OF BIRTH: Inch'on, Korea
AFFILIATION: None
TERRITORY: Worldwide
HEIGHT: 5'9" (180 cm) **EYES:** Brown
WEIGHT: 120 lbs. (54 kg) **HAIR:** Grey

For 30 years, Dr. Wan-Kyun Kobo has been the world's leading expert in the fields of robotics and artificial intelligence. At just 16 years old, he was accepted to MIT. By 20 he held a number of patents for advanced computer and robotic technology. These patents brought him not only worldwide acclaim but great wealth. Still, he wanted more.

Kobo wanted to create artificial life that was not only capable of learning, but also free willed. He did not want a robot that needed to be programmed; he wanted a dynamic device capable of reasoning and independent thought. While pursuing graduate studies at Tokyo Technology Institute he began his quest for building artificial life. Despite academic pressures to abandon his work, Kobo developed the "Bionic Brain," a prototype for an advanced computer that had the ability to learn and reason.

Graduating from TTI at the top of his class, Kobo returned to Korea to form his own company. Kobo Tech became synonymous with advanced computers and technology. In 1983, Kobo developed the "Brainstem Chip." Once implanted, it aided the brain in all processing functions. Kobo was unwilling to put anyone at risk to test his new invention, so he decided to test it on himself. The test was a success, and the implanted chip increased his brainpower dramatically.

BODY 4/10 **ATTACK COMBAT VALUE** 6/10
MIND 11/16 **DEFENCE COMBAT VALUE** 5/9
SOUL 7 **HEALTH POINTS** 55/85

STR 20 **DEX** 12 **CON** 16 **INT** 32 **WIS** 18 **CHA** 14
REF +3 **FORT** +5 **WILL** +13 **BASE TO HIT MODIFIER** +2
BASE AC MODIFIER +1 **HIT POINTS** 53

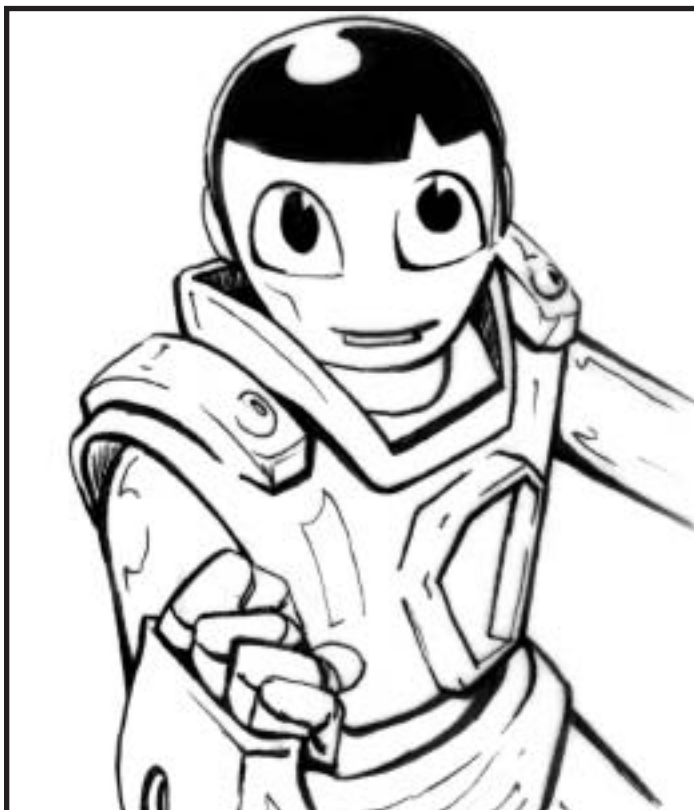
TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
1	1	Combat Technique (Weapons Encyclopaedia)	1	1
10	10	Highly Skilled	2	(1)
8	16	Gadgeteer	8	(12)
8	16	Gadgets (Computer Gadgets of all types)	8	(12)
30	30	Sidekick (Boybot)	31	31
8	24	Wealth	8	24

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	12	Block Power (Power Blocker version 2.03a — All)	2	12
5	10	Computer Scanning (Brainstem Chip)	5	(8)
6	12	Enhanced Body (Exoskeleton)	-	-
-	-	Enhanced Constitution	2	4
-	-	Enhanced Dexterity	1	2
-	-	Enhanced Intelligence	5	(8)
5	10	Enhanced Mind (Brainstem Chip)	-	-
-	-	Enhanced Strength	3	6
3	17	Force Field (Defence Bubble — Stops 80 / [40]); Blocks Teleport, Full Impact, Static; Area 5)	3	(14)
1	1	Heightened Senses (Cyber Retinas — Microscopic Vision)	1	1
4	4	Mind Shield (Brain Wave ECM)	4	4

LVL	PTS	SKILLS	RANK
3	12	Biological Sciences (Genetics)	10
5	20	Computers (Artificial Intelligence)	16
2	4	Cultural Arts (Art Appraisal)	5
5	20	Electronics (Robotics)	16
2	8	Forgery (Electronic Documents)	5
3	9	Intimidation (Business)	6
2	2	Languages (Korean, English, Japanese)	5
3	9	Law (International)	6
5	5	Management and Administration (Executive)	10
2	9	Mechanics (Aeronautical, Micro)	10
2	6	Medical (Diagnosis)	10
2	4	Performing Arts (Public Speaking)	5
3	15	Physical Sciences (Engineering)	12
2	4	Social Sciences (Politics)	6
3	3	Writing (Technical)	10

PTS	DEFECTS	PTS
-3	Famous	-3
-	Incomplete Training (No Item of Power at Level 2)	-6
-	Incomplete Training (No Organisational Ties at Level 3)	-1
-	Inept Attack	-3
-1	Physical Impairment (Exoskeleton needs maintenance)	-1

In 1992, a failed assassination attempt left Kobo a paraplegic. While recovering from his wounds, Kobo designed and built a powerful exoskeleton that enabled him to regain the use of his limbs. Every gain seemed overshadowed by the fear of assassination, however, as radical elements within his home country continued making attempts on his life. Kobo had difficulty accepting that someone should risk death in order to save his life, and when his long-time bodyguard was killed in the line of duty, he vowed no one else would die to protect him. He devoted his considerable talents to creating an independent functioning android, known as Boybot, who acts as his bodyguard and companion. Though originally designed to be nothing more than a bodyguard, Boybot has become Kobo's son and future heir.



BOYBOT (150 CHARACTER POINTS – TRI-STAT)

Adventurer Level 3; 155 Power Points — d20 System

IDENTITY: Bionic Original Youth (BOT)

OCCUPATION: Bodyguard

FIRST APPEARANCE: Science Unbound #121

FORMER ALIASES: None

PLACE OF BIRTH: Seoul, Korea

AFFILIATION: None

TERRITORY: Worldwide

HEIGHT: 4'2" (128 cm) **EYES:** Blue

WEIGHT: 120 lbs. (54 kg) **HAIR:** Black

The fulfilment of Doctor Kobo's vow to no longer endanger the lives of his bodyguards, Boybot is the result of billions of dollars and countless hours of development. The result was the first publicly announced, artificial life form capable of deductive reasoning and independent thought. Though Boybot was originally only intended to be a tool, Kobo eventually grew to care for him. He considers Boybot his son, and future heir.

Though Dr. Kobo treats Boybot as a real boy, the android knows he is not human. This saddens him. Though able to grow and mature intellectually, he is trapped in the body of a seven-year-old, causing many to underestimate him. Dr. Kobo could build a grown-up body for Boybot, but seems unwilling to do so. This angers Boybot, and is the only area where "father" and "son" do not see eye-to-eye.

Underneath the synthetic skin of Boybot's body is an advanced frame capable of withstanding massive amounts of physical stress and trauma. His robotic body is incredibly strong, and he has weapons available to him that can level a city block. Despite his strength, Boybot is aware of human fragility. He hates causing harm and strives to ensure the safety of others.

BODY 8	ATTACK COMBAT VALUE 10
MIND 6	DEFENCE COMBAT VALUE 10
SOUL 5	HEALTH POINTS 165
WITS 3	

STR 16	DEX 14	CON 16	INT 12	Wis 6	CHA 10
REF +3	FORT +4	WILL -1	BASE TO HIT MODIFIER +5		
BASE AC MODIFIER +8					HIT POINTS 75

TRI-STAT	CHARACTERISTIC ATTRIBUTES		d20 SYSTEM
LVL	PTS		RANK
4	12	Attack Combat Mastery	4
6	12	Defence Combat Mastery	6
1	3	Extra Defences	1
5	10	Tough	5

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
7	21	Armour "Robot Shell"	7	(16)
3	12	Flight	3	12
	-1	• Detectable (Flight; Motor noise, heat signature)		-1
4	4	Heightened Sense (Sight, Hearing, Radio Receiver, Zoom Vision)	4	4
4	16	Special Attack "Optic Beams" (100 / [[5d6+10]] Damage, Accurate, Short Range, Slow)	4	(11)
3	3	Special Attack "Machine Gun Hands" (20 / [[1d6+2]] Damage, Auto-Fire, Spreading, Limited Shots x2: 1 round to reload)	3	3
14	14	Special Defence (Ageing x2, Disease x2, Hunger x2, Oxygen x2, Pain x2, Poison x2, Sleep x2)	14	(9)
1	6	Speed	1	6
2	4	Tunnelling	2	4
1	2	Water Speed	1	2

LVL	PTS	SKILLS	RANK
1	1	Domestic Arts (Cooking)	1
1	1	Languages (Korean, English)	1
1	10	Special Ranged Attack (Optic Beams)	2
1	8	Unarmed Attack (Strikes)	2

PTS	DEFECTS	PTS
-2	Famous (As A.I. robot)	-2
-1	Less Capable (Wits)	-
-1	Marked (Anime boy robot)	-1
-1	Significant Other (Dr. Kobo)	-1
-1	Unskilled	-1

When Dr. Kobo is in danger, however, all bets are off. In these circumstances, Boybot has been known to overreact and cause a great deal of collateral damage. While bystanders have been endangered, luckily no one has been seriously injured by his outbursts. Kobo continues to stress the importance of taking responsibility for one's actions, and Boybot is slowly learning.

