

HERO FORCE



1PG

Meyoka
STUDIOS



GIANT SIZE SUPER SPECIAL

HERO FORCE

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Dedicated to the memory of
 Samantha Downing
 1967 - 2005



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EXPANDED ORIGINS

ALIENS

Aliens can be from outer space or represent non-humans from lost civilizations on Earth such as water breathing Atlanteans. Aliens often have powers to survive in a different environment. Mermen would have Swimming and other powers that are useful underwater. Because they are aliens, they possess vulnerabilities to things normal humans can ignore such as flames or glowing green rocks. For example, Mermen can't breathe air for very long and must get wet fairly often.

As a variation, an alien (even a Gadgeteer or Vigilante) may have an extra Universal Power for seven powers maximum instead of the three extra skill levels.

Aliens have special weaknesses. Bullets may bounce off their chests but a glowing rock may do them in. The more common the weakness, the less damage it does. The referee and player should work out an appropriate vulnerability. A fairly common weakness does 1D3 BLOOD (or 1D6 Umph if you have the *IPG Companion*) per round, uncommon weaknesses do 1D6 Blood per round and rare weaknesses do 1D6 BLOOD per round and give a -3 to all Control rolls.

Common weaknesses will come up several times in an adventure. Examples are sunlight, fire and having to breathe water. The weakness can be avoided if you plan ahead (work nights or underground during the day, put out the fire or simply return to the water every hour or so.

Uncommon weaknesses don't come up more than once an adventure. Examples are a phase of the Moon, powerful magnetic fields or extremely high temperatures (like a blast furnace). It's a little harder to avoid them (check your almanac, build a faraday cage or wear an asbestos suit).

Rare weaknesses are very exotic and have to be

produced or found at great expense. Examples are glowing meteors, a specific magic spell or a type of penguin. Acquiring one can be the point of a super villain's plot and there is usually some clue an enemy is planning to use one. A purse-snatcher isn't going to whip out an ingot of Destructium (pat. pend.) to defeat Impervious Man. Shielding against a rare weakness is difficult requiring huge lead shields or a specific (one shot use) charm or exotic penguin repellent.

CONSTRUCTS

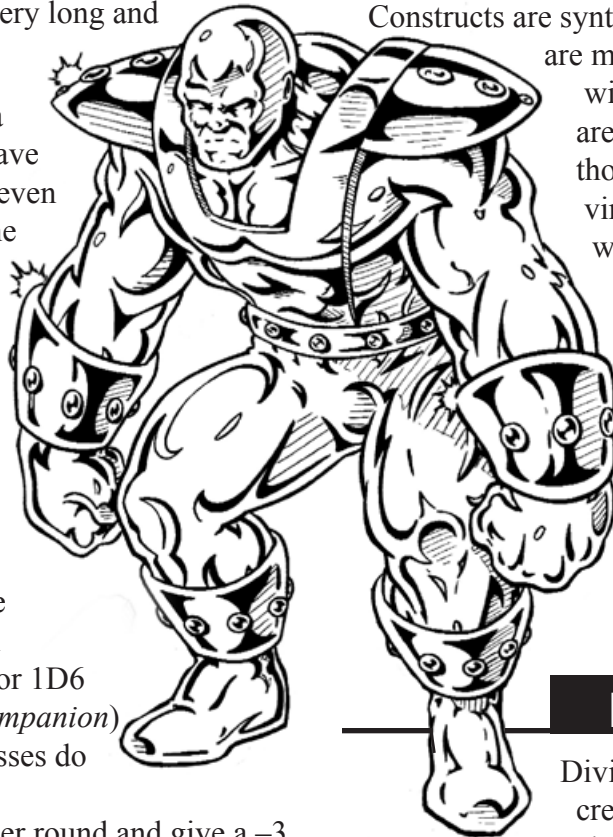
Constructs are synthetically created beings. They are mechanical: robots and androids with artificial intelligence. Constructs are immune to diseases and poisons, though hacking and computer viruses can hurt them. Constructs with any level of invulnerability or armor can operate in vacuum or underwater with no problems. Healing and Life Drain do not work on them. Electrical, magnetic and water-based powers get a +1 to target them. The referee has to decide if Mental Control and Mind Blast work on them and if they can choose these powers.

DIVINE / IMMORTAL

Divine and immortal beings are creatures of magic. All of them can channel belief into raw power. A divine or immortal can channel once an adventure. When he channels, he can raise his stats by points equal to his FAME/INFAMY. He can divide these points among his stats any way he chooses and the effects last 1D6 rounds. When the channeling ends, he is stunned for 1D6 rounds and can only make defensive rolls.

EXPERIMENTS

Experiments can be normal people who received their powers through a scientific mishap or process, genetically engineered or artificially created people designed to have super powers. Gadgeteers and Vigilantes can have this origin in which case their equipment is experimental. Many people try to



recreate the process that gave an Experiment his powers or equipment with varying degrees of success. The character can look forward to a nemesis with the same powers at some point. Experiments also attract the attention of respectable scientists who will advise and give him aid. Once per adventure, he can modify a power temporarily using a borrowed device into a similar power. He might change Mental Control into Mind Blast for example or modify a stun blast to do BLOOD damage.

MUTANTS

Mutants undergo a transformation to use their powers. This can be controlled or have physical or mental triggers. The hero could change at a certain time of day, in pain or when feeling anger. Without the transformation, the hero is a normal human. Mutants can grow, shrink change color and appear to be made of inorganic material such as metal or rock. It takes 1 round to transform. Note that heroes with Metamorphic Powers (invisibility, shrinking and such) only have a delay the first time they use their powers in a fight. Mutants get +1D3 BLOOD when transformed.

TRAINING

Heroes with training have worked intensively to master their powers and equipment. They may be martial artists, masters of magic or mental powers or urban warriors. They do not like failure. Every time a hero with the Training origin rolls a '6' they must make a GUTS roll or lose one point of COOL. If a hero uses a COOL point, they may immediately re-roll any failed roll that is not a '6'. The effects of the second roll must be used.

SIDEKICK

+1 COOL, Athletics, Fashion and General Knowledge

The Sidekick is an alternative to the standard origins. A player can choose to play a sidekick if another player is willing to play his mentor. Sidekicks' origins are usually similar to their mentors'. They are heroes in training and often not taken seriously by the villains or anyone else. They automatically have half (round down) the FAME of their mentor. If a Sidekick ever fails a GUTS roll, he has the option of launching an attack on the object prompting the GUTS roll. If the attack succeeds, the Sidekick doesn't lose his COOL point. If a player wants to mentor a Sidekick he receives an extra GUTS point. If the Sidekick is ever killed or taken out of an adventure, the mentor automatically loses half (round up) his COOL and Character Points.



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NEW CHARACTER TYPES

The following new character types are alternatives to standard classes. Each has a power set to choose from.

COMBAT MASTER

+1 MIGHT, Athletics, Stealth, Vigilante Powers

They are masters of the martial arts, deadly combatants who have made their bodies into living weapons such as ninjas, samurais or the boxer who just won't quit. The Combat Master is a type of Vigilante specializing more in kicking tails than stealth. They can't choose powers from the Universal list but can have Vigilante powers and equipment. A referee might allow a Combat master to take a Mentalist or Mystic power to represent mental training.

Danger Sense: The character gets an Awareness roll when placed in a dangerous situation (for example, ambushes or sneak attacks). The character can sense a dangerous situation from a distance. The character can sense danger **GUILE** X 5 meters at Power Level 1, at **GUILE** X 10 meters at Power Level 2 and **GUILE** X 15 meters at Power Level 3.

Chi Force: The character can make a mystical attack on an opponent. The character makes a normal test of wills. If he wins it the opponent loses 1D3 **BLOOD** at Power Level 1, 1D6 **BLOOD** at Power Level 2 and 1D6+3 **BLOOD** at Power Level 3. Armor or Invulnerability does not protect from this damage.

Living Weapon: The character deals extra damage in unarmed combat making him able to take on many super heroes. The character deals +3 **BLOOD** at Power Level 1, +6 **BLOOD** at Power Level 2 and +9 **BLOOD** at Power Level 3. The character adds his **MIGHT** to this damage.

ANIMALIST

+1 COOL, Control, Endurance, Animalist Powers

The Animalist is a type of Elementalist who can communicate and control animal life. They might be

shapeshifters, shamans, man-beast hybrids or masters of nature. They are heroes who draw powers from the animal kingdom. Some Animalists use their link to beasts to perform superhuman feats. Some are defenders of nature and others wage war on humans who despoil it.

Animal Communication and Control: The character can mentally speak to animals. The range and scope of the power depends on the Power Level. The character can communicate and summon animals **BRAINS** X 100 meters at Power Level 1, **BRAINS** X 1000 meters at Power Level 2 and 10 kilometers X **BRAINS** at

Power Level 3. At Power Level 1, the character can control one narrow class of animals

(mammals, reptiles or birds etc), At Power

Level 2, the character can control a broad

class of animals (flying animals, undersea

animals etc). At Power Level 3, the

character can control any animal with one rare exception (spiders, snakes, piranha etc).

Animal Mimicry: The hero can duplicate the powers of any animal he can touch. The referee has to judge the exact effects. As a rule of thumb, each Power Level can provide a +1 to a stat, 3

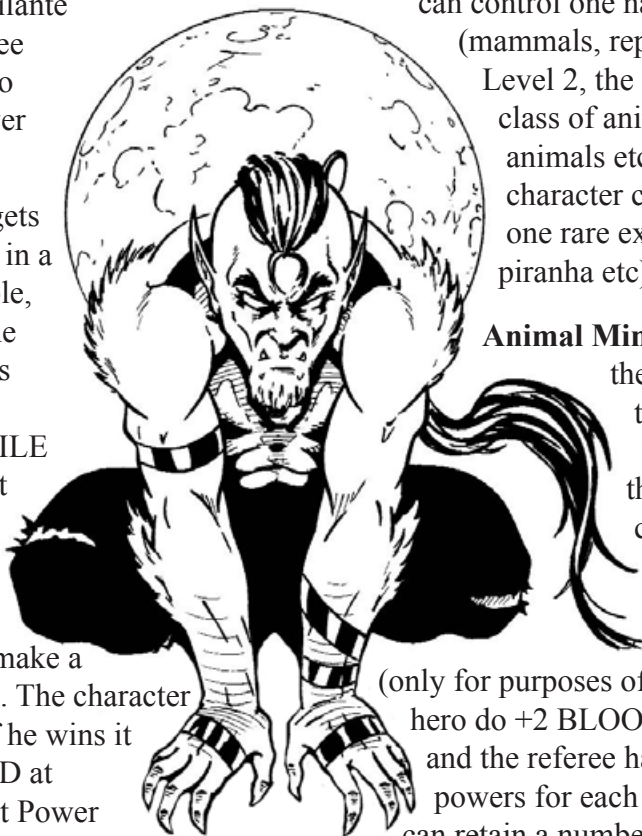
AV, one level of Super Strength, Flying, Swimming, Tunneling or Super Speed

(only for purposes of running) or claws letting the hero do +2 **BLOOD** per power level. The hero

and the referee have to work out the exact powers for each animal mimicked. The hero can retain a number of stock forms equal to his Power Pool.

Animal Familiar: The hero can mentally see through a chosen animal or use any of its other senses.

The animal is not controlled (you need Animal Communication and Control for that). The character can see thorough an animal up to **BRAINS** X 100 meters at Power Level 1, **BRAINS** X 1000 meters at Power Level 2 and 10 kilometers X **BRAINS** at Power Level 3. The character is in a trance when using a familiar and only aware of his immediate surroundings.



CYBORG

+1 MIGHT, Brawling, Technical Knowledge, Cyborg Powers

“Cyborg” is short for cybernetic organism. A cyborg has had parts of his body damaged and replaced with mechanical prosthetics. Some cyborgs may just be a brain in a robot body. Most are at least half organic. The Cyborg is a type of Gadgeteer. In this case, the character IS the gadget. Cyborgs can have Universal Powers due to their reconstruction and might specify that weapons they buy are mounted on their limbs. Their parts can be chrome and shiny or look almost human.

Robotic Replacement: The character has his internal organs reinforced and armored giving +3 BLOOD at Power Level 1, +6 BLOOD at Power Level 2 and +9 at Power level 3.

Integrated Claws: The cyborg has retractable weaponry built into his limbs. Power Level 1 = 4 DMG; Power Level 2 = 8 Damage; Power Level 3 = 12 Damage.

Shielded Senses: The cyborg has electronic sensors that make him difficult to blind or stun. Power Level 1, Stun blasts and Sound or Light Projection stuns the cyborg for half the usual time rounded down. At Power Level 2, the cyborg is stunned for one-fifth the usual time. At Power Level 3, the cyborg is stunned for one-tenth the usual time. The cyborg is always stunned at least one round.

