



A SOURCEBOOK for

CHAMPIONS[®]
THE SUPER ROLE-PLAYING GAME[®]

#419

CHAMPIONS of the NORTH[™]



By Jon Mattson

CHAMPIONS OF THE NORTH™

CREDITS

Author/Designer:

Jon Mattson

Editor/Developer:

Monte Cook

Cover Illustration:

John Harwell

Interior Illustration:

Patrick Zircher

Project Specific Contributions:

Series Editor: Monte Cook;

Layout: Bill Covert;

Pagemaking:

Coleman Charlton;

Cover Graphics:

Terry Amthor.

ICE Management — Art Director/

Production Manager: Terry K. Amthor; Sales Manager: Deane Begiebing; Editing & Development Manager: Coleman Charlton; President: Peter Fenlon; CEO: Bruce Neidlinger.

ICE Staff — Editing & Development

Staff: Kevin Barrett, Monte Cook, Pete Fenlon, Jessica Ney, Terry Amthor; Graphics & Production Staff: Bill Covert, Eric Bruns; Sales & Customer Service: Heike Kubasch; Shipping Staff: John Breckenridge, Stirling Williams, Jasper Merendino.



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AUTHOR'S DEDICATION

This book is dedicated to my wife, Diane, without whom it would never have gotten past the "binder full of notes" stage. It is customary for an author to thank his or her spouse for patience above and beyond the call of duty, but to this I add thanks for ideas, research, playtesting, pep talks and useful criticism. In many ways, this is as much her book as mine.

No author lives in a vacuum, and no GM should either. Much of the material presented herein has been amassed over years of playing, and some dates back to my earliest superheroic adventures. Keeping this in mind, it seems only fitting to thank those players who made my first campaign so memorable, the Heroes at Large: Jim Anderson, Ruth Ehman, Blaine Ellis, Grant Lindsey, Gerry Mattson, Janette Mulloy, Judy Mulloy, Andrew Spence and Stephen Spragge. Also worth mentioning are Joe Fuoco for getting me involved in this silly hobby in the first place, and Matt Kari for long chats about what makes a good game and a good gamemaster. Again, thanks to all of these people who have helped make this GM what he is today.

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FOREWORD

Champions of the North is HERO Games' guide to adventuring in Canada. In here, you will find all the real-world facts and game ideas you'll usually need when your role-playing adventures head north of the border. This book was written by a Canadian author, so the content can be considered "from the source"—as well as from any Canadian, anyway. It was then edited by Americans, so it should cover what an outsider needs to know. We hope you'll agree.

Anyway, welcome to the Great White North (which actually isn't always as white as you think), where you will know the language (at least half of the time) and recognize the television shows (except on CBC). You may be in for some surprises from your northern neighbour that you thought you knew so well—may all of them be pleasant!

AUTHOR'S NOTES

This book is both very old and very new, depending on how you look at it. Years ago (more than I care to remember), when I first got involved in *Champions*, I noticed that nearly all of the campaigns I had ever played in or heard of were American-based—even though the GMs and players involved were Canadian. Aside from the fact that this seemed a bit unpatriotic, it also made for an overly "cinematic" campaign world: most of the GMs had never even seen New York, except on television, and it showed. I decided that when I started GMing a superworld myself, I would stick to what I knew; thus, the roots of this book trace back to my own original campaign notes—not for American heroes visiting Canada, actually, but for Canadian heroes having adventures in their homeland.

Much later, I started putting together a portfolio of characters for an Enemies book and got in contact with Rob Bell concerning that. Rob was intrigued by the Canadian motif and decided to run with that: he had just finished working on *Kingdom of Champions*, a full-fledged U.K. sourcebook, and saw similar potential for this work. The thrust of the book would be changed to aim at the American hero visiting Canada, and the whole thing would be greatly expanded, drawing on both my own past campaign notes and the most up-to-date Canadian news.

How could I resist? Aside from the fame and riches involved, it gave me a chance to clarify Canada's image. I must admit that, to this day, I hold a petty grudge against Marvel for their treatment of *Alpha Flight* after John Byrne left. Phil Masters, in *KofC*, talks about the game the British play spotting the mistakes in American comics; we know that

game up here, all too well. It can be amusing in a comic, but it is very embarrassing for the GM if it happens in his own campaign. The chief goal of this book, then, is to help the referee avoid that problem. It is up to you to decide whether or not I have succeeded in that quest.

Writing this book has been a learning experience for me: for all my prior research, I was still surprised at the sheer bulk of information involved when I started putting an "official" sourcebook together. The result was a constant struggle to find a balance between what I thought was interesting and what would actually be used by the reader. On one hand, it never pays to take things for granted; on the other, I was still working with a relatively limited number of pages and couldn't afford to spend too much space on any one topic, no matter how interesting. Of course, in a country of this size, no one person is really an expert on all areas: if I have not devoted the warranted space to every unique area of this fascinating land, I can only offer this as an excuse and apology.

In any event, I hope that this book will fill your needs as a GM: it is a rewarding job, but also a trying one, and we can all use a hand now and then. Perhaps it will even trigger an idea that never occurred to you before, or tempt you into exploring a new site you previously avoided for lack of information. If so, then its purpose will have been served.

— Jon Mattson

HOW TO USE THIS BOOK

This book is for a lot of different people—for players and (especially) GMs. The GM is the best person to use the facts, ideas and NPC descriptions it contains; however, players and their characters sometimes need facts and ideas, too, so there's nothing wrong with players looking at this book. (It's all sales for us.) All we do suggest is that players refrain from using knowledge of which their characters would be ignorant and from looking at ideas that their GM might wish to use.

Champions of the North is written as a *Champions* supplement, but it's also designed for use with other Hero games. Any game with a contemporary (or near-future or recent-past) setting can involve trips to Canada, and we've tried to keep the "real world" and "Champions Universe" ideas somewhat distinct. The latter draw on the former, of course, but you should be able to see where cold hard reality ends and superhero fantasy begins. So, if your spies or detectives are Canada-bound, you'll find plenty to use in here.

WHAT'S INSIDE

No book can cover everything: this book is purely about Canada and its interaction with other countries—particularly the United States. The first section of the book—which you're reading right now—is an introduction, not just to *Champions of the North*, but to international gaming in general. GMs should read through it and decide how to apply it to their own games: these are guidelines, not gospel.

After that comes the data on Canada, with a gradually narrowing focus from the country as a whole down to its individual inhabitants: the land, the cities, the culture and the people. This section closes with information for the visitor, so that, once you have a picture of the country, you will be able to authentically interact with it.

The rest of the book is about characters and scenarios—game data. There are villains and fight scenes, of course, but also Canadian heroes and opportunities for role-playing. GMs can explore all this as they choose, but players who don't want to spoil the game should refrain.

Finally, there are some notes and bibliographies, which should help readers pursue any ideas they like.

A NOTE ON LANGUAGE

Throughout *Champions of the North*, we have used the Canadian form of spelling and syntax—generally closer to British than American, with a little French thrown in for good measure. This is not an oversight: it simply seemed suitable considering the subject matter.

ADVENTURE INTERNATIONAL

"...That strange blend of the commercial traveller, the missionary, and the barbarian conqueror, which was the American abroad."

— Olaf Stapledon, *First and Last Men*

So you are thinking of going abroad for your adventures? Fine. You should be in for a lot of fun, and a change is as good as a rest, right? You know about the place you are planning to go, or if you don't, your GM does, or if no-one does, well, that's why you've bought this supplement. You've packed travellers' cheques, clean underwear, and your towels.

There's just one question left.

WHY?

Well, sometimes the answer's easy. Doctor Exterminator is threatening the world, and he operates out of a castle in some highly implausible Balkan state, so that's where you are needed. Your Secret ID has to go on a business trip, so you might as well fight crime while you're there. The authorities, who never have understood you, are getting too close, and you'd like a break somewhere without an extradition treaty. Your nearest and dearest have been kidnapped while on holiday, and have to be hauled out of some damp Transylvanian castle or mismanaged Central American gold mine. Maybe you have been kidnapped, and your kidnapper has dragged you somewhere without an extradition treaty.

That's "going where the action is," or "tourist-style" adventuring, and there's nothing wrong with it at all. A lot of great scenarios work that way, and any GM who wants to run a story set anywhere in the world—or off it—can use these ideas to get the PCs in place. The approach works perfectly well as a way of getting a party into, say, Canada for a game session or two. Canada isn't the Balkans, but it has its share of secluded and suitably majestic sites to set up a supervillain's retreat. Canada does plenty of importing and exporting—particularly to the United States. There are lots of mines—not to mention isolated oil rigs—and plenty of resources for rich characters to invest in. Canada does have an extradition treaty with other countries, but hey, some superbeings are stupid enough not to notice this, and anyway, there's more than enough room to hide out.

However, there is another approach.

CONSCIOUS INTERNATIONALISM

This is what you get when player-characters, wherever based, take the whole world (or solar system, or galaxy) as their "home ground." This may be because of pure idealism; or politics, for those who are persuaded by their government to join a supra-national force that fights some international problem; or employment, for those who take a job that involves a lot of travel; or something else. Most often, it's a mixture of these. A simplified variation is to give the heroes a friend or acquaintance who can persuade them that there is an urgent reason for a trip. For example, a non-combatant but wise old witch who sometimes detects signs of demonic incursions might turn to the heroes as the only people who can defeat the demons. (But be careful: players resent their characters always being told what to do.)

Of course, there's a number of problems with this idea. For one, superheroes with Secret IDs often have to tie themselves down to one location, or else the boss gets annoyed. For another, much of the point of being a superhero can be defending one's home, and (unfortunately) it's usually easier to feel loyalty to a town or country than to the world. For a third, if you don't have the backing of several governments (or even if you do), supra-national operations can be obstructed by national-level organizations who will quibble about sovereignty and passports and so on. Finally, even if you are working for a supra-national body, you may well find yourself tied down, especially if you are low in the hierarchy; agents, for example, tend to be assigned to a station, and only get to travel in unusual circumstances, or if they are assigned to a mobile specialist team.

There's another problem with supposedly internationalist set-ups, one more to do with writers and GMs than with the idea itself: they usually aren't done properly. How often have you seen stories about "international" hero teams or agencies which turn out to recruit 75% of their personnel from one country, have their HQ there, and behave like tourists when they are actually abroad? (Some enterprising starship crews have similar problems.) This is understandable: GMs and writers know their homelands best, and players and readers are more comfortable with some consistency and familiarity of setting and style. However, it does rather invalidate slogans about supra-national unity.

All of which said, the internationalist approach to adventuring has a lot going for it: glamour, ideals, variety, language confusions, jetlag, customs hassles and so on. This being a supplement about Canada, note that the country is an interesting place for the internationalist hero: a charter member of the UN and NATO, a close ally of the U.S., still tied to the Commonwealth in many ways, yet striving towards a unique individual identity.

READING MATTERS

Champions of the North is designed to assist both tourist-style and internationalist campaigns. Along with other things, you'll find Canadian characters and groups. If you use these as NPCs, they should be played as treating Canada as their home. The heroes will, within their own personal codes, defend it, and the villains will have their main bases in or around Canada. That said, villains are often the sort to go where the money and power is, and heroes are often idealistic types with broad views, so don't assume all the NPCs are rabidly parochial. Furthermore, some NPCs and groups have been included who fit very well into internationalist games. Remember that NPCs, as well as PCs, can have adventures abroad and, thus, show up away from "home base." Under the right circumstances, this can be an ideal way to later lure the players, themselves, away from home.

FOREIGN SETTINGS AND THE GM

One reason that a lot of people enjoy role-playing games with modern-day settings—superhero or lower-power campaigns—is that the background is already known to all concerned: they live in it. That's different from the typical fantasy or SF game, where the GM may have to spend a lot of time working out details of the setting, and more time explaining them to the players. The real danger is that any failure of communication could damage the game—if, say, players don't realize that some spell or gadget is commonplace in society, and it becomes important in a scenario. The trouble is, leaving home destroys much of that useful familiarity, more than many people realize. This doesn't just apply to Americans leaving the U.S.A.: many of the American states have variations in laws, customs, and climate that even Americans may not fully appreciate.

This should remind anyone that international travel can really lead to culture shock. To take some fairly minor examples: gun ownership is much rarer in Canada than in the U.S. (there is no "Constitutional right to bear arms") and the reaction to anyone carrying such a weapon is bound to be much more unfriendly; Canada is officially bilingual and uses the metric system of measurement, so communications in an emergency may be slower; popular sports and public attitudes to them are different, and so on, and on, and on.

SOLUTIONS

GMs might simply try to bluff through what they know. The trouble with this, apart from its arrogance, is that what the GM knows and what the players know may differ, leading to confusion as the players show up the GM's areas of ignorance. Anyway, it removes a lot of challenges and "tourist effect" entertainment. So how can a GM deal with this? One answer is, of course, to buy this book, but this is one book about Canada alone—what to do for more information?

To start with, the GM can use places he has actually visited, which can be very effective: if the players have also been there, the GM has less describing to do, but, if they haven't, they can role-play ignorance better. Otherwise, there are tourist guide books, Embassies and Travel Agents. Magazines such as National Geographic may have something useful. These should give the basics for visitors: currency, traffic laws, shop opening hours, places to eat. They will also give landmarks, places of interest—good for "colour" and traditional for fight scenes—and probably some maps. Of course, it's certain that building a scenario around such a guide book will lead to a very cliché-ridden story, working mostly in stereotypes; this is a perfect simulation of comic stories with foreign settings.

Also useful are books that concern a country or area. GMs may find lots of ideas emerging from good maps. Pay attention to the scale (the distance between a strange event and the nearest town may be critical to a scenario), and note what the map specifically does and doesn't show. A motorist's atlas will give a lot of detail of roads but won't convey the type of scenery, which could make for trouble if a chase switches from vehicle to foot; a tourist map will give most of the

interesting settings, but may skimp on unremarkable but heavily populated areas. Histories of a place are often full of potential scenario ideas, particularly for “mystical” campaigns, but don’t assume that a venue or law or fact mentioned as significant even fifty years ago is still the same today. Even geology or natural history texts can help fill in background colour. If you can get hold of some newspapers, you’ll make a considerable gain in “atmosphere”; otherwise, work through the foreign news pages of your usual paper.

THE SCENARIO

Given a foreign setting, complete with scenery, inhabitants and entertaining trivia, what to do with it? The GM may already have a scenario idea, perhaps from this book. If not, there are always the old favourites—preventing a crime, pursuing a criminal, investigating a mystery. The trouble with these is that they aren’t always very different from what can happen “at home.” Banks—and bank robberies—are much the same in America and Canada. What’s harder, but more interesting, is to create scenarios using unique local features. This could be as simple as a super-thief (gang) hitting the West Edmonton Mall, as obvious as a battle with spirits from Indian myth, or as complex as a manipulative villain group working through the power structures of Canadian government, perhaps trying to stir up animosity between English- and French-Canada, or between Canada and the U.S.

AND SO...

The first obvious problem for travelling PCs is ignorance of local laws and customs. This is good for a few laughs, but there’s more to “abroad” than that. The GM must consider how the locals—from superheroes through police to innocent bystanders—will react to the visitors; he should avoid imagining that the reaction must be awe and gratitude. For example, Americans have a reputation for arrogance in the rest of the world. An American hero who lives up to this may encounter hostility and obstructions.

If recognized on arrival or subsequently spotted, visiting heroes can expect official attention. Government backed super or counter-super forces (such as the Sentinels) will be asked to watch them. Even villains who are known as criminals may be able to exploit this conflict. If the PCs convince the locals of their honesty, there may still be some who don’t like their approach, which may be considered vigilante activity.

Of course, if the visitors’ foe is a power in the land (its ruler, perhaps) the PCs must accept that the mission is a raid into enemy territory, and the problem of survival comes before the pleasures of tourism. On the other hand, suppose the visitors are in an ideal situation—backed by their own government, known to the locals, trusted by them, and opposing an acknowledged threat. This is all much easier, isn’t it?

Well, up to a point. The local authorities may trust the PCs, but they’ll want to know what the heroes are doing, even so. They will probably assign a “minder” or two—either government-backed heroes, able to intervene if the PCs bend the rules, or non-combatant bureaucrats, who will get underfoot and probably get attacked by the enemy. Note that ruthless “heroes” who let their minders get mauled are not only breaking the heroic code, but also risking arrest and deportation by the host country.

PUBLIC RELATIONS

The local governments aren’t the only worry. If visiting PCs make their presence known, the public and press will also take an interest. Obviously, a lot then depends on public attitudes to super-beings: some countries may be more tolerant of strangeness than others, and some have different attitudes to “private crime-fighting.” If a country has few or no active super-beings, then a visitor can expect a lot of awe and respect, mingled with fear, depending how such matters have been reported locally; if, however, there are resident paranormals, then the visitor will be compared with those—especially by the local press. Jingoistic locals may hope for conflict between the “home team” and the visitors—after all, national pride is at stake. Furthermore, in a country with a suspicion of private individuals enforcing the law, the visitors will be regarded with distress: the police are not supposed to need help.

Incidentally, such suspicion is common in Canada. Although officials aren’t supposed to bow to public opinion when enforcing the law, bureaucrats like quiet lives and politicians like popularity: visiting heroes would be well advised to avoid annoying the host country’s public. Things can get particularly tricky if a fight scene occurs near or around some local monument, or if a popular local figure is threatened. Even if everyone accepts that it wasn’t your fault that the 200-year old local institution got energy blasted, it’s extremely embarrassing, and your character may be advised to leave the country as soon as convenient.

INDIVIDUAL REACTIONS

People’s views of “foreigners” can vary; much may depend on the relationship between governments, but anything is always possible. Even in Libya or Iran, an American might chance upon a native who has fond memories of a trip to the U.S.A., or who is just polite to everyone. Alternately, even in Canada, a close ally of the States, the American might encounter someone who dislikes the U.S. government, or who is just plain xenophobic.

Even “good” responses may not be helpful: a very friendly local may be more interested in discussing the visitor’s home than in saying where the villain went. As a rule of thumb, the rich and powerful tend to be more cosmopolitan and tolerant than the less wealthy, who travel less and deal with fewer foreigners.

AND FINALLY...

By a mixture of tact, skill, charm and brute force, the heroes have won through, or at least escaped, and made it home to lick their wounds, put their feet up and write their memoirs. It’s over.

Or is it?

Whatever country the heroes visited is still there (unless they really got carried away). One day, something may demand a return trip; if nothing else, the villain they’ve just foiled may have a poetic line in revenge plots. And then, the heroes may find that they are remembered in that place for just one incident. Whether they handled it well or badly could make a heck of a difference, and if they choose to learn from their travels, that can help a lot, second time round.

Travel really can broaden the mind.

RULES AND THE INTERNATIONAL GAME

Hero System rules are designed for almost any setting or genre, and certainly any country. However, if you're GMing international travel generally and Canadian settings in particular, there are a few things to consider.

SKILLS

COMPUTER PROGRAMMING

Most widespread computer languages were designed by or for English-speakers, so codes and mnemonics tend to be universal and English-like; this skill won't take many minuses for "foreign systems." However, documentation, or dealing with super-high-tech "natural language" systems, could be tricky unless a character has fluency in the relevant language.

LANGUAGES & LINGUIST

The fluency levels are referred to in this book as follows:

- 1 pt: Basic
- 2 pt: Conversational
- 3 pt: Fluent
- 4 pt: Native, Idiomatic, Unaccented
- 5 pt: Native w/Dialects

It is recommended that any game involving much foreign travel should use the optional Language Similarity rules. English and French are Canada's two official languages, but the native tongues of many immigrants are also often heard: Italian, Russian, Ukrainian, German, Japanese, Chinese, et al. The native Inuit and Indian languages are also present but not in common street usage except in the northern areas.

Normally, it costs an extra point to go from native fluency with a language to full knowledge of its dialects, but GMs may modify this. All characters should, as an "Everyman" skill, have basic knowledge of the regional dialects and accents of the country in which they were brought up (i.e., where they are spoken, whether they are fashionable or the sign of a hick, and so on). The same knowledge for any other country in which the same language is spoken costs one point, without which characters will have only a vague, patchy idea of local variations. Five points in a language, or use of Mimicry skill, should allow the character to emulate any common dialect or regional accent of the language, and to recognize the common variant words, but full knowledge of all the variations and subtleties is a Knowledge Skill (which can be bought based on INT); without this, the character may have difficulty maintaining "deep" disguises for any length of time. Of the "native" Canadian languages, probably only English and French have a wide enough spread to demand this complex treatment.

MIMICRY

See the "Language" notes, above, on accents. To Mimic the sound of a dialect is one thing; getting the grammar and turn of phrase right is another!

PRE-BASED SKILLS

These are all about dealing with people, and their use requires application of modifiers when travelling abroad—usually negative. GMs should use judgement here: if an NPC is always open and friendly to foreign visitors, Conversation skill can be used on him without restriction. Alternately, "low-lifers" are traditionally very suspicious of outsiders, so anyone who doesn't know anything about local conditions and who only has two points in the language could end up with -10 to his Streetwise roll (and a knife in the back).

In general, it's very hard to use a PRE-based skill if you don't speak the target's native language to at least "Conversational" standards. Very crude and simple attempts at Bribery, Interrogation or Seduction may be attempted at around -3 with extra time taken, but, otherwise, assume a -5 or worse. Given accented fluency with a language, some things are easier than others. Oratory is hard, because it's too easy to sound funny; however, in some open-minded groups, foreign accents can be thought "charming" or exotic and might even be worth a +1 to a first use of High Society or Seduction. Truly deceptive Acting obviously demands the absence of a give-away wrong accent. Some allowances may be made by natives for foreigners' "odd manners," so a High Society or Conversation roll missed by 1 or 2 may be forgiven, but that won't remove the subconscious biases against "outsiders." Bureaucrats and crooks are much the same at heart the world over but tend to have local conventions: an "Area Knowledge" or "Culture Knowledge" roll may allow Bureaucrats or Streetwise to be used normally, otherwise it's -1, -3 or worse.

PROFESSIONAL SKILLS

These may involve formal qualifications in a field, such as medicine or law. Such are usually recognized in other countries with similar systems, but details of the "ground rules" can vary—jargon may differ even if the language is the same. For some fields, such as medicine, a 1-point Familiarity or just a few days or weeks of practice should provide the character with understanding of all the relevant differences, but others, such as law, may involve a whole new Knowledge or Professional skill. In fact, the Canadian and American legal systems have common roots, and lawyers from each country can operate to a limited extent in each other's courts, but full-time work would require a 1-point Knowledge Skill Familiarity with the differences.

SURVIVAL

Knowledge of environments can be a very important complementary skill to this. Canada's extensive wilderness varies but is generally cool-temperate to the south growing closer and closer to arctic as one moves further north. In some areas, Climbing will be at least as important.

VEHICLE OPERATION SKILLS

Control designs on "standard" vehicles are much the same the world over, but subtle differences could take the edge off a combatant's skills—say -2 to rolls for the first hour or so in an unfamiliar design. In some areas, such as the United Kingdom and Australia, cars drive on the left and control layouts are accordingly reversed (not including foot pedals). This could mean a -2 to control rolls in manual transmission cars for the first few weeks, but otherwise, most people seem quite able to adapt for normal purposes. However, under combat stress, inexperienced drivers on the "wrong" side could make silly or catastrophic mistakes: GMs could demand an INT roll at crucial moments. None of this will present a problem for Americans in Canada: the vehicles and general road rules in the two countries are virtually identical. Of course, ignorance of local traffic laws can lead to problems anywhere.

PERQUISITES

FRINGE BENEFITS

Many of these relate to international travel, or don't work abroad; for example, a Weapon Permit is usually only good in one country. Licences to own guns other than those used for hunting are relatively hard to obtain in Canada and don't generally extend to carrying them in public. That right is usually only given to police officers. In most countries, it is suggested that a shotgun licence (covering smooth-bore weapons only) cost one point, a licence for a rifle or pistol two points and anything more extensive (such as a firearms dealers' licence) cost three points. It will be next to impossible for a visitor to obtain any of these in Canada except in conjunction with a hunting licence—and this still does not allow one to wander down the street with the weapon, looking for trouble.

An International Driver's Licence is useful, but, in fact, many countries (Canada and the U.S. included) have agreements whereby each other's licences are valid for short-term visitors. Although not all Canadians have Passports, they aren't unusual or hard to obtain, so they may not be worth points—only a Passport with a full set of visas for foreign countries that demand them would be.

Canada doesn't distinguish between Local (provincial) and National Police Powers: it's whether a policeman is on duty or not that determines the level of privileges. International Police Powers don't exist in the real world (even Interpol is just a coordinating office); if they do so in a game, it's up to the GM to determine their significance and point value.



MONEY

Income levels and prices are close enough throughout North America, Western Europe and similar areas that points spent on Money have much the same effects. However, when designing characters from other cultures, do think about income. Someone with enough cash to live in luxury in the Third World may only rate as "Middle Class" in the West. In an autocratic state, cash in hand may be less important than status: if "Party Membership" includes the use of a big house, limousine and subsidized restaurants, the fact that the holder's cash salary is the same as a factory worker's doesn't mean much.

POWERS

END RESERVE

Characters whose Reserve charges off a standard AC socket may specify that the charger can be adjusted for varying voltages and has various types of plug attachments. If they don't, they could some annoying moments in some areas of the world (such as the UK). This is not a problem in Canada, since the standards are much the same as in the U.S. Most modern outlets use a three-pin plug (the top pin being the ground) but will accept the older two-pin plugs.

SWINGING

If there's one thing that proves that superhero comics were a New York invention, it's the idea that heroes can get around efficiently by swinging from building to building. This might work among New York skyscrapers, but anyone trying it in most towns would soon end up at ground level. Even in the States, many cities only have tall buildings in a small business district. The same is true of the few Canadian cities where Swinging would work at all: Toronto, Montreal, Calgary and a handful of others. In such places, more than 5"-10" of Swinging will be useless. GMs who enforce this may simply point it out to players and leave the choice with them; optionally, a -¼ "Rarely Used" Limitation might be given for Swinging over 10" by kind GMs.

POWER MODIFIERS

CHARGES

See "END Reserve," above, for one possible problem with some powers that use Charges. For another, if a character "recharges," say, her .44 Magnum RKA from a gun shop, she might have trouble finding a source in the less firearm-loving countries such as Canada and the U.K.

FOCUS

A logical part of this Limitation is that the power may be far more easily detected by customs officers and suchlike than an "innate" power. Of course, if your campaign-world has had exotic super-powers for years, "bio-energy scanners" or "mutant detectors" may be a standard part of airport security, but, if not, remember that most airlines and countries object to travellers carrying dangerous equipment.

Example: *The Champions take a working holiday in Canada while their team jet is being repaired. Quantum has no worries, but Seeker has to leave his sword, shuriken and triple irons behind, and Defender gets stopped by airport security because of the high-energy power cells in his luggage and has to come without them. Both these two are glad they have some useful skills as well as ironmongery.*

DISADVANTAGES

DISTINCTIVE FEATURES

These can be a major problem for characters seeking to travel incognito, especially if a Public ID is added. Of course, local cultures may have different ideas of the nature and significance of some features, such as great beauty or hideous ugliness.

Example: *Bullhide the Bruiser travels to a primitive area of the world. No-one wants to sit next to him on the plane, and the climate gets him down, but the local tribes are much taken with his appearance: anything that ugly must be tough! Bullhide quite enjoys the trip in the end.*

HUNTED/WATCHED

These may be limited by geographical area. If not, when the character travels abroad, the GM should consider what form the local "branch" of the Hunter/Watcher takes. A local VIPER nest may use different tactics; local police may be unarmed, and so less dangerous, but have the non-combat advantage of the right to get unwelcome foreigners deported; the local press may be bound by weaker privacy laws; and so on.