Boybot is still innocent about the world around him, and it is this naïveté that often gets him into trouble. He is so devoted to helping people that he sometimes runs off blindly into action without thinking about the repercussions. Boybot is fascinated by other synthetic intelligences, or artificial beings. He regards his "brethren" with starry-eyed fascination, from the menacing Iron Duke, to the Artificer's marketing A.I., Galatea. On the other hand, Boybot is quite nervous around other technosmiths, like the Artificer or White Hat, fearing they may be able to rebuild or hack him. Would he ever betray Dr. Kobo for the promise of a mature body? It is unlikely that he would ever turn against his "father" directly, although he might well work against anyone else in exchange for such a service.



GOLD (125 CHARACTER POINTS – TRI-STAT)

Powerhouse Level 5; 155 Power Points — d20 System

IDENTITY: Aaron Goldman

OCCUPATION: Freelance Computer Programmer and Web Designer, adventurer

FIRST APPEARANCE: Amazing Presentations, Vol. III #139

FORMER ALIASES: None

PLACE OF BIRTH: LaCrosse, WI

AFFILIATION: None

TERRITORY: Empire City, Lower East Side

HEIGHT: 6'3" (187 cm) **EYES:** Gold

WEIGHT: 240 lbs. (105 kg) **HAIR:** Gold

Aaron led an uneventful life until he attended college at Marquette University in Milwaukee. There he met the love of his life, Andrea Watkins, a fellow Computer Science student. Their intellects brought them to the attention of a radical conspiracy group among the faculty. This group, headed by a mysterious figure called only the Duchess, sought to gather like-minded (or at least pliable) students to join their cause of genetic purity. Aaron and Andrea were approached under false pretences and asked to join. During a campus blood drive, samples of the pair's DNA were sent to the Duchess's medical facilities. Certain genetic traits made both suitable for an experimental procedure to induce metahuman mutations.

Seduced into the inner circle, Aaron and Andrea volunteered, thinking they'd be able to better help society if they had paranormal abilities. They survived the arduous process and became Gold and Silver, members of the Duchess's StrikeForce. StrikeForce was best described as morally ambiguous, and at worst as the long, violent arm of the Duchess.

The Duchess had permanently transformed both Gold and Silver. Gold's body became an incredibly tough, metallic shell. His "skin" generated a charge that allowed Gold to fly; it could also bend visible-, infrared-, and ultraviolet-wavelengths to refract around his body, making him invisible.

BODY 9	ATTACK COMBAT VALUE 10
MIND 6	DEFENCE COMBAT VALUE 8
SOUL 5	HEALTH POINTS 110

STR 46	DEX 17	CON 20	INT 12	WIS 12	CHA 11
REF +4	FORT +8	WILL +2	BASE TO HIT MODIFIER +9		
BASE AC MODIFIER +7			HIT POINTS 90		

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
4	12	Attack Combat Mastery	4	12
4	4	Combat Technique (Accuracy, Blind Fighting, Judge Opponent, Lightning Reflexes)	4	4
4	8	Defence Combat Mastery	4	(6)
1	1	Features (Appearance)	1	1
2	2	Heightened Awareness	2	2
15	15	Sidekick (Silver)	17	17
2	4	Tough	2	4

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	9	Armour (Golden body)	3	(6)
-	-	Enhanced Constitution	1	(0)
3	12	Flight	3	(7)
-	-	• Detectable (Electrical charge)	-	-1
3	3	Immovable	3	2
3	9	Invisibility (Sight, Infrared, Ultraviolet)	3	9
3	12	Superstrength	3	(8)

LVL	PTS	SKILLS	RANK
2	6	City Knowledge (Empire City: Lower East Side)	2
2	8	Computers (Programming)	3
1	4	Electronics (Computers)	2
1	4	Mechanics (Micro)	2
1	2	Street Sense (Organised crime)	1
2	6	Urban Tracking (Underworld)	2

PTS	DEFECTS	PTS
-	Incomplete Training (No Jumping at Level 4)	-1
-	Incomplete Training (No Combat Technique at Level 5)	-1
-2	Marked (Golden body)	-2
-1	Significant Other (Silver, his daughter)	-1
-2	Wanted (Empire City organised crime)	-2

Gold and Silver eventually uncovered the true purpose of StrikeForce and the group they'd naively joined. They turned the group against the Duchess, tearing down the group's infrastructure and exposing the plot at the university. Afterward, they left the university and came to Empire City to start a new, normal life. Both found freelance computer work, married, and had a girl, Amanda. They lived quietly for thirteen years, giving Amanda as normal a life as possible. Three years ago, however, when an organised gang moved into their neighbourhood, Gold and Silver fought back. Overmatched by the pair, the criminals became desperate. The gangsters purchased heavy ordnance from a drug cartel, then ambushed and killed Silver.

When Aaron told his adolescent daughter what happened, the trauma triggered a staggering change in Amanda. Over several pain-racked days, she took on her mother's silvery appearance and powers. Since then, Gold and the new Silver have fought a relentless battle against Empire City's Mafia. Gold considers this a personal conflict between his family and the Mafia. He is not eager to take up the life of a heroic adventurer full time, though — not while he has a teenage daughter to raise.



SILVER (75 CHARACTER POINTS – TRI-STAT)

Costumed Fighter Level 2; 85 Power Points — d20 System

IDENTITY: Amanda Goldman
OCCUPATION: Student, adventurer
FIRST APPEARANCE: Caliburn #195
FORMER ALIASES: None
PLACE OF BIRTH: Empire City
AFFILIATION: None
TERRITORY: Empire City, Lower East Side
HEIGHT: 5'6" (165 cm) **EYES:** Silver
WEIGHT: 120 lbs. (54 kg) **HAIR:** Silver

Amanda was the seemingly normal child of two metahuman parents (Gold, and her mom, the first Silver). She even attended public school until her mother died. Both her mom and dad were obvious metahumans with metallic skins, and so did not participate in PTA meetings, school field trips, etc. They wanted Amanda to have a normal life, even if it meant keeping a low profile. This was normal to her; though her parents weren't largely involved in her activities, she never doubted their love for her. When her parents started adventuring again, to fight back against a gang incursion in their neighbourhood, they tried to keep Amanda sheltered. Amanda suspected something was going on, but acted in accordance to their wishes, and pretended not to be aware. Secretly, she thrilled to the idea of her folks as superheroes, and wondered if she'd ever manifest powers.

Amanda's normal life came crashing down, however, the night her mother was killed by the Mafia. That trauma, combined with impending puberty, triggered a drastic transformation. Over the course of the next week, her body underwent massive mutations. Her body grew and strengthened, her skin took on a hard, silvery sheen, and her speed increased tremendously. Her powers and appearance eerily echoed her mother's.

BODY 7	ATTACK COMBAT VALUE 8
MIND 5	DEFENCE COMBAT VALUE 6
SOUL 5	HEALTH POINTS 80

STR 14	DEX 14	CON 16	INT 11	WIS 9	CHA 12
REF +4	FORT +5	WILL -1	BASE TO HIT MODIFIER +5		
BASE AC MODIFIER +5					HIT POINTS 30

TRI-STAT			d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK	PTS
3	9	Attack Combat Mastery	3	9
3	3	Combat Technique (Accuracy, Lightning Reflexes x2)	3	(2)
3	6	Defence Combat Mastery	3	6
1	1	Features (Appearance)	1	1

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
2	6	Armour (Silver body)	2	6
2	6	Extra Defences	2	(3)
1	2	Massive Damage (Speed strikes)	1	2
2	12	Speed	2	12
1	2	Tough	1	2

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Balance)	4
2	6	City Knowledge (Empire City: Lower East Side)	2
1	4	Computers (Intrusion/Security)	1
3	6	Performing Arts (Dancing)	2
1	2	Street Sense (Organised Crime)	1
2	6	Urban Tracking (Underworld)	2

PTS	DEFECTS	PTS
-1	Ism (Ageism; Only 16)	-1
-2	Marked (Silver body)	-2
-1	Skeleton in Closet (Secret identity, most think she's actually the original Silver)	-1
-2	Wanted (Empire City organised crime)	-2

Once she recovered, she and her father both had to adjust to the loss of Andrea, as well as adapt to Amanda's transformation into a younger and less powerful version of her mother. Her father taught her how to use her new-found abilities over the next several months. She adapted to her training regimen eagerly, constantly excited by what she could accomplish. While not fully mature, Amada's abilities are quite remarkable, and her father believes she will be at least as powerful as her mother when she finishes growing. She dropped out of school, and he tutored her at home. When they both felt she was ready, the new Silver joined Gold in his battles against Empire City's Mafia.

