

# STREETLIGHT KNIGHTS

STREETLIGHT KNIGHTS IS A SPECTACULARS SERIES THEMED AROUND STREET-LEVEL HEROES, ORGANIZED CRIME, GANG WARS, AND INTRIGUE. THIS SERIES HEARKENS BACK TO COMIC BOOK STORIES OF DEFENDERS OF BAD NEIGHBORHOODS, SHADY VIGILANTES, SINISTER CRIME LORDS, ASSASSINS, SECRET SOCIETIES, AND THE STRUGGLE BETWEEN THE LAWLESS AND THE HEROES WHO WOULD STAND IN THEIR WAY.

IF THIS IS THE FIRST SPECTACULARS SERIES THAT YOU AND YOUR GROUP PLAN TO PLAY THROUGH, MAKE SURE THAT ALL THE FOLLOWING STATEMENTS ARE TRUE BEFORE PROCEEDING:

- YOU AND YOUR PLAYERS ARE FAMILIAR WITH THE RULES.
- YOU HAVE FILLED OUT "THE BASICS" PAGES OF THE SETTING BOOK.
- YOU ARE READY TO BEGIN THE FIRST SCENARIO OF THIS SERIES, STREETLIGHT KNIGHTS.

# WHEN YOU ARE READY TO PROCEED...

## HERO PLAYERS

- CREATE A TEAM OR CHOOSE AN EXISTING TEAM. THE NEXT FEW PAGES HAVE NEW TEAM ROSTERS FOR YOU TO CHOOSE FROM.
- EACH PLAYER SHOULD CREATE A HERO OR CHOOSE AN EXISTING HERO FOR THE TEAM. THE NEXT FEW PAGES HAVE NEW HERO ARCHETYPES FOR YOU TO CHOOSE FROM.

## NARRATOR

- TEAR OUT THE FOIL, WRECKING BALL, AND SUPERPOWER CREW VILLAIN SHEETS AND THE ISSUE SHEET TITLED "BREAKING THE BANK." SET ASIDE THE SERIES PAD FOR NOW.
- READ OVER THE ISSUE.
- CHOOSE THE FOIL, THE WRECKING BALL, OR THE SUPERPOWERED CREW AS THIS ISSUE'S VILLAIN AND FILL OUT THAT VILLAIN SHEET.
- RUN THE ISSUE!

AFTER YOU FINISH THE FIRST ISSUE, YOU CAN CONTINUE PLAYING SUBSEQUENT ISSUES, ONE AT A TIME, UNTIL YOU ENCOUNTER ANOTHER STOP PAGE. ANY TEAM, ARCHETYPE, MINION, OR VILLAIN SHEETS YOU COME ACROSS CAN BE TORN OUT OF THE PAD AND USED FROM THAT POINT FORTH. MOST WILL BE TIED DIRECTLY INTO THE SCENARIO THAT THEY PRECEDE, BUT UNLESS AN ISSUE CALLS FOR A SPECIFIC ENEMY, YOU CAN USE ANY ENEMIES (FROM THIS SERIES, OR OTHER SERIES) FOR THOSE ISSUES.

YOU CAN PLAY ISSUES FROM OTHER SERIES BETWEEN THESE ISSUES. HOWEVER, IT IS RECOMMENDED THAT YOU PLAY ANY MULTI-PART ISSUES BACK-TO-BACK UNTIL YOU HAVE REACHED THE END OF THE MULTI-PART SCENARIO.

# MENTORS & WARDS

## TEAM

This team is composed of heroes whose crime-fighting identities are linked to a single mentor. Examples from popular comics include Batman® and his family of related heroes (DC) and the Teenage Mutant Ninja Turtles® (Mirage). Write the name of the hero who was the original mentor below; this mentor hero can be a Narrator character you make up at this time, or it can be one of the heroes on this team's roster.

**Mentor Hero:** \_\_\_\_\_

### THE MENTOR

*What is the nature of the mentor's relationship to the other heroes on the team?*

- Adoptive Children** (the mentor adopted the other members of the team as children)
- Hero and Sidekicks** (other than the original mentor, each hero on the team was at one time the mentor's sidekick, each of whom has gone on to become heroes in their own right)
- Master and Apprentices** (the members of the team approached the mentor, all at once or one at a time, and apprenticed themselves to the mentor to learn)
- Heirs to the Mantle** (the members of the team are the offspring of the mentor hero and have each inherited some aspect of their parent's penchant for heroics)
- Other (fill in your answer in the Truths box)

### LIVING SITUATION

*Where does your team live when not dealing with villainous threats?*

- Ancestral Mansion** (the team lives at the mentor hero's ancestral, palatial estate)
- Subterranean Lair** (the team operates out of an underground chamber which is only partly transformed into livable space)
- Training Facility** (the team congregates at a boxing gym, martial arts dojo, or other place where they can both train and plan)
- Other (fill in your answer in the Truths box)

### COMPATIBILITY

*How well does your team get along with one another?*

- Dysfunctional** (the team is plagued by grudges, regrets, and clashes of personality)
- Familial Friction** (the team has some tension, but no more than any close family)
- Tight-Knit** (the team is close, and their bond is strong)
- Other (fill in your answer in the Truths box)

## TRUTHS:

**Team:** \_\_\_\_\_

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

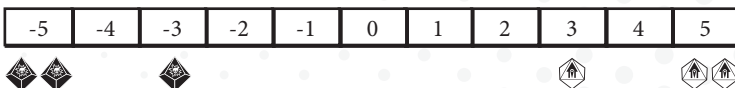
**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

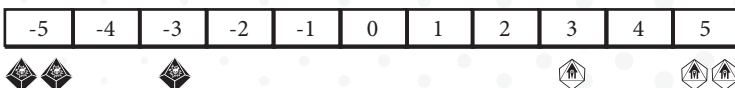
**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

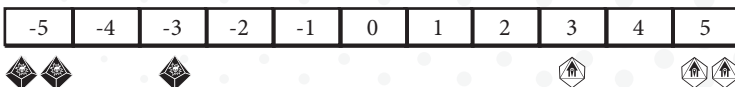
**PUBLIC REPUTATION**



**MEDIA REPUTATION**



**GOVERNMENT REPUTATION**



# NEIGHBORHOOD WATCH

## TEAM

This team is made up of heroes who band together to protect a particular neighborhood or district within a city. Examples from popular comics include the Defenders® and the Marvel Knights® (Marvel), and the Birds of Prey® and the Outsiders™ (DC).

**Team Name:** \_\_\_\_\_

### TEAM FORMATION

*What brought the team together originally?*

- Brought Together** (one individual brought the team together, assembling it from disparate, independent heroes)
- Shared Origin** (most members of the team share an origin for their powers)
- Stand Together** (the team members live in the neighborhood and banded together to protect it from criminals)
- Other (fill in your answer in the Truths box)

### MISSION STATEMENT

*What is the team's overarching mission?*

- Bring Down Organized Crime** (the team aims to shatter the grip organized crime has on the neighborhood)
- Keep the Streets Clean** (the team protects the innocent inhabitants of the neighborhood from crime, both petty and serious)
- Protect Against Outside Threats** (in a world where supervillains, alien invasions, and demon incursions are known to happen, someone has to keep the neighborhood safe)
- Other (fill in your answer in the Truths box)

### CONSEQUENCES

*What do the heroes fear could happen as a result of their actions and failures?*

- Collapse** (they fear that the neighborhood will be so completely subsumed by crime that no one will be left there except hardened criminals and the truly desperate)
- Driven Out** (the heroes fear being driven out of the neighborhood, unable to protect it)
- Takeover** (they fear that the neighborhood will be taken over by a hostile corporation, crime syndicate, or other malicious organization)
- Other (fill in your answer in the Truths box)

## TRUTHS:

**Team:** \_\_\_\_\_

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

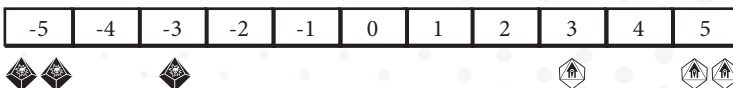
**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

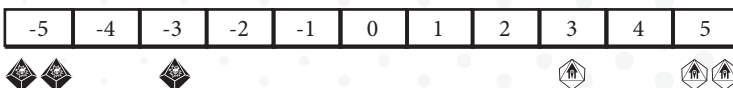
**HERO NAME:**

Founding Member    Active    Inactive    Deceased    Retired

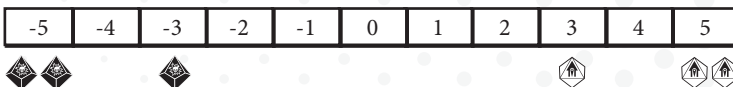
**PUBLIC REPUTATION**



**MEDIA REPUTATION**



**GOVERNMENT REPUTATION**



# VIGILANTE

As a crime-fighting hero, you patrol the streets to dispense your own brand of justice. You use stealth and combat prowess and wear a costume designed to stoke an emotional response in villains. Examples from popular comics include Daredevil® and Moon Knight® (Marvel), Batman® and Huntress™ (DC), and Jack in the Box® (Astro City).

## MORE THAN JUST MY POWERS

Other than your powers, what are your greatest weapons in your fight against crime?

- Audacity** (you take a bold, sometimes reckless, approach to fighting crime)
- Fear** (you strike terror into the hearts of your enemies)
- Ingenuity** (you come up with creative solutions, gadgets, and plans)
- Preparation** (you do research and create contingency plans in advance)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- Cautious
- Sarcastic
- Defensive
- Short-Tempered
- Gregarious
- Stoic
- Haunted
- Wisecracking
- Humorless
- \_\_\_\_\_
- Kind
- \_\_\_\_\_

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Dependents** (you have family or loved ones depending on you)
- Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- Romantic Partner** (you have a girlfriend/boyfriend/spouse)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Improvised Defenses** (you use cars, machinery, and other objects as improvised shields)
- Mobility** (you move fast and dodge out of the way of attacks)
- Training** (you possess combat training that helps you avoid attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Powers** (one of your powers allows you to travel long distances)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### I AM THE NIGHT

You do not start out in the scene for conflict scenes. Any time after the start of the first turn of the round, you can add your initiative card to the initiative track so that you take the next turn. You enter the scene as you describe at the start of that turn, and you can appear anywhere you could reasonably have reached undetected. You add 2 advantage dice (🏠🏠) to rolls for attacks that turn. If you hit a squad of minions or defeat a villain that turn, remove yourself from the scene, take your initiative card off the initiative track, and use the above benefit again to reenter the scene on the next round.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%



### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⚔️) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🏠🏠) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Your minimum damage on a hit is 50.
- ✦ If you start your turn with 0 hero points, you gain 2 hero points (🦋🦋).
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🏠) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⚔️) to the roll.

MINOR POWER 60%





HERO

# STREET SENTINEL

You have declared yourself the guardian of your neighborhood, a protector of the people who will do what it takes to keep the streets clean. You stand up for your neighbors, friends, and coworkers when the authorities can't or won't. Examples from popular comics include Luke Cage® and Spider-Man® (Marvel), and Black Canary® (DC).

## MOTIVATION

What drives you to put your life on the line for the people of your neighborhood?

- Community Leader** (you are a leader in your community in your civilian life)
- Great Power** (you feel a strong sense of responsibility to help the weak)
- Someone Has to Stand Up** (you feel like if you don't stand for law and justice, no one will)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- Confident
- Grim
- Gung-ho
- Honest
- Jaded
- Surly
- Unstable
- Wary
- Wide-Eyed
- Wisecracking
- \_\_\_\_\_
- \_\_\_\_\_

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Dependents** (you have family or loved ones depending on you)
- Out of Control** (you risk losing control when using your powers)
- Romantic Partner** (you have a girlfriend/boyfriend/spouse)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (sixth sense warns of incoming attacks)
- Mobility** (you move fast and dodge out of the way of attacks)
- Training** (you possess combat training that helps dodge attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Leaping** (you leap long distances and great heights)
- Powers** (one of your powers allows you to travel long distances)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### NEIGHBORHOOD HERO

Each time you progress a complication that threatens innocent bystanders or includes the possibility of serious damage to buildings or infrastructure in the city, you gain 2 hero points (🌀🌀) instead of 1.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%

### ON YOUR TURN

When it is your turn, you do the following:

- ❖ Remove 1 time token (🕒) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ❖ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🌀) in the following ways:

- ❖ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ❖ **Teamwork Maneuver:** You can spend 1 hero point (🌀) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ❖ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ❖ You add 2 advantage dice (🎲🎲) to all attacks you make with powers.
- ❖ Each boon you roll counts as 2 (👑👑).
- ❖ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ❖ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ❖ **Near:** You can make ranged attacks against enemies that you are near to.
- ❖ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

MINOR POWER 60%



HERO

# SOLDIER OF FORTUNE

You are a soldier who answers to no one but yourself. You have all the training and trappings of a member of the armed forces, but ply your trade by keeping criminals off the streets. Examples from popular comics include the Punisher® (Marvel), and Deadshot™ and the Comedian™ (DC).

## TARGET ACQUISITION

How do you choose which villains to pursue?

- Bloodthirst** (you pick the enemies that you think will be fun to confront)
- Clean Up the Streets** (you target those villains who are the biggest threat)
- Gun for Hire** (you hire yourself out to those who you know need your help)
- Vengeance** (you exact revenge upon those who wronged you)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- |                                   |                                    |
|-----------------------------------|------------------------------------|
| <input type="checkbox"/> Angry    | <input type="checkbox"/> Morose    |
| <input type="checkbox"/> Charming | <input type="checkbox"/> Oblivious |
| <input type="checkbox"/> Cynical  | <input type="checkbox"/> Stoic     |
| <input type="checkbox"/> Innocent | <input type="checkbox"/> Surly     |
| <input type="checkbox"/> Kind     | <input type="checkbox"/> _____     |
| <input type="checkbox"/> Loyal    | <input type="checkbox"/> _____     |

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Dependents** (you have family or loved ones depending on you)
- Out of Control** (you risk losing control when using your powers)
- Uncontrollable Rage** (you lose your self-control when in a fight)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (sixth sense warns of incoming attacks)
- Deflection** (you deflect incoming attacks using your powers)
- Training** (you possess combat training that helps dodge attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Powers** (one of your powers allows you to travel long distances)
- Running** (you run really, really fast)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### ALL I NEED IS HATE ☐☐☐

You can check off one of the boxes next to the name of this benefit to remove 1 time token (⌚) from one of your powers that has one. At the end of the issue, erase all those check marks.

SUPERPOWER 80%

LESSER POWER 70%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (⚡) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⚔) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (⚡) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (⚡⚡) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (⬆️⬆️⬆️⬆️) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Teamwork maneuvers add 4 advantage dice (⚡⚡⚡⚡) to your roll.
- ✦ Add +20 to the damage of your attacks.
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (⚡) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⚔) to the roll.

MINOR POWER 60%



HERO

# WARRIOR

You are a trained fighter, usually specializing in an esoteric fighting style or archaic weapons. You live according to your own warrior's code and hone your skills to prepare for the fight against evil. Examples from popular comics include Iron Fist® and Mockingbird® (Marvel), and Green Arrow® and Katana™ (DC).

## FIGHTING STYLE

What is your preferred method of fighting?

- Brawler** (you punch, kick, and headbutt your way to victory)
- Enhanced Strikes** (you augment punches and kicks with your superpowers)
- Sharpshooter** (from almost any distance your aim is true)
- Weapon Master** (you are deadly with melee weapons)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- Carefree
- Sarcastic
- Cold
- Serious
- Confident
- Short-Tempered
- Flamboyant
- Wisecracking
- Honest
- \_\_\_\_\_
- Humorless
- \_\_\_\_\_

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Energy Limits** (you must recharge the source of your powers)
- Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- Proximity Weakness** (you grow weak when near a rare substance)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (a sixth sense warns you of incoming attacks)
- Invulnerability** (you shrug off attacks like they are nothing)
- Training** (you possess combat training that helps dodge attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Leaping** (you leap long distances and great heights)
- Powers** (one of your powers allows you to travel long distances)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### PEERLESS FIGHTER

When you spend any number of hero points to make a Heroic Effort (see below) on a physical attack, each hero point you spend increases your chance of success by 20 instead of 10, and you do not add any challenge dice to the roll for doing so as other heroes do.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%

### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### TAKING THE SPOTLIGHT

When you roll 4 boons (☀) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ When an enemy hits you, after the attack you can make 1 attack against that enemy.
- ✦ Add 100 to your current & max resistance.
- ✦ You can take two different actions each turn.

### SPENDING HERO POINTS

You can spend hero points (⚡) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⚔) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (⚡) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (☀☀) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (☀) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⚔) to the roll.

MINOR POWER 60%



# TEENAGE HERO

You may be young, but you're not too young to be a hero. Experience is the best teacher, so you don a costume and hit the streets, fighting crime while most of your peers are doing homework or getting a good night's sleep. Examples from popular comics include Kate Bishop/Hawkeye®, Ms. Marvel®, and Speedball™ (Marvel) and Beast Boy™, Raven™, and Robin® (DC).

## MOTIVATIONS

What prompts you to be a hero when your peers are still living average lives?

- Idealism** (you have a duty to help make the world a better place)
- Partnership** (you were recruited by, or sought out, another hero with whom you partner)
- Vengeance** (you seek vengeance for a tragedy that befell you or your family)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- |                                     |                                       |
|-------------------------------------|---------------------------------------|
| <input type="checkbox"/> Bitter     | <input type="checkbox"/> Optimistic   |
| <input type="checkbox"/> Defensive  | <input type="checkbox"/> Sarcastic    |
| <input type="checkbox"/> Edgy       | <input type="checkbox"/> Wary         |
| <input type="checkbox"/> Exuberant  | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Gregarious | <input type="checkbox"/> _____        |
| <input type="checkbox"/> Naive      | <input type="checkbox"/> _____        |

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Dependents** (you have family or loved ones depending on you)
- Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- Out of Control** (you risk losing control when using your powers)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (a sixth sense warns you of incoming attacks)
- Mobility** (you move fast and dodge out of the way of attacks)
- Training** (you possess combat training that helps you dodge attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Powers** (one of your powers allows you to travel long distances)
- Running** (you run really, really fast)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### YOUTHFUL ENERGY

When you use one of your powers to make a check or attack, you can take advantage of your youth and exuberance and check off one or more of the boxes next to the name of this benefit. For each box you check, add 2 advantage dice (🏠🏠) to the roll. At the end of the issue, erase all those check marks.

SUPERPOWER 80%

LESSER POWER 70%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (🕒) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🏠🏠) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Enemy attacks against you add 2 challenge die (🎲🎲) to the roll.
- ✦ Halve all damage you would take.
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🏠) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.





# SPEEDSTER

You are a fast-moving hero, someone who races around the battlefield, running circles around your enemies. While you might have super-powered speed, you may also simply use your powers to stay in perpetual motion, bouncing around so that your enemies have a hard time tracking you. Examples from popular comics include the Flash® (DC), and Cannonball™ and Quicksilver® (Marvel).

## OBSTACLE AVOIDANCE

*How do you avoid slamming into things when you are racing around the battlefield?*

- HUD** (you have a mask or visor with a heads-up display)
- Intense Training** (your frequent training has given you a sixth sense for maneuvering at high speeds, like that possessed by pilots and race car drivers)
- Time-Distorted Senses** (when you move quickly, time seems to slow)
- Other** (fill in your answer in the Truths box)

## PERSONALITY TRAITS

*Choose two of the following personality traits that best describe your hero.*

- |                                    |                                       |
|------------------------------------|---------------------------------------|
| <input type="checkbox"/> Cautious  | <input type="checkbox"/> Reckless     |
| <input type="checkbox"/> Charming  | <input type="checkbox"/> Stoic        |
| <input type="checkbox"/> Cold      | <input type="checkbox"/> Supportive   |
| <input type="checkbox"/> Hotheaded | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Impatient | <input type="checkbox"/> _____        |
| <input type="checkbox"/> Impulsive | <input type="checkbox"/> _____        |

## VULNERABILITY

*What weakness or obligation can your enemies exploit?*

- Energy Limits** (you must recharge the source of your powers)
- Limited Power** (there is some limitation or flaw in your powers)
- Proximity Weakness** (you grow weak when near a particular rare substance)
- Other** (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

*What does resistance mean for this character?*

- Energy Form** (your body consists of pure energy that repairs quickly)
- Mobility** (you move fast and dodge out of the way of attacks)
- Shield** (your are protected by a layer of energy that shields you from harm)
- Other** (fill in your answer in the Truths box)

## GETTING AROUND

*How does this character quickly move from one place to another?*

- Bolt of Energy** (you zip to another place as pure energy)
- Running** (you run really, really fast)
- Slide** (you ride a wave of energy created by your powers)
- Other** (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### FAST ACTION

After the Narrator has laid out the initiative track but before the first turn begins, you can move your initiative card 2 spaces forward toward the start of the track.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%

### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ You regain 20 resistance every time you perform a teamwork maneuver.
- ✦ You gain 5 hero points (🦋🦋🦋🦋🦋).
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

MINOR POWER 60%



# FOIL

This villain is a rival who keeps the heroes on their toes. Though they may commit crimes, they may also be an occasional ally. Foils give the heroes a chance to shine, highlighting their heroism by contrasting it with the villain's actions. Examples from popular comics include Black Cat™ and Venom® (Marvel), and Catwoman® and the Riddler™ (DC).

## NAME:

### DEGREE OF VILLAINY

How much do powered heroes regard this person as a villain?

- Villain by Necessity** (the villain could be a hero if they wanted to be, but cannot seem to walk the straight and narrow for long)
- Uncertain** (they are sometimes a criminal, sometimes an ally)
- True Villain** (the villain is an enemy of the heroes, though perhaps one who does not veer into evil)
- Other** (fill in your answer in the Truths box)

### HERO RELATIONSHIP

Write the name of a hero in the Truths box. What kind of relationship does the foil have with that hero?

- Dark Mirror** (the villain reflects the style of the hero, adopting motifs that are a distortion of the hero's aesthetic)
- Rivalry** (the villain sees the hero as a worthy adversary)
- Teasing Romance** (the villain flirts with their rival and frequently hints at a future romance)
- Other** (fill in your answer in the Truths box)

### HIGHEST GOAL

What is the villain's ultimate goal?

- Defeat the Rival** (the villain will only be satisfied when their hero rival is vanquished)
- Get Rich** (the villain wants to fill their pockets and isn't afraid to commit crimes to do so)
- Unrivaled** (the villain wants to be acknowledged as the greatest of all time in some regard)
- Other** (fill in your answer in the Truths box)

### TRUTHS

All character names are property of their respective owners, and their use does not imply an endorsement of or a relationship with Scratchpad Publishing LLC.

