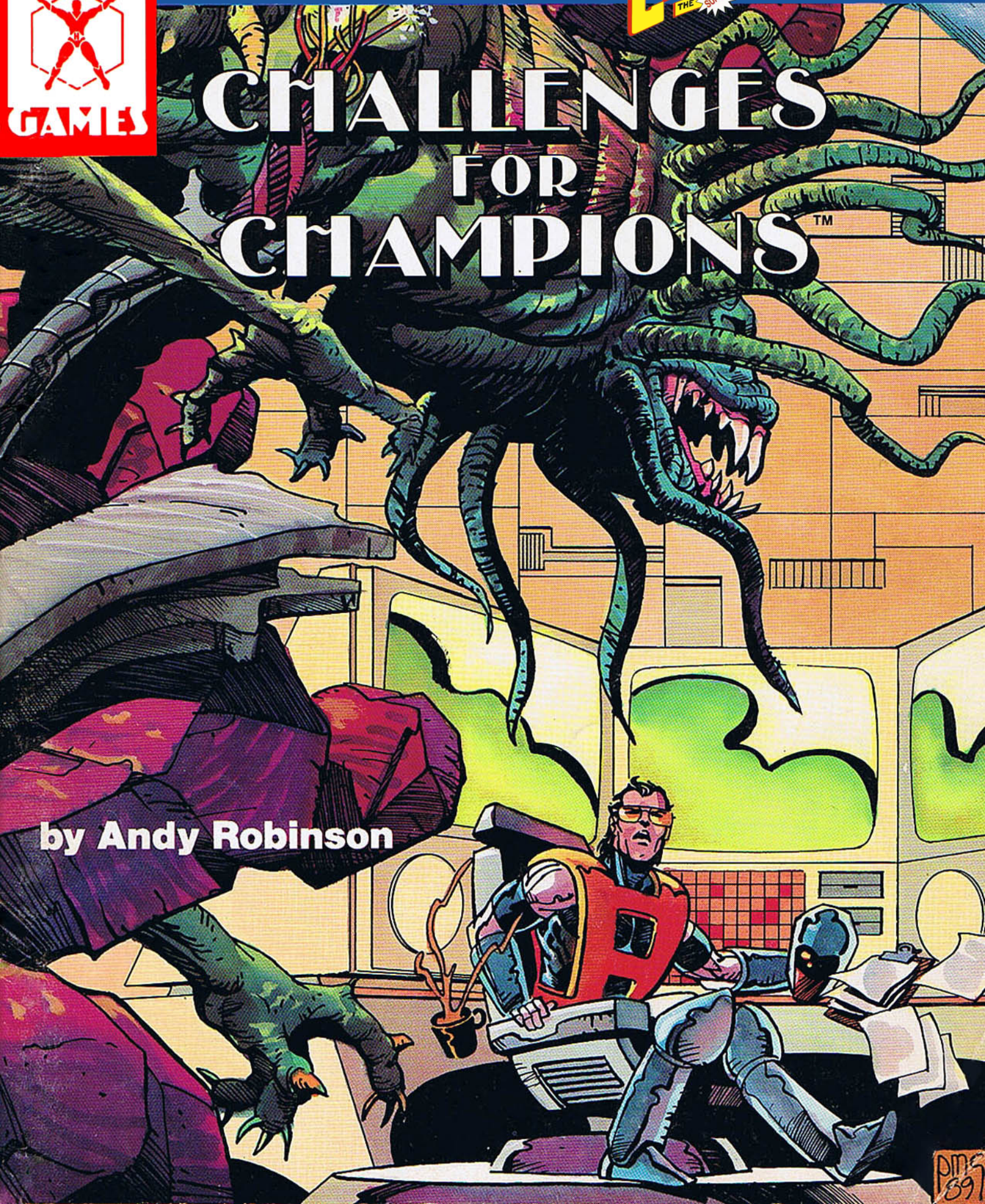


CHALLENGES FOR CHAMPIONS

by **Andy Robinson**



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CHALLENGES FOR CHAMPIONS™

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Dear Gamer,

After talking to Champions fans at numerous conventions, it seemed that there were a few things they all wanted to see. First, they wanted more supervillains. Well, HERO Games has done well so far, with numerous Enemies books, assorted Organization books, and still more Adventures.

Secondly, the players wanted scenarios – lots of them. While an Adventure, Organization or Enemies book might have a half-dozen to several dozen villains in it, only a few adventure ideas were outlined in any single book. So what to do? The answer was Challenges for Champions, a book which gives basic plot outlines for 10 scenarios. Each one includes extensive tips on how to vary the details enough to make several scenarios out of each.

At some conventions, I also gave seminars on basic scenario design. I was quite surprised at the heavy attendance; it seemed that scenario design help was something quite in demand. So the other part of this book, I define the basic elements of a scenario, and scenario design.

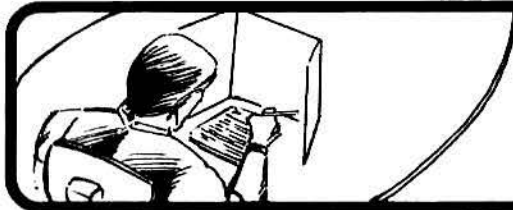
The adventures in this book were carefully chosen as to type and contents. Most referees probably don't have any real problem finding examples of the basic Champions scenario: Superheroes beat supervillains, supervillains go to Stronghold, Superheroes go to City Hall. This theme forms the basis of many Champions adventure supplements, and indeed most supplements for other gaming systems. But what about scenarios with different themes?

The adventures included here come in two main types: the self-contained, ready-to-run version such as "Red Herring", and the scenarios mostly intended as campaign material, such as "A Serpent in our Midst".

This book should help the Champions GM produce a nearly unlimited number of different scenarios. For those in a hurry, use the ones already provided. However, don't take what is presented here to be the absolute truth in playing Champions. Half the fun is to finagle things your way. So don't be timid! Have fun!



Andy Robinson

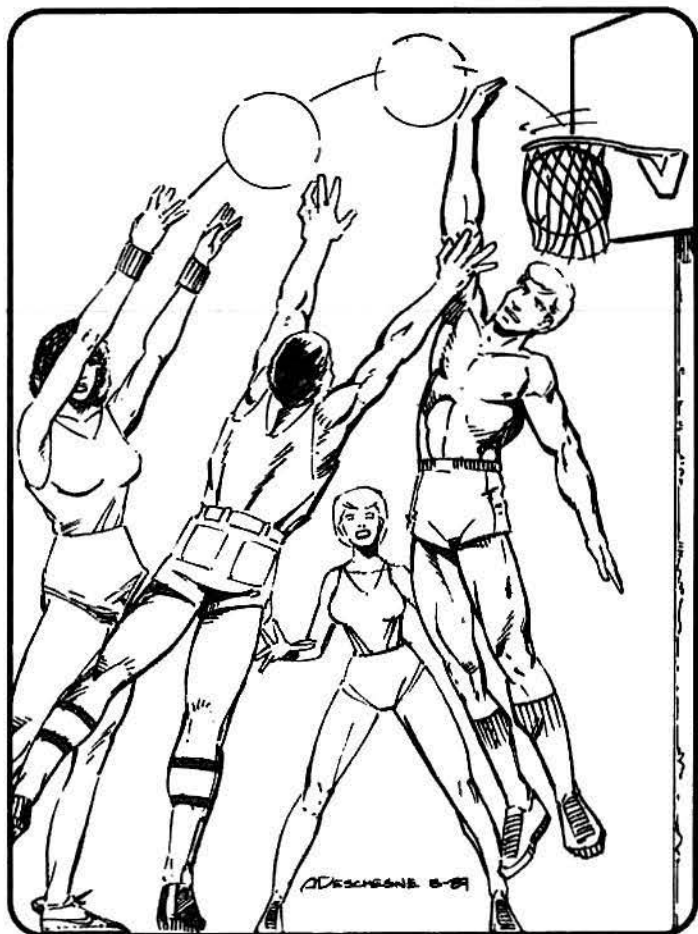


THE SCENARIO: INTRODUCTION

BRINGING THE HEROES INTO THE SCENARIO

The referee has two responsibilities at the start of any scenario. First, he must get the characters into the scenario; second, he must provide them with appropriate background information.

Involving characters in a scenario can be easy enough — the heroes could be sitting around playing canasta when they get an emergency call from the local police, a DNPC, UNTIL or the White House (pick one). The caller is screaming about threatening doom — can the heroes please respond? Or perhaps the person on monitor duty notices a newscast about the imminent destruction of New York City and decides this is a job for... The Supergroup!



Alternately, GMs can be sneaky, easing the heroes into a situation without their even noticing. Get the characters into a pick-up basketball outside the YMCA. Once the characters get into the game and begin figuring out how to safely (and fairly) use their superhuman abilities, slip in a supervillain or two, sans uniform of course, to give them a run for their money. Or perhaps the villains will lose gracefully, but then inform the heroes that while they were shooting hoops, the villains' cohorts were kidnapping the mayor.

Too coarse? Maybe one of the other ball players has powers beyond the ordinary. A certain group of bad guys is after him, either because he has something they want or they want him to join their little group. These bad guys could show up to collect their victim, or the heroes could become friendly with their new pal only to have him disappear suddenly.

The scenario could just as well come to the heroes, especially when they are least expecting it. While they are out and about, they could easily run across the bad guys pulling a job, or even just crossing the street. This gives the heroes a chance to jump the villains when they aren't looking, which makes for a nice change of pace.

The players could even start a scenario themselves. If the heroes have information which could lead to location of various villains, they may take actions which will decide how the scenario will start. One hero may indicate that she is going to follow up sightings of winged birdmen, while another will use detective work to discover who's been buying up large amounts of certain rare earths. The referee can decide how successful the characters will be, but the players are giving him options on what scenarios he may GM next.

The good referee should always be flexible, ready to bring in new characters or deal out old ones. Always use the characters' backgrounds. If the referee needs to bring a hero into a scenario set in a totally different city from where the hero normally hangs out, he should look to the hero's secret identity to explain why the hero is present. If the hero is an engineer, perhaps his company has sent him to the current location to advise on a new project. Or maybe the hero is known in his superheroic ID as one of the world's foremost experts on some subject; the authorities or the other heroes may have called him in to consult on a case.

One of the most challenging situations for beginning a scenario are convention games. At a convention, the referee will have to deal with a number of characters, all hailing from different cities. If several of the heroes share a common career, a conference relating to their profession is always a good start to bring them together. Other heroes might be in town for vacation, to visit sick aunts, or looking for a particular hero who lives in town. The referee could make up a brand new superhero group out of the present characters, or hand out his own superhero group for the players to use. The GM could also use one of the published NPC superhero groups, such as the Champions from the *Champions Hardcover*.

SCENARIO BACKGROUND

Every scenario has a background section. This is where the referee is apprised of the real facts behind the scenario: who is involved, what their objectives are, what actions have already taken place. These are the true facts, as opposed to the limited and quite likely distorted data passed on to the heroes, or deliberate lies fed to them by their enemies.

NPC MOTIVATIONS

The motivations of the NPCs are crucial to any scenario. They help the referee determine how the NPCs react to various circumstances. Even when being forced to do something, an NPC will still have choice about how to talk, walk, and perform his tasks.

Villains aren't the only NPCs in a scenario, either. Newsmen, policemen, and politicians all have their own agendas to think about. Fame-hungry reporters and self-righteous taxi drivers will do what they think is best — not necessarily what the heroes want them to.

One of the easiest ways to throw together a scenario is to base it on the motivations of the chosen villains. Does one villain hate men? Another constantly dreams about large piles of money? A third is obsessed with avenging himself on a certain hero? A pact enabling each of the three to seek his goal can result in a number of scenarios as the villains pound on macho hero types, crack open banks and go after that certain hero who has offended one of the villains.

Don't forget the non-villain NPCs either. A mayor's crusade against hero groups (they attract dangerous villains into the neighborhood) can give the heroes a hard time. Or perhaps the well-meaning councilman can be used as a dupe by a master villain, forcing the heroes out of town altogether. A self-serving police officer could horn in on the heroes' activities, elbowing them out of the way in order to grab credit by busting the bad guys first. Such a meddler could inadvertently allow a beaten villain to get away, and then try to pin the blame on the heroes!

A CLEAR GOAL

What do the NPCs want out of this scenario? What are they are trying to achieve? The referee should have a clear goal for each of his NPCs.

Some goals are simple. Some villains only want to knock over the nearest federal depository and cart home the dough. Others steal weapons which will allow them to threaten the world. Still others want to kidnap Miss Janet, a hero's DNPC. These kinds of motives and goals are simple and straightforward.

But what about villains who "just want to kill things?" Even vague objectives can be boiled down into hard goals. Why does the villain want to kill people? Is he a man-monster full of self-loathing, who kills for release from his own torment? Is he a devil, seeking to satisfy inhuman desires by reveling in the horror of his dying victims? Or is he crazy, killing in the dead of night without even realizing what he's doing?

Goals can change during a scenario. A vengeful villain might be persuaded to abandon his quest by the offer of a large amount of cash. Even fanatical terrorists, intent upon their own holy crusade, could drop everything in a mad scramble after something they believe could better serve their goals.



THE CONFLICT

Assuming that there's going to be a fight, where is it going to be fought?

First, map out the environment. Some times this consists of an elaborately detailed base, with every facet carefully described. Sometimes it's just an open park or athletic field.

But often, while the referee knows what he wants to do for the scenario, he hasn't yet worked on the playing field. While he does, the referee should keep in mind that *Champions* is usually not a "map" game, so layouts and maps should be kept as simple as possible. They should contain only enough information to allow the referee to run his scenario.

Quickly decide on three basic fundamentals:

THE PLAYING MAP

Sketch a simple map, showing the general layout of the buildings, trees and any over terrain features which might be present. If the scenario is underground, or inside a building or spaceship, do a quick layout of the rooms or chambers, and label each with its function (meeting room, control room, rec room, etc). Tag your sketch with a rough scale. Determine any details that will probably come up over the course of the run. (If Seeker tries to leap from one rooftop to the next, will he make it?)

SPECIAL ENVIRONMENTAL FEATURES

What's around besides open areas and/or buildings? Electrical sources, chemical storage areas, cars, sudden drops, weighty objects overhead — all these can be important. Of course, the referee doesn't **need** to put these into his run. But he can always have fun and throw a few in.

PEOPLE AND OTHER NPCS

Has anyone seen Lassie? Seriously, what kind of innocent bystanders are about, if any? The presence of women and children can have a pronounced effect on the heroes (and some villains as well). Will the bystanders get involved in the scenario? A gang of construction workers, complete with sledgehammers, torches and power drills are much more likely to lend a hand in a fight than a group of scantily clad teenagers out for a cruise.

Make sure to give every important NPC a "bit". A bit can be a funny accent, personality quirk, allergy, or any thing else which makes the character easily memorable and identifiable ("Oh yeah, the guy with the Australian accent.") With only a little effort, NPCs can be made much more interesting — they'll become people instead of cardboard cutouts.

SCENARIO RESOLUTION

Having designed a full scenario, the GM should spend a little time figuring out how he wants it to end. Putting a good wrap on a scenario can be as important as designing the scenario itself.

THE GETAWAY

Should the villains get away? If so, how? How do the villains escape? This can be especially tricky, since many heroes (i.e. players) don't know when to quit. In the comic books, from which *Champions* is derived, the bad guys can always whip on their jet boosters and speed off into the night. It doesn't matter that the heroes can fly twenty times faster than the villains; a moment's start is all they need to get out of sight before the heroes can react.

That may be fine for the comic books, but doesn't work in a roleplaying game. The rules of the universe are different, and are written out for everyone to see. It's easy for a player to calculate that the bad guys could only have traveled so far, which means just such a Perception roll will be needed to spot them, and so many Phases will be needed to catch up with them again.

Sometimes, the villains have to be prepared beforehand. For example, the master villain could slap a bomb on a fallen hero, and threaten to blow him up unless the heroes give him a head start. If the heroes decide "well, old Obsidian can probably take it", the villain should adjust accordingly next time (by trying something else, or making the bomb bigger).

Physical barriers will often work when threats won't. An escape tunnel, complete with rocket sled will often do the trick. The real kicker are the charges planted at regular intervals, to cave in the whole tunnel after the villains pass. Most heroes won't even attempt it if they notice the first set of charges set in the tunnel roof.

If you're willing to get exotic, try the subterranean submersible. A ten-passenger vehicle, with lots of tunneling makes a dandy escape craft! After all, how many heroes have tunneling or desolidification and lots of movement? Not to mention N-Ray, so they can follow the darn thing... Of course, while we're talking high-tech, there's always the mass teleporter (or worse yet, the mass teleporter recall unit). This dreaded object can not only whisk the villains literally out from under the heroes' noses; it can retrieve defeated and thoroughly unconscious villains as well!

The referee should be careful not to take escapes too far. The players will rightfully become extremely frustrated if their heroes never manage to "get their man". Excessive use of a device like the subterranean submersible may well cause the players to rise up and beat on the referee as well as the villains! Villains should pull magical escapes out of their hats only if it is necessary for the next run; if the referee simply wants the villains available for play at some unspecified future date, they can always escape from jail at that time.

INCARCERATION

The villains have been defeated, their nefarious plans stopped. So what happens to them? Most heroes are extremely reluctant to just leave them in the hands of the city cops, since the local jail is unlikely to hold them for long.

Specialized agencies, either private or governmental, can be the answer in such situations. A number of various agencies have been published, which can deal with most any villain. PRIMUS, Stronghold, and UNTIL are law enforcement agencies ready to take charge of supervillains. In exotic cases, groups such as METE and CIRCLE can provide specialized care and perhaps facilities to aid the characters. The referee of course can substitute his own agencies instead, or even call upon the more conventional law enforcement organizations such as the FBI to take charge of captured villains and monsters.

EXPERIENCE

Naturally, players expect to receive Experience Points for a job well done. One of the best features of *Champions* is how characters can develop as the campaign progresses.

The amount of experience depends on a number of factors. Obviously, most campaigns designed about 250-point heroes cannot function with 800-point heroes. The referee must figure out the number of scenarios he wishes to run, and the average amount of experience he wants to award for each one. The total of these shouldn't add up to more character points than the referee wants the characters to receive.



Small experience awards of one or two points per run will ensure that the heroes' abilities don't grow on a daily basis. The players will have time to consider how they may best spend their points, and are more likely to make incremental adjustments to their characters, rather than large-scale rewrites. For exceptional actions by the character, or outstanding role-playing by the player, an additional point or two may be awarded.

Some campaigns are intended to run for fewer scenarios, while the characters are expected to show substantial gains in power and skills. In these cases, the referee might award up to five or more experience points for a single scenario! The referee should take care that the character points are not used in ways that will upset the campaign.

TROPHIES AND ITEMS OF POWER

Sometimes the villains come complete with mystic orbs, earth-shattering weapons or vessels capable of roaming the far stars. Once defeated, the heroes must decide how to deal with these items.

Once again, specialized agencies and groups can deal with these items. CIRCLE would only be too happy to take a demon-summoning mystic gate off the heroes' hands, and the federal government or UNTIL would probably consider certain technological artifacts their concern.

The heroes could hold onto various items. It's not a good idea for the heroes to accumulate hoards of weaponry from the villains for future use, since this will rapidly unbalance the game. However, there is nothing wrong with tossing such items into a trophy room, where they will lie forgotten. The referee need but rule the heroes cannot figure out how to use the items, or that the items are keyed to work only for certain individuals. Such items make dandy plot devices for future scenarios, when intruders attack the heroes' headquarters seeking to steal certain artifacts gathering dust in the trophy room. Other items, like starships, are obviously of limited use in most campaigns (unless a great deal of star-traveling is involved). However, it is handy to have one lying around for the odd scenario where the referee requires the characters to go star-hopping.

If the characters want to accumulate an arsenal of gadgets for use when needed, then they must pay for those items with experience points. All of the characters in a group may contribute points into a gadget pool (a limited form of variable power pool), as detailed in *Champions*.

WHAT IF...?

As we all know, things don't always go the way we expect them to. "The best laid plans of mice and men..." and all of that. In other words, no matter how carefully a referee has planned things out, the players often insist on doing something entirely unexpected.

The referee should prepare for his campaign in general, and the scenarios in particular, by closely examining the characters' backgrounds, disadvantages and motivations. With a thorough understanding of these, together with actual

experience dealing with the characters, the referee should have a very good idea about how they will react in most situations. The referee can then plan his scenarios so that the characters should react in an expected manner.

For example, take a character whose DNPCs have been injured by criminals and has a strong dislike of bullies. If the referee wishes to set up a situation where this character will react blindly, all he has to do have a group of thugs beat up on a helpless nobody. Our hero will likely shriek with rage and charge directly into the melee, with no further thought than to select his first target.

Of course, player innovation is the key to a good game. While players should be strongly influenced by what they have defined their characters to be, they are not chained to these designs. Characters can grow, try new things, and occasionally do something, well, out of character. After all, the rest of us do. Why shouldn't the heroes? So no matter what the referee does, he cannot predict the characters' actions in every case.

This need not be a bad thing. Sometimes the villains win, because the heroes didn't show up when they should have. In that case, the villain will return later, bigger and stronger, and the heroes will regret not having finished him off earlier when they had the chance. Or the characters' actions will lead to a rewriting of the scenario, or a totally new scenario. This can be tough on the referee; it's necessary to be quick on your feet. If this seems like too much work, the GM should have a second, completely different scenario handy to whip the characters off to. He can then rewrite the original scenario and represent it at a later time.

Sometimes the referee wants to do a given scenario, even though the players are acting unpredictably. In this case, improvise. If characters get off on the wrong track, the referee can dangle a clue in front of them. The players may figure it out, or the referee could simply ask a character with Deduction or a high intelligence to make the appropriate roll. An NPC could head off the characters, and steer them back onto the path they really want to be on. However, the referee definitely should not do this very often. The idea behind *Champions* is that both the scenario and the campaign should follow the characters, and not the other way around.

Sometimes the characters do stupid things. Very stupid things. Examples of this are using occupied buildings to bash supervillains or ignoring clear threats from villains.

Sometimes the referee must show the characters the consequences of their folly. If a character puts an innocent at risk, have the innocent get killed! If the hero acts irresponsibly, hundreds of bystanders to a battle might be injured. The character then must deal with the results. The press may crucify him, the police may want to question him (and badger him and eventually even charge him) and NPC's ranging from girlfriends to fellow heroes to the Federal government may start to take a very dim view of the hero and his conduct. Not to mention the hero's own conscience at hurting so many innocents.



THE SCENARIOS

The following scenarios provide a wide range of various plot possibilities. Each scenario has ten sections, each of which will convey important information concerning the set-up and running of the scenario. The sections are:

1. Introduction
2. Other Genres
3. Scenario Background
4. Involving the Heroes
5. Player Information
6. Plotline
7. Goals
8. Options
9. Campaign Notes
10. Scenario Resolution

These ten sections contain all of the information needed to order to run the scenario. These sections can also serve as a guidelines for anyone who may be interested in putting down his scenario ideas on paper. Writing down your ideas means they can be used by a friend, serve as future or past reference, or even eventually be published.

Keeping the basis of your scenarios in written form can be useful in your campaign. The referee can work out potential scenarios for future use, to be stored until his campaign calls for them. And after the scenario has been run, the referee can refer back to the scenarios, so he can keep track of what happened, to whom and by whom.

INTRODUCTION

This is a short lead paragraph, sometimes with a hook, to ease the reader into the scenario. The introduction will also define the basic plot type.

OTHER GENRES

Many of the scenarios in *Challenges for Champions* can be readily used for other roleplaying genres. This is usually done by making design changes to the villains involved as well as to the size of the opposition and other NPC's used.

Note that this section, as well as the Introduction section, are normally only used for published scenarios. GMs writing their own scenarios normally create their scenario with a specific group and genre in mind.

SCENARIO BACKGROUND

This is where the basic facts and background of the scenario are explained. These are the actual facts to the scenario, intended for the referee's eyes only. It is vital that the GM be familiar with this section of the text, since as it forms the basis for the rest of the adventure.

INVOLVING THE HEROES

This details how to bring the heroes into the scenario. There are several standard methods in which the characters can become involved in any scenario. However, some scenarios do allow for some additional variations in bringing in the heroes. Each scenario will list one or more preferred methods for doing so. If you are writing your own adventure, you may wish to use the guidelines given in this book.

PLAYER INFORMATION

This is the information which the referee actually gives to the players, as their characters are brought into the scenario. It is important to remember is that this information doesn't necessarily consist of the actual truth. The player's information can be relayed via newscasts, reported by on-the-site individuals or gleaned from the heroes' own knowledge.

PLOTLINE

Scenarios can consist of several separate stages, through which the characters proceed. The plotline section is a listing of the events which make up the scenario and the order in which they are to occur. Of course, characters do not always run through the events of a scenario in the order the referee had intended. The options section will usually contain some suggestions for the referee on what to do in such cases.

GOALS

What do the villains want? What are the goals they wish to achieve? If the bad guys are an established group, what does each individual member of the group want? This can most often be gained directly from the villains' Disadvantages and background, but sometimes in a scenario there might be an added, particular goal.

Don't forget the other NPCs, like the police, government, reporters, DNPCs and the like. They have their own wants and goals, and, as in real-life, they can always be counted upon to look out for their own interests.

OPTIONS

The events of a scenario can proceed along several different routes. For each individual scenario, some of the more likely ways in which the scenario may be altered are in this section.



CAMPAIGN NOTES

Is the scenario to be part of a campaign? What's the best way to fit the scenario in? These scenarios may form the basis of a new campaign, but it's much more likely that the referee will use these scenarios to fill out the game which he is already running. In this section the referee will find a few suggestions on how to best accomplish this for the given scenario. Also included will be a few hints as to how to expand the scenario beyond a simple one-shot affair and how additional scenarios might be generated from the results of the first one.

SCENARIO RESOLUTION

After a long and arduous run, and the big climatic finish, the referee has to tie off the scenario and put the players to bed. Usually this involves the referee running through a recital of events which take place based upon the scenario

just finished — villains are packed off to jail, the heroes get a parade, and someone cleans up the debris. The referee should consider these points carefully, because often the germ of a new scenario can be found in the ending of an old one. Listed below are a number of events which may be briefly covered at the end of each scenario.

- Property damage caused by fights
- Legal processes and court appearances for heroes
- The fate of any NPCs who were seriously affected by the plot
- Information obtained by characters doing research throughout the adventure
- Teasers for the next adventure and other future plotlines

NOTES





VANISHED! SCENARIO #1

Crouched over a bewildering array of circuits and relays, Daryl's head snapped around at the suggestion of a faint sound behind him.

"Getting too jumpy for my own good", he thought. The Director's Grandfather clock, set oddly among the lab's high-tech equipment, ticked loudly. Suddenly, it began to chime — the midnight hour. Daryl nervously ran his hand through his thinning hair. "Who am I kidding? It's Michael's disappearance that's got me going, that's got us all going. How could he just vanish like that, from one of the country's most secure research labs? If I could just get this lot going, we could be out of here..." He glanced over the pile of circuitry, shying away from the flat disk set on an adjoining countertop.

As the clock finished chiming, Daryl abruptly started to jam tools into an open box. "Midnight," he thought, "that's it. I'm outta here". Daryl threw in a last screwdriver, and turned for the door. A sudden look of horror crossed his face, and he drew in a startled gasp of air, readying a scream.

He never made it.

the underground labs would be strictly limited, and the highest security measures would be in force. In addition to the usual small security force within the lab area, a special PRIMUS task force was encamped at the only entrance to the underground facility.

Yet, mysteriously and without a trace, two of the labs' researchers had vanished. Frantic searches have revealed nothing, and PRIMUS investigators can find no breach in security.

WHAT'S GOING ON

DEMON is trying to force the disk to be moved to a more easily assaulted facility than the nearly impregnable Chicoma Mountain Labs. Also, the attacks on the research personnel slow down the analysis of the disk, allowing DEMON more time to ready counter-measures. DEMON learned of the Transport Disk's pending transference to the current facilities before the move was actually made. At that time, the Lab's Director of Research, Dr. Watal, was having his antique Grandfather's clock repaired. It was a simple matter for DEMON to slip into the repair shop and invest the clock with a specially-conjured demon.

OTHER GENRES

This scenario provides a horror plot for all Hero Games genres. This scenario can be dropped directly into most *Super Agents* and *Danger International* campaigns, though the power of the Demon should be lowered for the latter. The scenario could also be used for *Justice Incorporated* as well. Just adjust the NPC's and the environment to the 1930s.

SCENARIO BACKGROUND

Some months ago, the government's high-tech law enforcement agency, PRIMUS, managed to capture a Transport Disk from DEMON. (See the Second Organization Book, *PRIMUS and DEMON*. DEMON is a large-scale criminal group similar to VIPER, but whose interests are primarily magical). This device is a flat round rubber mat about four feet across. It is believed to be the receiving station of a one-way teleportal system.

The captured disk was sent to the Chicoma Mountain Research Labs, one of the NSA's most secure research centers, for investigation. It was hoped a defense could be worked out against the disk's teleportation system; the government also hopes to duplicate it. There was even some speculation that the receiving disk could somehow be used to "home in" on the various sending disks DEMON has in operation. This would allow leading law enforcement agencies to find some of the secreted DEMON bases. It was assumed that DEMON would do everything in its power to stop this from occurring, and thus the investigation would be held in the super-secure underground facility at Chicoma Mountain. Until the work was completed, access to and from



This demon is bound into the clock, and is unable to leave it except for a short time at midnight. He can also leave in order to protect the clock from destruction or removal from the Labs. The demon resides in one of the Nether Dimensions during the time it is bound. Thus investigation of the clock, even by mystically aware individuals, will show no trace of the demon, though the clock itself will have traces of magic about it.

When it leaves the clock, the demon siezes its victims and carries them off to its foul plane, where they are kept immobile and helpless, held in stasis by the plane's alien reality. The demon is bound to capture a dozen individuals, one at a time, before its bindings will be released. Only at that time may it be free of the clock, free to work its will with its captives. The demon will attempt to seize the first person it comes across, being unable to return to the clock until it finds one. If a potential victim is too strong for it, the demon will take an easier alternate instead.

The beast's masters at DEMON are limited in what kind of orders they can give to the demon. They could not, for example, simply order the thing to destroy the Transport Disk since the demon would have no way of knowing what a Transport Disk is, nor could DEMON explain it.

INVOLVING THE HEROES

Naturally, the government will investigate the disappearances, but while they do, people will keep vanishing. Eventually, the government will have to seek help. How long the government will hold off, attempting vainly to solve the mystery themselves, will determine how many victims have already vanished.

If a call from the government is not likely (due perhaps to bad relations between the hero group and the feds) the call could come from one of the scientists at the Labs. Or perhaps one of the player characters has been called to the facility to act as a scientific consultant or as an outside security expert. Once the problem of the missing researchers becomes known, the heroes could decide to show up on the facility's doorstep. The feds, seeing the heroes are already familiar with what is going on, would decide it is better to have the heroes inside than running around babbling to the newspapers. If the heroes are totally at odds with the government, they may decide to go in and solve the mystery whether they have permission to or not. Perhaps the players will break into the research facilities themselves!

PLAYER INFORMATION

The heroes would be told that the first two victims were working late when they vanished. Any victims taken since have disappeared from isolated parts of the labs (the researchers are living on-site, until the project is completed), and one vanished from his room. Cameras and the small security force have noticed nothing out of place.

The Lab security will tell the heroes the nature of the research only if they ask, and if they have a high security clearance. If they don't, the heroes will eventually be told anyway, as the number of disappearances continues to rise. This will be the heroes' first clue that DEMON was involved, and that supernatural terrors might be behind the mystery.

Due to the pattern of disappearances - people vanishing from locked rooms and so forth - the heroes can only conclude that people are lying to them, or the force responsible cannot be deterred by locked doors or seen by guards or cameras.

PLOTLINE

This scenario should be treated as a mystery. The problem is not so much stopping the demon as figuring what's responsible for the disappearances. Presumably a gang of heroes will be able to overcome even a deadly and ferocious demon in a straight fight.

Play up the horror. Have the remaining researchers terrified for their very lives, constantly looking over their shoulders.

The demon will continue to come forth and grab victims, until it has been stopped or has accumulated a total of twelve. At some point prior to this, however, the government agents in charge of security may decide to pull the project from the site and relocate it elsewhere. This will certainly happen if two or three victims are taken after the heroes have arrived, since the workers will be too worried about their own safety to continue working.

If the project is moved, the demon will still be left behind, stealing janitors and security guards if no more scientists and technicians are available. The heroes might hang on, and try to solve the mystery. Of course, once the Transport Disk is moved, DEMON will swoop down upon the transporting convoy and seize it. The heroes may wish to split their forces, some to guard the disk and some to continue to investigate the disappearances. The government may suggest this if the heroes don't think of it.

Finally, the heroes must rescue the imprisoned victims of the demon's wrath. If they have defeated the demon, they can "enter" the clock by walking into it, since the clock being left "open" when the demon is out (the "door" in the clock is not apparent, however). Once in the demon's dimension, the victims will be visible and easily rescued. The heroes can follow the demon back into the clock by allowing it to grab someone and then keeping close on its tail as it leaves. Once in the Netherworld, the heroes will have to combat the demon and defeat it before they can rescue its prisoners.

In the Netherworld, humans are not equipped to exist. Anyone not normally an inhabitant of this evil plane suffers the following effects immediately upon entering, and again just prior to every post-twelve recovery phase:

- 1d6 Character Points Drain of REC, points return 1/day
- 1d6 NND STUN, the defense is being a character with mystic powers, such as a sorcerer or an enchanted being. Characters with mystic artifacts may be protected by them, at the referee's option.

GOALS

The goals of the main NPCs in this scenario are explicit. The demon wishes to be free of its hated bindings and to capture the weakling soft ones. Only once it has captured a full dozen will it be free — then it will take its revenge upon its captives... The goal of DEMON is to prevent the research on the Transport Disk from succeeding; the organization aims to do this by slowing down the project and forcing it out into the open. The government's goal is to successfully carry out the project, and rescue the missing individuals if possible. Lance Sterling, the head security agent of the Labs, wants the mystery to be solved, preferably in a manner which will cause the maximum amount of credit to rub off on him.

OPTIONS

If the referee doesn't have a copy of the Second Organization Book (*Primus and Demon*) or the adventure book *Target Hero*, but still wishes to use agents and villains in the scenario, he can simply use VIPER agents instead of DEMON agents. (VIPER often hires itself out to other criminal agencies.) Alternately, the referee may substitute one of his own criminal groups instead.

Lance Sterling, the agent in charge of security could make a real nuisance of himself, getting in the heroes' way at every possible moment. His big fear is that his career will be blighted due to the continuing disappearances, and the only chance of salvaging it is to solve the mystery. When the heroes show up, he quite rightly feels they will quickly end his chances of doing so. Naturally, he'll do everything he can to find out what's going on first, including possibly ham-stringing the heroes.