It is worth noting that the real-world Canada has no CIA or MI6-type organizations to watch questionable sorts: that kind of thing is usually left to the RCMP. Canada either has no "secret service," or it has a very, very good one...

REPUTATION

This Disadvantage may be implicitly restricted to a character's base area; GMs may lower the dice roll required elsewhere. However, to compensate, the GM should be prepared to increase the number at times; PCs in "globe-trotting" games with strictly local reps should get fewer points for them!

Example: *The Bayou Prowler is the terror of the New Orleans underworld and is recognized on a 14- there. Elsewhere, he receives mentions in the "foreign news" sections of the press and may be known on an 8-. The GM gives the Bayou Prowler 10 points for the Disadvantage.*



CANADA AT A GLANCE

Canada: Independent state of North America and federal dominion within the British Commonwealth. Capital is Ottawa, Ontario.

BASIC STATISTICS

Population: 26.4 million

Area: 9.97 million sq.km / 3.85 million sq.mi

Population Density: 2.65 persons/sq.km /
6.86 persons/sq.mi

Note that Canada is the second largest country in the world (after the Soviet Union) but has a population concentrated primarily in the southern, temperate regions. Thus, the actual population density in the south is higher than the figures above would indicate, while that in the north is much lower. In comparison, the U.S. covers about 94% of the same area but has nearly ten times the population, giving it an average population density also roughly ten times greater!

RACIAL ORIGINS

Earliest settlement c. 25,000 B.C. with immigrations from Asia via the land connection which existed at the end of the last Ice Age. Limited area settled briefly by Vikings circa 985 A.D. Settled by French during 17th and 18th Centuries. Influx of British during 1763 with conquest of French territory and after 1783 with Loyalists moving north from U.S. Continental European groups other the British and French have made up an increasingly large percentage of the population since then.

POLITICAL ORIGINS

Originally, limited governmental structure under jurisdiction of various European nations, primarily France and Britain, until the mid-1800s, when the Durham Report resulted in internal self-government. Dominion of Canada established under the first Prime Minister, Sir John A. Macdonald, by the British North America Act of 1867. Currently a democracy which borrows from British political and legal systems; British Queen is recognized as sovereign, but this is a largely ceremonial echo of British rule.

CLIMATE

Widely varied over Canada as a whole, but primarily temperate in the populated southern areas. Coastal regions tend to be wet and mild; precipitation is generally heaviest in the west. Interior plains have middle-latitude steppe-type climate in the drier southern sections. Average temperature lows range from about -20 degrees Celsius (-4° Fahrenheit) in some prairie areas to 4° C (39° F) in coastal regions. Temperature highs average about 20° C (68° F), but generally reach 25°+ C (77°+ F) briefly during summer months. Sparsely settled northern areas have typical Arctic climate, with long, harsh winters and average summer temperatures of no higher than 10° C (50° F). In this region, snow covers the ground permanently more than 6 months of the year, although actual precipitation tends to be low.

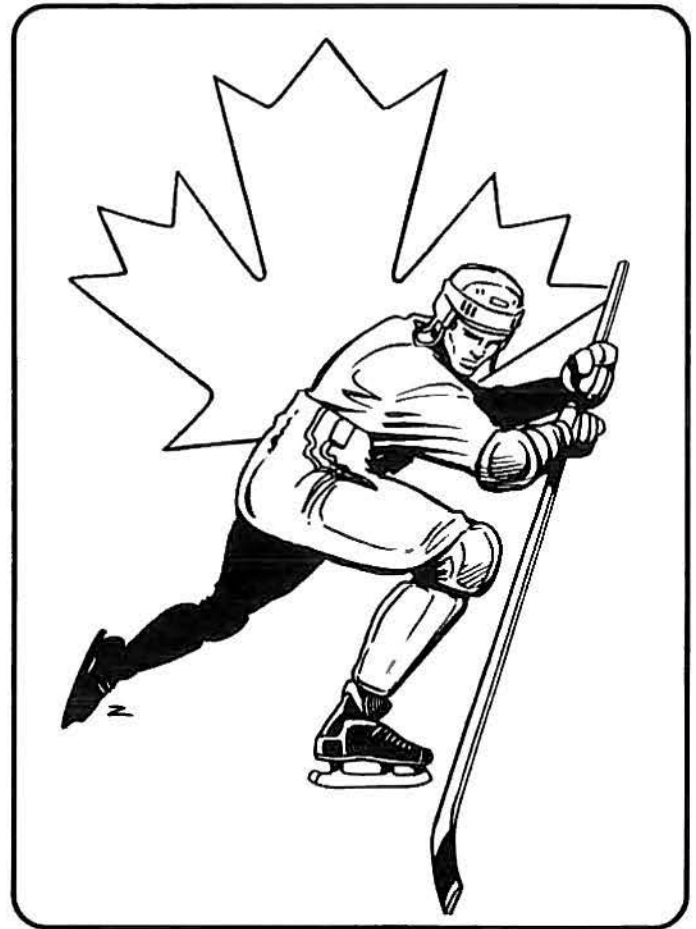
GEOLOGY

Predominated by Canadian Shield, a region of ancient, mostly Precambrian rock, that covers nearly half of Canada. Mostly stable with minor tectonic activity along the west coast (which is on a fault line). Minerals are numerous and include: nickle, copper, zinc, iron ore, asbestos, molybdenum, sulphur, silver, gold, platinum, magnesium, petroleum, natural gas, coal, potash, uranium, et al.

The highest point is Mt. Logan, at 6050 m/19850 ft. Numerous peaks exceed 3000 m/9845 ft. in the Cordilleran Region, which extends through the Yukon Territory, British Columbia and southwestern Alberta and includes the well-known Rocky Mountains.

COMPOSITION

Ten Provinces and two Territories: British Columbia, Alberta, Saskatchewan, Manitoba, Ontario, Quebec, Newfoundland, New Brunswick, Nova Scotia, Prince Edward Island, Yukon Territory and Northwest Territories. Also, numerous Arctic islands.



INTERNATIONAL STATUS

Close economic ties with the U.S., as well as Britain and the other Commonwealth countries. Charter member of both the United Nations (1945) and NATO (1949).

THE LAND

"...vast distances, colossal size and, above all, the absence of human beings and human scale."

— Pierre Berton

Canada is, more than anything else, a land of striking contrasts, embracing the extremes of wilderness and urban development. The population is far-flung from east to west, yet is concentrated along a relatively narrow band north to south. About 80% of all Canadians live within one hundred miles of the U.S. border, and nearly 89% of the country is virtually unsettled. Because of these vast tracts of uninhabited northern forest and tundra, Canada has one of the lowest population densities in the world. On the other hand, many of the cities which do exist may be considered "world class" centres, with all of the modern amenities.

CLIMATE

As one might expect in a country of such great size, Canada's climate varies considerably from region to region. Traditionally, the world's perception of it has also gone to the extremes. Although it may be difficult to believe now, there was a time when some people believed that the climate was, if not exactly subtropical, at least mildly temperate. This was due in no small part to the propaganda of CPR's William Van Horne and others like him, who hoped to attract settlers and tourist trade. More recently, Canada has been perceived as a sort of winter wonderland, much more conducive to snow skiing than water skiing. The truth, of course, lies somewhere in between.

The populated southern areas tend to have the warmest climate and can be genuinely called temperate. As previously noted, temperatures tend to be milder and precipitation increases as one approaches each of the west and east coasts, whereas the central prairie and Canadian Shield regions have drier, harsher climates. Precipitation is heaviest in the west, where moisture-laden winds from the Pacific Ocean are forced to rise over the mountainous coastal regions and bring an average annual precipitation of 1525 to 2540 mm (60 to 100 in.). Note that the majority of this is rain, not snow: Vancouver, for example, quite frequently has a green Christmas—or, at least, not a white one. This is the area that Van Horne would have appreciated: mild winters and summers which, although somewhat short by U.S. standards, frequently have temperatures in the 25°+ degrees Celsius range (77°+ Fahrenheit), with occasional forays into the low 30°s C (86°+ F).

Moving further north, one enters a vast transitional area, separating the warmer, populated south from the northern tundra. Here the winters are long and very cold, but summers are warm enough to support vegetation growth—10° C (50° F) or more. Here precipitation is lighter in the western areas and heavier in northern Quebec and Labrador.

Finally, in the far, virtually unsettled north, harsh winters with average temperatures far below freezing are broken only by a few summer months with temperatures no higher than 10° C (50° F). Precipitation is characteristically low in this area, although snow covers the ground for more than six months of the year. This is the tundra of world renown, a mind-boggling expanse of white desert.

GEOLOGY

Canada has six major physiographic regions, and it is necessary to examine them in at least brief detail to gain a perspective on its unique geography. In simple terms, Canada can be considered a vast, saucer-shaped basin, bordered by mountainous lands on the west, east and northeast. Hudson Bay and its lowlands form the central depression of this saucer and will act as a good jumping-off point for a quick geological tour.

Surrounding the depression on all sides is the Canadian Shield, also known as the Laurentian Plateau or Laurentian Upland. This is a region of ancient, mostly Precambrian rock that covers nearly half of Canada—including all of Labrador and large areas of Quebec, Ontario, Manitoba and the Northwest Territories—but hosts less than 10% of the population. As a result of glacial action during the Pleistocene Ice Age, much of this region is covered with numerous lakes and marshy areas. The Shield contains some of the oldest rock in the world—the basement complex of the continent—and constitutes the only area where glacial action has scraped North America's floor clean to the surface.

The Arctic Islands lie to the northwest of the central depression and constitute about 8.3% of Canada's land area. Since they are mostly covered by permanent snow and ice, they have little in the way of habitation.

The Great Lakes-St. Lawrence Lowlands constitute only 1.3% of Canada, extending southwest from Quebec City to Lake Huron and including all of the St. Lawrence River valley and the Ontario Peninsula. However, this area of flat plains and gently rolling hills is home to the greatest percentage of the population by area.

The Appalachian Region occupies about 3.4% of Canada, extending up from the eastern United States. It includes all of New Brunswick, Nova Scotia, Prince Edward Island, and the island of Newfoundland. It also forms most of Quebec's Gaspé Peninsula. It is a region of geologically old, worn-down uplands, with summits ranging from 150 m to more than 1270 m.

The Interior Plains lie between the Canadian Shield and the Rocky Mountains and are a continuation of the Great Plains of the U.S. The region occupies 18.3% of Canada, extending to the Arctic coast and including the northeastern section of British Columbia, plus parts of Alberta, Saskatchewan and Manitoba. The southern sections are principal grain-growing areas, but the northern sections are generally too cold for commercial agriculture.

The Cordilleran Region occupies 15.9% of Canada, including most of British Columbia and the Yukon Territory, plus the southwestern corner of Alberta. It is a complex mountain system, approximately 800 km (500 miles) wide, that extends along the Pacific coast and breaks down into three subsections. The eastern range includes the Rocky Mountains and such scenic areas as the Banff and Jasper national parks. The western range rises abruptly from the sea to form the Coast Mountains and appears offshore, partially submerged, along the Vancouver and Queen Charlotte Islands. The intermontane section in between is a series of wide, rolling tablelands and short mountain ranges.

As the list from the previous section indicates, Canada's mountainous geography supplies an abundance of mineral resources, and the mining industry has been a major force in the country's economic development. Of course, historically the rugged terrain also made expansion from the east a problematic affair, as will become apparent in the section pertaining to Canada's history.

SCENERY

Canada has been called a land of "harsh and majestic splendour," with beauty that inspires both "grandeur and terror." While this may sound rather melodramatic on paper, there is some truth to these poetic observations. From the limestone canyons of the Yukon, with gorges a mile deep and a cataract twice as high as Niagara, to the unearthly, horn-shaped folds of Labrador's Torngat Mountains, which the Eskimos called "evil spirits"—from the the haunting void of the tundra to the thousand foot cliffs of Akpotak Island, formed by a meteoric explosion four thousand years ago that would have made the Hiroshima blast seem like a firecracker—Canada seems to have been used often in nature's experiments in extremes.

Again, due to the vast scale involved, a quick tour is in order, and again, due to its predominance, the Canadian Shield is the best place to start that tour. Although the mountains once towered here, glaciation has worn them down and left numerous lakes and marshes. Thick evergreen forests cover the southern reaches, with occasional patches of gnarled, grey rock. Farther north, taiga forests overlap the permafrost region, where the frozen soil of the tundra boasts only low shrubs and lichens.

Most of the Shield region would be hard-pressed to support a market garden, let alone a farm, yet the largest percentage of Canada's population is ribboned along the border only a little southeast of here, in the St. Lawrence River valley. This fertile area supports extensive agricultural development. It has also become a centre of industry and power production (hydroelectric and, more recently, nuclear), due to the natural highway formed by the St. Lawrence River.

Moving west from the Shield, one finds a belt of plains, wooded in the north and rippling with wheat in the south. The prairie region is well-known for its bumper crops that rank Canada second only to the U.S. in wheat exportation, but this area also yields extensive timber and mineral resources.

Continuing west, one eventually reaches the majestic Canadian Rockies, the beginning of a mountainous region that stretches to the Pacific coast. By the time these peaks reach British Columbia, rough terrain and a cold climate predominate the north, keeping the area sparsely settled. The southwest coastal region is densely populated, however, with Vancouver being one of Canada's fastest growing cities.

J.E.H. Macdonald once painted a monumental Canadian landscape, called *The Solemn Land*. The phrase has sometimes been taken as a symbol for Canada as a whole, and it is, perhaps, an apt one. Even the largest cities stand only a short distance from an awesome wilderness which has proven all too often that it has little interest in human affairs. But this very wilderness is also a treasure chest of natural resources—the lifeblood of Canada—and a place of solemn beauty which attracts thousands of visitors every year.

PARKS

Canada's parkland reflects the full range of the country's varied and beautiful topography—forests, mountain peaks, glaciers, ocean shores, lakes, rivers, marshes and prairies. Aside from preserving some of the world's most spectacular scenery, they also form an important recreational resource for Canadians and visitors from abroad. The national parks provide unlimited opportunities for naturalists, photographers and artists: all are wildlife refuges, and hunting is not allowed. Virtually every form of Canadian wildlife can be found in one or another of these preserves, along with most of the plant species native to the country.

There are 34 national parks in Canada, covering in excess of 175000 sq.km (67570 sq.mi), or about 2% of the total land area. These are scattered over every province and territory. For obvious reasons, there is insufficient room to list and describe all of them, but a few of the more notable ones include: La Mauricie (Quebec), St. Lawrence Islands (Ontario), Point Pelee (Ontario), Banff (Alberta), Jasper (Alberta), Kootenay (British Columbia) and Nahanni (Northwest Territories).

There are also innumerable provincial parks, which are similar in nature, but on a smaller scale. British Columbia, alone, has more than 300 of these, ranging in size from less than a hectare to nearly a million hectares. About half of these have camping facilities, but those dedicated to preservation are generally left undeveloped.

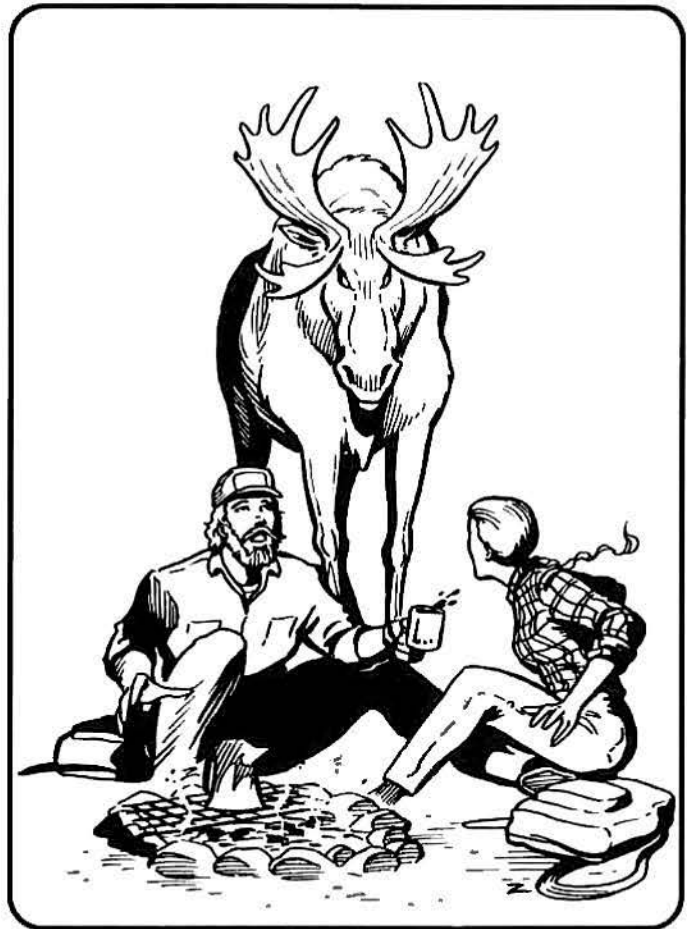
WILDLIFE

Canadian wildlife is as varied as the geography and, not surprisingly, is keyed to the latter. Each of the three main forest areas has its own unique population of flora and fauna. The eastern forests native to the St. Lawrence Lowlands are composed mainly of sugar maple, beech, hemlock and pine and are home to white-tailed deer, squirrels, mink and skunks. The boreal, or northern, coniferous forests (taiga) are made up of spruce, white birch, balsam poplar, tamarack, balsam fir, jack pine and aspen and support nearly all of the fauna recognized as distinctly Canadian: beaver, moose, black bear, lynx and the Canada jay. The dense forests along the humid Pacific coast are composed of tall Douglas fir, western hemlock and western cedar and are the habitat of many types of birds, squirrels and other small animals.

There are also two main "non-forested" regions, the prairies and the tundra. The prairies have been mostly plowed under and replaced by commercial field crops; animals characteristic of this region include gophers, badgers, jack-rabbits and elk. The low temperatures of the tundra inhibit the growth of any vegetation except hardy mosses, lichens, dwarf shrubs, grasses and a few flowering plants in sheltered areas. Distinctive animals of the tundra include the polar bear, seal, musk-ox, caribou, lemming, Arctic wolf and white fox.

On the ocean front, Canadian waters are the home of many species of cetaceans, most notably dolphins, gray whales, humpback whales and killer whales. In the north, narwhals and white whales are sometimes spotted near the Baffin Island area. It should be noted that killer whales, despite their fearsome aspect, have never been known to attack human swimmers, and shark attacks are virtually unheard of. Generally, Canada's waters are some of the safest in the world in this regard.

For the most part, Canada's wildlife population is similar to that of the northern U.S. but with more species and in greater numbers. Nevertheless, even in a country where nature seems to dwarf mankind, there is a growing concern that humans are endangering many of the species which are no longer found elsewhere in the world. As previously noted, all national parks are considered to be wildlife refuges, and many species are protected even outside of these areas.



In terms of *dangerous* wildlife, Canada is probably a bit over-rated. While there are grizzly bears, cougars, wolves and the like, the vast majority of these animals would much rather avoid a man than attack him. In fact, one is more likely to be attacked by a poorly-trained house pet or, at worst, a temperamental moose than a hungry predator. Wild animal attacks are very rare and are often the result of carelessness or outright provocation on the part of the victim.

Although a large number of lizards and snakes exist, only the rattlesnake, found primarily in the drier areas of the western provinces, is poisonous, and it is also quite shy. There are a few species of poisonous insects, such as the Black Widow spider, but these are relatively rare and generally only truly dangerous to allergic victims.

THE CITIES

As previously noted, the vast majority of Canadians live within one hundred miles of the U.S. border but are scattered over a vast ribbon of land east to west. Because of the latter situation, cities vary a great deal in various parts of Canada, and it is difficult, if not impossible, to pick one or two single examples which are truly "typical." Vancouver, Calgary, Toronto and Montreal are all likely candidates, yet, as anyone who has ever visited more than one of these can tell you, they are all very different places—as different as, say, Shreveport, New York and Los Angeles. Canada has no Paris, no London (not of the European variety, anyway). For this reason, the following section will present select cities from several regions in brief rather than a single centre in minute detail.

Province/Territory	City	Population
British Columbia	Victoria*	255,500
	Vancouver	1,380,700
Alberta	Edmonton*	785,500
	Calgary	671,300
Saskatchewan	Regina*	186,500
Manitoba	Winnipeg*	625,300
Ontario	Toronto*	3,427,200
	Ottawa-Hull	819,300
	Hamilton	557,000
	London	342,300
Quebec	Quebec City*	603,300
	Montreal	2,921,400
New Brunswick	Fredericton*	44,350
Nova Scotia	Halifax*	296,000
Prince Edward Island	Charlottetown*	15,800
Newfoundland	St. John's*	161,900
Yukon Territory	Whitehorse*	15,200
Northwest Territories	Yellowknife*	11,750

(Total population c. 26.4 million—Jan 1, 1991 estimate)
 * - Provincial capital. The capital of Canada is Ottawa.

VICTORIA

Aside from being the capital of British Columbia, Victoria is generally considered to be one of the most beautiful cities in Canada. Its year-round mild climate, impressive architecture and unique British flavour attract countless visitors every year, but it has, for the most part, managed to avoid becoming a "tourist trap." Of course, there are those detractors who believe that it has become a bit *too* tourist-oriented, and some feel that the British atmosphere can be somewhat

stuffy; for the most part, though, people living in the area wouldn't choose to be anywhere else. Victoria is supported by the tourist trade, fishing, shipping and, of course, its governmental functions. It is also a "college town," the home of the excellent University of Victoria. Sites of note include: Butchart Gardens, Thunderbird Park, English Village, the Maritime Museum and the Provincial Museum. Since Victoria is located on the southeast coast of Vancouver Island, it can only be reached via air or sea. A regular ferry line services the area and is, by far, the most popular means of getting to and from the city, even though the large quantity of traffic using it can occasionally mean long waits.

VANCOUVER

Vancouver is located on the southwest coast of British Columbia, at the mouth of the Fraser River. It is often referred to as the "Gateway to the Orient," due to the vast amount of trade carried on through it with Japan, Canada's second largest trading partner. So many tons of cargo are handled annually along the Burrard Inlet that Vancouver is second only to New York in port tonnage. The city's many other industries include: oil refining, saw milling, pulp and paper, food processing and shipbuilding. It boasts two well-known universities—the University of British Columbia and Simon Fraser University—and several community colleges. Like Victoria, Vancouver has mild, wet weather and attracts visitors year round. Many of these are surprised to discover a city which, even with the usual quota of skyscrapers and the like, has still managed to retain a framework of natural greenery. The local mountains can be viewed from nearly any point in the city, and trees are not restricted merely to Stanley Park, Vancouver's 1000+ acre inter-city wilderness and recreation area. Another difference quickly noted by outsiders is the lack of subways: public transport has taken a different turn here, utilizing a limited system of Light Rapid Transit (LRT) "trains," not unlike those used in Japan and some European cities. From a tourist's point of view, Vancouver is popular for sailing, skiing, dining and the PNE (Pacific National Exhibition); from a businessman's point of view, it is one of the fastest growing cities in Canada, the economic giant of the west coast. Recently, it has been a popular choice of sites for movie producers, both from Canada and the U.S. It also has an interesting mix of ethnic groups from around the world, each of which has contributed to a complex tapestry of cultures. On the negative side, Vancouver's burgeoning economy and population have also noticeably increased its crime rate. Combine this with the positive factors, and it is clear that this area has excellent potential as an adventure site—one which will be examined in more detail hereafter.



EDMONTON

Originally used as a jumping-off point for prospectors, fur traders, explorers and highway builders, Edmonton has been the gateway to the Arctic's resources for almost two centuries. It is generally considered to be the most northerly major city in North America. Like Vancouver, it is fast-growing and progressive: with its growth fuelled by the oil and gas discoveries of 1947 and onward, Edmonton has emerged as a modern, industrial city. Associated industries include oil refining, petrochemicals and plastics, but Edmonton is also in the centre of a great wheat and cattle region. Among other things, it boasts the well-respected University of Alberta, the only subway system in western Canada and one of the finest sporting facilities in North America (a legacy of the Commonwealth Games). It is home to the world-famous West Edmonton "Super Mall," a combined shopping/recreational facility that is a virtual city in itself. In 1987, portions of Edmonton were destroyed by tornadoes, but this has done little to slow down the city's rapid expansion.

CALGARY

Other than oil, Calgary is well-known for the world famous Calgary Stampede, the Rocky Mountains, which form a majestic backdrop just 65 km to the west, and the chinook, a mass of warm air from the Pacific that can send the temperature soaring up from -10°C to $+15^{\circ}\text{C}$. Recently, it has also been in the news as the host of the 1988 Winter Olympics. Calgary is one of Canada's fastest growing city, and its sudden boom as an industrial centre has created an odd mix of cowboy traditions and a fast-paced urban lifestyle. In many respects it is similar to Dallas, Texas, with a core of glittering skyscrapers surrounded by western-flavoured suburbs—small wonder, considering that it started as a fort for the Northwest Mounted Police before the oil boom struck. For the most part, Calgary is an attractive city; however, during the rush hours, downtown can become a maze of chaos for the unwary. It sports a large university, the well-known Calgary Zoo, the Centennial Planetarium, several galleries and museums and much more. It has traditionally been a favourite location for U.S. comic heroes to visit Canada, and you may find it useful in this regard, as well.

REGINA

Regina is both the capital of Saskatchewan and a major commercial centre for the province. Since it is located in the heart of the wheat growing area, it is perhaps not surprising that it is one of the world's largest distribution centres for farm implements. Like many other large prairie cities, its economy is also supported by oil refining. At one time, Regina was the capital of the Northwest Territories and, like Calgary, was a base for the Northwest Mounted Police. It is still the western headquarters of the RCMP and hosts the recruit-training establishment. The heart of the city is the Wascana Centre, a massive parkland containing the Legislative Building, the University of Regina, a natural history museum, an art gallery and many other facilities.

WINNIPEG

Winnipeg is situated on the Red River, where it meets the Assiniboine River, at the centre of southern Canada. It is the country's largest grain market and the financial and distribution centre for the Prairie provinces, as well as being home to the University of Manitoba. Interestingly enough, it is also quite culture conscious: the Royal Winnipeg Ballet was Canada's first such company and the first in the British Commonwealth to be designated "Royal." The local opera companies and symphony orchestra are also noteworthy. The Museum of Man and Nature hosts the Nonsuch Gallery, a 53-foot 17th Century ketch of oak which voyaged between England and James Bay in 1668.

TORONTO

Toronto, a port located on the shores of Lake Ontario, is Canada's largest English-speaking city. It is the country's financial, industrial and cultural centre, though some, particularly in Quebec, might argue the last point. It is officially known as "The Queen City" but has also alternately been called "Canada's Big Apple" or "The Little Apple." Like New York, it is sophisticated and cosmopolitan; however, its crime rate is much lower, and it is generally considered to be a much cleaner, friendlier city. Recently, Toronto has, in fact, been used to portray New York in several movies and television shows, although directors usually find it necessary to "import" their own street garbage to make it look "more realistic" (truth!). Like Vancouver, modern Toronto is home to a mosaic of people from many cultures, Chinese, Italian, Jewish, Indian, Greek, Portuguese, Ukrainian, German and West Indian being the most prominent. Some of its many attractions include: the Toronto Symphony Orchestra, the National Ballet, the Canadian Opera Company, numerous theatre companies and art galleries, the Metropolitan Library, the CN Tower, the Metro Toronto Zoo, over 250 parks and much more. The financial centre is located around Bay Street—Canada's answer to Wall Street—but the numerous shopping areas are scattered over several districts and can be rather mind-boggling to those not used to such diversity. All of this can be toured via restored 1920's Peter Witt trolley cars which leave the Royal York, the Sheraton Centre and the Chelsea Inn at regular intervals. Naturally, Toronto also has an extensive subway system. For the GM interested in setting up adventure sites or a permanent Canadian "home base," Toronto is an obvious choice.