FIRST APPEARANCE

CURRENT STATUS:  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **CORNERED ANIMAL**

If at least two heroes are up close to the villain, the villain adds 2 advantage dice ( ) to each attack roll they make.

### **FAST**

After the Narrator lays out the initiative track, move any 1 of the villain's initiative cards 2 spaces toward the front of the track.

### **FLIGHT**

This villain can fly when they move.

### **NIMBLE DODGE**

When a hero hits the villain with an attack, halve the damage the villain would take. After the attack is fully resolved, the villain can move once immediately.

### **UNTOUCHABLE**

When a hero attacks this villain and the villain can see the hero, add 1 challenge die () to the hero's roll for the attack.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **EYE ON THE PRIZE**

In any scene containing an opposed or enemy objective, this villain must use their actions to attempt to progress that objective until they have done so that round.

### **PHYSICALLY FRAIL**

Melee attacks made against this villain add 2 advantage dice ( ) to the roll instead of 1.

### **RELUCTANT**

When this villain makes attacks that include any advantage dice, ignore 1 boon () they roll.

### **TO FIGHT ANOTHER DAY**

When this villain has less than 50 resistance, they must use their actions to attempt to flee the scene until they have done so each round.

# WRECKING BALL

This villain is a force of destruction, a powerful enemy who uses brute strength to get what they want. Villains of this ilk are usually mean, brutish, and short-tempered, accustomed to getting their way by using force. Examples from popular comics include Abomination<sup>®</sup>, Rhino<sup>™</sup>, and Sandman<sup>™</sup> (Marvel), and Solomon Grundy<sup>™</sup> (DC).

## NAME:

### ORIGINS OF STRENGTH

*How does this villain come by their intimidating physical prowess?*

- Innate Physique** (the villain's physique is inhumanly large, a result of supernatural origin or genetic tampering)
- Powers** (their superpowers make them larger than life)
- Power Suit** (the villain possesses a suit of power armor or other similar qualities that allows them to tower over others)
- Other (fill in your answer in the Truths box)

### BEHAVIOR

*How does this villain act?*

- Dull Bully** (the villain doesn't seem very bright, and acts brutishly to get what they want)
- Mindless** (the villain seems to be driven purely by instinct or is otherwise subhuman)
- Sadistic Killer** (the villain enjoys violence and killing, taking real pleasure in the suffering of others)
- Other (fill in your answer in the Truths box)

### HIGHEST GOAL

*What is the villain's ultimate goal?*

- Debt or Need** (the villain or one of their loved ones is in debt or has some medical need that only a life of crime can satisfy)
- Get Rich** (the villain wants to fill their pockets and isn't afraid to commit crimes to do so)
- Violent Indulgence** (the villain simply wants to commit acts of violence and remain free to inflict pain upon others)
- Other (fill in your answer in the Truths box)

### TRUTHS

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## FIRST APPEARANCE

CURRENT STATUS:  At Large  Incarcerated  Deceased  Reformed  Exiled

## SUPERPOWER (75%):

When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.

This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.

## FLEEING THE SCENE

In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.

## VILLAIN PERKS

When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.

### CHARGER

If the villain moves before making a physical melee attack on the same turn, add +20 to the damage of the hit.

### CRASH THE PARTY

After the villain moves, they use their action to make a physical melee area attack against one hero, plus every other hero who is up close to the villain's target. On a hit, in addition to dealing damage the villain also pushes that hero to be far away from the villain.

### MOMENTUM

For each boon (  ) this villain rolls, the villain regains 10 resistance, in addition to any other effects from that boon.

### OVERSIZED

The villain can make melee attacks against enemies that they are near or up close to.

### SAVAGE

When this villain hits with an attack, add +20 to the damage.

### YOU DARE TO CHALLENGE ME?

When this villain hits a hero with a melee attack, the attack pushes that hero until the hero is far away from the villain. If there is a hero in that path, the villain makes a physical ranged attack against that hero (using the hero who is being pushed away as a weapon) with a 50% chance of success, dealing damage equal to the number rolled to both heroes.



## VILLAIN WEAKNESS

When you first create this villain, choose one of the weaknesses below.

### ANIMAL INTELLECT

Any attack made against this villain that involves deception, trickery, or misdirection adds 2 advantage dice (  ) to the roll.

### CRACKS IN THE ARMOR

When this villain takes 30 or more damage from a single attack, the next hero who attacks this villain adds 2 advantage dice (   ) to their roll for the attack.

### SLOW TO REACT

Each round, heroes add +30 to the damage of all their attacks against this villain before the villain has taken a turn.

### WRATH

Each time this enemy takes damage, add 2 challenge dice (   ) to their next roll.

# **SUPERPOWERED CREW**

These villains are a crew of super-powered criminals who band together to wreak havoc upon innocent people. Many members of superpowered gangs start out as lone villains, banding together with other like-minded super-criminals to pool their resources and power. Examples from popular comics include the Frightful Four™ and the Sinister Six™ (Marvel), and the Royal Flush Gang™ and the Rogues™ (DC).

**TEAM NAME:**

---

**BONDS OF VILLAINY**

*What brought these villains together as a gang?*

- Heroic Humiliation** (each of the members of the gang was humiliated or captured by the same hero or team)
- Met in the Pen** (the gang formed when each member was locked in the same penitentiary)
- Shared Origin** (the villains all gained their powers from the same event)
- Other (fill in your answer in the Truths box)

**MODUS OPERANDI**

*How does this team operate in their pursuit of villainy?*

- Crimes of Greed** (these villains rob banks, knock over armored cars, and pursue personal enrichment)
- Guns for Hire** (these villains are mercenaries, selling the gang's services to the highest bidder)
- Terrorism** (these villains have a malevolent cause they advance by terrorizing the city)
- Other (fill in your answer in the Truths box)

**COHESION**

*How do these villains behave when acting as a group?*

- Infighting** (these villains constantly squabble among themselves and may engage in competition with one another)
- Lone Wolves in a Pack** (each member operates independently, but when together they have little friction)
- Well-Oiled Machine** (these villains fight as one, clearly aligned both tactically and motivationally)
- Other (fill in your answer in the Truths box)

**TRUTHS**

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**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

When you create these villains, draw seven powers from the Deck of Powers and choose one to be each villain's superpower (you may also choose from available Basic powers). These villains can use their powers to make checks and attacks, but cannot use any of the benefits listed on the card. When the villains attack with a power, on a hit the villain deals damage equal to the number rolled.

## FLEEING THE SCENE

In every scene, each of these villains has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes. Each minor villain in this group has progress tracking boxes for this objective next to their type.

### LEADER

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*

### LIEUTENANT

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*

### HARRIER

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*

### SKULKER

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*

### BRUISER

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*

### SNIPER

**NAME:** \_\_\_\_\_ **SUPERPOWER (75%):** \_\_\_\_\_

*This villain starts each conflict scene with 100 resistance. Use this box to track the villain's current resistance.*



## SCENARIO

# BREAKING THE BANK

STREETLIGHT KNIGHTS #1

This issue opens with a bank robbery at one of the few remaining commercial banks in a rough part of town, **SE04: The Bad Neighborhood**. Choose or create the scenario's primary villain before this scene; see "The Villain's Plan" for more information on this villain.

The police are on the scene by the time the heroes arrive. Have each hero describe what they were doing when they learned of the robbery and how they learned of it. Possible explanations include overhearing police radio chatter from a parked cruiser, seeing people fleeing down the street from the bank, or simply following several police cruisers as they race to the bank, sirens blaring.

When the heroes arrive, they discover that the bank robbery is already in progress. The police are setting up a perimeter, though the response is woefully small for a bank robbery, especially when it is made clear (through police chatter) that a powered villain is involved.

In the opening scene, the heroes face the following opposition:

- ✦ A squad of opportunistic criminal minions, of a size equal to the number of heroes  $\times$  2. They carry firearms and have a 50% chance of success on all rolls, with maximum damage equal to the size of the squad  $\times$  10.
- ✦ Two bank robber minor villains. Each has 1 initiative card, 50 resistance, and a firearms attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.

The scene ends when all the enemies have been defeated or have fled.

◆ **Complication** (□□□): Several bank patrons have become hostages. There are six hostages in total, being held in pairs in the small cubicles that serve as private offices for bank employees. They need to be gotten to safety.

✦ *Fully Resolved*: Adjust the team's **Public Reputation** track by +1.

◆ **Complication** (□□): Two of the bank's private security guards have been disarmed, tied up, and hung up by their hands on the sprinkler system pipes running across the ceiling. Several of the enemies have been taking shots at the pipes from which the guards are hanging, making a game of trying to shoot through the pipe and drop the guard to the floor, with none yet successful. The guards each need to be gotten to safety before one of them is accidentally killed by a bad shot.

✦ *Fully Resolved*: Adjust the team's **Government Reputation** track by +1.

◆ **Scene Details**: The constant ring of the bank's alarm, the cracked glass windows across the front of the bank's lobby, the large overhead chandelier dangling above the lobby, the heavy oak desks used by bank staff for client meetings, the immensely heavy main vault door, the metal pull-down gate above the front entrance.

### INSIDE THE VAULT

When the heroes enter the vault, they discover that most of the bank's main vault has been emptied out, with the back of the vault having been completely destroyed (describe this as fitting for the main villain's powers if possible, or as a result of high explosives). It is clear that the enemies that they dealt with were criminals who seized the opportunity and likely had nothing to do with the villain who raided the vault.

### WHAT THE HEROES CAN LEARN OR DO

Below are some suggestions for information you can provide to the heroes if they seek it out.

#### EXAMINING THE VAULT

- ◆ Quite a lot is obviously missing from the vault; a quick examination shows places where large amounts of gold were once stacked, missing cases of cash reserves, and dozens of safety deposit boxes gone from their slots.
- ◆ The evidence points to a simple smash-and-grab, where the villain simply overpowered the bank's precautions using their powers. Conventional criminals would likely have been stymied.

#### INTERVIEWING THE HOSTAGES

- ◆ The hostages were present when the issue's main villain arrived and can provide the heroes with a physical description of the villain, as well as a description of the powers they displayed.
- ◆ When the villain arrived, they used their powers to subdue the security guards and cow the employees. They made no attempt to stop the employees from sounding the alarm, nor to stop many of the bank customers from fleeing. The hostages were those people who felt it safer to hide than to try to flee, or who were too scared to do so.
- ◆ The bank vault door was open when the villain arrived, but it began to close when the alarm sounded. The villain used their powers to stop it from closing.

## TRACKING THE VILLAIN

- ◆ The villain has already gone from the scene, but not far; they have taken few pains to hide their trail from any pursuers, counting on their main escape plan to get them away. Any reasonable effort to track the villain should lead the heroes to the villain in the process of fleeing.

## LOCATING THE VILLAIN'S HIDEOUT

- ◆ If the heroes choose to try to beat the villain to their safe house, they can do so, though it likely requires more work, requiring them to accomplish at least two things: they need to learn more about the villain's history and typical modus operandi, and they need to do some research or investigation into a likely spot for the hideout that might have lax security.

## THE VILLAIN'S PLAN

The nature of the villain's plan is simple: escape with the loot from the bank vault to a safe house where their ill-gotten gains will be passed off to launderers and other criminals. How, exactly, the villain plans to escape with the loot is up to you, according to the villain's nature. Choose one of the following options:

- ❑ **Subway Escape.** The villain has hijacked a subway car and stashed it in a secluded maintenance tunnel. The villain plans to load the car with the loot and travel via subway to the edge of the city, where they have a safe house on an abandoned subway platform. The platform has seen better days and looks to have recently been the site of some vandalism, with police tape blocking off the exits.
- ❑ **Flatbed Flight.** The villain has stolen a flatbed semitruck and plans to load the loot onto it, securing it to the bed of the truck, and then drive it to a railyard. There at the villain's safe house, the loot will be transferred onto cargo cars and shipped away from the city.
- ❑ **Aerial Acrobatics.** The villain has hijacked a helicopter and plans to airlift the loot over the city and to the airport, where the villain has secured a private hanger to act as their safe house.

Whenever the heroes confront the villain, they face the following opposition:

- ◇ The issue's villain, who has a number of initiative cards equal to the number of heroes. You can create either a **Foil**, a **Wrecking Ball**, or a **Superpowered Gang** for your villain, or choose another existing villain.

The scene ends when the villain is defeated and captured, or fled.

## LOADING UP THE GOODS ❑

The villain has gotten the loot to where they can load it into the transportation that was previously arranged. Said transportation was prepared in advance and is ready to move once the ill-gotten gains are on board.

## IN TRANSIT ❑❑❑

When the heroes catch up to the villain, they are in the middle of executing their escape plan, which depends on the choice you made above. If the heroes encounter the villain at this point, the result is a high-speed chase sequence.

- ◆ **Objective** (❑❑❑, Enemy): The villain wants to escape with their ill-gotten gains and needs to lose the heroes to do so. The villain can take actions to shake the heroes' pursuit to progress the objective. If the villain succeeds in this objective, they escape with the loot from the bank robbery to their safe house.
  - ◇ *Fully Resolved:* If the villain succeeds, the heroes can locate the villain's safe house using further interlude scenes and confront the villain there, as described under the "Final Destination" entry. If this happens, adjust the team's **Media Reputation** by -1, as the news is filled with reports of the heroes letting the villain get away.
- ◆ **Complication** (❑❑❑❑): The villain's escape takes the stolen vehicle past a number of innocent civilians who cannot get out of the villain's path. The exact nature of these bystanders depends on the escape plan.
  - ◇ *Fully Resolved:* Adjust the team's **Media Reputation** by +1.

## FINAL DESTINATION

If the villain makes it to their safe house with the loot before the heroes intervene, the heroes can confront the villain there. The nature of the safe house depends on the nature of the plan, and fortunately there are no civilian bystanders here to get in the way. If the heroes are all defeated by the villain, the villain escapes with the loot from the bank.

## WRAPPING UP

- ◆ If the heroes apprehend the villain, they are visited by **NC06: The Agency Chief**, who requests that the heroes escort the villain to **SE05: The Super Prison** for incarceration.
- ◆ If the heroes are defeated in the final scene, **NC01: The Media Personality** produces an accusatory report about one of the heroes, claiming they were working with the villains and helped them escape. Choose the hero who was the most visible to civilians to gain the following lasting repercussion: **Most Wanted**.
- ◆ If the villain escapes with the loot in the final conflict scene, add the following to the Truths section of **SE04: The Bad Neighborhood**: "Villains are emboldened to commit crimes in this neighborhood."

# PSYCHOPATH

This villain is a killer, so mentally unstable that they cannot be reasoned with or rehabilitated. The very definition of criminally insane, this villain takes pleasure in murder and violence. Examples from popular comics include Carnage® and Green Goblin® (Marvel), and the Joker®, Scarecrow™, and Victor Zsasz™ (DC).

**NAME:** \_\_\_\_\_

## CAUSE OF INSANITY

*How did the villain get to be the way they are?*

- Addicted to Violence** (the villain got a taste of how it feels to kill someone and is now addicted to that feeling)
- Born Different** (the villain was born with something broken about them and became a psychopath despite a good upbringing)
- Trauma** (they suffered a trauma that caused a psychotic break)
- Other** (fill in your answer in the Truths box)

## VIOLENT METHODS

*What are this villain's violent calling cards?*

- Elaborate Traps** (the villain lays complex and sadistic traps for their prey to fall into)
- Grisly Violence** (the villain enjoys taking a direct hand in killings, leaving behind a messy crime scene)
- Ritualistic Killings** (there is some element of religious or occult trappings to this villain's murders)
- Other** (fill in your answer in the Truths box)

## PHYSICAL REFLECTION

*How is the villain's criminal insanity on instant physical display?*

- Fearsome Persona** (the villain adopts an evil-looking guise, designed to strike fear into their victims and reveling in violence)
- Garish Costume** (the villain wears a costume that is absurd or fantastical, making a mockery of their own madness)
- Scarring** (the villain is badly scarred in some way, either as the result of a traumatic experience or self-inflicted)
- Other** (fill in your answer in the Truths box)

## TRUTHS

All character names are property of their respective owners, and their use does not imply an endorsement of or a relationship with Scratchpad Publishing LLC.

**FIRST APPEARANCE**

**CURRENT STATUS:**  **At Large**  **Incarcerated**  **Deceased**  **Reformed**  **Exiled**

## **SUPERPOWER (75%):**

When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.

This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.

## **FLEEING THE SCENE**

In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.

## **VILLAIN PERKS**

When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.

### **BEING OF CHAOS**

Add 2 advantage dice ( ) and 1 challenge die () to all rolls made by the villain.

### **FLIGHT**

This villain can fly when they move.

### **I KNOW WHAT YOU WILL DO BEFORE YOU DO**

After the Narrator lays out the initiative track, swap 1 of the villain's initiative cards with 1 hero initiative card.

### **SECRETS THAT ARE MINE ALONE TO KNOW**

At the start of the round, before the Narrator lays out the initiative track, add the ????? initiative card to the initiative deck. When that initiative card comes up, choose one of the following: flip 1 of the villain's face-down initiative cards face-up; the villain regains 30 resistance; the villain triggers a trap, dealing 20 damage to any 1 hero they can see.

### **THAT WON'T WORK ON ME AGAIN**

When a hero hits this villain with an attack using a power, use this perk to add 2 time tokens ( ) to the power card of the power the hero used for the attack.


### **YOU HAVE NOTHING TO THREATEN ME WITH**

Attacks against this villain that rely on fear or intimidation automatically miss.

## **VILLAIN WEAKNESS**

When you first create this villain, choose one of the weaknesses below.

### **CANNOT RESIST TOYING WITH THE HEROES**

When the villain would reduce a hero to 0 resistance, the hero is instead reduced to 1 resistance unless the villain rolled at least 1 boon ().

### **CAUGHT UP IN THE MOMENT**

When this villain damages a hero, at the end of the villain's turn move 1 of the villain's face-up initiative cards to the end of the initiative track.

### **PHYSICALLY FRAIL**

Melee attacks made against this villain add 2 advantage dice ( ) to the roll instead of 1.

### **WRATH**

Each time this enemy takes damage, add 2 challenge dice ( ) to their next roll.

# BLOODTHIRSTY BEAST

This villain may be partly human, but there is something bestial about them as well. They are apex predators, monsters who hunt and kill because they are driven to by an unslakable hunger for violence. Examples from popular comics include Man-Wolf™ and Sabretooth® (Marvel), and Man-Bat™ and Killer Croc™ (DC).

**NAME:** \_\_\_\_\_

## BESTIAL NATURE

*How does this villain's bestial nature manifest?*

- Half-Beast** (the villain is half-human, half-beast, a hybrid of animal and person capable of both thought and savagery)
- Lycanthrope** (the villain transforms from human to beast)
- True Monster** (the villain is a monster in the truest sense, not a member of the human species but something else entirely)
- Other** (fill in your answer in the Truths box)

## DRIVE TO KILL

*What motivates this villain to kill?*

- Fear** (the villain fears the modern world and kills as a result of a survival response)
- Instinct** (the villain kills to feed, satisfying either their need for sustenance or their killer instinct's drive to hunt)
- Rage** (the villain lashes out at humans because they have encroached on the villain's home or life)
- Other** (fill in your answer in the Truths box)

## HABITAT

*Where does this villain live in the city?*

- Abandoned Tower** (the villain lives high in an abandoned tower, such as a church bell tower or empty skyscraper)
- Condemned Mansion** (the villain hides out in a decrepit estate in an old or run-down part of the city)
- Sewers** (the villain dwells in a subterranean lair, moving around under the city using the sewers as its streets)
- Other** (fill in your answer in the Truths box)

## TRUTHS

All character names are property of their respective owners, and their use does not imply an endorsement of or a relationship with Scratchpad Publishing LLC.

**FIRST APPEARANCE** \_\_\_\_\_

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.

This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.

## **FLEEING THE SCENE**

In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.

## **VILLAIN PERKS**

When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.

### **CORNERED ANIMAL**

If at least two heroes are up close to the villain, the villain adds 2 advantage dice ( ) to attack rolls.

### **FAST**

After the Narrator lays out the initiative track, move any 1 of the villain's initiative cards 2 spaces toward the front of the track.

### **FLIGHT**

This villain can fly when they move.

### **POUNCE**

Instead of moving and taking an action, on the villain's turn they move up close to any hero they can see and make a physical melee attack against that hero. On a hit, the hero is pinned underneath the villain and cannot move until the villain takes damage or something moves the villain off of that hero.

### **OVERSIZED**

The villain can make melee attacks against enemies that they are near or up close to.



### **SAVAGE**

When this villain hits with an attack, add +20 to the damage.



## **VILLAIN WEAKNESS**

When you first create this villain, choose one of the weaknesses below.

### **ANIMAL INTELLECT**

Any attack made against this villain that involves deception, trickery, or misdirection adds 2 advantage dice ( ) to the roll.

### **BLINDED BY HUNGER**

When the villain is up close to a hero who has less than their full resistance, attacks against this villain add 2 advantage dice ( ) to the roll.

### **RECKLESS RAGE**

While this villain has fewer than 100 resistance, the villain must attack the nearest hero each turn if possible, and adds 2 challenge dice ( ) to all rolls.

### **WRATH**

Each time this enemy takes damage, add 2 challenge dice ( ) to their next roll.

## SCENARIO

# TO CATCH A KILLER

## STREETLIGHT KNIGHTS #2

This issue involves tracking down a killer stalking the streets of **SE04: The Bad Neighborhood**. Before starting this issue, create the killer by choosing either the **Bloodthirsty Beast** or **Psychopath** villain (or, if you have already created a villain fitting the description of a killer who plagues the shadows of an entire neighborhood, you can use that villain instead). By the time the issue opens, this villain has already claimed three victims.

An apartment building has been set ablaze, and the fire department has yet to respond. When the heroes arrive at the site, they see smoke pouring out of the windows, flickering flames, and crowds of panicked people.

In the opening scene, the heroes face the following opposition:

- ✧ A mysterious figure, who is a minor villain with 1 initiative card and 100 resistance. Draw three power cards and pick one to be a superpower with an 80% chance of success, dealing damage equal to the number rolled. The mysterious figure is actually a costumed hero, but when the first hero enters the building they stumble across the mysterious figure in an apartment, covered in the blood of a murder victim lying on the floor at their feet.

For inspiration in creating this villain, see the **Investigator** and **Pulp Hero** archetypes (following this issue).