BRICK

+1 GUTS, Brawling, Endurance, Brick Powers

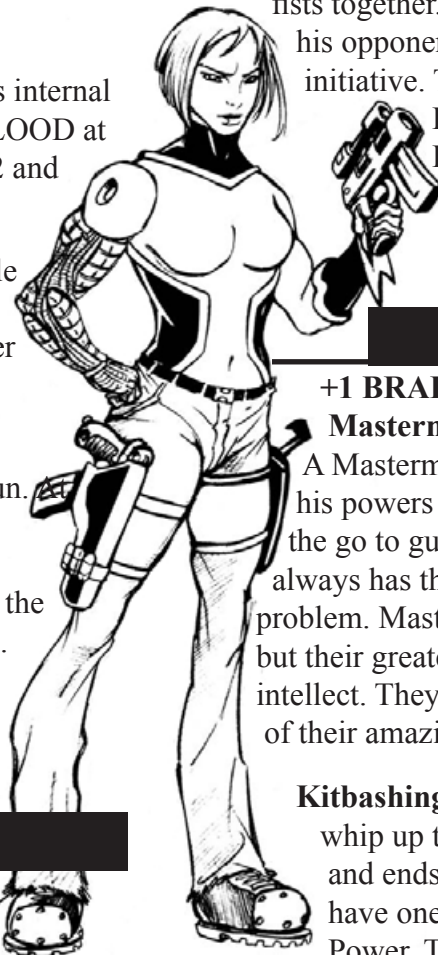
Bricks are Blasters who use their incredible strength and toughness to win fights. They can't project energy like a Blaster but can excel at throwing cars or boulders. Their signature powers are normal human abilities amplified hundreds of times. Most of them have Super Strength and Invulnerability, though some may have only their legs or arms empowered. Bricks can buy powers from the Universal list.

Super Breath: The character can inhale and exhale huge amounts of air. In addition to blowing people over, he can hold his breath for hours as opposed to minutes. At Power Level 1, the character can blow

small objects around and give targets a -1 to actions. At Power Level 2, he can blow people over unless they make a MIGHT roll. At Power Level 3, he can push objects as if he has Super Strength. The strength of the air blast equals his MIGHT times 5.

Super Stamina: The character can withstand incredible amounts of damage. At Power Level 1, he has X2 BLOOD. At Power Level 2, he has X5 BLOOD. At Power Level 3, he has X10 BLOOD.

Shockwave: The character can create powerful vibrations by stomping the ground or slamming his fists together. This reduces the BRAINS of his opponent by one for determining initiative. The effect lasts 1D3 rounds at Power Level 1, 1D6 rounds at Power Level 2 and 1D6+3 rounds at Power Level 3.



MASTERMIND

+1 BRAINS, Con, Awareness, Mastermind Powers

A Mastermind is a Mentalist who develops his powers of reason and perception. He's the go to guy for answers, the one who always has the widget you need to solve a problem. Masterminds may have other powers but their greatest weapon is their uncanny intellect. They are often team leaders because of their amazing tactical ability.

Kitbashing: The character can always whip up the device he needs with odds and ends at hand. Kitbashed devices have one Power Level in any Universal Power. They work for 1D3 rounds at Power Level 1, 1D6 rounds at Power Level 2 and 1D6+3 rounds at Power Level 3. Building a device so quickly takes a toll on the hero's mind, however, and he loses a COOL point each time he uses this ability.

Iron Will: The hero can resist the effects of mental powers. Attempts to control or Mind Blast the hero are at -1 to the Control roll per Power Level.

Analyzing: The character is a master tactician. By observing an opponent for 1D6 rounds and making an Awareness roll the character can devise more potent attacks for him and any teammates. The character can

halve the AV of an opponent for 1D3 rounds at Power Level 1, 1D6 rounds at Power Level 2 and 1D6+3 rounds at Power Level 3.

WIELDER

+1 COOL, Awareness, Control, Wielder Powers

Not all Mystics use spells to fight their battles. Some are people gifted with an amazing weapon or artifact. Wielders are chosen by higher (or lower!) powers as their warriors and given an item with powerful enchantments. Wielders often have no innate powers but form a powerful magical bind with their weapons and cannot be separated from them easily. Wielders can use Universal Powers but the majority of their abilities should come from their weapon. Weapons do a base 6 BLOOD and the characters add their MIGHT normally.

Worthiness: The Wielder can summon the weapon to him from a distance. In addition, the weapon will resist all attempts to remove or restrain it. The Weapon has MIGHT 5 at Power level 1, MIGHT 15 at Power level 2 and MIGHT 25 at Power level 3. It will break free of anyone with a lesser MIGHT and inflict damage equal to its MIGHT on any barriers between it and its master.

Enhanced Attacks: The weapon increases the damage done by the character in close combat. At Power Level 1, the weapon increases damage to the Character's MIGHT x 2. At Power Level 2, the weapon increases damage to the Character's MIGHT x 5. At Power Level 3, the weapon increases damage to the Character's MIGHT x 10. This increase is used in place of the increase for Super Strength.

Shield: The character can use his weapon to deflect incoming attacks with a successful Control roll. At Power Level 1, the hero can deflect one attack instead of making an attack roll. At Power Level 2, the hero can turn unlimited attacks but the hero loses his attack. At Power Level 3, the hero can turn unlimited attacks and deflect one back on the attacker and still gets to make a normal attack.

CREATING NEW CHARACTER TYPES

Don't try this unless you are a professional. Oh heck, try it anyway. Say you have an idea for a character that just doesn't exactly fit any of the backgrounds. Create your own Hero Type. Give it +1 to any attribute, +1 to any 2 skills and three powers to choose from using the existing powers as examples.

New Hero Type Example: Bolt

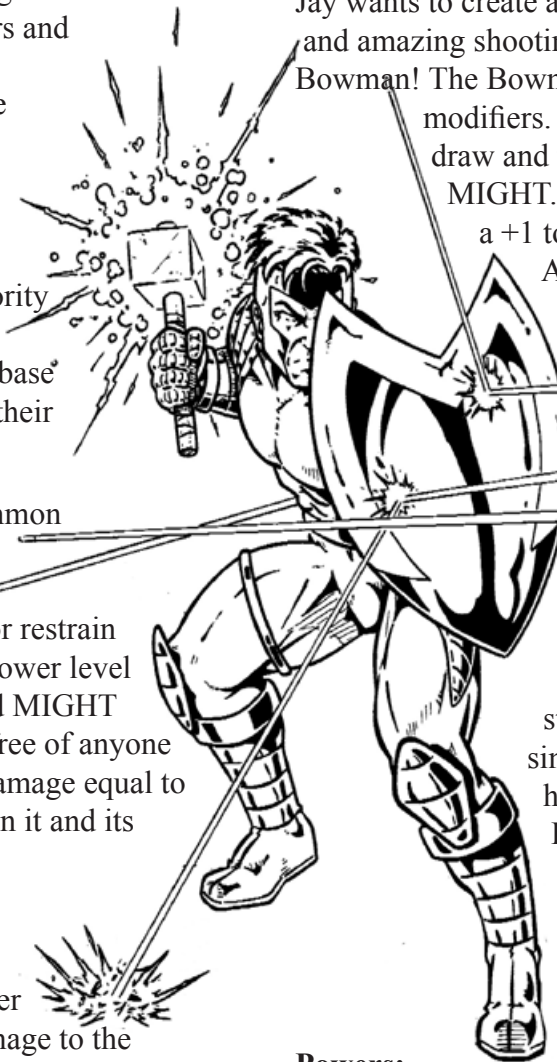
Jay wants to create a new hero who uses trick arrows and amazing shooting skill to fight crime: Bolt the Bowman! The Bowman Hero Type has the following modifiers. Since you have to be strong to draw and fire a bow a Bowman gets a +1 MIGHT. For skills Jay gives the Bowman a +1 to Shooting (of course) and +1 Athletics. A Bowman excels at shooting and evading attacks.

Jay decides the Bowman is similar to the Vigilante and Gadgeteer, no Universal Powers. A Bowman can get a number of weapons equal to his BRAINS attribute by spending a point from his Power Pool. The referee provides stats for the following weapons since the weapons chart doesn't have many bows: Longbow: 7 Damage/Cost 75, Crossbow 6 Damage/Cost 60, Pistol Crossbow 5 Damage/Cost 40.

Powers:

Special Arrows: The Bowman can craft arrows with various warheads. Trick arrows deal 4 damage at Power Level 1, 8 damage at Power Level 2 and 12 damage at Power Level 3. The damage comes in various types (acid arrow, ice arrow, electrified arrow etc.) The Bowman can produce an appropriate arrow with a Control roll. Special arrows can even do Umph damage if you use the optional Brawling rules. Instead of doing damage, a trick arrow could impose a -1 to a target's actions for each Power Level for the next round.

Critical Shots: The Bowman can use his incredible



NEW SUPER POWERS LIST

For those of you who need still more direction the following additional powers are offered.

UNIVERSAL POWERS

Any hero type, with the exception of Vigilantes and Gadgeteers, can take Universal Powers.

Barrier: The hero can create a wall of matter or energy. Matter barriers (stone, ice, bones etc) take 10 BLOOD per level. Energy walls do 4 damage per level to objects or characters trying to pass through.

Metamorphic (Addition): At Power Level 1, the hero has Chameleonic powers (Invisible Girl, Mystique). At Power Level 2, he has Distortive powers (Mr. Fantastic). At Power Level 3, he can completely Polymorph his own body (Changeling). Metamorphic powers can give a +1 to escape entanglements or wriggle through barriers, 3 AV per level or a +1 to attributes per level. MIGHT can be modified above 3 and acts as Super Strength.

Snare: The hero can encase a target in some material he creates: ice, webbing, cement etc. Snares have 10 BLOOD per level. An ensnared hero may make no defensive rolls while trying to free himself.

skill to place a shaft exactly where it will do the most good (or the least if you're the target). The Bowman gets a +1 to hit at Power Level 1, at Power Level 2 he receives a +2 to hit and at Power Level 3 he receives a +3 to hit. These pluses can only be used to offset penalties for shooting at specific locations such as hands and heads. Even if he can't scratch a villain's armor suit, he could still hit the self-destruct switch on the crook's handheld remote. Generally, hands and handheld devices are at -2 to be hit and heads, vision slits or specific control switches are -4 to be hit. Head strikes do an additional 4 damage if armor is penetrated.

Trick Shots: Trick shots include firing several arrows at once, doing amazing ricochet shots and stapling a foe's cape to a wall. All trick shots require a Control roll. At Power Level 1, one extra arrow can be fired at no penalty. At Power Level 2, two extra arrows may be fired (three total) at -1 to hit or one arrow can be ricocheted off several surfaces with -1 for each ricochet. At Power Level 3, two arrows can be fired to hit precisely the same spot adding their damage into a single attack. Trick Shots can be combined with Special Arrows.



Swimming: The hero can swim a number of meters per round equal to MIGHT at Power Level 1, MIGHT x 2 at Power Level 2 and MIGHT x 5 at Power Level 3. Swimming gives the ability to breathe water and a +1 to escape bindings and entanglements underwater. Out of the water, it gives 1 AV per level and +1 MIGHT per level. MIGHT cannot be increased and then multiplied with Super Strength. You take one or the other.

Tunneling: The hero can dig through the earth leaving a tunnel behind him. At Level 1, he can dig MIGHT/2 meters per round through earth. At Level 2, he can move the same speed through rocky soil. At Level 3, he can dig through solid rock at one meter per round. He can leave a tunnel behind him big enough for MIGHT characters to stand in.

UNIVERSAL GADGETS

Any hero, including Vigilantes and Gadgeteers, can purchase universal gadgets. One power point allows a hero to get a number of gadgets equal to his BRAINS.

First Aid Kit: A first aid kit can restore 1D3 BLOOD to an injured character once per adventure.

Motorcycle: Any hero who can't fly or use superspeed needs one. A motorcycle's stats (according to the *IPG Compendium*) are

Era: 6

Crew: 1

MAN: +2 **GR:** -1 **DMG:** n/a **AV:** 0 **SI:** 2

Night Vision Goggles: These goggles let a character operate in darkness without a -1 penalty.

Secret Pouch: A secret pouch hidden in a costume can hold a few small items (a wallet, watch, cell phone... eyeglasses). A secret pouch can only be found after a search of an unresisting hero by making an Awareness or Thievery roll.

Signal Device: A signal device is a small transmitter and earpiece set that sends secure communications to members of a super team. It can send voice transmissions or an emergency signal and contains a locator to help your friends find you when you're knocked out.

Smoke Bombs: A smoke bomb imposes a -1 on any attacks by the character targeted. One is usually enough to affect all the henchmen. The -1 lasts 1D3 round.



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Swingline: A swingline lets a character swing 10 meters times his Athletics skill. A character can also wrap a swingline around a target and hold him. A character can escape by rolling Stealth or doing 8 or more points of damage to the swingline. Characters trying to free themselves do not get a defensive roll.