OTTAWA

Once known as Bytown, Ottawa was chosen to be the country's new capital by Queen Victoria in 1857 and was confirmed as such by the British North America Act of 1867. Ottawa may be considered truly representative of Canada's bilingual nature: situated with its sister city of Hull on the border between Ontario and Quebec, its inhabitants generally speak English and French with equal ease and frequency. As a national capital, Ottawa lacks both the sophisticated vitality developed over the centuries by cities such as

London and Paris and the designed grandeur of modern counterparts such as Washington and Brasilia. Nevertheless, the sober dignity of Victorian buildings, complemented by some striking modern architecture and flower-lined parks, drives and squares, has given Ottawa an interesting mixture of beauty and business-like efficiency. Ottawa's industries include lumber, pulp and paper, publishing and light manufacturing. Some sites of note include: Parliament Hill (the Commons and Senate Chambers), the Bytown Museum, the Museum of Man, Laurier House and many other areas of historical significance. The GM interested in setting up a story of political intrigue here should not forget to make use of the bilingual nature of Ottawa and its very visible cultural heritage.

HAMILTON

Hamilton is a port, located on the shores of Lake Ontario, which supports the traffic of ore carriers from the Upper Great Lakes. It is also a thriving industrial city and Canada's largest producer of steel. In the past, it was considered to be rather grimy and polluted by Canadian standards, but this is changing. Over the last decade, the city has been going through an intensive cleanup, and many of the dilapidated buildings in its inner core have been replaced by more attractive structures. Hamilton is bounded by the Niagara escarpment and is located just 75 km west of Niagara Falls. Some sites of note include: the McMaster University Art Gallery, the Art Gallery of Hamilton, Dundas Historical Society Museum, the Royal Botanical Gardens, the Canadian Football Hall of Fame, Whiteburn House and Dundurn Castle.

LONDON & STRATFORD

London, "The Forest City," is another booming industrial and commercial centre with a great variety of cultural attractions. Its specialities include engineering and food processing. It is home to one of Canada's largest education centres, the University of Western Ontario, as well as the Royal Canadian Regiment's Regimental Museum, the Centennial Museum (built in 1867) and the McIntosh Gallery. It is also near to Stratford, a city deliberately patterned after England's Stratford-upon-Avon. Stratford is famous for world-class theatre and its annual Stratford Festival—more than a few Hollywood stars got their start here.

QUEBEC CITY

Perched on towering Cape Diamond, overlooking the St. Lawrence River, the fortress city of Quebec is the oldest permanently established settlement in Canada. Over the years, and especially during the last three decades, it has undergone extensive reworking, but, for the most part, its old world spirit lives on. Restorations are continually under way, resulting in the frequent appearance of new historical attractions. Originally the centre of French activity in North America,

Quebec City is still the centre of French-language learning outside of France. It is the provincial capital, a commercial centre and a year round port. It is an agricultural area, with varied natural resources and industries such as pulp and paper, nonferrous-metal production, timber, textiles, clothing and chemicals. It is a city of cobblestone streets, ancient greystone houses and historical monuments. And, of course, it is also the home of the world-famous Quebec Winter Carnival, staged in February every year. In short, Quebec City is a very well-rounded population centre and a favourite area for tourists, as well. The GM should keep in mind, however, that it can be hard-going for any anglophone trying to explore the city with an unusual purpose in mind (e.g., crime-solving). Language and culture clashes between English- and French-Canada have been going on here since the country's birth, but they have become more pronounced in recent times. An anglophone tourist may be welcome, but a snoopy anglophone detective will probably not.

MONTREAL

Montreal is the world's second largest French-speaking city (after Paris) and Canada's largest city of any sort (not counting suburbs, which would tip the balance in favour of Toronto). It is also one of the country's chief ports, an important financial centre, home to many industries (engineering, food processing, oil refining, etc.) and a capital of the arts. Although its historical roots can be traced back to 1535, when Jacques Cartier found a Huron Indian village on the site, it did not come into its own until 1642. More recently, Montreal went through extensive modernization during the 1960s and 70s—enough so that it was chosen for the 1976 Summer Olympic Games. Today, extensive underground walkways, lined with restaurants, shops and cafes, link up Montreal's subway stations and connect to stores and office buildings on the surface. Montreal's underground "world without weather" allows one to stroll through Place Ville-Marie and Bonaventure for hours on end. The surface at the heart of the Old City is an odd mixture of skyscrapers and stately 18th- and 19th-Century mansions. Countless museums and galleries attract visitors from all over the world, including: Musee du Cinema, the Canadian Historical Museum, Chateau Ramezay, Maison du Calvet, the McCord Museum, Dow Planetarium, Musee des Beaux Arts, et al. Montreal is famous for its cultural diversity. Although the English-speaking people have a long history in the city, Montreal has become much more French over the years. Here, English and French co-exist, rather the mixing into one harmonious group, and businesses are often classified as "English" or "French." Everything mentioned before about an anglophone in Quebec applies even more strongly in Montreal: although the percentage of English-speaking natives is probably higher here, the lines between the two cultures are drawn more firmly and prone to more tension. The understanding of English is very common, but that doesn't ensure cooperation in dealing with pushy outsiders. And virtually all of the signs are in French!

FREDERICTON

As the capital of New Brunswick, Fredericton is at the centre of activity in agriculture and timber processing. Nevertheless, its orderly development has prevented it from falling victim to industrial pollution and urban blight. Its tree-lined streets have earned it the title, "City of Stately Elms," and it boasts many lovely parks, homes and historic sites. Fredericton is also the education centre of the province: the University of New Brunswick and Saint Thomas University are considered to be two of the oldest and finest such establishments in Canada. Fredericton has a reputation as the "pewter capital of Canada," being home and workplace to more pewtersmiths than any other part of the country.

HALIFAX & DARTMOUTH

Halifax is the capital of Nova Scotia, but it is also the hub of economic activity in the Maritimes as a whole. It is first and foremost a naval town, its year round seaport being the headquarters of the Canadian armed forces. With deep water piers that can berth the largest ships afloat and the vast inner harbour of Bedford Basin, Halifax could theoretically accommodate the combined navies of the world. Since its harbour is ice-free, it is Canada's chief winter port: more than 3,400 ships dock annually here. Aside from its port facilities, the city is also an important centre for rail transport, ship-building and oil refining. Like many east coast population centres, it contains frequent reminders of its past. Still present are the narrow paths tread by Captains Cook and Wolfe, where the Royal Navy press gangs once hunted, interwoven with the modern expressways. Long rows of Titanic graves may be viewed in a northend cemetery, and two bridges span the harbour where, in 1917, the munitions ship, *Mont Blanc*, was destroyed in the biggest non-nuclear explosion the world has ever seen.

Dartmouth, standing on the opposite side of Halifax Harbour, is also worth noting: together, the two cities form the biggest population centre in Atlantic Canada. Dartmouth is known as the "City of Lakes," since there are 22 lakes within its boundary. Some houses here were built in the 18th Century, and the city has the oldest operating salt-water ferry service in North America, dating back to 1752. Dartmouth is also home to Canada's largest centre for sea exploration, the Bedford Institute of Oceanography.

CHARLOTTETOWN

Charlottetown is Canada's smallest provincial capital and the only incorporated city on Prince Edward Island. It is a pleasant centre of stately homes, dignified churches and tree-shaded squares—the logical urban development of a region predominated by seaside villages and peaceful farmland. It was here that the Fathers of Confederation met for the first time, in September 1864, and the "birthplace of Canada" still retains much of its original colonial seaport flavour. Its economy is supported by tourism and governmental functions, but it also acts as a fishing port of some note.

ST. JOHN'S

Located on the east coast of Newfoundland, at the tip of the Avalon Peninsula, St. John's is the North American city closest to Europe. This strategic position has ensured it a historic role in the development of transatlantic travel and communication, and the fact that it sits almost exactly halfway between Montreal and Europe established it early on as a forerunner in North Atlantic shipping. St. John's also lies almost directly on top of one of the world's richest fishing areas, the famous Grand Banks, and it has been a second home to European fishermen for more than four centuries. During this time, it has grown piece by piece, evolving a seaport image which has become distinctive of the Maritimes. A clutter of bright wooden houses cling to the waterfront, in a harbour crouched just below the majestic rock and silent guns of Signal Hill. The latter area forms a historic site of some note and a popular visiting place for tourists.

WHITEHORSE

Whitehorse is the capital of the Yukon territory and its largest city, home to over 60% of the population. It was established on the banks of the Yukon River in the spring of 1900, two years after the goldrush drew hopeful prospectors by on their way to Dawson City. Known then as Canyon City, it was little more than a stop-over for a horse-drawn tramway; however, it later became significant with the installation of the White Pass railway terminal. Not surprisingly, the area is a popular tourist attraction, hosting numerous historic sites and theme events.

YELLOWKNIFE

Yellowknife began as a thrown-together collection of log shanties and tents, which sprang up with the first local gold discoveries of 1935. It was named the capital of the Northwest Territories in 1967 but was not incorporated as a city until 1970. To this day, the economy is still based primarily in the mines and related services, including mineral and oil exploration. Government services, as well as the forwarding of goods to the Arctic coast and Islands, also contribute as a source of employment. Tourism is somewhat restricted due to the city's relative isolation, but many visitors still arrive to explore the old town and its historic sites.

THE CITIES AS ADVENTURE SITES

Although any of the cities in this section could be used as jumping-off points for adventure, the most versatile in this context are the Vancouver-Victoria combination, Edmonton, Calgary, Toronto, Montreal and Halifax. Ottawa also has potential due to its political importance. Winnipeg, St. John's, Whitehorse and Yellowknife are noteworthy due to their unique geographic positions, but each is more likely to be used as a one-shot "trouble spot" or travel connection than as a base for a regular campaign. Yellowknife, for example, will certainly be the gateway to most northern scenarios, and St. John's near-European position allows for all sorts of intriguing possibilities. Regina, Quebec City, Fredericton and Charlottetown are mainly of interest as "theme" areas. A visit to Quebec City, in particular, is a must for anyone wishing to understand French-Canada.

Obviously, it is not possible in this space to make a street-by-street exploration of all of these cities; however, it is worthwhile to make a few observations concerning the first group of eight, including Ottawa. Noting some points of interest will allow the GM to "name drop" intelligently for the sake of atmosphere, and a brief description of each city's general "tone" will help to set an appropriate pace.

Of course, if the GM wishes to set up a permanent base of operations in any of these areas, he would be well-advised to acquire a map and associated, more specific information. Addresses will be included at the end of each city description to aid you in obtaining at least some of this data, free of charge. Of course, these addresses are not graven in stone, since tourist associations and the like have a habit of moving location, but any request will generally be forwarded to the correct address as long as the title and city are correct.

VANCOUVER-VICTORIA

Vancouver's fast-growing population, diverse and expanding economic base, ethnic diversity and—let's be honest—rising crime rate, all make it attractive as an adventure site. Combine this with the fact that Victoria, another large population centre and the provincial capital, is only a ferry ride away, and you also have the makings of a very versatile base of operations. (Author's note: I have based my own campaign out of this area for years and have yet to find it lacking in potential.) Some things to keep in mind on the West Coast:

- No road connects Vancouver with the island, so heroes must find alternate means of transport if the ferry is too slow for their purpose. This can be as big or as small a problem as the GM wishes to make it.
- Downtown Vancouver is separated from North Vancouver by the Burrard Inlet. Although bridges span this waterway, the more interesting way to travel between the two points is via Seabus. Two 400-passenger catamaran ferries, the Burrard Otter and the Burrard Beaver, make the 12-minute trip as part of the regular public transit system.

- As previously noted, UBC, Simon Fraser University, UVIC and numerous community colleges are located in this area. The British Columbia Institute of Technology is also close by. With just a little twist of reality, UBC and BCIT both make good starting points for "lab disaster"-type plots. Note that UBC houses the Museum of Anthropology and Nitobe Garden, which is also known as the UBC Botanical Garden and is a gem of Japanese landscaping.
- Three areas of particular interest to tourists are Chinatown, Gastown and Granville Island, home of the famous Public Market. Be warned that Gastown, in particular, has become something of a tourist trap in recent years.
- Some ritzy hotels to keep in mind for "super-thieves": The Vancouver Mandarin; The Four Seasons Hotel; The Coast Georgian Court Hotel; Denman Hotel; Ming Court International; Delta River Inn; and the Empress Hotel, in Victoria. Since Vancouver is a port city and the "diplomat-capital" of the West Coast, these sites can accommodate all sorts of intriguing people at any given time.
- Points of Interest: Stanley Park; Lighthouse Park (yes, it has a lighthouse, built in 1912); Vancouver Museum (formerly the Centennial Museum); H.R. MacMillan Planetarium; The Maritime Museum; The Arts, Sciences and Technology Centre; The Vancouver Art Gallery; The Charles H. Scott Gallery in the Emily Carr College of Art and Design; The Vancouver Aquarium; and Victoria's Sealand.
- Events of Note: Vancouver Sea Festival (mid-July); Pacific National Exhibition (late August to the beginning of September). The latter event is the city's major event, rivalling even Toronto's CNE.
- Sports Teams: B.C. Lions (football); Vancouver Canucks (hockey).
- Tone: Active—Vancouver is a fast-growing, modern city and feels it. It is very difficult to generalize Vancouver, however, as its varied ethnic mix has given it a many-hued character. Victoria tends to be much more subdued, with a surprisingly slow pace for a large city (except right downtown, of course).
- For More Information: Vancouver Tourist Bureau, 800 Robson Street, Vancouver, B.C.; Greater Victoria Visitor Information Centre, 786 Government Street, Victoria, B.C.; Tourism British Columbia, 1117 Wharf Street, Victoria, B.C.

EDMONTON

Edmonton stands out as a true metropolis of the Prairies, the epitome of the modern boom town. Its northern position also makes it useful as a jumping-off point for wilderness adventures. The convenience to the referee of having both urban and rural settings within a short distance of each other can allow for all sorts of interesting plot devices.

- Edmonton is only 295 km (183 miles) north of Calgary. While this is not close enough to consider them one "adventure zone," as with the Vancouver-Victoria combination, it is close enough to allow for frequent travel between the two cities, and the GM can plan scenarios accordingly. General note: Get used to comments like that—for most Canadians west of Quebec and north of Banff, any distance of less than 200 miles is "close"...

- Edmonton is divided by the North Saskatchewan River. The downtown business area is on the north side of the river, while the main shopping area is on the south.
- No discussion of Edmonton would be complete without mentioning the mega-mall. This gigantic site is as much a recreational park as a shopping centre, taking up eight city blocks in length and three in width. The myriad facilities include a skating rink large enough for the Edmonton Oilers to practice on, an artificial lake with wave machine for surfing and waterskiing, and a second body of water with sharks that can be viewed from four submarines. It is a sort of shopper's Disneyland, which attracts countless money-spending tourists every year—fortunate, since it is actually too large for even a city of Edmonton's size to support on its own. And, of course, whenever you get that many people with that much wealth in one place, anything can happen...
- Points of Interest: Archaeology/Anthropology Lab and Geology Museum of the University of Alberta (the latter having an interesting meteorite collection); the Arctic Tundra Gallery; the Canadiana Galleries; the Argyll Velodrome (built for the cycling races of the XI Commonwealth Games); Canada's Aviation Hall of Fame; Canadian Airborne Forces Museum; the Provincial Museum of Alberta; the Strathcona Archeological Centre; and the Fort Edmonton Historical Park.
- Events of Note: Edmonton Klondike Days (last two weeks of July).
- Sports Teams: Edmonton Eskimos (football); Edmonton Oilers (hockey).
- Tone: Progressive—Edmonton is a classic example of a frontier city subjected to a sudden, modern boom of urbanization.
- For More Information: Travel Alberta, Capital Square, 12th floor, 10065 Jasper Ave., Edmonton, Alberta.

CALGARY

Calgary is similar in many respects to Edmonton. Its southern location reduces its usefulness as a "wilderness base," but its higher level of transient activity makes it more suited to a street-level campaign. As a matter of interest, if you saw the Superman movies, then you have seen Calgary: the city was used for some of the Metropolis scenes and was well-suited to the role.

- Calgary is located in the valleys of the Bow and Elbow Rivers, where the plains meet the foothills. It boasts the most land available for residential development of any Canadian city and is, consequently, a sprawling metropolis, nevertheless built upward in the middle with tall skyscrapers.
- Calgary was the site of the 1988 Winter Olympics. Ironically, it actually has quite a low level of precipitation, and "artificial snow" had to be produced for some events.

- Points of Interest: Calgary Zoo (a huge zoo and Dinosaur Park, with life-size statues of the reptiles that roamed the Calgary-Drumheller region); Kensington Fine Art Gallery; Quest gallery; Nickle Arts Museum; Regimental Museum; Centennial Planetarium; Heritage Park; the Husky Tower (a famous sight-seeing tower with a revolving restaurant); the Devonian Gardens; and Glenmore Dam and Reservoir.
- Events of Note: The Calgary Exhibition and Stampede (a week and a half in early July)—"The Greatest Outdoor Show on Earth," where world-famous cowboys compete in Canada's most prestigious rodeo.
- Sports Teams: Calgary Stampeders (football); Calgary Flames (hockey).
- Tone: Progressive and active, bordering on frantic at times—like Edmonton, Calgary was a pioneer town that suddenly mushroomed into glass and steel with the oil boom.
- For More Information: Travel Alberta, Capital Square, 12th floor, 10065 Jasper Ave., Edmonton, Alberta.

TORONTO

As the largest English-speaking city in the country's most populated region, Toronto has obvious potential as an adventure site/home base. Realistically, in a world of superbeings, this area would be a hot spot, Canada's answer to New York.

- Toronto is laid out in a grid system, with Lake Ontario to the south and Highway 401 (the Macdonald-Cartier Freeway) to the north. Yonge Street is the main north-south artery, and Bloor Street is the main east-west. Metro Toronto is ringed with expressways which form an inner belt around the city.
- It is very easy to get to Toronto, as it is a hub for virtually every form of transportation, land, sea and air. Within the city, the extensive transit system (buses, streetcars and subway) accesses every point of note.
- Points of Interest: City Hall on Queen Street (a particularly impressive piece of architecture); Kensington Market; Allan Gardens; the Provincial Parliament buildings; the Metropolitan Library; the Market Gallery; the Inuit Gallery of Eskimo Art; Black Creek Pioneer Village; the CN Tower (with three observation levels and numerous amusements); Fort York; the Ontario Science Centre; Metro Toronto Zoo; and many others. The Toronto Stock Exchange is located on 234 Bay Street and was founded in 1852.
- Events of Note: Royal Agricultural Winter Fair (November); Toronto Caravan (an ethnic festival in June); Canadian National Exhibition (middle to end of August)—Canada's biggest midway.
- Sports Teams: Toronto Argonauts (football); Toronto Maple Leafs (hockey); Toronto Blue Jays (baseball).
- Tone: Cosmopolitan and expansive—Toronto is typical of very large cities in most respects. Play it like a cleaner, somewhat tamer New York, and you won't be far off the mark.
- For More Information: Ontario Travel, Macdonald Block, Queen's Park, Toronto, Ontario.

OTTAWA

Ottawa is worth examining mainly because of its importance as the capital of Canada. As national capitals go, Ottawa is rather low-key; its only real similarity to Washington is the dignified air of its historic monuments. Nevertheless, any tales of political intrigue will probably begin and end here. The shrewd GM will take advantage of the city's apparently subdued atmosphere, contrasting it with whatever subtle mischief he has concocted.

- Remember that Ottawa is situated on the border between Ontario and Quebec and is truly a bilingual city.
- Ottawa's major street is Queensway, which splits the city in two sections. Rideau Street runs down from Parliament Hill, eventually becoming a shopping district.
- Chalk River, near Ottawa, is the site of a nuclear research centre which is a meeting place for scientists from around the world.
- Points of Interest: Parliament Hill; Nicholas Street Jail; Bytown Museum; Museum of Man; National Museum of Natural Sciences; Laurier House (home of two famous prime ministers, Sir Wilfred Laurier and William Lyon Mackenzie); National Aeronautical Collection; Byward Market; Central Experimental Farm and Arboretum; Carleton University; and the University of Ottawa.
- Sports Teams: Ottawa Roughriders (football)
- Tone: Dignified and business-like, softened a little by natural beauty.
- For More Information: Canada's Capital Visitor's & Convention Bureau, 222 Queen Street, 7th floor, Ottawa, Ontario.

MONTREAL

Another towering metropolis, Montreal can be either focal or peripheral to your adventures, depending on the nature of the characters involved. For bilingual sorts, Montreal is every bit as good a starting point as Toronto; however, if no one in the group speaks French, the PCs will be at a definite disadvantage. This can be either a bad or good thing, depending on what the GM has in mind. Mystery plots, in particular, can be made much more interesting (and tricky) by placing them within the context of a poorly understood culture—see Harrison Ford in *Frantic* for a good example of this. Of course, the GM must be careful not to carry this to extremes. The average French-Canadian will speak at least passable English (better than the average English-Canadian speaks French, I'm afraid to say), but he may be more or less cooperative about displaying this facility depending on the nature of the conversation. On the same note, the anglophone element in the city is still quite prevalent, but one must be prepared for "culture shock" even here: most English Montrealers are used to a bilingual system and may not immediately think to adjust for the problems this can impose on outsiders.

- Montreal is located on the Island of Montreal, at the fork of the St. Lawrence and Ottawa Rivers. Two features of note are Mount Royal, which rises 233 m, and man-made Beaver Lake.

- Points of Interest: McGill University; the Musee du Cinema (a museum covering the history of the cinema); Jardin Botanique (exhibition gardens); the Canadian Historical Museum; Chateau Ramezay and Maison du Calvet (collections of historical objects and works of art); the McCord Museum; Dow Planetarium; Musee des Beaux Arts (Canada's oldest art museum); and many others.
- Events of Note: Les Floralties Internationales de Montreal—the largest floral exhibition in the world; La Ronde (Man and His World)—successor to Expo '67, with many pavilions, including an amusement park, museum, aquarium, *et al.*
- Sports Teams: Montreal Canadiens (hockey); Montreal Expos (baseball).
- Tone: Vibrant and sophisticated—Montreal's cultural diversity has produced a population with a cosmopolitan *joie de vivre*.
- For More Information: City of Montreal Public Relations Department, 155 Notre-Dame Street East, Montreal, Quebec; Montreal Convention & Visitors' Bureau, 1270 Sherbrooke Street West, Montreal, Quebec.

HALIFAX

Halifax is noteworthy both for its size (the largest east coast city) and its naval importance. While it is unlikely that a campaign would be based out of this area, it is a logical base of operations for a government-sponsored NPC team designed to guard the Maritimes, as exemplified by the *Sentinels* team described hereafter.

- Since Halifax is situated on a peninsula, it is surrounded by tidewater on three sides. Two bridges and a ferry service connect Halifax with its twin community of Dartmouth.
- As in the rest of the Maritimes, the people of Nova Scotia have a noticeable accent and manner of speaking, quite different from the "soft" tongue of the western provinces. This is apparent but not too difficult to deal with around the area of Halifax; however, as one moves further north toward Cape Breton Island, the dialect is shaded by Scottish Gaelic and can be virtually incomprehensible to outsiders.
- Points of Interest: Nova Scotia Technical College; Nova Scotia Planetarium; Citadel Hill Cavalier Block; Fort York Redoubt; Halifax Citadel; Prince of Wales Tower; Maritime Command Museum; Nova Scotia Museum; Art Gallery of Nova Scotia; Province House; Dartmouth Heritage Museum; and the Bedford Institute of Oceanography.
- Events of Note: St. Anselm's Annual Fair (first week in July); Festival of Nova Scotia Music (July); Maritime Old Time Fiddling Contest (September, in Dartmouth).
- Tone: Solid, with growth evolving from firm historic foundations. Halifax can claim a large number of "firsts" in Canada, and even the most modern sections have traces of a storied past.
- For More Information: Nova Scotia Department of Tourism, Box 130, Halifax, N.S.

THE CULTURE

"The human scene in Canada, both in time and space, is as full of bold colours as a typical Canadian landscape."

— A.R.M. Lower

The primary purpose of this book is to provide the GM with information so that he can set up Canada-based scenarios in an intelligent and entertaining manner. While geography-related facts are important, good *role-playing* is impossible without an understanding of the people who inhabit that geography. And understanding of national character cannot be complete without first knowing something about the context in which that character was forged. This "context" is, in essence, the culture of the country, not just its art and music, but also its history, language and government. This section will address these matters and hopefully give you a starting point from which to track down that elusive beast—the Canadian character.



EARLY HISTORY

The story of Canada begins at the end of the last Ice Age, circa 25,000 B.C. As the glaciers retreated, the first human beings made their way to Canada by walking across the land connection that then existed between Asia and North America. Beyond this, the history of the great Indian and Inuit migrations is complex and still mostly unclear. Until recently, the earliest known artifact was a bone scraper, found in the Yukon and dated at around 25,000 B.C.; however, archaeologists have found evidence that man may have been here as early as 40,000 B.C. British Columbia's Skeena River valley has turned up remains that show a site of continual occupation over a period of some 5,000 years.

According to 13th century Norse sagas, Eric the Red reached Greenland c.985 A.D. His son apparently founded a short-lived settlement on the northern tip of Newfoundland, in the area now known as L'Anse aux Meadows. There is ample evidence to indicate that the Vikings made numerous voyages across the Atlantic, as did later European fishermen, of whom no record remains.

EUROPEAN SETTLEMENT

"Formed of the sherds of two empires, of fragments of Europe's most obstinate nationalities, cast down on the northern margin of habitable North America, the Canadian peoples were brought together in Confederation, not for the increase of liberty or the ends of justice, which were taken for granted, but to meet certain commercial, strategic, and imperial purposes."

— W.L. Morton

Europe's expansion into Canada began as a search for food and riches, mostly in the form of fish and furs, respectively. Both Jacques Cartier and John Cabot, two of Canada's most famous explorers, were seeking things of value. True, they were spurred on by curiosity, bravery and, in some cases, genuine missionary zeal, but the driving force for Cabot in 1497, Cartier in 1534, Samuel de Champlain in 1603, and many others after them—not to mention the backers of all of these expeditions—was financial.

Lured on by the fur trade, France began establishing settlements around what would later become Newfoundland and Quebec. This was not always a smooth process: the early fur companies of New France were prone to battle enthusiastically for monopoly privileges, make their money as rapidly as possible and then avoid fulfilling conditions of settlement set down by the crown. Those villages which did survive—most notably, Port Royal (1605) and Quebec

(1608)—were based entirely on the fur trade. It should be noted that the staple of this trade was the beaver, an animal which has since become one of Canada's national symbols (albeit, under less than ideal circumstances for the beaver).

In the meantime, Britain had begun establishing a base of operations along the coasts, where its naval power could work to full advantage. Over time, British settlements evolved around the Hudson Bay and along the east coast of what would later become the United States, thus hemming in the French possessions from the north and south.

For both nations, the native Indians were the essential middlemen of the fur trade, since they, better than anyone else, understood the land and knew its secrets. Unfortunately, the ongoing Indian wars were aggravated by the arms "generously" provided by the Europeans. Then, too, the Indians now had needs they had not had before: metal knives, axes, guns, iron pots and, worst of all, brandy.