The scene ends when either the villain has been defeated, or when all complications have been fully progressed.

- ◆ **Ally:** The mysterious figure thinks that the heroes are the murderers and set the fire to cover their tracks. If the heroes realize that the villain is actually a hero (likely, as the villain will probably be talking to the heroes as though they were the villains), they can use their skills to convince the villain that they are all on the same side (treat such rolls like mental attacks). If the heroes defeat the villain using these attacks, the villain becomes a hero (replace their villain initiative card with an Ally initiative card) for the rest of the scene, and regains 50 resistance.
- ◆ **Complication** (□□□): Flames have spread to three nearby buildings, carried by smoldering embers on the wind. Though the fires on those buildings are small, they will eventually grow large enough to threaten those buildings, and perhaps even become a neighborhood-destroying inferno. These smaller fires need to be put out.
  - ✧ *Fully Resolved:* Adjust the team's **Government Reputation** track by +1.
- ◆ **Complication** (□□□□, Critical): People are trapped inside the burning building, blocked into apartments by smoldering doors, collapsed stairwells, thick clouds of smoke, huge holes burned in the floor, and piles of debris. These people need to be gotten to safety before the building burns down around them.
  - ✧ *Failure:* Adjust the team's **Public Reputation** track by -1.
- ◆ **Complication** (□□□□, Critical): The building's integrity is threatened by the destruction wrought by the fire. Support beams have burned and metal has melted. The heroes need to shore up the building before it collapses.
  - ✧ *Failure:* For each negative mark on this complication's track, roll 1 challenge die (◆). For each drawback symbol rolled, also mark a negative mark in the progress track of the trapped people critical complication above.
- ◆ **Scene Details:** Smoldering timbers, jagged support beams, melted wrought-iron railing, clouds of billowing black smoke, rusted water pipes exposed by broken drywall.

### WHAT THE HEROES CAN LEARN OR DO

Below are some suggestions for information you can provide to the heroes if they seek it out.

### TALKING TO THE MYSTERIOUS FIGURE

- ◆ With the fire dealt with, the mysterious figure and the heroes can clear up the mistaken assumptions that each side may have made, discovering that they are all on the same side.
- ◆ The mysterious figure has been investigating disappearances in the city. The body that the figure was standing over when the heroes arrived was the latest victim of a serial murderer. They didn't even know that the disappearances were murders until discovering the body in the apartment building.
- ◆ The mysterious figure believes that they arrived while the murderer was still on the scene. Their unexpected presence spooked the killer, causing them to flee.
- ◆ If the heroes are amenable, the mysterious figure will join the heroes as an ally for the duration of the issue.

### INVESTIGATING THE SITE OF THE FIRE

- ◆ The fire destroys most of the evidence the killer left behind. The heroes can discover whether the fire was set intentionally to cover the killer's tracks, or an accident caused by the villain's hasty escape; determine which of these makes the most sense for the villain you chose for this issue.

## THE POLICE INVESTIGATION

- ◆ If the heroes stick around the site of the fire to cooperate with the eventual police investigation, they are interviewed by **NC07: The Police Representative** who asks them to explain their involvement.
- ◆ The investigations into the first two victims were token efforts at best. The police reports contain background on the victims (names, addresses, employment), and an estimated time for each murder (spaced three days apart).

## RESEARCHING THE VICTIMS

- ◆ Each of the victims has something in common, which can be a clue to how and why they were targeted. Choose one of the following options that best fits the motivations and modus operandi of the villain:
  - Second Shift Jobs.** Each of the victims is someone who walks home alone from a second-shift job and is on the streets when they are empty. The killer likely followed the victims home, attacking when they were sure no one would see or hear.
  - Lives Alone.** Each of the victims is someone who lives alone, and in apartment complexes with many empty apartments (and thus few witnesses nearby). The killer broke into their homes and waited for them to arrive.
  - Maintenance.** Each of the victims had recently had work done on their apartments. Workers were let inside when the victim was not home, and the killer could be one of those workers who copied a key, or an outsider who got access while the apartment was unlocked.
- ◆ Victim #1, Marcus Rhodes, a divorced factory worker, was killed in the laundry room of his apartment complex.
- ◆ Victim #2, Renee Jiminez, a nurse with a mountain of debt, was killed in an alley two blocks from her home.
- ◆ Victim #3, Archie Morton, a security guard, was killed in his car parked across the street from his apartment.

## THE FIRST TWO CRIME SCENES

- ◆ Police tape still marks off the crime scenes where the first two victims were killed. The scenes seem undisturbed.
- ◆ Ample forensic evidence can be found at each scene, giving the heroes information about the nature of the villain.
- ◆ The evidence can also explain the motivation behind the killings: bloodlust, sadism, hunger, revenge, or rage.

## THE SEQUENCE OF EVENTS

To find the killer before they strike again, the heroes need at least two pieces of relevant information to intercept the killer before they claim another victim: the common link between the victims (to identify a future victim), the timing of the murders (to know when the next one will occur), or forensic evidence (to profile the mind of the killer).

Whenever the heroes confront the villain, they face the following opposition:

- ◇ The villain you chose for this issue, who has 1 initiative card per hero in the scene.

The scene ends when the villain is defeated.

- ◆ **Complication** (□□): The heroes arrive on the scene before the villain has committed another murder. The heroes need to get the potential victim away from the villain (the victim is either in the villain's clutches, or restrained in some kind of elaborate trap, as best fits the nature of the villain), and then get them to safety.

## THE FOURTH VICTIM □□□

The fourth victim is Annie Johnson, a sous chef in a restaurant in the **trendy neighborhood**. She takes public transportation back to the Bad Neighborhood and then must walk seven blocks back to her apartment complex.

## THE FIFTH VICTIM □□□

The fifth victim is Mariana Haziz, a college student at the local university whose scholarship covers her tuition but nothing more. She lives in the Bad Neighborhood and walks two miles to the university each day.

## THE SIXTH VICTIM □□□

The seventh victim is Deon Hardaway, a convenience store clerk. He usually drives to work, but his car broke down, so he has been walking an hour each way for the past week.

## HERO TURNED VICTIM

If the heroes do not catch up to the villain before they kill the sixth victim, the seventh victim is one of the heroes. Choose a hero who lives or spends lots of time in the Bad Neighborhood; the killer ambushes that hero some time when the hero is alone. If the hero has a way of calling for help, the other heroes can join the scene 2 rounds later.

## WRAPPING UP

- ◆ If the heroes are all defeated in the final scene, the villain flees and goes into hiding. One of the heroes (Narrator's choice) is blamed for the killings and receives the following lasting repercussion: **Most Wanted**.
- ◆ If the heroes defeat the villain, adjust the team's **Public Reputation** track by +2 and their **Government Reputation** track by +1.
  - ◆ After this issue, any player who wishes can use the **Investigator** or **Pulp Hero** archetype to make a new hero, representing the mysterious figure from the opening scene.



# INVESTIGATOR

You aren't really a costumed hero, per se; costumes may not even be your style. You have powers (or extremely honed skills), but you use them subtly, focusing on the investigation aspect of crime fighting. Examples from popular comics include Jessica Jones<sup>®</sup> and Misty Knight<sup>™</sup> (Marvel), Renee Montoya<sup>™</sup> (DC), and Steeljack<sup>™</sup> (Astro City).

## MOTIVATION

What compels you to act as an investigator of superpowered crimes?

- Money** (everyone has to make a living; you just make yours solving crimes)
- Mystery** (you need to solve a mystery, and you look for clues in other crimes)
- Purpose** (your work is a higher calling, a responsibility you have to shoulder)
- Revenge** (someone wronged you, and part of why you investigate crimes is hope that you will find something that will help put that person away for good)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- |                                     |                                       |
|-------------------------------------|---------------------------------------|
| <input type="checkbox"/> Careful    | <input type="checkbox"/> Sarcastic    |
| <input type="checkbox"/> Distant    | <input type="checkbox"/> Serious      |
| <input type="checkbox"/> Humorless  | <input type="checkbox"/> Wary         |
| <input type="checkbox"/> Idealistic | <input type="checkbox"/> Wisecracking |
| <input type="checkbox"/> Jaded      | <input type="checkbox"/> _____        |
| <input type="checkbox"/> Prickly    | <input type="checkbox"/> _____        |

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Dependents** (you have family or loved ones depending on you)
- Goaded** (you can be easily goaded into a fight)
- Substance Abuse** (you are a recovering alcoholic or narcotics abuser, struggling to stay clean)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (sixth sense warns of incoming attacks)
- Invulnerability** (you shrug off attacks like they are nothing)
- Training** (you possess combat training that helps you avoid attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Leaping** (you leap long distances and great heights)
- Powers** (one of your powers allows you to travel long distances)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### PRIVATE EYE

During interlude scenes in which you are seeking information about a particular topic, you add 2 advantage dice (🏠🏠) to all rolls you make related to that search for information. Additionally, if you successfully investigate a villain or group of minions, the Narrator hands you the relevant villain or minion sheet to read over before the next scene begins.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%

### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (🕒) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🏠🏠) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Enemy attacks against you add 2 challenge dice (🎲🎲) to the roll.
- ✦ Halve all damage you would take.
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🏠) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

MINOR POWER 60%



# PULP HERO

You are a vigilante in the classic tradition, a shadowy figure brought to life in Golden Age radio serials. You combine street smarts with an air of mystery, fighting evil while concealing your identity. Examples from popular comics include Rorschach™ and the original Sandman® (DC), Lobster Johnson™ (Dark Horse), and the Shadow™ (Street & Smith).

## CRIME-FIGHTING MOTIFS

What does your crime-fighting persona seem like to your enemies?

- Gun-Toting Vigilante** (you are a detective, spy, hitman, or soldier with an identity-concealing costume)
- Shadow** (you use the supernatural to deceive and frighten your enemies)
- Two-Fisted Adventurer** (you are a world-traveling adventurer who isn't afraid to get your hands dirty when the need arises)
- Other (fill in your answer in the Truths box)

## PERSONALITY TRAITS

Choose two of the following personality traits that best describe your hero.

- |                                     |                                   |
|-------------------------------------|-----------------------------------|
| <input type="checkbox"/> Brave      | <input type="checkbox"/> Reserved |
| <input type="checkbox"/> Debonair   | <input type="checkbox"/> Sinister |
| <input type="checkbox"/> Grim       | <input type="checkbox"/> Weary    |
| <input type="checkbox"/> Haunted    | <input type="checkbox"/> Witty    |
| <input type="checkbox"/> Principled | <input type="checkbox"/> _____    |
| <input type="checkbox"/> Reckless   | <input type="checkbox"/> _____    |

## VULNERABILITY

What weakness or obligation can your enemies exploit?

- Energy Limits** (you must recharge the source of your powers)
- Limited Power** (there is some limitation or flaw in your powers)
- Substance Abuse** (you are a recovering alcoholic or narcotics abuser, struggling to stay clean)
- Other (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

What does resistance mean for this character?

- Danger Sense** (sixth sense warns of incoming attacks)
- Mobility** (you move fast and dodge out of the way of attacks)
- Training** (you possess combat training that helps you avoid attacks)
- Other (fill in your answer in the Truths box)

## GETTING AROUND

How does this character quickly move from one place to another?

- Brachiation** (you swing from tall objects high overhead)
- Powers** (one of your powers allows you to travel long distances)
- Running** (you run really, really fast)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### I'VE BEEN AROUND

You always have a trick up your sleeve. You can add 2 time tokens (⌚⌚) to one of your powers that currently does not have any time tokens on it to use any Basic power that has a card available. You can then make a check or attack with the Basic power as an action, or use one of that Basic power's benefits. If you wish to use one of the Basic power's benefits that requires you to add time tokens to it, you add those time tokens to the same card you initially added tokens to in order to use the Basic power.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%



### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (🦋) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (🎲) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (🦋) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (🎲🎲) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (👑👑👑👑) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ You regain 20 resistance every time you perform a teamwork maneuver.
- ✦ You gain 5 hero points (🦋🦋🦋🦋🦋).
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (🎲) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (🎲) to the roll.

MINOR POWER 60%



# GANGSTERS

These minions are members of **SE14: The Crime Syndicate**. They are low-level goons, the foot soldiers of a much larger criminal empire. Examples include Fisk Industries™ and the Maggia™ (Marvel), and the Roman Empire™ (DC).

**NAME:** \_\_\_\_\_

## APPEARANCE

*What do these minions look like?*

- Body Armor** (the gangsters take their role as foot soldiers seriously, wearing reinforced body armor like that used by police precincts throughout the city)
- Dapper Duds** (these minions are dressed to the nines, always at the cutting edge of fashion)
- Garish Costumes** (the gangsters wear matching costumes that hide their identities but project a shared visual motif, such as a gang of clowns, baseball players, or animal masks)
- Streetwear** (these minions dress like a street gang, a biker gang, or in some other uniform that fits in on the rough streets)
- Track Suits** (the gangsters wear athletic gear incongruous with their rough appearance)
- Other (fill in your answer in the Truths box)

## WEAPONRY

*What kind of weapons do these minions use?*

- Knives & Improvised** (these minions prefer subtle weapons that can be easily hidden or disguised)
- Tommy Guns** (the gangsters use the classic submachine guns favored by Depression-era organized crime)
- Hi-Tech Gear** (the gangsters are well-outfitted with laser weapons or other armaments on the cutting edge of technology)
- Other (fill in your answer in the Truths box)

## DEMEANOR

*How do these minions comport themselves when they attack?*

- Cold & Professional** (these gangsters behave with an unusually professional air, as though they know that the crimes they commit are just another form of business)
- Loud & Bombastic** (these minions revel in their relative power, making a lot of noise wherever they go)
- Sleazy & Cocky** (these minions are overconfident and come off as oily and unpleasant)
- Stoic & Brutal** (these minions tend to keep their mouths shut and let their violent ways do the talking)
- Other (fill in your answer in the Truths box)

**TRUTHS**

## PRIMARY ATTACK MODE

---

When you create these minions, choose one of the primary attack modes below and describe the nature of the attack in the box.

**STANDARD ATTACK (50% CHANCE OF SUCCESS)**

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 10).

**ACCURATE ATTACK (65% CHANCE OF SUCCESS)**

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 5).

**POWERFUL ATTACK (40% CHANCE OF SUCCESS)**

Melee attack. On a hit, deal damage equal to the number rolled + 20 (maximum damage equal to the squad's current size × 10 + 20).

Use this box to describe the minions' primary attack mode.

## MINION PERK

---

When you first create this type of minion, choose one of the perks below.



**COORDINATED ATTACKERS**

Add 1 advantage die () to these minions' attacks as long as the squad's size is 2 or greater.

**CUTTING-EDGE TECHNOLOGY**

These minions use incredible technology on the cutting edge of human science. Increase their chance of success on attacks made with weapons by 10%.

**PROTECTIVE**

When these minions are up close to a villain who leads them, if a hero attacks that villain, the Narrator can give that hero 2 advantage dice ( ) on the attack if the attack targets these minions instead.

**STRENGTH IN NUMBERS**

While the squad's size is 2 or greater, melee attacks against these minions add 2 challenge dice ( ) to the roll.

**SUPPORT FIRE**

When these minions hit with an attack, move any 1 initiative card belonging to a villain to the spot immediately after these minions' initiative card.

## MINION WEAKNESS

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When you first create this type of minion, choose one of the weaknesses below.

**EASILY RATTLED**

When these minions are hit by an attack, they lose the benefit of their minion perk on their next turn.


**SELF-PRESERVATION**

When a squad of these minions is size 2 or smaller, the squad must use its action to flee.

**SLOW**

After the Narrator has laid out the initiative track but before the first turn is taken in the round, move these minions' initiative card 2 spaces back toward the end of the track.

**SMALL-MINDED**

If there is no villain active in the scene to lead them, add 1 challenge die () to the attack rolls of squads of these minions.

# CRIME BOSS

This villain is the leader of a crime syndicate, the top dog in the organized crime group that plagues the city. They are the criminal all other criminals fear and respect. Examples from popular comics include Kingpin® and the Rose™ (Marvel), and Black Mask™, Carmine Falcone™, Two-Face®, and the Penguin® (DC).

**NAME:** \_\_\_\_\_

**CRIMINAL LEADER**

*What kind of leader is this villain?*

- One of Us** (the villain rose through the ranks of the syndicate or was raised up by their peers)
- Monarch** (they are a leader because they are superior, someone who leads because others fear to challenge them)
- Unstable Madman** (the villain is mentally unstable, a psychopath who rules through fear and intimidation)
- Other (fill in your answer in the Truths box)

**UNIQUE QUIRK**

*What makes this villain stand out from other gangsters?*

- Costume** (they hide their face with a mask and their body with eclectic clothing)
- Huge Stature** (the villain towers over other people)
- Physical Deformity** (the villain has an unusual deformity, such as a third eye, skin like concrete, or gills)
- Scars** (the villain is hideously scarred from past trauma)
- Other (fill in your answer in the Truths box)

**ACTS OF SAVAGERY**

*What brutal act does this villain have a reputation for performing?*

- Executing Underlings** (the villain has a reputation for killing members of their own gang when they fail)
- Making an Example** (when the syndicate vanquishes an enemy, this villain puts their failure on public display)
- Sending a Message** (the villain orders attacks against the friends and loved ones of rivals)
- Other (fill in your answer in the Truths box)

**TRUTHS**

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**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **BRILLIANT LEADER**

As an action, the villain chooses one squad of minions that can see and hear the villain. That squad then makes an attack. If the minions' initiative card is face-down, also turn it face-up and move it to the end of the initiative track.

### **CUNNING**

After the Narrator lays out the initiative track, swap 1 of this villain's initiative cards with a hero's initiative card.

### **REINFORCEMENTS**

When the villain is in a scene with minions that the villain is leading, as an action the villain can add a new squad of minions of the same type to the scene. This squad's size is equal to  $2 \times$  the number of heroes in the scene.

### **TACTICAL FAMILIARITY**

Teamwork maneuvers performed on attacks against this enemy also add 2 challenge dice (   ) to the roll.

### **WELL-EQUIPPED GOONS**

When the villain is in a scene with minions that the villain is leading, ignore all weaknesses possessed by those minions.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **CARELESS LEADER**

When a squad of minions this villain is leading is hit by an attack, reduce that squad's size by 1 more than normal.

### **DEEP COWARDICE**

When this villain has fewer than 50 resistance, they must use their action to attempt to flee the scene.

### **FRAGMENTED MIND**

After taking damage, the villain has a 50% chance of using their action on their next turn to attack one of their allies.

### **PRIDE**

When this villain attacks a hero and deals no damage, this villain takes 30 damage.



# EVIL MASTER

This villain is the head of a criminal organization and also a potent warrior. This villain's followers are zealously dedicated to their leader, who enforces obedience and a strict hierarchy. Examples from popular comics include the Mandarin™ and the Silver Samurai™ (Marvel), Sensei™ and Talia al Ghul™ (DC), and the Shredder® (Mirage).

**NAME:** \_\_\_\_\_

## GETTING THEIR HANDS DIRTY

*How does the villain get involved in the day-to-day crimes of the syndicate?*

- Assassin** (when killings are necessary, they are the one to do it)
- Distant Figure** (the villain remains aloof, letting others do the dirty work)
- Leader in the Field** (the villain goes along with members of their gang, leading criminal endeavors from the front)
- Other** (fill in your answer in the Truths box)

## TRUTHS

## VISION FOR THE FUTURE

*What does this villain envision for the future of their criminal organization?*

- Criminal Empire** (the villain is working toward establishing their organization as a globe-spanning syndicate)
- Prophecy Fulfilled** (the villain directs their organization in a way meant to fulfill their ancient prophecies)
- Vengeance** (they aim to right some perceived past wrong)
- Other** (fill in your answer in the Truths box)

## AESTHETICS

*What is the villain's appearance?*

- Corporate Chic** (the villain dresses in crisply tailored business outfits in a cutting-edge style)
- Combat Jumpsuit** (the villain wears a sleek combat jumpsuit, much like that worn by many heroes)
- Eastern Warrior** (the villain wears a costume inspired by monks, samurai, ninjas, martial artists, or other warriors)
- Other** (fill in your answer in the Truths box)

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**FIRST APPEARANCE**

**CURRENT STATUS:**  **At Large**  **Incarcerated**  **Deceased**  **Reformed**  **Exiled**

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **FAST**

After the Narrator lays out the initiative track, move any 1 of the villain's initiative cards 2 spaces toward the front of the track.

### **REINFORCEMENTS**

When the villain is in a scene with minions that the villain is leading, as an action the villain can add a new squad of minions of the same type to the scene. This squad's size is equal to  $2 \times$  the number of heroes in the scene.

### **UNTOUCHABLE**

When a hero attacks this villain and the villain can see the hero, add 1 challenge die (  ) to the hero's roll for the attack.

### **WELL-TRAINED GOONS**

When a squad of minions this villain is leading is hit by an attack, move those minions' initiative card to the spot immediately after the current turn, and if it is face-down flip it face-up.

### **ZEALOUS LEADER**

When this villain is in the same scene as minions that serve the villain, after the Narrator lays out the initiative track move those minions' initiative card to the beginning of the track.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **BLINDED BY EGO**

At the start of any issue that features this villain, choose a second weakness for each type of minion serving this villain.

### **OVERCONFIDENCE**

When this villain damages a hero with an attack, that hero adds 2 advantage dice (   ) to any attack they make against this villain on their next turn.

### **OVEREXTENSION**

After this villain takes two turns in a row, flip 1 of their face-up initiative cards face-down.

### **RUTHLESS LEADER**

When a squad of minions this villain is leading misses with an attack, reduce that squad's size by 1 if the villain is in a position where they could make an attack against that squad.

This issue introduces one of the most significant evil organizations in the series, **SE14: The Crime Syndicate**, which you should define before the issue begins if you have not done so already. In the Truths box of **SE14: The Crime Syndicate**, also write "Control over the Bad Neighborhood: 3." If **SE04: The Bad Neighborhood** has "Villains are emboldened to commit crimes in the Bad Neighborhood" written in it, change the 3 to a 5. Additionally, create either the **Crime Boss** or the **Evil Master** villain as the leader of the Crime Syndicate and note that in the villain's Truths box.

The Crime Syndicate launches an act of defiance against the law: bombing the police headquarters in the Bad Neighborhood. With the police already diminished in influence in the neighborhood, this audacious attack not only puts many police officers at risk but also acts as the catalyst for a crime wave that will plague the city for weeks.