BLASTER POWERS

Energy Absorption: The character can convert some of the damage of energy attacks that hit him into extra BLOOD or damage for his attacks. At Power Level 1, he may absorb 1D3. At Power Level 2, he may absorb 1D6. At Power Level 3, he may absorb 1D6+3. The character can get a maximum health of 28. If this exceeds his normal health, he loses the bonus health after the fight is over. The character can optionally drain electrical power from nearby machinery he can touch or put out fires etc. He can also add one half the energy absorbed to his next attack.

Energy Body: The character can become living energy. He does 4 damage each level to people touching him. The form also provides 2 AV per level. Some forms of attack are especially deadly. Water attacks will hurt a flame or electrical being for example. Special attacks do 4 damage per level of the power.

Decoys: The hero can create duplicates of himself. These duplicates have none of the hero's powers except those necessary to keep up with him (for example a flying hero's duplicates could fly). They can't make attacks and are eliminated like henchmen. A hero can create 1D3 decoys at Power Level 1, 1D6 decoys at Power Level 2 and 1D6+3 decoys at Power Level 3.

VIGILANTE POWERS

Vigilantes use a combination of training and cutting edge gadgets and weapons to fight crime.

Gas Bombs: The character has one of these per level of Control. Gas Bombs stun a character for five turns per level. Characters can make a GUILF roll to hold their breath.

Throwing Blades: The hero can throw a number of blades or micro bombs or darts to great effect. At Power Level 1, the hero can throw 1D3 blades, at Power Level 2, the hero can throw 1D6 blades and at Power Level 3, he can throw 1D6+3. Each blade does

2 damage. Each blade can also take down a henchman when the Vigilante makes a successful Shooting roll.

Stealth Suit: The costume of a Vigilante usually allows greater stealth than a bodysuit and cape in primary colors. A Vigilante can make a devastating attack at the start of a fight when he has surprise (i.e. makes a Stealth or Thievery roll). At Power Level 1, the hero does an additional 2 damage, at Power Level 2 the hero does an additional 5 damage and at Power Level 3 he does an additional 10 damage. This bonus only applies to one blade if more than one hits.

Martial Arts: The hero is no mere brawler but a master of unarmed combat. He can eliminate henchmen as if he has a super power. He makes a Control roll to eliminate henchmen.

Heromobile: The Vigilante has a cool set of wheels.

Era: 6

Crew: 1-2

MAN: +1 **GR:** -1 **DMG:** n/a **AV:** 0 **SI:** 10

Each power level improves one stat by one. A stat can only be raised once. A Vigilante can specify that a weapon from his pool be mounted on his car.



OPTIONAL RULES

You don't have to read a lot of comics to realize there are different levels of realism and power levels in different series. For example, guns are still quite lethal in most stories about Vigilantes. In a story with Blasters flying around in colorful costumes, they lose some of their bite ("Arggh! He clipped me!"). The following rules reflect different tastes in story telling. Use some, none, or all of them but be sure your players know what rules you're using beforehand.

BRAWLING

1PG combat tends to be deadly and even a few punches can kill a character. Although this is true to life, superheroes are made of tougher stuff and regularly slug it out and sustain ridiculous amounts of damage. Using the Brawling rules can recreate this flavor.

Attacks and Damage: in order to deliver non-lethal damage, referees may chose to add a derived attribute called Umph. Umph is determined by a character's MIGHT and Brawling skill. Add these two together and multiply the result by five. For example Dr. Bones has MIGHT 2 and Brawling 2. His Umph rating is 20 $((2+2) \times 5)$. Umph functions as a BLOOD "buffer". Whatever damage is delivered to a character from punches, kicks and other damage the referee determines to be non-lethal, the damage is removed from Umph first before the damage starts to carry over into BLOOD points. Yes this means you have to track lethal and non-lethal damage separately. That is the price of more complexity in the system - more bookkeeping. When a character's Umph hits zero, they are knocked out. Damage inflicted past this point comes from BLOOD.

A referee could use Umph for damage that a character's powers would reduce but not eliminate. For example a character with Fire Elemental powers might take Umph damage from an explosion. The concussion of the blast would hurt but not the heat. The player and referee should work this out in advance.

Characters with Super Strength make the most of this rule. Instead of figuring their Umph as $(\text{MIGHT} + \text{Brawling}) \times 5$, their Umph is their adjusted MIGHT $\times 5$. A character with MIGHT 2 and Super Strength at Power Level 2 would have an adjusted MIGHT of 10 and 50 Umph. Damage they receive in brawling, even

from super strong characters, is still deducted from Umph. A character with Super Strength does damage directly to the BLOOD of characters without Super Strength.

Recovery from a KO: a character remains unconscious for 1D6 rounds. They regain consciousness but lose half their Umph score (round Down). If they are knocked out again, they return with a quarter of their original Umph. If they get knocked out again, the damage is serious and the character is either out of the game or borderline comatose. A full night's sleep returns all Umph.

Additional Realism: a human(oid) body can withstand only so much before it begins to become impaired. After the recovery from the first knockout, reduce a character's BRAINS attribute by '1'. This is a representation of 'punch drunk'. If this reduces a character's BRAINS to 0, he needs medical attention quickly, as he is about to go into a coma. Assuming that a character can get knocked out a second time, his BRAINS attribute is reduced by another point and both MIGHT and GUILF are reduced by 1. If he's still standing the third time is the charm. BRAINS is reduced by another 1 and they're headed for comaland as no attribute can be higher than 3.

Recovery from a Severe Beating: This is only used in conjunction with the Additional Realism optional rule above. Umph is returned with a full night's sleep, but characteristic damage heals at a rate of 1 point per week.

Heavy Lifter: The basic rules allow a character with Super Strength to lift a number of tons equal to their MIGHT. This is a maximum of 30 tons. What about comics with supers throwing tanks around? Allow characters with Super Strength to make a Control roll and multiply their lifting capacity by the number of points they made the roll by. A character who could lift 20 tons who makes a control roll by 2 would be able to lift 40 tons.

Limited Invulnerability: Invulnerability and Gadgeteer Armor are no longer complete protection. Power Level 1 gives 10 AV. Power Level 2 halves any damage that exceeds 10 and Power Level 3 quarters remaining damage.

Limited Integral Weapons: Integrated Weapons are pretty nasty. To keep Gadgeteers from just standing



and blasting, Integrated Weapons must cool down and recharge etc. Integrated Weapons can be fired at half damage every turn.

Targeting: Sometimes a super hero wants to hit a specific location, a gadget held in a villain's hand or a weak spot in a giant robot's armor. Trying to hit an arm is at -2, a hand is at a -3 and the head is at -4. Hitting the head causes an additional 4 damage. Targeting can also be used to bypass armor. By spending one round to aim and taking a -3 to his roll, a character can halve a target's armor for his next attack. This is not cumulative with the Mastermind's Analyzing power.

Tank Busting: Strangely enough, normal humans often survive attacks from supers that destroy heavy machinery and vehicles. If you're using the *IPG Companion*, consider superpowers to be ERA 8 for purposes of damaging vehicles. For example, a super hero with 10 AV from Invulnerability would be 3 AV vs. a modern tank gun (ERA 6). An integrated weapon that does 20 damage would do 4DMG against that same tank. Note that in the comics many secret organizations do have ERA 7 gear and alien invaders might have ERA 7 or 8 equipment.

STUNTS

The referee may allow stunts in his game. A stunt costs a character point during character creation and a character can start with two stunts. Stunts may be bought afterward for three points each.

Improved Clubbing - The Hero does additional damage by using his super strength to utilize large objects (street lamps, fenders etc.) as clubs. Large objects used as clubs do up to 8 BLOOD but can't do more than the hero's strength in damage.

Piercing Attack - The hero can find a weak point in any armor or defense. One of his attacks does a minimum of one point per level.

Going All out - The character can do double damage with a single attack by sacrificing a COOL point and making an Athletics roll. The hero is stunned for 1D6 rounds after.

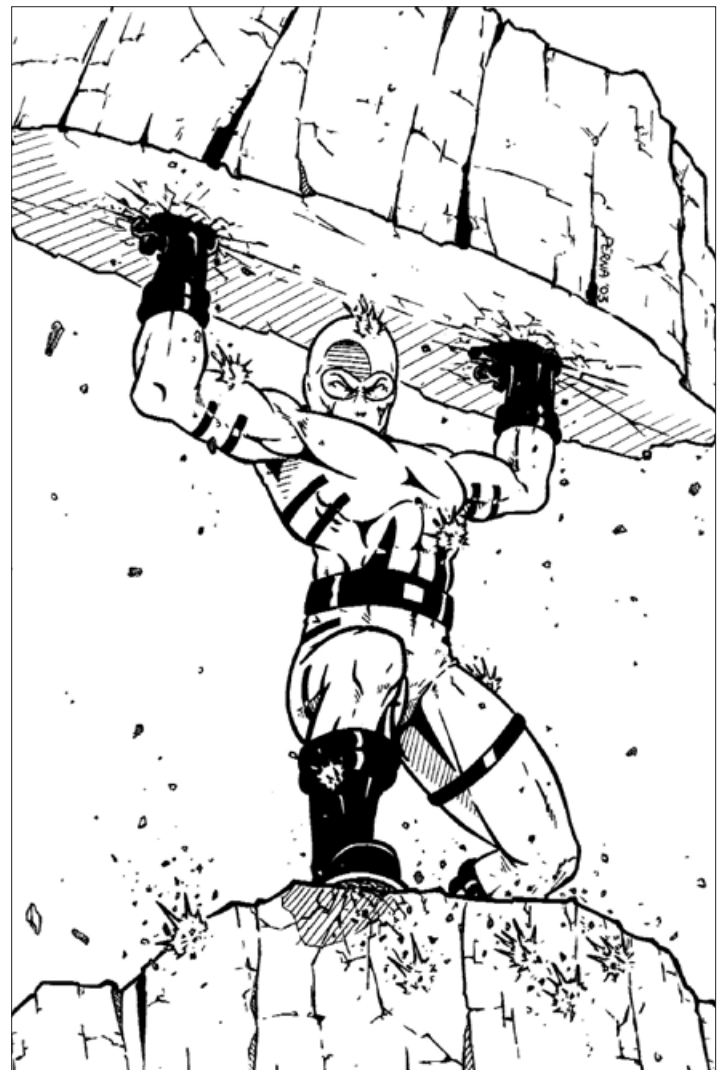
Charging Attack - The hero can fly, run or use any movement power to deal additional damage. The hero does 2 points per level of movement in addition to his MIGHT.

Hidden Strength - By sacrificing a COOL point the hero can regain 1D3 BLOOD.

Combat Moves - The hero is especially alert. His BRAINS stat is treated as 1 greater for determining initiative.

Calling Card - The hero has an unnerving presence. His laugh, appearance or even shadow can frighten henchmen allowing him to frighten away henchmen by making a roll against his Fame/Infamy. He chases one henchman off for every point he makes the roll by.

Taunt - The hero can be incredibly annoying. If he spends a round just busting the bad guy's shoes, he can make a COOL vs. COOL roll (don't add FATE to either roll). If he succeeds AND the villain didn't hit him that round, he's goaded the villain into doing something exceptionally stupid (like standing on the spot marked 'X', setting himself up for a surprise attack doing extra damage or blasting his loyal lieutenant.) The referee has the final say on the exact results.



VICTORY CITY

Victory City is a huge sprawling urban center. It was formed when several adjacent cities and towns consolidated a hundred years ago. It's on a coast, east or west is unimportant. It has a large number of superheroes, with and without powers. It is divided into five boroughs arranged around Victory Bay. Each of the boroughs was once an independent township. The Core was a middle ground built up when all five incorporated in 1899.

BECKTON

Beckton is the oldest section of Victory City and was originally the homesteads of wealthy landowners. Its people are conservative and the whole place is a little behind the times. The buildings are mostly under ten stories. There are many residential areas with private homes and small shops. The police in Beckton are courteous, professional and honest. They enjoy the best community relations in the city. The local heroes spend a lot of their time helping with various city projects such as demolition, construction and charity drives. It's like the Superfriends are cast in a Frank Capra movie. Beckton is the safest neighborhood in Victory City and its heroes are usually high powered. The following locations are of note:

Fort Binderbeck

The local army base, Fort Binderbeck, is often used to test experimental weapons and other devices. Victory City's heroes often participate in weapons tests as willing targets! The base is also occasionally the target of supervillain attacks to steal said weapons. Fort Binderbeck has a large hospital and medical research facility as well and is often used to treat super powered patients or deal with exotic diseases.