Another option is for Lance to be an agent for yet another criminal organization, such as Raven or VIPER. In this scenario, Raven or VIPER could want to steal the Transport Disk for themselves. While it's unlikely Lance can run off with the Disk all on his own, he can do everything in his power to confuse the issue, such as attempting to cast suspicion upon one of the heroes. When the Transport Disk is moved, he can alert his group as to the time and route to be used, and they can show up in force either before, after, or even during DEMON's attempt to grab the item.

Spin it out for the players a bit. If they show an interest in poking around, talk to them about strange items of equipment whose function isn't clear; strange technicians or guards who don't seem quite right to the heroes. In short toss them a few red herrings. Don't forget the other research projects going on at the Labs. Perhaps there's an experiment in producing time reversal effects, or maybe tests are being run on a new type of security robot. These might be used to mislead the heroes as to where the true threat lies.

If the referee prefers a bloodier game, the demon might be killing its victims instead of carrying them off. A series of bloody, torn corpses might be the situation the heroes are called in to resolve.

A more hands-on approach would have a powerful, mystic supervillain in the employ of DEMON hiding within the clock instead of the demon. Such a villain could be more flexible in his actions, grabbing some victims and terrorizing others. If cornered, he could negotiate with the heroes over the release of the captives, and attempt to lock them into the Netherworld once they entered.

Black magic not your cup of tea? The antique Grandfathers clock might have been replaced with a "high-tech" version, out of which unfolds a murderous android every night at midnight, with "stealth" jammers to evade or befuddle the security scanners.

Every good scenario can still benefit from some extra complications. Perhaps the DEMON sorcerer responsible for the binding of the demon is actually Dr. Watal, the Director of the Labs. At the proper moment he could throw off his meek disguise and join with the demon in a crushing attack upon the heroes.

Finally, if numbers are the referee's game, instead of a demon there could be a mystic gate within the clock, through which anything might emerge, from a demon to a single villain to a full DEMON assault force.

CAMPAIGN NOTES

This scenario could depend greatly upon the relationship between the heroes and the government in the campaign. If the heroes are part of a group in good standing with the feds, they may have been brought in with the very first disappearance. In fact, they may have been already on guard due to the possibility of a DEMON attack (if so, allow the demon to grab at least one victim without interference). If the government does not like the heroes, then they will be brought in late. In fact, they may have to force their way into the Labs against the wish of the government! (Say one of the vanished researchers is a DNPC, relative or friend of one of the heroes, and a loose-lipped agent blabs about the individual's absence).

If the heroes successfully solve the mystery and rescue the captives and also prevent DEMON from recovering the Transport Disk, then the government may well change its mind about the heroes.

Horrible and mysterious happenings can be used to add a different tone to a campaign. In some campaigns the characters might not seem to be bothered by strange goings-ons because, well, they're heroes. This is usually because most heroes are so powerful that only a knock-down, drag-out battle can injure or defeat them; something suddenly lunging out of the night just isn't that much of a threat. So if the heroes are confronted with a situation where a face-to-face battle doesn't seem to be an immediate solution, then they might begin to feel a bit of the sense of helplessness that the poor NPCs must when confronted by horrifying circumstances. The heroes might have to stand about impotently, while the NPCs disappear one by one.

EXPERIENCE

The important part of this scenario is to figure out what's going on. This should be worth one or two experience points, to the characters who do so. For the battle part of the scenario, the typical one to two points per character is sufficient.



CHARACTERS AND CHARACTER CHANGES

For this scenario, the DEMON in the Clock write-up is required. If the referee wants a Master Sorcerer who sent the Demon in the first place, use Morjok from the Strange Things scenario. An alternate to this could be Slug from *Classic Enemies*. If a demon is old hat in your campaign, try using the Earthmaster instead, also from *Classic Enemies*.

Additional character ideas can be found in the METE writeup in the Organization Book 1 (*Circle and METE*), DEMON in the Organization Book 2 (*Primus and Demon*), or the BLOOD in the Organization Book 3 (*The Blood and Dr McQuark*).

A SERPENT IN OUR MIDST SCENARIO #2



"Oy, mates, 'ere's where we finish the dingos once and for all!" Seeker grinned at the rest of the Champions. Meanwhile, across the plaza, the sinister hordes of VIPER prepared for this final, climactic battle.

"I don't understand it, Seeker, they know they can't beat us." Solitaire shifted nervously, shifting her gaze from target to target. "They must have something up their sleeves this time".

"I doubt it. Their kind never learns, and...errgh."

"Seeker! What's wrong? What's happening?"

The Champions turned as one to look at their erstwhile teammate. "Look at him! He's changing — into something...monstrous!"

"You fools!" cried the VIPER leader, posing triumphantly a safe distance in front of the heroes, "All this time you believed that Seeker was on your side. Now the truth is revealed; what you thought was your strongest companion is actually our greatest weapon! Prepare to meet your doom at the hands of Herosbane!"

This is more of an adventure variant than a scenario. The trick of disguising a badguy as a hero is a time-honored ploy. It's also a lot of fun. Nothing compares with the look on the players faces as they frantically attempt to recalculate the odds after one of their members switches sides.

SCENARIO BACKGROUND

There are a number of ways this trick can work. Typically, it has been set up by some long-term foe of the heroes. Organizations like VIPER are good for this, since they tend to hang around, no matter how many agents the heroes put in jail. Something like Herosbane can be worked into the background, while other plots are being used against the hero group.

A hero is covertly captured, and taken to a secret lab. Once there, the evil scientists implant a cerebral virus into the hapless victim. This abominable virus renders the subject susceptible to suggestion when certain subliminal clues are provided. These clues are elusive in nature, consisting of a snatch of music, a certain scent — something unlikely to be run across at random. The hero is instructed to return to the lab whenever signaled, then released with no conscious knowledge of what has happened to him. As a subconscious warning, however, the hero may begin to have bad dreams.

A second characteristic of the virus is that it releases the latent powers of the human mind, unlocking tremendous mental abilities for its host's use.

At fairly regular intervals, carefully chosen so as to not arouse suspicion, the hero is forced to return to the lab, where more and more mental conditioning is carried out. A complete second personality is created, one which is evil, corrupt, and loyal to VIPER.

Finally, at a time and place of the criminals' choosing, they set up a confrontation. VIPER shows up, knowing this will be the final battle. At the right moment, they flash the proper signal to their plant, submerging the normally dominant personality and bringing the villainous Herosbane to the fore. At the same time, those extra powers carefully concealed all this time are made available to Herosbane.

INVOLVING THE HEROES

The heroes are already involved in this scenario. The referee should be sure the heroes are aware of the particular villain group he has decided to have play the trick on them.

PLAYER INFORMATION

This is where the referee tells the players everything they are supposed to know about the villain group serving as the main opposition. It should be a large group, with a history of violence and technical sophistication. Past crimes should be recounted and old battles between the characters and the group remembered, to get the heroes in the proper mood.

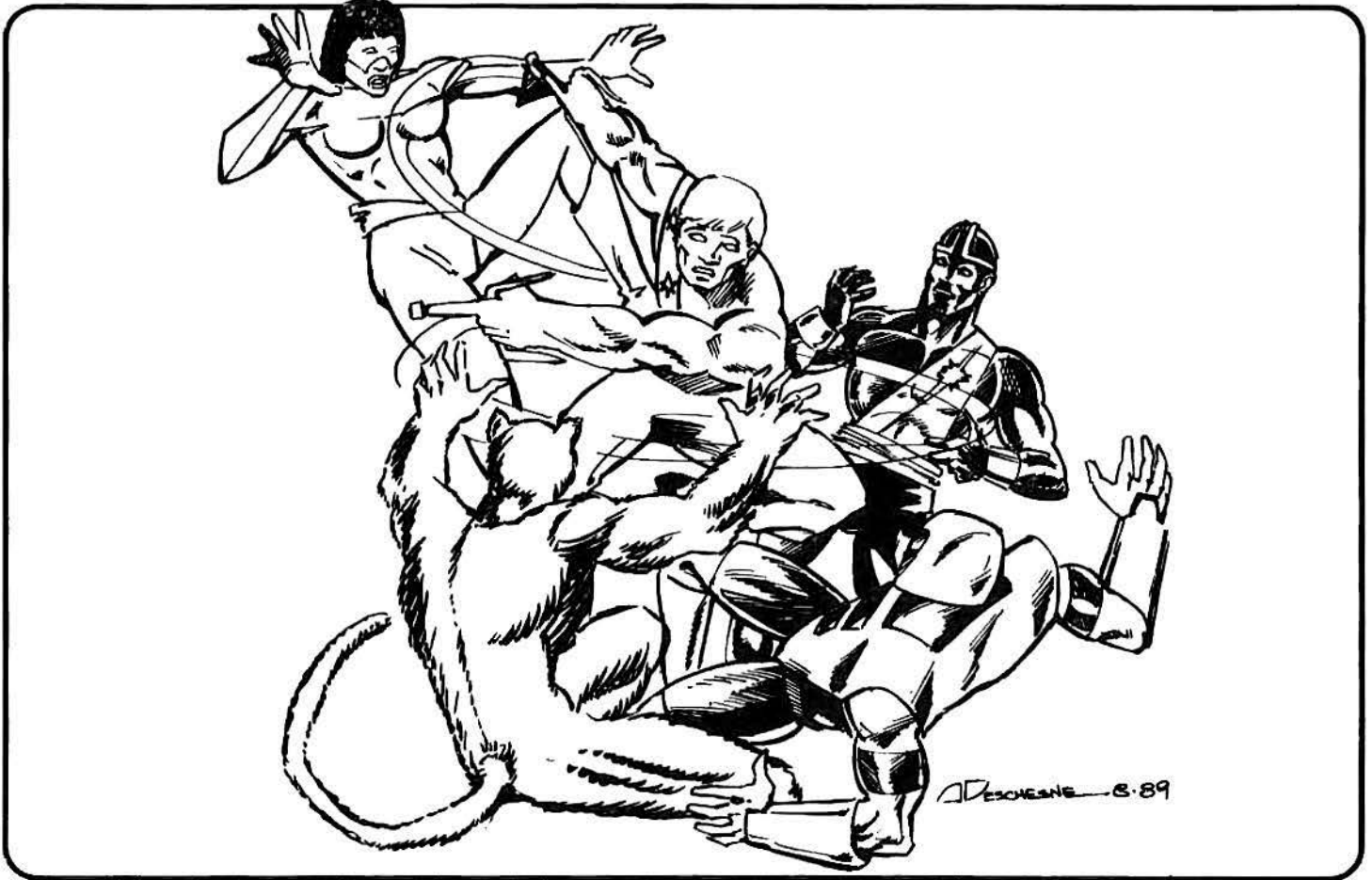
In addition, the background of the targeted hero should be brought up. This is especially true if the subject is an NPC hero; his past exploits and heroic doings should be made clear to the characters so that his place among them is unquestioned. The referee should attempt to be subtle about this; he should spread it over at least several preceding adventures.

PLOTLINE

The brain parasite works well for characters. Any character may have been seized and "taken over" within the recent past, making everyone a potential target.

Alternately, a longer timeline can be adopted. Our criminal group found a super-powered recruit at an early age and took him in hand. Basically a good person, the evil scientists implanted a thoroughly hate-filled and corrupt personality into the subject, and boosted his powers. After years of work, the subject is released. He retains no conscious memory of what has actually happened to him.

The subject then begins a career as a hero, using his powers and gaining experience. VIPER might set up a few capers for the hero deliberately to knock over, just to start a reputation for him (detective work, some time later, might



pick up odds vibes from the newspaper accounts of these battles). Eventually the hero, either as an NPC or an actual player character, is invited to join the hero group, where he does well. VIPER bides its time, waiting for their sleeper to become completely familiar with the good guys' methods of operation and to become a trusted and reliable part of the hero group.

This scenario works best if combined with a second, larger scenario. Perhaps the villain group is attempting some nefarious master plan; the heroes could be racing the clock to thwart the bad guys when Herosbane throws them off their stride. If the heroes are really caught up in the second scenario, Herosbane's attack will catch them completely off guard.

If the referee wishes to use an actual player character, instead of an NPC hero, then of course the referee should speak with the player first, to see if he is willing to play the part of the traitor.

GOALS

The criminal organization's goal is clear: to trick the heroes into a set battle and then turn one of their members against them at a crucial moment. The heroes' goals depend upon how the referee decides to run this scenario. They should probably attempt to "cure" the unfortunate Herosbane, freeing him of his evil side. Should this prove impossible (see Options, below), they should make sure he stays locked up where he can't do any harm.

OPTIONS

For a twist on the plotline involving the good-natured soul who is brainwashed over the course of a lifetime, try turning it around. Make the character a truly evil individual, with a false heroic, noble personality grafted on top. The difference is that the character cannot be rehabilitated; once his evil personification comes out, it leaves him a villain for the rest of his life.

Any others out there? Perhaps our villains have been busy, and have salted most of the known hero group in town, or even the country (if your campaign doesn't have more than one character hero group, try putting a few NPC groups). Our heroes may uncover evidence of many such plants throughout the nation. It could be a desperate race against time as the intrepid heroes dash about the country, seeking to warn the various hero groups before it's too late (naturally they couldn't call in a warning, the sleeper villain might be the one to pick up the call!).

Another possibility is the villainous "sleeper" has actually been planted on another hero group. One or more heroes in the main group may have found a clue suggesting the existence of such a sleeper. (Perhaps after a raid on a base of the group responsible.) They could go to the infiltrated group to report their findings. The group in question could react to the news with some hostility, "What! One of our members a traitor? Never!" Or perhaps our heroes could arrive to find most of the hero group dead with only a few, tattered, survivors left, seeking aid and shelter (this could add a wrinkle or two to *Target Hero* adventure).

CAMPAIGN NOTES

There come moments in every battle when one hero is in combat, and no one else is looking. Herosbane has strong mental powers, which could be used to tip the scales for an individual or for a group.

For example, Herosbane and Defender find themselves in a room with a window. Defender spots some more bad guys outside, and whips out the window at supersonic speed. The submerged Herosbane personality sees its chance, and use its Telekinesis power to give Defender a lift over the window and into the reinforced wall! Bet he wasn't expecting that...

This scenario is rich with potential for player character interaction. The shock of a loyal comrade turning against them, perhaps having spent years hating them all the time on some buried level should allow the characters plenty of opportunity for soul-searching...and paranoia. ("Seeker—a traitor? Who will turn on us next?")

Throw a few clues into the campaign, pointing to hidden maneuvering and suggestions of compromised allies. A hero or two may delve into the murky doings, and just may come up with the whole tragic plan, just as the rest of the group is moving towards the final showdown with the big villains!

HEROSBANE MENTAL POWERS

Elemental Control (Mental Powers)

- 1) 12d6 Telepathy, invisible to all senses, 1/2 endurance
- 2) 12d6 Mind Control, invisible to all senses, 1/2 endurance
- 3) 40 Strength Telekinesis, invisible to all senses, 1/2 endurance

These powers are only used when in the Herosbane form, or if the "helpful hand" option is used when an attack on a hero can be made without anyone noticing the source—the attack is passed off as "bad luck".

Additionally, beef up the character when he is in Herosbane form. Add 2d6 to 4d6 to his main attack, another 5 to 10 points of defense, a couple of attack levels and all at zero endurance. The idea is not to make Herosbane invincible but to make him a very tough opponent for any single hero.

Whatever the point cost is, simply add to the victim's hero bonus (or villain bonus) to balance the books. If the victim is cured and becomes a hero again, the extra Powers can fade away. Alternately, the character may have earned enough experience points to buy and retain the extra abilities.

EXPERIENCE

There are no special guidelines for experience for this "scenario". However, if any character does start to notice something strange going on with Herosbane before the balloon goes up, he may well deserve an extra point or two.

NOTES



MONSTER!

SCENARIO #3

INTRODUCTION

Deep within Homestead, the HQ of the Champions, it was time for the Saturday night poker game.

"Fold!" Quantum threw her cards down in disgust, then exploded them with a gesture, showering the room with sparks.

"Quantum! Really!" Solitaire beat at embers caught in her hair. "Please try to be more careful."

"What do you expect? With Seeker gone, I've been doing his monitor duty. Another day stuck in this morgue and I'll go crazy!"

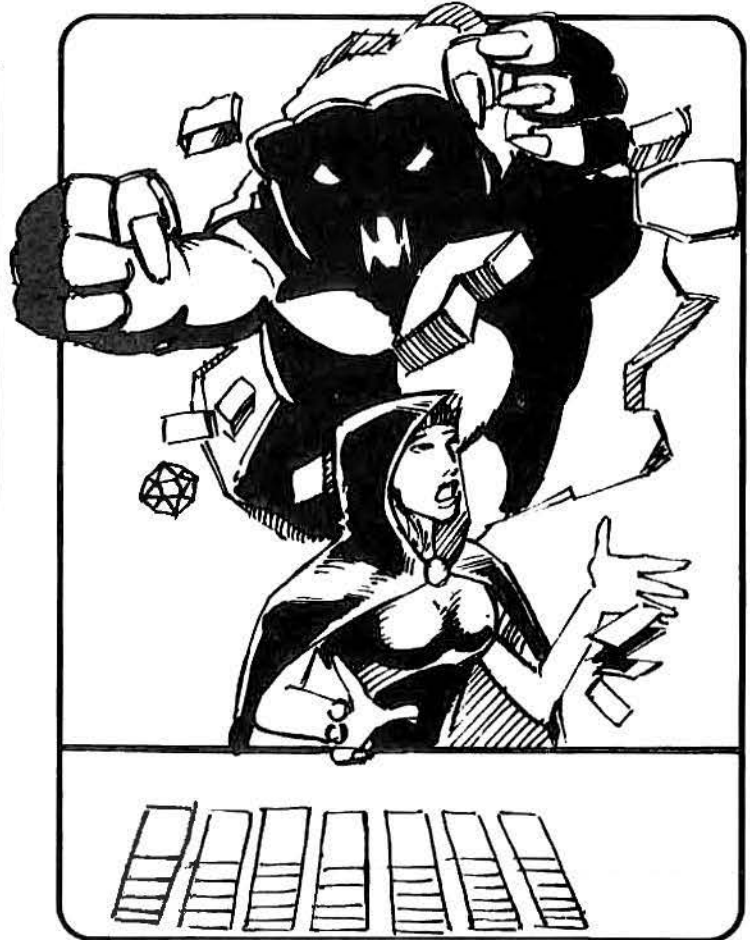
Jaguar raked in the chips with a velvety paw "She's right you know. Too much inactivity can slow the reflexes and dull the fighting instincts".

Solitaire grinned impishly "I'm sure that if we talked to Seeker, he could set up a group outing. He told me we could pla..." Solitaire's voice trailed off as a loud crackling noise emitted from the nearest wall.

Obsidian bounded to his feet. "That's the trophy room! What in the Star Emperor's name...?"

With a tremendous noise the wall burst asunder as a massive form burst into the room. A chitinous fist snapped out, and Obsidian crashed heavily into the opposite wall. Quantum leaped up, her force field blazing. The attacker stopped dead in front of the coruscating field, and with almost contemptuous ease crumpled it before smashing the heroine with a fierce backhand. As Quantum fell, Solitaire thumbed the intercom to open broadcast, and screamed a warning:

"Alert! Alert! We are under attack in the main conference room, all heroes respond! Resp..."



SCENARIO BACKGROUND

Within the trophy room of the heroes' headquarters lies a mysterious orb or other artifact taken from one of their many enemies. This object was determined by the heroes to be the source of the defeated villain's power, or at least one of his major weapons. Unknown to the heroes, the object's power source is the dreaded Starspawn, a ravaging monster of tremendous power who had been safely locked away from the galaxy for many thousands of years... until now.

One of the heroes, or a DNPC, wanders into the trophy room and innocently picks up the artifact. The Starspawn within has been recently aroused by the combat which concluded in its capture. Now alert for the first time since it was trapped within the relic, the Starspawn was able to telepathically impress the mental release key into the mind of the person investigating the artifact. The curiosity seeker pauses as the strange phrase literally jumps into his mind, then utters it aloud. In a moment, the Starspawn is free once again to ravage the Universe!

OTHER GENRES

Monster! works well with any genre. All the referee has to do is adjust the creature to the power level of the campaign. For *Justice Incorporated* or *Fantasy Hero*, the artifact can be a Mystic Relic from Olden Days, instead of a visitor from space.

INVOLVING THE HEROES

Involving the heroes is pretty simple in this one. Just jump 'em the moment they let down their guard. If the referee really wants to stack the deck, let the Starspawn confront a single hero in the trophy room (or lab, it doesn't matter). After making short work of him, the Starspawn can then burst into the next room, perhaps finding a few more of the heroes to smash. By this time, the remaining characters will have probably organized their defenses, but the Starspawn should have already significantly cut into their numbers.

Or the heroes can embark on a cautious hunt for the elusive alien; stalking the passageways of their headquarters with every sense alert for the presence of the murderous beast...

PLAYER INFORMATION

Sometime earlier, the heroes defeated the evil mastermind Timemaster (feel free to substitute the villain of your choice). A strange orb was taken from the villain; clearly it possessed some kind of power but no one could determine exactly what kind. When questioned about it, the vile mastermind laughed, and predicted an early and horrible end for all of the heroes. More he would not say.

For lack of anything better to do with the orb, it was turned over to one of the heroes for investigation or as a trophy. The Starspawn was either released while the orb was under scrutiny in the lab, or after the investigator had given up on it and placed the orb within the trophy room.

PLOTLINE

There are many variations on this particular theme. The presented scenario was built around a monstrous creature intent on slashing and tearing its way through anything in its path. The Galactic Origins is optional, of course. The creature could be some prehistoric beast, or a foul Thing from the Twilight Dimension. Perhaps it is an android, cobbled together in the laboratory of some mad villainous scientist.

Another equally valid plotline is to have the rampaging monster be a newly empowered character, rippling with astounding energies. The character could have gained his new powers through contact with the orb or some other artifact, or perhaps by simply winning a contest (see the *Great Supervillain Contest*). This character could be a heartless villain who loots at will, brutally atomizing anyone daring to offer the least opposition. Or the character could be a basically nice guy, even one of the heroes' DNPCs, swept away by the overpowering (and evilly inclined) energies. In this case, the heroes must not only stop the rampaging character, but must do it without hurting him (too much). The Heroes then have to figure out some way of restoring the poor fool back to his normal self.

GOALS

The main characters of Monster scenarios usually have pretty simple goals. The Beast or newly empowered individuals usually just want to have fun by smashing and destroying everything in their path. Once their interest in mayhem starts to lag (some characters never get past this stage) they will think up some simple goal to pursue, using

pretty much the same kind of tactics they were enjoying beforehand. Since such opponents tend to believe they are invincible, they think they can have or do whatever they want. Thus they are unlikely to turn aside from their goal until either they achieve it or are defeated.

Examples of goals for such characters could range from stealing a spaceship to slaying every potentially annoying superhero in the world, or becoming King of California.

Master Villains often have very large-scale and/or intricate goals. This time, however, it's payback — the villain will gain vengeance for all those aggravating occasions when the heroes managed to foil years of plans and plots and plain hard work. Hot, searing satisfaction is what the villain wants, preferably served up over the heroes' dead bodies.

KEY TO MAP

For the Monster scenario, the players may of course use their heroes' own headquarters. However, if they lack one, the headquarters described below may be used instead.

The Headquarters consists of a low, round building with two flanking wings. There is one main entrance, and a secondary service door on the opposite side.

Exterior

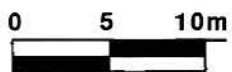
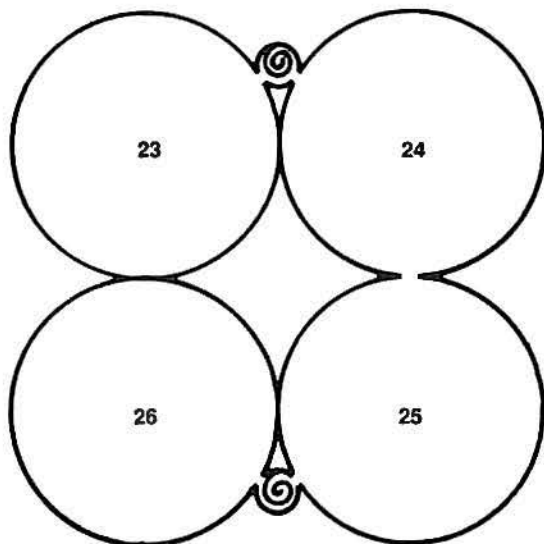
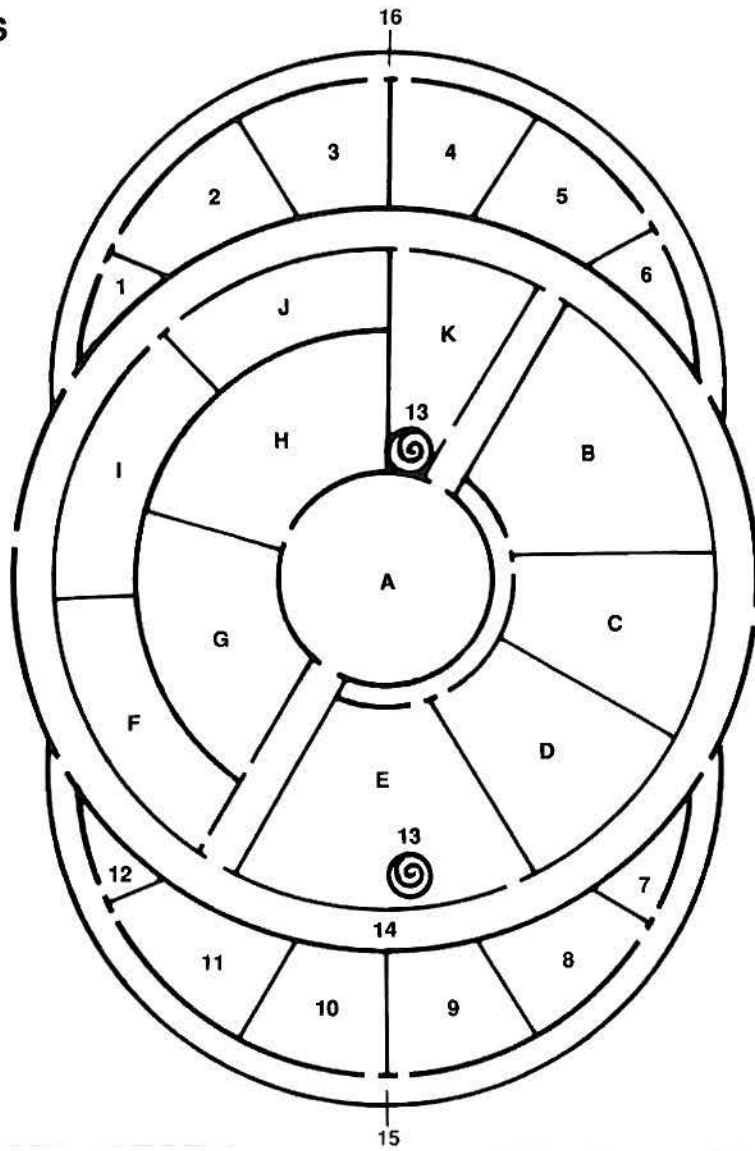
Walls:	DEF 10	BODY 10
Doors:	DEF 12	BODY 6

Interior

Walls:	DEF 8	BODY 6
Doors:	DEF 10	BODY 4

- A. Main Council Room
- B. Main Storage Area
- C. Trophy Room
- D. Computer Room
- E. Auto-Kitchen and Dining Area
- F. Experimental Test and Development Area
- G. Communication Room
- H. Arsenal
- I. Guest Conference Room. Meetings with non-members are held here, and built-in equipment facilities televised press conferences.
- J. Recreation Room
- K. Medical Center
 - 1, 12. Automatic Cleaning rooms. Equipment washes, dries and folds clothing here.
 - 2, 3, 4, 5, 8, 9, 10. Private living quarters. Each is large enough for one or two individuals. Each has a complete wash facility.
 - 6, 7. Guest washrooms.
 - 13. Shafts to the lower level. Each consists of a large elevator shaft, surrounded by a winding stairway.
 - 14, 15, 16, 17, 18. Secondary corridors.
 - 23. Research Labs
 - 24. Backup Generators and Storage Room
 - 25. Security Room. Monitors here watch every room in the Headquarters, outside of the living quarters. Any manually-activated defense systems would be controlled from this room.
 - 26. Research Lab

HEADQUARTERS



OPTIONS

Whatever it was that created the monster in the first place most likely belongs to someone. That person might come running if he finds out the creature has been released. Our NPC might show up right during the big fight scene to lend a hand, or immediately afterwards, to demand to know what idiot let the thing out. Alternately, the owner could show up six months later, at the head of an Imperial Battle Fleet, giving the Earth eight hours to produce the artifact...

The universe is also full of opportunists. A goodly number of them might just home in on the Earth from across half the galaxy, seeking that fabled artifact our heroes triggered, which of course signaled the fact to the entire cosmos. Along with our greedy, obnoxious and potentially dangerous friends could be the inevitable salesmen, camp followers and (galactic) Peace Enforcers ("Excuse me, but are you aware your Moon is in violation of one hundred and sixty-two Galactic Regulations? You have twenty-three time periods to correct the problem, or we'll have to impound it!")

Finally, the Starspawn is quite a powerful opponent. While the referee always has the option of increasing its levels or defenses to match the heroes, he should also lower the monster's power if need be.

CAMPAIGN NOTES

As stated in the Introduction, it isn't easy for a single character to hold his own with an entire hero group. A lone villain may have a high speed, but five or so heroes of even below average speed will have many more attacks. The individual heroes can combine attacks, strike from behind or take time out to recover. Particular heroes who are attacked can dodge, since with more attacks they can afford to give some up for greater DCV.

Solitary villains must have good defenses or they will soon fall over, and that makes for a short scenario. The obvious design for such villains involves a very high PD and ED, so high that most attacks do little or no damage. This often makes for a very boring battle, since most hero attacks have little effect, and the heroes with lower powered attacks can do no damage at all. But a high defense does not make one immune; NND attacks, Mental Powers and a myriad of other forms of assault can rip right through a target, bypassing PD and ED altogether. The villain can have defenses against all of these, but then such attacks are rendered useless, along with the characters using them.

A better approach is Damage Reduction. With a high Damage Reduction (but a moderately low PD and ED) the character greatly reduces the amount of damage he takes from any attack, but still suffers some hurt from nearly any blow. This way, all the heroes can have a hand in the conflict, even the ones with the onslaughts more appropriate to busting thugs.

Likewise, a high STUN is important. A character with a low STUN will soon fall no matter what his defenses are, for eventually somebody will find an opening and blow a hole through it. But with a high STUN (say a 80 or so) the character can take a great many small attacks, and a few major ones and still stay on his feet.

A moderately high Constitution is also necessary, just to make sure that unexpected NND attack does not STUN the villain. Otherwise the villain's DCV would collapse for a phase, and that's all the heroes would need.

While the previous points are only recommended, there are several other very useful features which can be added. For example, some form of effort-free offense, such as a continuous attack, is very useful. Thus one attack could result in multiple "hits" on an opponent. A Power with Damage Shield is a great one to add to your monster. This way every time a hero wallops the bad guy, the hero takes damage as well.

Area Effect attacks are another obvious ploy; a single attack can be used to blast any number of heroes. Area attacks are also very useful, for two good reasons. First, you avoid that nasty inconvenience of having to actually hit anything (aside from unprotecting hexes). This does wonders for your chance to hit. Second, you can have the fun of flash-frying large numbers of heroes with a single shot! You can't get much more cost effective than that. Of course, you don't want to take out heroes with only a single shot, since this doesn't make for a very fun scenario. The monster's attack should be sized appropriately to the opposing heroes' defenses.



CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this scenario use the Starspawn write-up.

There are a number of other monsters available to substitute for the Starspawn. Try using the creature from the "What Rough Beast" scenario in the *Adventurer's Club #2* From *Classic Enemies*, Plasma, Grond or the Monster may be used. If any of these are used, they may have to be toughened up a bit, first.

For our marauding alien, Firewing from *Classic Enemies* will work very well. Avar-7 or Herculon could also be used, from the same book. Or if an organization is preferred, Starspawn could be but the latest ploy of the malicious Vandrie, from the *Adventure's Club#11*.



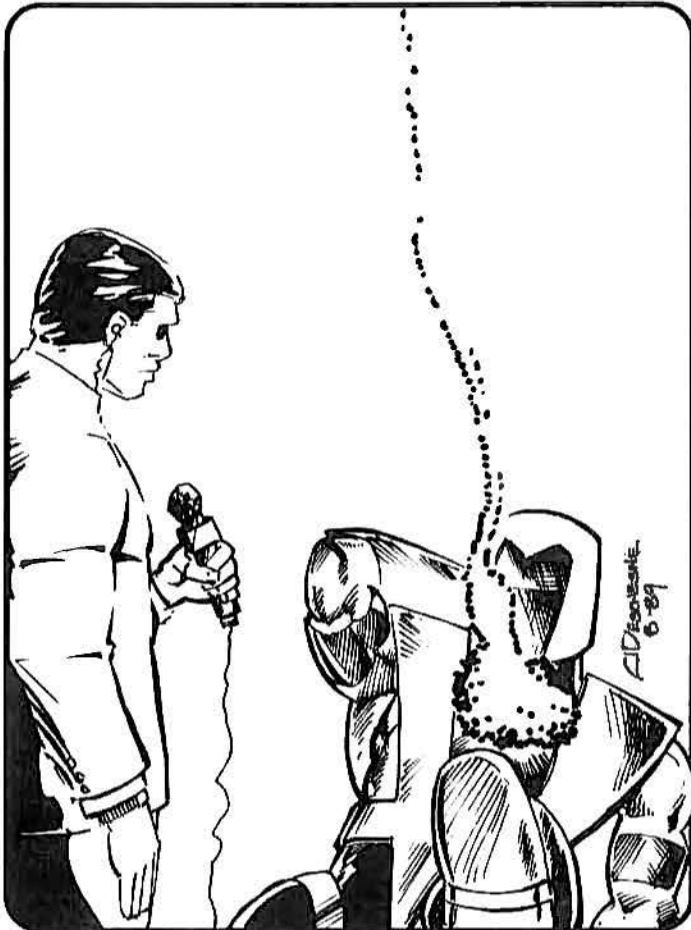
SOFT TARGETS SCENARIO #4

INTRODUCTION

This scenario pits the heroes against "ordinary people". Of course the ordinary people are rough and tough, heavily armed and highly motivated terrorists... which normally would slow up the heroes for all of about five seconds. Not in this case. In this scenario the referee can go wild, using every trick in the book to show how "ordinary people" can give superheroes a tough time. The bad guys in this one can use explosives, superior defensive emplacements, numbers of little children as human shields, if need be, to cramp the heroes' style.

OTHER GENRES

This one is a natural for your *Danger International* or *Justice Incorporated* scenarios. No awesome monsters, no supervillains capable of winning wars all by themselves, just a bunch of big bad thugs, with weapons no better than what the characters are lugging, and a passel of innocents.