The issue opens when the heroes are summoned by **NC07: The Police Representative** to discuss rumors of a major criminal action on the horizon. The heroes meet at sunset on the rooftop of an abandoned building in the Bad Neighborhood, where the Police Representative tells them that their sources say all signs point to something big that is about to go down in the city, with the Crime Syndicate behind it. Before they can get very far into their conversation, however, several bombs go off inside the police headquarters in the neighborhood. The heroes hear the explosions and see smoke rising from the direction of the police headquarters. When they respond, they see that the building is devastated, and survivors are trying to claw their way out of the rubble. Worse, it appears as though those survivors are being cut down by members of the Crime Syndicate, positioned to make sure there are no survivors.

In the opening scene, the heroes face the following opposition:

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  3.

The scene ends when all the enemies are defeated.

- ◆ **Complication** (□□□): Several survivors are still trapped in the debris of the building and need to be freed.
  - ✧ *Fully Resolved*: Adjust the team's **Government Reputation** track by +1.
- ◆ **Complication** (□□□□□, Critical): The enemies are gunning down the survivors who made their way out of the rubble of the police headquarters. Each time this Complication initiative card comes up, the enemies gun down another survivor. If all the enemies are defeated, immediately check off all the remaining boxes on the complication's progress track and allow the heroes to distribute the hero points gained from progressing the complication that many times among themselves as they see fit.
  - ✧ *Failure*: In the Truths box of **SE14: The Crime Syndicate**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1.
- ◆ **Scene Details**: Huge chunks of solid building rubble, twisted support beams, overturned police cruisers, downed telephone poles and electrical wires, shrapnel embedded in a wall, burning oil slicks.

## THE SEQUENCE OF EVENTS

Instead of the usual showdown between the heroes and the villain, this issue continues with a montage of the heroes dealing with a crime wave (frame it as such to the players up front, so that they understand that the scene will continue, even when it would normally end). This counts as a single conflict scene, even though it takes place over the course of several days. Each time the heroes defeat all the enemies in the scene, the scene shifts to the next step in the montage; any unresolved complications are removed from the scene, and you move on to the next event listed in the sequence, adding its enemies and complications to the scene. If all the heroes are defeated, the montage shifts to the next step. The heroes are refreshed as though the conflict scene just started, regaining resilience and hero points.

## THE PROTECTION RACKET

When the montage begins, the heroes have encountered members of the Crime Syndicate in the middle of shaking down a local restaurant owner in the Bad Neighborhood. The Crime Syndicate's goons have cornered the restaurateur after hours. While some of the gangsters hold the owner and his staff at gunpoint in one corner of the restaurant, the other goons are ransacking the place.

In this part of the scene, the heroes face the following opposition:

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  3.
- ◆ **Complication** (□□): The owner and five of his employees have gangsters pointing guns at them, and they need to be gotten out of harm's way. Even if the gangsters holding guns on the employees are taken out, the civilians are still endangered by stray shots taken at the heroes.
  - ✧ *Fully Resolved*: Adjust the team's **Public Reputation** track by +1.

## UNLOADING A TRUCK FULL OF STOLEN GOODS

In the next part of the montage, the villains have stolen a tractor-trailer belonging to **SE15: The Megacorporation** that contains stolen goods, mostly industrial equipment, high-end consumer electronics, and construction hardware. The heroes have been tracking these gangsters for days and have finally caught them red-handed.

In this part of the scene, the heroes face the following opposition:

- ✧ Two squads of **Gangsters** minions, each of a size equal to the number of heroes  $\times 2$ .
- ◆ **Complication** (□□□□, Critical): Among the stolen goods being unloaded from the trailer are several barrels of volatile chemicals. When the conflict scene begins, a panicked gangster trips over the ropes holding the barrels in place, causing the ropes to snap and the barrels to spill out of the back of the trailer. These barrels crack on impact with the asphalt and start rolling down the street, out toward the neighborhood. Each time this Complication initiative card comes up, one of the barrels cracks open when it hits the side of a building, a parked vehicle, or other hard obstruction, spilling harmful chemicals into the streets of the neighborhood.
  - ✧ **Failure**: Gas fumes from the spilled chemicals fill the air. Add a Hazard initiative card to the initiative track. Each time its turn comes up, make an attack (50% chance of success, damage equal to the number rolled) against each hero and squad of minions in the scene, representing the harmful chemical cloud.

## INTERRUPTING AN EXECUTION

The scene shifts to a bridge over a deep expanse of water, where gangsters have a victim bound in chains, feet in a pot of cement, with a bag over the victim's head. They have come here to dispose of a busboy from a local restaurant who witnessed them committing a crime.

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times 2$ .
- ✧ A gangster lieutenant minor villain, who has 1 initiative card, 50 resistance, and a submachine gun attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.
- ◆ **Complication** (□□): Just as the heroes reach the scene, two cars headed in opposite directions start crossing the bridge. Seeing a chance for distraction, one of the gangsters opens fire on the cars, and both vehicles wreck into each other. Though the occupants are unharmed, they are in danger with the gangsters on the bridge.
- ◆ **Complication** (□□□, Critical): As the heroes enter the scene, the villains shove the busboy off of the bridge and down into the water. The busboy needs to be pulled out of the water, freed from the bonds, and gotten to safety.
  - ✧ **Failure**: The busboy perishes and never is able to tell the police what they saw. In the Truths box of **SE14: The Crime Syndicate**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1.

## THE JEWELRY STORE ROBBERY

The final part of the montage sees the heroes interrupting the robbery of a local jewelry store (more like a pawn shop that specializes in gold and cheap jewelry) in the Bad Neighborhood. After the heroes' intervention in three previous schemes, the Crime Syndicate is not only prepared for the heroes' arrival but has planned a little surprise for them. The enemies spend 2 rounds trying to take out as many of the heroes as possible and then attempt to flee the scene before their surprise goes off (see the complication below).

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times 2$ .
- ✧ A gangster underboss minor villain, who has 2 initiative cards, 100 resistance, and a pistol attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.
- ◆ **Complication** (□□□□□, Critical): The gangsters have planted dynamite throughout the building and plan to bring the building down on top of the heroes in explosive fashion. Once the heroes arrive on the scene, the gangsters arm the explosives, which are attached to timers.
  - ✧ **Failure**: The bombs go off, destroying (at least partially, depending on how many explosives the heroes dealt with) the building. Each hero inside the building takes damage equal to  $30 \times$  the number of negative marks in the complication's progress track above.

## WRAPPING UP

- ◆ For each time the heroes were all defeated in the montage conflict scene at the end of the issue, in the Truths box of **SE14: The Crime Syndicate** increase the number written next to the "Control over the Bad Neighborhood" entry by 1.
- ◆ If the number written next to the "Control over the Bad Neighborhood" entry in the Truths box of **SE14: The Crime Syndicate** is 6 or higher, that night **NC01: The Media Personality** produces a scathing piece of reporting on the heroes' inability to loosen the Crime Syndicate's grip on the city. The Media Personality claims that vigilantism has distracted the police and given politicians an excuse to divert funding away from the police, and now the city is suffering a crime wave as a result. If the Media Personality has "Denounced heroes in reporting" in their Truths box, adjust the team's **Public Reputation** by  $-2$ . Otherwise, write it in the Media Personality's Truths box, and adjust the team's **Media Reputation** by  $-2$ .

◆ This issue's story concludes in *Streetlight Knights #4*.

# THE ASSASSIN

This villain is a gun (or sword, or rocket launcher) for hire. Their goals are simple: to kill people, and to make a tidy profit or further their organization's goals in the process. Examples from popular comics include Bullseye™, Lady Deathstrike™, and Taskmaster™ (Marvel), Deadshot™, Deathstroke™, and the Red Hood™ (DC) and Karai™ (Mirage).

**NAME:** \_\_\_\_\_

## MERCENARY AESTHETIC

*How does the assassin appear and behave?*

- Costumed Villain** (the villain wears a mask, cape, body armor, or other trappings associated with bombastic villainy)
- Shadow** (they look like a ninja or fantasy thief)
- Soldier** (they wear clothes and use gear appropriate to any paramilitary group's soldier)
- Other** (fill in your answer in the Truths box)

## CONTRACT KILLER

*What unique quirk does this assassin have when it comes to the nature of their contacts?*

- Calling Card** (the villain must always leave behind a calling card so others know when a hit is their responsibility)
- Exclusions** (they won't accept contracts on certain individuals, based on age, gender, nationality, or some other criteria)
- Never Called Off** (once hired, they cannot be called off)
- Other** (fill in your answer in the Truths box)

## ORIGINS

*How did this villain come to be an assassin?*

- Engineered** (they were made into a killer by a government, corporation, or secret organization)
- Mercenary Turn** (they were a criminal or soldier who discovered a knack for killing and made it into a profession)
- Trained from Birth** (the villain has been trained from a young age to be an assassin by a guild or order)
- Other** (fill in your answer in the Truths box)

## TRUTHS

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**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **DEATH SPIRAL**

If at least one hero has been defeated in the scene, the villain adds +20 damage to attacks they make.

### **MOMENTUM**

For each boon (  ) this villain rolls, the villain regains 10 resistance, in addition to any other effects from that boon.

### **SURGE OF CONFIDENCE**

When the villain rolls 2 or more boons, flip 1 of their face-down initiative cards face-up.

### **THAT WON'T WORK ON ME AGAIN**

When a hero hits this villain with an attack using a power, use this perk to add 2 time tokens (   ) to the power card of the power the hero used for the attack.

### **TRICKS OF THE TRADE**

This villain reveals an unexpected trap or weapon as a part of an attack, adding 4 advantage dice (     ) to their attack roll.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*



### **BLINDED BY ARROGANCE**

When this villain deals 30 or more damage in a single attack to a hero whose initiative card is face-down, move that hero's initiative card to the end of the initiative track and turn it face-up.



### **OVEREXTENSION**

After this villain takes two turns in a row, flip 1 of their face-up initiative cards face-down.

### **HASTY**

When this villain attacks a hero who has not yet taken a turn this round, add 2 challenge dice (   ) to the villain's roll.

### **TUNNEL VISION**

When this villain deals damage to a hero, the next hero other than the one who the villain damaged adds 2 advantage dice (   ) to their next attack roll against this villain on their next turn.

# THE ENFORCER

This villain is a physically imposing criminal who directly enforces the will of some criminal organization. They may even be the head of a family or sub-group within that organization who just likes getting their hands dirty. Examples from popular comics include Hammerhead™ (Marvel), and Bane™ and Clayface™ (DC).

**NAME:**

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## SOURCE OF STRENGTH

*How did this villain become such a powerful enforcer?*

- Augmentation** (the villain sought out cybernetic or biological augmentation or it had forced upon them)
- Industrial Accident** (the villain was a victim of an accident involving chemicals or radiation while on the job)
- Nature** (they are naturally huge, a quirk of human genetics)
- Other** (fill in your answer in the Truths box)

## ROLE IN THE ORGANIZATION

*What role does this villain play in the criminal organization they belong to?*

- Freelancer** (they take contracts for the syndicate but are not a member of the organization and have no loyalty)
- Right Hand** (they directly serve the syndicate's leader)
- Leader** (they are a leader in the organization, if not the leader of the entire syndicate)
- Other** (fill in your answer in the Truths box)

## SURPRISING QUIRK

*What do other people not suspect about this villain before meeting them?*

- Erudite** (the villain is well-read, well-spoken, and possesses an above-average education and cultured taste)
- Family Ties** (the villain has a deep love for their family and keeps their family life separate from their crimes)
- Religious** (the villain is deeply religious and feels existential guilt over the conflict between their crimes and their religion)
- Other** (fill in your answer in the Truths box)

## TRUTHS

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**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **LAY THEM ALL LOW**

As an action, the villain makes an area attack using their superpower, adding +20 to the damage of each hit.

### **HIGH INVULNERABLE**

Until the villain has taken any damage during a scene, reduce all damage the villain would take by 50.

### **OVERSIZED**

The villain can make melee attacks against enemies that they are near or up close to.

### **UNRELENTING**

When this villain would be reduced to 0 resistance, they are instead reduced to 1 resistance, and you move 1 of the villain's initiative cards to the space immediately following the current turn.



### **UNTOUCHABLE**

When a hero attacks this villain and the villain can see the hero, add 1 challenge die (  ) to the hero's roll for the attack.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **CRACKS IN THE ARMOR**

When this villain takes 30 or more damage from a single attack, the next hero who attacks this villain adds 2 advantage dice (   ) to their roll for the attack.

### **GOLIATH**

For each boon a hero rolls on an attack against this villain, increase that attack's damage by +10, in addition to any other effects from that boon.

### **INFLEXIBLE TACTICS**

Teamwork maneuvers performed on attacks against this villain also add 2 challenge dice (   ) to the villain's next roll if the attack hits.

### **RECKLESS RAGE**

While this villain has fewer than 100 resistance, the villain must attack the nearest hero each turn if possible, and adds 2 challenge dice (   ) to all rolls.



# SCENARIO

# BLOOD IN THE STREETS, PART 2

## STREETLIGHT KNIGHTS #4

The crime wave initiated by **SE14: The Crime Syndicate** continues to plague the city, with its epicenter in **SE04: The Bad Neighborhood**. The Crime Syndicate's leader pays a hired killer to lure the heroes into a trap and eliminate them. The hired killer spends days seeding the criminal underworld with rumors of a big job: the Crime Syndicate has stolen fuel rods from the nuclear power plant and is planning on selling them at a steelworks right on the edge of the Bad Neighborhood to buyers from **SE08: The War-Torn Nation**. The deal will provide a cash influx for the Crime Syndicate, as well as access to cutting-edge weapons that will allow them to outpace the police in an arms race.

When the heroes arrive, they find that there is no deal; where the negotiations are supposedly happening (a manager's office overlooking the factory), they discover that the "negotiators" are hostages, and the trap springs.

In the opening scene, the heroes face the following opposition:

- ◆ The killer hired by the Crime Syndicate, either the **Assassin** or the **Enforcer**, who has 1 initiative card per hero. The scene ends when the villain is defeated, or each of the heroes complete the objective.

◆ **Objective:** Given the villain's advanced preparation and prowess, the heroes may wish to attempt to retreat from the villain. Each hero can complete this objective separately to flee the scene. When the hero has completed their objective, they successfully escape and are no longer considered to be a part of the scene. Do not award hero points for advancing these objectives.

- ◆ Hero: \_\_\_\_\_ (□ □)     ◆ Hero: \_\_\_\_\_ (□ □)     ◆ Hero: \_\_\_\_\_ (□ □)
- ◆ Hero: \_\_\_\_\_ (□ □)     ◆ Hero: \_\_\_\_\_ (□ □)     ◆ Hero: \_\_\_\_\_ (□ □)

◆ **Complication** (□ □): There are two groups of bound and gagged hostages who need to be rescued. One is the group in the floor manager's office, and the other is a group of steelworkers who have been bound together and are hanging suspended from a hook at the end of a chain, dangling over a vat of molten steel.

- ◆ *Fully Resolved:* Adjust the team's **Public Reputation** track by +1.

◆ **Hazard:** The villain has rigged the site of the conflict with numerous traps intended to keep the heroes from escaping. Add 1 Hazard initiative card to the scene (or 2 Hazard cards if there are four or more heroes). Each time a Hazard card comes up, one of the heroes triggers one of these traps, which makes a physical melee ranged attack against that hero with a 65% chance of success. On a hit, the hero either loses one box of progress on their objective (see above), or takes damage equal to the number rolled (to a maximum of 30 damage) if they have made no progress on their objective. Some suggestions for these traps include:

- ◆ A glue bomb                                     ◆ Tear gas jets                                     ◆ Flashbang                                     grenades
- ◆ Automatic bolas launchers                 ◆ Stunning floor plates                             tied to tripwires
- ◆ Electrified stun nets                             ◆ Poison dart launchers                             ◆ Self-wrapping cables

◆ **Scene Details:** Heavy-duty chain pulleys, stacks of steel beams, troughs of molten metal, clouds of steam from cool water on hot metal, cranes with dangling hooks, huge bins of raw ore, gas lines connected to blast furnaces.

### DEFEAT FOR THE HEROES

If the heroes are defeated in this scene, before the killer can finish the job a group of police officers led by **NC07: The Police Representative** raids the steelworks, swooping in to drive off the killer and rescue the heroes. The heroes' need for rescue damages their reputation among the police; adjust the team's **Government Reputation** track by -2.

### WHAT THE HEROES CAN LEARN OR DO

Below are some suggestions for information you can provide to the heroes if they seek it out.

### LOCATING THE SYNDICATE LEADER'S HIDEOUT

Finding out where the Crime Syndicate's leadership operates from is not difficult for street-savvy heroes; anyone familiar with the criminal underworld can pinpoint the building. If **SE04: The Bad Neighborhood** has "Villains are emboldened to commit crimes in this neighborhood" written in its Truths box, add 2 advantage dice (🎲🎲) to any rolls to find this information, as the Crime Syndicate doesn't bother to hide the location of their base.

### FLIPPING A RAT ON THE INSIDE

If the heroes can isolate one of the gangsters, they might turn that gangster into an ally with coercion or bribery. Succeeding in doing so turns the gangster into an informant who can tell the heroes when there are the fewest gangsters in the headquarters, halving the size of the main squad of gangster minions they have to face in the final conflict scene.

## THE VILLAIN'S PLAN

The heroes know the villain is gunning for them, so it is time to confront the villain and end the vendetta (if the heroes don't come to this realization, the Police Representative suggests it). Choose a building for the Crime Syndicate's hideout in the Bad Neighborhood (such as an abandoned casino, a high-rise office building, or a hollowed-out warehouse) and describe how the nature of the Crime Syndicate affects the aesthetics of the headquarters. Then choose one of the following options for the site of the confrontation, where the heroes find the villain:

- ❑ **Audience Chamber.** The room looks like a throne room, with a raised dais and decorations intended to honor and flatter the leader.
- ❑ **Executive Office.** The room is spacious, clean, modern, and looks like a corner office in a business district high-rise.
- ❑ **Thieves' Den.** The room is like the common room of a tavern or a brothel, with tables and chairs enough for dozens of criminals.

Whenever the heroes confront the villain, they face the following opposition:

- ✧ The leader of the Crime Syndicate. The villain has 1 initiative card per hero in the scene.
- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  2.

The scene ends when all the enemies are defeated.

## THE SYNDICATE LEADER LEARNS THE HEROES ARE ALIVE ❑

Word comes back through underlings that the heroes survived the assassination attempt. The villain starts making the calls to prepare for the heroes' eventual retaliation, holing up in their headquarters.

## THE VILLAIN'S PERSONAL GUARDS ARE DOUBLED ❑ ❑

The Crime Syndicate's leader orders their lieutenants to double the number of bodyguards assigned to the villain at any given time. Arranging this takes some time, but soon the villain is surrounded by extra security around the clock.

Add the following enemies to the final conflict scene, in addition to those listed above:

- ✧ A second squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  2, representing the villain's personal bodyguards.
- ✧ A gangster lieutenant minor villain, who has 1 initiative card, 50 resistance, and a submachine gun attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.

## SYNDICATE GANGSTERS ARE REINFORCED ❑ ❑

The Crime Syndicate's leader puts out the word to gangsters throughout the city, calling on each underboss to send some of their number back to headquarters to further protect against outside attacks.

Double the size of the squad of the first squad of gangsters (not the villain's bodyguards) if this or the next step is the final scene.

## THE VILLAIN TAKES A HOSTAGE

The villain takes **NC07: The Police Representative** as a hostage, bringing them back to the Crime Syndicate's headquarters as leverage should the heroes still be foolish enough to attack.

- ◆ **Complication** (❑❑❑, Critical): The Police Representative is tied to a chair when the heroes enter. When this Complication initiative card comes up, the villain shoots the Police Representative with a gun.
  - ✧ **Failure:** The Police Representative dies. Erase all your answers and everything in the Truths box of **NC07: The Police Representative**. That character can be redefined in the future as a different character the next time something references them. Additionally, adjust the team's **Government Reputation** track by  $-3$ .

## WRAPPING UP

- ◆ If the villain is captured by the heroes and turned over to the police, the villain is incarcerated in **SE05: The Super Prison**. The heroes also receive a visit from **NC06: The Agency Chief**, who runs **SE03: The Government Agency**. The Agency Chief congratulates them on bringing the most dangerous criminal in the city to justice, and tells them that the agency will be in touch in the near future. Any heroes with the **Most Wanted** lasting repercussion remove it, as the Agency Chief pardons them. Additionally, adjust the team's **Government Reputation** track by  $+2$ .
- ◆ If the villain is incarcerated or killed in the final conflict scene, in the Truths box of **SE14: The Crime Syndicate**, decrease the number written next to the "Control over the Bad Neighborhood" entry by 3.
- ◆ If the heroes succeed in the final conflict scene, the hero who was most directly engaged with the villain during the conflict (Narrator's discretion) gains the following lasting repercussion: **Marked for Death**. Additionally, all the heroes gain the following lasting repercussion: **Vengeance of [the name of this issue's villain]**.
- ◆ If the heroes are all defeated in the final scene, all the heroes are badly beaten and left bound to the neon letters on top of the local TV news station's buildings, a warning from the Crime Syndicate to other heroes. That night **NC01: The Media Personality** produces a piece of reporting blaming the heroes for failing to protect the city from the Crime Syndicate. If the Media Personality has "Denounced heroes in reporting" in their Truths box, adjust the team's **Public Reputation** by  $-2$ . Otherwise, write it in the Media Personality's Truths box.

# TERRORIST SOLDIERS

These minions are terrorists, servants of an organization that seek to sow chaos and cause massive death. They are often obedient grunts who see little of the big picture and simply buy into the propaganda from their leaders. Examples include the A.I.M.<sup>™</sup> and H.Y.D.R.A.<sup>®</sup> soldiers (Marvel), and Kobra's Blackadders<sup>™</sup> (DC).