Enter into these tensions the ongoing European conflict—in particular the great Franco-British rivalry from 1689 onward—and you have the recipe for war. For decades to come, a state of flux existed in the colonies, with possessions changing hands continually. In time, however, the struggle began to weigh in favour of Britain. Baron Amherst captured Louisbourg again in 1758, and James Wolfe followed this up with the seizure of Quebec in 1759. Montreal finally fell in 1760.

The *Peace of Paris* (1763) confirmed Britain's acquisition of New France but was really only the beginning of the cultural tensions to come. Over 60,000 French Canadians now faced a North America that was British from the Gulf of Mexico to Hudson Bay. Despite the fact that subsequent British rule was, for the most part, benevolent, this still meant adjustment to an utterly alien way of life. Although English criminal law was adopted, it soon became apparent that French civil law would have to be retained, and both were recognized by the *Quebec Act* of 1774. After the American Revolution, Loyalists fleeing the new United States flooded into Canada, increasing the English-speaking majority and thereby aggravating the already formidable problems of adjustment between two quite different cultures.

In 1791, these problems were addressed, at least in part, by dividing the old province of Quebec into Lower Canada (modern Quebec) and Upper Canada (modern Ontario), each with its own legislature. Nova Scotia was also divided, with Prince Edward Island becoming a separate colony in 1769 and New Brunswick in 1784. Newfoundland was still little more than a base of operations for fishing and was not given representative government until 1832. In *Kingdom of Champions*, Phil Masters refers to "the tradition of British compromise" (also a tradition adopted by Canada, incidentally), and it is worth noting that it was certainly in evidence here.

In the meantime, vast sections north and west of the growing colonies were gradually being charted. This was the territory of the famous Hudson's Bay Company, founded in 1670, and many of its explorers were associated with the company in one way or another. Captain James Cook stands out as a surveyor of the west coast (1776-79), as does George Vancouver (1792-94); however, the fur trade was again responsible for most of the internal exploration. The North West Company, based out of Montreal, was instrumental in mapping the interior of the Canadian Northwest. Other explorer-traders of note included Sir Alexander Mackenzie, who crossed the entire continent in 1793, Simon

Fraser, who made his way down the Fraser River in 1808, and David Thompson, who worked out the geography of the Columbia River from 1798 to 1812.

Battle again broke out in 1812, this time with the United States. The War of 1812 is probably one of the most widely misunderstood conflicts in history—one which both the Americans and the Canadians ended up believing they had won. The British, who did no small share of the fighting, largely forgot it. In theory, the war began as an attempt to free fellow North Americans—many of whom were originally from the United States—from "the yoke of British rule." Admittedly, there was also some desire to teach the British a lesson for arrogance on the high seas during the Napoleonic blockade. In practice, however, the "British yoke" was too light to be noticed by the average Canadian, who wanted nothing more than to till the rich, cheap land and make a good living, and the "rescuers" were soon seen as invaders. Ironically, the battle actually strengthened Canada's unity, since clever politicians of the time—most notably, John Strachan—were quick to praise the Canadian people for their cooperative effort in turning back the "Yankee horde." This was, of course, almost pure myth, since Canada was defended primarily by British regulars and Indians, but it gave the diverse cultures a point of common loyalty. In any event, the *Treaty of Ghent* (December 1814) marked the end of the war and left Britain holding Maine as far south as Penobscot Bay. Canada and the United States reached a state of relative peace until the disruptions caused by the Rebellions of 1837-38.

During the 1830s, a combination of problems stirred up tensions in Canada, new and old. Under the magnetic leadership of Louis Joseph Papineau, the Lower Canada assembly, with a French Canadian majority, tried to acquire control over the executive council, composed mainly of Englishmen. Added to this was an agricultural crisis caused by declining harvests—the result of generations of improper farming on old, seigneurial lands. Then, too, 1837 marked the beginning of a commercial crisis, which affected both the United States and Canada. By November of 1837, rebellion had broken out in Lower Canada. Papineau's followers, the Patriotes, were no match for the British troops and British-Canadian militia. In Upper Canada, a similar but smaller rebellion, under the volatile leadership of William Lyon Mackenzie, was also put down. Both men escaped to the United States, although Mackenzie succeeded, with American help, in fomenting border troubles for another year.

Concerned about the Canadian troubles, the British government commissioned the earl of Durham to inquire into the situation and recommend changes in 1838. It was his conclusion that the French Canadians should be assimilated with the English and that the colonies of Lower and Upper Canada should be joined. This was done in 1840 with the creation of the new Province of Canada, although, in practice, the division simply changed to one of West (later, Ontario) and East (later, Quebec). Durham also recommended that an elected assembly, rather than a crown-appointed governor, be made responsible for the administration of government. This was met with rather less enthusiasm; however, a change of ministry in London and a great deal of local agitation (spearheaded by Robert Baldwin and Louis Lafontaine) effectively achieved responsible government for the Province of Canada and Nova Scotia by 1848 and for the other three colonies by 1855.

The following decade was marked by the construction of railways which forever changed the face of British North America. Extensive railroads encouraged the development of cities and, by breaking down isolation, made possible the concepts of a growing union movement. External forces of the time favoured unity, as well: the American Civil War brought back memories of the War of 1812 and increased tensions with the United States. At the same time, Britain was becoming disillusioned with its colonies. Canada West (formerly, Upper Canada) was growing dissatisfied with the union of 1840: with half again as large a population as Canada East but equal representation, it wanted the political power its numbers warranted. For some time, these demands were resisted by the Conservative party, under John A. Macdonald and George Etienne Cartier, but by June 1864, a strong coalition government was formed with the goal of achieving a British North American federation.

None of this affected the Atlantic colonies much in the beginning: Prince Edward Island and Newfoundland, in particular, were both distant from mainland concerns. On the other hand, Nova Scotia and New Brunswick were intrigued by the idea of a union with Prince Edward Island, and a conference was called on the subject at Charlottetown, on September 1, 1864. When representatives from the Province of Canada proposed a union of *all* British North America, however, the other lesser plans were swept aside. *Confederation*, as it came to be called, was set down formally in a conference at Quebec in October 1864, and was accepted enthusiastically by the British government. This latter point is worth noting, as it probably set the tone for the rest of Canada's history and originated one of the differences between Canadian and American culture—the difference between a country built on gradual compromise and one forged from swift rebellion.

The next step was to ratify the proposal in the legislatures of the five colonies. The Province of Canada approved it in March 1865, but it was defeated in a New Brunswick election. Nova Scotia's position effectively blocked it from involvement without New Brunswick's cooperation, and Prince Edward Island and Newfoundland also turned it down. By 1866, however, pressure from Britain, combined with the United States' push toward "Manifest Destiny," swung New Brunswick around and, as a result, also allowed Nova Scotia to accept Confederation. The *British North America Act*, uniting the provinces of Canada, New Brunswick and Nova Scotia, went into effect on July 1, 1867—now known as Canada Day. The name of this new union was the Dominion of Canada.

THE GROWTH OF CONFEDERATION

In fact, the result of Confederation was not three but four united regions, as the original Province of Canada was split into Ontario and Quebec. Under the first prime minister, Sir John A. Macdonald, the Dominion was soon expanded to include Manitoba (1870), the Northwest Territories (1870), British Columbia (1871) and Prince Edward Island (1873). Within this union the federal government was given the right to veto provincial legislation, and the British system of cabinet government, responsible to an elected legislature, was retained.

Unfortunately, the government had little experience in administering the vast new western territories. In truth, Manitoba's formation was a direct result of the Red River Rebellion, stirred up by French and English metis (descendants of French trappers and Indian women) under the leadership of Louis Riel. To lure in B.C., the government rashly promised a railroad to the Pacific by 1881, a task which proved impossible. Eventually, the whole project—and Macdonald's Conservative government—collapsed amidst charges of corruption, in the Pacific Scandal. Alexander Mackenzie, the new Liberal prime minister, made a valiant attempt at the project, as did Macdonald again, when he returned to power in 1878. It was not until 1880, however, that a private group, under the driving management of William van Horne, finally took up the monumental task in earnest. The Canadian Pacific Railway Company then went to work, and within five years the last spike was hammered into place.

Canadian troops soon used the railway to put down combined metis and Indian forces, again led by Louis Riel, in the Saskatchewan Rebellion of 1884. Riel's execution created even more controversy in the east than it did in the west: as a French-speaking Catholic (albeit, one condemned by the Roman Catholic church), his fate angered many French Canadians and weakened the Conservative party in Quebec for years to come. Macdonald's death in 1891 caused further deterioration, as did the sudden death of his predecessor, Sir John S. D. Thompson, in 1894. When Manitoba abolished denominational schools and the official use of French, the government was unable to resolve the resulting controversy (the "Manitoba Schools Question"), and the Liberals stepped into power.

The French-Canadian leader, Wilfred Laurier, was prime minister for 15 years thereafter. His regime was marked by tremendous expansion in Canada: two more transcontinental railroads were added and the population increased by more than 30%. It was not until 1911 that the Laurier government finally came tumbling down, ruined by a strong nationalistic reaction against the reciprocity treaty proposed by the United States and espoused by the Liberals. When America's speaker-designate, Champ Clark, made the unfortunate comment that he would "welcome the day when the American flag will float over every square foot of the British-North American possessions to the North Pole," he rekindled an indignant anti-American sentiment that the Conservatives were only too quick to exploit. Under Robert L. Borden, they built a strong foundation based on a persuasive mixture of Canadian economic nationalism with the upholding of imperial ties. Those readers up on current events may note the irony here: it was the Conservative party that first condemned free trade and, in recent times, the same party that pushed it through parliament.

The years that followed put Borden's imperial policies to the test. During World War I, Canadians were used as shock troops on the western front, where the casualties were staggering. The heavy losses convinced Borden that Canada would need conscription, despite home front protests, particularly from a large French Canadian element. Borden tried to avoid a cleavage by forming a coalition government that included proconscription Liberals, but the French Canadians were largely alienated by the issue. On the positive side, Borden's insistence on Canada's voice in imperial war policy procured the country's signing of the *Treaty of Versailles* (1919) in its own right. This was a major step in the develop-

ment of full autonomy, which was confirmed by the *Statute of Westminster* (1931), in which Canada and the other self-governing units of the British Empire were recognized as dominions, equal in status to Britain.

In many ways, conditions in Canada over the following years were typical of North America in general, including a very brief period of prohibition. Although banned in all provinces by the end of the war, the sale of beer, wine and liquor was gradually resumed after 1920 under provincial government control. Canada had the best and worst of the period between 1918 and 1930. On one hand, technology had made automobiles commonplace, and women had won the right to vote. On the other hand, the economy was inflated and maladjusted. The stock market crash during the late 1920s was compounded by dwindling wheat prices and the eventual destruction of vast tracts of farmland during several years of drought.

During this period, the leadership of Canada changed hands twice, first with W.L. Mackenzie King in power (1921-30) and then with Richard Bedford Bennett (1930-35). Disillusioned with the free enterprise system, Canadians turned to other economic philosophies and political parties. The Co-operative Commonwealth Federation (CCF) was founded in 1933, the Social Credit Party won the Alberta election of 1935, and the Union Nationale, under Maurice Duplessis, captured Quebec in 1936. Bennett launched his own desperate version of Franklin Roosevelt's New Deal, but it could not prevent Mackenzie King from sweeping back into power in the 1935 general election.

This time, King's leadership was to last throughout World War II. Although he was no wartime leader and knew it, he could pick good men, and his cabinet was a remarkable collection. King felt that Canada was beginning to chafe under European commitments and planned a limited showing abroad when Canada entered WW II. By June 1940, however, only the Commonwealth countries stood between Nazi Germany and mastery of Europe, and Canada was forced to take a more active role. The Dieppe raid of 1942, the Normandy Invasion of 1944, and the Italian campaign decimated the Canadian army, and, by the autumn of 1944, reinforcements were badly needed. King's government had promised in 1939 that there would be no conscription for overseas service, but it became apparent that this promise could not be kept. The ensuing controversy nearly broke the King government, but he survived the resignation of ministers on both sides, and conscripted troops were sent overseas in November 1944.

In 1948, King retired and was succeeded by Louis St. Laurent, who ushered in a period of remarkable postwar development. St. Laurent also presided over the entrance of Newfoundland into the union, in 1949, thus completing the plans of the original Fathers of Confederation. Although he had the popularity afforded by an expanding economy, it was one of his projects which finally finished him politically. The complicated financing of a natural-gas pipeline from Alberta to Montreal had such a stormy passage through Parliament that it led to the party's defeat in the 1957 election. John G. Diefenbaker won a surprising and crushing Conservative victory, which left him with a huge majority in Parliament. His period of grace was brief, however: a growing recession whittled away at his numbers, until he was finally defeated, himself, by Lester Pearson in 1963. It was during Pearson's term that Canada celebrated its first centennial with its first world's fair, Expo '67 in Montreal.

RECENT HISTORY

When Lester Pearson retired in 1968, he was succeeded by Pierre Elliott Trudeau, an intellectual of considerable talent and world experience. Trudeau also inherited two major national problems: externally, the expanding presence of U.S. capital in the Canadian economy, with all of its consequences; internally, French Canada's desire for greater power and autonomy. During the period of 1960-66, Jean Lesage had been at the centre of Quebec politics, a proponent of the philosophy, "Maitres chez nous"—"Masters of our own house." By 1976, the situation took a more drastic turn when Quebec's provincial elections were won by the Parti Quebecois, an organization committed to making Quebec an independent republic.

Economic problems, combined with this separatist threat, caused the Liberals to be defeated in the national elections of 1979. The resulting minority Conservative government, headed by Joseph Clark, lasted only until 1980, however, when a vote of non-confidence resulted in a new election, and that election returned Trudeau to power. In May 1980, a referendum in Quebec turned down the proposal for political independence; thus, lacking public support, the Parti Quebecois lost some of its strength for the time being. Canada entered the '80s with its Confederation intact but the character of its institutions still in question. Hoping to deal with this problem, the federal and provincial governments, with the exception of Quebec, reached an agreement on constitutional reforms to be put forward in the *Constitution Act* of 1982. Among other things, this effectively cut the last ties to Europe.

When Trudeau retired in 1984, he was succeeded by John Turner, but elections shortly thereafter brought the Conservatives, led by Brian Mulroney, into power. Mulroney was still faced with the same two vexing dilemmas. His solution to the first problem—overabundant foreign capital—was to improve channels for free trade, presumably so that the import/export situation could equalize. This idea met with much heated debate, rekindling the reciprocity arguments of 1911; in fact, the following election was fought almost exclusively on this issue. This time, however, the proponents of free trade won, and Mulroney succeeded in his first quest—as well as in retaining his position.

With the second problem—Quebec's proposed autonomy—Mulroney's plans met with much less success. He began well enough, setting up the groundwork for an agreement that would bring Quebec into the Constitution (the *Meech Lake Accord*); however, as time passed, several of the other provincial leaders began to express doubts in the viability of the plan. In general, their major concern was that the constitutional amendments gave preferential treatment to the French Canadian culture, as compared to other minority groups (particularly, native Indians). Several leaders wanted changes to alleviate this problem in the original agreement; Quebec wanted it passed verbatim, with any such alterations to be made in future amendments. The resulting impasse crushed any hope of passing the *Meech Lake Accord* at all; by this point in time (early 1991), it is a dead issue.

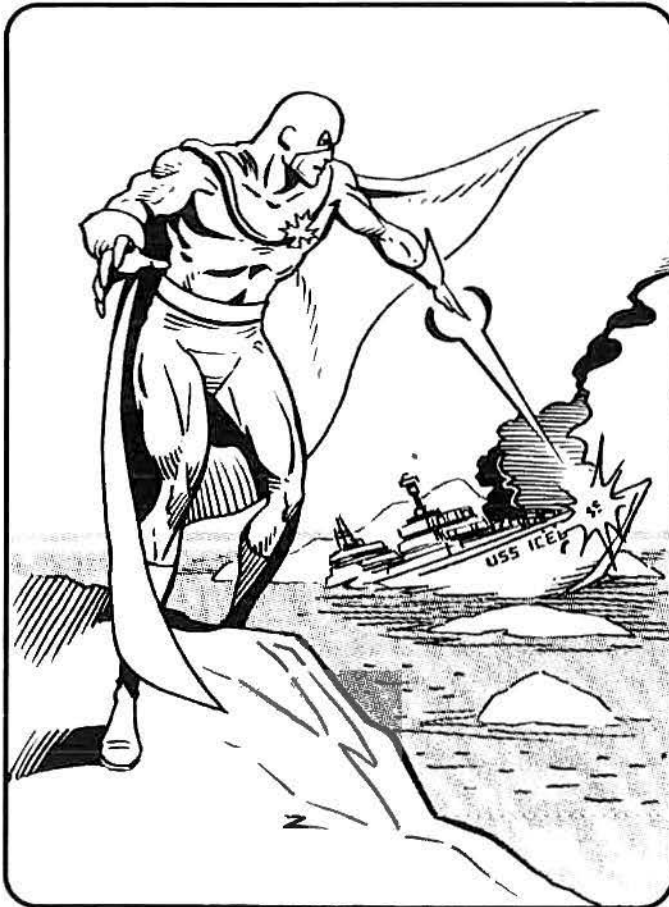
This, of course, has left both sides in an awkward position. In the past, Quebec has made several less-than-subtle threats about separatism if the *Accord* is not passed, and it is now in the position of having to face the reality of those

threats. The Conservatives suddenly find that their plan has blown up in their collective faces and seem hesitant (or unable) to propose a new one. Many of the provincial leaders seem to feel that too much time has been spent on the issue already, as their constituents are beginning to make it known that they want other unrelated problems addressed. In short, many things have gone back to the way they were in the first place, with each side ignoring the other. Whether or not this will last, remains to be seen: new tensions have certainly been added to an already simmering pot. In recent times, a small movement has appeared (particularly in the west) that would just as soon see Quebec leave, anyway. Most far-sighted people realize, however, that this could have a profoundly negative effect not just on Quebec, but on the rest of Canada, as well.

CHAMPIONS UNIVERSE HISTORY ADDITIONS

The appearance of superheroes, which began around World War II, was largely an American phenomenon until the late 1960s and early 70s. It is probably no coincidence that this coincided with an influx of immigrants from the United States. During this time, most superhumans of definite Canadian origin were the product of mutation and accidental alteration. If any were of deliberate invention, they certainly did not advertise the fact.

By the mid-'80s, Canada had become a popular hideout for American supervillains and had also produced a few of its



own. In response to this, the government officially sanctioned a select group of heroes to combat the growing problem. One of their first assignments was to combat the incredibly powerful Canadian revolutionary calling himself Borealis. Although Borealis escaped, the public greeted their new "superteam" with open arms and treated them as national heroes. This sign of public approval opened the door to a number of "closet superhumans" who then appeared on the scene. After a few problems of conflicting authority, the government decided that a more concrete system of management would be required, and the three Sentinels bases were born. At about the same time, scientific breakthroughs at McHayle Institute paved the way for the creation of a small but effective "super-prison." Unlike the United States, Canada welcomes the help of the UNTIL agency in the handling of super menaces. The presence of that organization is becoming more and more common throughout most major Canadian cities.

Canada is now firmly entrenched in the world of superheroes and villains. Although not possessed of a superbeing population as numerous as their American counterparts, Canadian cities like Toronto and Edmonton are now forced to contend with the problem of incredibly damaging battles and supervillain crimes, while the Canadian government must deal with the various controversies surrounding the legality of superpowers, as well as their threat to the nation. As the Sentinel's leader, Skylark, once stated, "Pandora's Box has been opened, and there is no turning back now..."

LANGUAGE

By this point, the roots of Canada's bilingual nature should be clear enough, even if the reason for its continued existence over a period of centuries is not. This latter point is worth examining for a moment, since one question which is often posed by non-Canadians is why the French, centuries after being conquered by the English, have still not been assimilated into the national culture. In the beginning, it was a matter of practicality: when one-third of your people are from a rival nation, it isn't wise to stir up hard feelings. Over time, the proportions shifted drastically in favour of the English-speaking Canadians, but, by this point, it was probably easier for the leaders of the time to "beneficently" let the Quebec people guide themselves, rather than try to come up with a solution to the "Quebec Question." Then, too, French Canada holds a large enough percentage of the population even today that it forms a powerful voting block—one which no would-be politician can afford to ignore. Finally, there is the great British (now Canadian) tradition of compromise, which has been one source of Canada's patchwork cultural identity. In the United States, people talk of a "melting pot," but in Canada we boast, instead, about our "Canadian mosaic." As Pierre Berton, one of our most noted writers, once pointed out, "...we made a virtue out of ethnicity; and ever since we've gone along with those groups who want to retain something of their original culture, language and dress—like the Quebeckers."

In any event, the long-term effects are subtle but ever-present. An American travelling west of Quebec will find himself quite at home, language-wise. Canadians are generally considered to have a "soft accent," and, of course, we have some unique slang, but, for the most part, Canadian

English and American English are close enough to warrant no further comment. Look at any legal form, or the back of a cereal box, or a sign in the post office, though, and you will notice an immediate difference: everything is printed twice, once in English and once in French. If truth be told, the average English-speaking Canadian has a rather tenuous grasp of the French language, but, by law and practice, all writings of note must be accessible to a speaker of either language.

Of course, once one arrives in Quebec, a dramatic reversal occurs. Here, French is the language of choice and is used almost exclusively on signage. This may seem a bit puzzling at first: why use both in English-Canada and only French in French-Canada? Primarily, it is the result of provincial legislation designed to "protect the French language and culture" from being absorbed into the larger English context and thereby lost. There is some justification to this idea if one is to preserve a cultural identity, but, it is a real bone of contention with many English-Canadians. To their credit, most French-Canadians speak English better than most English-Canadians speak French.

It is worth noting that Quebec French is *not* the same as Paris French. Although the basics are the same, each language has diverged over the centuries and developed many nuances of its own. Certain phrases are unique to one version or the other, and some terms have entirely different meanings. In English-terms, compare the dialect spoken by a Californian to that of a native of Louisiana, and you will get a feel for the situation. In game terms, assume that the two dialects have a 4-point similarity—i.e., a character with one version has half as many points with the other, automatically.

A similar situation exists between "standard" Canadian English and that spoken in the Maritime provinces. The farther north and east one travels in the Maritimes, the tougher it can be to decipher what is, in theory, one's own language. The dialect in most areas of Newfoundland warrants a 4-point similarity, at best. By the time one reaches Cape Breton Island, a version of Gaelic, more reminiscent of Scotland than England, is in common use. Since English will probably be thrown in as the need arises, assume that this has a 3-point similarity with American English—if you are feeling generous. In practice, the natives are more likely to understand you than you are to understand them, although they can make themselves clear by talking slowly and carefully. When faced by true Gaelic the average anglophone will be in real trouble—see page 29 of the *HERO System Rulesbook*.

As you will no doubt have noticed in reading this book, written English in Canada is closer to that of Britain than the United States. In particular, the two word endings "or" and "er" become "our" and "re," respectively—e.g., honour, colour, centre, metre. Most Canadians consider either form "correct" and interchangeable. Some of our terms and slang words are also British in origin, although some of these would now be considered dated—e.g., aerial for antenna, biscuit for cookie, trousers for pants, etc. Over the last few decades, American television has had a great influence on the Canadian language, so many mannerisms and figures of speech will seem quite familiar.

One further language-related note: Canada is officially a metric country, and all signs are posted in kilometres, litres, etc. Don't worry if this seems awkward at first glance: most Canadians are bilingual in this regard, as well, and are as comfortable with the imperial system.

RACE

The vast majority of Canada's population is of European descent. French-Canadians account for approximately 27% but are concentrated in Quebec and New Brunswick, where they comprise 80% and 30% of the population, respectively. British composition has decreased from about 57% at the turn of the century to today's level of 40%. During the same period, continental European groups—primarily Germans, Italians, Ukrainians, Scandinavians, Dutch and Poles—grew steadily from about 8.5% to 20%.

A quick calculation will reveal that this leaves no more than 13% for all other races combined. Indigenous Indians and Inuit account for only a small percentage of the total population, although they form a majority in the Northwest Territories and a significant portion in the Yukon. During the 1970s and 1980s, immigration to the large cities increased from Asia and the West Indies, and this accounts for most of the remainder of that figure. On the west coast, this group is primarily Oriental, but in Toronto and Montreal there is a small minority of Caribbean descent.

It should be noted that most blacks in Canada have immigrated in recent times and do not share the "former slave" heritage of their American counterparts. Their culture is quite different, and the circumstances under which they arrived more peaceful. Slavery was never legal in Canada and, as a result, the country never experienced extensive race riots. On the other hand, immigration of non-whites was strictly limited until after World War I, so other ethnic groups simply met with another kind of stumbling block—cold disinterest, rather than seething bigotry. The end result is apparent soon after one crosses the border: a noticeable French presence and black absence, which has naturally affected the culture of the entire country.

As previously noted, there has been some attempt in Canada to create a multi-cultural "mosaic" society. Generally, the various ethnic minorities have managed to retain their identities and are now being praised for having done so. Of course, when it comes to law and order, the system tends to be homogeneously British in origin, so there are limits as to how far this works. To a degree, the whole "Quebec Question" has been an exercise in testing those limits.

RELIGION

Religion requires only passing mention herein, as Canada is basically similar to the United States in this regard. There is no "official religion," and a fairly even split exists between Catholic and Protestant faiths—about 46% and 45%, respectively. The United Church of Canada takes up a large portion of the latter, although the Presbyterian, Lutheran and Baptist denominations are also well-represented. Jews make up only about 1% of the population. Other minority groups include Mormons, Jehovah's Witnesses, Muslims, Sikhs, Hindus, Buddhists and Bahai.

The more extreme fundamentalist denominations never really caught on in Canada as they did in parts of the United States: Canadians, as a group, tend to be rather low-key and are not generally prone to fanaticism in any form (for good or bad). On the other hand, the early history of Canada was marked by a few episodes of religion-related violence, spe-

cifically between the French-speaking Catholics and English-speaking Protestants. One of our rare rebellions nearly became a religious war when Louis Riel, a Catholic, executed a Protestant, Thomas Scott, and was then, himself, hanged by the government of the time—composed mostly of Protestants. The bitterness of this incident set back English-French/Protestant-Catholic relations for years.

POLITICS

Canada is a self-governing federal union within the Commonwealth of Nations. The *British North America Act* of 1867 forms the core of the constitution. It was brought under direct Canadian control and renamed the *Constitution Act* in 1982, an event directly tied in with the attempted constitutional reforms already mentioned. Queen Elizabeth II is head of state, although this office serves a *mostly* ceremonial function today. She is represented in the federal government by the governor-general and in the provinces by the lieutenant governors. Recently, this situation came into the news when the Conservative party made use of a few ancient, forgotten rules to have the Queen appoint extra members to the Senate and thereby avoid a potential deadlock over the GST (see below). This bit of political legerdemain has led some people to take a closer look at what was originally considered to be a quaint idiosyncrasy in the procedures of government.

Legislative power is vested in Parliament, which comprises the Queen, the Senate and the House of Commons. Normally, the Senate has 104 members, appointed to age 75 (or for life before 1965); however, the aforementioned situation has increased this number, perhaps temporarily, perhaps permanently. The House of Commons contains 282 elected members. National elections are held at least once every five years, but may occur sooner if the majority party calls an election or is rendered powerless by a vote of non-confidence. The former situation traditionally occurs every four years or so. The latter situation is rare and is generally the result of the "majority" party holding too few seats to outvote a coalition of opposing parties. Most recently, this happened to the Conservatives under Joe Clark, in 1980. In any event, the leader of the political party with the most of seats in the House of Commons serves as Prime Minister.