SCENARIO BACKGROUND

Bill Stut thought he was real clever. He set up an armored car robbery and got away with over \$2,000,000. Then he managed to ditch his partners and hide the money on the grounds of the old orphanage where he grew up. Even after the police caught up with him, he still figured he would be able to hang onto the money. He told them he never saw the loot — some of the robbers who were never caught had it. The police and the courts didn't really believe Bill, and he got sent up for a lengthy stay in the Big House. At least the money would be there for him when he got out... Or so he thought.

Bill didn't count on Lee Ransom. Lee was Bill's cellmate in federal prison. Lee is probably better known as the head of the American Free Army, a radical terrorist group with connection to various unsavory governments around the world. Imprisoned for various bombings across the U.S., Lee had little to do but work on poor Bill.

The police worked on Bill for months, threatening and cajoling him to tell them where the money was. It took Lee two weeks to narrow the money's location to the grounds of the orphanage. Unfortunately for Lee (and for Bill), Lee got carried away with his "interrogations" and put poor Bill into a coma before he could discover the exact hiding place.

Lee contacted his colleagues on the outside, and worked out some plans. Since the exact location of the money isn't known and a good deal of time would be required to find it, they decided to invade the orphanage in force and occupy it. As a cover story, they would demand release of Ransom in exchange for the children. While this was an important step of the plan, the main consideration was to conceal the search for the money. Getting away was not a concern, since plenty of young hostages would be available. Besides, seizing the orphanage would enable the terrorists to "make a statement to the world", with lots of media coverage!

The terrorists are heavily armed. In addition to assault rifles and grenades, they have at least one heavy machine gun and a grenade launcher. Several mines have been strategically placed at various doorways as a precautionary move. This and some other measures were carried out at night when the orphanage was first invaded, before anyone outside suspected anything was amiss.

The real ace cards of the terrorists are several powerful car bombs, each carefully planted in a parked orphanage van or abandoned car. In a fight the villains hoped one or more of these can surprise any attackers. The bombs are set to go off by a coded radio command.

INVOLVING THE HEROES

Bringing heroes into this particular scenario is not difficult. Flashing news of a terrorist takeover of an orphanage will usually bring heroes out from beneath every rock and bush. Or the heroes may get a call directly from the police, asking them to come down and lend assistance.

The heroes may well have other reasons for showing up. That bright, lovable DNPC whom they all dote upon could be in the orphanage along with the other kids (visiting old friends, etc). Or perhaps one of the heroes helps out around the place in his secret identity, working to extend the good work accomplished by the orphanage.

Another possibility is that one of the heroes caught wind of what was coming down. Lee and his cohorts passed a great deal of messages back and forth to set up the attack; it's quite likely that some stoolie heard what was going on and put a word in the hero's ear..."I don't say nuthin' usually, but we're talking about whacking kids here, ones with no muthers or nuthin'! I don't go for that!". Naturally, the hero should receive the information too late to stop the takeover but he might be able to get down to the place in time to slip inside as the terrorists storm in. Our hero could then bravely attack them (and possibly get captured), remain hidden and bide his time, or climb into his civilian identity and allow the bad guys to take him hostage as well. The last option would allow the hero to learn as much about what was going on as possible, and without alarming the terrorists.

PLAYER INFORMATION

The heroes will receive the appalling news that the Roger Hilow Home for Children has been seized by a large band of American Free Army (AFA) thugs. These hoodlums have a well deserved reputation for senseless violence and destruction. In fact, reports indicate they enjoy shooting innocents in the name of "Justice for the Working Class".

The AFA also are said to have a thorough familiarity with weapons of all classes, and reportedly possess a considerable arsenal.

Demands issued by the AFA include: "immediate and continuing coverage by the press"; "no offensive action by the police or the military"; "immediate release of the People's Champion Lee Ransom" and "transportation to the Free (i.e. Third) World Country of our choice".

At the earliest opportunity the heroes will be requested by the police or the FBI "not to take sudden action". This request will be made either by phone (if the authorities have called in the heroes) or at the hostage site once the heroes arrive. The police will promise to share information with them and won't rule out action by the heroes; all they want is a chance to warn the heroes of the dangers involved (like several dozen children being injured in a firefight) and get them to try and think things through beforehand.

PLOTLINE

The main point of the scenario is to show that non-superpowered villains can be dangerous, and can pose a difficult situation for the heroes, one which overwhelmingly superior firepower and brute force won't necessarily solve.

This scenario presents the referee with a tremendous opportunity to go wild with his NPCs. There can be one police SWAT commander who's determined to charge in with guns blazing at the earliest opportunity. If those interfering heroes try to get in his way, well, someone could get hurt and it won't be SWAT! There can be the Negotiator, who insists on pursuing methodical and painstaking discussions with the terrorists, even if it's clear that the thugs are about to start massacring the hostages. Finally, the cop who hates heroes can have a field day here. He can deny the heroes information or blast them in front of the news media because their presence is a "clear and present danger to the safety of

the hostages" (criminals get nervous when superheroes show up on the scene). If this guy's really around the bend, he can encourage the heroes to charge in, knowing they have incomplete or faulty data. Then he hopes for a high body count, the better to rally the citizenry to force the heroes out of city once and for all.

GOALS

The goals of the AFA terrorists are actually two-fold. The short term goals are pretty straight-forward: to locate and recover the two million dollars plus hidden in the orphanage and to free their leader Lee Ransom. The long term goals are more complex: to contribute to a climate of fear amongst the general public and to weaken respect for the organs of authority — showing up the police and any superheroes who become involved is a great way to do both. Eventually the lack of belief in the powers of the government would lead to the collapse of society and the call for a new order... or so the terrorists believe, anyway. Unfortunately, the public is unwillingly made part of their experiments in Revolution 101.

The police and the FBI want the children and pastors of the orphanage released unharmed first, the terrorists captured and brought to justice second. They have great belief in the procedures and negotiations and will want to try them first before allowing the heroes to storm the place.

The TV and radio news media is there to conduct a circus. They love the situation; every ear and eye in America will be on them and they will be looking hard to fix responsibility for the deplorable incident on someone. The idea that no one but the terrorists need be to blame will never occur to them. The media will most likely love the superheroes however. Ordinary people don't often provide heroes, and the media loves heroes just as much as scapegoats and villains, and gets far fewer of them to gush over. Of course, should anything go wrong once the heroes get involved and they will be immediately hung out to dry. "Seeker, you charged in and three hostages were injured. Do you feel that your attack was merely ill-considered or criminally negligent? Defender, you sat on the sidelines while Seeker went in alone. Do you feel directly responsible for the harm done to the children because you couldn't see fit to lend a hand?" This is a tricky situation, and if the heroes don't plan it right (and get a bit lucky) their reputation is bound to suffer.

OPTIONS

A standard hero play in hostage situations would be to sneak an invisible or stealthy-type character into the orphanage, to spy and report and maybe even try to take out the terrorists one by one. One way to fox this would be to give the bad guys one odd character, with psionic (mind scan) or special vision powers. This character, armed with one of the heavy weapons, could scotch such an attempt before it begins. If a totally non-super approach is desired, make him a techno-freak, festooned with breadboard circuitry hooked into his visors or perhaps rigged with a sonar setup instead.

The terrorists could slip one of their own agents among the surrounding police and heroes by disguising him as a maintenance worker assigned to the orphanage. It's a big place, and most everyone familiar with the staff there is either a hostage, or at the governing order's administrative offices in a distant city. The plant could give false information, conduct blustering tirades against the idea of attacking the orphanage or even secretly radio news back to the terrorists.

The terrorists are naturally concerned about the possibility of a horde of bullet-proof heroes in tights crashing in upon them; hence the land mines and the car bombs. An obvious further precaution is to herd a bunch of the hostages into a room or basement and rig them with explosives. When the heroes do show up, the head bad guy can pull out the old remote detonator and tell the heroes to get out or else.

Finally, the FBI could bring Lee Ransom out to the site, hoping to get some information out of him (it would not be known he was in on the planning of the operation). The referee could then, through Random, converse with the heroes "Ha Ha! I know my boys! One step towards that orphanage and you'll be knee-deep in the blood of innocents!" and other statements of similar stripe.

The object of the game is not to put the players into what they consider an unwinnable situation. If they are truly stuck, it's only because they are unwilling to shed innocent blood; there's no doubt they can go in and bring the terrorists to heel. Super-powered people should be able to come up with super-powered solutions. If not, give the heroes a hint about sewer systems or blind spots in the perimeter they can use to get close to the bad guys without being seen.

If terrorists are not your bag, try bank robbers holed up in the First National Bank. Lee Ransom can be their imprisoned gang leader, or he can be dropped out altogether. Discard all of the impassioned talk of revolution and power to the people, and substitute some straight talk of money and getaway cars.

Or if things seem a bit dull as given, put the terrorists in a toxic waste treatment plant or a nuclear waste storage facility. Not only would they have the facility's work force to hold as hostages, but they could threaten half the countryside by blowing up the storage chambers, releasing whatever into the adjoining river. If you hate the idea of giving up the kids as hostages, throw in an elementary school tour group who were inside when the terrorists attacked.

If the thought of an agents-verses-the-heroes scenario isn't quite what you want, throw in a master villain to lead the terrorists. The object here would be money and power; drop poor Lee Ransom from the scenario.

CAMPAIGN NOTES

Using non-superpowered NPC's, or "agents", to fight superheroes is always tough. The heroes of course are superior to mere agents; they combine far greater offensive and defensive capabilities with higher Speeds and Dexterities to overwhelm any poor fool mortals who dare to get in their way. As a result, many players tend to get sloppy with their heroes, not taking the agents seriously. Too often, a hero character will just charge into a room of armed and ready agent-types, not because it's heroic but because the player can't be bothered to sit and think for a moment if there's a better way.

This scenario will confront the heroes with hard choices. The terrorists' weapons for the most part will not be able to seriously harm them, but by threatening the hostages they can force the heroes to some hard choices. These are hard

and ruthless men; their savage murderous careers are public record. The goal here is for the heroes to carefully plan out their attack in advance. Strategy and perhaps stealth are called for here, not a frontal attack.

The referee should allow the heroes to charge on into the orphanage, then meet them with a few terrorists with hostage shields, who then demand the heroes immediate withdrawal or else. Force them to look for another way.

The main problem mere agents have when fighting superheroes is scoring hits. Superheroes can be elusive targets. Open up with a grenade or rocket, to knock the heroes off their feet. Have the bad guys wait for the heroes to hit a mine, or set off a car bomb as the heroes pass by. Then the agents can charge out and blast the heroes while they're still off their feet. Then the agents can concentrate their firepower upon a few of the heroes and knock them out.

If things are really desperate (say some of the heroes are so tough the villain's fusillades are just bouncing off) then the bad guys can grab one or more of the fallen heroes and threaten to cut their throats if the remaining heroes don't surrender.

Some of the bad guys' weapons could stun or knock out a hero with a lucky shot. The referee should have the terrorists keep a few men ready to grab any isolated heroes who get dropped and drag them inside. Once in the villains control, the heroes can believably be kept unconscious by sedation or other means.

EXPERIENCE

In this scenario, extra experience should be awarded to those characters who restrain their fellows from running in blindly after the terrorists, by pointing out that there are a lot of innocent kids inside who might get hurt. Also, those characters who come up with a plan for safely rescuing the hostages should be rewarded.

Another consideration is whether the heroes can discredit the terrorists, exposing them for the self-seeking, arrogant and violent thugs they so truly are. Dashing the media's play-up of their supposed "cause" and getting the real truth out about the group is also worth extra experience points.

CHARACTERS AND SUGGESTED CHARACTER CHANGES

This scenario requires the terrorists' write-up.

Any agent or other terrorist design, from a number of *Danger International* modules or *Adventurer's Club* scenarios may be used. Soldier or soldier-of-fortune write-ups would also work very well. Use the "Skilled Normals" stats from *Champions*.

For a change of pace, try throwing in a few minor supervillains as "members of the cause". Some, like Shamrock from *Classic Enemies* or Riplash from *Enemies: The International File* regularly work for terrorist causes, and may well join up with the AFA for an occasional job. Others, like Mechassassin from *Classic Enemies* will gladly do just about anything for money, and would willingly serve as "hired muscle" for the terrorists.

BLOODY REVENGE SCENARIO #5



INTRODUCTION

Superheroes tend to bag and imprison supervillains in wholesale lots. It sort of goes with the job. This leads to some hard feelings on the part of the supervillains. And sometimes the supervillains get themselves critically injured or even killed. Thus, revenge scenarios are as natural a part of *Champions* campaigns as dumb bricks and inscrutable martial artists. And the best ones are the ones the heroes don't see coming. So sit back and enjoy!

OTHER GENRES

Adapting this scenario idea to *Super Agents* is fairly straightforward. Red Raptor would work well as madman scientist working for one of the larger criminal organizations. The heroic agents have either annoyed him personally by foiling one or more of his pet projects ("Again! By the stars above, I'll fix their wagons once and for all!") or he has been assigned by his superiors the job of eradicating the pesty heroes. And if he can break the morale of the agency they belong to (assuming they do), so much the better.

SCENARIO BACKGROUND

Red Raptor wants revenge. Over a year ago, the heroes defeated a rampaging supervillain and saw to his incarceration. The villain, shorn of his armor and devices, was easily handled by the authorities. Unfortunately the twerp still acted like a supervillain, arrogant and pompous, contemptuous of "mere mortals", despite the fact he no longer had the hardware to back it up.

In doing so he earned himself the absolute dislike of half the prison's population. After a recent prison riot, Red Raptor's brother was found knifed to death. Red Raptor has sworn revenge upon the entire hero group. And now his plans are ready to be put into action.

The Raptor has plenty of resources to help him. He has recruited a gang of musclemen to aid him, promising them fame and fortune once the heroes are finished. This amazing bunch just broke lose from a VIPER research lab. The scientists there had figured out how to create supermen out of nobodies; unfortunately, UNTIL came in behind them and cleaned out the lab! Cut off from VIPER and at loose ends, the musclemen were happy to be offered a job.

Raptor's plan is a simple one. He locates a small number of heroes, better yet a loner off on his own. He engages the heroes, using his Analyzer device to examine and deduce their weaknesses. This clever machine is usually well concealed in a van or other hiding place, to be picked up and driven back to base well after the battle has passed. Once Red Raptor has examined the results of the device's

scrutiny, he can select an appropriate item from his arsenal for the next encounter. If he does not have a weapon to fit the bill, he can usually whip up something in his personal laboratory. He stays well away from the occasional hero whom he can't figure out how to ace.

INVOLVING THE HEROES

Surely the heroes have defeated some small-time villain in a long past scenario. Pick a young one who hasn't been seen since; this could be the deceased brother of Red Raptor. The Raptor himself of course has never been seen before. Either he has never committed a crime before (outside of some white collar crimes), or better yet the Raptor is a villain already well known to the heroes (but pretending to be a new villain). The Raptor wants the heroes to think of him as just another Johnny-come-lately villain, out for money and power. The Raptor will conceal all hints of his true identity, so that the heroes won't suspect his true motives — the death and destruction of every last one of the heroes.

If the referee uses the option of Red Raptor being an old villain, he should definitely pick one from his own campaign. Preferably one who depends mostly upon gadgets, and is capable of designing new ones.

Naturally, Red Raptor intends to involve the heroes in his plot. He will ensure that the heroes "stumble across" himself and his goons red-handed, committing a crime. When the heroes spring into action, thinking that they are stopping yet another bank job or whatever, the Raptor begins his plans of Bloody Revenge.

Of course, the Raptor knows for his plot to succeed, he must run into the heroes on several occasions. And even the heroes might begin to suspect something if they keep on "accidentally" running across Red Raptor and his group. So instead they might receive an anonymous tip or two by phone as to where and when to find the Raptor. Try as they might though, the heroes never can manage to get to the scene of the crime before the Raptor, for the tips come in just before he strikes.

PLAYER INFORMATION

Player information for this scenario is necessarily sketchy. The referee of course doesn't want to tell the players about Red Raptor's schemes. The characters themselves will in time encounter Raptor; the villain will pretend he's just out for money or certain objects to aid him in his quest for power. He'll also inform the characters he's not at all adverse to knocking off a few heroes to help build his reputation. Above all else Red Raptor will attempt to keep the heroes from putting two and two together and realize that he is conducting a calculated campaign of destruction against them.

PLOTLINE

It's not hard to imagine the terror and fear which could infect a company of heroes as their membership declines one by one. The fear could be heightened if some or all of the casualties were of mysterious origin; a hero goes out on patrol and the next thing his friends know, he's on a life support system at Central Hospital. If Red Raptor can manage to lure a few of his targets off the beaten path before hitting them, the remaining may well fail to deduce that it's a single man directing the vendetta against them.

OPTIONS

If the referee just doesn't feel that Red Raptor has the power to be a credible threat to the heroes, there are various options. Red Raptor could be fronting for one of the criminal organizations such as DEMON or VIPER. When the heroes feel they have a grip on the Raptor and no longer fear him, the villain can easily call up squads of heavily-armed agents and combat vehicles to support him. Red Raptor can even be the organization's leader; no mere front man but a tyrant with more military might behind him than most dictators.

If bloodshed is not what you're after, then Red Raptor's revenge can consist of stocking up the heroes in his larder for resale later. Once he figures he's got the whole group on ice, he can then peddle them off one by one or wholesale to the highest bidder. The Raptor has some good contacts with a number of Masterminds, mad professors, and foreign countries — he'll have no problem making good money.

Or the Raptor could be fronting for yet another villainous Mastermind. Nothing is so shocking to the poor heroes than to finally confront the master villain, whip off his hood, and discover, oh no, not him! Only to find out once they beat him that there's yet another, far more powerful villain who's the **real** boss! Red Raptor could be a mere henchman of the ultimate bossman, or an independent contracted to a job, just doing his duty. In this case the mastermind would be the real villain of the scenario, seeking revenge for his own twisted reasons or perhaps just because he's sick and tired of being beaten every time by the heroes.

While Red Raptor may need some help, he need not have infinite resources. If he must, the Raptor can go to an obliging supervillain for a helping hand. Plenty of them are willing to rent out their services for cash, and surely the referee has a few old enemies around whom would love a chance to repay a few old debts against the heroes.

CAMPAIGN NOTES

Bloody Revenge fits well into almost any campaign. A calculated series of violent encounters involving murderous obsessions, this scenario can be used to add depth to the game's progression. Most referee's campaigns consists of conflicts with various supervillains, usually ending with their defeat. Most of them will probably return but some won't; these can be used for the basis of the Raptor scenarios. Red Raptor can turn out to be that obnoxious villain the heroes have been fighting for years; or if the heroes have finally defeated the hated enemy after many, many previous tries who should the Raptor turn out to be than the bad guys...ex-DPNC! Who knows, maybe Dr. Destroyer does have a kid brother somewhere...

EXPERIENCE

In this scenario, extra experience should be awarded to those characters who figure out what is going on — that the heroes are on the receiving end of a vendetta. The hero who figures out who Red Raptor is should also receive a bonus.

CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this scenario, use the Red Raptor character sheet.

There are a host of characters who could be substituted for the villainous Red Raptor. Mechassassin from *Classic Enemies* has the strength to do it, while characters like Neutron (from the same book) have the brains to pull it off.

For a **real** challenge, try using Red Rapier from *Enemies III* book. Here's a character who has to do it all with nothing but his wits... kudos if you can figure out a way to do it.

If you feel that Red Raptor could use a little help, there are a number of individuals who would be more than happy to lend a hand. Banzai from *Enemies: The International File* would enjoy a chance to "take out" a few more smug, insignificant heroes. Master Stroke from the same book would consider it a manner of honor to assist Red Raptor, especially after the vengeful villain gave him a sob story about his poor, departed brother.

NOTES

STRANGE THINGS SCENARIO #6



INTRODUCTION

The mighty and mystical Morjok, known across the Multiverse for his foul and dark deeds, was stuck. Worse yet, he was stuck on Earth, a dreary little sphere spinning away in one of the mundane realities, where Morjok's powers were at their weakest. An experiment in dimensional inversion gone wrong had cast the sorcerer screaming out of his Citadel of Chaos, plunging through Worldlines to fall at last upon our own modest planet.

Mighty Morjok, used to cities burning and nations falling at his slightest whim, was resigned to enduring the annoying presence of witless clods far beneath his station. Why, daily the Foul One was forced to allow the shadow of others to fall across his person, without even of consigning their souls to the Five Voracious Torments!

Such a situation was, of course, intolerable. Morjok was determined to return to his rightful domain, and as an afterthought crush the Earth and everyone on it.

Morjok's plan was simplicity itself. Since he lacked the power to transport himself home, he would (slowly) "bend" the reality he currently occupied to one more tolerant of Magic. As the Bending of the World progressed, Morjok's powers would correspondingly grow in power. When the Transformation was complete, Morjok's powers would be more than sufficient to allow him to leave. His revenge would likewise have been completed, since it was doubtful any of the Earth's pitiful inhabitants could survive the Bending of their reality.

Sometimes players get a little bit tired of the "same ol' thing". The prospect of bashing yet another supervillain and his brainless minions just doesn't have the same appeal.

Occasionally, the referee needs to change the rules on them and hit them with something, well... strange. What he needs is a scenario that's a little bit different from all the rest, to give the players a change of pace. Strange Things is what this is all about.

How do you do this? Strange opponents, bizarre environments and a few changes in some universal constants (i.e. rules) are all part of the package. As for the opponents, it's not so much the character designs of the villains but the manner in which they are portrayed which make them different. Such villains may not have the same basic concepts in common with the characters; they may not understand the glib comments and in-jokes everyone else in our society would. Fast food chains, names and clothing styles everyone else takes for granted they take at face value; ("McDonald's? I will meet him in his pub, good, I could use a stout or two!")

Bizarre environments are always fun. Define a playing space and set up areas where certain effects hold sway and even the rules may change, depending upon where the character is standing! Carried to extremes, the way to win in such surroundings is not to beat on your enemies but to be the first one to figure out how the environment works. The playing area can have wormholes and sinkholes and black holes, areas which bend light (or anything else) and areas where gravity is greater or lesser or even reversed. Weird inhabitants might live in the playing area (if it's not on good old Earth) which could pose a hazard to both hero and villain. Victory might be a matter of who is the better negotiator.

Rule changes can be the most fun of all. They can be a function of position within the playing area, or constant over the entire locale. Certain powers may not work in the expected manner. Other powers may not function at all while still others might have devastatingly increased effects! The best way to make such changes is for the referee to first rationalize some underlying physical structure for the playing area, and then build his rule changes from there. For example, the referee might define an alternate reality which is filled with a freezing anti-life force; characters somehow transported to this dimension might find cold- and water-based powers working as if they had an extra 50% active point value (a 10d6 ice blast does 15d6 instead) for no extra endurance, while fire-based powers are at 50% less active points (but any inhabitants here would most likely be Vulnerable to such attacks). Powers based upon Charges and END Reserves might work normally, but anything which uses Endurance, including Strength, might cost an extra 50% due to the numbing effects of the cold.

OTHER GENRES

This scenario works well with any group of characters that encounter the supernatural. Therefore it would work well with *Justice Incorporated* or *Super Agents* games, as long as at least one of the characters is familiar with the arcane arts. Strange Things is not contingent upon society's technological level, so it can be used easily with any time frame. Morjok and his nasty little plot will work just as well in *Jl's* 1930s as well as in the flashy 80s of *Super Agents*.

Naturally, a few changes are necessary. The referee must lower the powers of Morjok to bring him more into line with the characters. This is more important for *Justice Incorporated* than for *Super Agents*. Halve Morjok's Variable Power Pool, and lower his speed and defenses as well. Leave out the Major Djinn; the servo-corpses can stay but use the Minor Djinns sparingly, if at all.



SCENARIO BACKGROUND

Morjok is using an old abandoned warehouse as a secret base of operations. Chosen because of its seclusion, Morjok never leaves the base (for fear that he will be struck down by sunlight). Characters may be able to trace Morjok here, especially after he begins casting his spells and the pocket dimension begins to increase in size.

Morjok's plan, as stated in the introduction, is quite simple. Morjok has instructed his servo-corpses to steal the materials he will need to create the pocket dimension. This will account for the mysterious disappearance of various strange objects and a local series of grave robberies.

Remember that Morjok's main goal is to return to his home plane. He considers anything having to do with this plane of secondary importance. If he is forced to choose between his life and destroying the Earth, he will always choose his life.

INVOLVING THE HEROES

Subtlety is definitely the best way to bring the heroes into this type of scenario. Let some of Morjok's activities trail across the heroes' path; allow one of the heroes to notice "something strange" out of the corner of his eye. Our hero should not really feel threatened or alarmed—he's just seen something odd and most likely just wants to get a closer look.

For example, one of the heroes could be lounging by a window or on a rooftop late one night when something in the street catches his eye. A couple of Morjok's servo-corpses are returning from a raid on a local mortuary. They are carrying a limp form between them, and can be spied entering a warehouse down the block. Give the player only a brief glimpse—just enough to tantalize the watcher.

Alternately, the direct approach could also be used. An obscure student of the mystic arts, a mighty practitioner of magic or even a member of the Circle (an organization of NPC heroes with magical powers, see the Organization Book 1, *Circle and M.E.T.E.*) could contact the heroes. He could tell tales of an increase of certain arcane signs, foretelling doom and destruction. The NPC could point the heroes in the proper direction by using a small amulet which is sensitive to the presence of Chaos. With such aid, the heroes would rapidly close in on Morjok and his minions. Of course if one of the characters has magical powers, the referee might allow him to "sense" a strong mystic disturbance, eventually leading him to Morjok's door.

PLAYER INFORMATION

Upon further investigation, the hero might spy some mysterious activities going on inside the warehouse. Mysterious flickering lights, strange lumbering shapes and unusual noises from within could lure the hero on. Once into the warehouse, the hero sees nothing but stacks of boxes piled to the ceiling. However, one more step or the flick of light switch and the character is flung into streaming Chaos!

The warehouse surrounding the hero vanishes, and he finds himself in a bizarre space, with no references to draw on. There's no up or down, no object to give him a sense of direction, nothing to provide any bearing. Mysterious shapes and smears of light are visible, but the hero has no way of telling if they are close up and small, or gigantic constructions thousands of miles away.

PLOTLINE

Morjok plans to create a "pocket" in our world where the Laws of Reality more closely approximate those of his home realm. He has the power to create a pocket, and can slowly "bend" the Laws within the pocket. As he does so, and those Laws draw closer to those of Morjok's home, Morjok becomes stronger. When finished, the Dark One can cause the bubble to expand at infinite speed, sweeping over our universe and permanently changing our physical reality.

To aid him in his quest, Morjok has created a legion of servitors, drawn from the recently dead. These zombies, or servo-corpses as Morjok refers to them, are animated by his foul spells of necromancy. At night they shuffle out into the world, to seek out the various odd tidbits Morjok needs to work his magic. Morjok may also have a Major Djinn to aid him (see under Options) as well.

Within the bubble, nature itself is different. Though limited in size, the interior of the bubble seems infinite. The referee can simply treat this as an alternate dimension, when describing it to the characters. The laws (i.e. rules of the game) are different, and will progressively alter from turn to turn. Morjok is seeking to change our reality from Chaos (magic is nearly unreliable) to that of pure Order (magic is effective and completely reliable). There are two major Elemental Steps between the Ends of Chaos and Order; Death and Life.

The basic idea of the scenario is to change the rules of the game on the characters. This is accomplished by putting them into a situation where their powers don't work as they usually do. Some powers may even work completely differently! Once they have blundered into Morjok's bubble, whether by hook or by crook, they must suffer the effects of Morjok's Reality Bending exercise.

Each 12 second Turn within Morjok's pocket universe the Laws of our Reality will be Bent through each of the four Basic Forces: Chaos, Death, Life and Order. These are intermediary steps between the perfect Chaos of our reality to the pure Order of Morjok's. It's Morjok's first attempts to draw upon this state that sets various relics and people's toenails tingling across the world).

The first turn will be that of Chaos, followed by the others and cumulating in Order. The turn after that Morjok will have succeeded, and will hatch his bubble upon the World.

Each turn will cause some changes to the laws of nature (i.e. the rules) characters expect. These changes are cumulative; that is, the changes brought by Chaos will still be in effect when the time of Death takes hold, and so on for each of the Elements. Following is a short list of the effects brought by each Elemental phase; the referee should feel free to change the effects, increase them or add his own.

Chaos: formless manifestations and energies abound in this stage of the transformation. Many things will occur completely at random. Character may not have control over which Powers they can use, which direction they move in, etc. Some powers may have completely random effects and other may just not work.

Death: Necromancy spells increase in strength. Morjok's servo-corpses gain 2 BODY per phase; optionally the bubble may grow and sweep in zombies for Morjok's use. All attacks increase in strength (up to 1 1/2x the normal BODY damage may be done by an attack). Regeneration and Aid powers are useless for this turn only. Any character slain during this turn becomes a servo-corpse under the control of Morjok.

Life: Spontaneous creation of Life will occur during this phase. Determine a hex at random for the life to appear in; treat any character in that hex as if he were in a 4 BODY, 4 Def Entangle. Anything which dies during this turn is instantly raised to full STUN and BODY, as if nothing had ever happened. For this turn only the Regeneration and Aid powers will have double the normal effects.

Order: Perfect Order. All rolls go to average results; multiply the number of dice by 3.5 (round up) to determine the damage. Optionally, all rolls may go to the expected value of 3.5 * the number of d6 rolled. All activation rolls of 14 or 11 or less automatically work, activation rolls of 8 or less fail automatically. 3d6 rolls are always an 11. Nothing is random in this phase of the adventure. Everything should be predetermined.

GOALS

Morjok's goals are simple enough; he wants to return home and he desires revenge upon the Earth and everyone on it. If the Djinn is used, he too has a goal. He would very much like to rend Morjok's body into tiny little pieces, stomp on them, and then he would start to get mean. The Djinn does not like having to do Morjok's bidding, and is only too eager to gain revenge. For this to happen, Morjok's control over the Djinn must be broken. This can occur if Morjok is mind controlled by another character or rendered unconscious. Once the Djinn has finished tearing up Morjok's hapless person (assuming he can get away with it) it would most likely seek to bargain with the heroes.

The minor djinn are too far under Morjok's control to ever cross him. Likewise the servo-corpses, which owe their very existence to Morjok will never betray him. It is Morjok's will alone animates the corpses; should his control lapse they would cease moving, until he could once again exercise control (i.e. regain consciousness).

OPTIONS

Morjok might not be powerful enough by himself for the referee's campaign. Adding a clutch of agent-types (the servo-corpses) and super-agents (the Minor Djinn) may not help much; not even the Major Djinn may be enough to make a difference. If so, leave out the Minor Djinn and have the Morjok summon a whole horde of Major Djinn. Five or six of them, anyway. Even this may not be sufficient, or perhaps the referee prefers a bit more variety. There is no reason why Morjok may not have a few supervillains at his side. Some would join out of common bounds; hatred of mankind or shared magical abilities. Others would come lusting after dark secrets and the sweet possibility of Power. Still others could be selected by Morjok as fit to Serve. These would be offered a choice; join Morjok in his quest or die with the rest of humanity.

The last option yields yet another way in which the heroes could be brought into the scenario. A villain who is well known for his exceptional evil and murderous ways, could contact the heroes for their help in stopping a truly evil guy! This should be something to give the heroes pause.

During the battle, other options are possible. Morjok's bubble may grow rapidly, engulfing bystanders in the streets and nearby buildings. These pitiful, weak-willed souls could never withstand the force of the Dark One's magic, succumbing to it the instant the bubble got them. Inside, they

could become living zombies, equivalent to the servo-corpse, seeking only to carry out Morjok's will. Yet the heroes must be careful in how they handle them. Recognizing friends, neighbors and other innocents, their dilemma would be to find a way to brush aside their attacks without hurting them, since hopefully if Morjok is defeated the innocents will once again be free (and indeed they will be).

CAMPAIGN NOTES

Morjok could be made a part of any campaign, as a sort of "loose cannon" wandering through the game. The sorcerer could be seeking mystic artifacts which would yield the raw power he needs to force the creation of his pocket universe, the seed he needs to destroy the world. If so, the heroes would be out to prevent his acquisition of any such object; it would be a given that once Morjok laid hands on such an artifact he could quickly step through the various stages and achieve his revenge. No doubt he would first reach out from within the pocket and snare the heroes, drawing them bleating within to their certain doom. The referee could run several such encounters.

Morjok and his minions could be a useful third force to interject between the heroes and some other villains. The heroes and the bad guys could be locked in the usual life-and-death struggle for the fate of civilization, when Morjok makes an appearance, seeking the relic held by either a villain or a hero.

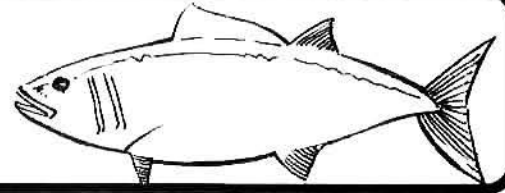
CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this adventure, use the Morjok and the Servo-corpse write-ups. There aren't a lot of characters around who could substitute directly for Morjok. However, by grafting his Variable Power Pool onto any of the following you can achieve a credible substitute. Dark Seraph from *Classic Enemies* could be used in this manner. He could also make quite suitable chosen companions for Morjok as he prepares to destroy our world. Lucifer or Death Knell from *Enemies: The International File* would also make good choices.

NOTES



RED HERRING SCENARIO #7



Moving quickly, the Champions passed by the jumble of police cars to the gate of the San Andreas Nuclear Power Plant. Ahead of them, police sharpshooters scaled the visitor center building, while still more police escorted an ambulance into the main complex. The heroes were met at the gate by their police liaison.

"This is the bad one, folks. We've got an unknown terrorist group who've stormed the control room and the reactor containment dome. They've taken most of the staff hostage and are threatening to blow up the reactor."

The Champions could feel the steady winds blowing towards the city.

Suddenly a frantic, lab-coated technician ran up to them as a siren began wailing near the reactor.

"Hurry! That siren means that they've completely pulled the control rods. Either they're complete idiots or they're committing suicide, I don't know which, but inside of twenty minutes we're going to have a reactor meltdown! And if they've got high explosives planted inside the reactor dome, the explosion could spread radioactives over half the west coast. You've got to get into the reactor and replace those rods!"

The Red Herring scenario is one of the time-honored classic plots, yet if the players haven't been exposed to such a ploy it can be very effective. Essentially, the bad guys set up an elaborate cover to mislead the heroes.

This scenario involves a nuclear power plant, one of comic book heroes' truly exceptional battlegrounds. High voltage electricity, deadly radiation, superheated pressurized water, dense concrete, heavy machinery, elaborate security, and the potential for a truly awesome disaster make this a natural arena for hero-villain combat. Moreover, the loot from such an assault — nuclear material for fission bombs — cannot be ignored. No true hero can afford to stand by when the plant's warning siren sounds.

OTHER GENRES

Super Agents and *Danger International* are the obvious alternate systems for this scenario. For *Super Agents*, reduce Dr. Megaton's powers (removed his Area Effects, and part of his Strength) and replace his supervillains with better-disguised hired agents with VIPER-class weaponry. While probably out-gunned (remember, the police are waiting just outside the plant), the Doctor's object is to sneak the nuclear material away, not to blast their way out with every gun blazing. For *Danger International* replace the Doctor's character sheet with one more appropriate to a depraved, but essentially human NPC. For his henchmen, use well-trained, well-armed soldier-of-fortune types. If desired, replace the Eco-guerrillas with conventional Middle-Eastern terrorists; this may be closer to the tone of your *DI* campaign.