**NAME:**

## FORM

*What are these soldiers, at their most very basic?*

- Brainwashed Citizens** (these minions are ordinary people who have undergone terrible brainwashing techniques to make them loyal to a terrorist organization)
- Robots** (these minions are not human at all but are instead robots, either humanoid in form or more dronelike)
- True Believers** (these minions are zealots who have fully absorbed the propaganda spread by their organization)
- Other (fill in your answer in the Truths box)

## ACCOUTERMENTS

*What unique gear do these soldiers use?*

- Advanced Weapons** (these minions possess cutting-edge weapons technology stolen from their original owners)
- Anachronistic Clothing** (these minions wear garb from another culture and era, appearing more like time travelers than soldiers of a modern-day paramilitary group)
- Costumes** (these minions wear garish costumes designed to adhere to the organization's themes and aesthetics)
- Hazmat Suits** (they wear full-body environment suits that hide their identity and also shield them from biological weapons)
- Jumpsuits & Body Armor** (these minions wear jumpsuits with outer body armor, giving them a paramilitary appearance)
- Other (fill in your answer in the Truths box)

## DEMEANOR

*How do these minions comport themselves when they attack?*

- Disciplined Tactics** (these minions are tightly disciplined and obey orders quickly with military precision)
- Hateful Aggression** (these minions fly into a rage when battle begins, fighting with anger and hoping to crush their enemies utterly)
- Suicidally Zealous** (these minions show no regard for their own lives, recklessly fighting for the cause)
- Unflinching** (these minions do battle with grim determination, marching toward their enemies relentlessly)
- Other (fill in your answer in the Truths box)

**TRUTHS**

## PRIMARY ATTACK MODE

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When you create these minions, choose one of the primary attack modes below and describe the nature of the attack in the box.

**STANDARD ATTACK (50% CHANCE OF SUCCESS)**

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 10).

**ACCURATE ATTACK (65% CHANCE OF SUCCESS)**

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 5).

**POWERFUL ATTACK (40% CHANCE OF SUCCESS)**

Melee attack. On a hit, deal damage equal to the number rolled + 20 (maximum damage equal to the squad's current size × 10 + 20).

*Use this box to describe the minions' primary attack mode.*

## MINION PERK

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When you first create this type of minion, choose one of the perks below.

**CUTTING-EDGE TECHNOLOGY**

These minions use incredible technology on the cutting edge of human science. Increase their chance of success on attacks made with weapons by 10%.

**DEATH BLOW**

Whenever a hero hits a squad of these minions with a melee attack, the squad also deals 10 damage to that hero.





**OPPORTUNISTIC**

For each boon these minions roll on an attack, add +10 to the damage of the attack, in addition to any other effects from that boon.

**SUPPORT FIRE**

When these minions hit with an attack, move any 1 initiative card belonging to a villain to the spot immediately after these minions' initiative card.

**THEY JUST KEEP COMING!**

After the Narrator lays out the initiative track but before the first turn of the round begins, roll 4 advantage dice (     ). For each boon you roll, add that number to the size of any squads of minions of this type. The squad's size cannot exceed its initial size.

## MINION WEAKNESS

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When you first create this type of minion, choose one of the weaknesses below.



**BLIND DEVOTION**

Melee attacks against these minions add 2 advantage dice (   ) to the roll instead of 1.

**CUT OFF THE HEAD**

If the villain leading these minions is defeated, flees, or otherwise permanently leaves the scene, these minions must use their actions to flee.

**OVERZEALOUS**

Add 2 challenge dice (   ) to any attack rolls these minions make against heroes who have not yet taken a turn this round.

**POOR TEAMWORK**

For each squad of these minions that would be added to a scene, instead add two squads of these minions, each of which is half the size of the squad that was supposed to be added.

# TERRORIST LEADER

This villain is the leader of a terrorist organization. More than just a figurehead, this villain concocts the schemes and oversees the plots that the organization hatches, inspiring their comrades' vision of the future. Examples from popular comics include Baron Strucker™, Red Skull®, and Viper™ (Marvel), and Kobra™ and Lady Shiva™ (DC).

**NAME:** \_\_\_\_\_

## TYPE OF LEADERSHIP

*How does this villain lead the terrorist group?*

- Cunning Mastermind** (the villain uses their intellect to create elaborate plans for their followers to execute)
- Demagogue** (the villain is an inspiring propagandist)
- Dictator** (the villain rules over the terrorists with an iron fist)
- Other** (fill in your answer in the Truths box)

## RISE TO POWER

*What is unique about how this villain came to power?*

- Coup** (the villain overthrew the previous leader of the organization in a violent, bloody coup d'etat)
- Inheritance** (the villain is the offspring or chosen successor of the previous leader)
- Out of Time** (they are from a past era and have either ruled contiguously for decades or recently reclaimed leadership)
- Other** (fill in your answer in the Truths box)

## APPEARANCE

*What does this villain look like?*

- Anachronistic** (they dress as though they are from another time, or in modern clothes that invoke a past era's aesthetic)
- Badly Disfigured** (they are twisted or scarred enough to look monstrous)
- Paragon** (they wear a costume that is a grander, more elaborate version of that worn by their followers)
- Other** (fill in your answer in the Truths box)

## TRUTHS

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**FIRST APPEARANCE**

**CURRENT STATUS:**  **At Large**  **Incarcerated**  **Deceased**  **Reformed**  **Exiled**

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*





## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **BATTLE CRY**

As an action, the villain chooses one squad of minions they are leading. Move that squad's initiative card to the spot immediately after the current turn, and if the card is face-down turn it face-up. On its next turn, that squad of minions adds 4 advantage dice (   ) to any attack rolls it makes.

### **FLIGHT**

This villain can fly when they move.

### **REINFORCEMENTS**

When the villain is in a scene with minions that the villain is leading, as an action the villain can add a new squad of minions of the same type to the scene. This squad's size is equal to  $2 \times$  the number of heroes in the scene.

### **WELL-ARMED GOONS**

Add +10 to the damage of all attacks made by minions that this villain is leading.

### **ZEALOUS LEADER**

When this villain is in the same scene as minions that serve the villain, after the Narrator lays out the initiative track move those minions' initiative card to the beginning of the track.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **BLINDED BY EGO**

At the start of any issue that features this villain, choose a second weakness for each type of minion serving this villain.

### **CARELESS LEADER**

When a squad of minions this villain is leading is hit by an attack, reduce that squad's size by 1 more than normal.

### **CAUGHT UP IN THE MOMENT**

When this villain damages a hero, at the end of the villain's turn move 1 of the villain's face-up initiative cards to the end of the initiative track.

### **GLOATING TOO EARLY**

When a hero in the scene takes 30 damage or more from a single attack, the villain must use their next action to deliver a scathing indictment of that hero's flaws.

This issue opens as the heroes are approached by **NC06: The Agency Chief**. A pharmaceutical laboratory in the city was robbed. Although most of the lab's security cameras were disabled, one older camera escaped notice. When the police tried to identify the thieves, the search raised a flag at **SE03: The Government Agency**. The agency identified one of the individuals as a member of **SE18: The Terrorist Group**. Create the **Terrorist Leader** villain to be this issue's villain. If you have an existing villain who might be a member of the Terrorist Group (or could have joined up since their last appearance), you can use that villain instead.

The Agency Chief wants the heroes to look into it. The Agency Chief suspects that the Terrorist Group might be planning something in the city, but the Government Agency's resources are tied up in other matters. If the team's **Government Reputation** track is at -5 or lower, the Agency Chief makes it clear that they are going against the wishes of their superiors in approaching the heroes.

### WHAT THE HEROES CAN LEARN OR DO

The heroes know that the Terrorist Group is in the city, but not what they are planning. Unlike other issues, the villain's plan is already almost complete. As such, there is no opening conflict scene in this issue, and you do not need to track time passing as the heroes create interlude scenes. The things the heroes need to learn are what exactly the Terrorist Group is planning, what they are targeting, and when their attack will take place.

### LEARNING THE METHOD

- ◆ The pharmaceutical laboratory that was broken into was a division of **SE15: The Megacorporation**. The laboratory was recently in the news after a major research project had been a multi-billion dollar failure.
  - ◇ The project was for a drug meant to treat personality disorders. Test subjects had all empathy and societal norms suppressed 24–48 hours after ingestion; many became coldly violent, attempting several murders.
  - ◇ The severity of the theft was underreported. Nearly every batch of the experimental drug was stolen.
- ◆ A local pest control agency that specializes in dealing with high-rise office buildings recently had its headquarters broken into. The police have no leads, since nothing stolen has any black market value.
  - ◇ Stolen items included the high-pressure canisters used to fumigate towering office buildings.
  - ◇ The quantity of the stolen canisters is unusually high; the pest control company had just been contracted to service three 20+ story tall buildings in the city and had invested in pressurized fumigation canisters.
- ◆ Rupert Wentworth, a businessman who lives in the city, recently purchased four semitrucks with trailers. Wentworth was also seen dining at a private dinner club in the **trendy neighborhood** with the issue's villain. The next day, the semitrucks were mysteriously stolen from a shipping yard.
  - ◇ Wentworth is a member of **SE25: The Secret Society**. He left the city following the theft.
  - ◇ The keys to the trucks were left in the ignition, and the gate was unlocked. Traffic camera footage indicates that the trucks are still in the city, though it is unclear where.

### IDENTIFYING THE TARGETS

- ◆ To inflict the maximum damage with an aerosol chemical weapon, the Terrorist Group will need to place the gas containers in wide-open areas where tall buildings won't create wind tunnels to blow the gas clouds away, but where there is still a high population density. This indicates that the gas should be deployed in the Bad Neighborhood, the **old part of town**, the **commercial center**, and the **trendy neighborhood**.
- ◆ Within those neighborhoods, an elevated position would be best for wide dispersal. Given that the gas canisters will be brought into the city by semitrucks, a flat-topped parking garage with roof parking and wide ramps are the ideal target areas. There is at least one such structure in each of the targeted districts.

### UNCOVERING THE TIMING

- ◆ One weekend features a weekend-long holiday festival in the **trendy neighborhood**, a parade through the **commercial center**, and a free fireworks show in the largest park of the Bad Neighborhood. Any of those three are likely targets, but the parade and the fireworks shows are at different times.
- ◆ Recently, citizens petitioned the city to move the parade start time, so people attending church could also attend the parade, but their request was denied. The parade, the holiday festival, and church services overlap, making that time the most likely target as it maximizes the potential for exposure to the gas.

## WHEN THE HEROES GET TOO CLOSE...

Eventually, the Terrorist Group takes notice of the heroes' investigation and try to delay or put a stop to it. To do so, the organization dispatches a hit squad. Worse, they expose one of their number to the experimental drug first, creating a ruthless killer to lead that squad. The attack takes place as the heroes are wrapping up an interlude scene; allow any heroes who were not a part of that scene to join in the conflict scene once it starts.

Whenever the hit squad attacks the heroes, the heroes face the following opposition:

- ✧ A squad of **Terrorist Soldiers** minions, of a size equal to the number of heroes × 2.
- ✧ An enhanced terrorist minor villain, who has 100 resistance, 1 initiative card, and makes an attack using a military-grade assault weapon with a 65% chance of success (damage equal to the number rolled).

The scene ends when the enemies are defeated.

- ◆ **Complication** (□□): When the hit squad attacks, they do so when there are civilians around, putting those bystanders in danger to distract the heroes. These bystanders need to be gotten out of harm's way.

## THE VILLAIN'S PLAN

The Terrorist Group's plan is to drive four semitrucks into the city, each one pulling a trailer carrying hundreds of aerosol canisters filled with the Megacorporation's experimental personality disorder drug. The canisters will be triggered, covering huge swathes of the city with a gas that will turn anyone who breathes it into emotionless killers. Tens of thousands of people will die over the course of the next few days, but the city's infrastructure will remain intact, allowing the Terrorist Group to step in and seize control of the city, restoring order and ruling as they see fit. Four teams of trusted organization members will oversee the attack wearing protective gear.

When the heroes figure out the Terrorist Group's plan, they can inform the Agency Chief, who will dispatch Government Agency teams to neutralize three of the semitrucks. The fourth truck (which is being positioned in **SE04: The Bad Neighborhood**) will be the heroes' responsibility, and, as fate would have it, will be the truck being overseen by the villain. Whenever the heroes confront the villain, they face the following opposition:

- ✧ A squad of **Terrorist Soldiers** minions, of a size equal to the number of heroes × 3.
- ✧ The issue's villain, who has 1 initiative card per hero in the scene.

The scene ends when the enemies are all defeated.

- ◆ **Complication** (□□): A news crew filming a segment in the Bad Neighborhood is nearby when the conflict begins. The crew needs to be gotten to safety (though they resist to continue capturing footage of the conflict).
  - ✧ *Fully Resolved*: Adjust the team's **Media Reputation** track by +1.
- ◆ **Complication** (□□□□□, Critical): Though many of the canisters are still in the trailer of the semitruck, the terrorists have spread several large canisters in a one-block radius to increase the gas's spread. When the conflict begins, the minions to trigger the canister by opening fire on them and trying to puncture them. Each time this Complication initiative card comes up, one of the canisters spews its pharmaceutical gas into the air.
  - ✧ *Failure*: The entire district is shrouded in a cloud of the mind-altering gas. If the heroes are not wearing protective gear, they inhale the gas and are potentially in danger of experiencing the drug's effects.

## WRAPPING UP

- ◆ If the heroes are all defeated in the final conflict scene or if they fail the critical complication in that scene, the Government Agency takes care of the other three trucks, but a cloud of gas covers the Bad Neighborhood as the attack partially succeeds. Fortunately, the Government Agency has prepared some antitoxin, and over the course of the next day they quarantine the Bad Neighborhood and distribute the cure. Violent episodes are kept to a minimum, though there are some casualties. Adjust the team's **Public Reputation** track by -1.
  - ✧ If the team's **Government Reputation** track is at -3 or lower, the Agency Chief catches heat from the rest of the government for using the hero. Write "Under intense scrutiny" in the Truths box of **NC06: The Agency Chief**.
- ◆ If the heroes succeed in the final scene and foil the attack, the Agency Chief puts the heroes front and center for media attention. Adjust the team's **Media Reputation** track by +1. Additionally, all the heroes gain the following lasting repercussion: **Vengeance of [the name of this issue's villain]**.
  - ✧ If the team's **Media Reputation** track is at 3 or higher, the story dominates the news for days. The failed drug experiment becomes public knowledge, and the Megacorporation is fined and is subjected to citizen protests. Unscrupulous leaders at the Megacorporation blame the heroes; choose one hero who is most likely to be the media darling for this story to gain the **Marked for Death** lasting repercussion.
- ◆ In the Truths box of **SE18: The Terrorist Group**, write "Control over the Bad Neighborhood: 1." If the heroes are all defeated in the final conflict scene, or if they fail the critical complication in that scene, change the 1 to a 3.
- ◆ The Agency Chief is grateful that the Terrorist Group's plot was foiled. Any heroes with the **Most Wanted** lasting repercussion remove it, as the Agency Chief pardons them. Additionally, adjust the team's **Government Reputation** track by +2.



This issue begins with **NC06: The Agency Chief** reaching out to the heroes once more. The Agency Chief informs them that **SE03: The Government Agency** has located Rupert Wentworth, a businessman complicit in the attempted terrorist attack in the previous issue. According to their sources, Wentworth fled to **SE23: The Lawless City**, where he is temporarily living under the protection of one of the local criminal factions that control the city while he lays low after the failed attack. The heroes likely also know that Wentworth is a member of **SE25: The Secret Society**, though if they do not the Agency Chief reveals that information to them.

Wentworth is also cut off from most of his normal resources and vulnerable in the anything-goes legal state of the Lawless City. The Agency Chief suggests that the heroes travel to the Lawless City, retrieve Wentworth, and determine why the Secret Society and the Terrorist Group are working together. Though the heroes may fly most of the way, they arrive in the Lawless City by boat; the airport is exclusively for private jet owners under the protection of one of the city's powerful factions, and the Agency Chief suggests that the heroes arrive under the radar to avoid scaring Wentworth off.

Encourage the hero players to describe some short scene or interaction that happens on the journey to the Lawless City, something that shows the hero's relationship with another member of the team. This issue has no opening conflict scene; hero players can start creating interlude scenes to track down Rupert Wentworth as soon as they arrive.

## WHAT THE HEROES CAN LEARN OR DO

Below are some suggestions for information you can provide to the heroes if they seek it out.

### VIGNETTES IN THE LAWLESS CITY

Each time the heroes create an interlude scene, at the conclusion of that scene the Narrator creates another scene to follow it, a vignette that gives the heroes a chance to experience life in the Lawless City. These vignettes do not advance the sequence of events, and you can choose from any of the suggestions below or make up your own.

- ◆ A corrupt local "police officer" is terrorizing a group of street urchins in an alley, threatening them with violence if they don't turn over the money they have pickpocketed throughout the day.
- ◆ A wealthy foreigner flips his sports car over while driving recklessly on the outskirts of the city. Bystanders swarm the vehicle, not to help but to steal from the man while he is still trapped inside.
- ◆ Drunken members of a street gang looking for cheap thrills corner a small group of civilians and line them up, forcing them to beg for their lives or be shot right there on the street.
- ◆ A group of teenagers have broken into a convenience store (or other local equivalent) to rob it, only to find the owner inside with a shotgun, and the scene is only seconds away from erupting in violence.
- ◆ A group of street toughs follows the heroes as they move through the city streets in the hope of mugging them.
- ◆ **Lasting Repercussion:** If any of the heroes have the **Marked for Death** lasting repercussion, a villain who is lying low in the Lawless City takes notice of the heroes' arrival and decides to claim the price on that hero's head. They launch a surprise attack on the heroes, with the goal of killing the marked hero in question. Choose an existing villain who might have fled to the Lawless City after a previous run-in with the heroes, or create a new villain using an unused villain sheet, such as the **Foil**, the **Assassin**, or the **Enforcer**.
  - ◇ This villain has 1 initiative card per hero in the scene.
  - ◇ Add a complication from the Deck of Complications to the scene; if the complication's severity depends on a number of drawbacks rolled, treat the complication as though 4 drawbacks (🌪️🌪️🌪️🌪️) were rolled.

### TRACKING DOWN WENTWORTH

- ◆ Criminals who operate the city's brothels and drug dens know Wentworth as a foreigner who is never stingy when it comes to spending money on hedonistic pursuits. Many of them have catered to his desires in his private villa.
- ◆ Many civilians know of Wentworth after being pressed into service at his villa, either as entertainment for parties or a part of the cleaning crew the next morning.
- ◆ Wentworth is cautiously respected by other wealthy foreigners who spend time in the Lawless City. Most have been guests at one of Wentworth's parties, and some have even done business with him, profiting from his seemingly endless stream of profitable business ventures.

## THE SEQUENCE OF EVENTS

As soon as Wentworth learns the heroes have come to the Lawless City for him, he starts trying to get away so he can flee to another bolthole. The heroes need to find him and capture him to learn more about his role in the terrorist plot against the heroes' city. Regardless of at what stage in the sequence of events the final conflict scene occurs, the scene plays out like a chase sequence, with the heroes trying to bring down Wentworth before he can get away. This scene should be fast-paced and kinetic, so describe the heroes and enemies moving quickly at all times. Each step in the sequence of events changes the nature of this chase scene and includes obstacles and complications that reflect the nature of the chase. Whenever the heroes make their move to capture Wentworth, they face the following opposition:

- ✧ A squad of mercenary minions, of a size equal to the number of heroes  $\times$  2. They have handguns and have a 50% chance of success on all rolls, with maximum damage equal to the size of the squad  $\times$  10.
- ✧ A personal bodyguard minor villain who has 1 initiative card, 50 resistance, and a shotgun attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.

The scene ends when the heroes complete the objective and defeat all the enemies in the scene.

## THE CRIMINAL FACTION LIFTS ITS PROTECTION □

When the heroes first make their presence known in the city (even incidentally), the criminal faction in the city that protects Wentworth from harm is infuriated that he would allow himself to be followed to the Lawless City. The faction rescinds their protection for Wentworth and lets him know that the heroes are in the city looking for him.

## WENTWORTH ABANDONS HIS RESIDENCE □ □

In a rush, Wentworth calls in a few favors and leans on Secret Society contacts to arrange for an expanded security detail. He flees his residence, a palatial villa located in the middle of the city, under the protection of his cadre of unsavory crew of mercenary guards. His destination is a limo and a motorcade of escort vehicles.

- ◆ **Objective** (□□□□□): Wentworth and his guards flee on foot from his residence, taking back alleys and shortcuts through buildings to reach the motorcade. The heroes start the scene only catching glimpses of Wentworth during the chase, and each success draws them closer to their quarry.

## THE MOTORCADE TRAVELS THROUGH THE CITY □ □ □ □

Once Wentworth and his guards reach the waiting vehicles, they begin making their way through the city's twisting streets. With no regard for the safety of others in the city, Wentworth's motorcade races and shoves its way to the airport, where a private jet waits to take Wentworth away.

- ◆ **Objective** (□□□□□): Wentworth's motorcade consists of a limousine flanked by several motorcycles. They race through the narrow streets and broad avenues of the Lawless City, ignoring traffic signals and occasionally driving on sidewalks or through medians in an attempt to lose the heroes' pursuit.
- ◆ **Complication** (□□□□□, Critical): Wentworth's motorcade barrels through crowded areas, and many civilians are right in the path of their vehicles. Each time this Complication initiative card comes up, Wentworth's limousine collides with pedestrians, a street vendor's cart, or other structure in a way that endangers bystanders.
  - ✧ *Failure:* At the end of the issue, someone leaks footage of the chase to the heroes' home city's local news media, edited to make the heroes responsible for the carnage. Adjust the team's **Media Reputation** by -1.

## WENTWORTH'S PLANE TAKES OFF

The motorcade makes it to the airport, where Wentworth dashes aboard his private jet and orders an immediate takeoff. If the sequence of events reaches this point, the Government Agency contacts the heroes and lets them know that Wentworth's plane is scheduled to take off from the airport soon, and that they need to capture Wentworth while he is still in the Lawless City's airspace if they want to apprehend him without causing an international incident.

- ◆ **Objective** (□□□□□): Wentworth's private jet is taking off, and the heroes need to stop it. As it races down the runway, the heroes can slow the plane long enough to break inside and grab Wentworth, or ground the plane entirely.
- ◆ **Complication** (□□□, Critical): In their haste to escape, the pilots flew too close to the air traffic control tower and blasted out the windows. Several employees were tossed out of the tower and now cling desperately to a railing. When this Complication initiative card comes up, one of them falls over 300 feet to their death.

## WRAPPING UP

- ◆ If the heroes capture Wentworth, he spills his secrets. He tells the heroes that the Secret Society sold the trucks that **SE18: The Terrorist Group** used to attempt a terror attack on their city to strengthen the Terrorist Group's position in the city. Wentworth tells the heroes that a war is coming to the streets of the city, one that will pit the Terrorist Group against **SE14: The Crime Syndicate**. The Secret Society aided the Terrorist Group in the hopes that they will weaken the Crime Syndicate.

This issue begins with an assassination attempt against **NC07: The Police Representative**. Hitmen sent by **SE14: The Crime Syndicate** attack one of the city's elevated trains (or equivalent transportation) during the evening commute. Fortunately, the Police Representative was on their way to meet the heroes to discuss what has happened in their absence from the city, and the heroes are close enough to leap into action once the attack starts.