The Round Tower

The Round Tower was here when the first Beckly founded Beckton. Its builders are unknown and scientific tests give ridiculous ages for the building, anything from last year to 10,000 years old. The Tower is carefully guarded by the police and Park Service and monitored by several heroes and teams because, sometimes and without warning, it allows time travel. People walking through the tower have walked out into other times. Until a method to control the effect is found, it is off limits to all.

Whiz Bang Diner

In the early sixties, local heroes defeated the Red Warrior, a Soviet robot programmed to lead a socialist revolution in America. Instead of junking the robot, a number of AI Rights advocates demanded he be disarmed and reprogrammed. After being certified safe, Bobo, as he preferred to be called, went to work at the Whiz Bang Diner. The owner, a reformed criminal genius, Dmitrius 'Biff' Morla, has since mentored several reprogrammed robots and androids and given them valuable experience dealing peacefully with humans as well as spare parts and repairs. Any AI finding itself in trouble could find a safe haven in the diner or at least some friendly advice. Many heroes drop by the diner to check up on the robots.

Typical Heroes

Beckton heroes tend to be big guns. The heroes are as busy helping city projects and charities as they are fighting crime. Heroes usually have the full cooperation of the police.

Titan

Identity: David Wagner

David Wagner was a helicopter reporter for BKT News. In 1986, he suffered engine trouble over Goat Island and crashed into the Ocean nearby. Swimming from the helicopter, he discovered a glowing golden belt in the shallows and was compelled to put it on. Unknown to Wagner, the belt's previous owner was Mega Woman and it had lain there since her death in the first Nanite Invasion. When he put on the belt, Wagner grew to enormous size. Since rescue teams saw this, he decided to dispense with a secret identity and publicly became Titan.

Titan immediately set to work making Beckton a better place to live. He helped the city save money by completing various construction projects. As a giant, he couldn't really chase crooks through crowds or narrow alleyways. However, within a month of his empowerment, Major Mayhem made his debut. Titan's brawl with Mayhem's Unstoppable X-1 robot is still talked about locally.

Titan helped rebuild the Beckton Clocktower, renovate local highways and bridges and was a founding member of the Ideals in 1993 during the Second Nanite Invasion. Until 1993, he was a frequent partner



to Hyperon. After the invasion, the two barely spoke. Titan often partners with the Dark Avenger.

Nike has a friendly rivalry with Titan. They both have a running game on who can bring in Major Mayhem the most times in a month. Loser buys dinner for the Ideals' monthly recruitment meeting at the Whiz Bang Diner.

Titan can grow up to 30 meters in height. At full size, he can lift about 90 tons and is the strongest superhero on Earth. At normal size, he can still lift 15 tons. He possesses limited invulnerability in all forms and can shrug off low powered gunfire. Titan's control over his powers allows him to distort his body, making a huge fists etc. but he finds it silly looking.

Titan (Superhero/ Training/ Wielder)

MIGHT 3/ Athletics 1, Brawling 1, Endurance 3; LOOKS 2/ Charisma 1; GUILE 2/ Awareness 1, Piloting 2; BRAINS 3/ Control 3; FAME 6; BLOOD 25/35;

Superpowers: Super Strength 2 (MIGHT 10);

Equipment: Golden Belt Armor (AV 6), Super Strength +1 (MIGHT 30), Metamorphic 2 (Growth), Worthiness 1 (MIGHT 5 to resist being picked up or held).

Stunts: Improved Clubbing, Going All Out, Digging Deep. Each Level of Growth gives +5 BLOOD and AV 5 but -1 to Athletics to dodge attacks. The belt doesn't have any powers when it isn't worn. Only Titan can use it and he can access its powers if it is within reach.

Nike

Identity: Portia Stone

Portia Stone was an anthropology major at Victory University specializing in Greek and Roman mythology and folktales. One night, heading home from class, a bizarre woman offered her great power if she could answer a few riddles. Portia decided to humor her and answered the riddles (which she recognized from her studies). The woman bestowed the powers of Nike upon her. Portia could instantly transform into the goddess, create armor or weapons for herself and shields for others. After experimenting with her powers, she took to patrolling the city at night and soon stumbled across Major Mayhem, attempting to steal an experimental robot gunship from Fort Binderbeck. She managed to chase the villain off.

Since then, Nike has tangled with the Major and managed to jail him several times. She's become the unofficial protector/mascot of the Fort and has a semi-friendly rivalry with Titan. Nike is a member of the Ideals and began several charity funds.

Nike (Superhero/ Divine/ Gadeteer)

MIGHT 1/ Athletics 2, Brawling 1, Shooting 2; LOOKS 3/ Fashion 2; GUILE 2/ Awareness 2, Stealth 1; BRAINS 3/ Control 3, General Knowledge 1, Science 1, Technical Knowledge 1; FAME 6; BLOOD 25;

Superpowers: Armor AV 20, Passenger Capacity 3, Flight 3000', Integrated Weapon (20 damage);

Stunts: Hidden Strength, Combat Moves. Nike can conjure a flaming sword or bow (Integrated weapon). Her hudgets are actually magical constructs she can instantly create. They glow faintly.



Sid 'the Squid'

Identity: Sid Klein

Sid is a cheap crook at heart. He has more brains than most. After washing out of the Navy SEALs, he took to crime. With Nike and Titan guarding the city, he has taken his gang underground into the sewers under Beckton. Sid's gang is equipped with night vision gear, motorized skateboards and aqualungs to get almost anywhere in the rain tunnels. Titan has tried to bring him to justice and jailed many of his men but is at a disadvantage in the cramped tunnels. Sid has fortified the tunnels around his base with alarms, traps and guards.

Sid the Squid (Crook/Cheap)

MIGHT 2/ Athletics 3, Brawling 1, Shooting 1, Endurance 1; LOOKS 1; GUILF 3/ Stealth 1, Thievery 1; BRAINS 2/ Technical Knowledge 1: Infamy 2; BLOOD 15.

Equipment: Auto Pistol (8 damage), Grenade (20 damage), Kevlar vest (AV 4).

THE CORE

After decades of super battles, alien invasions and attacks by villains, most of the city's administrative offices and vital services have moved underground for safety and security. They take the form of an inverted skyscraper called The Core. This includes surrounding surface buildings and a thriving commercial zone. Most of the high technology spun off from super teams is located here.

The Core can generate its own forcefield in case of emergencies. The field is extremely powerful but slow to start up. When the field is turned on, it is Power Level 1 (10 AV). Each minute it is up and running, it increases one Power Level up to Power Level 3 and 30 AV. It has held off attacks by some of the most powerful supers in tests. Engineers are trying to decrease its warm up time.

The Core uses Mag-Lev trains for mass transit. A super conductor grid extends outward from the Core into Steel Town and Beckton. There are plans to extend it citywide in the next decade. A number of city organizations such as STEP use flying cars to reduce traffic and speed emergency response. The flying cars all use a form of Mag-Lev and can't operate outside the city,

STEP HQ

Victory City operates STEP (Special Tactics and Emergency Procedures), a special paramilitary police force to deal with superpowered crime. The officers live at the headquarters in barracks when on duty. They have access to flying cars, improved body armor and cutting edge rail gun weaponry. In the past, they have had mixed success dealing with super crooks. Their headquarters is on the surface guarding the road ramps into the lower Core.

Super Mall

At the bottom of the Core is the Super Mall, a series of shops catering to superheroes' needs. No weapons are sold here, but, if you need a wristband GPS to find your way flying around or a titanium case for your cell phone, this is the place to go. In addition to the shops, there is a small food court, bar and spa. Supers using the Mall can get anonymous debit cards and accounts to hold rewards and fees to make it easier to spend money here.

Undersea Gate

The underwater races use mystical pools to teleport great distances under the oceans. To allow them easier communication with the surface, they constructed the first pool on dry land. The gate is a large pool about 30 meters square. It is covered by a geodesic dome and surrounded by support machinery in the form of huge clear cylinders of glowing liquids. It is always under heavy police guard to protect ocean diplomats from the curious or protesters. In the past, a few criminals have hacked the Gate to attack Victory City or to just escape justice. Near the pool is a water tank with living quarters for merpeople.

Nanite Pavillion

The Nanite is a colony of alien microscopic machines. It is sentient and was once part of a larger colony that tried to invade Earth. This collection rebelled against the majority and helped Earth's humans repel them. Today, the Nanite devotes most of its time to studying human social systems. To test its theories of human society, it built a miniature city people with androids millimeters tall. The androids have limited intelligence and occasionally get out.

The Nanite and its city occupy a 10-meter table that is enclosed in a diamond fiber dome. The table is housed in a museum surrounded by visitors' galleries with microscopic views of the city and various artifacts the



Nanite and its androids produced. Recently, the Nanite produced Microgirl, a fully sentient android that can grow to a few inches tall to represent the super hero demographic. She has helped human heroes on several occasions but usually rounds up escaped micro citizens and helps with micro crime.

Local Heroes

Core heroes are mid-power level with a large number of Gadgeteers and Vigilantes. The police will usually cooperate with heroes unless they stomp all over a crime scene. Most heroes deal with supervillains.

Mink

Identity: Robin Mendoza

Robin Mendoza is the great niece of the pulp-era heroine, The Silk Veil. As the Mink, she is a member of the New Victory Force. She was an industrial spy using her looks and charisma to get secrets. When she heard the plot to rob Jordan Colbert's workshop and terminate him, she created the Mink identity to stop the plot without losing her reputation as a neutral party. She failed to stop the fight that cost Colbert his life and had no hard evidence. She trained intensively for nearly a year before becoming the Mink again to infiltrate Omnitech. She discovered the prototype android they were working on from Colbert's research and accidentally activated it, creating the Black Nova.

After these failures, Robin became a thief, having used her finances on her training and equipment, but concentrated on jewels and easily fenced merchandise. After a few weeks, Magnoman brought her in when she tried to rob the Victory Mutual Bank. Magnoman thought she was more than a thief and attempted to get her parole but failed.

After a year in jail, Magnoman appeared to ask for her help. A Dr. Felsten claimed to have a device that neutralized superpowers and criminal traits. Felsten insisted that powers made a person more reckless, less inhibited and contributed to criminal behavior. Magnoman and the police wanted her to go undercover as a patient. Robin agreed.

When she got to the hospital, she discovered Felsten was actually Magnoman's nemesis, Magnattack, who used the device to mind control his patients. She got word to Magnoman and he and the police staged a raid. Magnattack got away in the fighting but all the patients were freed and returned to normal with data

Robin stole from the hospital computers. She was released from prison.

The Mink regrets her criminal career and is making the most of her second chance. She is staying with Victory Force, though she doesn't think she fits in. Magnoman keeps encouraging her. Robin secretly wants to do something about Colbert's murder and track down the Black Nova. She mainly operates in the Core and Black River.

Robin does most of her investigations undercover and with a drink in her hand (ginger ale these days). She is a flirtatious and engaging woman in or out of costume. The Mink is not aware of it but she is a big morale boost to the members of the fledgling Victory Force.

In costume, the Mink is one of the best martial artists around, able to hold her own against low powered superhuman opponents. She's fought Bomber to a stalemate, which she views as an accomplishment even if no one else does.

Mink (Superhero/ Training/ Vigilante)

MIGHT 3/ Athletics 1, Brawling 2; LOOKS 3/ Charisma 1, Fashion 1; GUILF 2/ Awareness 2, Piloting -1, Stealth 2, Thievery 1; BRAINS 2/ Control 2, General Knowledge 1, Sciences -1, Technical Knowledge -1; FAME 3; BLOOD 20.

Superpowers: Martial Artist, Armor 3 AV, Stealth Suit 2 +5 BLOOD in sneak attack/+2 Stealth., Throwing blades (1D3 2 damage each). Mink can use the Piercing Attack stunt with her throwing blades and Danger Sense stunt.



King Valor

Valor is the king of Atlantis, the underwater civilization. Atlantis is very wary about contact with the surface world. Valor is a progressive leader and has established an Atlantean embassy in Victory City. There appear to be several races of Atlanteans and several other less extensive undersea nations.

King Valor's father, Victor, was a despot who attacked the surface world several times. After his last invasion, the people rebelled and exiled Victor, replacing him with Valor. Valor's rule is not always secure. In spite of this, he has aided the surface world, chiefly during the last Nanite Invasion. The Atlanteans viewed this alien race as a threat. Valor is the most powerful mentalist of a race of mentalists.

King Valor (Superhero/ Alien/ Animalist)

MIGHT 3/ Athletics 1, Brawling 2, Endurance 1; LOOKS 3/ Charisma 2; GUILF 2/ Awareness 2, Piloting 1; BRAINS 3/ Control 2, General Knowledge -1, Sciences 1, Technical Knowledge 1; FAME 4; BLOOD 22.

Superpowers: Swimming (12 meters per round MIGHT 5 and AV 2 out of water, +2 to dodge or escape underwater), Animal Communication and Control (3 kilometers, sea creatures), Sonic Blast (GUILF roll or target is stunned for 5 turns)

Stunts: Charging Attack, Combat Moves, Danger Sense stunt.