SCENARIO BACKGROUND

The megalomaniacal scientist, Dr. Megaton, has pioneered a new field of high-energy physics which he calls "super-reactivity". This consists of a series of so-called "super-fission" nuclear reactions, which can yield tremendous amounts of usable energy, will only "minimal" short-term environmental effects. The Doctor needs nuclear fuel in order to carry on his vital experiments. Unfortunately, the short-sighted government refuses to provide him with any, based upon the most short-sighted of reasons. It seems that there are a chorus of objections from legions of narrow-minded environmentalists, whining about "massive radiation hazards" and "Apocalypse in our time".

Megaton figured that the newly-completed atomic power plant would be a natural place to find plentiful supplies of fuel rods. However, the complex, built squarely on a previously unknown segment of the San Andreas fault, has been strengthened to near impregnability. The containment dome surrounding the reactors is made of 3 layers of 3 feet of reinforced concrete and 1 inch steel plate. While none of this posed much of a problem, Dr. Megaton knew he would have to seize hostages to fend off the authorities long enough to get the rods. Then he would have to get the rods away, and by that time a number of superheroes will probably have responded to the robbery, making escape difficult.

Dr. Megaton knew he would need a distraction to gain time, and a way to sneak the rods past the law enforcement personnel and heroes who would be waiting outside the plant. He decided to play on the simple intellects typical of most policemen and superheroes. The time needed could be gained by the recruitment of a gang of fanatical terrorists who could also front for the Doctor, taking the blame for the attack. For extra punch, the Doctor could recruit a number of supervillains, starting with his good friend Fusion. As for the heroes, they could help Dr. Megaton make his getaway!

Finding terrorists were no problem. A group of none-too-bright "Eco-guerrilla" thugs had been pressuring the good Doctor to build them a "big bomb". Telling them he needed certain supplies first, Dr. Megaton laid out a plan to seize the control room of the San Andreas power plant. This would give him access to the reactor and allow him to pull the control rods just enough to threaten a meltdown. For their part, the terrorists would carry explosives into the reactor.

However, during the confusion of the assault, Dr. Megaton executed a few elements of his plans which he had not bothered to share with the terrorists. He welded shut the door to the reactor, trapping the terrorist squad inside along with their explosives. He had also sabotaged all the detonators the night before, but saw no need to worry his allies with this news. The Doctor also lied shamelessly to the terrorists in the control room, causing them to extract the fuel rods into their housings instead of withdrawing the control rods.

As the heroes come onto the scene, the terrorist squad in the control room is preparing to announce their demands, unaware that their compatriots have been sealed in the radiation-bathed reactor. Meanwhile, Dr. Megaton prepares the next step of his plans, using the heroes to help to get into the reactor building to steal the fuel rods!

THE SETTING

The San Andreas Nuclear Power Plant consists of a one-story control building, a reactor confinement dome, a shed housing the turbine generators, a tangle of high voltage transformers and connecting power lines, a bunker for spent fuel rods, and a general-purpose storage building. The entire complex is surrounded by a heavy-duty security fence, with a visitor's center and parking lot outside.

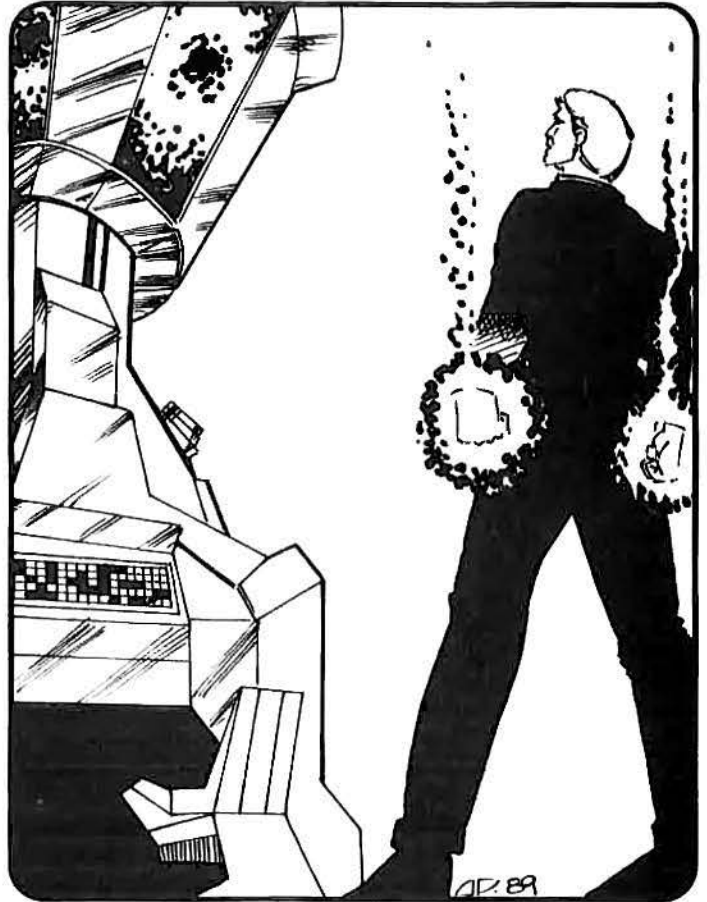
The reactor piles, square piles of bricks encased in metal jackets, each sit at the bottom of a 4" deep, 4" radius pool of clear water. The piles themselves are 1" tall and 3" square. The water in the pools blocks radiation and carries off heat escaping the cooling system. This cooling system is of vital importance, since the reactor could melt or even blow if not kept cool.

Surrounding each pile is machinery for moving the control and fuel rods. Small, heavy pipes carrying high-pressure, superheated water also encircle the piles. These go under the concrete floor and into the turbine building next door, where they exchange the heat that they carry away with another system of pipes carrying uncontaminated water. These pipes drive turbines which feed power to the adjacent transformer station and then to the high voltage lines leading out of the plant.

There is a lot of trouble available in a nuclear power plant and the opportunities should not be missed. The metal jacket of the nuclear pile is slightly radioactive, the inside materials moderately so, and the fuel rods to the extreme. The water in the primary cooling system inside the reactor dome will flash into a jet of superheated radioactive steam when breached that will lance out of the pool, heating it and splashing off the ceiling over half the building. Once the control rods for a pile are smashed, the pile will start to overheat, and eventually the pile casing will crack. Water coming through the damaged casing will eventually cause steam explosions that will rip the pile open.

If the pile casing is damaged, the referee should make checks to see if the damage becomes worse. Roll 3d6 every six segments; on an 8 or less there is an explosion which further increases the damage to the pile casing. Also, further damage will occur on a 9 or less, then on a 10 or less after yet another explosion, and so on. If any of the NPCs or the characters deliberately attack or damage the reactor piles then the process of destruction will proceed faster; the roll for further steam explosions should start with a 9 and less, on 10 and less or even higher, depending on how much damage is done to the piles.

If things go to extremes (the chance of further explosions reaches 18 or less), the reactor rips open completely, spilling the uranium fuel to the bottom of the pool and instantly filling the containment dome with superheated radioactive steam. If the uranium is not separated in small puddles and segregated from each other (say, by hand) it will continue to heat up and melt through the bottom of the dome. At this point the surrounding countryside for tens of miles around and upwind



had better have been fully evacuated. Damage to people will be 1d6 NND Killing per segment. Of course, unless the situation were to get totally out of hand, the concrete containment dome would confine the radiation inside.

If the fight spills outside, make sure to carry it into the turbine building. Each turbine is 1.5' high and 3' long and, when pierced, will explode, sending scythe-like blades spinning for hundreds of feet. The thin walls of this building adjoin a forest of high voltage electrical equipment and power lines.

INVOLVING THE HEROES

There are three simple ways to insert heroes into this scenario. When the terrorists attack, the news is flashed over every media outlet known to man. Any heroes who see heavily-armed troops surrounding the plant, might decide that their presence might be beneficial too.

Alternately, the police call on the heroes directly to come and assist them:

Official: "Please, please, you must come!"

Hero: "Welllll, maybe just this once..."

Finally, one or more of the heroes might be present at the plant when the terrorists move in. Rather than attempting to stop them, he calls in reinforcements, realizing the potential danger to the plant should any of the attackers get away from him. Or the heroes might have been at the plant already for reasons of their own. Of course the referee must be careful not to abort the scenario by placing the heroes in a position to stop the terrorists before the bad guys can begin their assault.

PLAYER INFORMATION

The newly-opened San Andreas nuclear reactor is one of the largest in the U.S. (the referee may change the name of the plant, if he wishes to place the scenario elsewhere within the country). The four reactor vessels housed within its cavernous containment dome hold over 100 fuel rods, more than the next four largest plants combined. When the heroes arrive, they are told that the terrorists have seized control of almost the entire complex, taking nearly the entire staff hostage. And that wasn't all the bad news either. The villains had also mined the reactors, and were currently threatening to pull the control rods to boot, which would start off a disastrous meltdown.

As for Dr. Megaton, he is definitely not well-known as a villain. He has kept his criminal activities rather limited to date, and has not been caught doing anything too outrageous. What little might be known of him would be due mainly to his outlandish ideas concerning the (absolute) safety of the use of atomic energy. "What's a few roentgens a year, anyway?" is his most famous quote.

Finally, the Eco-guerillas, as they refer to themselves, are a known fanatical group of anti-technologists who believe Mankind would be better off "back on the farm", equipped with wooden plows and mules to bring in the harvest. Of course, this does not prevent them from acquiring and using the latest in weaponry and gadgetry. They see this simply as "Make technology to break technology". Before the raid, these terrorists had confined their actions to the occasional bombing of an oil company's headquarters or the torching of an automobile plant. They are known to be well organized and totally ruthless in the mindless pursuit of their quest.

PLOTLINE

Dr. Megaton and his merry band of supervillains gain entry to the nuclear power plant well before the attack, rolling in via his sandwich truck mobile HQ. Afterwards, his terrorists assault the premises, capturing both the control and reactor buildings. They grab everyone they can find, especially in the control building, where they grab some 30-odd people, including the entire plant operations staff.

Dr. Megaton's plan is simplicity itself. Rather than try to carry the fuel rods out past the heroes, he will get the heroes to do it for him. With nearly all the staff hostage, Dr. Megaton can pass himself off to the heroes as a senior plant technician. He will be wearing carefully forged identification, and certainly knows enough about the plant and its operations to convincingly fool the heroes. Since the plant has not been in operation long, it is extremely doubtful that any of the heroes know the personnel who actually work there. At his signal, the Eco-guerillas in the control room will sound the emergency horn, signaling an eminent meltdown of the reactor!

Dr. Megaton will act panicked, and inform the heroes that if the fuel rods aren't immediately withdrawn from the reactor (and taken from the reactor building for safety's sake) the worst will happen. He will bravely lead the heroes into the reactor, using stolen access codes.

Once inside, while the hapless terrorists and the superheroes, Dr. Megaton will set off explosives within several of the reactor pools (the detonators will respond only to his triggering device). This will destroy the control rod mechanisms and crack the reactor piles. He will then try to convince as many heroes as possible to break into the underwater reactors and remove the fuel rods by hand ("Don't worry, a short exposure

won't hurt you!"), as the only way to stop the reaction and subsequent meltdown. Finally, the Doctor's supervillain henchmen, poorly-disguised in borrowed lab coats, will wheel the retrieved fuel rods outside the containment building to the waiting sandwich truck.

This should be a chaotic melee with concealed terrorists, hostages, piles of boxed explosives, and escaping superheated steam and radiation from the cracked reactors. The referee should play up the urgency of the emergency as much as possible, remaining the players constantly of the dire consequences of a meltdown. Dr. Megaton will pull at the heroes as much as he dares, not giving them time to think and shrieking doom and destruction at every opportunity ("It's going to blow, it's going to blow!!").

Since this is a red herring scenario, hopefully the heroes will figure out that they are being duped. The additional supervillains are probably the weakest link in the deception. Some of them are rather transparently disguised in a lab coat and goggles. At least one of the heroes should notice something. If all else fails, a hero could spot the rods being loaded onto a sandwich truck.

On this operation, the Eco-guerillas have gone all out, throwing their entire offensive wing into the fray. A dozen more guerillas could be hiding out in another building on the plant's grounds, waiting to counterattack the authorities if and when they entered the plant. These same troops could be available to jump on the heroes if they spot them, as the heroes enter the reactor dome. Or they might finally have smelled a rat, and come out to collect their due from Dr. Megaton just as he's wheeling his stolen fuel rods into his sandwich truck.

GOALS

Dr. Megaton wants nothing more than to continue with his supernuclear research. He desperately requires the fuel rods from the plant to do so, mainly because no one is willing to sell him any (would you?). He'd like to con the heroes into getting the rods for him, rather than have to fight them. Besides, it would be so satisfying to demonstrate the superiority of intellect over heroic brawn. And if the heroes should pick up high doses of radiation obtaining his rods for him, well then it will be in the cause of science.

While the Doctor may not want a fight, his largely goonish collection of supervillain henchmen probably do. And though Dr. Megaton does pay good money (he's made a fortune on past nuclear patents) they are convinced one and all that there must be a ton of money somewhere in the looting of a nuclear power plant!

The terrorists want typical terrorist things; personal attention, a feeling of power, freedom for "political" prisoners, political concessions from the U.S. government, and millions of dollars.

OPTIONS

The Eco-guerillas have gathered all of their hostages inside the control building. If they are attacked they will destroy the reactor controls there, as the primary controls have already been inside the reactor containment dome.

The heroes can be encouraged to split forces in order to save the hostages, whom the terrorists can threaten to shoot one at a time. Once the deception in the reactor building has been discovered, they will be faced with a hard choice between rescuing the hostages or saving the fuel.

If heroes decide to go after hostages, refer to the Soft Targets scenario for ideas on how to slow them down.

If heroes go after the control room, the terrorists will destroy it before they are taken.

If Southern California is not a convenient place for the referee's game, no problem. There are nuclear plant sites everywhere; pick one.

An option for this scenario is the creation of a new super-individual. A radiation bath like this doesn't happen every day. One of the terrorists or a hostage could be the unfortunate subject; this could be the creation of a horrifying monster or NPC supertype. The mutation could last for the duration of the scenario or the rest of the campaign.

For an extra level of deception, the terrorists could be pulling the wool on Dr. Megaton. As the villain wheels the fuel rods towards escape, the terrorist leader in the control building can reveal himself to be the dreaded mastermind Dr. Destroyer (or some other megavillain in the referee's campaign). The archvillain could swoop down upon the Dr. Megaton to seize the rods for his own insidious uses.

The guerillas themselves could exhibit sophisticated combat techniques. This can range from the simple martial arts to advanced shock generation and fingernail poison dispensers (all nature-pure, of course). Of course, these techniques are way beyond these yokels. A patron supervillain would be necessary. The before-mentioned Dr. Destroyer would be one obvious candidate. A sampling of such bio-weaponry is given below.

CAMPAIGN NOTES

This scenario can be the beginning of a whole campaign. Dr. Megaton will continue to steal nuclear materials wherever he can, and will use what he gets to conduct experiments with potential environmentally-harmful effects. For example, Dr. Megaton has always wondered what would happen expose a city's drinking water to high radiation for prolonged periods of time.

Additionally, the Doctor and his madcap adventures provide all sorts of opportunities for some really amazing "radiation accidents". All kinds of individuals can be affected, ranging from heroes to villains to passing metermaids. This can result in new heroes, new villains or out-and-out horrors (see the Monster scenario for ideas).

Finally, the Eco-guerillas can be used as a fringe freak group, making period raids to knock out such abominations as the superhero headquarters, the Strategic Air Command's control center in Omaha.

SCENARIO NOTES

Eco-guerillas can field a considerable array of bio-weaponry. Examples are listed below.

- 19 pts. Marital Arts (use the "Classic Comic Book" pack age as given in the Champions Rules Book)
- 18 pts. 8d6 Electric Shock, 4 Charges, Not vs Force Fields (-1/4), (implanted bio-energy cells in the hands)
- 22 pts. 6d6 NND Neuro-paralyzer serum (defense is having Resistant defense), 2 charges, (one per hand, -1 3/4), IIF (bone needles in the fingernails)
- 22 pts. 2d6 HKA Neuro-destroyer serum, with 10 pts resistant piercing, 2 charges (one per hand, -1 3/4), IIF (bone needles) — alternate attack to the Neuro-Paralyzer

ENVIRONMENTAL DAMAGE

Superheated steam is an 2-12 die continuous energy blast with reduced knockback. The number of dice and amount of knockback depend on how close the target is to the source of the jet. Adjacent characters receive 12d6, with -2d6 for each hex distant. Roll the damage each segment.

Radioactivity can be a long-term Drain for characteristics such as STR, CON, END, and STUN. This can range from a minimal 1 point attack for everyone in the dome when the pile is breached, to possibly a 1d6 or more to each Characteristic to someone handling a fuel rod. Generating radiation damage per segment would be the best way to do it, but is likely too much trouble for the referee. Instead, roll the given damage every four segments.

Radiation suits, available in the dome, would give no more than 1 or 2 points of Power Defense versus radiation. This will provide some protection if the characters are exposed to lethal radiations levels.

A further option is to continue the Drain effect even after the character is no longer being exposed to the radioactive source. Continue a character's radiation damage for 1 turn for every 2 turns spent inside the reactor. This represents the lingering degenerative effects of radiation.

High voltage electricity does a continuous energy blast that can range up to 3d6 or 4d6 killing depending on how well grounded the character is. Since direct high voltage current can induce muscle spasms which will "lock" a victim to the source of power, any character touching such an electrical source must make a EGO Roll to tear himself free.

Remember also to check the Unluck rolls of anyone within a 100" when turbine blades fly through the air.

EXPERIENCE

Extra experience can be earned in Red Herring by refusing to fall for Dr. Megaton's false lures. Seeing through the ruse of the Eco-Guerillas or avoiding the supervillains long enough to keep the radioactives from being removed from the plant will be worth one to three extra points, spread among the characters who figured it out.

CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this scenario, use the Dr. Megaton and the Fusion Lad write-ups. In addition, the doctor has retained a supervillain group to back him up, known as The Hand. The group consist of the following characters:

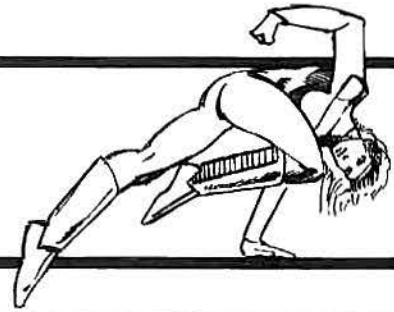
Lucifer	Starhand
Boomerang	Scrambler
The Puppeteer	

Of course, many substitutions are possible. For Dr. Megaton, many Master villains could substitute. After all, who doesn't have a good use for nuclear fuel rods? Try Mechanon from *Champions*, or Dr. Destroyer or Professor Muerte from *Classic Enemies*.

Some villains make useful sidekicks. Aerion or Thunderbolt from *Enemies III* are powerful elemental types, just the sort of thing you want around a nuclear power plant... an air elemental to make sure the wind's blowing away from you.

If your Eco-guerillas need a bit of toughening up, perhaps a freak or two might be willing to join their ranks, to gain revenge upon the technology which has so afflicted them. Use Wyvern or the Griffen from *Classic Enemies*.

MEXICAN STANDOFF SCENARIO #8



INTRODUCTION

"How totally rank!" Krystal Blue landed on the balls of her feet behind two feet of cobalt steel and carbide-whisker concrete. Her tiny body heaved from the effort of avoiding the hail of automatic weapons fire. As the once-famous gymnast (and TV star) paused to catch her breath, she took a moment to click on her miniature audio-video transmitter. "Like, where are all of those tough guys and armored dudes when you need them?"

"C'mon out, toots. If you don't show yourself by the count of three, all these nice folks are gonna get a taste of my lead medicine!" Auto-gunner lowered his 20mm auto-cannon at the crowd.

"You!"

Krystal Blue held her breath as the bank's floor manager blanched with fear. Still, she knew that Gunner hadn't seen her leap at ceiling height across the vault opening. She was thankful for this meager advantage. She mumbled her location into the microphone hidden in the collar of her low-cut leotards.

"Get over there, where that little twerp can see you die!" The Gunner motioned to the hole where the vault door used to be. The manager hesitated, glancing hopefully to Krystal Blue.

"Move!" The edge of insanity in Auto-gunner's voice told Krystal that she was about to see a body explode. She hated to see bodies exploding. Leaping into the rubble-strewn opening head first, she bounced off a hand-spring towards the crouched touch-down she used to start her

most athletic tumbling runs... "Nyan-nya-nyan-nya Nyah-Nyahhh." It wasn't Tennessee Williams, but it got Auto-gunner's immediate attention.

With a startling quickness the gunman spun and put 10 rounds of High-Explosive death into the vault opening. The next rounds of Hamburger-Express went right though where Krystal Blue would have been if she'd allowed her considerable momentum to carry-through like any "regular" superhero, and the trail of destruction followed her straight up so fast that her spring-assisted leap barely kept her ahead of the spray.

"Yikes!"

As the heroine bounced off of the ceiling straight to stage left, the last High-Explosive rounds took the remaining overhang off of the bank-vault opening. Coming to earth once again behind the walls of the vault, she noticed that it's once man-sized opening was now ready for vehicular traffic, and the entire rear wall of safe-deposit boxes was now destroyed. Also, it was very hard to miss the shreds of large bills and negotiable securities which were floating around like confetti at a ticker-tape parade.

"Brilliant fer shure, Bozo." She taunted. "Do you want to get rich, or just have a party?"

"Arrrghhhh!" Auto-gunner was vexed with frustration. Even zonked-out on drugs, the hyper-normal combat grunt could see that he had wasted millions of the dollars he needed to keep himself in drugs and destruction.

Krystal Blue wiped sweat from her eyes as she bounced new life into her shoe-springs. "Looks like we've got a real Mexican Standoff, Bandito." She stepped into the bank vault and settled in to wait for help to arrive.

Actually, our cliché-prone heroine missed the mark. A true Mexican standoff is two (or more) enemies, each capable of immediately killing the other(s). As long as people in this circumstance don't try to beat each other to the trigger, it can make for a very interesting story. Alas, the weakness of Mexican standoff is that most heroes and villains cannot be shamed away from exercising a rare opportunity to blow away their opponents.

Thankfully, the game mechanics of *Champions* makes it nearly impossible to immediately kill anything. With the aforementioned weakness in mind, most forms of the standoff can be used for many exciting *Champions* scenarios. As a GM, you know how thrilling it is to take out heroes with mere well-armed thugs. Variations on the standoff dilemma are the way to do it.

OTHER GENRES

As with most *Champions* scenarios, Mexican Standoff will work well with both *Super Agents* and *Danger International*. For *Super Agents*, run the villains straight. They'll be tough, but doubtless the characters will outnumber them. Give the characters some vehicles; it will make for some interesting aerial combats.

For *Danger International*, reduce Auto-gunner's attack some. The characters may not want to tackle the LHX directly, but instead attempt to trail it back to the bad guys' headquarters. Who knows? If they can capture the bloody thing, the referee can start an Air Wolf campaign!

SCENARIO BACKGROUND

Three ex-soldiers, Auto-gunner and his buddies A.C. and Duke, have stolen the latest experimental prototype tank-busting attack copter from the Army, plus a small arsenal of hand weapons. Even worse, they have obtained a goodly supply of a drug the Army has been testing, aine. This drug, a "safe" variant of the Cyberline drug used by PRIMUS, is supposed to greatly enhance the combat effectiveness of troops, and is the latest thing to come out of the Army's Super-soldier Program.

The drug does everything it's supposed to, and more! Unfortunately it always has a number of substantial side-effects as well. Now, half-crazed from the drug's effects, Auto-gunner is taking the next step in his whacked-out plans for world order. In other words, it's pay day.

Setting the copter down on the top of the First Unified National Bank building ("Go with us, we're the FUN bank!"), Auto-gunner has descended down to the ground-level branch in order to haul off as much loot as he can carry. His friendly thugs are waiting for him up in the copter.

As luck would have it though, Auto-gunner's deposit is delayed when the famed Krystal Blue walks into the middle of the robbery, and proceeds to make a nuisance of herself. Unwilling to risk the lives of the bystanders by tackling the heavily-armed villain, our heroine is sending out calls over her video equipment, trying to summon help.

INVOLVING THE HEROES

One aspect of the standoff is it's flexibility. Since the involved parties are hesitating, it is easy to freeze a situation until the introduction of the player character heroes. The only necessity is that they all arrive before the play goes into segment by segment action. The 'hooks' are:

Private Broadcasts: Krystal Blue is broadcasting a TV signal with the picture scrambled, but not the sound. Despite the intervening bank vault and the poor conditions, all of Krystal Blue's transmissions are quite clear. This is because they are digitally encoded, with standard error detection and compression. Any hero (Villain?) with High-Range Radio can hear that trouble is brewing and figure out where to go.

Public Broadcasts: Auto-gunner and his henchmen have left a wake of death and devastation on their way to the bank, and Krystal Blue is a famous TV/News personality. Therefore, tabloid and news reporters are already at the scene providing live coverage. Any of the reporters could have direct connections to some heroes, and other heroes could learn of it by watching TV.

Police Broadcasts: The bank's silent alarm has gone off. Police are already at the scene and are starting crowd control. Heroes with police or security connections could be called in to assist in the currently stalemated situation.

Coincidence: It's payday, and the bank is full of innocent bystanders. This would be a good way to introduce a novice or low-power character into the middle of the action, but it is not recommended that powerful heroes pop from the crowd. It looks real bad to let an unarmored acrobat suffer through several turns of automatic weapons fire before stepping out to rescue her. Alternately, any of the bystanders could have a connection to a would-be hero. Be sure to check character Disadvantages for DNPCs and Secret Identities.

PLAYER INFORMATION

As the heroes arrive, a crowd has gathered outside the bank. Both the crowd and adjacent buildings are bristling with news cameras and microphones.

The information the players begin with depends strictly upon the mode in which they were first notified of the hostage situation. Use one of the paragraphs listed below:

Private Broadcasts: Heroes (Villains?) listening know that the First Unified National Bank at the corner of First and Jefferson is being robbed by a creep with an auto-cannon, and that he is in the lobby threatening hostages, while Krystal Blue is trapped inside the vault.

Public Broadcasts: The public knows that there is an assault helicopter on the bank roof, and it's thought to be a brand new LHX with two accomplices as pilot and weapons officer. They also know that the Auto-gunner gang has threatened to blow up the bank if superheroes try anything. With knowledge of military secrets (it pays to be informed) or a perception roll at -5 TV viewers could guess some of the capabilities of the LHX Ground Assault Model. (See Obvious Foci on the LHX Vehicle sheets).

Police Broadcasts: The police know that there is a bomb threat, that there is helicopter on the roof with a pilot, that there is a nut in the bank with a machine gun and explosives, and that hostages are in danger. The police think the bomb is big enough to blow up half a city block. With a SWAT-team unscrambler and knowledge of SWAT slang (or an INT roll) heroes would know that the police are planning on killing the copter pilot in the belief that the bank-robbers won't use their bomb before getting away. They then plan to secure the area and begin negotiations with Auto-gunner.



Coincidence: Anyone inside the bank will know that Auto-Gunner is a nut, that he is well armored, including a gee-whiz helmet, and that his weapon will instantly kill anyone it hits. They will know nothing about accomplices, the Assault Helicopter or the bomb threat. C'est la vie.

Passers-by will know that the bank is being robbed, and that there is danger of an explosion. The police will not let anyone past their barriers, and are directing all known superheroes to the SWAT commander for coordination. Unknown superheroes are being misdirected to the "Field Commander" in a nearby van. There they are being detained before they can cause trouble.

PLOTLINE

The referee should be able to quickly sketch any needed maps. The bank is a glass cube five stories high. The bank occupies the ground floor, with high ceilings in the lobby and good lighting. The top four floors of the building are offices, and are occupied by over a hundred people. There is only one stairway from basement garages to the roof, and two elevators. Auto-gunner has secretly disabled one of the elevators. The layout of the branch isn't important, save that the vault is 4" wide by 2" deep, the opening centered, facing the lobby from behind a counter with lots of concealment.

The bank is on a corner of a major 4-way intersection downtown, with taller buildings surrounding it. Adjacent to the bank building is a large, open parking lot. Both buildings across the street from the bank have windows which can be opened; the windows in the bank and its adjacent buildings cannot be opened.

Duke and A.C. are in the LHX watching the Radar and monitoring police broadcasts. They are telling Auto-gunner everything they see and hear. Auto-gunner is lining up hostages, getting ready to kill them, until Krystal comes out.

Ten SWAT snipers are in place (if used), and Duke and A.C. know where 6 of them are.

If action breaks out on the street, or if the snipers start shooting, A.C. is going start shooting SWAT members and low-armored heroes. If vehicles or heavily armored heroes show up, Duke is going to take off and lower a LATER missile. If it locks on and the target is not immediately fleeing at this event, well, LATER. If the LATER doesn't lock, A.C. will stop playing TAPS and add CLASS to the OCV.

No matter what goes on, A.C. and Duke won't leave Auto-gunner behind, preferring instead to buzz around and harass heroes. Unless Auto-gunner orders them to, the henchmen will not shoot at civilians.

If things get hot outside (i.e. topside), Auto-gunner will start having hostages walk out in two's and three's, and then shoot them from behind unless the action stops.

If things get hot inside, Auto-gunner will always go for enemies first and bystanders second. The villain will do his best not to shoot up the bank vault or anything else of cash value. He would love the chance to get in the vault and grab a quick bundle or two. If the opportunity presents itself, he'll spend 1d6 phases loading things into sacks and then try to shoot his way out. If things get grim, Auto-gunner will call on the LHX to lob in some HEFTIE's at the police, then to fire on the crowds while the villain makes his way to the roof.

OTHER PLOT POSSIBILITIES

Given the quirky nature of both criminals and superheroes, standoffs are perhaps the easiest scenarios to create and, for players that like to be challenged, one of the most fun to run. A "standoff" exists because the involved parties have weapons and options they don't wish to use because of the action their opponents might take in response. The essential aspect of a standoff is putting characters in a situation where the stock answer, fight or flight, is undesirable.

Examples and variations of this dilemma theme are endless. Here are some of major categories —

Mutually Assured Destruction (MAD): A good example of this was the force-field/laser reaction in *Dune* (by Frank Herbert). Lasers were good weapons, and force-fields were good defenses, but if one contacts the other, Wham-Boom! both persons are forwarded to their next incarnations COD. Another example of MAD is the US-USSR nuclear stalemate. Either side can sense the launch of their enemies missiles well before they hit, and either can respond in a way that eviscerates the other. To make MAD work in *Champions* requires creating a powerful and deadly catastrophe that can be intentionally set off by the bad guys, or inadvertently triggered by one of the many characters involved. For a MAD scenario to work, the heroes must be made aware of the potential disaster that could befall them.

The Doomsday Device: Similar to MAD, except that the device is independent of the villain(s). Heroes attempting their goal are faced with the possibility of triggering some cataclysmic event like an atomic explosion, rupturing the skin on a space-station, etc. This could be as simple as a thug holding a pinless grenade, or as complex as an earth-elemental whose currently neutral brethren control the motion of the earth's crust. Extra-brainy GMs can even use a doomsday device without villains or as a diversion for yet another improbable escape by an arch-supervillain. Here the heroes need not know in advance the chain of doom they have set off, but they should find out in time to try and stop it.

The Hostages: Here, the villains are attempting to force others to do their bidding by threatening to damage something the others care about. This scenario works on the threat, and the demonstrated will to carry through with it. A good twist on the hostage theme was given above, where the villain let the hero know how much he cared about something, and the out-classed hero had to find a way to use this to her advantage.

The Innocent Bystanders: Instant hostages — just add danger. Of course, the key to a bystander scenario is someone who cares. This is determined from a character's list of psychological disadvantages. If someone cares, the GM puts whatever bystanders are around in harm's way. This can be particularly joyful if the GM uses a group of colorful and obnoxious innocents like anti-war demonstrators who have no regard for their own safety.

The Press: Few people are more intimidating to rowdy superheroes than a crusading reporter. Here, the great leveler is potential embarrassment or unmasking. Even the most justified and well intended actions can look like random violence with good editing, and the slightest bit of anger or frustration can look like wanton glee if expressed on camera while fighting it out with bad guys

The No-win Situation: A classic plot twist wherein the villain has many goals and tries to make the heroes choose which one(s) to prevent. This takes extra planning, because the GM must devise multiple motivations in a single scenario. Some examples include a villain found inside a blood bank — should the heroes prevent the villain from stealing the blood, or from destroying it? Alternately, the heroes could encounter a group of environmentalist thugs trying to destroy an asbestos mill. Should the heroes defend the mill and be associated causing cancer and defending greed, or help destroy it, and be associated with random violence and terrorism? It is best to subject heroes to no-win situations only as part of a greater scenario in which they can eventually prevail. Despite the fun the GM may derive, a steady diet of no-win scenarios can kill the spirit of many players.

GOALS

Auto-gunner is motivated to robbery by his addiction to Exo-caine, an experimental drug intended to increase human endurance and reduce reaction time. This drug works, but the program wasn't successful because the animal tests did not reveal the common human reaction of extreme megalomania and psychological addiction.

Auto-gunner also needs to finance the army he is building, and is looking to build a reputation as a blood-thirsty killer. With a good rep. he thinks he can recruit a private army for hire. With a private army slowly growing to service all mercenary needs world-wide, he figures it should be easy to start taking over entire countries. In a few years, 5 at most, Auto-gunner expects to negotiate a new world peace, and disarm all countries under the benevolent protection of the United World Armed Forces.

For now, Auto-gunner is ready to do some serious killing if he can't get Krystal Blue out of the bank vault.

Auto-gunner's thugs, A.C. and Duke, are loyal to Auto-gunner and share his fevered dreams of world order and benevolence, under their combined leadership. However, the two henchmen are also on restricted doses of Exo-caine, and are quite susceptible to suggestions that they replace the bungling Auto-gunner as the head of the future UWAF. Although Auto-gunner doesn't know this, A.C. and Duke are close friends, and will go to any extreme to guarantee each other's survival. If either one appears to be killed, the other will go Berserk, recovering on an 8 or less.

Due to the traumatic accident in which she killed her parents, Krystal Blue is willing to sacrifice her own life to save the hostages. This determined attitude should be played up as necessary to keep Dirty Harry type heroes from endangering hostages. For now, she has used her time to become fully recovered.

At the first sign of his being distracted, Krystal Blue will try to run out and disarm Auto-gunner with a well-placed Martial Kick. Barring that possibility, she will continue to use her acting skills to keep Auto-gunner thinking about her rather than the hostages.

OPTIONS

Of course the police will be standing by in force outside the bank, ready to do their part. For the moment, they are biding their time, waiting for the police negotiators to do their work. However, once the heroes have arrived on the scene, the police may well be inclined to let them handle the situation.