Their first task was to track down Andrea's killers. Gold and Silver unleashed a campaign of retribution against the Giardino family, disrupting or destroying every Giardino operation, safehouse, warehouse, or other establishment they could locate. In the matter of a few months, they cost the Mafia family millions of dollars. The family's leaders, confused by reports of Silver's death only to find her active again months later, withdrew all their operations from Gold and Silver's territory. This, however, did not halt the attacks against Giardino facilities. The battle continues to this day, and will likely continue until one side or the other is wiped out.



THE REVOLUTIONARY (150 CHARACTER POINTS – TRI-STAT)

Skulker Level 5; 175 Power Points — d20 System

IDENTITY: Francoise Villaume
OCCUPATION: Freedom fighter
FIRST APPEARANCE: Amazing Presentations, Vol. II #10
FORMER ALIASES: Numerous
PLACE OF BIRTH: Constantine, Algeria
AFFILIATION: None
TERRITORY: Empire City
HEIGHT: 5'9" (196 cm) **EYES:** Green
WEIGHT: 135 lbs. (61 kg) **HAIR:** Brown

Francoise grew up in a French family in colonial Algiers. She was shocked by the brutality she saw inflicted on the Arab population, and could not accept her father's justifications that it was for the sake of "civilising the natives." At 15, she witnessed her father beat a native servant. As she felt the rage build inside her, her power manifested. She summoned a gust of wind to hurl her father across the room, then ran off to join the burgeoning resistance force, the National Liberation Front.

As a member of the Front, Francoise pushed to strike back violently at their French oppressors. The war was long and atrocities were committed on both sides. In the end, however, Francoise and the Front won Algeria's freedom. Her birth family and countrymen were driven from Africa.

With that victory, Francoise renamed herself the Revolutionary. She made it her mission to help the oppressed people of the world break free from their captors. She has travelled wherever she feels a call for revolution, from Vietnam to Northern Ireland to South America. Caring nothing about ideology, she has fought for a range of causes, holding no particular loyalties. In Afghanistan, she fought against the Russians, but later turned on the Taliban when it began its oppressive regime. Throughout her battles, she has shown a brutal willingness to use violence to achieve her ends and has never deviated from her "by any means necessary" style of conflict.

BODY 7 **ATTACK COMBAT VALUE** 10
MIND 7 **DEFENCE COMBAT VALUE** 8
SOUL 9 **HEALTH POINTS** 80

STR 15 **DEX** 16 **CON** 13 **INT** 15 **WIS** 17 **CHA** 18
REF +8 **FORT** +4 **WILL** +6 **BASE TO HIT MODIFIER** +6
BASE AC MODIFIER +6 **HIT POINTS** 35

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	9	Attack Combat Mastery	3	(6)
5	5	Combat Technique (Accuracy x2, Judge Opponent, Lightning Reflexes x2)	5	(4)
3	6	Defence Combat Mastery	3	6
1	3	Extra Defences	1	(0)
7	14	Henchmen (Homeless gangs)	7	14
8	8	Highly Skilled	6	(5)
5	5	Sidekick (The Dodger)	7	7

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
0	2	Alternate Form (Cosmetic Changes)	0	2
4	55	Dynamic Powers (Wind, minor; Area 5; Duration 4; Range 2; Targets 4)	4	(50)
-	-	Enhanced Dexterity	1	(0)
3	3	Special Defences (Ageing, Own Attributes x2)	3	3

LVL	PTS	SKILLS	RANK
2	4	Cultural Arts (History)	2
1	5	Demolitions (Artificial Structures)	1
1	3	Disguise (Voice)	1
5	10	Foreign Cultures (Afghan, American, Columbian, Irish, Kurdish, Polish, Tibetan, Vietnamese)	4
1	4	Interrogation (Physical)	3
3	9	Intimidation (Street)	4
5	5	Languages (French, Arabic, Gaelic, Mandarin, Polish, Russian, Spanish, Tibetan, Vietnamese)	4
3	12	Military Sciences (Tactics)	4
3	9	Stealth (Silent Movement)	4
3	6	Street Sense (Territorial Divisions)	3
3	3	Writing (Political)	3
2	20	Special Ranged Attack (Dynamic Powers)	2
1	12	Ranged Defence (Personal)	1
1	8	Unarmed Defence (Strikes)	1

PTS	DEFECTS	PTS
-2	Blind Fury (Brutality against the oppressed)	-2
-	Incomplete Training (No Special Movement at Level 2)	-1
-1	Marked (Tattoo of broken manacles on right shoulder)	-1
-1	Skeleton in the Closet (Veteran of many conflicts)	-1
-1	Vulnerability (When physically restrained or locked up)	-1
-1	Wanted (Local law enforcement)	-1

Arriving in Empire City, the Revolutionary met a homeless youth named Jacob. She was moved to take up a new type of cause — that of the homeless. She has begun to organise the population, starting outreach programs and intense training regimes, almost as if she's building an army of the disposed and outcast. The Revolutionary is very good at talking to people, getting them fired up and spirited about their own causes. At the same time, she has attacked those who have carelessly or opportunistically targeted the city's poor and helpless. Often those strikes are political or social — however, she will physically threaten these individuals or corporations when her patience ebbs low. For now, her actions have been low-key, but it is only a matter of time before she begins her revolution for the city's dispossessed.



THE DODGER (25 CHARACTER POINTS – TRI-STAT)

Skulker Level 2; 35 Power Points — d20 System

IDENTITY: Jacob Bennett

OCCUPATION: Homeless organiser

FIRST APPEARANCE: Tales of the Street #97

FORMER ALIASES: None

PLACE OF BIRTH: Bronx, Empire City

AFFILIATION: None

TERRITORY: Bronx, Empire City

HEIGHT: 5'8" (196 cm)

EYES: Grey

WEIGHT: 140 lbs. (64 kg)

HAIR: Purple (dyed)

Jacob Bennett grew up in the one of the roughest parts of the South Bronx. His father left before he was born, and his mother's boyfriend beat him regularly. Unwilling to deal with the abuse any longer, Jacob ran away from home for a life on the streets. Bitter with the hand that life had dealt him and outraged by the inequality he saw throughout Empire City, he turned to crime and drugs. He did pretty well on his own for a few years, although he saw more lows than highs on the streets. Every time he nearly "succeeded," some twist of fate would drag him back down – finally, Jacob stopped caring, and the days blurred into a meek quest for subsistence. Somewhere in his drug haze he contracted HIV. Jacob interpreted that diagnosis as a death sentence, and gave up on life altogether.

It was during the course of this decline that Jacob first met the Revolutionary. She found him near death, beaten from a recent mugging, and nursed him to health. As she tended his wounds, she asked about his time on the street. Jacob spoke of the harsh life he lived and the hopelessness he felt. He described the sense of always being cold, hungry, and never safe

BODY	4	ATTACK COMBAT VALUE	4
MIND	4	DEFENCE COMBAT VALUE	2
SOUL	5	HEALTH POINTS	35

STR	9	DEX	11	CON	7	INT	10	WIS	11	CHA	12
REF	+3	FORT	+0	WILL	+2	BASE TO HIT MODIFIER		+1			
BASE AC MODIFIER						+0		HIT POINTS			
								10			

TRI-STAT			d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK	PTS
1	1	Heightened Awareness	1	1
4	4	Highly Skilled	3	(2)

LVL	PTS	SKILLS	RANK
4	12	Burglary (Breaking and Entering)	5
4	12	City Knowledge (Empire City: Bronx)	5
1	1	Languages (Spanish)	1
1	3	Medical (Emergency Response)	1
4	12	Stealth (Silent Movement)	5
5	10	Street Sense (Influential Individuals)	5
4	12	Urban Tracking (Underworld)	5
1	8	Unarmed Defence (Strikes)	1