Weakness: Valor needs to immerse himself in water at least once per day or he begins to suffer 1D3 Blood per minute.

Troll

The Troll was a henchman of Mr. Punch (see Funeral for a Marionette). He is an animated stony statue with incredible strength. He was trapped in drying cement by the mystery men of the '30s and slept as part of a building for 70 years. When a giant robot demolished the building a few years ago, he woke up and has given local heroes a pain ever since.

Troll (Supervillain/ Alien/ Blaster)

MIGHT 3/ Athletics 1, Brawling 3, Endurance 1; LOOKS 1; GUILF 2/ Awareness 2, Stealth 1; BRAINS 2/ Control 2, General Knowledge -1; FAME 4; BLOOD 30.

Superpowers: Super Strength 3 (MIGHT 30), Invulnerability 1 (AV 10), Regenerate 1D6 per round

(no attack allowed). **Note:** Troll shatters when he loses all BLOOD but his regeneration power lets him be reborn from a single shard. In sunlight troll's regeneration does not work and he is at -1 to MIGHT.

NORTH & SOUTH ARGENT

The borough of Argent is laid out on the Northern peninsula of Victory Bay. Early settlers built a wall across the peninsula for defense. The wall divided the borough into North and South Argent. North of the wall were rich, large farms while South was a small town of tradespeople. Today, Pike Street divides Argent into the affluent North and working class South sections.

The heroes in Argent are grouped into North and South camps and they do not get along well. In fact, they often will brawl. Most of the North Argent heroes are members of Victory Force, founded by the first Hyper-Man. The South Argent heroes are not organized into formal teams but partner up as circumstances demand. One thing they do cooperate on is chasing the North Argent heroes off their turf. Criminals have recently begun exploiting this by fleeing from one section of Argent to the other when heroes are chasing them.

As a result of the infighting, police look on most heroes in Argent with annoyance.

Pike Street and Media Row

Pike Street is also known as Media Row. Most of the newspapers in the city as well as the television stations are clustered here. The Lamb Media building dominates the end of the row.

Media Row suffers from many supervillain attacks. Up and coming villains know that any crimes here make the news immediately. Fortunately, a lot of young superheroes hang around to make a reputation beating up new villains.

Media Row also marks the boundary between North and South Argent. One of the few remaining old style 'el' trains in the city runs along Pike Street and ends at Lamb Media. It runs into the rest of the city but goes underground at the Riverside Station, a huge sprawling rail terminal for many interstate trains as well as locals.

Lamb Media

David Lamb was the first Hyper-Man. He was a



mutation with super speed whose powers manifested in his late thirties. He used his powers to further his news career for several years and eventually bought his own cablevision station. He turned it into a super hero news channel. David retired after his powers began taking their toll on his body. He was and is hugely successful because of his inside knowledge and today he runs a huge media empire and can turn public opinion for or against any super hero. Lamb created Victory Force and is against the South Argent heroes. But he tries to appear neutral to maintain journalistic integrity. This doesn't fool many super heroes or villains.

Magnoman

Identity: Gordon Emmett

Gordon Emmett was an engineer who worked on the superconductor grid under Victory City. Gordon used municipal equipment to perform his own experiments in an underground substation. One night, a group of crooks broke into the station to steal valuable superconductor cables and captured Gordon. Their leader decided to overload Gordon's equipment and cause an explosion to hide their robbery. The equipment did overload but, instead of exploding, it created an electromagnetic field that gave Gordon magnetic powers. He quickly used them to find the crooks and turn their car into a cage. He kept in the shadows while doing this and fashioned a costume when he got home to hide his identity.

Unfortunately, one of the crooks was also caught in the fringes of the magnetic bubble. He developed similar magnetic powers and became Magnattack. He quickly broke jail and remains at large.

Since then, Gordon has formed Victory Force, a nationally famous super team and helped rehabilitate the Mink.

Magnoman (Superhero/ Experiment/ Elemental)

MIGHT 2/ Athletics 1, Shooting 2; LOOKS 2; GUILLE 2/ Stealth 2; BRAINS 2/ Control 2, Science 2; FAME 3; BLOOD 18.

Superpowers: Flight (20 meters per round), Elemental Earth 3. Limit: Magnoman's powers only work on ferrous material. He has flung metal missiles (12 damage) and made metal barriers (take 30 BLOOD damage).

Stunts: Metal Manipulation: Magnoman can move

nonferrous metals but must make a Control -3, Going All Out.

Blastoff

Identity: Lauren Hinckley

Lauren is a senior at Victory University. She developed her powers spontaneously after a car accident last year. Lauren is a Phys. Ed. Major and always lived an active life. Before she developed her powers, she was a track star. Now, she feels her abilities make it unfair for her to compete. She is studying to be a physical therapist.

She recently created Blastoff in case the city needed a back up hero. Blastoff was soon needed to rescue people from a burning building. Lauren liked being able to help and began patrolling. She's performed several rescues and made a few arrests since then. Mangoman has even approached her to join Victory Force. Lauren has often gotten advice from Bomber (some of it good). Mink dislikes her because of this.

Blastoff (Superhero/ Mutant/ Blaster)

MIGHT 3/ Athletics 2, Shooting 2; LOOKS 3/ Charisma 1; GUILLE 1/ Stealth 1; BRAINS 2/ Control 3; FAME 2; BLOOD 16/ 18.

Superpowers: Flight 3 (Orbital); Blast 2

Stunts: Charging Attack, Going All Out, Digging Deep and Piercing attack.



Magnattack

Identity: Victor Pelham

Victor was a crook with some brains who received his powers in the same way as Magnoman (see above). As Magnattack, he uses those powers for gain. Vic is obsessed with killing Magnoman and has begun recruiting villains for Terror Force. Victor tries to mimic a twisted version of everything he sees Magnoman do.

Magnattack (Supervillain/ Experiment/ Elemental)

MIGHT 2/ Athletics 1, Shooting 2; LOOKS 3; GUILLE 3/ Stealth 2, Thievery 1; BRAINS 2/ Control 2; FAME 3; BLOOD 18.

Superpowers: Flight (20 meters per round), Elemental Earth 3. Limit: Magnoman's powers only work on ferrous material. He has flung metal missiles (12 damage) and made metal barriers (take 30 BLOOD damage);

Stunts: Combat Moves and Taunt.

Manticore

Identity: Gordon Fitzroy

Gordon Fitzroy led a privileged life and never had to work a day in his life. The Fitzroys were known for their money and excesses. Gordon had some idea of the wild parties his family held growing up. When he reached adolescence, he learned just how wild.

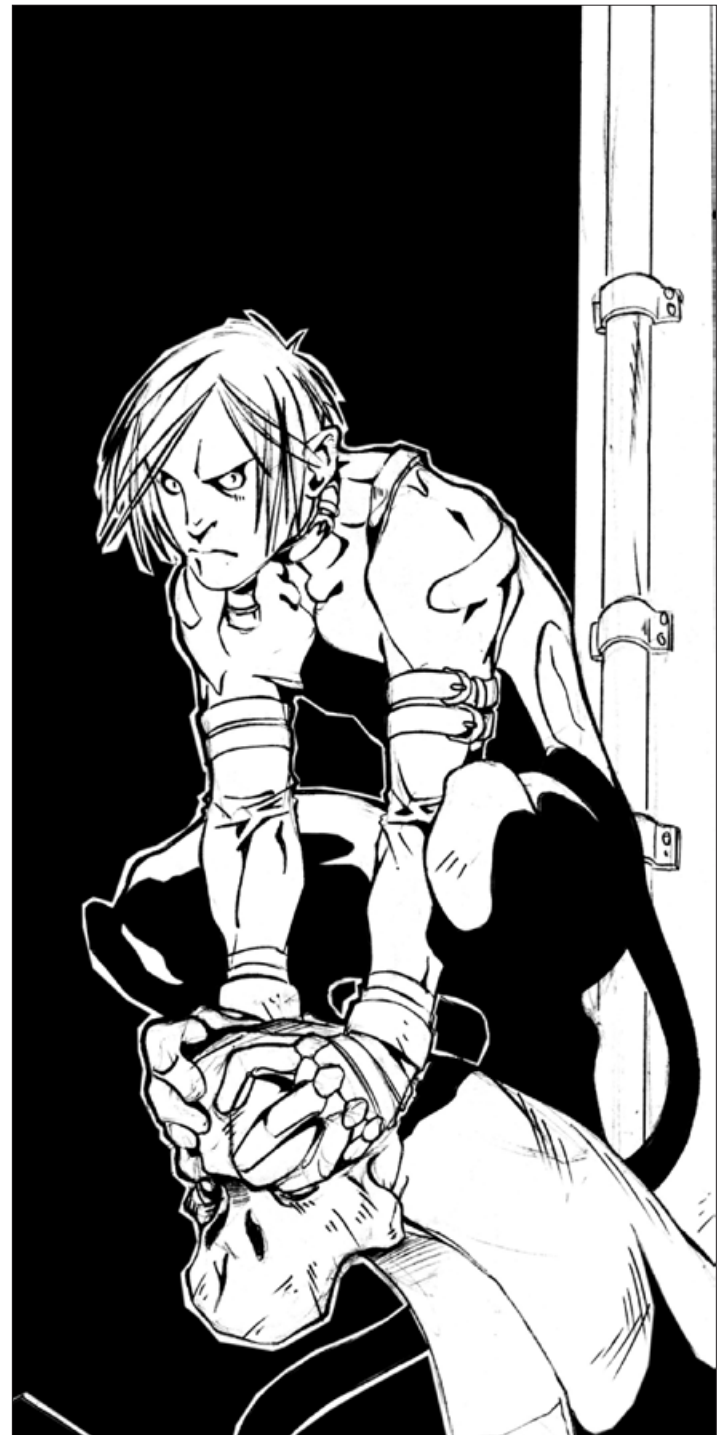
The Fitzroys were shapeshifters, manticores. They had partied across Europe and the Near East for hundreds of years, killing on a whim. When he became fourteen, Gordon found he could change into a clawed killing machine. Around the same time, Interpol raided one of the Fitzroy parties. The resulting massacre of police officers brought every European superhero down on the family and, within a year, everyone but Gordon was jailed. There is some evidence Gordon tipped the police about the party and betrayed a number of his relatives. At present, he is the only manticore known to be at large.

Manticore is a sadist who enjoys the good life. He has tortured rich people to turn over jewels and to empty bank accounts. He has too short an attention span to be an epic villain. He came to Victory City a year ago and maintains several safe houses and identities. So far, he's avoided super heroes though he tangled with Vengeance and Mink.

Manticore (Supervillain/ Alien/ Animalist)

MIGHT 3/ Athletics 2, Brawling 2, Endurance 3; LOOKS 3/ Fashion 2; GUILLE 3/ Stealth 3, Thievery 2; BRAINS 2/ Control 2, General Knowledge 2; FAME 2; BLOOD 28.

Superpowers: Super Strength (MIGHT 6), Metamorphic: Claws and fangs (6 damage + MIGHT), Leaping (30 meters), Regenerate 1D3. When transformed, Manticore also possesses a prehensile tail with a poison barb (6 damage. Poison does 1D3 per round for 6 rounds).





STEELTOWN

Steeltown used to be called Greenville. It was a small town and market for local farmers. In the 1800's it became industrialized and produced steel and machine parts. The old Market became the Greenway Mall. Since the Depression, Steeltown has steadily lost industry but replaced it with commercial districts. Though times are not prosperous, the people get by. Aside from the Core, this area has the tallest skyscrapers, built in the early thirties around Borough Hall.

The thirties also saw the first mystery men appear in Steeltown. The original Red Masque was the first. His successor is active today.

The police are hardworking and somewhat cynical but most are honest. Corruption in the police force is rare here and dirty cops are not tolerated. Police have no fear or awe of superheroes or supervillains.

Steelies have a reputation for being tough as nails and street smart. Crime is high here, though not as out of control as in Black River. Teenage gangs are a big problem through out the borough. In the thirties, an American Fascist Group, the Iron Legion, terrorized the city and aided Nazi spies. Local vigilantes shut down the Iron Legion during World War II and their crimes were exposed. The group reorganized in the '90's as a conservative political party, The Right to Freedom Party. The Iron Legion began committing crimes against immigrants and liberal candidates soon after. No one has linked the two organizations in court yet.

The Canal

The Harp River flows through Victory City and marks the border between Black River and Steeltown. The river was dredged and widened into a Canal to accommodate barges and freighters. Today, the industry is gone and the Canal is a thriving commercial district with shops and restaurants. It is spanned by several bridges.

Gangs from Black River and Steeltown have clashed here several times and the police and vigilantes patrol the area constantly.