On the provincial level, control is vested in single chamber, elected legislatures known as legislative assemblies, except in Newfoundland, where it is the House of Assembly, and Quebec, where it is the National Assembly. Each legislature is headed by a premier, who is the leader of the majority party. Provincial elections also occur every five years or less, although not necessarily at the same time as federal elections. Basically, provincial legislative power extends to education, municipal affairs, direct taxation and civil law. As one might expect, many of Canada's more interesting political situations arise from the dynamic tension between governments on the provincial and federal levels.

As of 1990, the principal players in the federal arena are the Progressive Conservatives, led by Brian Mulroney (Prime Minister since 1984); the Liberal Party, led by Jean Chretien; and the New Democratic Party (originally, the Co-operative Commonwealth Federation), led by Audrey McLaughlin. The Parti Quebecois is really only important in Quebec, and most of the other parties are so lightly represented that they don't warrant mention here. Traditionally, the strongest party

not currently in power is known as *the opposition* - at the moment, the Liberals hold that post. Historically, the Liberals and Conservatives take turns being the party in power and the opposition: the NDP has never been voted in federally.

On the provincial scene, the situation is better balanced, with the NDP playing a much more active role and the Social Credit party also traditionally having some following, particularly in the west. Currently, the NDP seems to be on the rise, although this may be due, in part, to a growing dissatisfaction with the federal government (as typified by the Conservatives and Liberals) and with the Social Credit party on the provincial level.

It is worth noting that the Conservatives are currently lower in the polls than at any other point in Canadian history. Although it is not a fact generally known outside of Canada, they won the last election not so much on the promise of free trade (despite the massive buildup concerning that issue) but on Mulroney's promise to solve the "Quebec Question": it was the Quebec vote that tipped the scales and put the party into power, and it was the latter issue that the Quebecers were voting on. Obviously, they are beginning to regret their choice, and the rest of Canada is angry with the Conservatives for stirring up the hornet's nest with overconfident promises in the first place.

This already hostile climate has been aggravated by the introduction of a Goods & Services Tax (GST). In theory, the tax is supposed to replace the hidden tax which already exists on many goods and services, thus making little difference to the end consumer. The guidelines for its application have been derided as contradictory and overly convoluted, however, and the general agreement has been that it will certainly raise the price of many services which were previously only lightly taxed, if at all. The common impression is that only the accountants will be happy with this tax. Both the Liberals and the NDP were adamantly opposed to the bill, and the Conservatives took an unprecedented step in "acquiring" sympathetic senators to avoid a deadlock. This latter action has done nothing to bolster their failing reputation.

EAST AND WEST

The tensions that exist between English- and French-Canada are fairly clear and have been discussed in some detail. What is less apparent is the sometimes problematic nature of relations between the west and the east, with the border between Manitoba and Ontario forming the dividing line. The federal government is highly concentrated around Ontario and Quebec, due in no small part to the higher population level and the historical significance of these areas. With the vast distances involved, not to mention the Canadian Shield separating the two regions, it is inevitable that a certain amount of disunity would occur. The Maritimes do not really enter into the situation: they have their own arguments with Ontario and are too far away from the western provinces to have much interaction for good or ill.

Traditionally, the west has complained that the government is only too quick to pass legislature controlling western resources but pays only lip service to western concerns the rest of the time. For their part, the eastern provinces feel obliged to concentrate their energy in proportion to the population of each region. There is some justification to this attitude: from a purely practical point of view, no politician

has ever come into power by catering to the minority. Of course, both sides tend to exaggerate the situation, and, again, due to the distances involved, a certain lack of understanding cannot help but contribute to the problem. It has been said, and probably with more than a grain of truth, that Vancouver has more in common with Seattle, Washington than it does with Ottawa. And, physically, it is closer to Mexico City than it is to Halifax!

Occasionally, the grumbles get a little louder and the Western Separatist party gains a few more recruits, but, for the most part, the situation is fairly low-key. This latter point must be stressed: for the GM, it is a situation worth keeping in mind, but it is more conducive to plot complications than to actual plots. In game terms, it may result in a little extra red tape holding the PCs up or in a flavourful role-playing situation, but the idea of this schism turning into an actual confrontation would seem comic to most Canadians—eastern or western.

INDIAN CULTURE

Space limitations greatly restrict any serious discussion about the native Indian and Inuit culture, primarily because there are actually *many* cultures involved. Like the United States, Canada has been home to numerous tribes, each with its own history, beliefs and myths; large volumes could be (and have been) written on this subject alone. Then, too, the sad truth is that, unless the GM makes a deliberate attempt to incorporate aboriginal culture into his campaign



(as a basis for myth-related adventures, for example), the information would be of little use to him: as previously noted, the native Indian and Inuit peoples make up only a small fraction of Canada's total population today, and only a portion of these have any significant connection with their old way of life. The native heritage makes itself known in many place names—including that of the country itself, derived from *kanata*, the Huron-Iroquois word for "community"—and in Canadian art. Except in some northern areas, however, the other components of this history are virtually invisible.

What *can* be examined briefly is the archaeological past that unites the tribes. Reconstructing this history has been no easy task for archaeologists: early migrations came in multiple waves, crossing and re-crossing various areas of the country. Man's earliest record of life in Canada dates from 25,000 B.C., based on tools found in the Yukon Territory, and recent finds have begun to push that back as far as 40,000 B.C.; however, nothing concrete can be established until much later. The currently accepted story goes something like this...

Early big-game hunters of Asiatic origin entered North America in waves, via the Bering Sea Land Bridge, a broad plain which once connected Asia and North America. From Alaska, they spread east over the centuries, following the coastline of the sea—their primary means of survival in an area where terrestrial life was sparse. Evidence of Clovis Man dates to 10,000 B.C. in eastern Canada. His descendant, Plano Man, then emigrated to western Canada, ultimately giving birth to the various Plains Indian tribes. Boreal Archaic Man settled in southern Ontario, where the native eastern Indian and Inuit cultures were to later develop.

In the meantime, Inuit ancestors originating in Asia still occupied the northern coasts from Alaska to the northeast of Greenland. Moving slowly south and east, they reached the Labrador coast and the Gulf of St. Lawrence. Eventually, they occupied the west coast of Newfoundland as far as the Cabot Strait and may have even crossed to Nova Scotia. Others settled along the Ungava Peninsula, and on the Keewatin and Mackenzie Plains.

The ancient culture of the Pre-Dorset People, originating from a Siberian neolithic culture, reached Cape Denbigh in Alaska no later than 3,500 B.C. and were the first human beings to fully reoccupy the Arctic after the passing of the last glaciation. Their descendants, the Dorset People, thrived in the Foxe Basin-Hudson Strait region of the eastern Arctic. They inhabited Bernard Harbour and the Melville and Ellesmere Islands, gradually moving south along the Labrador coast to the Strait of Belle Island and as far west as Anticosti Island. As they migrated down both coasts of Newfoundland's northern peninsula, they encountered remnants of an ancient Indian culture: Boreal Archaic, their aforementioned cousins from previous migrations and precursors of the Beothuk culture.

By 1,000 A.D., most of the Labrador coast and the west coast of Newfoundland's northern peninsula were still occupied by Dorset Inuit: the rest of Newfoundland, save for the Avalon Peninsula, was populated by Beothuk and Proto-Beothuk Indians. When Norsemen reached Canada's east coast, they encountered these natives and called them Skraelings—meaning, basically, "pygmies" in the Icelandic sagas. These people were finally supplanted by the Thule Inuit in the 12th century, who migrated eastward again from Alaska and became the direct forebears of modern Canadian and Greenlandic Inuit.

Canada's first known structures were built by the Inuit long before Europeans sailed across the Atlantic—indeed, long before they knew how to sail at all. Similarly, the first known permanent structures in western Canada are medicine wheels—groups of cairns erected by Plains Indians. Some of these were constructed 5,000 years ago, a millennium before England's famous Stonehenge, and probably served a similar purpose.

The Indian cultures varied as widely as the terrain they occupied and were often tied directly to the latter. In the wide prairie interior, small groups of migrating hunters set up temporary shelters as they pursued the buffalo. On the Pacific Coast, with the bounty of the sea to sustain them, the Indians established permanent villages and had leisure time to carve magnificent objects of art, now housed in museums throughout the world. In all, there were around 50 major tribes, including: Micmac, Ojibway, Huron, Mohawk, Blackfoot, Cree, Salish, Tahltan, Haida, Nootka, Hare, Tutchone, Kaska, et al.

Within these tribes, ten major language families arose: Algonkian, Iroquoian, Siouan, Athapaskan, Kootenayan, Salishan, Wakashan, Tsimshian, Haida and Tlingit. It should be noted that Indians belonging to the same language family did not necessarily share the same culture: the Blackfoot and the Micmac, for example, shared the Algonkian root language, but their cultures were radically different. Oddly enough, seven of these language families were found west of the Alberta-British Columbia border: linguists have suggested that this great diversity may have been due to the rough geography of British Columbia itself, which tended to isolate the tribes. On the other hand, the Pacific coast tribes began to trade extensively among themselves by the beginning of this century and developed a common trade tongue, a simplified version of Chinook, originating in Washington state.

MYTH AND FOLKLORE

*"A wolf
I considered myself
But the owls are hooting
and the night
I fear."*

— Sioux Wolf Song

The true folklore of Canada is very much the lore of the aboriginal people. While the Europeans were not without their interesting beliefs, these were mostly imported and sometimes a little jaded by a growing spirit of rationalism. Remember that, from a European standpoint, Canada is a very young country: there was relatively little time for the colonies to develop their own unique mythologies. This is not to say that the settlers were without superstitions; among the early French-Canadians, for example, there was still common belief in the were-wolf—certainly not discouraged by the presence of all too real wolves in the immediate vicinity. Then, too, many Europeans found themselves sometimes accepting (if grudgingly) the myths of the native people when trying to explain the often inexplicable traits of their new home. Myths imported from Europe are beyond the scope of this book, however—the reader is encouraged to consult *Kingdom of Champions* if intrigued by the subject—and

native myths are best examined from the point of view of the native people rather than the European colonists who borrowed from them.

Of course, this presents a new problem: each and every one of the aforementioned fifty or so tribes had their own unique beliefs and myths. For this reason, it will again be necessary to try and examine the elements that were common to most of these, and perhaps throw in some of the more interesting individual bits of lore.

The spiritual beliefs of virtually all of the tribes revolved around the interconnection between the human and natural worlds. Hunting, in particular, was a sacred activity for virtually all of the tribes. Among the Woodland Indians it was customary to show respect to the bear before killing it by talking or singing, assuring the animal that its death was required only because the hunter and his family needed food. Its skull would later be carefully cleaned and placed high on a pole or tree where dogs could not defile it. Tribes of the Pacific Coast were also fascinated by the idea of transformation, and many of their ingeniously crafted masks display this interest, opening and closing to reveal a human or animal face at the pull of a string. The Plains Indian tribes worshipped the Sun, the Thunderbird and Napiwa, the Old Man of the Dawn, among others; the Sioux called these *wakan tanka*—the greatest sacred ones.

Another common element was the belief in visions and the concept of a vision-quest. It was often customary for a young man to embark on a vision-quest during adolescence, to locate a lifetime guardian spirit who would help him in hunting and other activities. Dreams were also relevant: the Woodland tribes, for example, believed that a dream of sunbeams striking the ground was particularly auspicious for the hunter. Among the Plains Indians, the vision-quest was an intense spiritual experience: the guardian spirit would give the young man his own war song and dance, or indicate what amulets he should wear to give him power. Many of the symbols painted on *tipis* and war shields originated in the owner's vision-quest. Among the Interior Salish, adolescent vision-seekers would sometimes paint rocks with abstract designs depicting tasks they undertook while in seclusion—some of these paintings survive to this day.

Clearly, another common belief was in the reality of spirits and the spirit-world. The Huron believed that everything—even fabricated things—had a soul or essence which was immortal. Those souls which had the power to influence human beings were called *oki*; because it controlled the seasons and the weather, the *oki* of the sky was considered the most powerful. Guardian spirits were generally thought to watch over their respective vision-seekers, although the Indians of the Mackenzie and Yukon River basins thought that such spirits helped out only in times of dire need. On the other hand, at least one of these tribes, the Sekani, believed that a particularly lucky tribesman might obtain several guardian spirits on whom he could count at all times; such fortunate individuals usually became shamans in the community. Of course, not all spirits were concerned with human affairs, and some were blatantly hostile; a few of these will be examined in more detail hereafter.

All three of these factors intertwined to form a mythology. It should come as no surprise that among all of the tribes, vision-beings and guardian spirits often took the form of animals—or, more correctly, animal *totems*. Among some cultures, followers of a given occupation were inspired by a particular spirit: wolves for hunters, woodpeckers for canoe-

makers, salmon for fishermen and mythical serpents for shaman. Certain animals were of particular importance; for example, the wolf was almost universally respected as a hunter without equal.

The combination of these elements also made magic a very real aspect of day-to-day existence. The charm, amulet and talisman were potent tools, every bit as important on the hunt as spear and knife. The spiritual leader of most tribes was the shaman: it was he who deciphered the omens of the spirits, walked the paths of the spirit-world most steadily, and strengthened the tribe with healing and protective magicks. The shaman's power was tied up in both the spirit- and natural-worlds (some would say that these were one and the same); indeed, the shaman was, in essence, the tribesman who best understood the forces of nature that others tried to respect but could only dimly perceive. Not all of these magicians were good, however: tales tell of black wizards, who used their powers to harm or control others, usually out of greed or jealousy. Some were able to transform themselves, usually by wearing the skin of the animal in question, and wreak havoc in this altered form.

It is worth taking a quick look at a few of the creatures that have survived from native myth, especially since some of these are believed as fervently today as ever they were in the past—and by more whites than Indians.

OGOPOGO

Apparently similar in nature to the Loch Ness monster, the Ogo-pogo is one of Canada's most famous mystery creatures. According to many eye witness accounts, the animal makes its home in British Columbia's Lake Okanagan, a narrow but deep stretch of water carved, like Loch Ness, by the Ice Age glaciers out of the bedrock. Although the Ogo-pogo acquired its modern name from a 1920s song, it has an ancient lineage. The Okanakane Indians called it (or its ancestor) Na-ha-ha-itkh, and they used to carry a dog or chicken when crossing the lake to use as a sacrifice if the creature got too close. Sightings of the creature were soon recorded by European settlers and persist to this day. Over the last few decades, still pictures and a controversial 8 mm film have been added to the growing mass of evidence supporting Ogo-pogo's existence, but scientists are still skeptical, since no concrete physical proof has ever turned up. Several small expeditions have been mounted in hopes of tracking down the elusive creature, but these have met with little success. Descriptions of the Ogo-pogo vary somewhat, but it is generally assumed to be vaguely serpentine, with four flippers, a long tail and a narrow, horse-like head—in short, some sort of plesiosaur. In recent years, some of the Okanagan bays have become clogged with weeds, and weedkillers were introduced: there is some concern over what effect these chemicals will have on the creature, assuming that it exists.

MANIPOGO AND OTHER LAKE CREATURES

Lakes Manitoba and Winnipegosis, which lie north of Winnipeg and are joined together by the Dauphin River, also purportedly have at least one native monster. The Manipogo, as it has been facetiously named, was also known to the

Indians for years, but managed to avoid encounters with white men until at least 1935. Since the 1960s, a number of people have spotted not one, but three such creatures in the area, one apparently smaller than the rest and presumably a baby. However, since only one rather fuzzy picture of the Manipogo exists, it is given rather less credence than its Okanagan cousin.

Yet another Nessie-variation, Quebec's "black beast of Lake Ponenegamook" was first spotted in the early 1920s. Although its list of credentials is not as long as the Ogo-pogo's, it does have at least one unusual story to back it. In 1977, a group of divers managed to track the creature with sonar off and on over a period of ten days. They recorded some interesting traces from directly above it and got some murky but intriguing frames on one automatic camera.

Historically, sightings of "lake monsters" have been common in Canada and in the northeastern United States, as well. Whether one believes in such things or not, it is interesting to note that white settlers occasionally spotted creatures which were well-known to the native Indians—independently and without any knowledge of the Indians' experiences until after the fact.

SASQUATCH

Sasquatch is the Indian word for Bigfoot—a creature well enough known to require only brief mention here. The ape-like being supposedly inhabits the forested regions of the Pacific Coast, both in the United States and Canada. It is said to stand about 2 m tall (6'5" - 6'7") and weighs at least 135 kg (297 pounds), is covered with dark, shaggy hair and tends to leave footprints from 35 to 45 cm (14" to 18") long. Although no physical proof of the creature's existence (e.g., a body) has been discovered, footprints are relatively commonplace and sightings number in the thousands. It is also interesting to note that, before the white man, the Indians accepted the idea of sasquatch so fully that he was taken for granted. Just what the creature is, if it even exists, is a mystery, although most interested scientists would like to believe that it is some sort of "missing link" between man and ape.

THUNDERBIRD

While the Thunderbird is not the subject of current scientific study, it does warrant mention here as a common element in Indian lore. It appears in the myths of the Plains Indians (Canadian and American), as well as those of the Pacific Coast. The Thunderbird was *wakan tanka*, a Great Spirit: the beating of its wings made thunder, and it could call lightning from the sky as a weapon. It was never invoked but always came of its own will to warn of disaster or battle creatures of evil summoned by enemy tribes. Like a phoenix, the Thunderbird died destroying its enemies in several battles, only to appear again later to confront a new evil. Although the Indians respected many animal-related spirits, the Thunderbird was generally considered to be the most powerful, and, thus, earned its high position on the totem poles of the Pacific Coast tribes.

WENDIGO

The Wendigo was perhaps the most frightening of the spirit-creatures, for it symbolized the inhuman and often cruel vastness of the tundra itself. Also known as Windigo, Wee Tee Go and Ithaqua, it was primarily a myth of the Inuit and other northern tribes, who justifiably feared and respected the danger their environment posed to one not prepared for it. It may also be one of the oldest myths, since versions of it crop up in Siberian legends, as well as those of northern Canada and Alaska. In any event, the Wendigo was said to be a spirit that stalked lone travellers and carried them off in a frosty wind or with mighty claws like icicles. The frozen victim might be found weeks or months later, half-eaten and buried partway in the snow as if dropped from a great height. In some stories, the Wendigo is invisible; in all, it moves like the breeze and is difficult to detect until it is upon its prey. More often, the creature is discovered when its howl is heard

in the wind; however, this is hardly a boon, since the horrid sound can cause terror and madness.

By extension, the Wendigo represents any man possessed by a cannibalistic spirit: "Wee Tee Go" means, basically, "the evil Spirit that devours mankind." Shaman and other powerful leaders had to be careful not to abuse their power, lest they become Wee Tee Go themselves.

The Wendigo is a tempting creature to use in a game scenario, but the GM must be careful how he treats the entity if he is to retain any of the stark terror conjured by its name: Wee Tee Go is a creature of the elements, beyond human compassion or understanding, a great spirit which should pose a threat to even the mightiest of heroes. It is probably a better idea to incorporate the myth in the form of a possessed, "powered-up" human, rather than expect the PCs to cope with the elemental (and presumably indestructible) spirit itself.

LAW AND ORDER

"The Police have protected us as the feathers of the bird protect it from the frosts of winter."

— Crowfoot (Blackfoot Chief, 1877)

Although Canada and the United States have many similarities, these do not always carry over to their respective justice systems; in this regard, Canada is much more like Britain. Of course, this is not surprising, considering the fact that our legal structure was drawn more or less directly from British common law over a century ago. The exception to this, as usual, is Quebec, which uses a combined system of British-based criminal law and French-based civil law.

Of course, since all of these systems have common roots, certain *basic* elements of Canadian law would be quite recognizable to an American. Key to the system is the principle of *stare decisis*—that judicial decisions are based on precedent, with the lower courts bound to act in accordance with decisions made by higher courts (e.g., the Supreme Court of Canada). Some laws are also government-originated: statute laws are formulated by bills in the House of Commons, rather than by judge-made decisions. Unlike Britain, Canada *does* have a Bill of Rights, similar in nature to its American counterpart. Differences between judicial systems mainly crop up in individual cases and are far too numerous to list here. Instead, it will be more profitable to examine those factors which are likely to affect adventuring PCs.

Statute of Limitations: This concept applies mainly to minor civil crimes, usually of the monetary variety; some traffic tickets, for example, become void after two years if they have not been dealt with one way or the other. However, there is no such time limit for the prosecution of major crimes: murderers are never safe from legal retribution.

Citizen's Arrest: This is the clause under which most superheroes work, so it is worth noting. A private citizen may make a citizen's arrest provided that he or she complies with the requirements set out in the Criminal Code, particularly Section 494:

"(1) Any one may arrest without warrant

- (a) a person whom he finds committing an indictable offence, or
- (b) a person who, on reasonable and probable grounds, he believes
 - (i) has committed a criminal offence, and
 - (i) is escaping from and freshly pursued by persons who have lawful authority to arrest that person.

(2) Any one who is

- (a) the owner or a person in lawful possession of property, or
- (b) a person authorized by the owner or by a person in lawful possession of property, may arrest without warrant a person whom he finds committing a criminal offence on or in relation to that property.

(3) Any one other than a peace officer who arrests a person without warrant shall forthwith deliver the person to a peace officer."

Obviously, a citizen's powers of arrest are much more limited than those of a peace officer: an officer has the authority to arrest anyone who he has reasonable and probable grounds to believe has committed (note past tense),

or is about to commit (note implied future tense), an indictable offence, but a citizen has no such discretionary power. He can only arrest someone who is actually committing a crime, unless that person is clearly fleeing from authorities.

Note: *A person making a citizen's arrest also has no right to search the suspect unless he has reasonable grounds to believe that the suspect is carrying a dangerous weapon—or, more correctly, he can make such a search, but any evidence found will probably be inadmissible in court.*

Self Defence and Violence: Central to Canadian law is the idea of "reasonable force": any person (citizen or officer) who uses force to prevent the commission of an offence must use reasonable force and will be liable for any excessive force used in arresting that person. To quote Section 26 of the Criminal Code: "Every one who is authorized by law to use force is criminally responsible for any excess thereof according to the nature and quality of the act that constitutes the excess." This is probably the law most likely to cause problems for superheroes, and the GM should not hesitate to make use of it as he sees fit. As will become evident throughout this section, the average Canadian will place little distinction between "good guys" and "bad guys" who both cause wanton destruction—even if it's just to each other.

Making the Arrest: Most television viewers will be aware that, in the United States, an accused taken into custody must be informed of certain rights—the right to remain silent, have an attorney present and so on. This originated in the U.S. Supreme Court's famous *Miranda v. Arizona* ruling and has been so immortalized in the media that even native Canadians often assume their rights on detention or arrest are the same in Canada as they are in the United States. In practice, however, the law is substantially different. In Canada, someone who is detained or arrested has the right to be told the reasons for his detention and to be informed of his or her right to retain counsel without delay. The right to retain counsel is more limited since the accused is not given the absolute right to have counsel appointed for him by the state—although he may seek assistance through a government run clinic or apply for legal aid. The right to remain silent exists, but there is no constitutional requirement for police officers to mention this (most do, anyway). In Canada, once an accused elects to give testimony, he forfeits any further right to remain silent *and to refuse to give evidence which may be incriminating*. Under the U.S. rule, an accused, in giving evidence, may refuse to give evidence which tends to incriminate him.

Sentencing: This is not that different from the U.S. in most respects. Certain crimes will have minimum and/or maximum sentences, but, within these parameters, the judge has a fair amount of latitude to take into consideration mitigating circumstances. To give you a basis to work from, basic (non-violent) theft warrants a maximum of six months imprisonment for sums of less than \$1000, two years for sums of \$1000 or more. Violent crimes are obviously viewed with substantially less lenience than non-violent ones. Note, however, that Canada does not have the death penalty for crimes of any sort.

In General: It is worth noting that guns are much more rare in Canada than in the United States, even among criminals. Laws governing firearms here are quite strict and people who own guns (generally for hunting) are the exception rather than rule. Even the RCMP do not make a habit of gunplay: the point made by the *Constable's Manual* (the Mountie bible) is that a Mountie *never* draws his weapon, except as a last resort. In this regard, Canada falls somewhere in between Britain and the United States, probably closer to the former. PCs waving firearms around—on either side of the law—are in for a rough ride...

THE RCMP

"The frontier Mountie was actually a soldier, disguised as a policeman by a shrewd prime minister who didn't want to annoy you Americans..."

— Pierre Berton

Although it is contrary to the movie image Hollywood conjured around them, the North West Mounted Police (now, Royal Canadian Mounted Police) were created "not to save the white men from the wild Indians but to save the Indians from the wild white men" (to again quote Pierre Berton). These wild men were a mixture of wolf hunters and whiskey peddlers—frankly, mostly American—whose log forts bore



such names as Whoop-Up, Stand-Off and Robbers' Roost, hinting at the state of society that then existed in southern Alberta. When one such group—a party of Montana wolf hunters—believed that a marauding Indian band had stolen their horses, they rode two hundred miles into Canadian territory and slaughtered the first group of Assiniboine Indians they encountered. This was too much for the Canadian government, and, shortly thereafter, a military expedition disguised as a police force was sent west to bring “peace, order and strong government” to the prairies.

For this reason, Canada never really had a “wild west.” You could not even buy a drink in the prairies, and gunfights were virtually unheard of—probably yet another reason why guns are frowned on, even today. In the often dangerous frontier lands, the police began to work with the pioneers and became as much like civil servants as soldiers, succouring the sick, settling domestic disputes, feeding the hungry, rounding up stray cattle and so on. The Mountie became a sort of father figure to both the whites and the Indians—“incorruptible, adaptable, courageous, courteous, kind... he had all the Boy Scout virtues, as well as the hat” (Mr. Berton, again). By the time the northern goldrush was underway and the Mountie had once again proven himself the protector of the people in the Yukon, Hollywood had claimed him as their own and gilded his already sparkling image.

Today's Mountie is a somewhat less divine figure, but he is still integral to Canadian culture, as well as to the legal system. The RCMP is Canada's official federal police force, with authority to handle everything from national security to ceremonial parades. They form the only police force in the two Territories and the provincial police force in all provinces except Quebec and Ontario, which support their own. Note that large cities also generally have a local police force with more limited jurisdiction.

In recent years, allegations have occasionally arisen concerning “over-zealous” activities—wires tapped, phones bugged, mail obtained fraudulently and the like; generally, however, this has done little to sway the public's admiration. The myth has been created over many decades and does not dispel easily. It is especially tempting to dismiss these rare incidents when looking at the force's excellent track record—or when comparing it to similar police forces around the world which engage in activities that make these seem rather trivial. On the whole, Canada is still quite happy with its unique police force, which also has a reputation for courteous diligence throughout the rest of the world.

Incidentally, police of any sort in Canada join the force as they would a military regiment and can progress in rank in a similar fashion. The idea of *electing* a policeman (e.g., county sheriff or police commissioner) is completely foreign to the average Canadian.

THE MILITARY

The Canadian military frankly rates only passing mention here: it has never been a very visible institution in Canada. During both World Wars, Canadian troops were remarkable for their courage and level of training—a number of monuments in Europe attest to this fact. Today, the same high quality of manpower exists, but the quality of the equipment in use varies widely. On one hand, Canada is a technological pioneer in numerous areas; on the other hand, much of this technology reaches other countries (particularly the U.S.) long before it is put to use here. As a result, the mechanical end of the military is a mixture of very old and very new and is numerically unimpressive in any event. Of course, considering the relatively small population and general preference for negotiation over warfare, this is quite in keeping with the country's atmosphere.

In any event, Canada has historically emulated the British idea that machines are only as good as the men who use them: training the men is more important than having the latest gadget. Of course, there are also budgetary considerations: Canadians generally resist any major defence spending increases, and the opposition party at any given time will be quick to remind the government of that fact. The defence budget in Canada tends to be a tiny fraction of that in the United States: it is simply deemed to be less important, when all is said and done.