In the opening scene, the heroes face the following opposition:

- ✦ Choose an existing villain who worked for the Crime Syndicate in the past (such as the **Assassin** or **Enforcer**), or create a new villain who fits that description. The villain has 1 initiative card per hero in the scene.
- ✦ A squad of **Gangsters** minions, of a size equal to the number of heroes × 2.
- ✦ A gangster underboss minor villain, who has 1 initiative card, 100 resistance, and a submachine gun attack with a 65% chance of success (damage equal to the number rolled), with a 50% chance for anything else.

The scene ends when all the minions and the underboss are defeated, and the villain has either been defeated or fled.

- ◆ **Complication** (□□□, Critical): Stray gunfire punches through a pressurized suspension tube beneath the train, causing the train to start derailing as the wheels wobble uncontrollably.
  - ✦ *Failure:* The train is dragged off of the tracks and derails, falling to the street below. Make a physical melee attack against every character in the scene with a 50% chance of success, dealing damage equal to the number rolled). Adjust the team's **Media Reputation** track by -1 as the derailing fills the news for days.
- ◆ **Objective** (□□□, □□□ Opposed): The heroes need to get the Police Representative to safety before the enemies can complete their assassination attempt.
  - ✦ *Fully Resolved:* The Police Representative exits the scene. Adjust the team's **Government Reputation** track by +1.
  - ✦ *Failure:* The Police Representative is gravely wounded and needs to go to a hospital. If the heroes are defeated in this scene, the Police Representative dies. Erase all your answers and everything in the Truths box of **NC07: The Police Representative**. That character can be redefined in the future as a different character the next time something needs to reference them. Additionally, adjust the team's **Government Reputation** track by -1.
- ◆ **The Betrayal:** The villain is secretly a member of **SE18: The Terrorist Group**, sent not only to take out the Police Representative but also all the members of the Crime Syndicate on this job. When the villain has fewer than half of their resistance remaining, or when the squad of gangster minions is half its starting size (whichever comes first), the villain turns on the members of the Crime Syndicate and begins trying to take them out. Once all the minions and the underboss have been defeated, the villain attempts to flee.

## THE SEQUENCE OF EVENTS

The betrayal in the first scene is the opening shot of all-out war between the Crime Syndicate and the Terrorist Group for control of the criminal underworld in the city. If the leader of either faction was killed in an earlier issue, those groups have a new leader (choose an existing villain to promote to leader, or create a new villain). If either leader was captured and imprisoned, they pull the strings remotely from **SE05: The Super Prison**.

The sequence of events in this issue represents the events of the war between the Crime Syndicate and the Terrorist Group. The heroes choose when they wish to intervene; each time one of the steps passes, the heroes should catch wind of it in some way, through the Police Representative or contacts on the street that report on the escalating conflict. A single interlude scene should be sufficient to learn the site of the next attack, assuming the heroes use methods that are reasonable in the Narrator's judgment. The heroes can let the two factions take shots at each other for a while before jumping in, or they can stand on the sidelines and hope that the two factions eradicate one another. However, as time passes, the city suffers increasing harm as a side effect of the ongoing war. Each time one of the steps passes without the heroes intervening, that step also provides guidance on what happens as a result of the heroes' lack of action. Once the heroes intervene, the sequence of events halts.

Whenever the heroes finally decide to take action, they face the following opposition:

- ✦ A squad of **Gangsters** minions, of a size equal to the number of heroes × 3.
  - ✦ A squad of **Terrorist Soldiers** minions, of a size equal to the number of heroes × 3.
  - ◆ Also, add a complication from the Deck of Complications to the scene; if the complication's severity depends on a number of drawbacks rolled, treat the complication as though 4 drawbacks (🌪️🌪️🌪️🌪️) were rolled.
- The scene ends when the enemies are all defeated.

## FIRE AT THE GAMBLING DEN □

The Terrorist Group targets a Crime Syndicate gambling den with arson, setting fire to an abandoned restaurant whose basement has been converted into an illicit casino. They gun down anyone who tries to flee.

If the heroes do not intervene at this point, in the Truths box of **SE18: The Terrorist Group**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1.

## ATTACKING THE PROTECTION RACKET □

The Terrorist Group raids a grocery shop in **SE04: The Bad Neighborhood**, from which the Crime Syndicate extorts money for protection. By attacking the shop, the Terrorist Group attempts to make other exploited businesses doubt whether the Crime Syndicate can truly offer them the protection they need.

If the heroes do not intervene at this point, in the Truths box of **SE14: The Crime Syndicate**, decrease the number written next to the "Control over the Bad Neighborhood" entry by -1. Also adjust the team's **Public Reputation** track by -1.

◆ **Complication** (□□□, Critical): The proprietors of the shop are caught in the crossfire and need to be gotten to safety. Each time this Complication initiative card comes up, one of the employees falls to a bullet.

✧ *Failure:* Adjust the team's **Public Reputation** track by -1.

## WAREHOUSE ATTACK □

Not content to let themselves be attacked, members of the Crime Syndicate raid an abandoned warehouse that the Terrorist Group uses as a safe house.

If the heroes do not intervene at this point, in the Truths box of **SE14: The Crime Syndicate**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1. Additionally, add the following to the Truths section of **SE04: The Bad Neighborhood** if it is not already there: "Villains are emboldened to commit crimes in this neighborhood."

## ROAD RAGE □

The Terrorist Group learns the route of a towncar carrying one of the Crime Syndicate's underbosses. They attempt an assassination by using a rocket-propelled grenade to blow up the towncar, right in the middle of a busy intersection during rush-hour traffic where the attack will be seen by hundreds of people.

If the heroes do not intervene at this point, in the Truths box of **SE18: The Terrorist Group**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1. Also adjust the team's **Public Reputation** track by -1.

◆ **Complication** (□□□, Critical): The engine and tank trailer of a tanker truck carrying gasoline are smoking after being hit by flaming shrapnel. Each time this Complication initiative card comes up, the fire spreads.

✧ *Failure:* The tanker explodes in the middle of traffic, causing dozens of casualties. Adjust the team's **Media Reputation** track by -1 after footage of the explosion dominates the news cycle.

## BOMBING THE MANSION □

The Crime Syndicate retaliates, targeting one of the Terrorist Group's cells that has taken over a palatial estate in the **old part of town**. The Crime Syndicate goons arm themselves with high explosives in an attempt to destroy the entire mansion and take out the terror cell leader inside.

If the heroes do not intervene at this point, in the Truths box of **SE14: The Crime Syndicate**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1.

## SHOOTING DOWN THE HELICOPTER

High-ranking members of the Crime Syndicate start using private helicopters to move between the city and their homes far outside the city, where they have moved their families for safekeeping. The Terrorist Group takes a shot at one of the helicopters, bringing it down on a rooftop in the **commercial center**. Members of each faction race to the rooftop to be the first to reach the survivors.

If the heroes do not intervene at this point, in the Truths box of **SE18: The Terrorist Group**, increase the number written next to the "Control over the Bad Neighborhood" entry by 1. Also adjust the team's **Public Reputation** track by -1.

◆ **Complication** (□□□, Critical): A radio antenna supporting multiple small satellites on top of the building is badly damaged by the crash and begins to break free of its moorings. Each time this Complication initiative card comes up, the antenna tears further from the concrete.

✧ *Failure:* The antenna falls to the street below, and many civilians are badly injured as it lands on a half-dozen cars. Adjust the team's **Public Reputation** track by +1.

## WRAPPING UP

◆ The story continues in *Streetlight Knights* #8.

# SCENARIO

## WAR FOR THE UNDERWORLD, PART 2

### STREETLIGHT KNIGHTS #8

The previous issue saw the war between **SE14: The Crime Syndicate** and **SE18: The Terrorist Group** break out and escalate. At the start of this issue, the true impact on the citizens of the city becomes apparent. Once again, **SE04: The Bad Neighborhood** is ground zero for a tragedy caused by rampant lawlessness and the clash between two powerful, violent, and unscrupulous organizations.

The Terrorist Group, seeking to deliver a knockout punch to the Crime Syndicate, planned an attack on a smuggling operation run by the Crime Syndicate, believing that by breaking up that operation they can eliminate one its rival's biggest sources of fundings. The Crime Syndicate was expecting such an attack and significantly beefed up their security at the shipping yard where the smuggled goods enter the city (either a harbor or a ground freight transport yard, as best fits the setting). The Terrorist Group's intended quick strike turned into a protracted gun battle, which turned into a major disaster when stray gunfire detonated a cluster of fuel tanks, causing a chain reaction that took out several shipping vehicles in succession. The explosions rocked the shipping yard, causing untold damage and putting countless civilian lives in danger. The heroes have already responded to the disaster site and must get the situation under control.

In the opening scene, the heroes face the following opposition (who are wholly focused on one another and ignore the heroes until the heroes attack them):

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  2.
- ✧ A squad of **Terrorist Soldiers** minions, of a size equal to the number of heroes  $\times$  2.

The scene ends when the enemies are all defeated and all objectives and critical complications are fully progressed.

- ◆ **Objective** (□□□□□): The main threat to the shipping yard is the rapidly spreading fire, which is expanding in all directions and threatens to become even more catastrophic if it reaches volatile fuel tanks or transport vessels. The heroes need to stop the fires from spreading any farther, and then extinguish them entirely.
- ◆ **Complication** (□□□, Critical): A tall cargo-lifting crane was damaged in the explosion and now is tipping over, threatening to fall and cause major damage to buildings and vehicles. Each time this Complication initiative card comes up, the crane's supports groan as it moves closer to total collapse.
  - ✧ *Failure:* Make a physical melee attack against each character in the scene who could reasonably be in the path of the falling crane, with a 50% chance of success and dealing damage equal to the number rolled.
- ◆ **Complication** (□□□, Critical): Flaming debris from the explosion also set alight a block of low-income housing the next block over from the shipping yard, and people are trapped inside the shoddily built homes as they burn. Each time this Complication initiative card comes up, the fires get closer to the trapped citizens.
  - ✧ *Failure:* Adjust the team's **Public Reputation** track by -1.
- ◆ **Complication** (□□): Inside one of the cargo containers being smuggled through the shipping yard, a half-dozen foreign refugees (who could hail from **SE08: The War-Torn Nation**, **SE10: The Evil Dictatorship**, or **SE23: The Lawless City**), the victims of human trafficking by the Crime Syndicate, have emerged from their damaged container and need to be gotten to safety.
  - ✧ *Fully Resolved:* Adjust the team's **Public Reputation** track by +1.
- ◆ **Reputation:** If the team's **Government Reputation** track is at 3 or higher, the first responders on the scene can be marshaled by the heroes to help contain the fire. If any hero takes the time to direct the first responders, add an Ally initiative card to the initiative track. Each time the Ally initiative card comes up, the first responders make progress toward putting out the fire. Progress the scene's objective one step, but do not award any heroes a hero point for this progression.
- ◆ **Scene Details:** Massive shipping containers, unattended forklifts, bundles of metal pipe and rebar, hooks dangling from cargo cranes overhead, toppled semitruck trailers.

### WHAT THE HEROES CAN LEARN OR DO

In this issue the action moves at a breakneck pace, leaving the heroes little time to rest. The heroes can create interlude scenes as normal, but the only two important piece of information that the heroes need to learn are that the Crime Syndicate and the Terrorist Group are meeting to discuss a truce, and that the meeting is taking place on the roof of the hospital in the Bad Neighborhood.

## THE SEQUENCE OF EVENTS

This gang war has taken its toll on both factions, and the devastation at the shipping yard lends credence to the call for a truce that goes out from both factions. Their leaders agree to a meeting to be held on the roof of the badly underfunded hospital in the Bad Neighborhood. The building is surrounded closely on all sides by buildings of a similar height where members of each faction to gather for extra security during the negotiation. Both sides acknowledge the unspoken truth: that if the negotiations break down, this will be the site of the final battle between the two factions.

On the side of the Crime Syndicate, the enemies in this scene include:

- ✧ A squad of **Gangsters** minions, of a size equal to the number of heroes  $\times$  4.
- ✧ The **Crime Boss** villain, or whichever villain is the current leader of the Crime Syndicate, who has 1 initiative card per 2 heroes in the scene (round up).

On the side of the Terrorist Group, the enemies in this scene include:

- ✧ A squad of **Terrorist Soldiers** minions, of a size equal to the number of heroes  $\times$  4.
- ✧ The **Terrorist Leader** villain, or whichever villain is the current leader of the Terrorist Group, who has 1 initiative card per 2 heroes in the scene (round up).

If the leader of the faction with the highest value next to the "Control over the Bad Neighborhood" entry in its Truths box was imprisoned, they are miraculously present, seeming to have escaped from **SE05: The Super Prison**. If the leader of the weaker faction was imprisoned, they might send another villain as their proxy.

The scene ends when all the enemies are defeated or fled.

- ◆ **Complication** (□□□, Critical): If a gun battle erupts on top of the hospital, a stray shot damages one of the power transformers that keeps power flowing into the building, and the power begins to flicker and fail. The heroes need to either repair the damaged transformer or find another way to get power to the building. Each time this Complication initiative card comes up, the power flickers and fades.
  - ✧ **Failure**: The power to the hospital fails entirely. Adjust the team's **Government Reputation** track by -1.
- ◆ **Complication** (□□): During the gun battle, a large neon sign on one of the nearby buildings is shot, sending showers of sparks down onto the street below. The heroes need to stop the sparks from falling and burning bystanders walking below.

## THE FACTIONS BEGIN TO GATHER ON THE ROOFTOPS □ □

The call goes out to members of the Crime Syndicate and the Terrorist Group. To put an end to the war, which has already diminished both factions' numbers significantly, the time and site for the meeting is set. Criminals and terrorists make their way to the cluster of rooftops around the meeting site, abiding by a wary truce for the time being.

If the heroes intervene at this point, after the first round of the conflict scene ends, add an Event initiative card to the initiative deck. When this Event card comes up during the second round, the assassination described below in "The Execution" occurs.

## TENSE NEGOTIATIONS □ □ □

Standing facing one another from opposite sides of the tallest rooftop in this scene, the two factions' leaders speak of bringing an end to the conflict by dividing the city up into sections of "turf" each controlled by a single faction. If the heroes choose to actively intervene at this point, both sides of the negotiation point to the other, blaming them for the heroes' arrival and believing their presence to be part of a plot by the opposing faction.

If the heroes intervene at this point, double the size of all squads of minions in the scene, as both factions have had ample time to rally their troops to the rooftops. Additionally, after the first round of the conflict scene ends, add an Event initiative card to the initiative deck. When this Event card comes up during the second round, the assassination described below in "The Execution" occurs.

## THE EXECUTION

If the heroes have not yet discovered that the meeting is taking place, they receive a tip about it from one of their contacts on the street. The heroes arrive on the scene to see the two factions facing off across the rooftops, covering the uneven building roofs with dozens of well-armed members.

Just as the negotiations seem to be reaching a conclusion, a shot rings out, fired from a sniper rifle. The leader of the faction with the highest value next to the "Control over the Bad Neighborhood" entry in its Truths box is killed instantly, their head snapping back and their body tumbling off the roof before their underlings can react. The weaker of the two factions seems to have scored a devastating blow against the stronger faction, taking out its leader. This, of course, brings the negotiations for a violent end, and chaos breaks out as the two factions open fire on one another.

## WRAPPING UP

- ◆ The story concludes in *Streetlight Knights* #9.

**MAJOR  
VILLAIN**

# THE CRIMINAL OVERLORD

Having passed through the crucible of a gang war and defied heroes and authorities alike, this villain is the supreme ruler of the criminal underworld of the city. Where once they were merely the leader of an organization, now criminals across the city bend knee to this villain.

**NAME:** \_\_\_\_\_

## A VILLAIN REBORN

If you are creating this villain as a part of playing through the *Streetlight Knights* series, this sheet represents an existing villain who has grown powerful enough to warrant being treated as a major villain. You can transfer that villain's existing superpower, and then use the cards you draw from the Deck of Powers for the lesser power and minor power.

If you are creating an entirely new villain using this sheet, create the villain as you otherwise would.

## VISIBLE SIGNS OF POWER

*How do people see how powerful this villain has become?*

- Bold Defiance** (they can flout the law right in front of the police with no fear of repercussion)
- Powers** (their powers are always on display)
- Wealth** (they are surrounded with displays of opulence, such as golden cars, exotic pets, personalized helicopters, and so forth)
- Other** (fill in your answer in the Truths box)

## SOURCE OF POWER

*How did this villain grow so powerful?*

- Cunning & Willpower** (they used their wits and their skill to amass enough intangible power to seem unassailable)
- Supernatural Transformation** (the villain found an artifact or had a spell cast on them)
- Technological Advantage** (the villain gained access to advanced technology that empowered them)
- Other** (fill in your answer in the Truths box)

## TRUTHS

All character names are property of their respective owners, and their use does not imply an endorsement of or a relationship with Scratchpad Publishing LLC.

**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

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## **LESSER POWER (65%):**

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## **MINOR POWER (55%):**

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When you create this villain, draw five powers from the Deck of Powers and choose up to three to be this villain's powers (you may also choose from available Basic powers). The villain can use these powers to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with these powers, on a hit the villain deals damage equal to the number rolled.

This villain has 200 resistance per initiative card. Use this box to track the villain's current resistance.

When this villain is defeated, they are never captured or killed. Instead, the villain retreats to a place of safety, you check one of the boxes of the Eternal Nemesis perk, and all heroes in the scene gain the lasting repercussion "Vengeance of [this villain's name]."

## **VILLAIN PERKS**

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When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked. Additionally, this villain begins play with some of their perks automatically, in addition to the two you choose.

### **ETERNAL NEMESIS**

This villain adds 4 advantage dice (     ) to an attack they make against a character with the lasting repercussion "**Vengeance of [this villain's name].**"

### **EVER-CHANGING TACTICS**

This villain adds 2 advantage dice (   ) to the first roll they make with each of their powers each round.

### **FLIGHT**

This villain can fly when they move.

### **SUPERIOR REINFORCEMENTS**

When the villain is in a scene with minions that the villain is leading, at the start of the round before the Narrator lays out the initiative track, the villain can add a new squad of minions of the same type to the scene. This squad's size is equal to  $3 \times$  the number of heroes in the scene.

### **ZEALOUS LEADER**

When this villain is in the same scene as minions that serve the villain, after the Narrator lays out the initiative track move those minions' initiative card to the beginning of the track.

## **VILLAIN WEAKNESS**

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When you first create this villain, choose one of the weaknesses below.

### **BLINDED BY EGO**

At the start of any issue that features this villain, choose a second weakness for each type of minion serving this villain.

### **CARELESS LEADER**

When a squad of minions this villain is leading is hit by an attack, reduce that squad's size by 1 more than normal.

### **FLAGGING STAMINA**

For every 200 damage the villain takes, remove 1 of the villain's initiative cards from the initiative track for the rest of the scene.

### **OVEREXTENSION**

After this villain takes two turns in a row, flip 1 of their face-up initiative cards face-down.



# SCENARIO

## WAR FOR THE UNDERWORLD, PART 3

### STREETLIGHT KNIGHTS #9

The heroes receive word about a forthcoming press conference on the steps of the **government building**, where the mayor intends to give a speech addressing plans to end the brutal war between **SE14: The Crime Syndicate** and **SE18: The Terrorist Group**. Instead, the press conference will reveal a shocking twist to the events of the previous issue. Before this issue begins, create the **Criminal Overlord** major villain, using the faction leader who was assassinated at the end of the last issue as the identity of this new major villain.

In addition to the aspiration and turmoil scenes at the start of the issue, ask each hero player to briefly describe one way their hero personally witnessed the continued violent chaos of the ongoing war between the Crime Syndicate and the Terrorist Group.

This issue has no opening conflict scene. Instead, start the issue by presenting the heroes with the scene described under the "Back from the Dead!" header below and allow the heroes to react to the events of that scene. After that scene is complete, give the hero players a chance to create interlude scenes and begin tracking the progress of time through "The Villain's Plan" as normal. After each of the heroes' interlude scenes, the Narrator presents an additional scene drawn from the suggestions under "The Dominoes Fall" below, giving them the opportunity to act in that scene. As the issue continues, the scenes alternate between interlude scenes created by the hero players, and Narrator-created scenes that are outside the heroes' control. Only mark the passage of time for hero player-created interlude scenes. While most of these scenes do not have to be conflict scenes, at any time the Narrator should feel free to create a conflict scene if the situation warrants it.

### BACK FROM THE DEAD!

- ◆ The heroes receive word that the mayor is about to give a televised address from the steps of the **government building**, addressing the recent surge in violence resulting from the war between the Crime Syndicate and the Terrorist Group. In the middle of the mayor's speech, members of the faction with the highest value next to "Control over the Bad Neighborhood" in their setting entry's Truths box interrupt the proceedings by surging onto the scene with guns drawn. Stepping quickly onto the scene is a familiar face: the leader of the faction, who was assassinated at the conclusion of the last issue.
- ◆ The villain carries a remote detonator, which they shove into the shocked mayor's hands, telling the mayor that releasing the pressure trigger on that detonator will set off high explosives all around the area and inside other government buildings. The villain then takes over the podium and issues an announcement to the city: The villain and their faction control the underworld of the city now, and the opposing faction's days are over. After issuing this threat, the villain departs, warning the mayor and the surrounding police that any attempt to stop them will result in the mayor being shot, and the explosives detonating.
- ◆ **Reputation:** If the team's **Media Reputation** track is at 3 or higher, they are contacted in advance about the mayor's address and told that the mayor is going to make a major announcement, allowing them time to attend the speech in-person should they so choose. This affords them the chance to be on the scene when the villain reveals that their death was faked. If the heroes wish to intervene, this can become a conflict scene, though the explosives the villain has planted around the city should encourage caution.
- ◆ After this shocking revelation, **NC07: The Police Representative**, sensing an opportunity, reaches out to the heroes and tells them that this may be their one chance to get the weaker faction's leader to turn themselves in to the police in exchange for protection. They charge the heroes with a dangerous goal: find the weaker faction's leader, secure their safety, and convince them (possibly forcefully) to turn state's evidence in exchange for protection from their now more-powerful rival.