Another option is that the police will attempt to resolve the situation on their own, by force. This could happen just before the heroes arrive, the scene a swirl of automatic weapons' fire as they pull up. Or the police might attack after the heroes have gone in, drawing fire away from the characters or perhaps fouling up delicate negotiations just about to be successfully completed.

The police may not be willing to allow "random" heroes to stick their nose into the situation. Disreputable or unknown heroes could be turned over to the SWAT assault team and tricked into entering the paddy wagon ("Excuse me, Mr. Blockbuster is it? The Captain would like to speak with you inside the Command Vehicle, please.") If necessary the frustrated assault team members will use threats of arrest and force to restrain potential thrill seeking and troublemaking heroes.

On the other hand, heroes with great leadership abilities could discover that the SWAT members are open to the idea of storming the bank, even though the SWAT commander has forbidden it.

All SWAT team members have +5 PD flak jackets on (Activation 10-), and the police have +5 PD bullet proof vests (Activation 9-). The police are armed .38 special revolvers doing 1(d6+1 RKA); the SWAT snipers are all equipped with 2d6+1 rifles and have OCV 10, with +4 to offset range mods. The SWAT team paddy wagon crew are all equipped with 9mm Uzis (1d6+1 RKA, autofire).

If used, the police would be setting up to attack the LHX copter on the roof from adjacent buildings. They will give a well regarded heroes at least a few minutes to resolve the issue before taking action.

The referee may decide that there are more than enough characters available without involving an NPC hero. Krystal Blue can readily be downplayed in the scenario. She can be seriously injured — only capable of summoning the aid of the PCs. Or a player character can be put into Krystal Blue's place. Video equipment might be on hand inside the vault, for use in shooting a commercial planned later in the day.

If only a few players are available, Krystal Blue can balance things out, but she need not be a part of the scenario.

CAMPAIGN NOTES

Obviously, Auto-gunner and his UWAF can be made a part of any campaign. The main driving force behind the villain at first should be his compulsive need to obtain more of the Exo-caine drug, and the means with which to manufacture the drug.

A more frightening campaign element would be if some archvillain were to get a hold of the substance. If he rashly took it, he could become an immensely powerful, deranged machine of devastation. Or at least more so. Between his awesome abilities, and their desperate need for more of the drug, the possibility of tremendous destruction exists, and of course it would be up to our heroes to put an end to it.

Or some underworld kingpin might capture some Exo-caine, and refine the drug to eliminate the side effects. They could market it, peddling the raw form to every two-bit thug and overpowering local law enforcement agencies, while selling the good stuff to various supervillains. Needless to say, the resulting upsurge in criminal activity could threaten the very basis of society. It would be the heroes' finest hour in combating this threat, and perhaps their last.

SCENARIO NOTES

There is 25 man-months of Exo-caine in the helicopter at the thug's rate of usage, but Auto-gunner uses twice as much. Auto-gunner thinks that the formula is in there also, but the army chemist managed to alter her notes to make a drug similar to PCP. This formula would leave someone with delusions of great speed and power, but only make them push their normal strength until they collapse from burning STUN.

Exo-caine is a rare, man-made drug that increases the metabolic rate of most mammals, including humans. This gives the effect of greater stamina and tolerance for pain. The drug also increases the signal intensity and propagation rate in nerve tissue giving the effect of greater speed and dexterity, as well as delusions of grandeur and omnipotence.

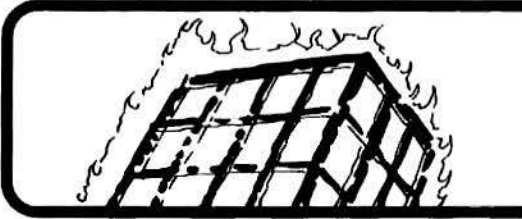
Ability	Normal Dose	Double Dose
CHARS		
Dexterity	+10	+15
Constitution	+5	+6
Ego	+2	+4
Speed	+2	+3
Endurance	+10	+8
Powers		
Presence Defense	+10	+15
Total Character Points	79	114
IIF drug (-1/4), rare (-1/2)		
Active Points	45	65
Character Disadvantages		
Overconfidence,	15	20
Irrational Actions	Common	Very Common
Megalomania:	—	20
Irrational Actions	—	Very Common
Addiction to Drug	15	15
Vuln: 2x Effect vs. attacks against INT (Gullible)	10	10

CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this one, use the Gunner, A.C. and Duke write-ups, as well as the Krystal Blue design. Also the LHX helicopter vehicle design is featured.

Any madman with a big gun and a little brain would work well in this one. Lazer or Rainbow Archer from *Classic Enemies* could be substituted.

NOTES



FIRE AND ICE SCENARIO #9

INTRODUCTION

Seeker studied the crowd, looking for anyone he might know. Solitaire watched the flames devouring Cameron-Lee Industries, and shuddered. Defender and the rest of the Champions listened carefully to Fire Chief Kim. "They originally reported an explosion," said Kim, "so watch out for gas leaks. Or it could be sabotage; we don't know. We don't have a count of the missing yet, either, so you Champions are going to have to spread out and make sure you check everywhere".

Seeker and Solitaire moved toward the sight of the original explosion, while the other Champions took off into the dense cloud of smoke generated from burning vehicle tires. A smell of ozone drifted in ...

Fire and Ice is not your typical good vs. bad scenario; the usual supervillains, agents and monsters are set aside. Fire and Ice is a disaster scenario, pitting the characters against the forces of nature and happenstance. A large-scale industrial fire forms the basis of this write-up, but this is only one of a large number of possible disasters: bursting dams, floods, sinking ships, collapsing buildings can all can work. The distinguishing characteristic is that the forces opposing the hero are indifferent rather than malignant.

The referee has the responsibility of providing an entertaining session, and so he may find himself increasing or decreasing the danger of the opposing forces, as the heroes prove themselves superior or deficient to the challenge. This is perfectly all right, and in many cases inevitable, since the referee may be dealing with ad hoc rules which are not a regular part of the Hero System. It is best, however, not to let the players know when some rule has been altered in their favor (or the reverse). Die rolls can be concealed as necessary, or decisions made silently and acted upon without comment. In many ways, the natural disaster is the most difficult of scenarios to do well, but because it so is unusual, the players may find it to be one of their favorites.

OTHER GENRES

The disaster scenario is a natural for most any Hero System. The players' *Super Agent* or *Danger International* characters can step right into this, with virtually no modifications. The referee might hold back on dropping things on the characters, however. To add spice to the unfolding drama, add a character's NPC to the list of missing. This way the intrepid hero can laboriously force his way into a fiercely-burning building to find his beloved trapped beneath a pile of rubble, as the compressed gas cylinders spilled nearby are becoming dangerously over-heated by the flames. Without superpowers, this can be a far worse situation than any number of heavily-armed goons!

Justice Incorporated characters will also work out just fine for this line of scenario. Just rewrite the Cameron-Lee Industries complex into a chemical-testing facility, and change the radiation stress lab and the computer room into a chemical-analysis facility and records room, accordingly.

SCENARIO BACKGROUND

THE MAP

In this scenario the map represents a branch of Cameron-Lee Industries, a materials testing lab specializing in radiation stress testing. Ten to thirty minutes ago, an explosion destroyed the southwest corner of the lab building. The resulting fire quickly spread within this building and to the nearby vehicle pen. Firefighters responded almost immediately, but they cannot be everywhere. Their first priority is protecting the gas pumps. The heroes, when they arrive, will be asked to help in search and rescue and in stopping the fire among the labs.

Actually, the explosion was deliberate. It was caused by one Willie Therman, a rather incompetent company insurance investigator. Therman anticipated correctly that he would soon be discharged from his position, so he used his knowledge of industrial safety, and the CLI facility in particular, to plan his revenge. The destruction of the CLI plant will cost his company millions in insurance awards. So Therman approached an long-suspected arsonist against whom he had never been able to compile conclusive evidence, and obtained the means for revenge.

Earlier in the day, Therman smuggled his explosive device into Cameron-Lee and activated it in a well-chosen location. Unfortunately for himself, he mistook seconds for minutes in the timing and blew himself up as well.

The explosion collapsed the section indicated in the map notes. It damaged components of the electrical, sewage, communications, and foam fire-fighting systems. Fire ignited at the site and immediately spread to the adjacent office and computer areas. Secondary explosions threw burning debris across the lot to the vehicle garage, which contains the company gas station. Shock-induced short circuits in stores turned the metal storage racks into a death trap.

As our heroes prepare, then, the situation is as follows: most personnel have evacuated the building, but an unknown number of people are still missing (see below). Fire Chief Kim is concentrating his resources on the garage and the vehicle pen. Fires burn in the computer room, cubical area, and parts of stores. The labs are heating up behind their fire-resistant doors, with resulting disaster inevitable. Smoke and heat in various parts of the building make movement difficult, but there are people to be rescued nonetheless.

INVOLVING THE HEROES

There are three easy routes for the heroes into this scenario. Most of them will likely come in response to early news reports on the radio, or after hearing the explosion. Ensure that these people all arrive at about the same time. One hero is perhaps tracing down the arson attempt (Billy Firebug is back in action, did you hear?). This hero would be watching outside CLI or sneaking in as the bomb detonates. If someone enters the scenario by this plot device, get back to answering his questions after the emergency (see Campaign Notes, below).

The third entry method is for a scientist or engineer hero. Such a character might simply be on the site as a consultant when things come a tumbling down. Any character on the spot has a time advantage that the referee has to take care of — three minutes in Champions is enough time to accomplish a large number of phased actions. Keep any such characters busy herding panicked colleagues out of the building until the other player characters arrive. If that doesn't work, turn out the lights and drop pieces of ceiling on them (see Plotlines). Remind players that a few minutes in non-combat mode is very little time.

PLAYER INFORMATION

It is simplest to gather all of the heroes next to Fire Chief Kim before handing out important information. To begin with, almost any employee can sketch a simple map of the facility and indicate labs and such. Kim has an idea of where the fire is: essentially, the southwest corner of the lab building and the vehicle pen. He will identify stores, the labs, and vehicle areas as locations with potentially hazardous substances. Location and number of missing personnel are unknown. Oh yes, and watch out for falling rubble.



No one knows the cause of the fire, but arson is likely, due to the suddenness and intensity of the flames.

Firefighters are busy in area A on the map. So, the strategy recommended by the firemen is as follows:

1. One or two heroes start digging through the rubble at the original explosion, where the fire is dying down.
2. All others enter the lab building from different sides. Look for victims and discover the extent of the fire. Fight the fire if capable (see Goals).

Kim has 1-6 spare firefighting suits, if asked. These are PD 3, ED 5, BODY 4 with 5 pts Life Support vs. smoke and gas. They also give the wearer -1 DEX and -1 to Perception Rolls. Fire hoses will not be offered, but deliver 300 kg/segment of water (3 Body), should they come into play.

PLOTLINE

Place victims at the start of the scenario. Put 1d6 people under the rubble in area A, and in each of areas B, E, F, and P. Put one person in the closet in area D. Sketch a small copy of the map for yourself, and mark the extent of the fire.

Beginning when the heroes enter the building, keep track of the following:

1. The following areas begin in fire: west half of F, edges of C, all of A, B, D, and the corridor outside D. Fire does 2d6K per segment and also contains smoke. Fire causes Hearing Rolls to be made at -2. Extinguishing fire is covered under Goals, below.
2. Any hex within 3 of a fire hex contains smoke. Smoke does 2d6 NND vs. Life Support per segment and functions as normal Darkness (-3 vision PER) with the same modifiers to Smell Rolls. Smoke damage does BODY to an unconscious character. Poisonous smoke in area D does BODY damage to conscious characters as well. Allow characters to hold their breath in a smoke hex.
3. Areas D, E, and F are dark because of power failure.
4. The fire spreads every post-segment 12. Roll 1d6 for every hex adjacent to a fire; on a 1 or 2, the hex ignites. If desired, subtract the number of adjacent burning hexes from the roll. Walls and closed doors count as extra hexes and must be ignited before the hex on the other side will begin burning. Do not spread fire into the labs this way. The labs will only begin to burn through flashover (see below).
5. Every post-segment 12, one trapped victim dies. (This rule supplants the need to apply the environmental hazards to each victim.)
6. Flashover is the explosive ignition of an enclosed room at sufficiently high temperature. An area is eligible for flashover if it is mostly on fire or adjacent to a completely burning wall, and its walls and ceiling are intact. Roll 1d6 each post-segment 12 or when the door is opened. On a 1, the room flashes over. This does 3d6 K immediately and ignites every hex in the room. This is the only way the labs can begin burning.
7. The metal racks in area P are electrified. Touching a rack does 11d6 per segment, or 7d6 to a flying or insulated character (the firefighting suits are insulated). Any water on the floor will ensure a good electrical connection.

Note that fire will not spread to other buildings unless in your judgment the heroes are taking forever to do anything. The referee may do any of the following at appropriate times:

1. Pieces of the ceiling fall in area C or within any fire, doing 2d6 worth of dice damage as an area attack. A hero might be pinned under falling debris just as heavy as he can lift.
2. Overheated water pipes burst in the wall near a fire. This is a Stun-only Area cone attack, doing 2d6 worth of dice, and attacking per segment. The length is 1d6 inches.
3. Components of the foam fire-extinguishing system begin working again. This is a 1" radius Entangle attack, per segment, for 4d6 with 1 DEF. Foam also attacks fire in the area using double the Body of the Entangle.
4. Areas E, G, H, N, and P all contain interesting chemicals that could blow up or fall on people. Roll 3d6 for the Damage Class of the attack, and 1d6 for the type:
 - 1-3 Normal
 - 4-5 NND (vs self contained Life Support or Force Field)
 - 6 Killing.
5. Gas leaks may occur in areas B, E, G, H, and N. A Smell PER roll will detect the danger. If no precautions are taken, and an Energy Blast, Force Field, or other dangerous power is active in the area, roll a chance of explosion of 8-. Gas explosions do 10d6 Explosion. One explosion might lead to another...

The descriptions of environmental hazards are simplified in the above rules. For more detail, see *Living in a Dangerous World in the Champions* and *Raid on Blackgulch in Adventurers Club 7*.

In addition to saving as many victims as possible, another important goal is to extinguish the fire. Fire in a hex may be extinguished by doing 8 BODY points to the entire hex with a suitable attack. Suitable attacks are maneuvers that remove oxygen, remove fuel, or cool the flames. For example, Energy Blasts with cold, fire, and liquid special effects will work if they are Spread.

A hex may be smothered with a 1-hex object having at least 4 BODY. In this case, the fire will simultaneously damage the object. If the fire does 2x the BODY of the smothering object, the fire is not smothered in that hex. Substances such as sand or water may be thrown on the fire for this purpose. 4 BODY of sand have DEF 3 and weigh 400 kg, +2 Body per x2 amount. Water is similar but has 0 DEF.

The referee can do any number of disaster runs, based upon the Fire and Ice scenario. All that is needed is a large-scale catastrophe, lots of potential victims, and intense time pressure. In order to save as many victims as possible, the heroes will most likely need to plunge right on into the danger zone, risking drowning, being crushed under tons of falling concrete, electrocuted, burned or dissolved.

GOALS

The principal goal is to find and rescue the victims. Victims are assumed unconscious, trapped, or otherwise unable to flee, but any person not actually buried by rubble can be spotted with a Perception roll. Victims in area C will be under 0-2 hexes of debris, with each cubic hex of debris having 4 DEF, 10 Body, and a mass of 5 tons (STR 38 to lift). If debris is destroyed rather than removed, and someone is buried there, apply the damage to the person as well, giving him an extra 4 DEF.

Additional goals in this scenario are minimizing damage and gathering clues. For example, the water tower could extinguish the entire conflagration, but tearing it out and pouring it on the building may earn disapproval. Clues include bomb fragments, Therman's body (if present), and any complications the referee may have added to the plot. This is especially important if the referee has Therman survive the disaster, to continue his reign of terror.

OPTIONS

One obvious option for this scenario is to increase the lethality of the fire. As written, the fire is a hindrance to most heroes, but their main challenge is saving people fast enough. Instead, the fire may spread faster. Characters in a fire hex may suffer reduced Recovery due to lack of oxygen.

There are several nasty tricks that may be pulled on individual heroes to make the building more dangerous. For example, the floor may collapse under a character, burying him under burning timbers. A character will grin less convincingly when Entangled and taking Killing damage, especially if he can't breathe. Alternately, collapse the floor and drop him into the waste disposal system. There he can drown under the fallen debris while soaking in toxic sewage.

If the scenario does not last long enough for your liking, let the heroes get everyone out and congratulate each other. Then detonate the second bomb, the one under the water tower. The tower tips over on Physical Plant, shorting out the industrial transformers, and starting a whole new set of fires right where the crowds have gathered to watch.

Less lethal complications include looters who rush into the burning building, and overzealous guards who won't allow the heroes into certain areas of the plant. Perhaps, the heroes get into the classified areas, but are followed for weeks by men in black limousines.

Another option is for Willie Therman to survive his bombing run, alive and free to bomb yet another CLI facility. This will allow the referee to run one or more additional scenarios, as the heroes race to track down the elusive bomber before he strikes again.

CAMPAIGN HINTS

This scenario may be integrated into a campaign by making a known villain responsible for the bombing. If the players trace the arsonist they may encounter a familiar opponent.

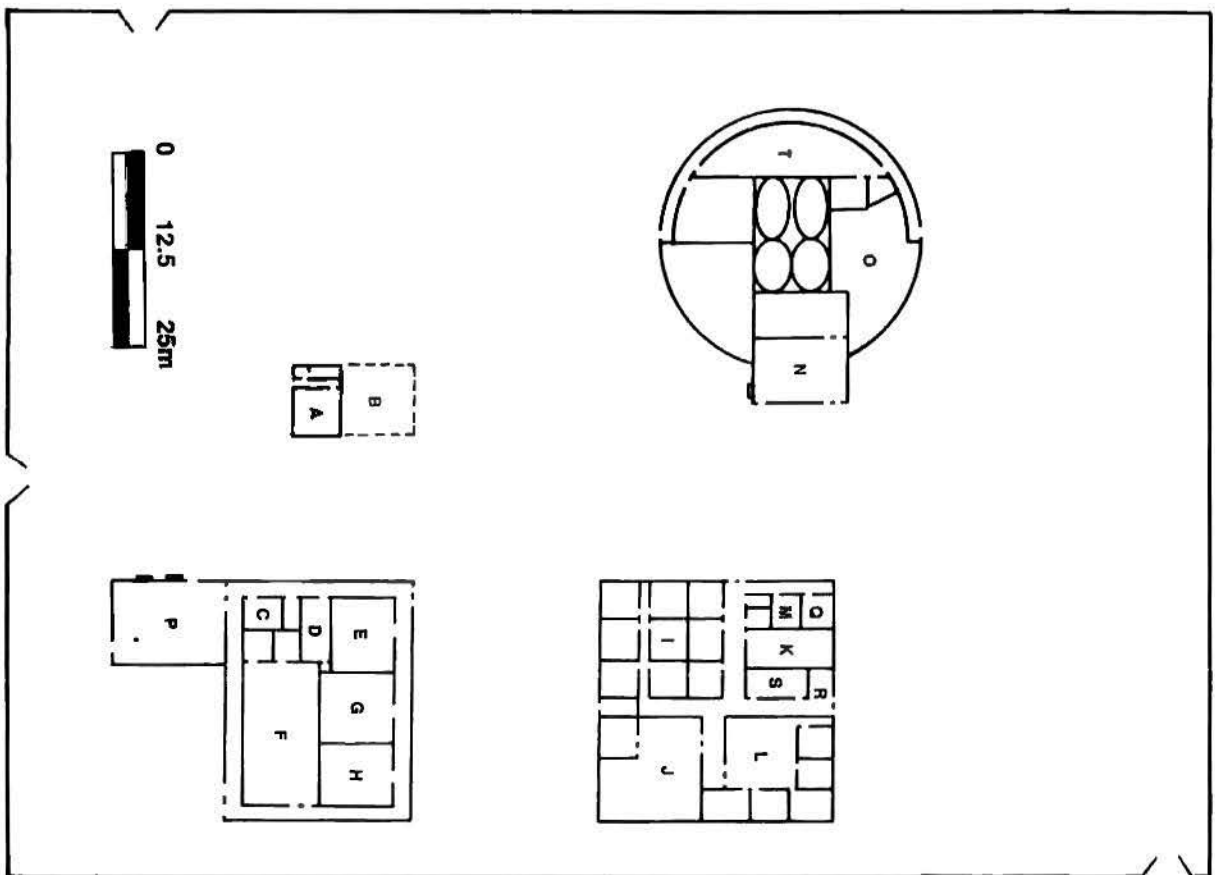
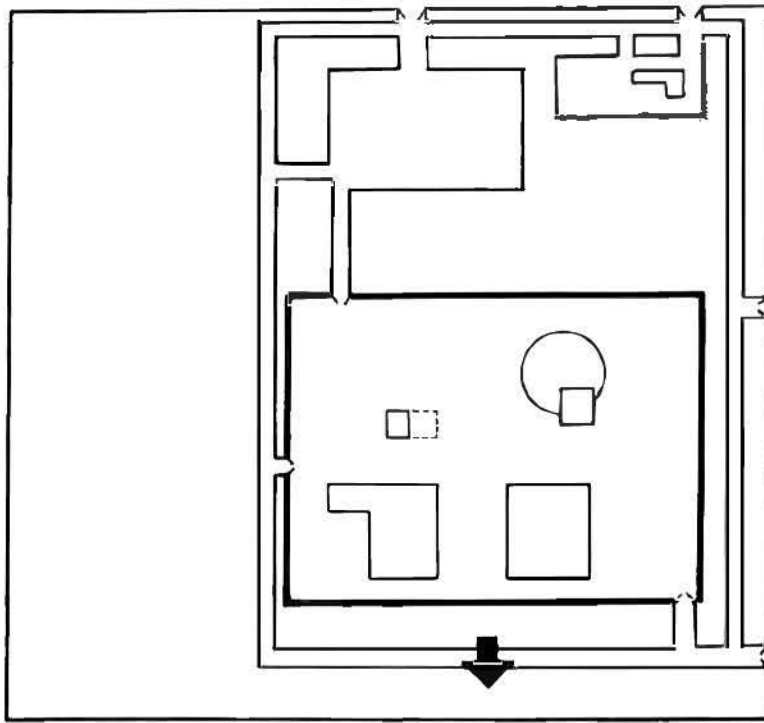
CLI will be grateful to the heroes and could be a useful contact for those with scientific or engineering talents. It is also a good place to take those puzzling alien material samples for analysis.

If any character was exposed to significant levels of radiation or strong chemicals, there may be continuing effects in later scenarios.

MAP DESCRIPTIONS

General: All of the outdoor area is concrete parking lot. Most doors and walls have 4 DEF, 4 BODY. Firewalls and lab doors have 7 DEF, 4 BODY, +5 ED vs. fire. (Walls running the length of the building are firewalls.) Lab doors are closed but all other doors are open to start with. Normally guards watch all entrances for unauthorized people (employees wear badges), but during the fire, only the other buildings are still guarded. Wind is to the northwest.

CAMERON-LEE INDUSTRIES



- A. Vehicle maintenance. This is a repair garage. It contains vehicle racks, lots of tools, and a pair of small offices. Outside are two gas pumps and an underground fuel tank.
- B. Company vehicles are stored in this fenced area, including trucks with 30-foot trailers, pickups, and station wagons. Initially, several vehicles (referee chooses which) are burning and smoking.
- C. This area used to contain rest rooms and a supply room. Important electrical, telephone, and foam supply lines run through here, which is why it was chosen as the bomb site. Now, most interior walls are down and much of the ceiling is gone. One corner is a solid cube of firefighting foam; the rest of the area is filled with debris and exposed wiring.
- D. This was the computer room, now a ruin filled with thick, poisonous smoke from burning insulation and magnetic tapes. A false floor is built six inches above the true floor, with electrical cabling underneath. This room has a small storage closet.
- E. This laboratory is used for testing the resistance of materials to etching and corrosion. The center of the room is occupied by three large tables containing oversized acid-proof sinks. The sinks can be filled with alcohol or water from overhead pipes or with other substances from the rack of chemicals and solvents opposite the door. A ventilation hood suspended overhead is automatically shut off during a fire alarm, but can be restarted manually. Shelves on the left-hand wall contain samples of various metals and construction material. On the right are file cabinets of records. To the immediate right of the door is an emergency shower.
- F. This is an office and workspace area, marked off into cubicles by five-foot walls.
- G. This lab tests materials for their resistance to radiation stress. The work table in the center of the room bears small leaded-glass containers, used as shielded environments for radiation exposure. A tank of heavy water by the far wall is used for the same purpose. The right-hand wall is mostly taken up by shelves of samples and safes holding radiation sources. Against the left wall at the rear is an X-ray machine behind a protective screen. Next to this is a bulky NMR (nuclear magnetic resonance) device and is a low-resolution electron microscope. An emergency shower is by the door.
- H. This laboratory is locked at all times, and unoccupied. The walls and door are fire resistant and shielded against electromagnetic radiation to government specifications. The walls are also protected with psionic shielding, peanut butter, mystic barriers, or whatever is necessary to stop the heroes' N-Ray and Desolidification powers. What's in here, you ask? That's up to the referee. Possibilities include prototype flak vests for aliens, demonology paraphernalia, and the Ark of the Covenant.
- I. These are offices for the scientists. Two of the offices contain floor safes holding notes on classified government projects, which make up a small part of CLI's work.
- J. This is the employee cafeteria and adjacent kitchen.
- K. This is the company library.
- L. Administration, payroll, and marketing personnel have their offices here.
- M. The company reproduction and printing services are located here. The adjoining room is a darkroom.
- N. This is physical plant. All utility feeds enter and leave the complex through here. Incoming power is stepped up and down in voltage through a set of transformers. Sewage is lightly filtered and monitored for trace radioactivity. Also, this area contains cleaning and maintenance equipment. Physical plant has its own receiving dock and fork lift.
- O. This water tower adjoining physical plant is sixty feet tall, with a ladder and catwalk. The tank serves as an emergency water supply in case of fire. Thus, there are standard firehose couplings which are currently in use.
- P. This is stores and receiving. Docks are at the south end of this warehouse area, and fork lifts are parked there. Most of the volume is taken up with twenty-foot metal shelves holding office supplies, chemicals, metals and building material for testing, lab equipment, and spare parts. The enclosed area is the supply office overseeing all this. The locations of parts and supplies are kept on computer (not operational) with a card catalogue backup (out of date). Thus, finding anything will be very difficult for anyone but stores employees, who are the victims here. Concussion from the explosion has collapsed part of the roof and tipped over metal racks onto wall outlets. The result is that most of the racks are high voltage sources. Smoke fills most of the room, and odd-shaped boxes are partially blocking the aisles. Fliers will need a turn mode of 3, and pedestrians will have to stop every 5 hexes.
- Q. This is the mail room.
- R. Main entrance and lobby.
- S. Conference room.

EXPERIENCE

Experience is assigned differently in disaster scenarios. The main objectives of the characters in such scenarios as Fire and Ice are, in order: Saving lives, reducing property damage, and salvaging clues, if any. Of course, most disasters are accidents, but if there is a perpetrator then locating clues and following them to the villain is important.

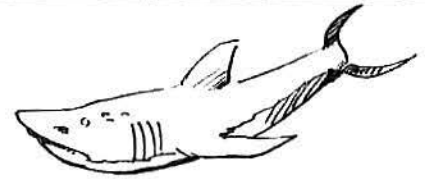
One or two points should be given to each character for assisting in the rescue and damage control options. Additional points should be awarded for outstanding acts of bravery. Further points will go to those characters who correctly find and interpret any clues leading to the disaster's instigator, if any.

CHARACTERS AND SUGGESTED CHARACTER CHANGES

Normally, there are no villains used in this scenario. The opponents here are the forces of Nature, and the clock.

But if the referee wants to, he can make the cause of the disaster supervillain intervention, with said character still hanging about the scene. Such malicious acts are entirely typical of villains such as Destruction, from *Wrath of the Seven Horsemen*, or Divine Wind, from *Enemies: The International File*. Both women revel in destruction, and both would enjoy a chance to pick off a few heroes as they struggle to put out the fire and rescue survivors.

DEATHTRAP SCENARIO #10



INTRODUCTION

By this time, Seeker had investigated most of his prison cell, not a simple matter since almost all of it was under water. He treaded water at the small air pocket the Voice had provided, and spoke again. "Are you still listening? You realize that you haven't even introduced yourself." Seeker succeed in keeping fatigue out of his words.

The Voice responded, "I prefer to make introductions through my subordinates." There was a metal-grating sound. "That would be Nemo, my mutant shark. Normally he is not very sociable, but he should be in a good mood when he greets you. Today is his feeding day, you see ..."

The deathtrap is a traditional plot device in comic books, and one that translates well into *Champions*. Typically, deathtraps are solo adventures, and normally they challenge a hero's ingenuity more than his ability to generate raw force. Deathtraps are customarily unique and hand-crafted to a particular "participant", but there are features and philosophies common to all deathtraps. These common elements are explained here, and the shark-tank trap that Seeker found so improper is used as an example.

OTHER GENRES

For *Super Agents* Nemo can be player straight, but leave the poor agent his equipment, to make it fair. For *Danger International* or *Justice Inc.*, this makes for a very nice, believable trap. Try throwing all the characters at once into this one, to give Nemo a choice of meals. However, the referee may find he must reduce Nemo's CV some, to give the poor character a chance.

SCENARIO BACKGROUND

The design of a deathtrap requires first a perpetrator, a motive, and an intended target. These are described below, as is the theme of the trap. The theme of the Voice's trap, for example, is water+shark+drowning. Once this is settled, the physical design of the trap or building should be laid out in as much detail as possible.

The Voice's trap, for instance, is located in a pair of swimming pools on the ground floor of an old health center. Each pool is 20 hexes by 8 hexes by 3 hexes deep. They are in separate rooms, but the Voice drilled a tunnel between them for the shark. This tunnel is 6 hexes long, 8 feet in diameter and closed at both ends with electronically-activated mesh doors. Both pools are roofed over at the water level. The pool the shark begins in is entirely covered; the other has in its center a half-hex area of slightly higher ceiling to allow for an air pocket. In the ceiling of the shark pool at one point is a locked man-sized feeding hatch. The other pool has a few speakers in its ceiling, but no exits.

If the referee keeps in mind the origin of the deathtrap site — that is, it was a swimming pool — he will be able to answer questions about details he didn't originally specify. If the hero in the pool looks about, then, he will see drains, water inlets, old lane markers on the bottom, and so on. It is up to the player, of course, to decide which of these features are clues to a way out of the trap.

Characteristics for the shark Nemo are given at the back of the book. Such numerical trifles as the BODY and DEF of the pool should be set according to the hero involved. The DEF of the pool walls by this philosophy would be nearly equal to the character's maximum damage output (thus requiring the character to push his attack).

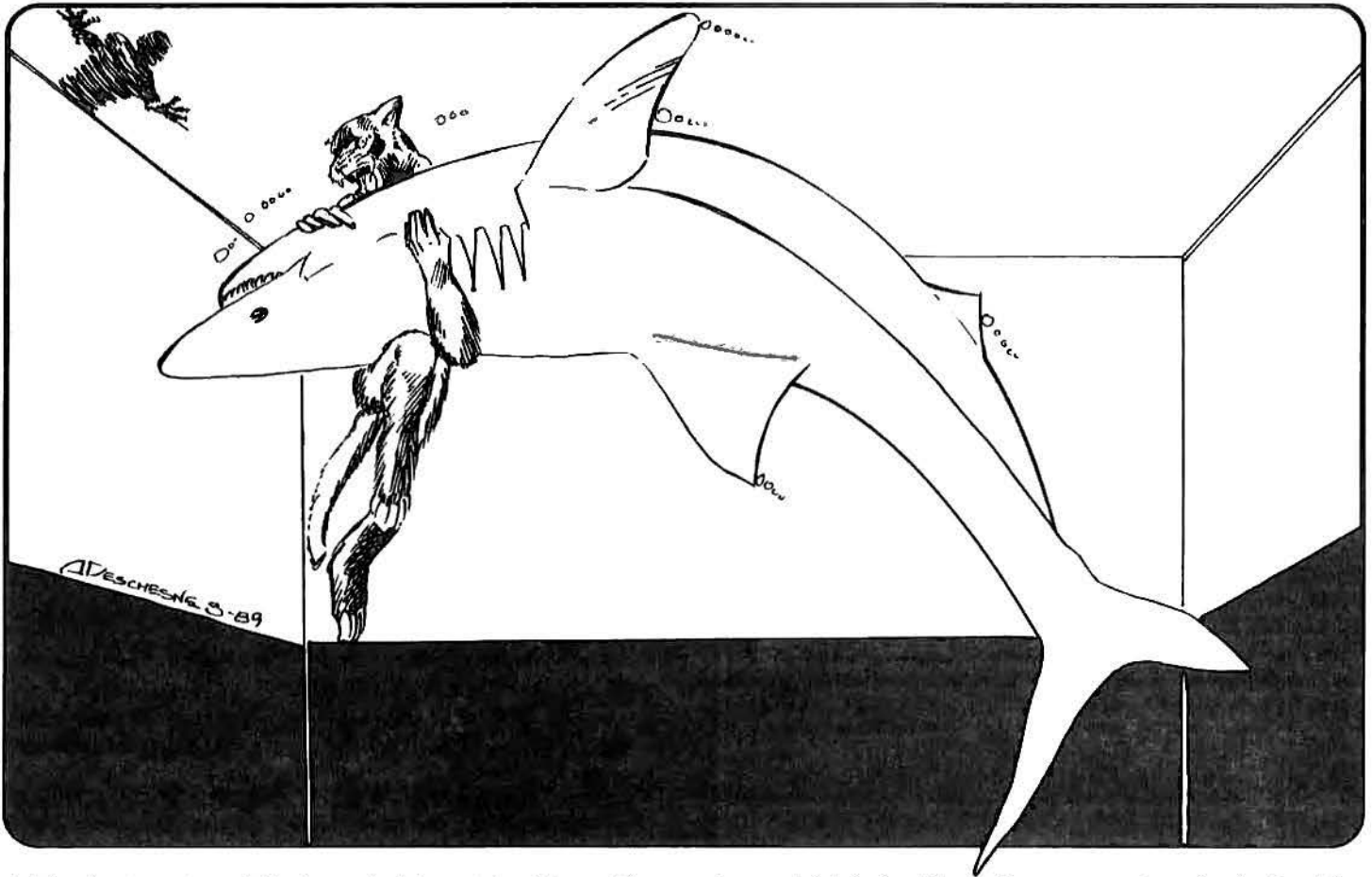
The referee should review the swimming and drowning rules in *Champions* before using this deathtrap. The main challenges here are maneuvering in an unnatural element and avoiding drowning. A character normally defends at one-half of his normal DCV, plus bonuses. The GM can decrease this penalty or eliminate it altogether for characters who are naturally at home in the water. On the other hand, wings and air-breathing rockets won't work at all.