In many ways, Canada's military is closely tied to that of the United States; over the last few decades, some people have argued that it may be too close. In particular, the U.S. exercises no small amount of control over the Royal Canadian Air Force during times of emergency due to the NORAD agreement—and, of course, one cannot have a war without it being, by definition, an emergency. There has also been a great deal of resistance to the placement of nuclear weapons, although, with the current, relatively positive state of world affairs, this is unlikely to be a continuing problem.

As a final note, it is unlikely that the military will become involved in any of the PCs' troubles unless the situation is of truly national importance: the process of military mobilization requires agreement from the top levels of government and is no casual business. When in doubt, stick with the RCMP or the Sentinels (described later): this is not only more realistic but also more in keeping with an authentic Canadian atmosphere.

THE CANADIAN CHARACTER

"The Canadian mind-set is skeptical-ironic, the American idealistic-optimistic. Praise an American and he'll agree with you; praise a Canadian and he'll think you're trying to sell him something."

— Margaret Atwood

Yes, there is such a beast, although we sometimes have trouble defining it ourselves. A discussion of the Canadian character has been deliberately held off until late in this tour, because it is very much the sum of all the other parts—not just history and culture, but also geography and climate. Of course, it would be rather foolhardy to assume that an entire country of people can be summed up in a few paragraphs, but at least a few observations about "average folk" can be put forward.

First of all, the Canadian temperament often displays its ancestral roots. There is a certain calm, collected frame of mind inherent in the Canadian character which owes something to the country's British origins. If anything, it has been magnified in some ways by the geography and cool climate. In Quebec, the people are more extroverted—not surprising, considering their Continental European heritage—but even there they are more austere than their Parisian cousins.

A visitor here will often comment on how friendly the Canadian people are but, in fact, they are really commenting on the friendly image our institutions have developed. One who studies the people more closely begins to realize that the individuals, while easy enough to get along with, are more insular than their American counterparts—less prone to emotional displays and more apt to keep to themselves. Actually, Americans fall somewhere in between Europeans and Canadians in this regard, so the difference will not always be as immediately apparent to a visitor from the U.S. as it would be to someone from, say, France or Italy. This is at least as noticeable when a Canadian is the tourist rather than the host. One common European observation about the difference between the two nationalities in this regard is that you can always tell a Canadian from an American, because an American acts at home wherever he goes, but a Canadian always acts like a guest.

Looking back at Canadian history and around at the Canadian landscape soon explains this difference. The climate has made us a closed-door people. Our conservative Protestant roots have combined with our northern diffidence to create a rather reserved character. Public displays of emotion tend to embarrass us—even our patriotism is more a matter of calm pride than fervent nationalism. Another comment sometimes attributed to visitors: you ask an American how he feels, and he cries "great!"; you ask a Canadian, and he answers "not bad" or "pas mal." This may be a stereotype, but it is a very true one: I have noticed it myself, and I have lived here all my life.

This attitude, combined with a healthy skepticism for media stars and heroes, is most evident in the Canadian sense of humour—the most successful of which is inevitably satire. The Great Canadian Put-Down is a national pastime, really, although it seems clear that this trait, too, has been inherited to a degree from the British. You have seen it yourself if you have ever watched Saturday Night Live: the show is largely the work of Canadians, and it shows.

The purpose of Canadian Confederation was not to promise liberty or declare independence, but to ensure peace, order and strong government. This reliance on order is still an integral part of the Canadian lifestyle, and we have historically been willing to make sacrifices to maintain it. As a result, Canada has had no major revolutions and no real race riots. The rather limited disputes that have occurred—between the French and the English, and, more recently, between native Indians and the government—have been trivial in comparison to most other countries. Of course, some would argue that it has also made Canadians too reliant on government and weakened our ability to compete in an increasingly individualistic, success-oriented world. Generally, however, it is difficult not to conclude from history that, above all else, the average Canadian values quiet freedom and peace over liberty and the pursuit of happiness. The latter phrase tends to ring a bit hedonistic to the Canadian ear.

THE QUESTION OF SUPERHEROES

How will these attitudes affect a hypothetical society where superhuman adventurers exist? It should be apparent that the dark and secretive masked vigilante will not be a popular figure in Canada: he will be met with suspicion at best and outright hostility at worst. Any sort of character waving around a gun or gun-like gadget can also wave goodbye to public cooperation: unless Canadian law mutates as drastically as our heroes, there is virtually no legal way this can be done; in any event, it will never meet with public approval. Canadians will certainly prefer heroes who work openly with the law: one who is at cross-purposes with the RCMP, in particular, is fighting a losing battle. Taking this the next step, it is safe to assume that the average Canadian will prefer an established group to an individual loner, no matter how firmly he stays on the side of law and order: this is a bias which has been built up over decades of RCMP authority. A military-style police force bases its power on the strength of numbers—the principal that there will always be another officer to replace one who falls—and, in this philosophy, there is no room for prima donnas or rugged individualists. It is simply easier for the average Canadian to picture authority in the form of a uniformed group member.

Considering our reliance on government, it seems inevitable that a Crown-sponsored superteam will be formed, and, to make everyone happy, it will have to be regional. This "Royal Canadian Special Police" force will probably have to answer to the same strict regulations as the RCMP, but it will also be virtually assured of public cooperation. Since Canadians tend to put down the government at the same time they support it, the group will probably be the butt of many a sarcastic line. If push comes to shove, though, the "hero" who goes against them will doom his public image.

A foreign hero involving himself in local affairs will meet with suspicion, since the implication is that "Canada can't look after itself." This will be a particular problem for U.S. heroes: historically, Canadians hate to rely on American interference. Most alternate between admiring the U.S. and snubbing their noses at it. On the other hand, a hero who clearly respects local authority and custom will be accepted into the fold, especially if he proves himself with unambiguous heroism. Canadians are basically a practical people, and a genuine desire to help will be appreciated.

FOR THE VISITOR

Since it is likely that most GMs will use this book as a guide to creating Canadian adventures for visiting American heroes, some basic travel advice should prove useful. This section will concentrate on Canada as seen by a visitor, most likely of American origin. It will hopefully help the GM avoid the twin pitfalls of mistaken assumption and flawed authenticity. After all, if one is going to create adventures on an international level, it only makes sense to take advantage of local flavour: the land should be used to work for you as a storyteller, not against you.

GETTING HERE

Getting into Canada from the United States is relatively simple. Permanent residents of the U.S. do not require passports or visas and can usually cross the U.S.-Canada border without difficulty or delay. It is a good idea to carry some identification papers showing citizenship, e.g., a birth, baptismal or voter's certificate. Permanent residents of the U.S. who are not U.S. citizens should also carry their Alien Registration Receipt Card (U.S. Form 1-151). Minors (persons under the age of 18) who are not accompanied by an adult may require a letter from a parent or guardian giving them permission to cross the border. Note that citizens of the United States may enter Canada from any country without requiring a passport or visa. Other legal residents are also visa-exempt if they enter Canada from the U.S. or St. Pierre and Miquelon, or if they are citizens of a different country that is visa-exempt. As a rule of thumb, personal baggage can be carried across the border freely; weapons and the like are an obvious exception to this rule. By law, revolvers, pistols and fully automatic firearms (and, by extension, similar supergadgets) are prohibited entry into Canada.

Visitors from most other countries require a valid passport or an acceptable travel document. Exceptions are citizens of France residing in St. Pierre and Miquelon and residents of Greenland.

TRAVEL

As of 1988, Canada had at least 119,999 km (74,564 miles) of railroad; 884,249 km (549,447 miles) of highway; 25 major ports; 4 major airfields; and many smaller ports and airfields. Obviously, there is no shortage in modes of transport—a necessity in a country of this size. Air and ship travel is much the same as anywhere else in the world and does not require elaborate explanation here. Keep in mind that the most important international connections are Vancouver to the west and Toronto and Montreal to the east.

Road travel will be basically familiar to visiting Americans, but there are a few differences worth noting. First, virtually all distance and speed signs are in kilometres and gasoline is sold in litres—remember that Canada is officially a metric country. Generally, the use of seatbelts is required by law, and most provinces also have mandatory motorcycle helmet regulations. The *Canadian Automobile Association* (CAA) is the equivalent of the AAA and provides services for members of the latter organization as well as the *Commonwealth Motoring Conference* and most other similar groups. Note that foreign vehicles entering Canada for touring purposes can generally stay up to 12 months with no special conditions, so most adventurers will be able to get their vehicles in under this clause (assuming that they aren't of the more militant variety).

COMMUNICATIONS

In the realm of communications, the American visitor will probably notice little difference at first glance. Our telephone, post office and broadcasting systems will be quite recognizable. In fact, you are as likely to see an American show on television as a Canadian one at any given time—more on some channels, especially since many American stations are received here by cable. Generally speaking, this is one area where Canada is closer to the U.S. than to Britain.

The one notable exception on both television and radio is the presence of the Canadian Broadcasting Corporation (CBC)—Canada's answer to Britain's BBC. It broadcasts in both English and French and concentrates on Canadian content: at least 70% of its television programs and 80% of its radio programs are supposed to be of local origin. Typical of many Canadian institutions, the CBC is a sort of a British-American hybrid. It is a Crown corporation, with just under half its revenues being subsidized by the taxpayer in the form of government grants. The rest of the funding comes from advertising, and this has created some conflict with the privately owned networks: they feel that the CBC receives an unfair advantage by competing for commercial revenue without needing to be profitable. Others argue that this is a necessary compromise if Canada is to retain a truly national network: the government cannot carry the entire financial burden, and Canadians have rejected the British solution of charging consumers a license fee. Recent events have favoured the detractors, however: the government has drastically cut back the CBC's budget, so it may have to undergo some dramatic changes to survive in the market. This has met with the full range of reactions from Canadians, from outrage to total disinterest.

Canadian programming, like the Canadian character, tends to be somewhat reserved. Violence is much more low-key and plots (even on soap operas) tend to be more down-to-earth. Canada has never been famous for show business; we tend to be better educators than entertainers. Documentaries and classic dramas are the Canadian strongpoints. The drama, *Anne of Green Gables*, for example, made people all over the country turn away from American television for a night in 1985, drawing the largest audience in Canadian history.

TIME ZONES

Due to its vast size, Canada covers seven of the world's twenty-four time zones. The total difference between the Newfoundland Zone and the Yukon Zone is 5.5 hours, because there is only a one-half hour difference between the Newfoundland Zone and the Atlantic Zone. As a matter of interest, here are the zones involved and a comparison of times:

Yukon (Alaska, western edge of Yukon).....	Noon
Pacific (Yukon, British Columbia, western Northwest Territories)	1:00 p.m.
Mountain (eastern edge of B.C., Alberta, central NWT)	2:00 p.m.
Central (Saskatchewan, Manitoba, western Ontario, eastern NWT)	3:00 p.m.
Eastern (eastern Ontario, western Quebec) ...	4:00 p.m.
Atlantic (eastern Quebec, New Brunswick, Nova Scotia, PEI, western Newfoundland) .	5:00 p.m.
Newfoundland (most of Newfoundland)	5:30 p.m.

To give you an international comparison: on the table above it would be 9:00 p.m. in Britain and 11:00 a.m. in Hawaii; California uses Pacific time and New York uses Eastern.

HOLIDAYS

Canada has both federal and provincial holidays. The former include: New Year's Day (Jan. 1); Easter (first Sunday after the first full moon that coincides with or comes after the spring equinox); Good Friday (Friday before Easter); Easter Monday (day after Easter); Victoria Day (third or fourth Monday in May); Canada Day (July 1; used to be Dominion Day); Labour Day (first Monday in September); Thanksgiving (second Monday in October); Remembrance Day (Nov. 11); Christmas (Dec. 25); and Boxing Day (Dec. 26). Each province has its own individual holidays which are too numerous to list here; note, however, that the first Monday in August is a holiday in many provinces. June 24 is notable in Quebec as Saint-Jean Baptiste Day.

MONETARY MATTERS

Canada's monetary system is much the same as in the U.S.: one dollar is made up of 100 pennies, 20 nickels, 10 dimes and/or 4 quarters. In fact, the coins are even roughly similar in size and appearance (aside from the words and decorative features, of course). Recently, the dollar bill was replaced by a coin, although a few bills still crop up once in a while and are accepted as legal tender. The coin is gold-coloured and larger than the rest, with a picture of the Queen on one side and a loon on the other. Its introduction was not entirely popular: it is usually called a "Loonie," and not just because it has the bird on one side. Canadian bills are quite different from their American counterparts: they are larger, more colourful and, according to most visitors, prettier. Each has a unique colour scheme, with a historical personage on one side and a wilderness scene or bird on the other. The denomination is clearly marked on both sides.

Note that American money is generally accepted here without question. Actually, the real culture shock in this regard is for Canadians, not Americans: we tend to have trouble telling U.S. bills apart at a glance.

A DAY IN THE LIFE.

During an average day, there are numerous small details that differentiate the Canadian lifestyle from that of an American. Most of these are too minor to warrant a section unto themselves; yet, they can be useful for setting the scene. By throwing in a few such details, the GM can make it subtly clear that the PCs are *not* at home and can't always take things for granted. In fact, Canada's very similarity to the United States can make it especially tricky for the American visitor: it is easy to be lulled into assuming that every important detail is the same when it most certainly isn't. A number of these "minor details" have been collected and summarized in this section for quick reference by the GM.

- Canada's excellent Medicare system protects citizens from financial disaster due to accident or illness; in fact, most Canadians are baffled by the American attitude towards health care being a private concern. On the negative side, our hospital services are just as expensive as anywhere else and visitors are not covered by Medicare: anyone from another country who plans to get hurt here would be well advised to obtain travellers health insurance before leaving home.
- Canadians tend to be more cautious financially than Americans: on the average, we invest less in our own economy but save twice as much in the bank. And even with our good health system, we take out more insurance than any other people in the world.
- Forget what you read about Canada's national sport being lacrosse—most of us don't even know the rules. Canada's real love affair is with hockey, which has become as much a national mythology as a game. It is a source of national pride and national anguish—the latter primarily because our Olympic teams, made up of junior players, are regularly beaten by the Russians and Czechs. Traffic came to a halt and strangers hugged each other when a team of all-star professionals from the National Hockey League beat the Russians in an eight-game series in 1972—and this coming from a people known for their reserve.
- The publishing industry is heavily concentrated in the Toronto area, and Canada's most widely read newspapers also originate here: *Globe and Mail* and *The Toronto Star*. To the west, the *Vancouver Sun*, *The Province*, and the *Calgary Herald* are names of note.
- The age of majority varies from province to province but is generally either 18 or 19. A driver's licence can be obtained at age 16.
- Legally, "no person shall be on a roadway for the purpose of soliciting a ride of any vehicle"; in other words, hitchhiking is a no-no. In practice, however, this rule can be avoided by staying outside city limits and keeping well off the road—technically, the "roadway" does not include the shoulder.
- Most American visitors comment on the cleanliness of Canadian cities: litter and graffiti are minimal when compared to U.S. cities of equivalent size. I don't pretend to know exactly why this is, but I suspect it has something to do with the fact that Canadians *like* receiving these compliments as a matter of pride; thus, municipalities spend more effort (and money) on this area. Then, too, Canada may not be one of the strongest advocates of ecology, but it was one of the earliest, and a certain respect for the landscape has become ingrained in many people.
- Organized crime has never been a major factor in Canada, even in the largest cities. There are doubtless some connections here, but nothing like the network of influence in the U.S. Several possible explanations can be put forward for this: different patterns of immigration, a smaller population spread over a larger area (read as: less potential profit), heavy government regulation of choice areas (gambling and the like), the stern reputation of the RCMP—probably all of the above. On the other hand, street gangs—often imported, at least in name, from the Orient—are becoming something of a problem in areas like Vancouver.



LOCAL HEROES AND VILLAINS

Andrea: Unhappy the land that has no heroes.

Galileo: No, unhappy the land that needs heroes.

—Bertolt Brecht, Galileo

This section provides an assortment of NPCs, heroic, villainous and ambiguous, who can be used in scenarios involving Canada. Incidentally, the backgrounds for some of these characters involve “standard” characters or groups drawn from the rest of the *Champions Universe*.

ADJUSTMENTS FOR DIFFERENT POWER LEVELS

These characters are mostly designed for use in standard superhero campaigns; that is, games with characters built on about 100 points plus 100-150 disadvantage points and with 0-100 or so experience. Some of these characters have a lot more points than that, but if so, either they’re built more for flexibility than as combat machines, or they are “loners” who are happy to fight whole teams of opponents. GMs who are running campaigns at different power-levels should feel free to adjust them accordingly. For low-power and “heroic” campaigns, this may even mean removing characters’ super-powers and/or reducing them to “Normal Characteristic Maxima” levels, perhaps substituting guns for energy blasts and Persuasion skill for Mind Control. For very high power campaigns, just add STR, DEX, SPD, dice of damage, and skill levels, until you’re satisfied.

ABBREVIATIONS USED IN THIS BOOK

Abbreviation	Game Term
"	inches (i.e., hexes)
Act	Activation Roll
Adv	Advantage
AP	Armour Piercing
AK	Area Knowledge
AVLD	Attack vs. Limited Defences (will usually be followed by a description of the appropriate defence in brackets)
DC	Damage Class
Disad	Disadvantage
EB	Energy Blast
FAM	Familiarity
FF	Force Field
HA	Hand-to-Hand Attack (added damage)
HKA	Hand-to-Hand Killing Attack
IAF	Inobvious Accessible Focus
IIF	Inobvious Inaccessible Focus
IR	Infra-Red
KB	Knock-Back
KS	Knowledge Skill
m	Variable Slot (in a Multipower)
NCI	Non-Combat Influence
NND	(Attack with) No Normal Defence (will usually be followed by a description of the attack or the appropriate defence)
OAF	Obvious Accessible Focus
OIF	Obvious Inaccessible Focus
PER	Perception
ph	Phase
pow	powerful
PS	Professional Skill
pts	points
Rec	Recover (from Berserk/Enraged)
Red	Reduced
RKA	Ranged Killing Attack
R Mod	Range Modifier
SC	Science
TK	Telekinesis
u Fixed	("Ultra") Slot (in a Multipower)
UV	Ultra-Violet
w/	with
w/o	without

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SENTINELS HQ

MEMBERSHIP

Skylark, Sirius, Ambrosia, Adamantine. A-Man is a reserve member.

ORIGIN

When Skylark and Sirius first paired up in Vancouver, the idea of forming a larger group seemed remote, indeed—they just liked working together. It seemed only practical to occasionally team up with other local and visiting independents for tough “jobs,” as well. They found it almost amusing when they became recognized as the “core” of Vancouver’s small superhero scene, and the press quipped the name “Sentinels” to refer to their tenuous group of irregulars, including A-Man and the recently reformed Ambrosia. In general, it was more of an adventurers’ club than a formal team.

Of course, this situation couldn’t last. Although the individual members were generally popular, the public began to view the growing “organization” (as it was perceived) with some concern: one or two obviously good heroes who appeared only when they were needed was one thing, but a whole flock of superhumans—many not even from the area and none answering to any particular recognized authority—was quite another.

At the same time, certain levels of government and the military were starting to become out-spoken concerning the fact that Canada was falling behind other countries in its ability to deal with the threat of superhuman criminals. After one particularly embarrassing incident when a group of U.S.-based villains known as the Conquerors broke into a Canadian mall and then, instead of fleeing, lingered in the area to laugh at the local authorities’ attempted retaliation, the situation became intolerable. Clearly, the government would have to form an organization capable of dealing with such incidents. And how better to do this than to recruit an already existing team to the cause?

Ambrosia was only too happy to get involved, since it ensured that she wouldn’t have to go to jail, but A-Man, who was already starting to regret the way his second life was wreaking havoc with his journalism career, was less certain. Skylark and Sirius were unsure at first, but the offer was too tempting to refuse for long: a salary, a base, recognized police authority... In short, everything they had been lacking to do their “job” properly before. The group would have to move to Toronto, but this seemed a small price to pay.

The other provinces—particularly British Columbia—thought otherwise. It soon became clear that the project would have to expand to a national level, so plans were drafted to create a total of three branches, protecting the Pacific, Central and Atlantic regions. One of Skylark’s first tasks, as team leader, was to help form the two new groups and set up organizational procedures with government liai-

sons. Fortunately, it was relatively easy to build the core of each team using independents from previous encounters. The groups were then filled out with new heroes, encouraged to “come out of the closet” by the legitimacy the government presence implied.

The first group of Sentinels quickly earned popular support by defeating the extremely powerful supervillain known as Borealis. Later victories, not only against Canadian villains, but various “world-class” threats such as Mechanon, Dark Seraph, and Eurostar, favorably established all three teams in not only Canada’s public opinion, but in the rest of the world’s as well.

At this point in time, the three Sentinels bases are located in Vancouver, Toronto and Halifax. Each has four regular members, and the former two each have a reserve. The reserve members do not draw a salary except when actually “called to duty” (a situation which has never—officially—arisen) but have police status and are welcome in any Sentinels base while in the area. A-Man travels extensively, so he usually only takes advantage of this to visit his friends in Toronto. Minstrel, on the other hand, practically lives at the Vancouver base.

TACTICS

The core Sentinels group runs with a smoothness that only long familiarity and friendship could allow. Skylark is unquestioned as leader, but each member is also fully capable of working independently. When time allows, Skylark will try to find out all that he can about potential opposition and build a few minor gadgets accordingly. He will then formulate a general plan, with specifics being filled in as needed by the members involved. Both he and Sirius are sticklers for having a backup plan whenever possible. When time is at a premium, Skylark will give a few general orders and then let the team do what it does best: work together, covering each other’s weaknesses and enhancing each other’s strengths. This form of “democratic command,” with Skylark acting primarily as a coordinator, sounds like it would be prone to confusion, and it has caused more than one government official to shake his head in bewilderment; in practice, however, the team has worked so long together that they function better in this semi-intuitive manner than they ever would with a concrete battle plan. The only problem it presents (in theory) is the initiation of new members; as yet this has applied only to Adamantine, though, and he was clever enough to fit in quickly, anyway. Note that the group *does* have one standard tactic: various code words are used when speed and secrecy are imperative. For example, Skylark will yell “Geronimo” and point at his target just before using his flash attack to make sure no one gets in its way; “Bullseye” tells each Sentinel to finish what he is doing as quickly as possible and concentrate on the target indicated by the speaker; and so on.

GROUP RELATIONS

A genuine friendship exists between the members of Sentinels HQ. In the group's early history, Ambrosia was a bit of a problem at times (for obvious reasons), but by this point any serious differences have been resolved. The fact that they mostly began as friends before they became a formal team has ensured an atmosphere of easy-going understanding and cooperation at the base. Adamantine is the only person who wasn't there from the beginning, and he is so unassuming that people can't help but get along with him.

EXTERNAL RELATIONS

Generally speaking, the Toronto Sentinels group is considered to be a model for the others to follow—a clearly successful experiment, as far as the government is concerned. Skylark is careful to maintain good relations with all of the group's many government contacts, and an atmosphere of genuine friendship exists with the RCMP and local police. The group did go through a rather lengthy "probationary" period which was not always so smooth, but they ultimately came through with flying colours. The only real problem that crops up now and again is the fact that the Toronto group, with its central location, occasionally has to suffer the whims of errant politicians when any change in government or government policy occurs. Skylark tries to take this with good grace, but he obviously does not like having the rules changed on him when a new ministry decides it needs the group to perform some (often inappropriate) function. As Ambrosia says, "At least we get to go to a lot of parties..."

Being a basically friendly sort, Skylark usually gets along well with independents, as long as they have a clear code of conduct that he can respect. Unfortunately, as leader of the "official" team, he sometimes has the task of tracking down and "screening" such individuals. Thus, under the wrong circumstances, the Sentinels can seem a good deal less friendly than they really are.

Related to this is the fact that the Sentinels are expected to act as liaisons with visiting superhumans. Foreign independents or teams who make themselves known in Canada

will almost certainly be approached by members from the nearest base for a quick "once over." Those stirring up trouble will be assumed to be super criminals and treated accordingly. Sentinels legal policy is derived almost directly from that of the RCMP and takes a very dim view of anything which has the potential to endanger innocents.

On the other hand, any group or individual contacting Skylark (or any team member) with a reasonable request for aid can be virtually assured of help. The only catch which applies here is that Sentinels authority is strictly national and does not extend to other countries. If a Sentinel wishes to leave Canada for any reason other than a civilian vacation, he must go through the proper government channels—which can take weeks. Since joining the government, the group's mobility has definitely suffered.

TEAM RESOURCES

In theory, the Sentinels have (limited) access to the full resources of the Canadian government and armed forces; in practice, however, budget considerations and government red tape greatly restrict these privileges. Since this seldom comes into play, it has not been included in the members' individual descriptions: assume that experience will cover any necessary point costs. Each base is really more of a secluded office building than a classic "command centre," although one area is devoted to a lab and decent computer system; thus, the point cost here is also minimal. This is not just for the sake of economy, by the way: it was decided early on that each base would be designed to look as friendly, "normal" and accessible to the public as possible. This accessibility was considered to be more important than security: as one government official aptly put it, "If they can't look after themselves, how can we expect them to look after the country?" This did not prevent them from placing each base at the very edge of its respective city, however. Each group has a van (use GMC Panel Truck specifications from *Champions*, page 195) which is normal except for a few police "add-ons"—radio, siren, flashing lights, etc. When more elaborate facilities or transportation are required, the team is expected to work through the RCMP or the military, as appropriate.

ADAMANTINE			
Val	Char	Cost	Combat Stats
10/50*	STR	32	OCV: 4/7*
13/20*	DEX	26	DCV: 4/7*
13/33*	CON	38	ECV: 5
10/12*	BOD	3	Phases: 4, 8, 12 / 3, 5, 8, 10, 12
18	INT	8	
14	EGO	8	Costs
10/20*	PRE	8	
14/8*	COM	1	Char: 166 Base: 100
2/24*	PD	11	
3/24*	ED	14	Powers: 99 Disad: 165
3/5*	SPD	17	
5/17*	REC	0	Totals: 265 265
26/66*	END	0	
22/56*	STUN	0	
Cost	Powers	END	
3	Instant Change, Concentrate 1 phase at 0 DCV to activate	0	
10*	x½ END with STR	0	
6*	Hardened 16 PD, 16 ED	0	
16*	Damage Resistance 16 PD, 16 ED, Hardened	0	
17*	3D6 Absorption vs Physical, goes to Resistant PD (3 pts = 1 rPD), maximum 24 pts (= 8 rPD)	0	
17*	3D6 Absorption vs Energy, goes to Resistant ED (3 pts = 1 rED), maximum 24 pts (= 8 rED)	0	
3*	Knockback Resistance -2"	0	
6	Lack of Weakness -6	0	
Skills & Talents			
3	Computer Programming, 13-		
4	SC: Mathematics, 14-		
3	SC: Physics, 13-		
4	SC: Subatomic Physics, 14-		
1	PS: Researcher, 11- (added to free 8-)		
1	Conversational French		
5	1 Level w/all Hand-to-Hand Combat		
100+	Disadvantages		
10	Vulnerability: 1.5x STUN from sonics and vibration		
10	Accidental Change to hero form if hurt (BOD damage), 11-		
20	Psych Lim: Code vs Killing (Com, Total)		
20	Psych Lim: Protects innocents at all costs (Com, Total)		
10	Psych Lim: Acrophobia (Unc, Str)		
10	Distinctive Features: metallic flesh, high mass (Con, Noticed)		
10	DNPC: Normal friend and ex-lab assistant, Helen Brady, 8-		
5	Reputation: Sentinel, 8- (newest member)		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Hunted: Radium (As Pow, 8-)		
15	Secret Identity		
15	Experience		
* These characteristics and powers have the Only in Hero ID Limitation (-¼).			