### THE DOMINOES FALL

- ◆ The heroes come across an empty restaurant in the Bad Neighborhood, and when they approach they find the bodies of dozens of members of the weaker faction dead, their bodies riddled with bullets.
- ◆ The heroes witness a car bomb destroying a towncar belonging to the weaker faction, killing everyone inside.
- ◆ While out on patrol, the heroes come across the police raiding a warehouse belonging to the weaker faction and learn they acted on a trip believed to come from the stronger faction.
- ◆ A body crashes down near the heroes, flung from a rooftop. A note on the body identifies it as being a member of the weaker faction, with a warning for other members of that faction to get out of the city.
- ◆ A Molotov cocktail is hurled through the window of a business known as a front for the weaker faction, driving the people inside into the street.

## THE VILLAIN'S PLAN

After the stunning revelation that the faction leader who died in the previous issue is actually alive, the balance of power between the Crime Syndicate and the Terrorist Group reverses. In a rapid series of surprise attacks, the faction whose leader just returned from the dead drastically weakens the opposing faction. Sensing the tide shifting, the leader of the weaker faction decides to flee the city, fearing the wrath of the Criminal Overlord.

Whenever the heroes confront the villain, they face the following opposition:

- ✧ The villain who is fleeing the city, who has 1 initiative card per hero in the scene.
- ✧ The **Criminal Overlord** villain, who has 1 initiative card per hero in the scene.
- ✧ A squad of **Gangsters** minions of a size equal to the number of heroes x 2.
- ✧ A squad of **Terrorist Soldiers** minions of a size equal to the number of heroes x 2.

The Criminal Overlord and the minions that serve that villain do not start out in the scene. After the first round of the conflict scene ends, add an Event initiative card to the initiative deck. When this initiative card comes up during the second round, the Criminal Overlord and their minions arrive (either by car before the cargo ship leaves port, or aboard a massive luxury yacht, boarding the cargo ship if it is already on the water) to finish off the fleeing villain.

The scene ends when all enemies in the scene are defeated. The villain who is fleeing the city cannot use their innate Fleeing the Scene objective in this scene.

## MARSHALING FORCES □

The fleeing faction leader puts out the call, drawing in enough of their remaining supporters to form a defensive entourage. They gather at one of that faction's safe houses, and, once marshaled, depart to head toward the port.

## TRAVELING TO THE COAST (OPTIONAL) □

If the city is not on a coastline, the fleeing faction leader and their entourage load up into a convoy of town cars and escort vehicles and travel over land to the nearest coastal city.

## BOARDING THE SHIPPING VESSEL □ □

At the port, the fleeing faction leader's convoy comes to a halt near the loading ramp heading up to the deck of a massive cargo ship. Faction members who escorted their leader here board the vessel and inspect it, making sure that it isn't a trap set by the rival faction. They intimidate or bribe the captain of the vessel to depart, ignoring warnings from the port authority and shipping out before the vessel has been adequately prepared.

- ◆ **Complication** (□□□): Three crews of stevedores are busy operating cranes and forklifts, loading the cargo ship as quickly as they can. When the conflict breaks out, they are right in the middle of the danger.
  - ✧ *Fully Resolved*: Adjust the team's **Public Reputation** track by +1.

## FLEEING THE CITY

The cargo ship makes for the open ocean, barreling ahead at reckless speeds and endangering other port traffic. Port authority speedboats try to stop the massive ship, but the ship continues full steam ahead toward international waters.

- ◆ **Complication** (□□□): Port authority speedboats try to stop the shipping vessel but are unable to do so, and their crews are directly in harm's way during this conflict scene. They need to be gotten away from the fleeing ship to keep them from falling victim to stray gun fire or being hit by the fleeing ship.
  - ✧ *Fully Resolved*: Adjust the team's **Government Reputation** track by +1.
- ◆ **Complication** (□□□, Critical): Since the ship was not properly loaded, there is imbalance in the cargo in the hold. Heavy damage to the ship (explosions, superpowered violence on deck, and so on) can push the ship to its tipping point, so the heroes need to find a way to get the ship back into balance. Each time this Complication initiative card comes up, the ship tilts further to one side.
  - ✧ *Failure*: The ship rolls onto its side, dumping everyone on the deck into the water and causing the ship to start sinking. The rest of the conflict takes place in the water or inside the now-sinking ship. The villain who is fleeing the city can now use their innate Fleeing the Scene objective.

## WRAPPING UP

- ◆ If the fleeing faction leader succeeds in escaping the city (for example, if the heroes are defeated in the final scene), choose 1 additional Villain Perk for that villain.
- ◆ Erase the "Control over the Bad Neighborhood" entries in both factions' setting entries' Truths boxes. Write "Undisputed control over the city's criminal underworld" in the Truths box of the Criminal Overlord's faction.
- ◆ If the heroes voluntarily choose to let the fleeing faction leader escape, and **NC06: The Agency Chief** has "Under intense scrutiny" written in their Truths box, all the heroes gain the **Most Wanted** lasting repercussion as others inside **SE03: The Government Organization** question the Agency Chief's trust in the heroes and decide that they are criminals.

# ZOOMORPH

This villain fashioned a persona derived from the traits of a particular animal or plant, either because they wish to emulate some aspect of that lifeform or as a result of life-changing events. Examples from popular comics include the Lizard™, Scorpion™, and Vulture™ (Marvel), and Copperhead™, Firefly™, and Killer Moth™ (DC).

**NAME:** \_\_\_\_\_

## INSPIRATION

What kind of nonhuman life inspired this character's villainous persona?  
After you choose one of the answers below, write the specific inspiration in the villain's Truths box.

- |  |  |
|--|--|
| <input type="checkbox"/> Amphibian/Reptile                             | <input type="checkbox"/> Insect/Arachnid |
| <input type="checkbox"/> Bird  | <input type="checkbox"/> Mammal          |
| <input type="checkbox"/> Fish  | <input type="checkbox"/> Plant           |
| <input type="checkbox"/> Other (fill in your answer in the Truths box) |  |

## HOW DEEP DOES IT GO?

How intense is this villain's connection to their zoomorphic identity?

- Costume** (the villain's persona is merely a costume they don)
- Hybrid** (the villain is not entirely human, having enough nonhuman genetic material to take on some creature traits)
- Inhuman** (the villain has been mostly or entirely transformed into another creature, with few of their human traits remaining)
- Other (fill in your answer in the Truths box)

## REASON FOR ADOPTION

Why did this villain adopt the zoomorphic persona?

- Necessity** (the villain adopted the persona as a disguise or to gain access to physiological traits)
- Spirituality** (the villain has a spiritual or religious connection to their chosen creature)
- Transformation** (the villain was transformed against their will and chose to make the best of their new form)
- Other (fill in your answer in the Truths box)

## TRUTHS

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FIRST APPEARANCE

CURRENT STATUS:  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

*When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.*

*This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.*

## **FLEEING THE SCENE**

*In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.*

## **VILLAIN PERKS**

*When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.*

### **CORNERED ANIMAL**

If at least two heroes are up close to the villain, the villain adds 2 advantage dice (   ) to each attack roll they make.

### **FAST**

After the Narrator lays out the initiative track, move any 1 of the villain's initiative cards 2 spaces toward the front of the track.

### **FLIGHT**

This villain can fly when they move.

### **LASH OUT**

When a hero hits the villain with an attack, after that attack is resolved the villain makes a physical attack against that hero. On a hit, in addition to dealing damage the villain also pushes that hero to be far away from the villain.

### **NIMBLE DODGE**

When a hero hits the villain with an attack, halve the damage the villain would take. After the attack is fully resolved, the villain can move once immediately.

### **TOUGH**

Increase this villain's maximum resistance by 25 for each initiative card the villain has.

## **VILLAIN WEAKNESS**

*When you first create this villain, choose one of the weaknesses below.*

### **EYE ON THE PRIZE**

In any scene containing an opposed or enemy objective, this villain must use their actions to attempt to progress that objective until they have done so that round.

### **IMPOSTOR SYNDROME**

When this villain misses with an attack, they add 2 challenge dice (   ) to the next attack they roll.

### **RELUCTANT**

When this villain makes attacks with any advantage dice, ignore 1 boon (  ) they roll.

### **TACTILE POWER**

This villain cannot make ranged attacks with their superpower.

# THE SICK AND THE DEAD

STREETLIGHT KNIGHTS #10

This issue opens when **NC06: The Agency Chief** visits the heroes and asks them to investigate a mysterious illness that has been sweeping the city. According to the Agency Chief, the infected show symptoms within an hour of contact with a carrier, growing feverish and dazed and quickly losing awareness of their surroundings, but continuing to wander aimlessly with a pantomime of intent. Though unresponsive and usually nonverbal, they walk around, open doors, and generally move from place to place in a zombielike fashion.

**SE03: The Government Agency** is working with the police to quarantine as many of the infected as possible, but their numbers are stretched. One of the infected they picked up was a cab driver, whose last fare was dropped off at the city's central train terminal. By the time the heroes arrive at the train terminal, dozens of people have clearly been infected. An announcement goes out over the loudspeaker: the passenger train to the nearest major city is now departing. It's up to the heroes to make sure the infection doesn't spread to the neighboring city.

The scene ends when the heroes have fully resolved both critical complications and the objective.

- ◆ **Objective** (□□□□, □□□□□□ Opposed): The outbound train is racing toward a narrow tunnel, which it will be in for a long while on its journey to the neighboring city. The Government Agency isn't willing to risk the infection spreading to another city and ordered an airstrike on the train before it enters the tunnel. Add 2 Event initiative cards to the initiative track. Each time an Event initiative card comes up, progress the Opposed side of the objective once. If the team's **Government Reputation** track is at 3 or higher, the Government Agency gives the heroes more time; in this case, add only 1 Event card to the initiative track, instead of 2.
  - ◇ **Failure:** The Government Agency orders the airstrike. Add a Hazard initiative card to the initiative track face-down. When the Hazard initiative card comes up, the missiles strike the train, destroying it. The scene immediately ends in failure for the heroes, who narrowly survive the train's destruction.
- ◆ **Complication** (□□□, Critical): The infected conductor collapsed onto the train's control panel, accelerating the train and damaging the controls. A cargo truck is stalled on the track, its cargo of liquid hydrogen right in the train's path. The heroes need to get the truck off of the rails before the train plows into it.
  - ◇ **Failure:** The train strikes the truck, though the train does not derail. Make a physical melee attack against each of the heroes inside the train, with a 50% chance of success, dealing damage equal to the number rolled.
- ◆ **Complication** (□□□, Critical): In the dining car, the train's cooks have been infected, and their inattention caused fires to spread. The car is choked with smoke and catching fire quickly, and the people inside need to be rescued.
  - ◇ **Failure:** The car burns, and many people inside perish. Adjust the team's **Public Reputation** track by -1.
- ◆ **Complication** (□□□): The train itself serves as a good quarantine method. The heroes can seal the doors to the train to keep the infected from climbing off once the train is stopped.
  - ◇ **Fully Resolved:** Adjust the team's **Public Reputation** track by +1.

## WHAT THE HEROES CAN LEARN OR DO

Below are some suggestions for information you can provide to the heroes if they seek it out.

### INVESTIGATING THE SOURCE OF THE VIRUS

- ◆ The virus originated as a failed pharmaceutical experiment by **SE15: The Megacorporation**. The samples were stored in a poorly secured warehouse, which was recently robbed by this issue's villain.
- ◆ The virus, known as the Walking Coma virus, is airborne with an incubation period of less than an hour. Infected persons are contagious within minutes of contracting it. It is treatable, but the treatment takes several weeks.
- ◆ If they have not done so already, the heroes need to find some way to shield themselves from the airborne virus, such as masks or other protective gear. If they have access to a person with advanced medical knowledge, they can also have an inoculation created to prevent them from suffering the effects of the virus altogether.

### TRACKING DOWN THE VILLAIN

- ◆ The villain abandoned a safe house before launching their initial attack, and if the heroes can track down that safe house they find detailed plans pointing to the villain's next target.
- ◆ Reasonable methods for finding the villain's safe house include tracking the infection pattern to pinpoint the epicenter, using security camera footage from the site of the first reported infection (a restaurant in **SE04: The Bad Neighborhood**) to identify the villain, and searching out the moving van the villain used to move the initial canisters of the virus from the Megacorporation warehouse.

## THE VILLAIN'S PLAN

Combining the sleepwalking-like effects of the virus with mind control techniques (technological, magical, or hypnotic, as best fits the nature of the villain), the villain has learned how to turn the infected into drones who will obey the villain's every command. The villain plans to infect employees and bystanders at a sensitive target and manipulate them to gain unfettered access. Choose one of the following options for the villain's target and goal:

- ❑ **Dam Control Center.** The villain plans to take over the control center of the hydroelectric dam just outside of the city, using infected employees to hold the city hostage with the threat of unleashing a massive flood.
- ❑ **Gold Depository.** The villain uses infected security guards and employees at a federal gold depository in the heart of the city, planning on conducting a subtle robbery where it looks like the employees are conspirators.
- ❑ **SE02: The Super Science Lab.** The villain seeks a cure for an ailment they or a loved one possess, believing that the lab is covering up possession of that cure. They infect scientists, guards, and others to gain access to the secure areas of the facility.

Whenever the heroes confront the villain, they face the following opposition:

- ✦ The issue's villain, who has 1 initiative card per hero in the scene. Either create the **Zoomorph** villain, or choose an existing villain who would use biological warfare to advance an agenda of personal greed.

The scene ends when the villain is either defeated or has fled.

## THE VILLAIN ARRIVES AT THE TARGET SITE ❑

The villain arrives at their target alone. In addition to their normal gear, they also bring with them several canisters containing the Walking Coma virus.

## SKIRMISHING WITH SECURITY WHILE UNLEASHING THE VIRUS ❑❑❑

The villain attacks the site. Security teams respond, trying to keep the villain from getting inside the secure areas. The villain quickly unleashes the virus, attempting to neutralize the security personnel.

- ◆ **Complication** (❑❑❑❑, Critical): The security personnel are in danger of being infected and need to be gotten away from the site. Each time this Complication initiative card comes up, more security guards are infected.
  - ✦ *Failure:* The villain turns the infected security personnel into a squad of infected citizen minions, of a size equal to the number of negative marks in this complication's progress track  $\times 2$ . These minions obey the villain's commands and attack with their fists or improvised weapons, with a 50% chance of success and dealing damage equal to the number rolled, up to a maximum of the squad's current size  $\times 10$ .

## EXERTING MENTAL CONTROL OVER THE INFECTED ❑

The virus spreads beyond security personnel to other employees, and the villain uses their newly developed method of exerting mental control over the infected to access the target location's secure areas.

If the heroes intervene at this point or later, in addition to the villain they face the following opposition:

- ✦ A squad of infected citizen minions, of a size equal to the number of heroes  $\times 2$  (see the Failure result of the above complication for these minions' statistics).
- ◆ **Complication** (❑❑❑❑): The villain also directs a number of the infected citizens to help achieve the goal, including operating computers and opening doors to access the target site. These individuals, though under the villain's control, are docile and need to be gotten to safety.
  - ✦ *Fully Resolved:* Adjust the team's **Public Reputation** track by +1.

## ACHIEVING THEIR GOAL

The villain gets close to their final goal and is moments within getting what they wanted out of this scheme.

- ◆ **Complication:** Include the complication and minions from the "Exerting Mental Control over the Infected" step in a conflict scene starting at this step.
- ◆ **Objective** (❑❑❑, Enemy): The villain has a goal at the target site (secure the control room at the dam, load up the gold at the depository, or download data from the laboratory) that they seek to accomplish, and now that they have some of the employees of that site under control, they set about doing so.
  - ✦ *Failure:* If the conflict scene is at the hydroelectric dam, the villain commandeers the control room and broadcasts their ultimatum; the Agency Chief contacts the heroes and orders them to stand down, saying the Government Agency will take over the negotiations. If the heroes do not stand down, the villain makes good on their threat and opens the spillways on the dam, flooding the city. If this happens, or if the conflict scene is at the gold depository or the Super Science Lab, the villain then attempts to flee the scene.

## WRAPPING UP

- ◆ If the heroes capture the villain, the Agency Chief has the heroes escort the villain to **SE05: The Super Prison**.
- ◆ If the heroes weren't inoculated against the illness, choose one hero (preferably one who does not have many lasting repercussions) to gain the following Lasting Repercussion: **Walking Coma Carrier**.

# HERO HUNTERS

These minions exist for one purpose: to hunt down powered heroes and detain or destroy them. Their weapons, defenses, and training are all geared to allow them to overcome heroes with incredible powers. Examples from popular comics include the Cape-Killers™, Spider-Slayers™, and Sentinels™ (Marvel), OMACs™ (DC), and E.A.G.L.E.™ (Astro City).

**NAME:** \_\_\_\_\_

## FUNDAMENTAL NATURE

*Who or what are these hero hunters?*

- Depowered Heroes/Villains** (these minions were once powered heroes or villains who were stripped of those powers)
- Highly Trained Soldiers** (they are professional soldiers with training and experience in combat)
- Piloted Mecha** (they are pilots inside walking tanks)
- Professional Assassins** (they are hired killers who specialize in targeting heroes)
- Robots** (they are robots or drones programmed to bring down powered individuals)
- Other (fill in your answer in the Truths box)

## BIGGEST THREAT

*What makes these minions especially threatening to heroes?*

- Advanced Weaponry** (they have cutting-edge guns, grenades, and other weapons)
- Augmentation** (they have been genetically or cybernetically altered)
- Jetpacks & Armor** (they have powered body armor that bristles with weapons and allows them to fly)
- Neutralizers** (they have some means of neutralizing powers)
- Oversized** (they are exceptionally large)
- Other (fill in your answer in the Truths box)

## ATTITUDES

*How do these minions act when they confront heroes?*

- Emotionless** (these minions are completely unemotional)
- Gleefully Violent** (they seem to revel in the opportunity to use violence against the heroes)
- Hateful** (these minions seem to have a burning hatred for heroes and obviously took the job for the prospect of bringing harm to those heroes)
- Professional** (these minions operate with the same demeanor as professional soldiers or police, following protocols and being polite but firm)
- Other (fill in your answer in the Truths box)

**TRUTHS**

## PRIMARY ATTACK MODE

When you create these minions, choose one of the primary attack modes below and describe the nature of the attack in the box.

### STANDARD ATTACK (50% CHANCE OF SUCCESS)

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 10).

### ACCURATE ATTACK (65% CHANCE OF SUCCESS)

Melee or ranged attack. On a hit, deal damage equal to the number rolled (maximum damage equal to the squad's current size × 5).

### POWERFUL ATTACK (40% CHANCE OF SUCCESS)

Melee attack. On a hit, deal damage equal to the number rolled + 20 (maximum damage equal to the squad's current size × 10 + 20).

Use this box to describe the minions' primary attack mode.

## MINION PERK

When you first create this type of minion, choose one of the perks below.

### CUTTING-EDGE TECHNOLOGY

These minions use incredible technology on the cutting edge of human science. Increase their chance of success on attacks made with weapons by 10%.

### HIVE MIND

While the squad's size is 2 or greater, add 2 advantage dice (   ) to its attack rolls.

### LARGE

Physical attacks against these minions intended to hinder or debilitate add 2 challenge dice (   ) to the roll.

### MINOR VILLAINS

These minions are actually minor villains and are more dangerous and durable than minions. When you would add a squad of these minions to the scene, instead add a number of minor villains equal to the size of the squad divided by 3. As minor villains, they each have 1 initiative card, 50 resistance, and no maximum on their damage on a hit.

### SWARMING

When these minions hit a hero with an attack, move that hero's initiative card 2 spaces toward the end of the initiative track.

## MINION WEAKNESS

When you first create this type of minion, choose one of the weaknesses below.

### CLUMSY

These minions add 1 challenge die (  ) to attack rolls for attacks made against heroes who have already taken a turn this round.

### MELEE-FOCUSED

Ranged attacks against these minions add 1 advantage die (  ) to the roll.

### NOT VERY BRIGHT

When a hero performs a maneuver with a hero who is attacking these minions, add 3 advantage dice (    ) to the roll instead of 2.

### SLOW

After the Narrator has laid out the initiative track but before the first turn is taken in the round, move these minions' initiative card 2 spaces back toward the end of the track.



# THE HUNTER

This villain is a hunter, either one who brings down dangerous game, or one who captures those who have bounties on their heads. They not only specialize in tracking and neutralizing their enemies, but take immense pleasure in it. Examples from popular comics include Death's Head<sup>®</sup>, Kraven the Hunter™, Puma™, and Tiger Shark™ (Marvel), and Cheetah™ and Lobo<sup>®</sup> (DC).

**NAME:** \_\_\_\_\_

## WHAT KIND OF PREY?

*What kind of hunting does this villain specialize in?*

- Big Game Hunting** (they seek out dangerous game and find thrills in bringing down something that could kill them)
- Bounty Hunting** (they hunt down anyone with a price on their head)
- Spying** (they track people for espionage purposes)
- Other** (fill in your answer in the Truths box)

## ACCOUTERMENTS

*How does this villain dress?*

- Costumed Villain** (they wear a garish costume to draw attention to themselves)
- Marksman** (the villain dresses like a big game hunter and carries weapons meant for hunting)
- Rogue** (the villain looks like a scoundrel or ruffian)
- Other** (fill in your answer in the Truths box)

## WEIRD ORIGIN

*What unusual origin does this villain have?*

- From Space** (the villain is not from Earth, but came here seeking someone or something)
- Mystic Power** (the villain has supernatural powers derived from mystic ceremonies or artifacts)
- Time Traveler** (the villain comes from the past or the future and is far from their own time)
- Other** (fill in your answer in the Truths box)

## TRUTHS

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**FIRST APPEARANCE**

**CURRENT STATUS:**  At Large  Incarcerated  Deceased  Reformed  Exiled

## **SUPERPOWER (75%):**

When you create this villain, draw three powers from the Deck of Powers and choose one to be this villain's superpower. The villain can use the power to make checks and attacks, but cannot use any of the benefits listed on the card. When the villain attacks with this power, on a hit the villain deals damage equal to the number rolled.

This villain has 100 resistance per initiative card. Use this box to track the villain's current resistance.

## **FLEEING THE SCENE**

In every scene, the villain has a permanent enemy objective to get away without being caught or killed. When the villain has progressed this objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.

## **VILLAIN PERKS**

When you first create this villain, choose two of the perks below. After every appearance, choose one more. If a perk has multiple check boxes, you can choose it more than once; the villain gains its benefit a number of times per scene equal to the number of boxes checked.

### **APEX PREDATOR**

The first time the villain attacks an individual hero each conflict scene, their attack has a 90% chance of success (though their maximum damage from the attack is 75).

### **CUNNING**

After the Narrator lays out the initiative track, swap 1 of this villain's initiative cards with a hero's initiative card.