Hero Park

Hero Park is the oldest park in the city. It is a tourist spot because of the many statues of local heroes. Some of the statues date back to the Revolutionary War. In

the last century, many superheroes were honored with statues. The park is off the Greenway Mall. Local legends say that the park has a buried treasure, jewels stolen from the Mall in 1930. The thief was getting away when the original Red Masque shot him. Dying, he hid the loot somewhere in the park and his ghost now haunts the paths seeking the treasure.

In addition to conventional statues, there is a large black obelisk in the center of Hero Park. The monolith was found near the Round Tower in the 1800's and transported here. No one really knows who built it or when.

Dr. Bones

Identity: Wayne Johnston

Wayne Johnston was an army medic during the Gulf War. He served with distinction during the Second Nanite Invasion. Wayne saw a mysterious medevac pilot many times no one else seemed to see. This mysterious figure would always linger near a patient about to die. Wayne realized he could see spirits and this being was a kind of spirit guide. When he returned to the Bowery, Wayne saw many spirits who were the victims of crimes. He created the Doctor Bones identity to help some of these folks.

Doctor Bones has no real powers. His spirit sense is something that anyone could develop with practice and the proper experiences. He uses hypnosis and science to create supernatural effects. He uses post hypnotic suggestions to trigger curses.

Early on, Bones was caught by thugs who stuck his feet in cement and threw him from the docks. The cement wasn't quite dry and, underwater, Bones slipped out of his ropes and freed himself with a metal rod he found in the bottom of the bay. This led to rumors Bones died and returned as a revenant to take vengeance on his killers. He is probably one of the best hypnotists in the nation.

Bones wears a black trenchcoat over body armor. He hides his features with a skull-like mask that covers his entire head. His gloves contain built in tranquilizer injectors and he has used an electrified baton to knock out criminals. Against all odds, he has struck a rare partnership with Vengeance to crack down on the gangs operating between Steeltown and Black River.

Wayne Johnston is a psychotherapist in Black River.

He works in the penal system and has a thriving private practice.

Dr. Bones: (Superhero/ Training/ Vigilante

MIGHT 2/ Athletics 2, Brawling 2, Shooting 2; LOOKS 1; GUILLE 2/ Awareness 1, Con 1, Stealth 2, Thievery 2; BRAINS 3/ Control 1, Sciences 2, FAME 3, BLOOD 22.

Superpowers: Vigilante Weapons Pool (Stun Gun, Club and Holdout Pistol), Armor AV 6, Throwing Blades 1d3; *Stunts:* Calling Card and Hypnotize (people who fail two contested COOL rolls with him out of combat) Spirits Sense (sometimes reveal themselves to him. He can't control this ability and it is more of a plot hook than a power).

Bomber

Identity: Jonathon 'Jack' Kelso

Bomber is the oldest active superhero in Victory City and, maybe, the World. He was a mechanic in the Army Air Corps in the thirties who volunteered for an experimental medical experiment. Though the program was regarded as a failure, Kelso did receive latent powers. In 1940, he was caught in a fuel explosion at Fort Binder that killed several other ground crew. Kelso lived and even recovered. When he got out of the hospital, Kelso discovered he could lift great weights, leap up to 80 meters and shrug off pistol rounds.

The Black Bomber's career was mediocre. Most of his 'arrests' were street crooks and he tried in vain to be the sidekick of several heroes. Dr. Atlas took him under his wing but then retired. Kelso retired in 1946.

Kelso discovered he was aging at a greatly reduced rate. He married, retired to Las Vegas and opened a small pilot school. In 1969, his wife, Maxine, died and he returned to Victory City. In 1973, his son, Jonathon, became the new Bomber. The 'Black' was left out. John was shot and killed by The Black Moth in 1975. Bomber revealed his identity and wrote his memoirs. In 1985, he returned to active duty and became a local media sensation. That lasted until the public discovered he was often drunk and chased anything in a skirt. He also was very, very dated in his worldview.

Bomber has continued patrolling Steeltown into the present day. Although his encounters with super-villains were rarely successful, he has often aided heroes. He has helped in the arrest of hundreds, maybe

thousands of street thugs and rescued hundreds of people from fires and other disasters.

Bomber: Superhero/ Experiment/ Blaster

MIGHT 4/ Athletics 2, Brawling 2 Shooting 1, Endurance 2; LOOKS 1; GUILLE 2/ Stealth 2, Thievery 1; BRAINS 2/ Control 2, General Knowledge 1; FAME; 3; BLOOD 25.

Superpowers: Leaping (80 meters), Regeneration 1D6, Invulnerability 10 AV; *Stunts:* Going All Out, Charging and Digging Deep.

Chronos

Identity: Real name unknown

When the Iron Legion reorganized in the '90s, a masked man known as Chronos led it. He quickly molded the Legion into a powerful force. The Legion has sympathizers everywhere and is suspected of interfering with elections, extortion and murder for hire. That's just the start. Chronos operates behind the scenes planning, but his ultimate goals are unknown. His major drive is to expand his organization and income for now.

Chronos: Supervillain/ Training/ Mentalist

MIGHT 2/ Athletics 1, Shooting 1; LOOKS 3/ Charisma 3; GUILLE 3/ Awareness 2; BRAINS 3/ Control 3, General Knowledge 1; INFAMY 2; BLOOD 20.

Superpowers: Mental Blast 3, Mind Control 3
Stunts: Calling Card.

Iron Stormtrooper Villain

MIGHT 1/ Athletics 1, Brawling 1, Shooting 1; LOOKS 1; GUILLE 2; BRAINS 1.

Equipment: Auto Pistol (8 damage)



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BLACK RIVER

Ask most people in Victory City about Black River and they'll say it's a hole. But ask a Black River resident and they'll say it's an <expletive> HOLE! People in Black River are there because they can't afford to move or they work and live in the Omnitech Plaza.

Throughout its history, the borough had corrupt administrators and a bloated bureaucracy. The area has the most crime in Victory City with few local heroes to turn things around. Recently, a formless monster the news calls Chaos has terrorized the area. So far, it's only caused damage and minor injuries but luck is scarce in Black River.

The police in Black River are as corrupt as the rest of the administration. Often, the only way to survive is to play the game. Honest police have frequent accidents.

Omnitech Plaza

The Omnitech Corporation is an international conglomerate that bought up a section of Black River for an office tower and facilities. The city leaders leapt at the opportunity to revitalize the area with new jobs.

Omnitech received huge tax breaks and then brought in its own employees from other divisions and its own prefabricated building units. Black River saw very little revenue from Omnitech. Most of the workers live in the Omnitech Plaza and spend their salaries in company stores or take a shuttle bus to other safer neighborhoods to find entertainment.

The Omnitech Plaza has its own forcefield. It isn't as powerful as the city's field (20 AV) but it activates faster. The offices have highly trained and heavily armed guards. What Omnitech's real business is no one could say. Publicly, the company produces computers and other electronics.

The showcase creation of the company is an AI called Zenith that operates the building's machinery and controls security. Zenith has given press conferences for the company and appeared on various local programs and is something of a celebrity.

The Plaza has a security problem. In the last year, a criminal calling himself Cyber Ghost has committed various acts of sabotage on computer systems. The criminal is aided by a group of hackers living by the Rustway. Omnitech has posted large rewards for the Ghost or his accomplices.

Rustway

The Rustway is an abandoned industrial area near the Interstate. At one time it held most of the industry in Victory City aside from Steeltown's foundries. Today, it is full of abandoned scrapyards and empty warehouses. It also holds a number of homeless people who use these buildings for shelter. A few people rent apartments there to be near their work at Omnitech. Several fugitive hackers also live in the area. Omnitech is trying to buy the area to bulldoze it.

The Pit

In addition to the poor and unfortunate, the Rustway also hosts the Pit.

The Pit is a highly illegal fight club for superhumans. The club's backers are unknown but rumors abound. Most of the superhumans on both sides of the law detest the Pit. The Pit was raided by Victory Force once, though the managers escaped with a teleporting super. The supervillain Shock King blew up the arena the next week.

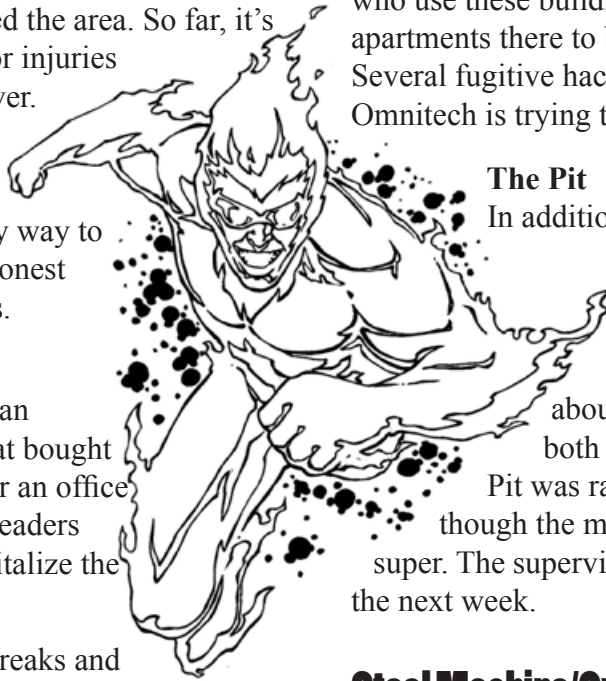
Steel Machine/Cyber Ghost

Identity: Jordan Colbert

Jordan Colbert was born in Black River and spent most of his life there. He was a genius working on a new cybernetic interface system. He built a mainframe capable of hosting a human personality as well as an android testbed for his systems. Omnitech made several attempts to steal Colbert's work. Pushed to the brink of paranoia, he hid his android body in a safe house. He then concentrated on developing a means of controlling it mentally.

It was a lousy time for a group of industrial spies to intrude. Colbert tried to fight them off but was shot and killed. They staged the explosion of his equipment to cover the killing. Colbert was still hooked into his interface gear and his conscious mind was recreated on the Internet.

Colbert spent nearly a year learning to use his new



form and hacking Omnitech systems. After auditing footage from a video camera, he spotted the man who shot him. Then, he reactivated his android with his mind controlling it. The android became known as Steel Machine while Colbert's hacking earned him the name 'Cyber Ghost.' Steel Machine has purposely aided Omnitech in small ways, trying to win their confidence.

A few former employees living in the Rustway know Colbert's secret. Recently, they discovered that there is an abandoned and forgotten pneumatic subway system that stretches from the Rustway into Omnitech's corporate park. They have begun using the system to sneak into the corporate headquarters and find some hard evidence that Omnitech executives had Colbert killed.

Steel Machine Superhero/ Construct/ Gadgeteer

MIGHT 3/ Athletics 1, Brawling 2, Shooting 1; LOOKS 1; GUILLE 2/ Stealth 1, Thievery 1; BRAINS 3/ Control 1; FAME 3; BLOOD 28.

Superpowers: Super Strength 2 (MIGHT 15), Leaping 1 (30 meters) Invulnerability 1 10 AV;

Equipment: Laser Pistol (9 Damage)

Note: As the Cyber Ghost, Colbert exists solely on computer systems. He can move through the Internet and scan data files but can only see and affect the material world through a computer's sensors and machinery it controls. He can take over computers by winning a Contest of Wills. Most Computers have a score of 1-4 for this purpose. When he is the Cyber Ghost, the Steel Machine body is inactive.

Vengeance

Identity: Charles Packard

Before the Valknian Wall went up and the rest of the world was aware of the Vampire Problem, Charles Packard's mother, Caroline, went hiking across Europe after graduating college. Camping out on a beautiful mountain, she received a night caller, one of the *Stregoi* of the region. This vampire had more than blood on his mind and Caroline had the worst nightmare of her life. When she returned home, she discovered she was pregnant. Eight months later, Charles was born. Caroline died of complications in childbirth and his grandparents, who did not know the circumstances of his birth, raised Charles. Charles was always a sickly child and suffered from anemia and albinism. In school, he was a frequent target of bullies

and he became an antisocial loner.

Both these symptoms grew worse until he was hospitalized as an adult. Massive transfusions of blood helped prolong his life but confined him to a hospital bed. One night, Charles had a visitor. Lord Ruthven of Valknia was in Victory City on a diplomatic mission. Charles was only semi-coherent as Ruthven opened a vein on his wrist and let Charles drink his blood.

Ruthven's blood restored Charles and the vampire lord explained the circumstances of his birth. Charles' mother was seduced by a vampire outcast. Charles was half vampire himself, a dhampyre, and needed blood to survive. Animal blood would do temporarily but only human blood would keep him alive in the long term.

Charles left the hospital shaken but relieved to understand his nature. He created the identity of Vengeance to find criminals he could prey on. As Vengeance, Charles inflicts a lifetime of pent up aggression and animalistic fury on any criminals he finds. He often uses a stun grenade to take out a whole street gang and feed on them at leisure. Charles hasn't killed anyone feeding yet. He is afraid of creating more vampires. In combat, he uses weapons because biting people will start lynch mobs. Some stories about him feeding found their way to the press but a vampire bite closes in a few minutes and looks more like a mosquito bite than a puncture after an hour.