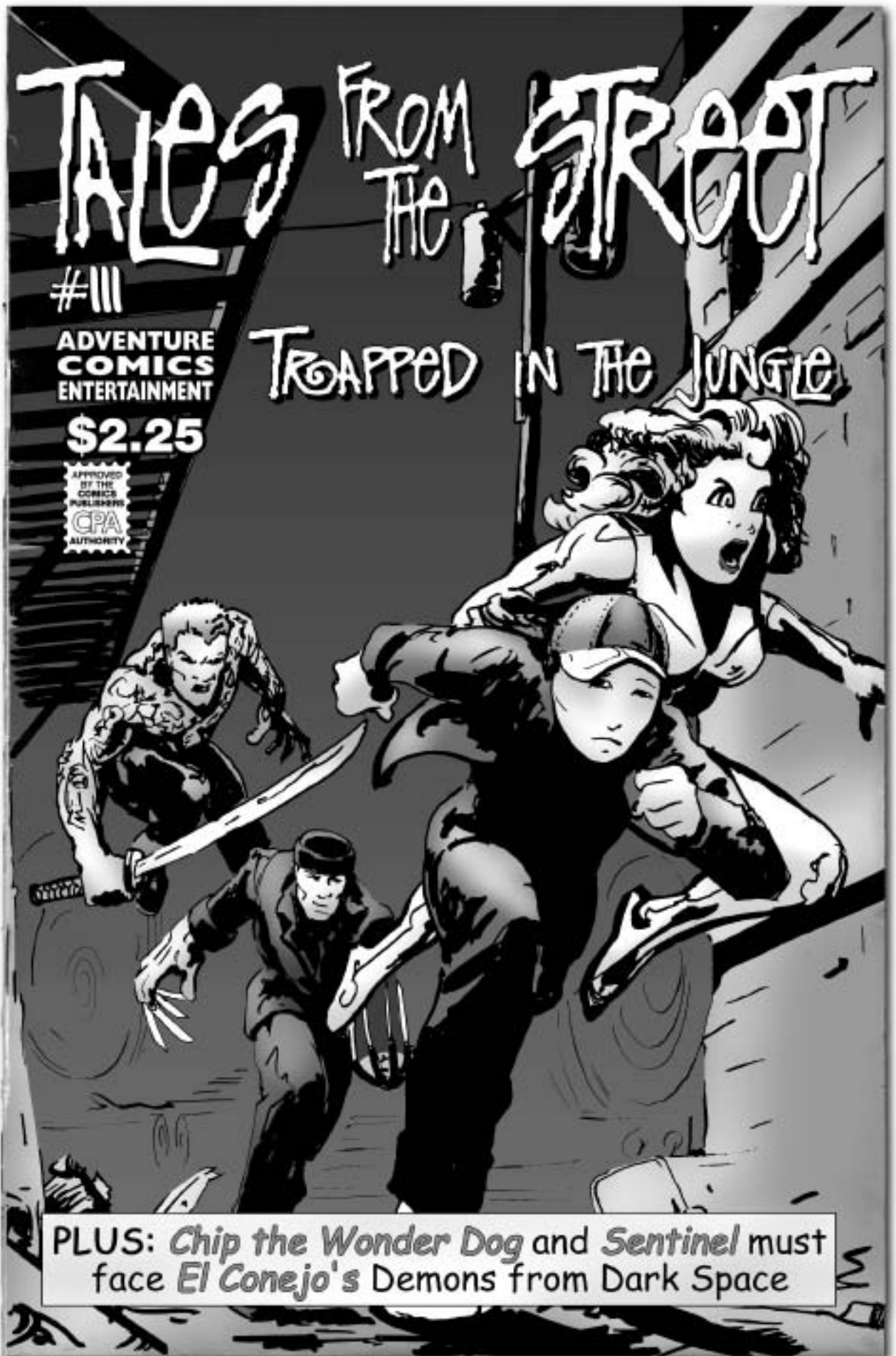
PTS	DEFECTS	PTS
-	Incomplete Training (No Attack Combat Mastery at Level 2)	-3
-1	Ism (Homelessness)	-1
-1	Not So Tough	-
-2	Physical Impairment (HIV-positive)	-2
-1	Unappealing (Homeless)	-1
-1	Wanted (Local law enforcement)	-1

– while society's "beters" walked around, and sometimes over, him with barely a sideways glance. He felt helpless and frustrated, an alienated bystander to both heroes and villains, civilians and criminals, barely marking time until he died. Moved by his account, the Revolutionary revealed her identity and promised to bring a sweeping wind of change to the streets of Empire City. Jacob felt like he'd just unleashed a genie, and had no idea if he could have closed Pandora's box even if he'd wanted to.

The Revolutionary promised Jacob a role in the movement when he was ready to fight. Cleaning up was the hardest struggle Jacob ever faced, but the prospect of a way to improve the lot of his homeless community gave him the strength to succeed. Under the handle "the Dodger," Jacob began to serve as the Revolutionary's street liaison.

The Dodger works to unite the unfortunates he meets and gathers intelligence for the Revolutionary's strikes. Jacob is an amazingly connected individual, one of those who always knows somebody who was involved. He survived for so long by being both a social chameleon, able to manipulate the black market, and by learning how to be invisible on the street: criminals would take him for a fried junkie and ignore him, while citizens would see only a heap of rags, and not even realize he was there. He is thoroughly dedicated to improving the conditions of the homeless, but is concerned by some of the more brutal actions he has seen his mentor take. For now however, Jacob continues to build the movement and dream of the day of equality for all of Empire City.

ROLL CALL 2 - VILLAINS



TALES FROM THE STREET

#III

ADVENTURE
COMICS
ENTERTAINMENT

\$2.25

APPROVED
BY THE
COMICS
PUBLISHERS
CPA
AUTHORITY

TRAPPED IN THE JUNGLE

PLUS: *Chip the Wonder Dog* and *Sentinel* must face *El Conejo's Demons* from *Dark Space*

ADVENTURE SEEDS

WHAT'S THAT, CHIP? SENTINEL FELL INTO THE WELL?

SCALE: Minor to Standard Heroes
LOCALE: Empire City
TOPE: Four Colour to Comedy
THEME: Purpose in Life

The heroes are fairly new at the game, still awed and intimidated by the power players like the Guard. When a crisis erupts (built to whatever villain strikes the GM's fancy), and the more famous heroes vanish, what happens if the novices freeze? Why, Chip the Wonder Dog shows up to help, of course!

Chip can be a (relatively) regular dog, who empathically senses that something is wrong and the heroes seem interested in helping, but just need to be led along the trail. Or Chip could be part of a bigger picture, appearing when most needed as if directed by a higher power. The end result is the same – he is a tool that GMs can use to nudge the characters (without railroading them into the plot).

Additionally, if Chip takes a liking to one or more of the characters, he may adopt them, becoming an occasional sidekick.

RISE UP

SCALE: Minor or Standard Heroes
LOCALE: Empire City
TOPE: Four Colour to Mature
THEME: Revolution

The Revolutionary realizes that the homeless do not have the raw power to throw down the ruling oligarchy; additionally, she is well aware of how many metahumans face cruel oppression. She has begun a new campaign, stirring the spark of an uprising in the hearts of those who feel downtrodden and abused. Most of the established characters in the world have long resolved these issues for themselves, but young sidekicks are easily swayed by fiery rhetoric.

How do various sidekicks react? Silver and Liberté could join her cause, believing that their teachers are too soft hearted for the cold world; Squire would be tempted, but he already has learned his lesson on duty and responsibility. Eclipse might join, although he is older, if he was offered a place of leadership. While Little League is too young, Bullet Time could be convinced – or if something happened to Bullet Time, Little League might be adopted by the Revolutionary. Boybot is likely to be uninterested, as are the more vicious Mr. Blade and Mr. Edge, but Bruja, and Acero Escudero take an interest in this new world that is proposed.

What, then, does the Revolutionary want? Freedom and security for all oppressed metahumans, of course, and she's not afraid to coach them to use their powers to change the world. Any mentor who has lost a sidekick would be interested in stopping her,

but how ugly will things turn at the many heated encounters? The next generation isn't interested in maintaining the status quo, if that means acting as the subjugated saviours of an ungrateful society – it's time to rise up!

BRAIN BOX, INC.

SCALE: Minor or Standard Heroes
LOCALE: Any major metropolis
TOPE: Four Colour to Comedic
THEME: Identity Switch

Rubicon concludes that his scientific expertise still falls far short of what is required to help his son – thus he moves from science to the occult. Rubicon goes to Dominandor and el Conejo for help, reasoning that if Dominandor's psyche was trapped in the Dark Space, perhaps an answer lies there. Dominandor instructs Conejo to help, for any information about the Dark Space is important to him. They lug a great deal of brain monitoring equipment into the other dimension, but in the end, Conejo has to find a suitable target – like one of the characters – and drag him into that place, where Dominandor will be waiting to strap the victim into a machine designed for mind exchanges.

Rubicon's new company, Brain Box, Inc., produces interesting theory that is completely vapourware, on Earth at least. In the Dark Space, psyches and souls are more tangible, and the Brain Box can shunt one person's mind into another's body. First and foremost, Rubicon wants to save his son. How will a character react when he discovers himself in the mechanical form of Acero Escudero?

Any hints of success may summon Boybot, who know has a way to escape his static shell. Who will Boybot target as an ideal candidate? Neither Boybot and Acero Escudero will be picky – they don't need to have the world's "most powerful body," like Sentinel. They'd probably be very happy, at first, with any real body, like Liberté's or Squire's. People like Dodger (who is very sick), or Silver (not just a girl, but an obvious "freak") would be less appealing to them. On the other hand, what if the character who was chosen suddenly gained a great deal of power in this new body (such as a 75 Point character switching into a 100 or 150 Point frame!) – a great tragic hero could be born.

If the technique works, other characters might well take advantage of the equipment. How does Conejo react when Mr. Edge or el Demonio come calling, looking to be "normal?" Even Gold and Silver might get tired of standing out, and want to find a way to switch ... or a weak character might want to trick a powerful warrior into changing. Finally, what happens when the Iron Duke shows up one day?



DOMINANDOR (175 CHARACTER POINTS – TRI-STAT)

Adventurer Level 7; 200 Power Points — d20 System

IDENTITY:	Dohmyn'nhan'dyorr	
OCCUPATION:	Extra-dimensional warlord, criminal	
FIRST APPEARANCE:	Amazing Presentations, Vol. III, #27	
FORMER ALIASES:	None	
PLACE OF BIRTH:	Kathan Dimension	
AFFILIATION:	None	
TERRITORY:	Guatemala, Guatemala	
HEIGHT:	6'5" (196 cm)	EYES: Dull Purple
WEIGHT:	250 lbs. (114 kg)	HAIR: None

For centuries, Dohmyn'nhan'dyorr was the scourge of the multiverse. An extra-dimensional psychic conqueror, Dohmyn'nhan'dyorr travelled from dimension to dimension, subjugating its enemies and laying waste to all it could see. After many such victories, the tyrant was finally defeated by a group of powerful seers. They broke its armies and scattered its resources, then banished the invader to a distant pocket realm for all eternity.