A note on Recoveries is in order here. Obviously, if the character is away from the air pocket and can't breathe, he gets no Recovery. Similarly, if he is treading water, he may only take post-segment 12 Recovery. If a character thinks to backfloat, however, he may Recover.

INVOLVING THE HERO

Deathtraps and similar plots arise from four different situations:

- The captured hero. This is the most obvious and familiar plot. The Bad Guy in this situation can be expected to take as much time as necessary to custom-tailor the deathtrap to this one hero's psychology and powers. He may be doing this because he feels the hero is a worthy opponent who deserves a chance of survival. Or the villain may feel the hero is too stupid to live, deliberately putting him into a trap the Bad Guy knows he could survive, but the dodo hero certainly will not.
- Non-personal traps in a villain headquarters. An example of this is the garbage disposal on a certain starbase. Heroes intruding on the private lives of sensitive, shy criminals will open an occasional wrong door and fall into a lethal surprise for unwanted guests.
- Blatant challenges. A giant clam trap mechanism can be wheeled up to the local hero headquarters or left parked in front of city hall. A sign on the device says "Oceanmaster's Mollusk-Proof Deathtrap", guaranteeing that the overconfident Mollusk will have to climb inside.



d. The hostage-trap. This is an inside-out deathtrap. The hero's loved one, or the crown jewels, or an armed nuclear warhead is hidden at the center of a vast array of mechanical guardians. Our hero must infiltrate without triggering either the devices aimed at himself or those trained upon the fragile bait.

The shark trap is best used as a Type a trap, but can be adapted for types b and c. In this case, the way to start the scenario is to drug the captured hero and let the drug wear off as he is placed floating in the pool. Such arbitrary stage management is necessary to prevent an early escape attempt, whether successful or not, since the whole point of the death trap is to test the hero in a particular situation.

PLAYER INFORMATION

Usually, the player knows who is responsible for his impending deathtrap, perhaps because his hero was captured at the end of last week's adventure. If there is the slightest chance, however, of the hero not knowing, then his opponent will traditionally taunt him as the fireworks begin — not in person, of course, but by loudspeaker or tape recorder or written message. Such a message should explain what is expected of the hero, e.g., get across the football field without detonating any of the landmines. For the swimming pool trap, the objective is obvious ("stay alive and get out"), so nothing else need be said.

Additional information comes as the hero looks around, pokes things, and makes deductions. Simply describe what the character sees. In the swimming pool, for instance, the

hero might dodge Nemo for a moment and ask about the hinges on the tunnel door. If a hero has any quick-fix powers, such as N-Ray, Desolidification, or Mindscan, it's a good idea to block them with additional machines placed about the site. The hero should be given 1-3 phases of paddling about before the Voice sics Nemo on him.

PLOTLINE

The single most important plot point for any deathtrap is the villain's motivation. From this, most everything else follows. Both the villain and his motive must be selected by the referee for the shark attack trap, but generally motives are of three types:

- A. Grudge. The hero and villain have met and fought constantly. Now that the bad guy finally has the upper hand, he is going to finish off Mr. Good Guy once and for all. Yet, the bad guy retains a good deal of respect for his opponent, so he designs this deathtrap as a fitting tribute and memorial to his opponent's skill.
- B. Fair challenge. The villain believes in fair play, but chooses not to risk himself, so he builds a device or arena for judging and punishing the hero. Alternately, the villain is simply squeamish about getting blood on his hands. If the hero dies, the villain will not consider himself directly responsible.
- C. Testing the hero. The villain does not know this hero, so he devises a test under stress to see what the player character is truly capable of.

Once the motive is known, the lethality of the trap can be decided. Tests are normally easily passed by an alert hero. One might refer to these as "Survival on a 14 or less", although escape from the trap should almost never depend upon a single die roll. In the exceptional case, where a hero must make a successful DEX roll to walk the rope over the chasm, the previous elements of the challenge should be designed so as to make that DEX roll as high as possible for a clever character. For example, perhaps a slender sapling is at hand that can be torn up and used as a balancing pole.

Fair challenges, minor grudges, and headquarters traps are often of the "Survival on an 11 or less" variety. This is the approximate level of challenge of a Danger Room. Blood-feuds, however, lead to "8 or less Survival" deathtraps. Such lethal inventions are always tailor made to a hero's known powers and limitations. Vulnerabilities, Psychological Disadvantages, and Power Limitations should bar

Nevertheless, the referee should always know of a way out of the trap. The character who builds the trap may or may not know this solution to the trap, but it should exist. In the case of grudge-match traps, this escape route can legitimately require the player to push his character's powers, use little-used powers in novel ways, or do completely without his powers. A well-known superheroine was once unable to escape a cage until she turned back into her normal, powerless form in order to slip out through the bars, and other heroes have used this same trick. A final observation on escape routes is that the character should not be compelled to use the one provided. It is an axiom of role-playing that characters never do what is expected, and this is doubly true of deathtraps. If the character thinks of a good way out that the referee overlooked, then the method should be judged on its own merits, with points given for ingenuity.

The swimming pool can probably be escaped by any of a number of routes. The outlet drain can be stopped, thus causing the water to overflow and perhaps buckle the roof. Or, if the hero can get through the tunnel into the other pool, perhaps he will find the feeding hatch. After the identity of the villain and the lethality of the trap are decided upon, the referee will know to permit more or fewer of these escape routes to work. As an example of a very clever solution, a hero might use his Energy Blast to boil the water and force open the hatch by steam pressure (this assumes that he could take the heat).

GOALS

The usual goal of a deathtrap is the obvious one of survival. In the case of type D traps, however, there is something to be rescued. A type C trap probably contains some clue as to the villain's location, his next robbery, or his identity. Other traps won't contain this information specifically, but once the hero escapes, he may be able to look around and figure something out. Certainly a hero who bests a grudge trap should get some campaign reward — instead of any of the above, he could learn within the trap to do something new with his abilities, and purchase new power.

OPTIONS AND CAMPAIGN NOTES

The deathtrap is a good method of forcing the more lackadaisical players to think for a change. It can be used to make a player consider special effects when he doesn't normally, or it may compel him to somehow be effective in an environment where his powers are useless. Because the trap is custom-designed, it presents an opportunity to take advantage of those +1/4 Power Limitations that never seem to come up in play.

Using the swimming pool as an example again, a nasty referee might invoke a character's Susceptibility and dissolve something unpleasant in the water. A more elegant solution, though, is to coat Nemo's teeth with the character-specific toxin, so that first bite really counts. If the character dislikes modern music, broadcast some heavy metal at high volume into the pool. And so on.

Conversely, this deathtrap is probably not suitable at all for the character with force-of-will Flight, or full Life Support. That annoying character who has all of the most useful powers (unfocused Life Support, Danger Sense on a huge number or less) and all of the most convenient special effects (such as force-of-will Flight) is undoubtedly a good candidate for a deathtrap, but not this one.

Against some heroes, Nemo's characteristics will need to be improved, notably his Constitution. However, a more intriguing option is to dump several Nemo's into the tank, and see how well a single hero can do against three or four of the ravenous beasts.

EXPERIENCE

Getting out alive is really all the reward a character should expect out of this scenario, since usually they made some silly mistake to get into it in the first place. The amount of experience depends upon the degree to which the hero or heroes free themselves from the deathtrap.

Did they get themselves out, or was an outside agency needed? This isn't always something to hold against the heroes, since sometimes the solution to a trap is simply to survive long enough for someone to find you. If any monsters or supervillains were present as part of the trap, were they captured? In the given scenario, securing Nemo isn't much of a big deal, since the shark isn't likely to go anywhere on his own. Finally, did the victims pick up on any clues as to who put them into the trap, and where they might be? Sometimes the heroes don't know who put them into the trap, though in some cases the villain will come out and gloat for a while before leaving the heroes to their fate. Very often, the villains don't wait around to see the heroes buy the farm, so it is often necessary for the heroes to track them down.

CHARACTERS AND SUGGESTED CHARACTER CHANGES

For this one, use NEMO, the Killer Shark! Or several...

If tamer fare is desired, use the shark write-up from *Bestiary*. Of course, if land-going beasties are desired, change the deathtrap to include something other than water (such as a burning fuse the hero can't quite reach) and several of the critters of your choice out of the *Bestiary*.



CHARACTERS

THE DEMON IN THE CLOCK					
Val	Char	Cost	100+	Disadvantages	
60	STR	50	20	Hates human beings (VC, IR)	
24	DEX	42	15	Fear of religious icons (C, ST)	
30	CON	40	20	Bound to clock; must obey DEMON.	
15	BODY	10			
10	INT	0	25	Distinctive Features: Demonic Features (NC, ER)	
15	EGO	10	20	Reputation: Savage & vicious; steals souls. (Extreme, 14-)	
25	PRE	15			
4	COM	-3	15	Hunted by the Circle (More Powerful, 8-)	
6+	PD	-6	10	Hunted by PRIMUS (As Powerful, 8-)	
6	ED	0			
6	SPD	26	10	Public Identity	
12	REC	-12			
80	END	10	10	Demonic Bonus	
66	STUN	6	293		

Cost	Powers	END
10	Elemental Control (Demon attributes)	
a-22	2d6 HKA (4d6 w/STR), Armor-Piercing on STUN only 6 (12 w/STR)	
b-62	24 PD/24 ED Armor (scaly hide)	
c-63	14d6 Mind Control, w/telepathic option and single command (freeze solid with terror!), 1/2 END cost	3
40	Desolidification, 0 END cost.	0
30	Only to pass through solid objects (-1/2)	0
30	Invisibility to all Visions. No fringe effect, 0 END cost. Only vs Nonliving sensors (-1)	0
37	Extradimensional Movement, x2 Mass, 0 END cost.	
13	(Teleports to the Clock Pocket Dimension)	0
5	N-Ray Vision, may only see living souls (-1/2)	
8	5 points Power Defense	
8	8 points Mental Defense (12 pts. total)	
18	+9" Running (15" Total)	3
Skills		
20	+4 w/H-to-H	
3	Conversation 14-	
3	Trading 14-	
3	Persuasion 14-	
2	K/S: Contractual Agreements and Obligations 11-	

OCV:8 DCV:8 ECV:5 Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv	Base
	188	+ 340	= 528	= 428	+ 100

Here it found that it was to be given a task. The demon was forced into an old grandfather clock and the pact was formed. When twelve humans were kidnapped from the plane of Earth and taken into the clock's pocket dimension, then the demon would be free.

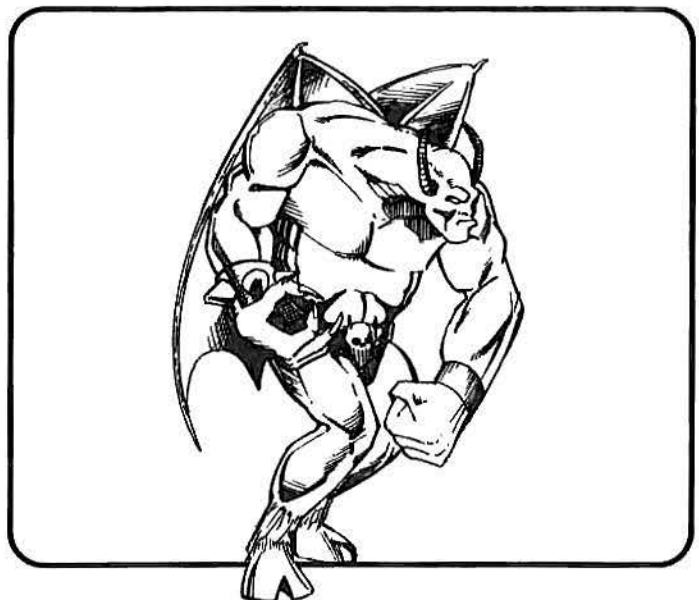
That was typical of mortals, never looking to the future. The demon entered the clock, happily agreeing to take the twelve humans to it's home dimension. For when that task is finished, the puny mortal who summoned the demon will pay for this intrusion, with his life... and his soul.

Powers/Tactics: The demon possesses desolidification to pass through walls and invisibility to prevent cameras and detectors from showing any trace of its presence. (Characters with TV eyes will have a problem here, too!). The demon stealthily hunts out victims who are alone, using its N-ray vision to spy out souls as needed. Once a victim has been located, the monster will seize him in a grip of iron before taking him back to the clock. If surprised or assaulted by superior numbers the demon will flee, most likely before anyone can get a good look at it. The demon will attempt to get out of any pursuers' sight before whipping through a wall and vanishing. The heroes must discover its existence, then follow it back through the clock and defeat it. This is the only way to retrieve the captives.

Notable Quote: "First I will feast on your body and then I will drink your soul."

Appearance: The demon has the classical appearance of demons; tall, craggy skin, with hooves, fangs, large bat wings, and a tail. Inside cramped quarters, the demon keeps its wings tightly folded (only a few demons can actually fly, the wings being largely non-functional). The hooves, surprisingly enough, will make no sound upon hard concrete or steel floors when the demon wishes to remain silent. The demon's immediate presence is always accompanied by a foul, burning odor.

When confronted and forced into a fight, the demon will rear up, snarl and spit at his attackers. When in a position of strength, the foul monster will leer horribly at its soon-to-be victims, showing its fangs to best effect. Some demons can talk, after a fashion, but will usually do so only as a prelude to battle.



Background/Personality: Deep within the realms below, the demon was born. It was born to corrupt and to destroy. In the burning realms it sat, torturing the pathetic souls — souls which the demon had rightfully earned by tricking their owners.

Suddenly it felt the call. Some pathetic mortal had once more uncovered the secret knowledge — the knowledge which forced the creature to obey. Reluctantly it stepped through the summoning gate, onto the plane of Earth.

STAR SPAWN				
Val	Char	Cost	100+	Disadvantages
60	STR	40	15	Enraged when threatened with
23	DEX	39		Captivity 14-, 8-
30	CON	40	20	Irrationally Violent
18	BODY	14	15	Bloodthirsty Killer
10	INT	0	15	Contempt for Beings of lesser
20	EGO	10		power
28	PRE	18	15	Cannot Speak
10	COM	0	10	Cannot Read or Write
16	PD	5	15	No Knowledge of Earth Culture
10	ED	3		or Technology
6	SPD	27	25	Distinctive Features: Space
16	REC	0		Monster (NC, Causes Extreme
70	END	5		Fear)
71	STUN	13	10	Hunted by Interstellar Hero
				Group (As Powerful, 8-)
			10	Hunted by Interstellar Villain
				and Minions (As Powerful, 8-)
			10	Public Identity
			405	Monster Bonus
Cost		Powers		END
15	Elemental Control (Time Mastery)			
a-27	2d6 HKA (4d6 w/STR), AP(not vs. characters with desolid or time powers; -1/4 for AP)			3
b-50	Timeslip: 9d6 Character Points Aid to STUN, self only (-1/2)			
c-23	15" Teleport, x16 distance, only to locations it can normally walk to (-1/2)			3
d-37	2d6 RKA Energy Damage Shield, 1/2 END			3
e-45	75% PD Resistant Damage Reduction			
f-15	50% ED Resistant Damage Reduction			
50	10d6 Telepathy			5
33	10d6 Mind Scan			5
37	10d6 Mental Illusion, invisible to mental senses (+1/2), used only to lure prey (-1)			7
7	1 level Growth, 0 END Cost, Persistent, Always On			
7	1 level Density Increase, 0 END, Persistent, Always On			
25	Spatial Awareness			
15	Detect Technological Power Sources (Sense, Range, Analyze)			
6	+3 to hearing PER rolls			
5	Discriminatory Smell			
10	10 pts of Power Defense			
10	10 pts of Mental Defense (12 pts. total)			
7	7 Points Lack of Weakness			
Skills				
24	+3 levels with Combat			
3	Stealth 14-			
OCV:8 DCV:8 ECV:7 Phases: 2, 4, 6, 8, 10, 12				
COSTS: Char Powers Total Disadv Base				
214 + 451 = 665 = 565 + 100				

Background/Personality: The Starspawn is a monstrous horror that is well-known throughout the Galaxy. Originally hailing from a remote world of unspeakable savagery, the Starspawn's ancestors developed the ability to travel in time for brief periods, as well as rudimentary mental detection and illusionary skills. These abilities brought the creature to the attention of the Mad Emperor Klanus XIV, who had a number of the amazing beasts brought to his Galactic Throneworld. There they were genetically modified and enhanced into unstoppable assassination machines, which the



Mad Emperor used to silence his political opponents. After the Emperor's death, his Majordomo stored the monsters in SlowTime within Starcrystals, and set them adrift in space for later possible use by the Emperor's heirs. The Emperor's servant was eliminated, unfortunately before he could reveal the creatures' whereabouts. Afterwards, the Starcrystals drifted through space, landing here and there with terrifying results. A hunt was mounted throughout the galaxy, and all of the Starcrystals were found and destroyed, with one exception.

The Starspawn lives only to kill and maim. If not hungry, it will slaughter for sheer pleasure, as its telepathic powers allow it to revel in the horror of its victims. Since the creatures were used as enforcers, however, the monsters can be ordered to capture their prey instead of kill them. If the referee so chooses, the Starspawn might decide that the target heroes were the ones it was ordered to "subdue and capture" before it was trapped in SlowTime. This would help keep the body count down should the thing be sent against lower-powered heroes.

Powers/Tactics: The "timeslip" powers of the Starspawn allow it to vastly speed up its movement. It can attack a group of individuals, seemingly all at once. If necessary, it can reach through the fourth dimension to bypass the defenses of its prey. The beast can rest and recover in the blink of an eye, apparently drawing strength from nowhere. It can move long distances, appearing to have teleported directly from one location to another. The monster's ability to move a microsecond out of phase with the rest of reality allows it to set up a time barrier about itself; this not only greatly reduces the lethality of incoming attacks but actually damages anything which touches it.

The Starspawn uses its mental powers to scan for prey, sense the emotions of others and to set up lures and camouflaged blinds to attack from. Its illusion power cannot be used for attack.

One of the powers added to the Starspawn was its ability to detect Galactic power sources. Often, the intended prey would attempt to hide out on primitive planets but the ever-present gear and weapons would always give its location away.

Appearance: The Starspawn is a huge, shaggy beast, like a cross between a giant ape and a grizzly bear. Its coat is a dirty brown, with a reddish hint. Dull black metal claws adorn its fingertips, gifts of death from the Empire. Despite the monster's enormous bulk, it can move as silently as a leaf on the wind.

TERRORIST LEADER					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	15	Hatred of the System (common, strong)	
14	DEX	12			
13	CON	6	15	Cynical, works only for own benefit (common, strong)	
11	BODY	2			
13	INT	3	10	Feels intellectually superior to others (common)	
13	EGO	6	15	Hunted by the FBI (equal, +NCI)	
15	PRE	5	5	1d6 Unluck	
12	COM	1			
3	PD	0	10	Watched by International Soviet on 11- (equal, +NCI)	
3	ED	0			
4	SPD	16	10	Cannot tolerate challenges to own authority (uncommon, strong)	
6	REC	0			
25	STUN	0			
26	END	0			
Cost		Powers		END	
24	One Weapon, from the Weapons List (listed below, add a radio if Taser is selected)				
6	+2d6 HA (Martial Punch)				1(2 w/STR)
10	+2 with small arms				
5	Demolition 12-				
10	Armor (8 PD/8 ED), OIF (heavy bulletproof vest), activation 11-				
11	+8 PD, +8 ED, nonresistant, OIF (padded suit)				
Weapons List					
22	Assault Rifle with Teflon-coated ammo: 1d6+1 RKA, armor-piercing, autofire, 2 clips of 21 charges each, OAF.				
23	Elephant Gun (also useful against Superheroes): 2d6 + 1 Stun Multiplier, OAF, 5 "loads" (clips) of 2 charges apiece.				
21	Fragmentation Grenades: 3d6 RKA, Explosion, OAF, activate on 14-, 6 charges.				
15	Taser Gun: 9d6 Electrical EB, Stun Only, -1 to hit per 1" of range (6" max range), OAF, 8 charges, activate, on 14-.				
2	Hand Comm -2 way Radio communications, OAF (hand set).				
OCV:5 DCV:5 ECV:4 Phases: 3, 6, 9, 12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	54	+ 64	= 118	= 80	+ 50

TERRORIST SOLDIER					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	15	Hatred of the System (common, strong)	
11	DEX	3			
13	CON	6	15	Cynical, works only for own benefit (common, strong)	
11	BODY	2			
10	INT	0	10	Feels intellectually superior to others (common)	
11	EGO	2	15	Hunted by FBI (equal, +NCI, 8-)	
13	PRE	3	5	1d6 Unluck	
10	COM	0			
3	PD	0		For Terrorist Leader Only:	
3	ED	0	10	Watched by International Soviet on 11- (equal, +NCI)	
3	SPD	9			
6	REC	0	10	Cannot tolerate challenges to own authority (uncommon, Strong)	
25	STUN	0			
26	END	0			
Cost		Powers		END	
24	One Weapon, from the Weapons List (listed below, add a radio if Taser is selected)				
6	+2d6 HA (Martial Punch)				1(2 w/STR)
10	+2 with small arms				
5	1 of the following skills:				
	+1 extra level with small arms				
	1 level with heavy weapons (machine guns, mortars)				
	Demolition skill on 12-				
	Electronics skill (with bugging) on 12-				
	Computer Programming with +1 to roll				
	Security Systems with +1 to roll.				
10	Armor (8 PD/8 ED), OIF (heavy bulletproof vest), activation 11-				
Weapons List					
22	Assault Rifle with Teflon-coated ammo: 1d6+1 RKA, armor-piercing, autofire, 2 clips of 21 charges each, OAF.				
23	Elephant Gun (also useful against Superheroes): 2d6 + 1 Stun Multiplier, OAF, 5 "loads" (clips) of 2 charges apiece.				
21	Fragmentation Grenades: 3d6 RKA, Explosion, OAF, activate on 14-, 6 charges.				
15	Taser Gun: 9d6 Electrical EB, Stun Only, -1 to hit per 1" of range (6" max range), OAF, 8 charges, activate, on 14-.				
2	Hand Comm -2 way Radio communications, OAF (hand set).				
OCV:4 DCV:4 ECV:4 Phases: 4, 8, 12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	28	+ 53	= 81	= 60	+ 50



RED RAPTOR					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	15	Berserk if anyone mentions his Dead Brother 14-, 14-	
29	DEX	46*			
28	CON	36	10	Enraged by Suggestions that Heroes are Morally Superior to Himself 11-, 11-	
15	BODY	10			
18	INT	8			
18	EGO	16	15	Obsessed with obtaining revenge against heroes (C, St)	
20	PRE	10	15	Vindictive, grudge-nursing character (C, St)	
5	PD	5	15	Hides cruel nature behind polite manner (VC M)	
5	ED	0			
5	SPD	9*	15	Villain Bonus	
10	REC	0			
56	END	0	205		
41	STUN	2			
*IIF=Battle Harness					
Cost	Powers			END	
20	15" flight, OIF (gravity "wings")			3	
15	+15" flight, x2 end cost (-1/2), OIF			6	
15	+15" flight, must use at full power (-1/4), OIF, burnout 15+			3	
72	60 pt Gadget pool, Items are "Personal" (may not be used by anyone other than Red Raptor), OAF, [8 charges]				
20	Armor (+10PD/ +10ED), OIF (Padded suit)				
12	Armor (+10PD/ +10ED), OAF (Wrist shield), on 14-				
20	Force Field (+10PD/ +10ED), Invisible Effect, OIF (harness), burnout on 15 or greater, 12 charges				
10	Radar Sense (IAF, Radar Head Gear)				
6	Telescopic Vision, x3, -6 to range penalties, IAF (goggles)				
2	2-way radio, IAF (headgear)				
15	3d6 Luck				
16	Detect, Sense, and Analyze (+5) Hero Physiology at Range (+5), with Telescopic Sense (+6 only to offset range penalties, +6), results must be accessed later (by printout), IAF (drone)				
OCV:10 DCV:10 ECV:6 Phases:3, 5, 8, 10, 12					
COSTS: Char Powers Total Disadv Base					
152 + 223 = 375 = 275 + 100					

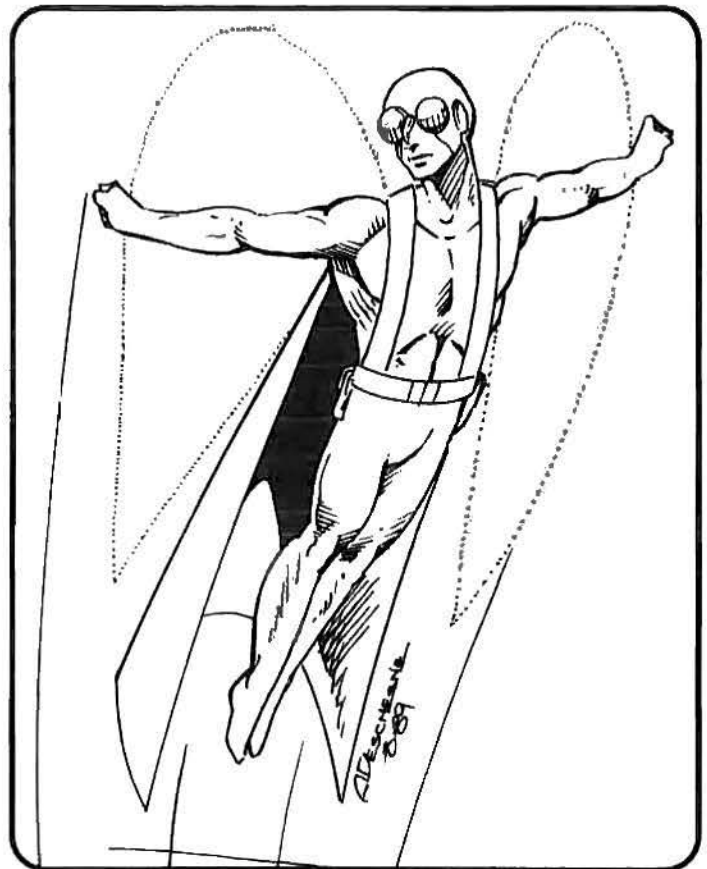
Background/Personality: Jon Jones was a normal guy. He lead a normal life. He had a normal job, a normal girlfriend, and a normal family. Well, he had an almost normal family. His brother, Jeffery Jones, was secretly a criminal mastermind.

We use the past tense because Jeff was captured by super heroes and sent to Stronghold for supercrimes. As if the humiliation of being captured and imprisoned as a villain wasn't enough, Jeff was brutally murdered by his fellow inmates.

Jon went crazy. He and his brother had always been close. He could think of nothing but his brother dying in agony. Why? Why did this happen? Jon immediately blamed the heroes. After all, if they hadn't locked his brother up with a bunch of animals, Jeff would still be alive.

Immediately Jon began planning his revenge. He sold most of his worldly possessions and used the money to buy equipment. Jon created an arsenal of weaponry with which to destroy the so called heroes who had killed his brother. Red Raptor was born.

While seemingly polite and cultured, Red Raptor has a extremely cruel and unforgiving nature. He remembers every slur and insult, awaiting the opportunity to pay it back in full. He lacks any respect for his opponents, becoming enraged if one should dare to suggest the heroes were morally superior or even equivalent to himself.



While normally possessed of a iron self-control, Red Raptor can be thrown into a berserk rage at the mere mention of his deceased brother.

As in the Plotlines section of scenario 5, Red Raptor is seeking revenge for the death of his brother, which he wholehearted and most likely unfairly blames upon the heroes. He will stop at nothing to embarrass, humiliate and eventually destroy them.

Powers/Tactics: Red Raptor uses his own unique "gravity wings" to fly. The wings actually consist of a body harness, which projects a visible field in the form of an arched cape. The field gathers gravity waves, storing the energy for use in flight. At low speeds, the wings are easy to manage though the work necessary for control rises sharply at higher speeds. The harness contains an "emergency boost" capability, which the Red Raptor can use to blast himself up and out of any dangerous circumstances. This emergency boost snaps into full speed within a single hex, allowing the Raptor to out-accelerate just about anything.

For defense, the villain depends upon an array of shields, force fields and armor. His natural speed and reflexes have been augmented, by a special "booster harness" he wears strapped under his concealing cloak.

Central to his fevered plots of revenge are the villain's remote sensor drone and his arsenal/workshop. The drone is a small (one foot diameter) vehicle which hovers a few hundred feet above where the action is to take place. Sensitive sensors on the drone analyze the physical makeup of selected heroes who come within range. Red Raptor accesses this data later, when he retrieves the drone and connects into its data banks. Using this data, the villain then selects an appropriate weapon from his arsenal which should be especially effective against at least one of the heroes.

Notable Quote: "Just as my brother died, disgraced and imprisoned — so shall you perish at the hands of Red Raptor!"

Appearance: Red Raptor's costume consists of mainly off white, with red trim and harness. On his head are goggles and wrap-around headgear. A flowing red cloak billows about his body. In flight, his gravity "wings" (a shaped force field) snap on behind him.

MORJOK					
Val	Char	Cost	100+	Disadvantages	
20	STR	10	15	Berserk when BODY	
26	DEX	48		Taken 11-, 11-	
23	CON	26	20	x2 STUN and BODY from Cold Steel	
10	BODY	0			
23	INT	13	10	1 1/2x STUN and BODY from Light based Attacks	
17	EGO	14		Megalomania (VC, ST)	
25	PRE	15	20	Contempt for all beings without Sorcery (C, ST)	
12	COM	1	15	Hatred of Sorcerous Opponents (UN, ST)	
4	PD	0			
15	ED	10	10	1d6 STUN and BODY per Phase from Direct Sunlight	
6	SPD	24			
9	REC	0	40	1d6 STUN and BODY Per Phase from Magical Attacks	
46	END	0			
35	STUN	3	10	1d6 Unluck	
			5	Public ID	
			10	Villain Bonus	
			248		
Cost		Powers		END	
210	150 Point Variable Power Pool (Sorcerous Powers), no more than 75 active pts in any power (-1/4), Magic Roll necessary			VAR	
9	Magic Skill, on 17-				
5	100 END Endurance Reserve for Variable Power Pool, OAF (Medallion of Spell Storing); is restored through Aid spells				
28	1 1/2d6 HKA (2 1/2d6 with STR), +2d6 CON Drain, OAF (Deathblade), 1/2 END Cost 2 (4 w/STR)				
24	Force Field (8PD/ 8ED), Hardened, always on, 0 END				
30	25% Physical and Energy Damage Reduction, Resistant				
7	10 Points Mental Defense				
13	N-Ray Vision, may only be used to see living things and magical forces (-1/2)				
13	Boots of Air-walking, 11" Flight, OIF (boots), flight limited to "running" (on air, use ground movement rules, -1/4)				
10	+1 Overall Level				
OCV:9 DCV:9 ECV:6 Phases: 2, 4, 6, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	164	+ 349	= 513	= 413	+ 100

Background/Personality: The mighty Morjok is one of the Great Powers of the Twilight Realms, which exists in a dimension far removed from human understanding. There his will was law, and countless numbers of beings, alive and dead, trembled before him.

Then came the fateful day when Morjok overstepped his bounds. He attempted to invade the dimension protected by the mighty Bellathus, a renown sorcerer of tremendous power. Morjok challenged him to a test of sorcerous skill.

Morjok lost that epic magical battle, and as a result was cast down upon this mundane sphere of existence. In this space-time reality, Morjok has but the smallest part of his power.

Naturally, all Morjok wants to do is to return to his home, to his Empire and to his Godhood. In the process, he wouldn't mind destroying the Earth; he hasn't been happy here.

By our standards, Morjok is a raving, power-crazed madman, without the slightest concern for the existence of others (by his own standards, Morjok considers himself an enlightened moderate).

Powers/Tactics: Morjok's power pool can be shaped to meet whatever his needs are at the moment. He can only put up to half of his pool into any one power, thus he will always have at least two powers ready. Morjok possesses a small, personal shield spell which he long ago had permanently grafted onto his body. He also has his Deathblade, a mere symbol of authority back where he came from but here on Earth a useful and potent weapon.

Morjok's tactics are simple. Since no one here on Earth can possibly be a worthwhile opponent, the evil sorcerer will simply strike as hard as he can, to destroy his enemies one by one. Keeping carefully shielded by his legions of servocorpses (and Djinns, if used in the scenario), he will hurl Deathspell and Deathspell at his foes, until none are left.

Despite his contempt, however, Morjok does realize his relative weakness here on Earth, and will change his tactics if need be. If so, he will begin to use them cleverly, creating false images of himself and moving about invisibly, granting enormous strength and dexterity to a chosen Djinn or servocorpse or simply boosting his own strength in order to rend his adversaries personally.

Important Note to the Game Master: Morjok is meant to be incredibly powerful. His character sheet may not look that way, but GM's should not forget his Variable Power Pool. Not only does this allow Morjok to create attacks and defenses specifically designed to hurt a certain target, it also makes him complex to GM. Beginning GM's should consider replacing his Variable Power Pool with a simpler Multipower.

Notable Quote: "I am the master of Dimensions! You presume to touch my Person?"

Appearance: Morjok has glossy black skin and a jet black, high-standing Mohawk. He wears a lead-colored tunic and pants, and a full black cloak, boots and sash. About his neck is an ornate golden medallion. In battle, or when entertaining, he will often affect to pull objects or spells from out of his cloak, often leading some to believe that the cloak is the source of his power. Actually, it is simply play-acting on Morjok's part.



SERVOCORPSE										
Val	Char	Cost	100+	Disadvantages						
20	STH	10	25	Cares Nothing for Own Safety						
11	DEX	3	15	Mute						
30	CON	40	20	Hunted by Circle (more Powerful, 11-)						
8	BODY	-4								
5	INT	-5								
—	EGO	—								
10	PRE	0								
6	COM	-2								
6	PD	14								
6	ED	12								
3	SPD	9								
0	REC	-20								
0	END	-30								
—	STUN	—								
Cost		Powers	END							
60	Automaton Power: Takes no STUN; character loses no powers									
15	15 pts Life Support (need not breathe, eat or sleep)									
5	Mind Link (with Morjok only)									
8	+4d6 HA, OAF (sap), 0 end, burnout on 11+ if damage goes above 10 body			0						
15	Shortsword 1d6+1 HKA, (2 1/2d6 w/STR), OAF, 0 end			0						
15	+3 with H-to-H attacks									
9	+3 with DEX Rolls									
OCV:4 DCV:4 ECV:— Phases:4,8,12										
COSTS:		Char	Powers	Total	Disadv	Base				
		27	+	127	=	154	=	60	+	100

Background/Personality: The zombies, or Servocorpses as Morjok refers to them, are the bodies of the recently deceased, animated by the Necromancer's foul magic. These pathetic creatures have no volition of their own, responding only to the will of Morjok. Most often the servocorpses operate directly under the mage's telepathic direction. However, they can be instructed to go forth and perform a limited number of tasks, mainly by drawing upon the memories left over from when they were still alive.

Once Morjok's bubble begins to expand and his powers grow (see scenario Strange Things) any "normal" individual who comes within Morjok's bubble will revert to a zombie state. Still alive, they act at the Dark One's will. However, they lack the tough hide and the life support. If killed, they still serve their Master, becoming true zombies.