### **DANGEROUS UP CLOSE**

This villain adds 2 advantage dice ( ) instead of 1 as normal.

### **FLIGHT**

This villain can fly when they move.

### **I HAVE STUDIED MY ENEMIES**

At any time during an issue, choose a power possessed by one of the heroes, then describe an invention or technique the villain possesses capable of thwarting that power. For the rest of the issue, any hero who uses that power to attack this villain adds 2 challenge dice ( ) to the roll.

### **UNRELENTING**

When this villain would be reduced to 0 resistance, they are instead reduced to 1 resistance, and you move 1 of the villain's initiative cards to the space immediately following the current turn.

## **VILLAIN WEAKNESS**

When you first create this villain, choose one of the weaknesses below.

### **BLINDED BY SUPERIORITY**

Whenever any hero spends a hero point to perform a maneuver with another hero who is attacking this villain, add +20 to the attack's damage.

### **CANNOT RESIST TOYING WITH THE HEROES**

When the villain would reduce a hero to 0 resistance, the hero is instead reduced to 1 resistance unless the villain rolled at least 1 boon () .

### **EASILY FRUSTRATED**

When this villain attacks a hero and deals no damage, that hero gains 1 hero point () .

### **UNDERESTIMATION**

Heroes who are up close to this villain add 1 advantage die () to all attacks made against this villain.

# THE CASTLE FALLS, PART I

STREETLIGHT KNIGHTS #11

It has been weeks since the conclusion of the gang war that rocked the city. Ask each hero player to briefly describe what their hero is doing on a typical day. Once they have each answered, describe how their eyes are drawn skyward as a sleek, hovering jet (which bears the markings of **SE03: The Government Agency**) streaks over the city. In a flash, a laser blast strikes the jet, sending it crashing down into an abandoned, condemned high school in **SE04: The Bad Neighborhood**.

When the heroes arrive on the scene, they discover that **NC06: The Agency Chief**, badly wounded from the crash, is fighting off a large number of enemies adorned with the insignia of the Government Agency.

In the opening scene, the heroes face the following opposition:

- ✦ Two squads of **Hero Hunters** minions, each of a size equal to the number of heroes × 2.

The scene ends when all the enemies are defeated.

- ◆ **Complication** (□□□): A group of children, skipping school for the day, had gone to the abandoned old school as a place to hide and goof off. Now they are in harm's way, surrounded by the enemies and their path to freedom cut off by debris from the crash. They need to be gotten to safety.

- ✦ *Fully Resolved*: Adjust the team's **Public Reputation** track by +1.

- ◆ **Complication** (□□□, Critical): The wrecked jet's fuel tanks are growing dangerously hot, as fire from the crash burns nearby. Each time this Complication initiative card comes up, the fire gets closer to the fuel tanks.

- ✦ *Failure*: The fuel tanks explode. Make a physical ranged area attack against each character in the scene with 50% chance of success, dealing damage equal to the number rolled (and reducing any squad of minions hit by the attack by 3 instead of by 1).

- ◆ **Ally**: Add an Ally initiative card for the Agency Chief, who has 25 resistance and can make ranged physical attacks using a sidearm with a 70% chance of success. In the heat of battle, the Agency Chief explains that they have been ousted in a coup and are no longer the head of the Government Agency.

## THE FORMER AGENCY CHIEF AS A HERO OR VILLAIN

- ◆ If the Agency Chief is not killed in the opening scene, they become either a new hero or a new villain.
- ◆ If **NC06: The Agency Chief** has "Something seems off about the Agency Chief" in their Truths box, the Agency Chief flees from the heroes. The Agency Chief's mind has been replaced with that of a malicious robot (the result of events in *Explorers of the Unknown* #10). Create a new villain using this character's identity as its basis.

- ✦ If this is the case, before fleeing the former Agency Chief leaves behind a tablet computer containing all the information that the Agency Chief would normally provide to the heroes throughout the rest of this series. This issue and the next assume that the former Agency Chief does not become a villain, so if this turn of events occurs, adjust the events of the rest of the series to account for their absence.

- ◆ Otherwise, one player can use the **Secret Agent** hero archetype (which can be found immediately following this issue) to make a new hero whose identity is the former Agency Chief, and play that hero for the rest of the issue and the final issue of the series. At the end of this issue, a player who does so gains one check mark on the story progress track of both the Secret Agent and the hero who they were playing up to this point.

- ✦ If no player wishes to do so, in future scenes featuring the character simply treat the former Agency Chief as a minor character who counts as a hero and has 100 resistance and 1 initiative card. You can also draw five cards from the Deck of Powers and choose up to three of them (or choose from the available Basic powers) to be this character's superpower (80% chance of success), lesser power (70%), and minor power (60%).

## THE NEW AGENCY CHIEF

- ◆ Once the fate (villain or hero) of the former Agency Chief is resolved, erase all your answers from **NC06: The Agency Chief** and erase all entries from its Truths box. Create a new Agency Chief, the initiator of the coup against the former chief. The new Agency Chief is a member of **SE25: The Secret Society**, who staged the former chief's deposal for the Secret Society to gain control of **SE03: The Government Agency**. Write "Controlled by the Secret Society" in the Truths box of **SE03: The Government Agency** and write "Member of the Secret Society" in the Truths box of **NC06: The Agency Chief**.

- ◆ Though the new Agency Chief is a member of the Secret Society, this is not public knowledge. If the heroes discover it, they can take this knowledge to the police, but the police are powerless to make moves against the superior agency. If they take it to the media, they are dismissed unless the team's **Media Reputation** track is at 5.

## THE SEQUENCE OF EVENTS

The new Agency Chief wastes no time in making changes at the agency. Where the previous chief made use of heroes who were not official members of the Government Agency, this new chief declares that vigilantism is no longer to be tolerated or sanctioned by the agency. In truth, the Agency Chief simply wants to create an excuse to incarcerate any heroes who might be able to meddle with the plans of the Secret Society.

The issue's sequence of events plays out as usual, with time advancing as the heroes create interlude scenes. However, unlike other issues, the final conflict scene of the issue is likely to start when the enemies make their move against the heroes, instead of the other way around. If the heroes decide to go on the offensive, perhaps attempting to bring down the new Agency Chief with violence, they can storm the Government Agency's headquarters. If they go on the defensive, they could hole up somewhere and wait for the whole thing to blow over. If they choose this option, the enemies come after them, and the final conflict scene takes place at night at a construction site near the heroes' base of operations or safe house.

Whenever the heroes confront the enemies or are confronted by the enemies, they face the following opposition:

- ✧ The issue's villain. Create either the **Hunter** villain, or choose another villain who would agree to serve as a hound for the much harsher Government Agency. This villain has 1 initiative card per hero in the scene.
- ✧ A squad of **Hero Hunters** minions, of a size equal to the number of heroes  $\times$  3.

The scene ends when either the enemies are defeated, or all the heroes have escaped or are defeated.

◆ **Objective:** Since the heroes are on the defensive in this final scene, they may wish to make their escape instead of standing and fighting. Each hero can complete this objective separately to flee the scene. When the hero has completed their objective, they successfully escape and are no longer considered to be a part of the scene. Do not award hero points for advancing these objectives.

- ✧ Hero: \_\_\_\_\_ (□□)      ✧ Hero: \_\_\_\_\_ (□□)      ✧ Hero: \_\_\_\_\_ (□□)
- ✧ Hero: \_\_\_\_\_ (□□)      ✧ Hero: \_\_\_\_\_ (□□)      ✧ Hero: \_\_\_\_\_ (□□)

◆ **Complications:** Add two complications to the scene, drawn from the Deck of Complications. If the complications' severity depends on a number of drawbacks rolled, treat one complication as though 4 drawbacks (🔥🔥🔥🔥) were rolled and the other as though 2 drawbacks (🔥🔥) were rolled.

## THE NEW AGENCY CHIEF MOBILIZES FORCES □ □

The new Agency Chief brings in this issue's villain (described above) and mobilizes Hero Hunters units into the city, discretely at first. The Government Agency also cuts off all contact with the heroes.

## THE GOVERNMENT AGENCY BEGINS ITS CRACKDOWN □ □

On the new Agency Chief's command, Hero Hunters units around the city start arresting powered individuals. Some are minor villains, particularly those who are on the Secret Society's bad side, but many are heroes who know of and oppose the Secret Society. If any heroes in your setting have tangled with the Secret Society but are not active in the issue, the heroes may hear about their arrests through their contacts on the street.

If any of the heroes have the **Most Wanted** lasting repercussion, the final conflict scene of the issue begins here, as the agency moves to arrest those heroes.

## THE LAST RESISTING HEROES ARE TAKEN DOWN

With many heroes having already been arrested and moved to **SE05: The Super Prison**, the Government Agency turns its sights on any heroes who *could* be a threat in the future. The agency dispatches its Hero Hunters to bring in these heroes (which includes the active heroes in this issue) without letting the police or other agencies know.

## WRAPPING UP

- ◆ If a hero is defeated in the final scene, unless the other heroes defeat all the enemies in the scene, the defeated hero is captured and dragged off to be imprisoned. Write "Incarcerated in [the name of the Super Prison]" in the Truths box of that hero's archetype sheet.
- ◆ If any heroes are not captured in the final scene, **NC01: The Media Personality** releases a report, declaring the heroes to be fugitives on the run from the law and painting them as dangerous criminals. If the Media Personality has "Denounced heroes in reporting" in their Truths box, adjust the team's **Public Reputation** by -2. Otherwise, write it in the Media Personality's Truths box and adjust the team's **Media Reputation** by -2.
- ◆ If, at some point during the issue, the heroes take knowledge of the Agency Chief's membership in the Secret Society to the media and are not dismissed, that night the news is filled with the heroes' accusation. The Agency Chief flatly denies such slanderous allegations, and the media is filled with pundits arguing for and against the Agency Chief. If the team's **Government Reputation** track is at 3 or higher, agents within the Government Agency who know the heroes begin quietly looking into their new Agency Chief. Write "Under intense scrutiny" in the Truths box of **NC06:**

**The Agency Chief.**



The series concludes in *Streetlight Knights* #12.

**HERO**

# SECRET AGENT

You specialize in stealth, espionage, deception, and counterintelligence. Some would call you a hero, but for you it's all part of the job of keeping people safe from threats they never even need to know about. Examples from popular comics include the King Faraday™, Rick Flag™, and Steve Trevor™ (DC), and Black Widow®, Phil Coulson™, and Nick Fury® (Marvel).

## AESTHETIC

*What kind of spy do you appear to be?*

- Company** (you look like a businessperson, save for the sunglasses, earpiece, and sidearm in an underarm holster)
- Covert Ops** (you wear a dark jumpsuit and stick to the shadows)
- International Mystery** (you look like a spy who sips martinis, drives fast cars, romances the enemy, and does it all looking impeccable in formalwear)
- Other** (fill in your answer in the Truths box)

## PERSONALITY TRAITS

*Choose two of the following personality traits that best describe your hero.*

- Cautious
- Reckless
- Charming
- Stoic
- Cold
- Supportive
- Hotheaded
- Wisecracking
- Impatient
- \_\_\_\_\_
- Impulsive
- \_\_\_\_\_

## VULNERABILITY

*What weakness or obligation can your enemies exploit?*

- Dependents** (you have family or loved ones depending on you)
- Goaded** (you can be easily goaded into a fight by those who know what buttons to push)
- Substance Abuse** (you are a recovering alcoholic or narcotics abuser, struggling to stay clean)
- Other** (fill in your answer in the Truths box)

## TRUTHS

## RESISTANCE

*What does resistance mean for this character?*

- Danger Sense** (sixth sense warns of incoming attacks)
- Mobility** (you move fast and dodge out of the way of attacks)
- Training** (you possess combat training that helps you avoid attacks)
- Other** (fill in your answer in the Truths box)

## GETTING AROUND

*How does this character quickly move from one place to another?*

- Brachiation** (you swing from tall objects high overhead)
- Powers** (one of your powers allows you to travel long distances)
- Running** (you run really, really fast)
- Vehicle** (you have a custom vehicle designed to match your heroic motif/theme)
- Other** (fill in your answer in the Truths box)

Hero Name: \_\_\_\_\_

Team: \_\_\_\_\_

Real Name: \_\_\_\_\_

First Appearance: \_\_\_\_\_

SKILLS

IDENTITY

### DIRTY WORK

When you deal damage to a villain with an attack, if your attack would reduce that enemy to 30 resistance or less, you instead reduce that enemy to 0 resistance. When you hit a squad of minions with an attack, if your attack would reduce that squad of minions to a size of 1, you instead defeat that squad of minions.

Additionally, when you make a physical attack against a villain, if no other hero or enemy can see you or the target of your attack, you add +20 to the damage of your attack.

SUPERPOWER 80%

TEAM ROLE

HERO POINTS PER CONFLICT

\_\_\_\_\_

RESISTANCE

\_\_\_\_\_ / 100

LESSER POWER 70%



### ON YOUR TURN

When it is your turn, you do the following:

- ✦ Remove 1 time token (⌚) from each of your power cards that has one. (You cannot make attacks or checks with a power that has any time tokens on it.)
- ✦ Move and take one action, in any order.

### SPENDING HERO POINTS

You can spend hero points (⚡) in the following ways:

- ✦ **Heroic Effort:** After you roll dice, you can spend any number of hero points; increase your chance of success on that roll by 10 and add 1 challenge die (⚔) to the roll for each point spent.
- ✦ **Teamwork Maneuver:** You can spend 1 hero point (⚡) to perform a teamwork maneuver you describe with another hero, adding 2 advantage dice (⚡⚡) to their roll.
- ✦ **Team Role:** Use your team role's benefit.

### TAKING THE SPOTLIGHT

When you roll 4 boons (⬆️⬆️⬆️⬆️) on a single roll during a conflict scene, you can take the spotlight to gain the following benefits until the end of the scene:

- ✦ Your minimum damage on a hit is 50.
- ✦ If you start your turn with 0 hero points, you gain 2 hero points (⚡⚡).
- ✦ You can take two different actions each turn.

### DISTANCES

There are three distances between things in a scene:

- ✦ **Up Close:** You can make melee and ranged attacks against enemies you are up close to. Add 1 advantage die (⚡) to all melee attack rolls.
- ✦ **Near:** You can make ranged attacks against enemies that you are near to.
- ✦ **Far Away:** You can make ranged attacks against enemies you are far away from, adding 1 challenge die (⚔) to the roll.

MINOR POWER 60%



With many heroes (possibly including some members of the team) locked away in **SE05: The Super Prison** and a new chief of **SE03: The Government Agency** who is secretly a member of **SE25: The Secret Society**, things look bleak. Ask the team to collectively describe where and how they are hiding from the Government Agency. Encourage each player to describe one instance where they almost got caught, or turned in to the government by frightened civilians, or had a tense moment where it seemed as though they weren't going to survive the crackdown.

The team is then approached by **NC07: The Police Representative**, who has avoided overt scrutiny despite their history with the team. The Police Representative wants to help break the heroes out of the Super Prison and has secured a police helicopter for the purposes of doing so. The Police Representative also offers to go with the heroes, at least long enough to provide a cover story for why the helicopter is approaching the Super Prison. If one of the players is playing the former chief of the agency using the Secret Agent hero archetype, they also have access to a small number of uniforms befitting the Government Agency. Given these resources, the heroes can come up with a basic plan for approaching the prison and landing there. Allow the hero players to create interlude scenes to prepare for their mission at the prison if they wish, but there is no need to track the passage of time.

If any heroes were imprisoned in the Super Prison at the end of the last issue, players can choose to play those heroes for this issue; despite being incarcerated, they will very quickly have a chance to get in on the action.

## THE SEQUENCE OF EVENTS

The action of this issue begins once the heroes make their way to the Super Prison. The rest of the issue is essentially a single long conflict scene, which begins with the betrayal described in the first step below. At a certain point in each step, the scene will advance to the next step, introducing new enemies and complications.

### THE HEROES ARRIVE AT THE SUPER PRISON

The Police Representative's ruse seems to be a good one; the official police helicopter and communications from the representative are enough to convince the Super Prison security that the heroes are coming to the prison for a legitimate reason. The heroes do not realize that their enemies not only know of the ruse, but are allowing it to appear to succeed to entrap the heroes in a prison break that will leave them either dead or the perfect scapegoats for allowing villains to escape. Shortly after the helicopter lands, their pilot reveals himself as a pawn of the Secret Society, kicking off the conflict scene by firing a bullet into the Police Representative.

When the conflict scene begins, the heroes face the following opposition:

- ✦ The traitorous pilot, a minor villain with 50 resistance, 1 initiative card, and the ability to make a physical ranged attack (using a pistol) with a 65% chance of success, dealing damage equal to the number rolled.
- ✦ A squad of **Hero Hunters** minions, of a size equal to the number of heroes  $\times$  2.
- ◆ **Complication** (□□□, Critical): The Police Representative is wounded and bleeding out, and they need to be stabilized or gotten to a hospital for care. Each time this Complication initiative card comes up, the Police Representative's condition worsens. This complication persists until resolved.
  - ✦ **Failure:** If there are three negative marks in this complication's progress track, the Police Representative dies. Otherwise, they slip into unconsciousness and can be of no further help to the heroes for the rest of the scene.
- ◆ **Event:** After the first round of the conflict scene ends, add an Event initiative card to the initiative deck. When this initiative card comes up during the second round, the conflict scene moves on to the next step. Remove the Event initiative card from the initiative track.

### SOMEONE UNLOCKS THE VILLAINS' CELLS

Shortly after the heroes arrive and are ambushed by the waiting hero hunters, a member of the Secret Society in the prison's control room sends a command to open the cells of the imprisoned villains. Panic spreads among the unaware guards, who immediately activate the emergency alarms and struggle to keep the villains in their cells. The villains try to fight their way out, and many of them escape their cells. Any villains whose powers depend on objects or technology that would have been taken away before being placed in their cells quickly recover that gear from storage containers that have conveniently been left right outside their cells by the Secret Society agent.

At this step, add the following enemies to the scene:

- ✦ One villain for every two heroes in the scene (round up). Each of these villains should be a villain who the heroes helped incarcerate in the Super Prison in a previous issue. Each of these villains has 2 initiative cards.

- ◆ **Objective:** Any heroes imprisoned at the Super Prison will quickly be aware that someone has let many of the villains out of their cells. With some of the prison's defenses down, the heroes still trapped inside their cells can break themselves out, and heroes arriving at the prison via helicopter can help break them out as well once they get inside. Each imprisoned hero has their own progress for this objective; once the objective is complete, the hero escapes their cell. This objective persists until resolved.

◇ Hero: \_\_\_\_\_ (□□)      ◇ Hero: \_\_\_\_\_ (□□)      ◇ Hero: \_\_\_\_\_ (□□)  
 ◇ Hero: \_\_\_\_\_ (□□)      ◇ Hero: \_\_\_\_\_ (□□)      ◇ Hero: \_\_\_\_\_ (□□)

- ◆ **Event:** After the first round of the conflict scene ends, add an Event initiative card to the initiative deck. When this initiative card comes up during the second round, the conflict scene moves on to the next step. Remove the Event initiative card from the initiative track.

## THE PRISON BREAK

With the villains free from their cells, they turn their efforts toward getting out of the Super Prison's interior and reaching a place where they can make a run for freedom.

- ◆ **Objective** (□□□□, Enemy): The now-freed villains attempt to make their way to the exterior of the prison, fighting their way out so they can make their escape. Each success clears more of the path for the enemies: breaking through a security door, overwhelming a guard post, taking out automated guns, or overriding an elevator's lockdown, disabling an electrified floor.
  - ◇ **Success or Failure:** The scene moves on to the next step when either the villains fully progress this objective, or when the heroes defeat all the villains.
- ◆ **Complication** (□□□□, Critical): Some villains take a moment to exact revenge on their guards before leaving. Scattered throughout the prison, five groups of guards are being directly attacked by escaped prisoners. Each time this Complication initiative card comes up, one of the groups of guards is taken out by the vengeful villains.
  - ◇ **Failure:** Adjust the team's **Government Reputation** track by -1.

## ROUNDING UP THE ESCAPEES

With many prisoners having reached the exterior of the prison, escape is their primary goal. Outside, the heroes discover that several prisoners, obviously from other parts of the prison, have escaped and are making a run for it.

Add one minor villain to the scene for every two heroes (rounded up); if possible, these should be minor villains who the heroes have helped capture in the past. If not enough such minor villains exist, you can create new ones for this scene (draw three cards from the Deck of Powers and choose one for the villain to use, with a 75% chance of success). Each such villain has 1 initiative card and 100 resistance.

- ◆ **Objective:** These minor villains have only one goal: to escape. Each minor villain has their own progress track for this objective. When a villain has progressed their objective once, any hero can use their action to attempt to stop the villain from escaping in some way; if they succeed, erase that progress. When the villain has progressed the objective twice, they exit the scene safely, escaping from the heroes.
  - ◇ Villain: \_\_\_\_\_ (□□)      ◇ Villain: \_\_\_\_\_ (□□)      ◇ Villain: \_\_\_\_\_ (□□)

## WRAPPING UP

- ◆ If the Police Representative dies in this issue's conflict scene, erase all your answers and everything in the Truths box of **NC07: The Police Representative**. That character can be redefined in the future as a different character the next time something needs to reference them.
- ◆ For each villain (both minor and nonminor villains) who escaped the Super Prison during this issue, adjust the team's **Government Reputation** track by -1. If no villains escaped, adjust the team's **Government Reputation** track by +3.
- ◆ If the team's **Public Reputation** track is at 3 or higher and **NC06: The Agency Chief** has "Under intense scrutiny" in their Truths box, the Agency Chief is forced to clear the heroes' names due to mounting public pressure. Any heroes with the **Most Wanted** lasting repercussion lose it. Erase "Incarcerated in [the name of the Super Prison]" from the Truths box of any heroes who participated in this issue.
- ◆ If the team's **Public Reputation** track is at 2 or lower, any heroes defeated in this issue are captured and locked away in the Super Prison, accused of inciting the prison break. Write "Incarcerated in [the name of the Super Prison]" in the Truths box of that hero's archetype sheet.
- ◆ If the team's **Government Reputation** track is at -5 and **NC03: The Hateful Authority** has "Promoted government intervention in powered heroes" in their Truths box, the Hateful Authority, emboldened by the new Agency Chief's crackdown, convinces the government to enact **SE26: The Superhuman Edict**. Otherwise, the Hateful Authority gives a speech before the government decrying the heroes; write "Promoted government intervention in powered heroes" in the Hateful Authority's Truths box if it is not already there.