Dohmyn'nhan'dyorr remained trapped in that dimension for countless years. It had resigned itself to never achieving freedom, but then one day, everything changed. A strange organic creature entered its realm. The human, "El Conejo," claimed to control this pocket dimension. The tyrant told the human it was a humbly trapped spirit who sought release. It promised the human to do his bidding in return for freedom, terms to which the human agreed. "Dominandor" (as the pitiful, squishy earth-creature called him) stepped foot on Earth, ready for its return to power.

Dominandor instantly turned to crush the foolish human upon release, but stopped when it discovered just how weak it had become. It quickly realised much of its psychic essence was still trapped in the pocket dimension. It would only regain its former glory if it could claim its missing

BODY 8	ATTACK COMBAT VALUE 10
MIND 10	DEFENCE COMBAT VALUE 8
SOUL 12	HEALTH POINTS 100

STR 17	DEX 15	CON 16	INT 20	WIS 22	CHA 24
REF +4	FORT +5	WILL +13	BASE TO HIT MODIFIER +3		
BASE AC MODIFIER +2			HIT POINTS 65		

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
3	3	Highly Skilled	1	1
10	10	Sidekick ("El Conejo")	10	10

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
6	26	Force Field (Area 2)	6	(16)
	-2	• Detectable (Force Field; Glowing nimbus, buzzing hum, magical disruptions, radio wave feedback)		-2
5	5	Mind Shield	5	5
4	8	Reincarnation (Easy to Stop, Kill El Conejo or convince him not to allow it)	4	8
2	5	Sixth Sense (Places of Power, Demonic Beings; Area 3)	2	5
7	28	Special Attack "Mental Vice" (60 / [[3d6+6]] Damage, Mind Attack, Short Range)	7	(18)
8	8	Special Defence (Ageing x2, Disease x2, Oxygen x2, Sleep x2)	8	8
7	34	Telekinesis (Area 4, Range 2)	7	(24)
	-2	• Detectable (Telekinesis; Glowing nimbus, loud buzzing, magical disruptions, radio wave feedback)		-2

LVL	PTS	SKILLS	RANK
3	9	Intimidation (Street)	10
2	2	Languages (Extra-dimensional tongue, English, Spanish)	3
1	1	Management and Administration (Government)	6
3	12	Military Sciences (Strategy)	10
2	4	Performing Arts (Public Speaking)	8
1	8	Power Usage (Telekinesis)	10
2	16	Thrown Weapons (Telekinesis)	5
1	8	Unarmed Combat (Strikes)	3

PTS	DEFECTS	PTS
-3	Marked (Monstrous form)	-3
-2	Owned (El Conejo; See Designer's Note)	-2
-2	Unappealing (Monstrous form)	-2
-1	Wanted (Extra-dimensional seers)	-1

DESIGNER'S NOTE: OWNED

While it is not normal for a character to be Owned by its Sidekick, this case is an exception due to the unique circumstances by which Dominandor arrived on Earth. Of course, should Dominandor regain its lost essence, the situation will quickly change.

energy. In the meantime, El Conejo had plans for a grand crime spree in Guatemala. Unsure what step to take next, Dominandor reluctantly agreed.

In time, Dominandor discovered his human companion knew nothing about the missing essence or even how the pocket dimension worked. Now, Dominandor is encouraging El Conejo to explore his powers and gain total control of the dimension. Dominandor itself isn't quite sure what the Dark Space dimension is comprised of, but he senses other beings trapped within its fabric. Dominandor is trying to teach El Conejo to unleash the energies contained within the Dark Space – but the foolish mortal never bothers to learn. Assuming El Conejo can accomplish this important task one day (as opposed to thinking about stealing BMWs), Dominandor hopes to unify its spirit, dominate any freed demons, and show Earth its full glory. Until then, it fulfils its companion's petty desires and gathers its strength for the glorious future.



EL CONEJO (50 CHARACTER POINTS – TRI-STAT)

Adventurer Level 2; 50 Power Points — d20 System

IDENTITY:	Jorge Inais
OCCUPATION:	Petty criminal
FIRST APPEARANCE:	Amazing Presentations, Vol. III, #27
FORMER ALIASES:	None
PLACE OF BIRTH:	Puerto Barrios, Guatemala
AFFILIATION:	None
TERRITORY:	Guatemala, Guatemala
HEIGHT:	5'5" (165 cm)
WEIGHT:	120 lbs. (55 kg)
EYES:	Dull Purple
HAIR:	Black

Jorge Inais was born to a large family from the west coast of Guatemala. His family worked hard and encouraged Jorge to be a productive part of society, but Jorge always looked for the easy way to get ahead. Eventually he slid into a life of petty crime. He moved to the capital city to ply his trade and search for the big score.

Jorge wasn't a particularly clever or talented crook, but he had one big advantage. If he could reach a dark space that he could fit his body into, such as a closet or a large sack, he could access a special place of his own, and then exit into any other nearby dark space. This habit of scurrying to dark holes gave him his nickname "El Conejo" (or "the Rabbit") and allowed him to make a decent living from crime. El Conejo lacked the courage or the brains, however, for the big heist that would set him up for life.

El Conejo had just begun to feel like he'd made the big time when he botched a house robbery. Before he could jump into his pocket dimension, a policeman shot him. He hid there for a long time, whimpering, until he heard a voice drawn by his pain and blood. El Conejo had discovered a trapped spirit. Once he heard what the spirit claimed to be, El Conejo realised he finally had

BODY	5	ATTACK COMBAT VALUE	4
MIND	4	DEFENCE COMBAT VALUE	2
SOUL	3	HEALTH POINTS	40

STR	11	DEX	10	CON	11	INT	10	Wis	9	CHA	7
REF	+0	FORT	+0	WILL	-1	BASE TO HIT MODIFIER		+1			
BASE AC MODIFIER						+0		HIT POINTS			12

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

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	25	Pocket Dimension (Dark spaces; Area 5)	5	(10)
	-2	• Limited Use, Instantaneous		-2
6	9	Telepathy (Dominandor only; Range 2; Target: 1)	6	9
	-2	• Concentration (Telepathy)		-2

LVL	PTS	SKILLS	RANK
1	3	Burglary (Breaking and Entering)	2
2	6	City Knowledge (Guatemala: Central)	5
1	1	Languages (Spanish, English)	1
2	6	Seduction (Female)	5
2	4	Street Sense (Gang Activity)	3

PTS	DEFECTS	PTS
-1	Marked (Dull Purple eyes)	-1
-2	Skeleton in the Closet (Connected to Dominandor)	-2
-1	Unskilled	-1
-1	Wanted (Local law enforcement)	-1

his ticket to the big time. He offered to take the spirit to Earth in exchange for its service, his wound forgotten. It agreed, and since then the two have been the terror of Guatemala.

For now, Jorge has been content to use Dominandor to steal some big-ticket items, beat up his enemies and generally terrorise the local populace. Dominandor has recently started suggesting loftier goals, but El Conejo's natural laziness has kept him from moving quickly on those ideas. On the other hand, he's beginning to think that Dominandor may be right about the presence of other spirits in the dimension. He plans to explore it soon to see what else there is to release on Earth.

DARK SPACE

El Conejo's Pocket Dimension is an area he thinks of as the "Dark Space." He believes it to be about two kilometres from end to end, but it is pitch black, and sound and time feel oddly distorted, so it's nearly impossible to tell. Even bringing in an outside light source, like a flashlight, does almost nothing to penetrate the inky void. The surface is rocky, and littered with small mounds of stone – Jorge thinks of them as crumbled statues or monuments. The "island" is bordered by an icy sea.

At the different mounds, Jorge can hear distinct, but unintelligible, voices. He used to think of them as echoes of ghosts until he met Dominandor. Jorge would sometimes leave caches in the Dark Space, but on occasion he would not be able to find his stash upon return. He thought he was just turned around ... now he's not so sure.



EL DEMONIO (125 CHARACTER POINTS – TRI-STAT)

Adventurer Level 2, Powerhouse Level 3; 150 Power Points — d20 System

IDENTITY:	Hector Mendoza	
OCCUPATION:	Gang Leader	
FIRST APPEARANCE:	Tales from the Street #94	
FORMER ALIASES:	Diabolico	
PLACE OF BIRTH:	Empire City	
AFFILIATION:	Diablos Rojos gang	
TERRITORY:	Empire City	
HEIGHT:	8'2" (249 cm)	EYES: Red
WEIGHT:	450 lbs. (205 kg)	HAIR: None (Reddish-brown scales)

Julio and Marta Mendoza were powerful practitioners of the occult who emigrated from Cuba to Empire City in 1976. Though Julio restricted himself to white magic, Marta secretly trafficked with demons to gain forbidden power. In 1978, she bore Julio a son, Hector. As soon as Hector was born, however, his true parentage became obvious. The doctors called his unusual size, scaly skin, and glowing eyes previously unknown genetic anomalies, but his parents saw the truth: Hector's father was not Julio, but a demon. When Julio realised this, he cursed his son, denounced his wife as a witch, and left them both.

Because of his unnatural appearance, Hector was kept locked inside the tiny, filthy apartment he shared with his mother until he was 14. By then, Hector was already six feet tall and stronger than most men. When his mother came home badly beaten and robbed one day, Hector ignored Marta's warnings and went out to find and kill the men that had attacked her. He learned that people were terrified of him, and he enjoyed their fear. Once he found the muggers, he took their ill-gotten loot along with their lives. Hector realised that crime could pay.