Though dead, the servocorpses can often pass for the living, at least while in shadow. Morjok's spells imbue them with an odd grace, which keeps them from attracting attention.

Powers/Tactics: Being either dead, or completely under Morjok's control, the servocorpses are very resistant to mental attacks. Zombies, of course, don't need to breathe, eat, or sleep. It is impossible to stun a servocorpse; one must be completely destroyed before it will stop attacking.

In battle, the servocorpses simply swarm upon their opponents, trying to bury them with numbers. Sometimes their enemies will hesitate before striking the lightly-armed corpses, thinking them to still be alive.

Notable Quote: (In a low droning voice) "Morjok... Morjok..."

Appearance: The servocorpses are the shambling dead. Morjok cares well for his zombies, as for any of his property. But at close range it is impossible to miss the blank features, the hollow stare or the leaden movements of the undead.

The truly dead are not much affected by their physical surroundings either. The servocorpses are simply armed, with short wooden or metal clubs and short, stabbing swords.



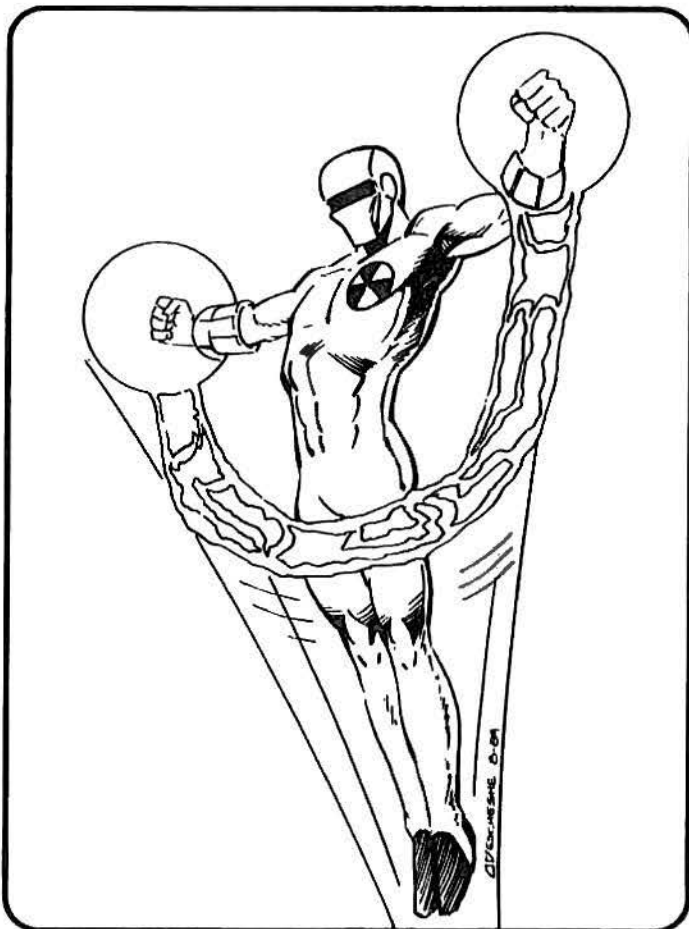
FUSION										
Val	Char	Cost	100+	Disadvantages						
10	STR	0	15	Over-eager, Often Clumsy in his haste to do things						
20	DEX	30								
18	CON	16	15	Anxious to please and impress Dr. Megaton (very common, strong effect)						
10	BODY	0								
18	INT	8								
18	EGO	16	15	Thrill-seeker (C, ST)						
15	PRE	5	(20)	Will not deliberately harm bystanders (C, ST)						
14	COM	2								
20	PD	18	25	2d6 STUN and BODY from own power if gauntlets are removed (per use)						
20	ED	16								
5	SPD	20								
10	REC	8	15	2d6 STUN per phase from Intense Magnetic Fields						
36	END	0								
24	STUN	0	15	Hunted by Super hero Group, 8-						
			10	Hunted by Nuclear Regulatory Commission, 8-						
			10	2d6 Unluck						
			15	Secret Identity						
			78	Villain Bonus						
Cost		Powers	END							
90	Multipower (135 pts), Activates on 14-									
6 u	12d6 Fusion Blast, cone area, double size (26" side), 8 charges									
6 u	12d6 Fusion Lance, line of hexes, double size (48 hexes), 8 charges									
20	Armor (10PD/ 10ED), OIF (reinforced suit)									
11	Armor (6PD/ 20ED), OIF (gauntlets), Activation 8-									
8	10 pts of Flash Defense, hardened, OIF (visor)									
30	30" Flight, double turn mode, 1 hexside for every 10" movement (-1/2), OIF (gauntlets)									
3	PS: Stockcar driver 12-									
OCV:7 DCV:7 ECV:6 Phases: 3, 5, 8, 10, 12										
COSTS:		Char	Powers	Total	Disadv.	Base				
		139	+	174	=	313	=	213	+	100

Background/Personality: Little Artie Spilzano was always hanging around Dr. Megaton's. He thought the huge, gleaming pieces of apparatus in the scientist's workshop were the neatest things he had seen since the Johnny Rocket show went off the air. Artie got older, and went off to become a professional stockcar driver. Years later, he came back to visit Dr. Megaton, finding the lab just as he last saw it. This time around he decided to get a hands-on look at some of the equipment... just as one of the Doctor's super-radioactive experiments decided to vent off. When he regained consciousness, the anxious Dr. Megaton was bending over him. Not only was he not hurt, but somehow the super-radioactivity pulsed in his hands. Since that time, he left the track and threw his lot in with the Doctor, under the name of Fusion.

Fusion is young, and more than a little wild. A dedicated thrill-seeker, he rarely thinks before jumping into a situation, be it white-water rafting or taking on an entire group of superheroes singlehandedly. He is pathetically anxious to please Dr. Megaton, and to prove that he is worthy to stand by the Doctor's side. This often leads him to sudden starts and impulsive actions in combat, usually ending with him falling over his own feet. Fusion's immense power, plus his clumsiness, sometimes makes him a threat to his friends as well as his opponents.

Fusion is not trapped into his equipment, since it's necessary only for purposes of safety. He can shuck it whenever he wants to go down to the corner bar to have a beer.

Powers/Tactics: Fusion's body churns with the super-radioactive reactions he inadvertently absorbed from Dr. Megaton's experiments. He can direct this energy out through his hands in a variety of shapes and forms. However, his massive, heavily-armored protective gauntlets are necessary to allow him to do so safely, otherwise he runs a strong risk of injuring himself. Perhaps his



most amazing characteristic is his ability to fly. He achieves this by directing his hand blasts downwards, propelling himself along. However, his maneuverability is at best limited.

The Mighty Fusion's tactics are quite simple. With a hearty "Shall I nuke that one, Doctor?" he'll toss a ravaging blast of tortured atoms directly into the midst of his enemies.

Notable Quote: "This one Doc? Do ya want me to waste this one?"

Appearance: Over a red and white costume, Fusion wears a massive helm and equally massive gauntlets. Fusion is a little short, and on the slender side, which make the armored helmet and gauntlets seem all the larger.

DR. MEGATON					
Val	Char	Cost	100+	Disadvantages	
60	STR	50	40	x2 STUN and BODY from lead based attacks	
23	DEX	39	13	Enraged by Abject	
80	CON	140		Environmentalism 14-, 8-	
20	BODY	20	20	Megalomania (VC, Ir)	
23	INT	13	15	Believes in the Absolute Perfection of Nuclear Power (C, Ir)	
23	EGO	26	15	Views (nearly) everything from rational, scientific detached viewpoint	
23	PRE	13	5	Distinctive Features: Glow (EC, N)	
16	COM	3	5	Hunted by the EPA (less Powerful, 8-)	
30	PD	18	5	Badgered by the Sierra Club (less Powerful, 8-)	
30	ED	14	15	3d6 Unluck	
5	SPD	17			
30	REC	4			
160	END	0			
90	STUN	0			
Cost	Powers			END	
52	Explosion advantage on Strength, 1/2 END Cost			7	
15	Damage Resistance on 15 PD, 15 ED				
18	Life Support — doesn't need to eat or breathe and is immune to High Radiation				
12	+6" running (12" total)				
	Skills				
3	Scientist				
5	+1 level with Sciences skills				
3	Nuclear Engineering 15-				
3	Subatomic Physics 15-				
5	Computer Programming 15-				
3	Deduction 14-				
OCV:8 DCV:8 ECV:8 Phases: 3, 5, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	367	+ 119	= 486	= 386	+ 100

Background/Personality: Ever since he was a child, the good doctor had always been interested in science. In school, he was often teased because he would do experiments during recess. Throughout high school, he was looked down on as the nerd. That's when he began his true experiments... nuclear experiments.

Dr. Megaton has always been a true scientist of the nuclear age. Big science and hard technology are the answer to all of mankind's problems. The environment is only the state of the world as mankind chooses to leave it. Science was truth, and his science was absolute truth. What were a few lives compared to the solution to all problems?



When he first proposed his theory of supernuclear reaction, Dr. Megaton was confident a new age of limitless energy was dawning for the world. His process was 100 times more powerful than normal nuclear processes, and 1000 times dirtier and more dangerous. Naturally, his work was rejected, but he proceeded with his research as a matter of principal. The resulting accident was covered up by the university, which tore down the building and built a sports complex in its place.

Dr. Megaton's purpose in life is to bring supernuclear technology to mankind, whatever the cost. He has built secret research facilities and has then lost them in explosions. He has gathered teams of like-minded supervillains and has lost them as well. Through it all, he has survived and has kept his selfless ideals. At the moment, Dr. Megaton is finishing a new secret base and is out to collect fuel for his biggest experiment yet — one that will either prove supernuclear technology once and for all, or bring death and destruction to millions of people. Or maybe both, but it's all in the name of science.

Powers/Tactics: Dr. Megaton was imbued with his supernuclear reaction by the accident (much as Fusion was in a later mishap), transforming the atoms of his body into a higher, barely constrained state of energy. He radiates supernuclear radioactivity which is so energetic that it doesn't harm people and doesn't register on normal equipment. Whenever Dr. Megaton exerts his strength violently,

some of this energy is released in the form of a supernuclear explosion. This forces him to stay very calm and controlled, for by merely punching an underling he can reduce an entire building to rubble. The Doctor also suffers the effect of such explosions; however the explosion should be considered to be a hex away from the Doctor's hex whenever he throws a punch. However, Dr. Megaton can safely grapple, squeeze or toss objects or people, without triggering an explosion.

For this reason, and by personal preference Dr. Megaton tends to stay out of hand-to-hand melees. He much prefers to leave the fighting to his hirelings. This makes his shattering explosions all the more devastating, if and when he is forced to resort to them.

Notable Quote: "Nuclear power holds every truth in this world. But then, why not find out for yourself?"

Appearance: Dr. Megaton is an imposing figure of a man, or monster, according to some. The rogue scientist's body is so imbued with energy from the supernuclear reactions within his body that he is constantly surrounded by a distinctive glow. This glow is especially visible when the doctor is standing in a poorly-lit area.

THE HAND SUPERVILLAIN GROUP

Background/Personality: Many of the members of the criminal organization now known as the Hand had one thing in common: they were all long-time losers. Despite their powers and abilities, determination and careful planning, they lost time and time again. Few jobs went successfully, and many times they ended up in a losing battle with interfering superheroes. Finally, their big break came. Several of them were sitting in a holding facility, awaiting indictment hearings in the special Los Angeles County Paranormal Trial Court, when Lucifer came crashing in, seeking revenge on a testifying hero. Lucifer tagged the unfortunate hero from behind, then made a hole big enough for a Mac truck to leave through. The other criminals scampered out behind him, and asked to tag along. Lucifer was so receptive that they even convinced him to stop and pick up their foci from Police Headquarters.

Lucifer assumed that the villains had been sent to aid him in his quest for destruction and evil — and they never really told him differently. Besides, after a few successful jobs in a row (more than some of the villains had ever enjoyed before) they were quite happy in what Lucifer considered his "Left Hand of Darkness", or the Hand for short.

Lucifer is the unquestioned leader of the group. His assumptions concerning why the other villains fell in with him doesn't allow for anything else. However, since they were sent to aid him, he readily accepts their advice and suggestions (which is a good thing since several of them are much more intelligent.) In fact, most of their plans are often a group project, having suffered too much not to want to stack the odds in their favor.

The Hand will rent their services to anyone with the money. The latter is actually quite lucrative, and in the Red Herring scenario they have hired themselves out to Dr. Megaton. They will also pull jobs on their own, and often will buy the service of another supervillain if they feel they need his particular talents, abilities or power for a given job. Quite often, heroes will believe they accounted for every member of the Hand, only to find out too late that there is a sixth or even seventh "member" along for that particular job.

LUCIFER					
Val	Char	Cost	100+	Disadvantages	
55	STR	45	25	Actually Believes that he's a Demon (VC, Ir)	
23	DEX	39			
25	CON	30	20	Secretly Hates his own Appearance (VC, St)	
15	BODY	10			
10	INT	0	5(10)	Cruel and Abusive Towards Others (C, M)	
11	EGO	2			
23	PRE	13	10	Speech is Difficult and Painful	
12	COM	1	15	Memories are incomplete, lacking	
15	PD	4			
10	ED	5	15	Hunted by PRIMUS (More Powerful, 8-)	
5	SPD	17			
20	REC	8	69	Villain Bonus	
50	END	0			
56	STUN	0			
Cost		Powers		END	
15	Elemental Control (Bio-Energy Powers)				
a-15	1d6 Character Points Strength Transfer, Area Effect (3 hex radius), maximum transfer 6 STR				3
b-15	Force Field (10,10), invisible vs all visions.				3
15	Life Support: No need to breathe, eat or sleep				
10	10 Points Lack of Weakness				
10	10 Points of Power Defense				
Skills					
15	+3 levels Hand-to-Hand				
6	+3" Running (9" total)				
14	1/2 Endurance cost on Strength 55				
OCV:8 DCV:8 ECV:4 Phases: 3, 5, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv.	Base
	174	+ 115	= 289	= 189	+ 100

Background/Personality: The monster now known as Lucifer was once a small-time supervillain in the employ of the legendary Dr. Clonus. Power Sponge, as he was once called, had the ability to draw off the Strength of others, weakening them to the point of helplessness. Seriously wounded on a job, the villain managed to return to Dr. Clonus' labs before dying. Not one to waste good material, the evil scientist used the body's cellular material along with that of other experimental animals to create a new, vat-grown composite body into which he transferred the deceased supervillain's brain.

Unfortunately the surgery wasn't entirely successful. When the villain regained consciousness, he had only a hazy recollection of past events. When he saw his strange new body, he became convinced that he was a devil, sent from the underworld to possess Power Sponge for the villain's past crimes, his body a mutated form of the villain's old one. Lucifer believes that he must carry out the dictates of Hell, and he can do this by serving the purposes of the most evil individuals he can find here on Earth. Dr. Clonus found he could do nothing with Lucifer, due to his strange fixation, and turned the crazed villain loose.

Lucifer is cruel and mocking of others, and generally not a whole lot of fun to be around. His evil manner is made worse by his secret wish to be human again, a desire he denies to everyone, even himself.

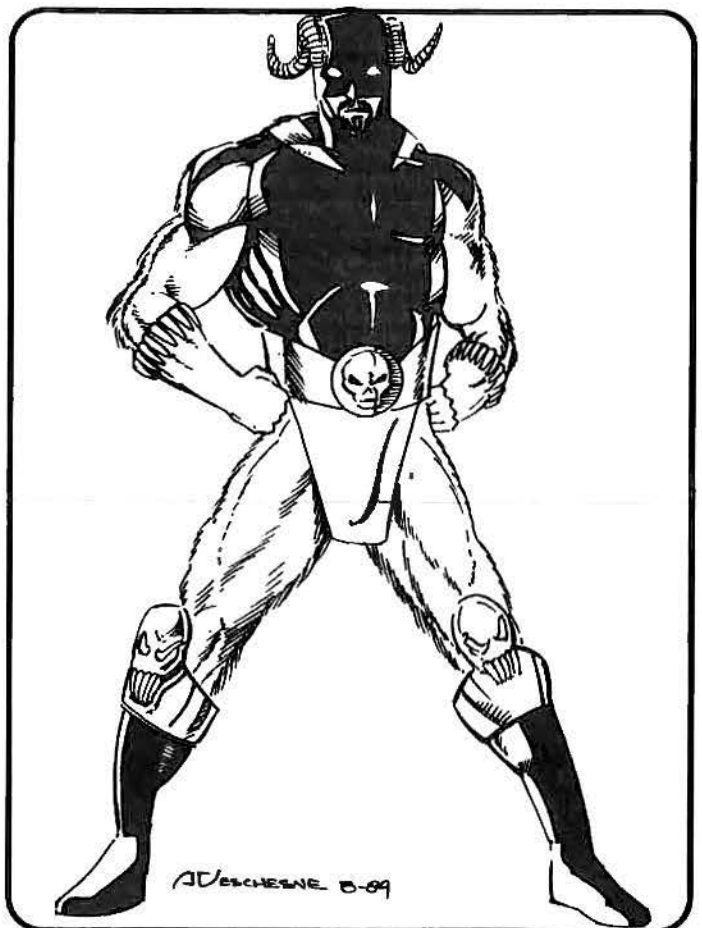
Powers/Tactics: Lucifer's original self was a sponge, soaking up the bio-energies of others. In his new form, Lucifer can drain the energies of everyone around him, using them to increase his own power. He can also use them to feed his own metabolism, avoiding any need for him to breath, eat or sleep. In additional, he can use them to help repel any attacks upon his person, in the form of an undetectable bio-energy force field.

Lucifer's bio-energy is also very resistant to any form of attack which seeks to drain his energies. He has no weak points for any enemies to capitalize upon; Lucifer's opponents must go toe-to-toe with him in order to defeat him.

The villain's main form of attack is of course his ability to drain the life energies of his opponents; feeding upon that energy and growing stronger as he does so. Lucifer will wade into the biggest group of enemies he can find, increasing in strength, and dismantling every hero in sight.

Notable Quote: "Join me and your greatest desire will come true... Refuse and you will suffer."

Appearance: Lucifer is a big, burly brute. A combination of man and animal, he is covered with short, dense brown fur; his face has a beast's snout and his temples bear two ram's horns. Lucifer has trouble speaking, due to his anatomy, and leaves the speeches to others. Lucifer's costume is white over a pale, washed-out orange. His massive neck, head and burly forearms are left bare.



BOOMERANG					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	15	Ruthless, Cruel, Sadistic (C, St)	
17	DEX	21	15	Fear of hand-to-hand combat with super-heroes (C, St)	
18	CON	16	10	Contemptuous of normal people, ignores them in combat (Un, Ir)	
15	BODY	10	10	Greedy, works only for money, not loyalty	
10	INT	0	5	Reputation for bloodthirstiness, ruthlessness (Extreme, 8-)	
10	EGO	0	10	Hunted by Chicago-based Superheroes (More Powerful, limited area, 8-)	
15	PRE	5	15	Hunted by DEMON (more powerful, 8-)	
13	COM	1	10	2d6 Unluck	
16	PD	14	15	Secret ID	
15	ED	12	8	Villain Bonus	
6	SPD	25*			
7	REC	4			
36	END	0			
29	STUN	0			
*OIF=Battlesuit					
Cost		Powers		END	
		10d6 Electric attack, Attack is STUN only, no knockback (-1/4), Trigger: whenever unprotected person touches boomerang, OAF (boomerang)			
18		2d6 Physical RKA, 1/2 END Cost, OAF (boomerang)			1
8		Force Field (8PD/ 8ED), OIF (belt), activates on 14-			2
15		Missile Deflection against all but energy attacks, with +4 to roll, OAF (boomerang)			
Skills					
8		+4 OCV with Boomerang			
3		Electronics 11-			
6		+3" Running (9" Total)			2
OCV:8 DCV:8 ECV:3 Phases: 2, 4, 6, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv.	Base
	103	+ 107	= 210	= 110	+ 100

Background/Personality: Ann Jaffrees' father was an important weaponsmith for DEMON. As such, he trained his little girl for a future career as a DEMON agent. But internal politics within the organization led to a purge of leadership in several sub-HQ's, and Ann's father was one of the victims. Ann grabbed what was available of her father's current work and took off, eventually beginning a career as a free-lance mercenary. She adopted the cover name of Boomerang, so that DEMON wouldn't connect her with her father.

Thanks to her girlhood training as a potential DEMON agent, Ann was brought up to care nothing for the common citizen. She was taught that, aside from family and friends, she could have anything she wanted if she was tough enough and smart enough to take it. In battle she is ruthless, and has a reputation for bloodthirstiness.

Power/Tactics: Boomerang's weapon, a finely balanced, metal boomerang, was a construction of her father's. The business end is lined with sharp sawteeth; additionally an internal battery may be activated to deliver a high-voltage shock to an unfortunate victim.



The weapon has a microprocessor driven gyroscope, and tiny air jets, which insure that it will be able to automatically return to Boomerang whenever she throws it. Anyone who wishes to may attempt to catch or grab the weapon. However, unless they are wearing special gloves (such as Boomerang's) with built-in control micro-circuitry, they will receive a 10d6 shock. Also, the Boomerang's auto-return and shock functions are controlled by the gloves.

Boomerang likes to stand well back from the action, hurling her weapons into the fray from a distance. She especially does not enjoy being pounded by fists or by cars wielded by huge heroes and other monsters (strange, eh?). She tries to avoid such melees.

Notable Quote: "Wanna play catch?"

Appearance: Boomerang's appearance is common enough; out of costume there is nothing that would cause her to stand out from a crowd. But she is a supervillain of the first rank, and knows it. She is also used to command. She has the bearing, stance and hard-driving force of a leader, and lesser men would do well to stand back out of her way.

Boomerang's suit is a combination of pastel violet and light blue. The majority of the suit is blue, with violet boots and gloves. She wears a full face mask, covering her face and hair, to conceal her identity from DEMON spotters. The mask is blue, with a violet V-shape coming over the top. Another V-shape runs from her shoulders, coming to a point at her navel.

THE PUPPETEER					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	15	Abhors physical (Hand-to-Hand) combat (C, St)	
21	DEX	33			
23	CON	26	15	Doesn't take orders well (frequent, strong effect)	
13	BODY	6			
10	INT	0	15	Loves to taunt, toy with victims, enjoys gloating	
14	EGO	8		(frequent, strong effect)	
13	PRE	3			
14	COM	2	5	Vain about looks (UC, M)	
4	PD	1	0(15)	Jealous of other women, very competitive (C, St)	
5	ED	0			
5	SPD	19	0(15)	Funloving/ Hedonistic (VC, St)	
7	REC	0	15	Hunted by superhero group (More Powerful, 8-)	
46	END	0			
40	STUN	7	10	Hunted by the CIA (lesser power, +NCI) 8-1d6 Unluck	
			5	Secret Identity	
			15	Villain Bonus	
			41		
Cost		Powers		END	
15	3d6 Armor-Piercing Bio-energy Blast, only with Mind Control (-1/2)			4	
35	14d6 Mind Control (only vs targets struck by Bio-energy blast), CV roll needed (-1/2), not against (human, near-human) women			7	
12	+5d6 Armor-Piercing Energizer for Bio-energy blast, 4 charges, OAF (derringer-sized focus)				
12	+4 levels with Bio-energy blast & mind control				
33	Force Field (20PD/ 20ED), OIF (belt), 1/2 END Cost			2	
3	5 Pts Flash Defense, OAF (domino mask)				
3	10 pts Ego Defense				
Skills					
3	Acrobatics 13-				
3	Breakfall 13-				
3	Disguise 11-				
3	Stealth 13-				
3	Secretarial skills 11-				
OCV:7 DCV:9 ECV:5 Phases: 3, 5, 8, 10, 12					
COSTS: Char Powers Total Disadv. Base					
108 + 128 = 236 = 136 + 100					

Background/Personality: Lucy Dolmiss always had boys eating out of her hand. This never made sense to other women. While she was certainly attractive enough, her loud and abrasive personality should have turned off any interested men.

One of Lucy's pickups was intrigued by this ability, and took her back with him to the Agency. She was examined and determined to be a mutant, with some kind of bio-energy field which could, with time, bend the wills of men. Lucy was immediately inducted into the Agency and put into intensive training. The Agency's resident whiz kids showed her how to use her internal bio-energy to pump her reflexes and other characteristics to superhuman levels. To further enhance her effectiveness, the whiz kids then fitted Lucy with a belt-held centering device, to help focus her mental abilities defensively. A second, gun-shaped focus further enhanced her offensive bio-power levels.

Now to effect immediate control, all Lucy had to do was blast her target, then she could smash him down with a massive mental attack. Save only against women; the Agency's scientists could find no reason for this, and assumed it was psychological in nature, due to Lucy's inherent jealousy of other women. (Against females whom did not arouse feelings of competition, such as non-human aliens, Lucy had no such restriction).

Code-named the Puppeteer, she was dispatched overseas where she did quite well. But after a few years she tired of it, and came home. Supporting herself by odd crimes and jobs, the Puppeteer often hires herself out to other villains, mainly for the excitement, since she rarely wants for money.

Power/Tactics: The Puppeteer must first strike targets with a bio-blast, then she can immediately (same segment) make her EGO Attack. Once she has a man on the hook, she plays with him, forcing him to serve her in little ways, before taking him for everything he has. In a fight, the Puppeteer will take on one or two of the opponents, turning them to her will. At first, she usually simply has them stand aside from the fight, guarding her from attack. Once the tide has definitely turned against the heroes, or if she is in risk of being assaulted or is fired upon, she will immediately send her mental slaves in to fight.

Much of her agent's training the Puppeteer ignored, but some of it remains, as evidenced by her acrobatics skill (she liked gymnastics as a girl), disguise abilities and secretarial skills.

Notable Quote: "Let's see how tough you are when I'm pulling the strings!"

Appearance: The Puppeteer is a frizzy-haired blonde. She is usually dressed in a tight, short dress (she likes scarlet best), and is snapping gum.



FIREFIST					
Val	Char	Cost	100+	Disadvantages	
18	STR	8	20	No Fear of Firearms (C, Ir)	
17	DEX	21	20	Overconfidence (C, Ir)	
25	CON	30	10	Fear of Being Imprisoned (Un, St)	
11	BODY	2			
3	INT	3	5	Distinctive Features: Scar on Right Cheek (Ec, N)	
14	EGO	8			
18	PRE	8	15	DNPC:Little Sister (Incomp, 8-)	
16	COM	3	15	Hunted by the Protectors (More Powerful, 8-)	
26	PD	23			
18	ED	13	15	Hunted by FBI (less powerful, +NCI, 8-)	
6	SPD	33			
9	REC	0	5	Hunted by San Francisco Tong (less powerful, 8-)	
50	END	0			
40	STUN	7	15	Secret ID	
			5	1d6 Unluck	
			72	Villain Bonus	
Cost		Powers		END	
21	Karate Package				
	Maneuver	OCV	DCV	Damage	
	Punch (M Str)	0	+2	7d6	
	Kick (Off Str)	-2	+1	9 1/2d6	
	Chop (Kill Str)	-2	0	1d6 HKA	
	Block (M Blk)	+2	+2	—	
	Dodge (M Dod)	—	+5	—	
8	+2 DC with Martial Attacks (already figured in)				
20	4d6 Ego Attack, only with Martial Strike, 0 range, Requires a hit roll (Sawl Loo Attack)				4
35	+7 levels with H-to-H (including Sawl Loo attack)				
15	Missile Deflection vs.all attacks except energy attacks, may reflect attacks back to attacker (only), OIF (bracers)				
7	7 pts Mental Defense (10 total)				
5	5 pts Power Defense				
	Skills				
14	+7" running (13" Total)				3
7	Stealth 14-				
3	Disguise 12-				
3	Security systems 12-				
OCV:6 DCV:6 ECV:5 Phases: 2, 4, 6, 8, 10, 12					
COSTS: Char Powers Total Disadv Base					
159 + 138 = 297 = 197 + 100					



Firefist has no fear of devices, believing guns are things which allow fools to think they can fight. Only individuals who fight with their bare hands can gain his respect, but he has no fear of them for he knows he is a match for any opponent. The greatest fear Firefist has is that of capture, a fear deeply imprinted within him during his long undercover career.

One individual for which Firefist has the deepest respect is Lucifer. The supervillain's single-minded obsession is something Firefist can appreciate, being similar to the discipline necessary for mastery of the martial arts. It is only for this reason that Firefist has decided to follow along with Lucifer and his HAND, at least for the time being.

Powers/Tactics: Firefist is a top-notch martial artist, trained by some of the finest experts in Southeast Asia. Not only is he well practised in the physical ends of the art, but has undergone extensive training in the mental conditioning aspects as well. Firefist responded especially well to the exercises designed to remove the normal, deadening blocks between the mind and the body. This allows him superhuman speed and reflexes. He also has mastered the extremely difficult Sawl Loo form of attack, allowing him to strike in hand-to-hand circumstances directly with his mind, against his opponent's.

Firefist's tactics are simple. He prefers the silent approach, only going in slowly and quietly, using his security systems skill and giving himself plenty of time to circumvent any traps or warning devices his targets may have set up. Once into melee, his is confident that his tremendous skill and missile deflection abilities will keep him safe from harm. He will attempt to fight super-opponents one on one, staying on the defensive until he feels ready to strike; then he'll go over to a crushing offensive, taking out his opponent quickly. He is fearless when it comes to firearms.

Background/Personality: Lan Hoo was assigned by the FBI the difficult task of infiltrating the Black Chimera Tong in San Francisco. The tong was so taken in by Lan that he was one of the select few sent to China for instruction in secret martial fighting arts. Upon completion of their training, these champions return to the U.S. to further spread the power and influence of the Black Chimera Tong.

Unfortunately, during one training exercise Lan was accidentally subjected to the full force of his Master's Sawl Loo attack, an extremely intricate technique involving the use of "fighting with the mind". Lan survived the attack, but in a confused mental state. His cover personality of a vicious, half-crazed thug, which he had held so tightly for so long Lan now believed to be his true identity.

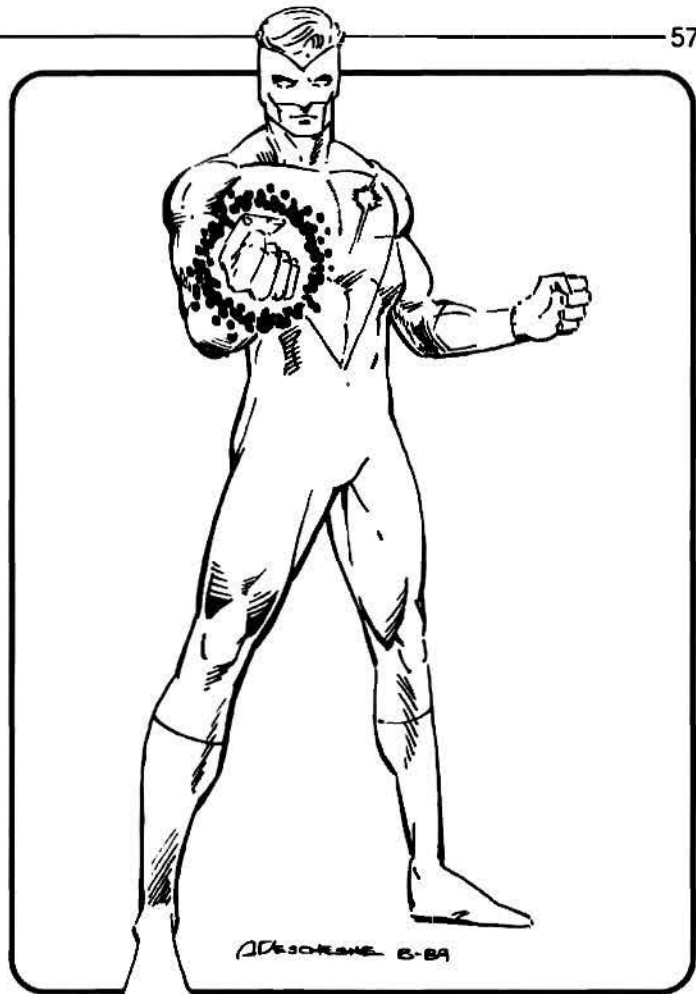
Lan graduated with honors, and was awarded the title of "Firefist". He then returned to the States. But Lan never had any loyalty to the Tong, and so drifted away from it to pursue his own goals.

The only tie he retained of his former life was his fierce devotion to his younger sister, Lin. He watches over his sister from afar, to ensure that neither the Tong nor anyone else interferes with her life. Lin herself knows little of Lan, not having seen him for years. She never knew of his FBI career or of his connections with the Tong.

Notable Quote: "My fists were forged by the soul. How can your weapon compare?"

Appearance: Lan Hoo is handsome, with raven black hair and finely chiseled features. His good looks are marred only by a small scar down his right cheek, the memento of an old training session.

As Firefist, he normally wears the costume of the Black Chimera Tong, which is a simple black gei, open to the waist, belt and sandals. Over the heart there is a rendering of a Chinese Chimera, in scarlet. He sports a pair of massive, carved bronze bracelets, which he uses to deflect missiles away from himself. When skulking in on an objective, he will don a black overtunic, hood and gloves.



STARHAND				
Val	Char	Cost	100+	Disadvantages
50	STR	35	10	x1 1/2 STUN from Ego Attacks (via alien symbiote)
22	DEX	36	10	Enraged when BODY Taken
28	CON	36	14-, 11-	
13	BODY	6	13	Enraged when target doesn't fall when struck 14-, 11-
10	INT	0	15	Berserk when blinded 14-, 14-
10	EGO	0	15	Overconfidence
15	PRE	5	15	Gloryhound and Showoff
10	COM	0	10	Shortfused
26	PD	15	10	Stops Occasionally to Argue with his Hand (telepathically)
18	ED	11	5	Rivalry with Firefist
5	SPD	18	15	Hunted by the Protectors, 8-
16	REC	0	10	Hunted by the FBI, 8-
56	END	0	15	Secret Identity
55	STUN	3	94	Villain Bonus

Cost	Powers	END
50	Variable Power Advantage for Strength, up to +1/2 (+25 Active Points) in Advantages (Examples: Explosion, Armor-Piercing, One-hex Area, Affect Desolidified), Activation 14-	5
25	25 STR TK. Activation 14-	
20	Find Weakness with Punch 13-	
22	26 pts of Hardened, Resistant PD	
7	1 level of Density, always on, 0 end, Persistent	
6	8 pts Mental Defense (10 total), Not vs Ego attacks (-1/4)	
5	5 pts of Lack of Weakness	
10	+2 levels H-to-H	
8	+1 level w/general combat	
3	Streetwise 14-	
2	+1" running (7" total)	1
12	1/2 Endurance on strength	2
2	Instant change, cost end, x2 Endurance	

OCV:7 DCV:7 ECV:3 Phases: 3, 5, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv	Base
	168	+ 169	= 337	= 237	+ 100

Background/Personality: Lap Daniels was only a petty crook, and not a very successful one at that. He spent a number of years in various lockups for minor offences. One day, while avoiding the local sheriff he stumbled across a strangely glowing stone. Upon picking it up, the alien symbiote inhabiting the stone merged with Lap's right hand, and attempted to seize control of Lap's body in the time-honored fashion of its race.