Name: Adam Nicholas Tyler, Researcher

Personal Details: Born: February 7, 1965. Height: 5'11" / 6'1." Weight: 77 / 173 kg. Hair: Brown / None; clean-shaven. Eyes: Blue / Glowing green.

Background: Adam Tyler was a scientist working at a research centre in Toronto, specializing in subatomic physics and quantum mechanics. While he was puttering in the lab one day, a group of VIPER agents raided the centre to steal a supposedly secret project from another department. Adam called the police and hid, but he was discovered and tossed into an experimental particle bombardment chamber to keep him out from underfoot. Out of curiosity, one of the agents activated the device and, when nothing interesting happened, wandered off.

Several minutes later, the police showed up. The device was shut down, and Adam was discovered comatose inside the chamber—not a bad thing in itself, since he should have been dead. He was ill for several days but eventually recovered, only to discover that he had developed paranormal powers. Using his new abilities, Adam tracked down and defeated the VIPER agents, returning the stolen equipment. During this incident, he fell in with the Sentinels, and it seemed only logical to join them permanently thereafter.

Adam has kept in touch with Helen Brady, his assistant from the research centre. She does not know about his powers but is growing suspicious. Since she is a little infatuated with him, this has presented occasional problems in maintaining his secret identity.

Quote: "This is going to hurt you a lot more than it hurts me..."

Personality: Adam is a very easy-going sort of person, equally comfortable by himself or in a group. He is fond of tinkering around the Sentinels lab but is generally more of a theoretician than a gadgeteer: he and Skylark complement each other well in this regard. As the newest member of the Sentinels HQ group—and the only member not of the original "pre-government sponsorship" team—he is still getting used to being a superhero and associating with others of the same ilk. As a result, he tends to err on the side of caution and is particularly careful where innocents are involved. He is quite selfless in this regard—a truly brave person, willing to risk his own life to save others without a second thought. His common sense is also noteworthy, and he tends to be a voice of calm and reason even under the strangest of circumstances.

Powers/Tactics: With a moment of intense concentration, Adam Tyler is able to change form, altering his molecular structure into a denser, metallic substance which is actually strengthened when penetrated by most forms of energy. In effect, the more you hurt him, the harder he is to hurt again. In his altered form, he is also paranormally strong and resistant to the elements.

Remember that alteration powers have only half effect on defences; thus, 3 absorbed character points give Adamantine only 1 point of resistant PD, not 2.

Adam tends to be a cautious planner but won't hesitate to throw himself whole-heartedly into a situation that obviously requires quick action. He is well aware that he is much tougher than the rest of his friends and is quick to protect them, counting on his growing resistance to keep him from taking too much damage. He is a good advisor but not really a leader: he feels most comfortable taking orders from the senior members, throwing his input in where it will be most useful.

Appearance: In his natural form, Adam is a fairly handsome young man, prone to wearing slightly rumpled suits and lab coats. As Adamantine, he has smooth, platinum skin, glowing green eyes and no hair. After absorbing a large amount of damage, his skin also gives off a faint green glow, presumably caused by his body throwing off excess energy in the form of light. His costume is a simple dark blue and peach tunic (blue chest and shoulders, peach abdomen) with dark blue boots and a red belt. His arms, hands and legs are bare, and he wears no mask: his altered appearance makes disguise unnecessary.

SKYLARK			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7 DCV: 7 ECV: 5 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 125 Base: 100 Powers: 175 Disad: 200 Totals: 300 300
20	DEX	30	
18	CON	16	
10	BOD	0	
23	INT	13	
14	EGO	8	
18	PRE	8	
14	COM	2	
6	PD	2	
6	ED	2	
6	SPD	30	
10	REC	4	
36	END	0	
29	STUN	0	
Cost	Powers	END	
26	Power Pool (Gadgets), 20 point pool, focussed powers only (-1/4 for IIF as minimum), only change in lab (-1/2)	0	
27*	Multipower (40 point reserve)	0	
3 u*	8D6 heat-based EB vs ED, 16 Charges	0	
3 u*	4D6 Flash vs normal sight, 16 Charges	0	
2 u*	Invisibility to normal & IR sight, 8 Charges of 1 turn	0	
16	Armour +8 PD, +8 ED, OIF bodysuit	0	
29	Flight 15," x4 non-combat, x1/2 END, OIF harness	1	
6	Telescopic Vision +6, OIF visor	0	
Skills & Talents			
10	2D6 Luck		
3, 3	Acrobatics, 13-; Breakfall, 13-		
3, 5	Computer Programming, 14-; Electronics, 13-		
5, 3	Gadgeteering, 15-; Inventor, 15-		
3, 3	Mechanics, 12-; Scientist		
2, 2	SC: Chemistry, 14-; SC: Mathematics, 14-		
2, 3	SC: Optics, 14-; SC: Physics, 15-		
2	SC: Robotics, 14-		
3	KS: Super Beings		
	(as known to Canadian government), 14-		
2	Fluent French (English is native)		
3	1 Level w/Multipower		
3	1 Level w/Flight (turn mode, dodge, move through)		
3	1 Level w/Electronics, Inventor & Mechanics (included)		
100+	Disadvantages		
10	Vulnerability 1.5x STUN from sonics, vibration & vertigo		
5	Enraged if innocents hurt, 8-, 14-		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Scientific curiosity (Com, Str)		
15	Psych Lim: In love with/protective of Sirius (Com, Str)		
10	Reputation: Leader of Sentinels & all-round hero, 11-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
15	Hunted: Multicorp (Ls Pow, NCI, 11-)		
15	Hunted: Lord Dire (Mo Pow, 8-)		
15	Secret Identity		
70	Experience		
* OIF wristbands (Breakable, Universal)			
Note: All other foci are also Breakable and Universal, except the Flight harness, which is Personal.			

Name: Dr. James (Jim) Adam Elliot, Physicist

Personal Details: Born: July 3, 1963. Height: 5'11." Weight: 77 kg. Hair: Brown, wavy; clean shaven. Eyes: Brown.

Background: Jim Elliot had always led something of a charmed life. Born to a happy family in Toronto, Jim was good looking, popular and bright—he seemed to have everything going for him. Always a bit of a whiz-kid, Jim breezed through university, getting a doctorate in physics at an unusually early age. Almost immediately, he was picked up by a large research company, Multicorp International—a perfect job that allowed him plenty of free time to do (sometimes impractical) experimentation. Here he developed a number of fascinating inventions, including a flying harness, a specialized microwave emitter and several others.

Of course, his luck had to run out eventually. He accidentally stumbled across some Multicorp computer files that looked less than legal and was faced with the choice of either ignoring their implications and continuing the job he loved or following his conscience. He agonized for the rest of the day and finally resolved to bring it to the attention of the authorities. Unfortunately, he had waited too long: the leak was detected, and he was unable to find any proof to substantiate his claims. Realizing that there was nothing more he could do, Jim stole the materials and plans from his experiments and fled, knowing that the crooked company probably wouldn't go to the authorities. He vowed to stop them somehow and, in the meantime, decided to use his devices to prevent other injustices in the guise of Skylark.

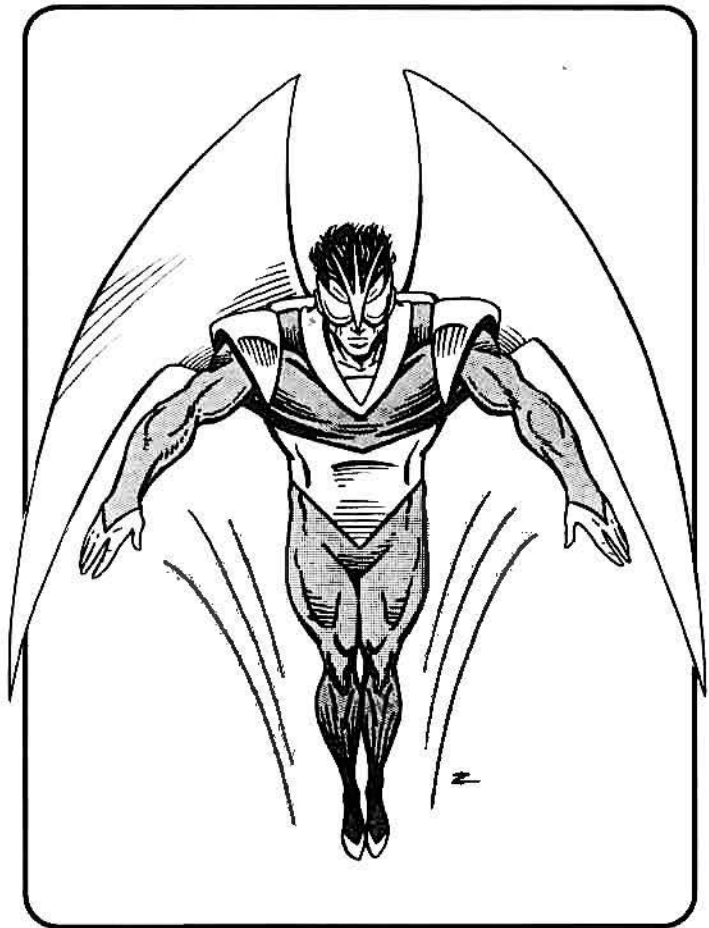
Jim moved to the west coast and almost immediately ran afoul of The Amazing Booster. Through a combination of skill and sheer luck, he stopped the villain, who vowed vengeance. Although this vendetta has since run its course, the hostility between Skylark and Booster was a well-publicized fact for many months: it is now more meaningful to the press than to the two people involved.

Less well known but much more serious is the enmity between Skylark and Lord Dire, which extends to their respective secret identities. After a number of encounters, the two realized that they knew each other from university, and a rivalry has existed ever since, at least on the part of the would-be world conqueror.

Skylark soon met Sirius and the two became inseparable, eventually founding the first Sentinels team. It wasn't much longer before they were happily married. Later, when the organization was placed under government sponsorship, the Sentinels base was moved to its current central location in Toronto. As leader of the original team, Skylark was the natural choice to head the new HQ.

Quote: "Give me an hour, and I'll whip something up in the lab."

Personality: Jim is prone to keen analytical insight which can border on genius; however, this would not be your first guess on talking with him. Although he certainly seems bright enough, he is not what one pictures in a brilliant physicist: friendly, outgoing, charming—more of a diplomat than a scientist. In costume, he is a bit of a swashbuckler—but never a show-off—and an eternal optimist; in a pinch, however, he becomes a serious and very capable leader. On the administrative end, his tact and disarming manner make him a good government and public liaison. In short, he is ideal for the difficult position he now holds. Only Kathleen knows that his cheerful front covers occasional moments of doubt, brought on primarily by his own modesty and aggravated by the pressures of juggling often impractical government policies with real-world problems.



Powers/Tactics: Originally, Skylark possessed no paranormal abilities beyond a keen intellect and a knack for gadgeteering: all of his powers stemmed from the many devices he built himself. Recently, he perfected a serum which granted him enhanced physical characteristics, bringing him to the peak of normal human potential and beyond.

In combat, Skylark uses his flight extensively, both to scout out the opposition and to deliver rapid-fire attacks with his wrist weapons. He is no combat machine and realizes it; however, his mobility makes him an excellent skirmisher and also allows him to maintain a visible command presence for the rest of the team. In particular, his flash attack is useful for softening up opposition or (ideally) ending an unwanted fight before it even begins. His invisibility is mainly used for scouting and spying but has useful applications in short battles, as well—for example, to quickly remove enemy leadership. Skylark has no qualms with using sneaky tactics to end a fight as painlessly as possible for both sides: he hates to see anyone get hurt.

Appearance: Jim Elliot is fit and looks ruggedly handsome; in fact, he is even more fit than he actually appears, having been altered by an experimental mutagen. His costume, as Skylark, befits his colourful name: his bodysuit has a cerulean (bright blue) top, sleeves and boots, with red-gold gloves, abdomen and legs. His headgear is also blue, with a red-orange visor, and his wing-like flight harness shimmers from red at the top to golden-yellow at the "wing tips." The result is not quite gaudy but definitely eye-catching—rather like a bronze sunrise against an azure sky. He gets a little teasing from the rest of the group about his costume, but no one can say it isn't sporty.

SIRIUS			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 7
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
20	EGO	20	Costs
15	PRE	5	Char: 140 Base: 100
18	COM	4	Powers: 145 Disad: 185
7	PD	4	Totals: 285 285
10	ED	5	
5	SPD	17	
14	REC	12	
46	END	0	
30	STUN	0	
Cost	Powers	END	
33	Multiform: 165 point Irish Wolfhound (see below)	0	
38*	Multipower (77 point reserve)		
2 u*	Flamebolt (50): 8D6 heat-based EB vs ED	2	
3 u*	Sleep (52): 3D6 STUN Drain, Ranged	2	
2 u*	Charm (50): 8D6 Mind Control	2	
1 u*	Shield (25): +10 PD, +10 ED Force Field	1	
1 u*	Levitate (25): 10" Flight	1	
1 u*	Heal (25): 4D6 Aid for STUN & BOD (as opt. rule)	1	
1 u*	Mindtouch (25): 4D6 Telepathy	1	
7#	Mental Defence -10 (-14 total)	0	
7#	Change Environment to create light in 2-hex radius, No Range, 0 END	0	
9	Detect Magic, Range & Discriminatory, Requires Magic Roll	0	
Skills & Talents			
21,1	Magic Skill, 21-; FAM: Alchemy, 8-		
3, 2§	Computer Programming, 12-; Riding, 14-		
3, 3	KS: English Literature, 12-; KS: English History, 12-		
1	PS: Teacher, 11- (added to free 8-)		
1§	Transport FAM: Small Ground Vehicles		
2	Fluent French (English is native)		
3	1 Level w/Multipower		
100+ Disadvantages			
10	Vulnerability: 1.5x effect from Drains & Transfers		
15	Psych Lim: Code vs Killing (Com, Str)		
15	Psych Lim: In love with/protective of Skylark (Com, Str)		
10	Psych Lim: Claustrophobia (Unc, Str)		
10	Reputation: Sentinel, 11-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: Nycademos (As Pow, 8-)		
10	Hunted: Blackjack (As Pow, 8-)		
5	Unluck: 1D6		
15	Secret Identity		
60	Experience		
* All Multipower slots are magic-based, with x½ END Cost and the following Limitations: Gestures (-¼), Incantation (-¼) and Requires a Magic Skill Roll (-½). For the GM's convenience, each ultra slot has the spell name listed and the reserve points required to use the slot (in parentheses). Note that Sirius can effectively use one attack and one non-attack simultaneously without exceeding her reserve.			
# IAF magic amulet (Unbreakable, Universal).			
§ Due to her unusual background, Sirius does not get TF: Small Ground Vehicles as an Everyman skill; however, she does get one free point of Riding.			

SIRIUS (IRISH WOLFHOUND FORM)

15 STR 17 DEX 23 CON 10 BOD 13 INT

17 EGO 15 PRE 10 COM 9 PD 8 ED

5 SPD 10 REC 46 END 30 STUN

Powers and Skills: ½D6 HKA (1D6+1 w/STR), 0 END; +3" Running (9" total); Discriminatory Smell; Enhanced PER +2 (= 14-); Enhanced Smell +1 (= 15-); Tracking Scent; Ultra-sonic Hearing; Combat Sense, 13-; Stealth, 12-

Disadvantages: Accidental Change to human form when affected by anti-magic, 14-; Physical Limitation: No fine manipulation (Freq, Great); Psychological Limitations: as for human form

Name: Kathleen Marie Ashley, Teaching Assistant

Personal Details: Born: April 9, 1600 (effectively 1966). Height: 5'5." Weight: 54 kg. Hair: Black, wavy. Eyes: Blue.

Background: Kathleen was the much-loved daughter of a 17th century upper class country gentleman and, thus, grew up on an English estate, happy, slightly spoiled and headstrong. During her late teens, she decided to spend some time touring Italy, and managed to slip away from her army of guards and servants long enough to explore a local village on her own. Unfortunately, fate had other plans: unbeknownst to her, she had caught the eye of the village's most powerful and reclusive citizen, the evil alchemist/sorcerer, Alexander De Premio (cf. Nycademos). He had been researching a spell which would bind a spirit to an animal and only lacked a recently departed soul...

Leaving the village, Kathleen was killed instantly in a coach accident. Nycademos cast the enchantment, and Kathleen found herself standing on all fours in a tower, facing an ecstatic warlock. She soon discovered that she was able to transform between her own form and that of the alchemist's wolfhound. At first, she was grateful to Nycademos for returning her to life—not knowing, of course, that his spells had been instrumental in her death. She became his apprentice and learned many of his enchantments; however, as the months passed, she began to long for home. To make matters worse, Nycademos was starting to show his true colours and was taking an interest in Kathleen that was definitely not academic. When she announced her intent to leave, he threatened to revoke the life-binding spell. Frightened and unsure as to whether he was bluffing or not, Kathleen waited a few days and then tried to flee when things became unbearable. Nycademos captured her and, for reasons she only later discovered, placed her in a state of suspended animation.

In 1983, a team of archaeologists began excavating the ruined tower: the seal holding Kathleen in hibernation was broken, and she managed to crawl out unseen. She wandered briefly around the countryside in a daze before collapsing from hunger and fright. Hospitalized, she regained her strength and claimed amnesia. Other than her vague grasp of modern culture and strange accent, she seemed sane enough and was eventually released to return to England. There, her unusual plight gained her the sympathy of the public, and she became a sort of minor celebrity. She sold the last of her "antique" coins and jewels, set herself up in a flat and went to university, throwing herself into her studies of History and Literature. Her more arcane talents were guarded with the utmost care.



After graduating, Kathleen decided to leave England, which held too many painful memories. She set her sights on Canada and, luckily, was offered an assistant teaching position at Simon Fraser University in British Columbia. Scrounging up all of her available capital, she flew to Canada, boarded with an elderly lady (Eileen Joyce) in Burnaby and began her new life.

In time, Kathleen's thirst for excitement and desire to help others gravitated her into a second life as a super-heroine. She discovered that her arcane powers were rare and valuable assets in this line of work; in fact, they were instrumental in defeating Nycademos when he reappeared, also revived from a sleep of centuries. She soon teamed up with Jim Elliot (cf. Skylark), and the two of them eventually became the founding members of the Sentinels. By this time, the two were very much in love and got married.

During later adventures, Kathleen encountered wizards from the dimension of Onaria (cf. Minstrel) and had her transformation ability altered. The enchantment binding her to the dog's form was broken in such a way that her real body was mystically restored. Although she is not certain how or why, some part of the spell lingers, however, and she is now able to trigger a similar, lycanthropic change at will. She also received a mystic amulet for her brave deeds in the other dimension.

Sirius has crossed swords with many villains, including Genocide. Like most of her enemies, they cannot fathom her origin and have decided it is simplest to classify her as a mutant menace—particularly considering the company she keeps. For the same reason, she has not yet come to the attention of DEMON. Note that one of her arch-foes, the criminal mercenary, Blackjack, has not been included in this book, due to his non-Canadian (British) origin; however, he may appear in later supplements. If this becomes a problem, simply replace him with any suitable mercenary-type—for example, Grenadier from *Kingdom of Champions*.

Quote: "So, you don't believe in magic...?"

Personality: Kathleen is a versatile and strong-willed woman who has adjusted fairly well to the modern world. She has the quiet confidence of one who has put her life together against the odds. She is well aware of her own beauty but finds the idea of monopolizing on it distasteful. She is generally warm and friendly, more willing than not to give people the benefit of the doubt. However, she is fiercely protective of those she is close to and can have a cold streak when dealing with the more vicious enemies who endanger them. It is at such times that her original upbringing under "less civilized" conditions is most likely to assert itself.

Powers/Tactics: As previously noted, Sirius is able to take the form of an Irish wolfhound, greatly enhancing her normal senses and mobility. She possesses a good knowledge of sorcery and can produce many mystical effects. Her knowledge of alchemy is quite limited and mostly theoretical, since her training in this area was cut short.

Kathleen's spells make her fairly versatile in combat. As a rule of thumb, she prefers to render opponents senseless in the least painful way, using Sleep and Charm as a matter of preference. Against truly dangerous foes, however, she will not hesitate to use her more dangerous Flamebolt spell.

Sirius is a team player and gets along well with the rest of the group, working naturally to enhance her friends' strengths and cover their weaknesses. She is also good at working with newcomers and often helps Skylark in this context.

Appearance: Kathleen Ashley is a striking young woman with classically beautiful features—it is not surprising that Nycademos took an interest in her. Since she prefers classy (as opposed to flashy) clothes, her costume is relatively practical: a silver-grey tunic with billowy sleeves, dark blue pants, knee-high black boots and a dark blue domino mask. She jokes about wanting a cape but realized early on that it would only be an inconvenience. In canine form, she appears as a fairly large but otherwise normal sandy brown wolfhound.

AMBROSIA			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 7
18	CON	16	ECV: 7
9	BOD	-2	Phases: 3, 5, 8, 10, 12
13	INT	3	
20	EGO	20	Costs
20	PRE	10	Char: 110 Base: 100
20	COM	5	Powers: 190 Disad: 200
5	PD	3	
9	ED	5	Totals: 300 300
5	SPD	22	
8	REC	4	
36	END	0	
23	STUN	0	
Cost	Powers	END	
60*	Multipower (75 point reserve)		
6 u*	3D6, 3 DEF Entangle, Based on ECV (+1) —"bliss effect"		0
4 u*	10D6 Mental Illusions, only pleasant & non-damaging (-½)		0
5 u*	6D6 Mind Control + 4D6 vs men only (-½)		0
15	EC: EGO Domination Powers		
a-15	2D6 EGO Drain, slower return rate (5 character points 1 per minute = 1 EGO per 2 turns), x½ END		0
b-15	4D6 Telepathy, 0 END		0
c-15	Force Field +10 PD, +10 ED, 0 END —"pacifism field"		0
5	Mental Defence -5 (-9 total)		0
5	Power Defence -5		0
5	Discriminatory Smell		0
Skills & Talents			
5	1D6 Luck		
3, 3	Acting, 13-; Combat Driving, 13-		
3, 5	Conversation, 13-; Persuasion, 14-		
5, 3	Seduction, 14-; SC: Biochemistry, 12-		
3	SC: Cosmetology, 12-		
2	Fluent English (French is native)		
3	1 Level w/Multipower		
5	1 Level of Defence (+1 DCV versus all attacks)		
100+	Disadvantages		
15	Vulnerability: 1.5x STUN from physical killing attacks		
5	Vulnerability: 1.5x STUN from chemical attacks		
20	Psych Lim: Code vs Killing (Com, Total)		
10	Psych Lim: Nervous around killing attacks (Com, Mod)		
10	Psych Lim: Impulsive (Com, Mod)		
0	Dependence: 3D6/day (1D6/8 hours) without human contact		
10	Distinctive Features: Beauty & pleasant aura (Con, Noticed)		
10	Reputation: thief-turned-Sentinel & actress, 11-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: Purifier & Genocide (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Public Identity		
60	Experience		
* All powers are at 0 END Cost (+½) and have the Conditional Power Limitation: must not be cut off from target (-¼). See below.			

Name: Jocelyn Elise Dukart, Cosmetologist & Ex-Jewel Thief

Personal Details: Born: May 3, 1965. Height: 5'5." Weight: 53 kg. Hair: Blue-black, curly. Eyes: Green.

Background: Jocelyn was born with her twin sister, Genevieve (cf. Aura), in Caen, France. When she was only four, her family was involved in a boating disaster: Jocelyn was rescued, but the other three were lost and presumed dead. Ultimately, she went to live with her grandmother, Charlene Adele Dumont, in Quebec, Canada, and was raised there. Although she is not currently aware of it, her sister also survived the accident—albeit, with a case of amnesia—and was raised in England under the name of Jennifer Anne Morgan.

The rest of Jocelyn's childhood was relatively normal. She did well in school and went on to study cosmetology and some biochemistry at university. She proved to be a capable, popular student—perhaps a little too popular with the male half of the population at times. In fact, Jocelyn always seemed to have a way with people and was often able to sense their feelings even before they surfaced. Although she did not realize it, she was a mutant, with latent abilities that only surfaced at a very low level of power.

Eventually, Jocelyn went to work as a researcher for a cosmetics company, although many people thought she should be advertising perfumes rather than creating them. One day, when an over-affectionate colleague stumbled into a vat of experimental solution, Jocelyn was doused with the substance and passed out. When she came to, she discovered that the chemical had triggered a mutagenic change in her pheromonal system, enhancing and altering her latent powers to a superhuman level. Suddenly she found herself able to influence others on an almost telepathic level and generate positive emotions with a thought.

Jocelyn decided that this was too good an opportunity to pass up: why spend the rest of her life hidden away in a lab, working for an unremarkable wage, when she could have so much more? She became a jewel thief of a most unusual sort: she would simply walk into a store, ask for some merchandise and then stroll casually out with it, leaving the clerks gazing blissfully after her. At heart, she was really never much of a criminal, but her desire to become wealthy and her elation at how easily she could achieve this goal went to her head. In any event, her daring and obvious avoidance of violence made her a popular sort of villain with the public, save for those who feared her apparent mind control powers.

During this time, Ambrosia, as she now called herself, had a brief flirtation with VIPER. However, she was so utterly disgusted with their goals and methods that she walked out on her first mission, sending one of their top assassin's right into the hands of the police in the process. VIPER was not amused...

Ultimately, Ambrosia was apprehended by Sirius and Skylark. In fact, she had begun to feel a bit badly about her actions by then and didn't really put up much of a fight: she freely returned most of the stolen merchandise. Her trial was one of the most publicized media events in paranormal history and dragged on for several days, complicated by many issues, such as the fact that many of her "victims" refused to testify. Then, too, the sight of her held in a glass

room during the trial (thought necessary to prevent her from influencing witnesses) stirred a note of sympathy among the press. As expected, she was sentenced to imprisonment in the McHayle Institute—but no one cheered the verdict. Indeed, considering her cooperation, non-violence and “first offender” status, there were those who felt that the sentence was aimed more at removing a feared psionic than at punishing her in a fair manner.

Her incarceration proved to be more complicated than anyone had anticipated. Jocelyn soon discovered that her power was a double-edged sword: although she was now “tuned in” to other people, she could also no longer live without regular contact. Her confinement (solitary, due to the nature of her powers) soon began to destroy her health, and, when a break-out occurred at the Institute, she desperately fled in the confusion.

Eventually, she was discovered again by Sirius and Skylark; however, by that time, they were embroiled in another much more serious matter, helping a British hero stave off an invasion by a hoard of evil “dark elves.” She selflessly assisted them in their quest and was nearly killed in the process. When the tide turned in favour of the heroes, she was recognized for her bravery by the British government.

Unfortunately, she was still an escaped prisoner in Canada. Upon returning, she faced a whole new trial; however, this time she was placed in the custody of the newly formed Sentinels organization. Since she would have to stay at the base anyway, it seemed only logical for her to join the group. Since that time, Ambrosia has become a valuable member of the team, and her criminal career is a thing of the past. During a conflict between the Sentinels and Genocide, she saved several of her friends but nearly killed Purifier in the process. Needless to say, she has earned a place at the top of his hit list.

Recently, when Greg Carmen’s book on the Sentinels (cf. A-Man) was made into a movie, Jocelyn played herself, so her popularity is at another peak. Of course, this has also made leading any sort of normal life virtually impossible.