For a few months Hector prowled the street as "Diabolico," attacking anyone he felt he could overpower. As a lone, rabid wolf of the Barrio, however, he soon had many enemies. A number of gangs joined together to

BODY	6	ATTACK COMBAT VALUE	9
MIND	5	DEFENCE COMBAT VALUE	7
SOUL	6	HEALTH POINTS	120

STR	36	DEX	12	CON	13	INT	10	WIS	11	CHA	12
REF	+2	FORT	+5	WILL	+1	BASE TO HIT MODIFIER		+8			
BASE AC MODIFIER						+5		HIT POINTS			

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
4	12	Attack Combat Mastery	4	12
2	2	Combat Technique (Leap Attack, Two Weapons)	2	2
4	8	Defence Combat Mastery	4	8
1	1	Features (Scales)	1	1
6	12	Henchmen (Gang members)	6	12
2	4	Massive Damage (Claws)	2	4
3	3	Natural Weapons (Claws, fangs, horns)	3	3
10	10	Sidekick (Bruja)	11	11
3	6	Tough	3	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
1	3	Armour	1	(0)
2	4	Damage Absorption	2	4
		• Reduction (-6; Damage Absorption; Only absorb fire/heat attacks)		
2	32	Dynamic Powers (Fire, minor; Area 3; Duration 3; Range 3; Targets 3)	2	(17)
-	-	Enhanced Constitution	1	(0)
1	4	Superstrength	1	(0)

LVL	PTS	SKILLS	RANK
1	3	Burglary (Hot-Wiring)	2
2	4	Driving (Motorcycle)	2
3	9	Intimidation (Street)	4
3	6	Street Sense (Territorial Divisions)	3
1	8	Gun Combat (Auto-Fire)	1

PTS	DEFECTS	PTS
-1	Awkward Size	-1
-2	Bane (Sacred Ground)	-2
-2	Cursed (Attracts Demon Hunters)	-2
-	Incomplete Training (No Immovable at Level 2)	-1
-3	Marked (Demonic Appearance)	-3
-2	Wanted (Empire City PD)	-2

hunt him down; they taught him a hard lesson one night in a dead end alley. His scaly hide saved him that evening, and he managed to escape with his life.

Hector realised he would have to use his head if he wanted to survive. He needed "friends," too, or at least allies. He renamed himself "El Demonio," and took over one of the local gangs, the Tigres, forcing them to become "Diablos Rojos," or "Red Devils." El Demonio runs his little gang from the Barrio, committing petty crimes that bring in money but keep him below the radar of powerful heroes like the Guard. He knows that although his demonic heritage gives him power, he is no match for the likes of the Sentinel or Red Phoenix.

One of the Tigres most ambitious captains was a young woman named Bruja. Hector was smart enough to see that she was very clever, and respected by the gang. They were awed by her mystical powers, which were belied by her tiny size. Hector made Bruja into his lieutenant, and the gang has prospered under their leadership. Undoubtedly, they will soon be forced to confront some of the do-gooders of Empire City; El Demonio knows that will be the true test of their mettle.



BRUJA (50 CHARACTER POINTS – TRI-STAT)

Adventurer Level 3; 55 Power Points — d20 System

IDENTITY: Tita Gutierrez

OCCUPATION: Gang Lieutenant

FIRST APPEARANCE: Tales from the Street #94

FORMER ALIASES: None

PLACE OF BIRTH: Empire City

AFFILIATION: Diablos Rojos street gang

TERRITORY: Empire City

HEIGHT: 5'2" (157 cm) **EYES:** Black

WEIGHT: 110 lbs. (50 kg) **HAIR:** Black

Tita Gutierrez, like many inner city youths, fell into a life of crime more out of necessity than any desire to become a criminal mastermind. Her mother worked three jobs to make ends meet. Her father was a violent drunk whose behaviour encouraged Tita to stay away from home as much as possible. Tita dropped out of school at age 16 and offered her services to various small-time gangsters in the Barrio.

The gangsters laughed at this girl who claimed she could be as tough as they were. Infuriated by their dismissal, Tita ran off, shaking with rage. She vowed that she would show them all her worth. Tita had fled from home by this point, but her aunt, Nina, learned Tita was on the street, and offered her a place to stay. Tita shamelessly used her aunt, stealing from her in order to buy a gun, staying out late, coming home only for money or food. Hoping to reform the girl, and keep her out of a life in jail, Aunt Nina patiently taught the girl the basics of the mystical Santeria religion and tried to instil positive values in her. The plan backfired, sadly, and Tita ended up using her magical knowledge to further her criminal career rather than avert it.

Over the next months, Tita would spend her mornings setting up a target range in the Old Dawg Salvage Yard. She was a natural shot. Her

BODY	6	STRENGTH	3	ATTACK COMBAT VALUE	6
MIND	4			DEFENCE COMBAT VALUE	4
SOUL	8			HEALTH POINTS	70

STR	8	DEX	12	CON	13	INT	10	WIS	13	CHA	16	
REF	+2	FORT	+2	WILL	+2	BASE TO HIT MODIFIER		+1				
BASE AC MODIFIER						+1		HIT POINTS				21

TRI-STAT			CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS			RANK	PTS	
3	3	Combat Technique (Accuracy, Lightning Reflexes, Steady Hand)			3	(0)
2	2	Divine Relationship			2	(0)
2	2	Features (Appearance x2)			2	(1)
1	2	Gadgets (Pistol)			1	(1)
3	3	Highly Skilled			2	2

LVL	PTS	POWER ATTRIBUTES		RANK	PTS
2	8	Special Attack "Evil Eye" (60 / [3d6+6] Damage; Drain Soul, Spreading, No Damage, Short Range, Unique Disability: Must make eye contact)		2	(0)

LVL	PTS	SKILLS		RANK
2	6	Burglary (Breaking-and-Entering)		3
1	4	Forgery (Handwriting)		2
2	6	Intimidation (Street)		3
3	6	Occult (Santeria)		2
2	6	Seduction (Male)		2
2	16	Gun Combat (Pistols)		2
2	16	Unarmed Attack (Strikes)		2

PTS	DEFECTS		PTS
-1	Less Capable (Strength)		-
-2	Owned (Diablos Rojos)		-2
-2	Skeleton in the Closet (Evidence of serious crimes)		-2
-1	Wanted (Empire City PD; minor offences)		-1

afternoons involved shoplifting, and sneaking into houses in her neighbourhood, grabbing whatever items she could. Then she'd go home and rifle through her aunt's belongings, looking for expensive jewellery or any real magical secrets. Nina would return from work, make dinner, then teach Tita for an hour or two before the girl would run out. Tita's evenings included fencing whatever she had lifted, playing the men who wanted to take her home, and scrapping with just about anyone who riled her up.

Tita never really believed her aunt's stories about power, until the day three skinheads mugged them. Nina gave them the evil eye, and struck them down on the spot! Tita was terrified and awed. After they got home, she begged and pleaded to learn Nina's secrets. Tragically, she taught Tita, and never saw the girl again.

When Tita, now calling herself Bruja, returned to the gangs that had scorned her, their reaction was considerably different. Bruja quickly latched on to one particular gang, called the Tigres, and made herself indispensable as a runner, scout, and general trouble-shooter. Before she could make her move for the top spot, though, El Demonio took over the Tigres and renamed the gang "Los Diablos Rojos." Bruja, knowing when she was outmatched, abandoned her aims of leadership and settled into the role of El Demonio's right hand. Oddly enough, in the time since El Demonio took over the gang, an unlikely friendship has sprung up between the massive half-demon and the tiny witch. Each sees a kindred spirit in the other, a fellow outcast with whom they can connect.



MR. EDGE (125 CHARACTER POINTS – TRI-STAT)

Adventurer Level 5, Costumed Fighter Level 1; 150 Power Points — d20 System

IDENTITY:	Vincenzo Matteo	EYES:	None
OCCUPATION:	Hit man	HAIR:	Red
FIRST APPEARANCE:	Tales from the Street #103		
FORMER ALIASES:	The Knife		
PLACE OF BIRTH:	Rome, Italy		
AFFILIATION:	Lucchese Family, Camorra Family (Italy)		
TERRITORY:	Empire City		
HEIGHT:	5'10" (155 cm)		
WEIGHT:	230 lbs. (104 kg)		

Born in Rome, Vincenzo Matteo has always lived a life of crime. He began as early as age eight, serving as lookout for a gang of car thieves. As he grew older, Vincenzo moved up the ranks until he became a mob enforcer at the age of 17. It was in this position that he met the notorious hit man, Mario the Red. Liking "the kid," Mario took him under his wing and taught Vincenzo about "the life." Their relationship was always rocky, however, and ended very badly.

A mob war rocked Italy and many formerly loyal family members changed sides during the conflict. Mario switched sides, and betrayed Vincenzo while doing so. While driving through the northern mountains, Vincenzo was ambushed. His car was forced off a mountain road and crashing into the ravine below. Left for dead, Vincenzo was found by a passing trucker. He recovered in a Genoa hospital where Vincenzo learned his spine was severed, leaving him paralysed from the waist down.

As he lay in his hospital bed, the head of the Camorra family came to him and offered him aid. Camorra promised Vincenzo could walk again, if he would swear himself to the family. Camorra needed a test subject, and Vincenzo had the martial skills to be a valuable commodity. Over the next year Vincenzo's body was rebuilt using the latest bionic technologies, turning him into a living weapon.