Charles knows he's becoming more bloodthirsty. He's asked Dr. Bones for help controlling his rages. Vengeance is having more trouble dealing with his condition as time goes on. He feels doomed. He considered going to Valknia to join the dhampyres but fears making the journey alone and what the older vampires might demand for acceptance. He is showing less and less sense of self-preservation in his assaults on the gangs of Black River and Steeltown.

Vengeance Superhero/ Alien/ Vigilante

MIGHT 4/ Athletics 2, Brawling 1, Shooting 1; LOOKS 2; GUILLE 3; BRAINS 1/ Control 3; INFAMY 4; BLOOD 27.

Superpowers: Life Drain 1D6, Vigilante Weapons (SMG, Automatic Pistol, Sword, Stun Grenade), Armor 3 AV

Note: takes 1D3 BLOOD per round in sunlight. Vengeance gets a -1 to actions in bright light. He can only use Life Drain on a held character. He can use 3



BLOOD to raise MIGHT one point for 1D6 rounds.

Chaos

The Chaos creature is an amoeba like mass. It can seep through cracks and form tentacles capable of crushing a man or tossing a car over. Its origin and exact nature is unknown. Chaos haunts the water drains under Black River. Blastoff and Dr. Bones managed to trap the monster in a toxic waste dump but even that didn't kill it. It remains loose and dangerous.

Chaos (?/ ?/ ?)

MIGHT 15; LOOKS -; GUILF 3; BRAINS 1; INFAMY 6; BLOOD 30.

Superpowers: Invulnerability (AV 20), Metamorphic 3 Completely formless, Regeneration 1D6.



ROTTEN TO THE CORE

The Premise: Major Mayhem, the most wanted supervillain in the city, plans to unleash a giant robot on the Core. He's done it before but Titan or Nike always was available to shut him down. This time the crafty inventor waits for the big guns to be on a mission to the Moon. But first he must steal a cyberprocessor to complete his robot.

How It Starts: A peaceful morning in Beckton is shattered by alarms and screams. Bobo, the robot cook at the Whiz Bang Diner, goes berserk. Though reprogrammed for peace, he is still one of the strongest robots in the world. The characters could be on patrol or going to the diner for a bite when the rampage starts. Bobo is more interested in getting away than fighting. To accomplish this, he flings several cars in the air then smashes a storefront, causing its collapse. The characters must deal with these disasters or allow innocents to be hurt. While they are dealing with this, Bobo rips open a manhole and escapes in the sewers. If necessary, he opens a gas main to start a fire to cover his trail.

If the heroes investigate at the diner, Biff the owner says Bobo was working but suddenly began swatting at a fly. He froze, seemed to reboot and went crazy. A police captain on the scene says STEP will have to be called to take Bobo down which upsets Biff. But Bobo was once the Red Warrior and a match for several heroes.

As the heroes leave, the police report that Bobo is attacking Fort Binderbeck! The Ideals and Victory Force are both away on classified missions. It's up to the characters to stop him!

At the Fort: Bobo has already wrecked several armored personnel carriers and tanks and taken a rocket launcher. Play up the explosions and flames. Have Bobo lob a few rockets at the heroes as they approach. He rips the doors off a storage bunker as a squad of soldiers fire rifles at him and throw grenades. Bobo emerges from the bunker with a large metal container. The container is a decoy and holds air raid shelter rations.

Characters assessing the situation notice a large metallic beetle clinging to Bobo's neck. Any attack made at -3 will blast the bug off. Bobo immediately stops attacking and lays down his weapons.

The Plot Thickens: While the characters are dealing with Bobo Major Mayhem sends another group of robots to steal the Cyberprocessor from Omnitech. Bobo was merely a diversion. He only remembers working when that bug clamped onto his neck.

Techie types examining the bug can determine the control frequency Mayhem uses and track him back to his base, a container ship docked in Steeltown. Allow any reasonable plan to track the signals to work. The base personnel will provide any electronics gear necessary to build a tracker, though a technical Knowledge roll should be made. The characters could also be told of a squad of robots that attacked Omnitech and realize the crimes point to the Major.

The Lair of Mayhem: The container ship looks deserted. Robot henchmen swarm the characters as they board it.. The robots are

lightweights intended to slow the heroes down while the Major installs the last part in his giant robot, GR-13.

As the characters defeat the robot henchmen, the GR-13 bursts from the deck and splits the ship in two. The GR-13 strides through the water towards The Core. Inside the robot, Major Mayhem cackles about finally humiliating the heroes who have thwarted him and the riches he deserves.

Rotten to the Core: This is the big climax! Explosions rip across the GR-13's hull as STEP fires everything but the kitchen sink at the robot to no effect. The GR-13 smashes buildings coming ashore and knocks down the city's forcefield before it can warm up. Citizens are fleeing the battle and need rescuing. . The citizens should be evacuated safely from the area while it wails on the heroes. Once they're clear, the real fight can begin.

If the characters are taking a beating, Titan or Nike could show up to help out. The GR-13 will take a while to wear down. Sneaky heroes might try tactics like collapsing the street under it, dropping a tanker truck on it or short-circuiting it using power lines. These should require a Technical Knowledge or Science roll. The robot's head contains an escape capsule and, depending on how badly he is losing, the Major might use it to try to escape.

When the heroes win, they will earn the thanks of the city and the enmity of Major Mayhem.

Major Mayhem (Supervillain, Gadgeteer)

MIGHT 1/ Athletics 1, Brawling 1, Shooting 1; LOOKS 1; GUILLE 2/ Awareness 1, Piloting 2; BRAINS 3/ Control 1, General Knowledge 2, Science 2, Technical Knowledge 3; INFAMY 6, BLOOD 13

Equipment: Auto Pistol (8 damage), Flak Jacket (AV 4)

GR-13 Robot

MIGHT 25, BLOOD 50.

Equipment: Laser cannon (20 damage), Armor (AV 20). The robot uses Major Mayhem's Shooting skill to hit targets and his Piloting skill to punch. It's so huge it doesn't get a defensive roll. Any characters making their attack roll hit automatically. Characters making an Athletics roll can halve the robot's armor for one attack.

Henchmen/ Throw Away Robots

MIGHT 3/ Shooting 1; LOOKS 1; GUILLE 1/ Awareness 1, Thievery 1, Stealth 1; BRAINS 1/ Technical Knowledge 1, BLOOD n/a (see rules for henchmen, page 5 of Hero Force). There are two for each character.

Equipment: Auto Pistol (8 damage).

Bobo (Fry Cook/Supervillain/ Blaster)

MIGHT 3/ Shooting 1; LOOKS 1/ GUILLE 1/ Awareness 2, Thievery 1, Stealth 1; BRAINS 2/ Control 2, Technical Knowledge 1; INFAMY 1, BLOOD 25.

Superpowers: Super Strength Power Level 2 (MIGHT 15), Invulnerability 2 (20 AV).

Equipment: At Fort Binderbeck Bobo steals a rocket launcher (20 damage).



FUNERAL FOR A MARRIONETTE

The Premise: In the '30s a possessed doll calling itself Mr. Punch bedeviled the mystery men of Steeltown. The first Red Mask threw it in setting cement. Seventy years later, it's back and seeking revenge against the current Red Mask. Once that is satisfied, it will start a new reign of terror.

How It Starts: There is a sudden riot at the Greenway Mall in Steeltown. Heroes responding find normal citizens turned into berserk freaks trying to kill each other. The crowds are the equivalent of henchmen and there are four for each hero. Soon after the heroes get there, the Red Mask appears in a swirl of her trademark red fog. A hero making an Awareness roll during the fight will also notice a small figure lurking behind the crowd.

The Red Mask tries to stun the rioters with her mystical fog but suddenly staggers and falls. Fortunately, police and paramedics are arriving and one ambulance takes her immediately.

A General Knowledge roll will tell a character that medics in Victory City always take citizens before superheroes. On reflection, the medics both seemed to have the same odd look that the rioters did. The ambulance is easy to follow even after it turns its siren off. If the characters attack, the ambulance drives into a tree. The medics are unconscious. The Red Mask is comatose. Neither medic remembers anything after making a call earlier that evening. Another ambulance arrives to take the Red Mask to a hospital.

If the heroes don't attack and follow the ambulance it drives to a (ta-dah!) deserted warehouse near the Mall.

The Investigation: If the characters stopped the ambulance they can still help the police investigation. Most of the rioters only remember going to the Mall and waking up in a cell. One elderly man recalls something similar happening in the thirties. He tells the heroes the original Red Mask destroyed a possessed doll named Mr. Punch who caused riots and panics with its powers of hypnosis. The doll was probably a Chaos imp, not that this makes it easier to deal with.

The Red Mask escapes from the hospital as soon as she wakes up. If the characters search for her, they find her sneaking into the warehouse mentioned above.

The Warehouse: Mr. Punch is waiting inside the building with a group of mind-controlled henchmen. The doll sits on a throne surrounded by dozens of (normal) puppets. Just to hedge its bet, the doll has six innocent Mall workers manacled to a wall and covered by a lieutenant with an SMG. This is a creepy scene and the referee should play it up with shadows and gloom, revealing details only as the heroes' eyes adjust to the darkness.

The doll rants about revenge on the Red Mask for spoiling its fun in the past and leaving it in the dark cement for so long. Killing these innocents before her eyes will be the first step. Mr. Punch is surprised the Mask is now a female but that doesn't matter to the puppet. The heroes have to break in and stop the slaughter. This momentarily distracts the guards and the fight is on. Mr. Punch will order the Red Mask to attack the heroes and defend him. The

henchmen will attack the heroes except for the one ordered to guard the hostages. He will use the SMG to kill 1D3 victims each turn. If the heroes are having a hard time of it, the Red Mask can break Mr. Punch's control and unload her pistols into the little fiend. (Hey, it's a PUPPET!)

Mr. Punch will fight until destroyed, vowing to return and seek revenge of course. The henchmen are all mind controlled citizens who hopefully aren't killed or badly injured by the heroes (a sadistic referee might dangle the threat of a lawsuit over unnecessarily violent characters). There are three for each hero. The day is saved and evil is vanquished... or is it?

Mr. Punch (Supervillain/ Mentalist)

MIGHT 1/ Athletics 3; LOOKS 1; GUILF 3/ Awareness 2, Stealth 2, Thievery 1; BRAINS 2/ Control 2; INFAMY 2, BLOOD 20.

Superpowers: Mind Control 3, Leaping 1, Wooden Body (AV 2).

Henchmen/Controlled Citizens

MIGHT 2/ Brawling 1, Shooting 1; LOOKS 1; GUILF 1; BRAINS 1.

Equipment; Club or Knife (4 damage + MIGHT).
The henchmen are controlled citizens.

The Red Mask (Superhero/ Mentalist)

MIGHT 2/ Athletics 2, Shooting 2; LOOKS 2/ Charisma 2, Fashion -1; GUILF 3/ Awareness 2, Piloting -1, Stealth 2, Thievery 2; BRAINS 3/ Control 2; FAME 4; BLOOD 25.

Superpowers: Blood Mist -3 to target's Actions; Mesmerizing Gaze Stun 10 rounds.

Equipment: Auto Pistol (8 damage).



YARD SALE OF WONDERS

The Premise: An aged wizard has lived quietly in a Beckton apartment for decades. After being evicted by the landlord, a chest of magical items he forgot finds its way into a yard sale and causes chaos. But is the wizard as befuddled as he seems?

How It Starts: The characters are on patrol in Beckton when people in a nearby park flee screaming. In the park, a group of zombies is bursting from the ground. The zombies are slowly shambling after people, though they don't get a good grip on anyone and their potential victims are managing to outrun them. The zombies are henchmen and fall easily to the heroes' attacks, no headshots necessary. All the zombies turn into string dolls after they are defeated.

Further up the street, a small flying dragon is swooping down on people, breathing fire to awnings and roaring. The dragon sets several fires but doesn't hurt anyone directly, though someone may need rescuing from a building fire. The dragon also falls to the heroes' attacks, turning into a dragon kite.

Have several more 'attacks' from supernatural creatures. Until the players get the idea that they are going to keep on coming. All the incidents are coming from a single neighborhood.

The events climax with a huge red demon walking down a street holding shopping bags and crying. The monster screams as police arrive and draw guns, dropping its shopping. Luckily, the police do not fire in panic, this is Beckton after all. The monster says its name is Cindy and she is a fourteen-year old girl gone shopping. Cindy doesn't know why she is now a huge demon. The only thing she did this morning besides buying shoes was to stop in a yard sale and buy a costume jewelry ring. Cindy gives directions to the sale.