Unfortunately for the invader, human physiology was too alien for the creature to succeed. Not only could the alien not spread throughout Lap's body, it could not even leave his right hand. The invader found it was trapped there for the rest of Lap's life.

At first Lap was quite disturbed by all of this. That's when he found that the alien's presence gave him a number of superhuman abilities, and it had powers it could lend to Lap if it wanted. He decided everything was cool. Thus was born the infamous villainy of Starhand.

Starhand found life pretty easy, but there were a few annoyances. The alien thinks it can do things a lot better than Lap, and constantly argues (telepathically) with him. Occasionally, the alien refuses to do anything for the villain, causing his hand-powers not to function.

Lap still enjoys his old life, so he often visits the old haunts and bars in civilian ID, and maintains his old identity as a small-time hood. Of course, anyone who tends to lean on Lap too much is usually found at a later time, crumpled up into a little ball. Lap is moving up in the Underworld.

Powers/Tactics: Starhand enjoys flaunting his power, using it for flashy effects — cooling drinks and signing his name in steel walls. Enamored with his own strength, Starhand was enraged to find that there were a lot of heroes out there who were not only his equal, but actually stronger than him. So he attempts to cut down such "bricks" whenever he can, using his strength and the special powers of his "starhand".

While enormously resistant physically, thanks to the alien's tinkering with Starhand's metabolism, the villain is vulnerable to energy attacks. Also direct mental assaults, in the form of Ego attacks, do extra damage as Starhand picks up the anguish of his companion's suffering as well as his own.

Notable Quote: "Me and my friend here are going to floor you!"

Appearance: Starhand is of medium height and build, sandy hair and what some might consider rugged good looks. In his villain ID, Starhand wears a one-piece, white costume with a gold starburst over his heart. His right hand has a soft glow about it, which is visible at all times, so he wears gloves when he wishes to conceal it.

SCRAMBLER					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	10	Love of the Sea & life within it	
23	DEX	39	15	Fanatical supporter of Greenpeace and similar organizations	
20	CON	20			
13	BODY	6	15	Ruthless, Determined to seize goals regardless of the outcome to life or property organizations	
23	INT	13			
11	EGO	2			
13	PRE	3	10	Fear of sharp edges	
16	COM	3	10	Dislike of Puppeteer	
2	PD	2	15	Hunted by the Protectors 8-	
5	ED	0	10	Hunted by Major Oil Corporations (Lesser, +NCI, 8-)	
5	SPD	17			
7	REC	0	15	Susceptible to Intense Sonics, 2d6 per Turn	
35	STUN	7			
40	END	0	53	Villain Bonus	
Cost		Powers		END	
60	Hypersonic Weaponry 60 Pt. Multipower pool, OAF (rifle), (3 clips of 8 charges each), may only be used by Scrambler)				
3 u	6d6 Sonic Needle, NND (save vs Armor)				
3 u	3d6 RKA Sonic Fan, 1 hex area, 0 range				
3 u	2 1/2d6 RKA Sonic Cone, area (cone), 0 range				
3 u	3d6 Flash (vs normal hearing)				
10	Elemental Control Sonics Powers				
a-20	Force Field (15PD/ 15ED) , 0 Endurance, OIF (suit)				0
b-23	2d6 RKA Damage Shield, NND (not vs armor, OIF (suit), 0 END Cost +1d6 NND (as above) 8" radius, 0 END Cost				0
c-20	Invisible to sonar, no fringe, 0 Endurance				0
d-10	+30" Swimming (sonic propulsion), OIF (boots)				3
9	1d6 RKA, NND (vs armor), 0 range, OAF (boot blade), [4 charges]				
5	Life Support, may breath underwater, OIF (oxygen gear)				
6	Parabolic Hearing, (Telescopic), -6 to Range modifiers, OIF (helmet)				
10	Active Sonar, OIF (helmet)				
3	Scientist				
2	Marine Biology 14-				
2	Sonic Technology 14-				
OCV:8 DCV:8 ECV:3 Phases: 3, 5, 8, 10, 12					
COSTS:					
Char	Powers	Total	Disadv.	Base	
113	+	155	=	268	= 168 + 100

Background/Personality: Casandra Milieu was a brilliant acoustic engineer with a deep love of the sea, and director of Acoustic Systems Research at the Oceanic Institute of California. In addition to overseeing research on many "black" military projects, Casandra spent much of her time working with the whale and dolphin research. She did this on her free time from her interest in communicating with these creatures, and she contributed equipment that was the basis for the breakthroughs that the team made.

Casandra was horrified by the lack of knowledge in the world about the intelligent sea mammals and the evils practiced on them. She realized, however, that only a change in attitudes of individuals would change this, and only a massively funded advertising effort could affect this change.

By duplication of the equipment in her division, Casandra became the sonic supervillain Scrambler. She moonlights from her research position and commits high-paying crimes, donating the money to oceanic environmental causes. Scrambler anonymously donates 10% of the budget of Greenpeace, and funds a third of the public relations budgets of the major west coast aquariums.

Scrambler isn't a full-time member of the Hand as of yet, but more and more often she has been tagged along with them because of the lucrative payoffs involved. Lucifer is always glad to her along, since it gives him a chance to work on her "bad" side. Scrambler dislikes the Puppeteer, whom she believes is out only for her own gain, which she is. Scrambler of course is only committing crimes for the good of others, unlike the cheap, loud-mouthed Puppeteer.

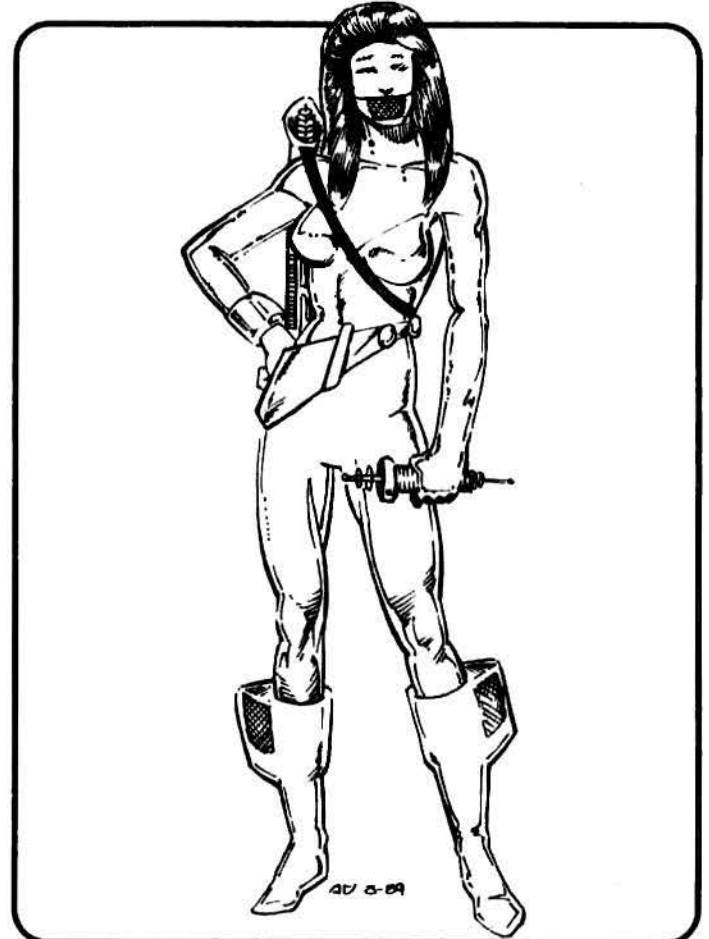
Scrambler has become consistently more ruthless in her criminal ventures, as she believes the war for the seas is being rapidly lost. Lucifer is encouraging her blindness to the harm she is committing in the name of ecology, as the master villain delights in the seduction of another human soul for Hades.

Powers/Tactics: Scrambler uses a variety of hyper-sonic weaponry and equipment. Master of sonics, she can mask her own noise emission, pick up conversations at great distances, and project narrow or wide concentrations of sonic waves.

Scrambler's effectiveness is unparalleled underwater, where her sonic sense, underwater gear and boot propulsion units give her command of the seas. On dry land she is more vulnerable, and tends to hang back behind her fellow villains in a fight. In these situations she plays more of a sniper's role, but she is always ready to switch her hypersonic gun to a close range mode should any hero be foolish enough to close with her.

Notable Quote: "You have polluted the oceans with your waste for too long."

Appearance: Scrambler is tall and slender, with beautiful flowing auburn hair and pretty looks. Dressed to kill, she wears a full blue neoprene diving suit, with full harness and gear. Over one shoulder is her ubiquitous sonic rifle, and her sonic blade is shoved into a boot. Her features are obscured by a full, white opaque face mask.



KRYSTAL BLUE					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	10	x2 STUN from attacks by Heroes	
29	DEX	57	10	x2 effect from presence	
18	CON	16		attacks by Heroes	
10	BODY	0	20	Code Against Killing	
18	INT	8	15	Protects Innocents	
8	EGO	-4	15	Hunting Auto-gunner 11-	
13	PRE	3	15	Hunted by Auto-gunner 8-	
21	COM	5	25	Experience	
5	PD	2			
5	ED	1			
6	SPD	21			
10	REC	6			
36	END	0			
27	STUN	0			
Cost		Powers	END		
22	Martial Arts Package — Savate				
	Maneuver	OCV	DCV	Damage	
	Offensive Strike	-2	+1	9d6	
	Defensive Strike	+1	+3	5d6	
	Martial Strike	+0	+2	7d6	
	Martial Block	+2	+2	—	
	Martial Disarm	-1	+1	+25 STR	
8	+2 DC with Savate (already figured in)				
5	High Range Radio/Video Monitor, OAF (Headband)				
22	Armor Piercing with Kicks, 0 END Cost, OIF (razor tipped dancing shoes)				0(1)
	Skills				
7	Acrobatics 17-				
9	Acting 15-				
3	Paramedic 13-				
15	+3 DCV				
10	+5" Running (11" Total)				2
5	+5" Leap (2" vertical, 8" Horizontal)				
OCV:10 DCV:13 ECV:3 Phases: 2, 4, 6, 8, 10, 12					
COSTS:					
	Char	Powers	Total	Disadv	Base
	104	+ 106	= 210	= 110	+ 100

Background and Personality: Julie Reynold was originally born in the San Fernando Valley in California. She grew up there in relative bliss and happiness, playing with her friends, talking about boys, and dreaming about being an actress.

Most dreams about acting die early, but Julie had an actual talent. She was so good that many of her friends and teachers from high school suggested that she try and become a professional.

Julie tried around, but couldn't seem to get any work. A friend of hers suggested that she try something spectacular and different. Well, Julie had studied martial arts and acrobatics as a kid. She had admired superheroes for a long time and thought that this would be her chance to be one. She decided to stage a fight between herself and an old friend of hers in the middle of downtown Los Angeles. She would pretend to be a superheroine, "Krystal Blue," while her friend, Mark, would play the part of the villainous Sledgehammer.

Things might have worked out, had Auto-gunner not been at the scene of the battle. He saw the fight and decided that he should join in. The two actors were taken totally by surprise and Julie's friend, Mark, was actually killed by one of Auto-guner's bursts. Julie herself was captured and taken back to Auto-gunner's hideout.

As a kind of cruel experiment, he tried to force her to take a dose of Exocaine (see Auto-gunner, above). The drug had a strange reaction within her body. suddenly, Julie found that her reaction speed and Agility had been permanently increased.

Taking Auto-gunner by surprise, she managed to escape. To this date, she still blames herself for her friend Mark's death. To make up for her previous mistakes, Julie decided to become Krystal Blue permanently. Never again would she let another innocent be harmed.

Powers and Tactics: Krystal Blue actually has no powers of her own. Her only super human ability is that of her enhanced reflexes. She is, however, an extremely talented Martial Artist and Acrobat.

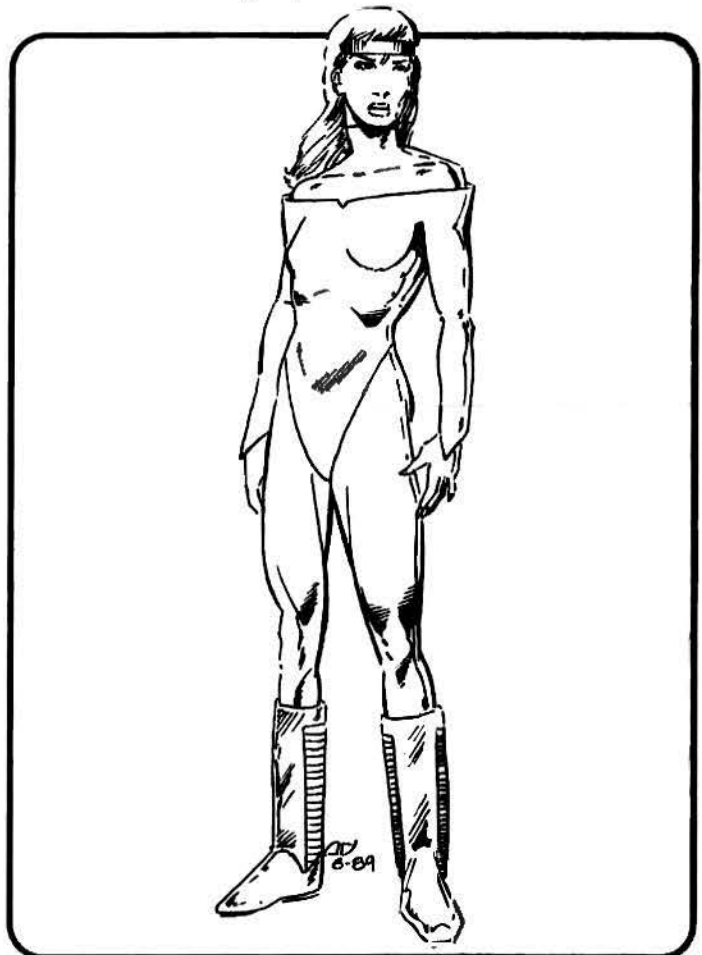
Krystal Blue's tactics are simple. She likes to bound around and strike her opponents from surprise. She always makes sure she has enough room to move because she realizes that if she ever stops moving she's pretty much defenseless.

Krystal likes to keep her opponenets busy by talking to them while she fights. She taunts whatever villain she faces, attempting to annoy them and trick them in to underestimating her.

While Krystal is brave, she is not stupid and will retreat if things begin to look bad. Her first objective in any combat situation is to protect any innocnets. Her next goal is to put any villains she comes across down before they can damage anything or anyone.

Notable quote: "Like, why do you fell the need to be so violent?"

Appearance: Krystal Blue's costume is typically made up of dance tights and leotards. Her blond hair is barely constrained by a blue head band. She likes to look her best at all times (just in case there's a talent scout watching her).



AUTO-GUNNER					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	x2 Effect from Drugs and Chemical Attacks	
18/28	DEX	48*		Berserk in combat 8-, 8-	
19	CON	18	20	Overconfidence	
13	BODY	6	20	Bloodthirsty	
14	INT	4	15	Prefers Military Methods	
13	EGO	6	10	Overtly Sexist	
15	PRE	5	5	Dependence on Exocaine, Must have a dose once per day or take 3d6.	
9	COM	-1	5	Hunted by US Army 8-	
5	PD	2		Hunted by Dr . Xiang 8-	
4	ED	0		Villain Bonus	
4/6	SPD	28*	20		
34	END	-2	15		
32	STUN	0	122		

*IIF (Exocaine Drug)

Cost	Powers	END
41	2d6 RKA, AP, Autofire up to five shots, 4 clips of 40 charges each, OAF (Portable Autocannon)	
15	Armor (12 PD/8 ED), 14- Activation, OIF (Kevlar Armor)	
3	5 points Flash Defence, OIF (Polarized Lenses)	
3	Ultraviolet Vision OIF (Light Intensification Lenses)	
4	+3 Enhanced Vision OIF(Computer Assist)	2
6	+3" Running (9" Total)	
2	Two way Radio OAF (Helmet)	
78	Vehicle — LHX-GA	
42	Followers: Duke and AC	
Skills		
15	Martial Arts Package — Army Training	
	Maneuver	
	Offensive Strike	OCV -2 DCV +1 Damage 7d6
	Martial Block	+2 +2 —
	Sacrifice Throw	+2 +1 3d6
	Martial Grab	-1 -1 25 STR
15	+3 with Small Arms	
3	Stealth 15-	
3	Security Systems 12-	
3	Climbing 15-	

OCV:9 DCV:9 ECV:4 Phases: 2, 4, 6, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv	Base
	119	+ 233	= 352	= 252	+ 100



Paul was sent to the military stockade. Here, some government research scientists were experimenting with some treatments which would increase human reflexes to amazing levels. Paul was given the choice of playing guinea pig or rotting in prison. Anxious to get back to the front lines, Paul choose the guinea pig option.

The scientists administered the treatments to him a number of times. Each time he took it, his agility increased. Unfortunately, so did Paul's craving for the drug. Finally the time came when they weren't giving him a dosage frequently enough. Paul went into a frenzy and killed the scientists and guards that surrounded him. He quickly scraped up all of the drugs that he could find and ran away.

Paul eventually made it back to America. He wanted to have fun, like he had in Vietnam. Ever since he had taken the drug, he felt like he could take on the whole world. But before he could do that, he needed weapons. He knew he couldn't buy them, and that he would need some help.

He decided to contact some of his old army buddies who he felt he could trust, Duke and AC. Paul told them all about the drug and his plans for using it to make lots of money and cause lots of destruction. Having been best buddies in Vietnam, and having a similar mindset, they instantly agreed.

Paul decided to take on the nickname of Auto-gunner, so that he could keep the heat off of him. Using Duke and AC's positions with the military to gain military secrets and weapons, the three of them plan crimes involving large sums of money and destruction.

Auto-gunner has a brash personality. He is, for the most part a macho psychopath who has a drug addiction. He is very violent and highly unstable. In general, not a very pleasant guy to be around.

Character Background/Personality: Paul had always enjoyed the war movies he had seen on television. He never did like those wimpy little kids shows — they were too unrealistic.

Paul had learned early how hard real life could be. Paul's dad was in the military and when he was nine, his father was involved in a serious plane accident. Paul's father, formerly a very active man, lost the use of both of his legs. He grew bitter, often turning to alcohol to comfort him when no one else could. It only took a year or so for the drunken fits to become violent. Even though Paul was often injured during these fits, he found that they interested him. He was almost sorry when his mother moved out and took him with her.

When Paul was eighteen, the Vietnam conflict was a big news item, and Paul joined the army. It was in 'Nam that he first learned how to kill. What's more, certain superior officers actually liked him to hurt things, not like those panzies back home. Everything was going fine until Paul got into an argument with his sergeant and almost killed him when it broke into a fight.

Powers and Tactics: Auto-gunner's main attack is his portable Auto-gunner, a weapon commonly mounted on light assault vehicles. Combined with the enhanced reflexes the Exocaine treatments give him, this makes Auto-gunner a deadly killing machine.

While slightly unbalanced, Auto-gunner continues to follow military tactics. He will constantly be in touch with his men in the LHX-GA, from whom he will receive tactical updates. Once he has a clear view of the situation, he will mount an unrelenting attack which will cause the most bloodshed possible.

Auto-gunner will typically denounce stealth and caution as "tactics for the weak and fearful." In combat, he also tends to lose what advantages he has when he is overcome by a killing lust. A typical combat involving Auto-gunner would begin with the villain having the tactical advantage but losing it as he becomes more and more obsessed with the battle.

Notable quote: "Now you're messin with a real man. Incoming! (Blam! Blam! Blam! Blam!)"

Appearance: Auto-gunner typically wears old army fatigues. He is usually ungroomed and unshaven. In battle he wears a greenish-gray colored battlesuit and carries an arm length gun.

Character Background and Personality: AC and Duke met each other, as well as Auto-gunner, during the Vietnam war. They were a tight group of friends who stuck together, mostly because no one else liked them. All of them had abrasive personalities, and the three of them were looked on as psychos by the rest of their unit.

When Auto-gunner reached the United States after his escape from the American military prison in Vietnam, he immediately contacted his friends.

The two of them had received honors in the war for bravery and were given promotions upon reaching the states. They were privy to a fair amount of information and knew many US army officers.

Auto-gunner suggested that the three of them team up once more and they could become rich, powerful, and feared, just like in 'Nam. Duke and AC agreed and have been with him ever since.

Powers and Tactics: Duke and AC themselves don't have any real powers. Their true power in this scenario comes from the LHX-GA helicopter, which they have stolen from the government.

Duke pilots the LHX-GA while AC mans the guns. They will tend to stay back and run sensor sweeps before taking any definite action. After they have determined who the tough targets are, AC will fire the TAPS cannon at them. Should this fail to damage the target, they will open fire with the LATER rockets ("see you LATER"). If the two of them wish to cause confusion or damage a large number of targets, then AC will drop a number of HEFTIES.

Notable Quote: "We've been through hell and back. Losers in tight's scare us?"

Appearance: Duke and AC almost always dress alike. They typically wear olive drab colored flight suits and control helmets.

DUKE AND AC (AUTO-GUNNER'S BOYS)				
Val	Char	Cost	100+	Disadvantages
15	STR	5	13	Enraged when friend injured 14-, 8-
18/23	DEX	36*		
13	CON	6	5	Dependence on Exocaine, Must have one dose every day or take 3d6
10	BODY	0		
11	INT	1		Secret Identity
13	EGO	6	15	
10	PRE	0	16	Villain Bonus
13	COM	1		
4	PD	1		
3	ED	0		
3/5	SPD	18		
26	END	0		
6	REC	0		
25	STUN	0		

*IIF (Exocaine)

Cost	Powers	END
15	Armor (12 PD/8 ED), OIF (Kevlar Bodysuit), 14- Activation	1
3	5 points Flash Defence, OIF (Polarized Lenses)	
3	Ultraviolet Vision OIF (Light Intensification Lenses)	
4	+3 Enhanced Vision OIF(Computer Assist)	
2	Two way Radio , OAF (Helmet Radio)	
6	+2d6 HA (Brawling)	
6	Contact: U.S. Army Official 12- (Double cost for important contact)	
Skills		
3	Combat Pilot 14- (Duke) OR Familiarity with LHX-GA Weapons and Computer (AC)	
3	Stealth 14-	
9	+4 Levels with LHX-GA Piloting (Duke) OR +3 levels with LHX-GA Weapons (AC)	
15	+3 levels with Small Arms	

OCV:8 DCV:8 ECV:4 Phases: 3, 5, 8, 10, 12

COSTS:	Char	Powers	Total	Disadv	Base
	74	+ 75	= 149	= 49	+ 100



LHX-GA (LIGHT HELICOPTER EXPERIMENTAL, GROUND ASSAULT CLASS)							
Val	Char	Cost	389+	Disadvantages			
8	SIZE(AREA)	30	25	Hunted by the United States Government 11-Secret Identity (Top secret government project)			
4	-Length		15				
2	-Width						
6.4T	-Mass						
-4	-DCV Mod						
-6	-KB Mod						
40	STR	0					
20	DEX	30					
4	SPD	10					
10	DEF	24					
20	BODY	4					
Cost	Equipment	END/Roll					
-8	-4" Running (2" Total)	3					
105	50" Flight						
18	END Reserve (100 END, 8 REC) for all Helicopter Systems.						
12	20 STR Telekinesis, OAF Personal/Utility Lifting Line (PULL)						
41	3d6 RKA, Autofire up to 5 shots, 250 charges, OAF Turreted Anti-Personnel System (TAPS), 180 degree firing arc.						
28	4d6 RKA, AP, No Range Modifier, OAF Laser Aimed Tank Eliminating Rocket (LATER), 6 Charges, One Phase Preparation Time, Only fires along front facing hex line.						
33	6d6 Energy Blast, Explosion, Autofire, 100 charges. OAF High Energy Flammable Terror Inducing Explosives (HEFTIEs)						
19	2" Radius Darkness to Normal an IR Vision, 100 charges, lasting 1 turn each, Linked to Energy Blast, OAF HEFTIEs *Computer Laser-Assisted Sonar System (CLASS). OAF Lenses and cameras						
11	+6 with LHX-GA Weapons*						
7	+2 Speed, only for firing LHX-GA Weaponry*						
4	+8 Telescopic Vision*						
3	+4 Enhanced Vision*						
2	IR Vision*						
13	360 degree Spatial Awareness, Not against objects with 4+ Body of Sound Resistant material. #Electronic Ground Assault Deployment Systems (EGADs), OAF Antenna.	1					
7	Stealth 15-						
10	Invisibility to Radar, 1/2 END Cost#						
4	High Range Radio#						
10	360 Degree Radar Sense#						
4	360 Degree Vision#						
8	Ships Computer (Ulysses)						
COSTS: Char Powers Total Disadv Base							
98 + 331 = 429 = 40 + 389							

ULYSSES (HELICOPTER COMPUTER)			
Val	Char	Cost	
8	INT	-2	
14	DEX	12	
3	SPD	6	
Cost	Skills	Roll	
3	Navigation	11-	
3	Sensors Operation	11-	
3	Combat Pilot	12-	
2	K/S: Flight Protocol	11-	
1	Basic English for Voice Commands		
2	K/S:Warsaw Military Forces	11-	
2	K/S:Warsaw Pact Aircraft	11-	
3	Tactics	11-	
Programs			
1	Drive Copter from A to B		
1	Initiate Sensor Scan		
1	Fire Weapon Mount		
1	Identify Aircraft		
COSTS: Char Skills Total			
16 + 23 = 39			

Vehicle Description: The LHX-GA, code named the Warhawk, was designed by Dynotech industries at the request of the United States Government. The helicopter, supposedly a top secret government project, was designed to be a military assault vehicle, capable of carrying out recon missions within enemy airspace.

The LHX-GA is equipped with the newest technology available and some of the most deadly weapons known in the world today. It boasts one of the most sophisticated sensory arrays known in any military vehicle. It is fully equipped with radar, sonar, Infrared cameras, and is equipped with magnification lenses as well.

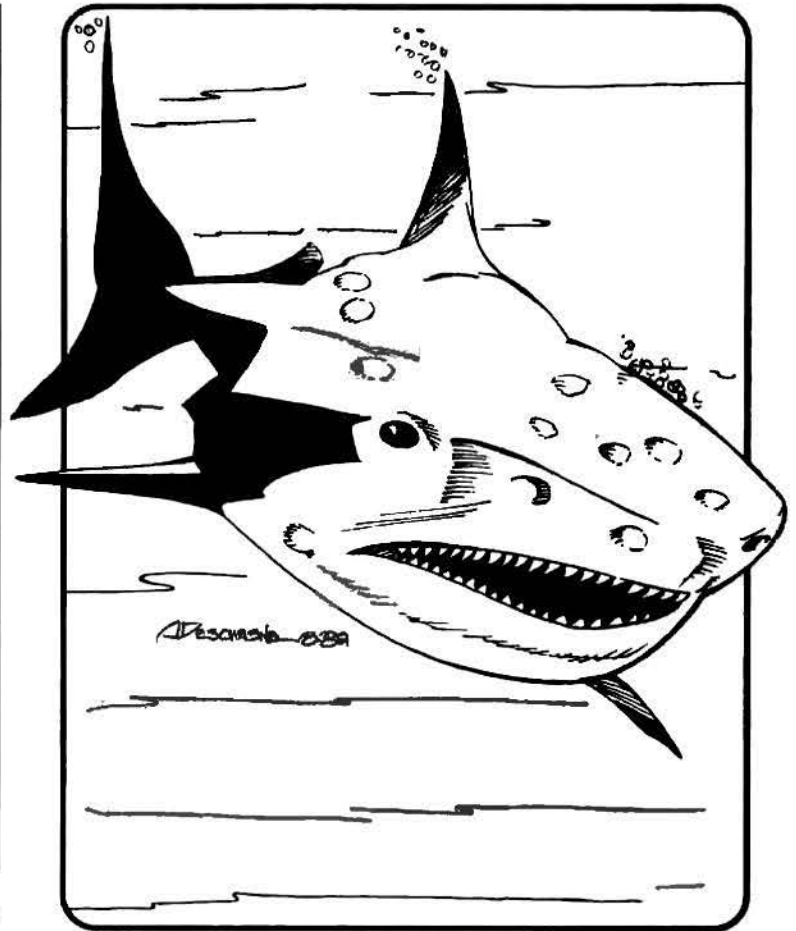
The ship's actual weapon systems include a weapons mount armed with Antitank rockets, a front mounted chain gun, and a delivery system for concussion and smoke grenades.

Perhaps the most amazing feature of this vehicle is its onboard computer. This computer is actually capable of piloting the ship for short periods of time and can carry out preprogrammed combat missions on it's own. What's more, the computer carries up-to-date files on enemy aircraft.

All of these features are combined into a highly maneuverable, armored, streamlined and radar reflective body. The engines allow it to cruise at speed of up to 330 MPH, and the special sound absorbant materials used to make the copter allow it to move silently.

NEMO — THE SHARK				
Val	Char	Cost	100+	Disadvantages
20	STR	10	25	Berserk after smelling blood
18	DEX	24	11-, 8-	
13	CON	6	15	Aggressive and Ill-tempered
10	BODY	-2	20	No Hands
8	INT	-2	15	Cannot breathe save under water
8	EGO	-4		
15	PRE	5	15	Mute
6	COM	-2	0(15)	Cannot let go of grabbed items
8	PD	4	0(5)	Colorblind
7	ED	4	20	Distinctive Features — Shark
7	REC	0	20	Reputation — Shark
4	SPD	12		
26	END	0		
28	STUN	0		

Cost	Powers	END
7	1 Level Growth, 0 END Cost, Persistent, Always On	
31	1 1/2d6 HKA (3d6 w/STR), 1/2 END Cost	1
50	4d6 Physical Energy Blast, Penetrating, Damage Shield (rough skin), 0 END Cost	0
18	Armor (6PD/ 6ED)	
5	Life Support — can breathe underwater	
10	2 levels with H-to-H	
10	+8" Swimming, 1/2 END Cost	1
19	Discriminatory Smell, at range, -6 to perception range rolls Tracking Scent	
5	1/2 Endurance for Strength 20	



Background/Personality: Nemo (and his brothers, if the referee uses them) have been mutated from the normal run of sharks, since the organizers of the Deathtrap didn't find normal sharks to be vicious and nasty enough for their purposes. The dastards have heightened Nemo's ingrained sense of aggressiveness, as well as his tendency to go into a feeding frenzy when he smells blood. Nemo and his ilk are also ill-tempered and will bite at the walls of the pool if nothing else is in reach.

Powers/Tactics: Like all sharks, Nemo has a cartilage skeleton, sharp teeth, and a keen sense of smell. Nemo's rough skin is painful to rub against (hence the Damage Shield). It also has some handicaps that an astute character might take advantage of. Most

particularly, Nemo suffocates if there is no water flowing past its gills, and the smell of blood often drives it into a feeding frenzy. Like all sharks, Nemo has inward-slanting teeth, so once it bites into something, it won't let go.

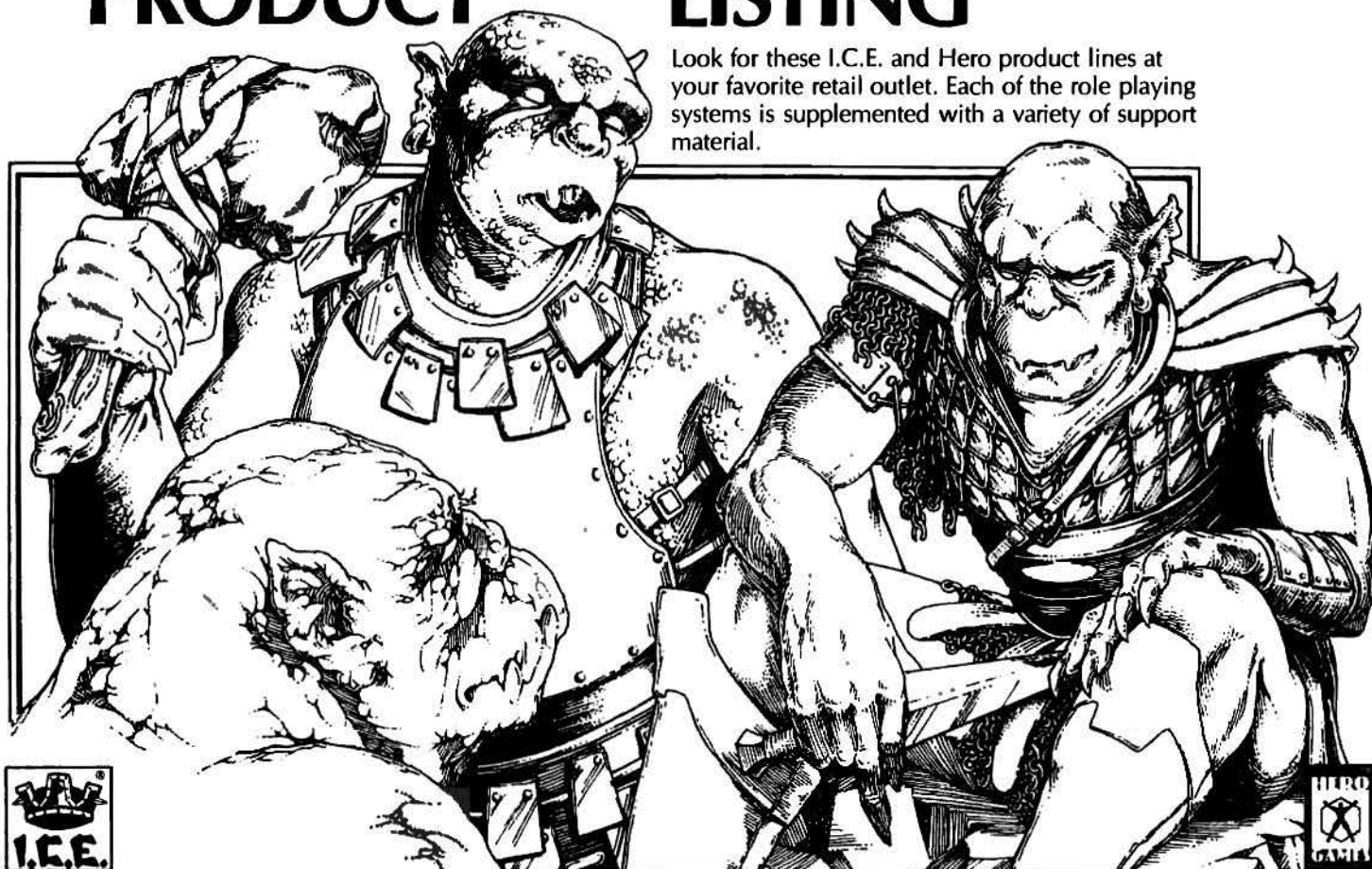
Notable Quote: "Da Dum... Da Dum... Da Dum Da Dum Da Dum ..." (Followed by "Ohmygod! Is that a shark fin?")

Appearance: A particularly large and ugly shark, Nemo has huge pie-balded splotches and large oozing ulcers upon his hide. In all other respects he is a very large and nasty shark.



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