For the next five years Vincenzo, now known as "Mr. Edge," carved a bloody path through Italy's Mafia families. He gained a reputation as a

BODY	2/10	ATTACK COMBAT VALUE	13
MIND	6	DEFENCE COMBAT VALUE	12
SOUL	4	HEALTH POINTS	110

STR	20	DEX	19	CON	21	INT	12	WIS	10	CHA	8
REF	+7	FORT	+8	WILL	+1	BASE TO HIT MODIFIER		+10			
BASE AC MODIFIER						+12		HIT POINTS			

TRI-STAT		CHARACTERISTIC ATTRIBUTES	d20 SYSTEM	
LVL	PTS		RANK	PTS
7	21	Attack Combat Mastery	7	(6)
3	3	Combat Technique (Judge Opponent, Lightning Reflexes, Steady Hand)	3	(2)
8	16	Defence Combat Mastery	8	(1)
1	8	Extra Attacks	1	8
2	2	Heightened Awareness (Internal Radar)	2	2
4	4	Organisational Ties (Camorra Family)	4	4
2	4	Organisational Ties (Lucchese Family)	2	4
20	20	Sidekick (Mr. Blade)	26	23
2	4	Tough	2	4
1	3	Wealth	1	3

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
8	16	Enhanced Stat (Body)	-	-
-	-	Enhanced Constitution	4	8
-	-	Enhanced Dexterity	4	8
-	-	Enhanced Strength	4	8
-1	-	• Detectable (Enhanced stats/abilities; Sounds like a machine)	-3	-
5	5	Heightened Senses (Hearing, Sight, Smell, Taste, Touch)	5	5
1	6	Regeneration (Nanobots)	1	6
1	4	Special Attacks "Hand blades" (40 / [[2d6+4]] Damage, Penetrating: Armour, Melee)	1	4
3	3	Special Defence (Pain x2, Poison)	3	3

LVL	PTS	SKILLS	RANK
1	3	Burglary (Breaking-and-Entering)	4
1	3	Intimidation (Street)	4
2	2	Languages (Italian, English, Japanese)	3
3	6	Street Sense (Influential Individuals)	7
1	8	Gun Combat (Pistols)	2
1	8	Unarmed Attack (Strikes)	3

PTS	DEFECTS	PTS
-2	Famous (In police/underworld circles as hit man)	-2
-3	Marked (Cybernetic enhancements)	-3
-2	Nemesis (Mario the Red)	-2
-3	Owed (Camorra family)	-3
-1	Phobia (Small places)	-1
-2	Physically Unappealing (Cybernetic implants)	-2
-1	Significant Other (Mr. Blade)	-1
-3	Wanted (Interpol, FBI, Italian government)	-3

brutal murderer who loved his work. While on assignment in Japan, Vincenzo met Masushi Kimura. Vincenzo saw potential in the young, hot-headed Yakuza and took a liking to him. While the two worked together, Vincenzo saved Masushi's life. Honoured by this, Masushi swore a life debt; despite his protests, Vincenzo gained a sidekick.

Recently the pair has arrived in Empire City, apparently to aid the Lucchese family. There are rumours that this signals an alliance between Lucchese and the Camorra family. Others claim the pair have become mercenaries who hire themselves out to the highest bidder. The only thing that is clear is that no one but the Luccheses have been spared their grisly work.



MR. BLADE (100 CHARACTER POINTS – TRI-STAT)

Skulker Level 3; 115 Power Points — d20 System

IDENTITY: Masushi Kimura
OCCUPATION: Hit man
FIRST APPEARANCE: Tales from the Street #103
FORMER ALIASES: None
PLACE OF BIRTH: Nagoya, Japan
AFFILIATION: Lucchese Family, Mr. Edge, Yakuza
TERRITORY: Empire City
HEIGHT: 5'5" (168 cm) **EYES:** Black
WEIGHT: 114 lbs. (52 kg) **HAIR:** Green

The martial arts dominated Masushi's life since childhood. His father, an Olympic medallist in Judo, trained Masushi from the time he could walk to follow in his footsteps. Much to his family's disappointment, though, Masushi had no desire to become his father's shadow.

Masushi left home at 18 and travelled to Tokyo, where he joined a small Yakuza gang. Though he was making money, he was not happy with his low tier position. His bosses insulted him and treated him like dirt. He wanted respect — and real power. Masushi joined a rival Yakuza group by murdering his "bosses" in their sleep. Masushi's reputation as a feared assassin grew from that day forth.

For the next five years, an underworld war rocked Tokyo. The streets and alleys were a war zone, as every faction fought for control of the city's criminal activity. It was during this time that Masushi's skills were put to good use; he became feared for his ability to infiltrate any building and assassinate his target. During this five-year war, Masushi met Vincenzo Matteo, a.k.a. Mr. Edge. Arriving in Japan, Vincenzo was looking for a missing Mafia agent attempting to sell out the family. Masushi was also interested in the agent because the man had double-crossed the Yakuza in a deal. The two decided to team up.

BODY	6	ATTACK COMBAT VALUE	9
MIND	4	DEFENCE COMBAT VALUE	8
SOUL	5	HEALTH POINTS	95

STR	11	DEX	12	CON	12	INT	10	Wis	9	CHA	10
REF	+4	FORT	+3	WILL	+1	BASE TO HIT MODIFIER		+6			
BASE AC MODIFIER						+6		HIT POINTS			35

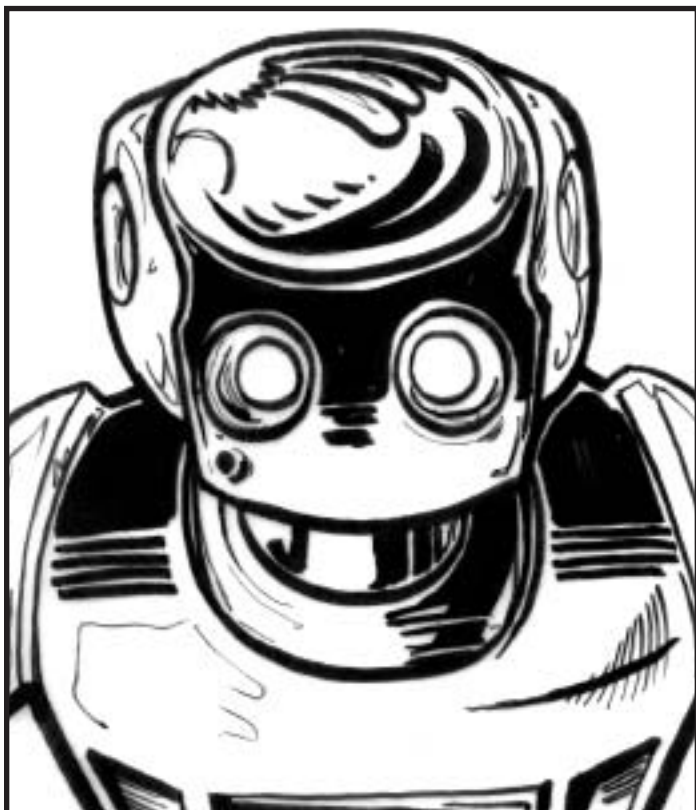
TRI-STAT		CHARACTERISTIC ATTRIBUTES		d20 SYSTEM	
LVL	PTS			RANK	PTS
4	12	Attack Combat Mastery		4	(9)
6	6	Combat Technique (Accuracy, Blind Fighting, Lightning Reflexes, Leap Attack, Two Weapons x2)		6	(5)
5	10	Defence Combat Mastery		5	10
1	8	Extra Attacks		1	8
1	3	Extra Defences		1	3
2	4	Gadgets (Weapons: Swords, knives)		2	4
5	5	Highly Skilled		3	(2)
2	4	Massive Damage (Strikes)		2	4
4	4	Organisational Ties (Yakuza)		4	4
2	4	Tough		2	4
1	3	Wealth		1	3

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
3	3	Heightened Senses (Hearing, Sight, Smell)	3	3
3	6	Sixth Sense (Astral/Ethereal, Illusions, Danger, Area 3)	3	6
1	4	Special Attack "Sword Thrust" (40 / [[2d6+4]] Damage, Penetrating: Armour x2, Hand-Held, Melee)	1	4
1	1	Special Attack "Dagger Fist" (20 / [[1d6+2]] Damage, Penetrating: Armour x2, Melee)	1	1
1	1	Special Attack "Razor Kick" (20 / [[1d6+2]] Damage, Knockback x2, Melee)	1	1
1	1	Special Attack "Whirling Limbs" (20 / [[1d6+2]] Damage, Area Effect, Knockback, Melee)	1	1
2	2	Special Movement (Balance, Wall-Bouncing)	2	(1)

LVL	PTS	SKILLS	RANK
1	6	Acrobatics (Balance)	2
2	6	Burglary (Breaking-and-Entering)	2
2	2	Climbing (Walls)	1
1	1	Languages (Japanese, English)	1
2	6	Stealth (Silent Movement)	3
2	6	Urban Tracking (Underworld)	3
2	2	Writing (Poetic)	1
3	21	Melee Attack (Sword)	2
2	14	Melee Defence (Sword)	2
1	8	Thrown Weapons (Knives)	1
1	8	Unarmed Defence (Holds)	1

PTS	DEFECTS	PTS
-2	Blind Fury (When trapped)	-2
-1	Famous (In police/underworld circles as hit man)	-1
-2	Marked (Tattoos cover entire body, scars)	-1
-1	Owned (Yakuza)	-1
-1	Significant Other (Mr. Edge)	-1
-2	Unappealing (Cold fish, scared)	-2
-2	Wanted (Interpol, FBI, Japanese Government, Yakuza)	-2

In the process of getting to the agent, Masushi was caught in a shootout and badly wounded. While recovering, he learned that Vincenzo had not only taken Masushi to safety, but finished the job and gave Masushi all the credit. Honoured, Masushi swore a life debt to Vincenzo, vowing he would never leave Vincenzo's shadow. The two have been together ever since.