Second Hand Terror: The landlord, Fred Dennis, is holding the sale in front of an apartment building. Dennis is middle aged and a born haggler. He's selling junk he dragged out of storage that former tenants left. He knows nothing of the magic let loose but remembers Cindy. She bought the ring from an old chest that belonged to Mr. Arbogast. Arbogast was turned out a few days ago for not paying his rent. The chest is footlocker sized and now empty except for a small tin soldier. Dennis won't let the characters take it unless they pay for it.

One Tin Soldier: Once the characters have dealt with Dennis, (hopefully without violence) the tin soldier comes to life. It grows to human size and begins marching very purposefully through the neighborhood heading to the rail yards. The characters might have to protect it from gangs of irate citizens who are fed up with being chased by relatively harmless monsters.

The soldier marches straight to Mr. Arbogast, who is living in an abandoned shack. Arbogast seems to be a kindly, forgetful old man living in poverty. He's happy to see his soldier again which shrinks to its original size when he speaks a magic word. After some prompting, he will remember his chest of toys. The landlord took it from him for back rent before turning him out. Being a law-abiding sort, the wizard left quietly. All of them are harmless tricks. He can cast a spell with the chest that will cause all his

trinkets to return to him. As he relates this, he suddenly looks worried and says, "I wonder... did I leave my Eye of the Gilrax in there? That could be a problem..."

Magical Duel: When Arbogast is brought back to the apartment building, Dennis is admiring a shiny bauble. Before anyone can shout a warning, the landlord is engulfed in green flames and transformed into the Gilrax, a hulking scaled monster with horns and claws.

The Gilrax is for real and begins throwing cars around, cackling loudly. The fight is on and the creature has no problem hurting innocent people. In fact, it will try to put innocents in danger to distract the heroes by collapsing buildings, throwing debris and shooting destructive beams from its eyes. The characters have a fierce fight but should prevail (at least one of them).

Endgame: Mr. Arbogast casts a spell using his chest, which fills up with bizarre toys, rings and wands. Arbogast turns Dennis back to normal after a little persuasion and thanks the characters for helping him. It took a lot longer for someone to help him than he thought when he started this game. Arbogast transforms into something that hurts the eyes to look at then vanishes with the chest. The landlord wakes up in time to see a horde of angry customers advancing on him. It might be a good time for the characters to answer another emergency!

Generic Magic Creatures

MIGHT 3; LOOKS 1; GUILLE 1; BRAINS 1; INFAMY 1; BLOOD 10.

Superpowers: Claws/ Bite/ Fiery Breath etc (8 damage)

The Gilrax (Supervillain/ Blaster)

MIGHT 3/ Athletics 2, Brawling 2, Endurance 3; LOOKS 1/ GUILLE 2/ BRAINS 3/ Control 2; INFAMY 2; BLOOD 25;

Superpowers: Super Strength (MIGHT 15); Invulnerability (AV 10), Eyebeams (10 damage).



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THE EVIL TWIN AFFAIR

The Premise: The Dark Avenger has often disagreed with media baron David Lamb. Now he's crossed to the other side of the law, threatening Lamb and destroying his property in front of witnesses. The heroes (and others) of Argent are determined to bring him in. Is the Avenger guilty or framed?

How It Begins: Lamb News carries a breaking story. The Dark Avenger has attacked the Lamb Media Building. Using his wrist blasters, the Avenger destroys the statues in the building plaza before burning the message "Die Lamb" into the building façade and fleeing on a swingline as guards fire at him with no effect. Security video cameras clearly show the attack.

Characters arriving on the scene will find it cordoned off by the police who are not in the mood to share the investigation or cooperate with more possible super criminals. As the heroes arrive in the plaza or shortly after, Lamb makes an announcement on the air denouncing the Dark Avenger's actions. As the former hero is obviously suffering some sort of breakdown, Lamb is offering a 10 million dollar reward to anyone who brings him in alive for questioning and psychiatric treatment.

Lamb will not meet with the characters. His security force will not allow them to remain in the area. As they are leaving, a young woman calls them over. She has a videophone and recorded the attack. She offers the heroes her phone if they're discrete. She works for Lamb and doesn't want to lose her job.

The phone's video clip shows the Avenger blazing away. When the guards fired on him, several bullets passed through his body, his wounds healing almost instantly. Even bullet holes in his cape slowly close. Regeneration is not one of the Avenger's abilities.

Villain Brawl: Soon after looking for the Dark avenger or at least returning to patrol, the characters hear a super powered brawl going on. Shock King and Mr. 238 are fighting it out to see who brings in the Avenger in for the reward. Mr. 238 insists he bring in the hero since he tagged him first. Both the villains are too busy battling to notice the heroes until they attack. Any reasonably competent attack will bring down both the villains. Mr. 238 offers information for his release. After clipping the Dark Avenger with a plasma bolt Mr. 238 was going to follow him using a special radiation sensor. He offers the heroes the sensor if they'll forget about this, since he is still on parole. A General Knowledge roll will confirm that both criminals are on parole with no warrants.

A Shot in the Dark: The sensor leads the characters to a luxury condo building under construction. As they arrive, they see the Dark Avenger on the roof. If they attack him, he'll spend the first round dodging. He tries to persuade them that he was not responsible for those attacks. After the first round, he throws snares and smoke bombs at the heroes to try to escape.

On the third round, the Dark Avenger's impersonator and his goons arrive on the roof. The phony is Revenant, a shape shifter who fought the Avenger in the past. He has 10 goons with him armed with SMGs. Revenant has a laser pistol and a stun grenade. His men have one grenade each.

If the characters are having too easy a time of it, Shock King and Mr. 238 can arrive and fight on Revenant's side. After all the reward for the Avenger is still good. This can be an epic battle. There are steel beams that can be used as projectiles, exposed gas and electrical lines, sand bags and open shafts for the unwary. Play it up!

Conclusion: After cleaning up on Revenant and his allies, the Dark Avenger will remain to explain things to the police. With Revenant and the phone video, it is easy to clear his name. He tells the characters he owes them one for their help, unless they laid him out instead of listening to him. Justice is served!

Revenant (Supervillain/ Mentalist)

MIGHT 2/ Athletics 1, Brawling 1; LOOKS 3/ Fashion 2; GUILLE 2/ Stealth 2, Thievery 1; BRAINS 1/ Control 3; INFAMY 3; BLOOD 18.

Superpowers: *Metamorphic* (Change appearance), Invulnerability (AV 10).

Equipment: Laser Pistol (9 damage), Stun Bomb (see rules on page 5 of Hero Force)

Henchmen (Dime a Dozen Thugs)

MIGHT 2/ Athletics 2 Brawling 2 Shooting 1; LOOKS 2; GUILLE 3/ Stealth 3; BRAINS 2; BLOOD n/a (*see rules for using henchmen*).

Equipment: SMG (12 damage).

Dark Avenger (Superhero/ Vigilante)

MIGHT 2/ Athletics 2, Shooting 2; LOOKS 2; GUILLE 2/ Awareness 2, Piloting 1, Stealth 1, Thievery 2; BRAINS 3/ Control 3; FAME 4; BLOOD 23; *Superpowers:* Throwing Blades (1D6 2 damage each), Gas Bombs (see page 10), Martial Artist (see page 10), Stealth Suit (+2 DV, -1 to spot), Universal Gadgets (Swingline, Night Vision Goggles and Smoke Bombs, see page 9).

Shock King and Mr. 238 (Interchangeable Supervillain/ Blasters)

MIGHT 3/ Athletics 2, Shooting 2; LOOKS 1/ GUILLE 2/ BRAINS 2/ Control 2; INFAMY 2; BLOOD 25; *Superpowers:* Invulnerability (AV 10), Eyebeams (15 damage).



EVOLUTION GONE WILD!

The Premise: Fighting a supervillain or a giant robot is one thing. How will the heroes deal with a city-wide epidemic, one in which innocent citizens become menaces? Dr. Azoth, the criminal scientist, has dosed the reservoir with a devolving drug and plans to use his primate minions to loot the city in the chaos that ensues.

How It Begins: The city is experiencing a rash of violent crime. Arguments are exploding into assaults everywhere. The characters have recently returned to the city from missions or personal trips (they do have personal lives, right?). They could be made aware of this through the news or by stopping two drivers from brawling... on top of their cars... with bats.

There are other clues something is not quite right. The parks are becoming overgrown and the foliage has way more ferns than seems natural. The referee should improvise several crimes for the heroes to stop with the criminals becoming more violent and irrational. By the end, people are stealing each other's lunch and brawling and cars are being driven into each other. Any characters who make an Awareness roll will realize people are changing, their foreheads shrinking, jaws enlarging etc.

There are several places to go from here. A General Knowledge roll would suggest that County General Hospital might have some answers. A Science roll would indicate the agent causing this might be waterborne since plant life is affected as well as animal life, which would point to the reservoir.

County General: The situation at the hospital is already pretty bad. Apemen are roaming the halls and fiddling with equipment. A crowd of apes in white coats attacks the heroes with scalpels and improvised clubs. There are two apemen for each hero.

If the heroes persist in searching, they find a relatively intact lab with notes indicating the agent causing this is present in the public water supply. By this time the police and other authorities are all swinging from power lines or checking each other for fleas. The characters are on their own.

The City Reservoir: Towering conifers and ferns surround the reservoir. The support building is overgrown with vines. Monkey men are on the roof and around it wielding rifles. There are two for each hero and they fight madly using the foliage for cover to take shots and close to grapple. They're annoying but shouldn't seriously hinder the heroes. The monkey men resemble overgrown Rhesus monkeys, distinctly different from the devolved citizens. The primate goons will not give up much information unless the heroes win a contest of wills with their leader (COOL 3, GUTS 3, INFAMY 1). If they establish dominance, the Rhesus says they work for Doctor Azoth who will run this city now.

A Science roll will reveal these Rhesus are evolved and that Doctor Azoth can probably return the citizens to normal. One of the Rhesus adds that Azoth went downtown to get 'shinies' by the canal, the diamond district!

Unfortunately, before the characters can follow this lead, a

tyrannosaurus bursts from the trees and attacks. The tyrannosaurus is ready to make up for its former life as a blue jay. It tries to eat the heroes as the Rhesus scatter into the trees.

Dinos Downtown: The trip Downtown can be as eventful as the players can stand with attacks by transformed citizens, more dinos or a few unchanged citizens to rescue. Eventually, they run across a few monkey men pushing a wheelbarrow full of jewelry. If they trail them, they are lead to a huge armored vehicle topped by a thick plexi-glass dome. Doctor Azoth commandeered the tank from the police apes and is in the dome overseeing the loot collection. Azoth uses a water cannon mounted on the roof to attack the heroes. He has a squad of henchmonkeys with rifles surrounding him equal in number to the heroes.

If the heroes are walking all over the monkeys, the referee could further complicate matters when one of them begins to devolve and attack everyone in sight or have another dinosaur attack.

Once his tank is breached, Azoth quickly offers the antidote for his freedom. He can be bargained down to trading it for being allowed to continue breathing with a contest of wills. The antidote can be dropped into the reservoir or sprayed on victims to change them back in a matter of minutes. The characters may have to spend the next several hours rescuing people from ledges and trees but the city is saved!

Apemen (Devolved Citizens)

MIGHT 3; LOOKS 1; GUILLE 2; BRAINS 1; BLOOD 10.

Equipment: Clubs (damage 4 + MIGHT)

Monkeymen (Evolved Rhesus Monkeys)

MIGHT 2/ Athletics 2, Brawling 2; LOOKS 1; GUILLE 2/ Stealth 3; BRAINS 1; INFAMY 1; BLOOD 12;

Equipment: Clubs (damage 4 + MIGHT) and rifles (12 damage)

Dinosaur (Devolved Bird)

MIGHT 25; GUILLE 2; BRAINS 1; BLOOD 40; Bite (35 damage), tail lash (25 damage and MIGHT roll or be stunned 1D6 rounds); Thick Skin (10 AV)

Dr Azoth (Supervillain/ Gadgeteer)

MIGHT 1/ Athletics 1, Brawling 1, Shooting 2; LOOKS 1; GUILLE 2/ Awareness 1; BRAINS 3/ Control 1, Science 3, Technical Knowledge 1; INFAMY 6, BLOOD 13

Equipment: Auto Pistol (8 damage)

Tank

Era: 6

Crew: 1

MAN: +0 **GR:** +1 **DMG:** splc **AV:** 1 **SI:** 10

The tank is actually a small armored car used by STEP and SWAT teams. The stats above use the *IPG Companion*. If you don't have it assume the armored hull is AV 10 and the tank will take 100 points of damage before being demolished. Any turn it takes 20 damage or more Azoth must make a GUILLE roll or the tank is flipped over. The tank has tear gas dispensers to attack close targets (MIGHT roll or be incapacitated 1D6 rounds) and a water cannon that does 15 Umph. Characters struck by the water jet will be knocked down unless they make an Athletics roll.