ACERO ESCUDERO

AKA: STEEL SQUIRE (100 CHARACTER POINTS — TRI-STAT)

Adventurer Level 2, Powerhouse Level 1; 105 Power Points — d20 System

IDENTITY: Jose Jesus Colon
OCCUPATION: Adventurer
FIRST APPEARANCE: Tales from the Street #99
FORMER ALIASES: None
PLACE OF BIRTH: Rio de Janeiro, Brazil
AFFILIATION: None
TERRITORY: Central and South America, but travels worldwide with his father

HEIGHT: 5'10" (175 cm) **EYES:** Green
WEIGHT: 450 lbs. (205 kg) **HAIR:** None (robot body)

Jose's life effectively ended when his father's enemies kidnapped him. He was taken along with his mother, and both were eventually shot. His father, Juan, found him on death's door, but was able to save Jose's life, after a fashion. Juan downloaded most of Jose's psyche into a robotic prototype body Robotix, Inc. had created.

Jose underwent the long process of adapting to his new form and the powers it gave him. Sadly, the process was far from perfect, and large chunks of his memory and personality were severed in the process. His new body served to isolate him from others his own age, thus he came to be more and more reliant on his father. There was little joy in Jose's days, only a cold, metallic distortion of what the world had been.

Jose willingly joined his father in his criminal activities. With no one else in his life, he relied entirely on his father for human contact. Jose still mourned his mother, and his father used this grief and anger to keep a tight

BODY 8	ATTACK COMBAT VALUE 6
MIND 3	DEFENCE COMBAT VALUE 5
SOUL 3	HEALTH POINTS 115

STR 50	DEX 14	CON 16	INT 6	WIS 4	CHA 6
REF +2	FORT +5	WILL +7	BASE TO HIT MODIFIER +4		
BASE AC MODIFIER +5				HIT POINTS 60	

TRI-STAT			d20 SYSTEM	
LVL	PTS	CHARACTERISTIC ATTRIBUTES	RANK	PTS
2	6	Attack Combat Mastery	2	6
3	6	Defence Combat Mastery	3	6
3	6	Tough	3	6

LVL	PTS	POWER ATTRIBUTES	RANK	PTS
5	15	Armour (Robotic body)	5	(10)
3	6	Computer Scanning (Wireless Network Adaptor)	3	6
2	2	Heightened Senses (Electric Current Detection, Magnetic Field Detection)	2	2
10	10	Mind Shield (Circuit-board memory)	10	(5)
4	16	Superstrength	4	(12)
5	14	Telekinesis (Magnetic Generator — Metallic items; Area 3; Range 1)	5	(9)

LVL	PTS	SKILLS	RANK
2	8	Computers (Artificial Intelligence)	3
3	12	Electronics (Computers)	4
2	2	Gaming (Computer games)	1
2	8	Mechanics (Robotics)	3

PTS	DEFECTS	PTS
-3	Marked (Robotic body)	-3
-2	Phobia (Fear of being trapped inside robotic body forever)	-2
-1	Owned (Rubicon; Believes Rubicon is only one who can restore him)	-1
-2	Skeleton in Closet (Human psyche in robotic body)	-2
-1	Wanted (Robotic body is owned by Robotix)	-1

emotional grip on the boy. Since Jose's form was an obviously mechanical man, most people he encountered assumed him to be a robotic minion of his father. Few knew he had a human mind and soul trapped in a metal, composite, and plastic shell. Because of that, opponents would often underestimate him, thinking they could trick him or reprogram him to work against Rubicon — they would woefully learn he was fiercely protective of his father, as his last attachment to humanity.

As Acero Escudero (the "Steel Squire"), Jose uses his abilities to aid his father's schemes and missions, regardless of their aims. His father's rage and grief dominate Jose's grim world. Too often, Rubicon spends time improving Jose's capabilities, rather than pondering the enigma of restoring him. With Juan so occupied with the past, Jose wonders if his father will ever be able to focus on their future, or work towards the oft-repeated promise of a new human body for his son.

Sadly, Jose does not know how much he has truly lost — Juan grieves every time his son fails to remember a particular memory of his childhood, or his mother. Many fragments of personality were lost in the mind-transfer, and Juan is desperate to find a way to make his son whole again, yet he is overwhelmed by what has been lost, and the enormity of the task ahead of them.

GET CONNECTED!

SILVER AGE SENTINELS MAILING LIST

Exchange ideas with other superhero RPG fans and pose questions to the game designers.

To sign up, send an email to silverage-subscribe@yabogroups.com

GUARDIANS OF ORDER MESSAGE BOARDS

Be a part of our growing community and join discussions on game rules, comic characters, and the Empire City shared world.

Visit <http://www.guardiansorder.com/boards>

OPEN GAME LICENSE VERSION 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Silver Age Sentinels Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. MacKinnon, Jeff Mackintosh, Jesse Scoble.

Silver Age Sentinels: Roll Call 2: The Sidekick's Club Copyright 2002, Guardians of Order, Inc.; Authors Steve Kenson, Aaron Rosenberg, Jesse Scoble, Jeff Mackintosh

SILVER AGE SENTINELS OPEN CONTENT/PRODUCT IDENTITY

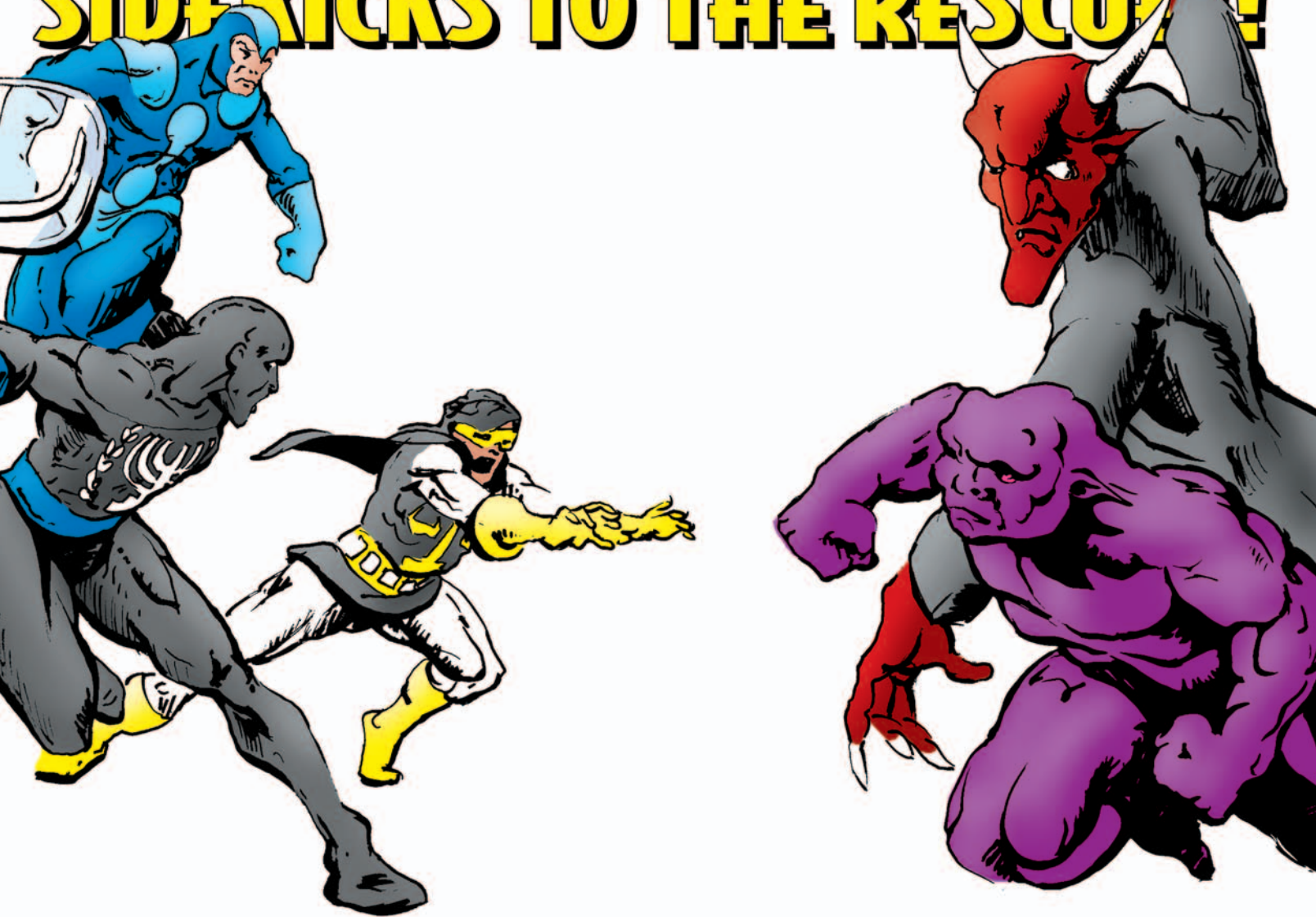
All information presented in Helvetica is Open Content.

All information presented in any font other than Helvetica, all images and graphics, and all fictional character names, organizations, items or objects, and locations are Product Identity. All rights reserved.

SILVER AGE SENTINELS

ROLL CALL 2

SIDEKICKS TO THE RESCUE!



GUARDIANS OF ORDER
DUAL-STAT PRODUCT