Sidenote: Jocelyn’s background is noteworthy, as it has affected several aspects of Canadian law, specifically with regard to superhumans. Her trial raised questions on the impartiality of courts when dealing with “undesirable” powers (e.g., mind control), and her incarceration forced the courts to examine the definition of “humane imprisonment” with regards to offenders who have unusual weaknesses. Legal philosophers are still debating some of the implications and trying to decide how future cases of this sort should be handled.

Quote: “I really think you’re going to have to do something about that nasty disposition of yours—or, better yet, I will...”

Personality: Jocelyn is a mixture of often contradictory personality traits. Although she seems to be an extrovert and enjoys being in the limelight, she is actually quite a private person. At times, she can be a bit self-centred, but, after talking with her for a while, one realizes that she seems much more interested in hearing about other people than in talking about herself. She exudes a casual confidence but, in fact, hides a number of lingering insecurities: in particular, she worries that people are more attracted to her pheromones than to her. She likes to “play dumb” so that people underestimate her; she is, in fact, not only intelligent but also



possessed of a good scientific background. It seems clear that she and Kathleen have almost nothing in common; yet, oddly enough, they have become very good friends. If nothing else, they are united by a strong desire to help other people.

Powers/Tactics: Ambrosia’s body produces a number of unique pheromones which she can use to influence others. She can produce pleasant illusions or lull victims into a sort of euphoric catatonia. She can virtually hypnotize men into obeying her will and influence women to a lesser degree. Her touch transmits an enzyme which weakens the will of the recipient, making him or her even more susceptible to her charms. Although her mutant telepathic powers are not especially potent, they have been enhanced to a point where she can occasionally sense thoughts as well as emotions. Note that some of Ambrosia’s powers are not technically mental and so are “visible” to three senses: Mental Awareness, Smell (a faint aroma, not unlike peach blossoms) and Unusual Senses which detect the presence of gaseous or chemical substances.

Many of Ambrosia’s powers will not function in a vacuum, through a corrosive medium or against anyone who is cut off from her in an airtight area—e.g., a spacesuit or sealed room. Unlike most mentalists, Ambrosia cannot affect a victim just by seeing him; there must be some sort of non-corrosive atmospheric medium (oxygen, water or whatever) that flows unobstructed between Ambrosia and her target. Of course, Ambrosia is well aware of this restriction and will do everything in her power to avoid letting it get in her way.

Note that having no sense of smell does not protect the victim since the chemicals work directly on the body, and self-contained breathing is a useful defence only if the rest of the victim's body is similarly insulated from the outside atmosphere.

Ambrosia's "entangle" is based on ECV. This means that STR and Energy Blasts have no effect on it: EGO rolls and EGO Attacks must be used instead. A character using his EGO to escape rolls 1D6 and pays 1 END per 5 points of EGO used. His EGO score may be pushed to increase the chance of success, as usual. The "entangle" can also be "damaged" by the EGO Attack power, either originating from the defender or one of his allies. Note that this is the one case in which EGO Attacks can do BODY damage (of a sort), although it is only versus the "entangle".

Recently, Ambrosia has honed her abilities to create a sort of "pacifism field." This causes even the most hostile opponent to hold back a bit when attacking her, effectively giving her a low power Force Field.

Ambrosia finds combat distasteful and particularly dislikes killing attacks. If at all possible, she will use her powers to neutralize at least one member of an opposing force as quickly as possible, preferably the leader or an imposing brick. If one enemy seems especially vicious, he will almost certainly be targeted first, or, better yet, she will have one of his own allies fight the battle for her. For obvious reasons, she concentrates on male characters when using her Mind Control. Under ideal conditions, she will first touch her victim to sap his resistance, making even a strong-willed target likely to succumb to her charms. Of course, her reputation makes such tactics more difficult now, so she may have to settle for less than ideal circumstances.

Appearance: Jocelyn Dukart is, frankly, stunning, and her mutant power only adds to her perceived beauty. Her pheromones continue to operate at a low level even when she is not concentrating, causing a pleasant "aura" to surround her; thus, she can only disguise herself with some difficulty, "masking her scent" with perfumes of her own creation. As Ambrosia, she wears a shimmering rainbow jumpsuit, designed to confuse the eye, with blue boots and gloves and black trim. At one time, she wore a half-face mask, but she leaves it off as often as not these days since everyone knows who she is now, anyway.

A-MAN (a.k.a. The Amorphous Man)

Name: Greg Brian Carmen, Journalist

Personal Details: Born: June 20, 1964. Height: 5'10." Weight: 76 kg. Hair: Dark brown, curly; moustache. Eyes: Blue.

Background: Greg spent a lot of his childhood trying to emulate his seemingly perfect older brother. Perhaps it was the stories of his brother's adventures as a world-travelling cameraman that drew him to journalism at first, but he proved to be very good at it and soon became a well-respected writer in his own right. He worked for a number of papers before settling in Vancouver to split his time between freelancing and reporting for the Sun.

As a journalist, he had a number of run-ins with the original Sentinels and got along pretty well with them. After the "dark elf incident" in England, he decided to write a book about their adventures and started hanging around Jim Elliot's

A-MAN (a.k.a. The Amorphous Man)			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
18	CON	16	ECV: 5
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
14	EGO	8	Costs
15	PRE	5	
10	COM	0	Char: 118 Base: 100
12	PD	8	
12	ED	8	Powers: 142 Disad: 160
5	SPD	17	
10	REC	4	Totals: 260 260
36	END	0	
29	STUN	0	
Cost	Powers	END	
40	Multipower (40 point reserve)		
3 m	4D6, 4 DEF Entangle, No Range, Feedback (A-Man is Entangle, so damage to it affects him, -1)	4	
3 u	Density Increase, 3 levels, with Linked 1 level of Shrinking, all 0 END: +15 STR, +3 PD, +3 ED, +2 DCV, -2 others' PER rolls, +2D6 "growth punch"	0	
1 u	Gliding 10"	0	
7 m	Stretching 5," 10" non-combat, 0 END	0	
6	EC: Elastic Form		
a-6	Damage Resistance, 12 PD, 12 ED	0	
b-24	Damage Reduction, 50% vs Physical, Resistant	0	
c-7	Life Support: self-contained breathing, vacuum/pressure	0	
d-6	Clinging, STR + 6	0	
e-6	Running +4," 0 END	0	
6	Knockback Resistance, -3"	0	
5	Lack of Weakness -5	0	
Skills & Talents			
3, 3	Breakfall, 13-; Conversation, 12-		
3, 3	Deduction, 12-; Streetwise, 12-		
3	PS: Journalist, 13- (added to free 8-)		
2	Fluent French (English is native)		
5	1 Level w/all Hand-to-Hand Combat		
100+	Disadvantages		
10	Vulnerability: 1.5x BODY from chemicals, solvents & acids		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Inquisitive (Com, Str)		
10	Psych Lim: Distrusts large corporations & likes to "dig up dirt" on them (Com, Mod)		
10	Susceptibility: 1D6 Drain vs Multipower reserve from cold attacks or per minute from temperatures below freezing		
10	Reputation: Sentinel & author, 11-		
10	DNPC: Normal reporter, Jean Caldwell, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
10	Hunted: Ergon (Ls Pow, NCI, 8-)		
10	Hunted: Multicorp (Ls Pow, NCI, 8-)		
10	Public Identity		
35	Experience		

place. Ambrosia even made him a costume as an affectionate joke—the “A” being left over from one of her own original costume designs and standing for “aggravating,” “amazing,” “addled” or whatever else seemed appropriate. It was during this time that he had a little accident...

Although Greg knew little about science, he was always fascinated by Skylark’s experiments and often peeked into the lab. On one such occasion, when Skylark was working on an experimental colloidal substance, Greg accidentally knocked over a beaker and an explosion resulted. Skylark made it out relatively uninjured, but Greg was unconscious and in rough shape. He was rushed to the hospital, but things didn’t look promising, especially when he stopped breathing without assistance.

Miraculously, he suddenly began to make a rapid recovery. To everyone’s astonishment, he awoke one day and got up to look around—still not breathing! Apparently, the chemicals had saturated his body externally and internally, altering his molecular structure. Greg suddenly found that he possessed the powers he had only written about before. Naturally, he joined the Sentinels.

Between adventures, Greg finished his book, which became a best-seller. By the time a movie deal was being arranged, Greg Carmen was a well-known “paranormal expert,” regularly appearing on talk shows all across Canada. He felt guilty, however, representing himself as an “objective normal observer” among paranormals and, after much soul-searching, decided to go public with his A-Man identity. Of course, this raised quite a stir and, for a time, both of his names were household words.

A-Man has seen several “generations” of heroes go by. When the Sentinels went “official” and moved to Toronto, Greg decided to stay in Vancouver and was chosen to lead the new Pacific team. This lasted only briefly, as Greg felt uncomfortable with the position and was starting to worry about his fading journalistic career, as well. He became a reserve member and has not been regularly involved in Sentinels business since, although he is still a frequent visitor at the Toronto base where his old friends are now stationed.

Quote: “I’d give up if I were you. I’ve been known to go to amazing lengths to uphold justice.”

Personality: Under normal circumstances, Greg is a quiet, easy-going person; however, he has a tendency to throw himself into causes and can be quite intense in this regard. Combine this with an inquisitive nature, and it is easy to see how he can get into a lot of trouble sometimes: his determined investigations have certainly made him unpopular with Ergon and Multicorp. Greg can be a bit paranoid about government and large corporations—he likes to call it a healthy skepticism—but this is really only evident to those with whom he works closely.

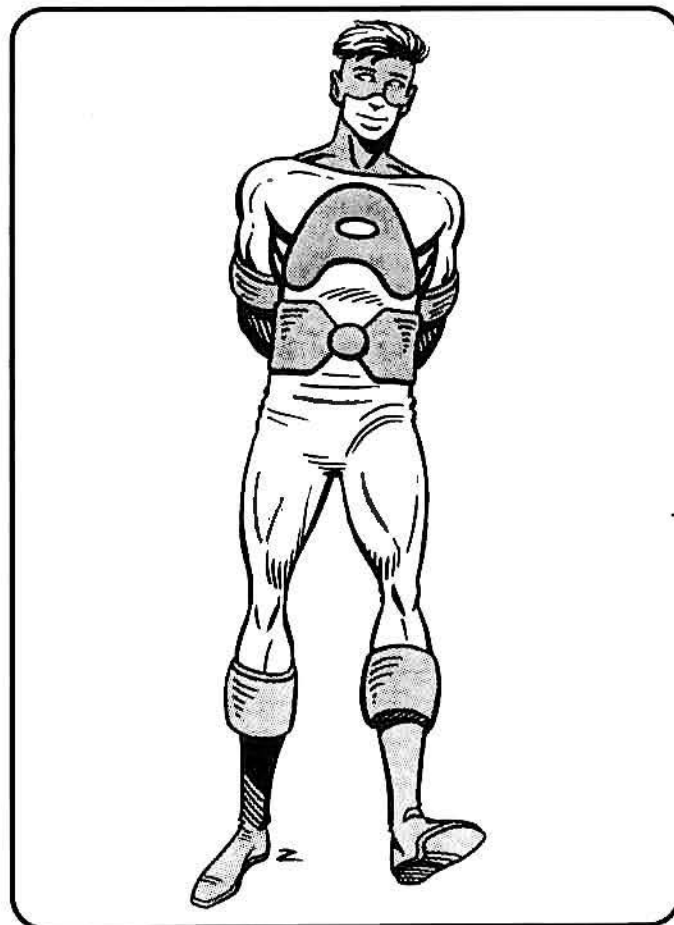
Powers/Tactics: A-Man’s body is incredibly resilient and elastic. He is able to alter his shape at will, stretch to bizarre lengths and compact into a much denser form. He can entangle opponents with his own limbs or increase his surface area to a point where he can glide on air currents like a huge kite. Needless to say, the shock value of his powers on first-time opponents can be enough by itself to tip the balance in his favour!

A-Man’s tactics vary depending on the nature of his foe(s). When faced by a single opponent of manageable proportions he will try for a quick entangle and then pummel the

offending party into submission. Against tougher or more numerous enemies, he will contract to increase his density and decrease his target area: this still doesn’t put him on the level of most bricks, but certainly makes him a force to be reckoned with. Note that A-Man can be a bit flamboyant when fighting anyone with a low- to medium-level physical attack: he knows that he is relatively safe in this department.

Appearance: Greg is a rather average-looking fellow, good at blending into the crowd. Although his identity is public, he still wears a costume when expecting trouble, since normal clothes don’t survive his contortions for long. Otherwise, he usually wears jeans and a sweatshirt or a rumpled business suit. His costume is the one that Ambrosia originally made for him, treated by Skylark with a substance similar to that which triggered his powers. It is white with an ultramarine collar and belt, crimson gloves and boots and a large red “A” on the chest. He sometimes wears a crimson half-face mask but is pretty casual about this.

Campaign Use: Greg travels extensively and has made many contacts all over North America. More than once, he has acted as a scout for Skylark, checking out visiting superhumans. He has also worked with independent heroes on many occasions and does not restrict his adventures to Sentinels business. Thus, if the GM is looking for a friendly guide for the PCs when they arrive in Canada, A-Man is a good choice. Since he does not advertise his identity and looks quite unassuming, it may take a while for the PCs to realize that the “journalist buddy” they have picked up is, in fact, a superhero himself, perhaps keeping an eye on them for the Sentinels!



PACIFIC SENTINELS

MEMBERSHIP

Mirage, Aquarian, Star Sapphire, Polar Bear. Minstrel is a probationary reserve member.

ORIGIN

When Skylark started searching for superhumans to fill in the two new Sentinels groups, he already had someone in mind to lead the Pacific branch. He had met Mirage on a previous case and was impressed by her commitment and professional attitude. Although she was not especially powerful by herself, he recognized that, backed by a group, her abilities would be invaluable. Since this fit in very well with Mirage's current situation, she was only too happy to accept the position.

What's more, she already knew someone else who would be interested, having just worked with another hero in her war against Genocide. Skylark was a bit unsure about Aquarian's sketchy background, but the fellow certainly seemed sincere enough and, in any event, he had a power that the previous coastal team had always painfully lacked—the ability to function normally underwater.

When no others were forthcoming, Skylark was finally forced to suggest Star Sapphire—albeit, with some reluctance. The neophyte heroine was certainly powerful enough and had an undeniable desire to help out, but she also had a penchant for getting into trouble over her head. Hopefully, she would mature under Mirage's tutelage.

Later, in a confrontation with Psion, the team joined forces with Polar Bear, who had also been trying to track down the villain for a rematch after his initial defeat. He fit in surprisingly well and was soon invited to join the team on a permanent basis. This turned out to be an a real stroke of luck, since Bear not only gave them strength previously lacking but also proved to be a pillar of stability during the inevitable internal problems that arose during the group's later adventures.

It was also during this time that Sapphire stumbled over an unusual singer and developed a crush on him. When a group of bounty hunters from the dimension of Onaria came after him, it became clear that there was something more to "Loren Landers" than met the eye. By the time the situation was dealt with, Minstrel had joined the group as a reserve member—albeit a probationary one, when Skylark discovered that the bounty hunters had some justification for their pursuit.

TACTICS

The versatility of the team allows for a wide variety of tactics, and Mirage is good at making things up on the spot; however, certain tendencies have arisen after numerous battles together. If possible, Mirage will try to sneak ahead alone, using her illusions and/or allies to create a diversion, if one seems necessary (who depends on the situation: near water, Aquarian is the obvious choice; from the air, Sapphire; and so on). Keeping up her "blur effect" to avoid being hit, she will then activate her heat field, weakening as many opponents as possible for as long as possible. At this point, Polar Bear and Aquarian will rush the enemy, with Sapphire strafing from the air, while Mirage retreats to a safer position to use her flash attack on likely targets. Whenever possible, she will cover the group's initial assault with confusing illusions. Minstrel is the wildcard in this procedure: while he is not very powerful in combat, his mental abilities can turn the tide by removing singularly dangerous foes and/or enemy leaders. He is also useful for creating confusion during either Mirage's sneak attack or the bricks' charge. If he has time and access to his lute, he can go from being a useful trickster to the most dangerous opponent on the battlefield, since he has the ability to influence every enemy within the sound of his voice. In short, Mirage will use him in whatever way seems to best suit the situation.

GROUP RELATIONS

The current Pacific Sentinels team does not have the long history together that strengthened the previous one. It is very much a group of individuals, held together by a common desire to help others and a respect for Mirage's leadership. This is not to say that no friendship exists between the members; indeed, there is a good-natured camaraderie and no one actively dislikes anyone else. However, each member has his or her own beliefs, goals and tendencies, which don't always coincide with the group's best interests. For Sapphire, this mainly just means a tendency to let impulsiveness lead her into trouble intelligence should have seen coming. Aquarian is a trickier case: 95% of the time he is the perfect team player, but during the other 5%—when the group is dealing with particularly vicious criminals or those who endanger the environment—he can be the biggest problem of all. During such incidents it becomes clear that the code which drives him draws more from nature than mankind. Most of the time, Minstrel is invaluable, but, like

Sapphire, he often acts before he thinks. At his worst, he can be an accident waiting to happen, with a bizarre and somewhat shady background to boot. Polar Bear is the only member who has never really caused Mirage any trouble, but he also doesn't like to get involved in other people's moral struggles so is of limited use in handling group difficulties. He acts as a calming influence, but not necessarily one which resolves anything.

Having said all of that, it is worth noting that most of the time the group works well together. Even at the worst of times, Mirage has a knack for group dynamics. The respect each member feels for her and, ultimately, for the rest of the team ensures that any problems are eventually resolved and that the Pacific Sentinels will be around for a long time to come.

EXTERNAL RELATIONS

Naturally, the group gets along well with the other Sentinels and with the RCMP. Mirage's thorough understanding of the latter organization makes this relatively easy. Government relations are not all that they could be; in particular, some feel that Aquarian and Minstrel may prove to be more trouble than they are worth over the long haul. Skylark had to fight to let Minstrel in even as a probationary member—and he did this mainly so that the group could keep an eye on him.

As a rule of thumb, the Pacific Sentinels get along well with independents, having all been in that position themselves at one time or another. Sapphire and Minstrel are especially friendly, and any contact that does occur will probably start with them.

TEAM RESOURCES

See Sentinels HQ. The Pacific Sentinels van is a carry-over from the original team and is two-tone blue with a wave pattern on the sides—a bit flashier than the other government-issue vehicles but otherwise the same.

MIRAGE			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8+
23	CON	26	ECV: 5
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
14	EGO	8	Costs
18	PRE	8	
14	COM	2	Char: 128 Base: 100
8	PD	5	
12	ED	7	Powers: 150 Disad: 178
5	SPD	17	
12	REC	8	Totals: 278 278
46	END	0	
30	STUN	0	
Cost	Powers	END	
65	Multipower (65 point reserve)		
10 m	2D6 Drain vs END, 3" r. Area Effect, Personal Immunity, x½ END		2
10 m	4D6 Flash vs Normal Sight, x½ END		2
1 u	Force Field +7 PD, +8 ED		1
3 u	Missile Reflection, all ranged back at attacker, Only vs Light/Heat (-1), w/+5 to roll		0
1 u	+3 DCV, Costs END ("Blur Effect")		1
4 u	Invisibility to IR Sight, No Fringe Effect, x½ END		1
5 u	Images, 8-hex r. vs Normal & IR Sight, x½ END, w/-6 to victim's PER roll		1
6	Flash Defence -6 (Sight)		0
10	Flight 5"		1
5	Infrared Vision		0
Skills & Talents			
3, 3	Bureaucratics, 13-;	Combat Driving, 14-	
3, 3	Criminology, 12-;	Paramedic, 12-	
3, 3	Streetwise, 13-;	Tactics, 12-	
2, 2	AK: Edmonton, 11-;	AK: Vancouver, 11-	
2	KS: Criminal Law, 11-		
1	PS: RCMP Officer, 11- (added to free 8-)		
2	Fluent French (English is native)		
3	1 Level w/Multipower		
100+ Disadvantages			
3	RCMP Package Bonus		
10	Vulnerability: 1.5x effect from Drains & Transfers		
15	Psych Lim: Kill only to protect others (Com, Str)		
15	Psych Lim: Likes to be firmly on the side of the law — dislikes bending the rules (Com, Str)		
10	Psych Lim: Fear of flying, except under own power (Unc, Str)		
15	Susceptibility: 1D6 STUN/phase from Darkness fields (versus either Normal or IR Sight)		
5	Reputation: Leader of Pacific Sentinels, 8-		
15	DNPC: Young daughter, Michelle, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
5	Unluck: 1D6		
15	Secret Identity		
45	Experience		



Name: Kathy Jane Foster, Ex-RCMP Officer

Personal Details: Born: January 16, 1963. Height: 5'7." Weight: 60 kg. Hair: Black, wavy. Eyes: Dark brown.

Background: Kathy was born with latent mutant powers that manifested during her teens. She seldom used these abilities and kept them hidden for years, even from her husband and daughter. Several times during her career as an RCMP officer in Edmonton, opportunities arose for her to put her special traits to good use, but she always resisted the urge to do her duty in any way that a normal could not.

Eventually, in just such a situation, she was shot and badly wounded. Her resulting hospital stay gave her plenty of time to reflect on her choice and decide that she had been foolish not to take every advantage available to her to survive a dangerous job. The incident also resulted in the final breakup of her marriage with Adam Foster, who had already been trying to get her to quit her job for some time.

When Kathy got out of the hospital and began to get her life in order, she did, in fact, end up retiring, but for reasons of her own: she realized that she could not use her powers on duty and would have to become a costumed vigilante. This necessitated a move away from Edmonton to avoid being recognized by the local authorities, and she ended up in Victoria. Luckily, she soon met Skylark, who was impressed at least as much by her commitment as by her abilities. When the new Pacific Sentinels group was formed, Mirage was a natural to lead it. Aside from another move to Vancouver, this has worked out perfectly for her, since she can now make a reasonable living and use her abilities to their full potential to protect society at the same time.

Quote: "Either you freeze, or I start really turning up the heat."

Personality: Kathy is a thoughtful, level-headed person with a strong desire to help others. Like most RCMP officers, she has an almost unconscious bearing of quiet confidence, which serves her admirably in her new job—a position which she takes very seriously, by the way. She works well under pressure, whether caused by a backlog of paperwork or an impending super-menace. She was, frankly, surprised at being picked as leader of the Pacific Sentinels but is trying hard to live up to Skylark's (and her own) expectations.

Because of her daughter, Mirage is careful to the point of paranoia about her secret identity. Fortunately, this has not yet posed a serious problem, but she worries that it someday might.

Powers/Tactics: Mirage has control over light, both visible and infrared (heat), which gives her numerous related abilities. Note that her Drain attack is actually a heat field which saps the vitality of her victims. Although it can be deflected by any reasonable Power Defence, those who are affected by it will find it difficult to recover without leaving her area of effect.

Mirage has no attacks which directly damage a foe, so she must use her many powers to indirectly bring them down. Her Multipower reserve is large enough to allow her to use one defence and one attack at the same time. She will generally use her "blur effect" (giving her an effective DCV of 11) to simply avoid being hit, unless she is battling an opponent who is either very accurate or possesses an area effect-type attack, in which case she will put up her force field. In either case, she will usually start a battle by blinding her strongest foe, then using her heat field on as many people as possible. This is particularly effective against opponents who she does not want to physically injure. Another favourite trick is to use her mirage power to create multiple duplicates of herself and/or her allies: under the right circumstances, this can be very confusing and give the Sentinels at least one free phase of action.

Naturally, all of these tactics work best in a group, and this is where Mirage is at her peak. There is one catch: since her heat field is not selective, she must be careful not to catch any of her friends in its area of effect.

Appearance: Kathy Foster is an attractive and very fit woman with smooth, chocolate skin and soft, friendly eyes. She is a bit taller than average but very graceful. As Mirage, she wears a white jumpsuit with pale orange diamond patterns and a blue mask and belt.

STAR SAPPHIRE			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 5
10	BOD	0	Phases: 3, 5, 8, 10, 12
18	INT	8	
14	EGO	8	Costs
15	PRE	5	
16	COM	3	Char: 125 Base: 100
6	PD	3	
8	ED	3	Powers: 140 Disad: 165
5	SPD	17	
12	REC	8	Totals: 265 265
46	END	0	
30	STUN	0	
Cost		Powers	END
52	Multipower (52 point reserve)		
5 u	6D6 Force EB vs PD, Double Knockback, 16 Charges		0
5 u	5D6 Force NND vs Force Field or Wall, 16 Charges		0
5 u	4D6, 4 DEF Entangle, Entangle & Target Both Take Damage (+¼), 16 Charges		0
5 u	3D6, 3 DEF Explosive Entangle, Entangle & Target Both Take Damage, 16 Charges		0
5 u	Force Wall +12 PD, +8 ED, 8 Charges of 1 Turn each		0
12	EC: Psychokinetic Force		
a-13	Force Field +12 PD, +8 ED, x½ END		1
b-13	Flight 10," x½ END		1
Skills & Talents			
15	3D6 Luck		
3, 3	Computer Programming, 13-; Chemistry, 13-		
1, 0	Physics, 8-; PS: Student, 8-		
3	1 Level w/Multipower		
100+ Disadvantages			
5	Vulnerability: 1.5x STUN from vibratory attacks		
5	Vulnerability: 1.5x STUN from cold-based attacks		
5	Enraged if cornered and losing fight, 11-, 14-		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Impulsive Overconfidence (V Com, Mod)		
10	Psych Lim: Likes annoying villains & other "kill-joys" (Com, Mod)		
5	Psych Lim: Attracted to gemstones (Unc, Mod)		
10	Susceptibility: 1D6 Drain from Multipower reserve per turn in intense magnetic field		
5	Reputation: Sentinel, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: Purifier & Genocide (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
5	Unluck: 1D6 (but note Luck, as well)		
15	Secret Identity		
15	Experience		

Name: Gwendolyn (Wendy) Alice Bayfield, Student

Personal Details: Born: April 23, 1970. Height: 5'5." Weight: 53 kg. Hair: Auburn, wavy. Eyes: Blue.

Background: Wendy is the only daughter of two well-known and respected researchers, who were lost in a landslide and presumably killed during a hiking trip when she was only 5. She bounced in and out of the orphanage and several foster homes for a few years: although she was likable enough, she could be very willful and seemed to be attracted to trouble.

In fact, her nose for mischief almost proved to be her undoing. When she was 13, she fell out of a tree she had been climbing and into a pond, knocking herself nearly senseless on a protruding branch. Only her latent mutant powers, which surfaced dramatically under the stress, saved her from drowning.

She was fascinated by her abilities and practiced them in secret. She started having "adventures" when she was 15, and it may be that this outlet for her misfit tendencies allowed her to stay in her last foster home (Robert and May Boswell) until she was 18. When she went to college, she took up the "hobby" of being a super-heroine, but had few real adventures due to her relatively weak level of power. She worked briefly with The Incredible Leaper, but parted company with him when she realized his grey and often rather unstable tendencies. She also worked occasionally with the original Sentinels before they moved to Toronto.

Eventually, Wendy had a nearly fatal run-in with VIPER: she was captured and used for experimentation by the Nest's scientists. Although, she was rescued by the Sentinels, she discovered that her powers had been enhanced by the experiments and that she was now a true superhuman. VIPER is still trying to track her down, hoping to brainwash or bribe her into working for them. It was also during this time that she came into conflict with Genocide, and they are now hunting her: Wendy is exactly the sort of mutant they feel the world could do without.

When the new Pacific Sentinels group was formed, Mirage took Sapphire under her wing at Skylark's (hesitant) suggestion. This has worked out well for Wendy, as it allows her to fund her education and have adventures at the same time.



Wendy is perpetually broke but otherwise prone to uncanny luck. If truth be told, she has a fondness for gems and jewelry that, combined with her poor financial status, might well have molded her into a super-thief had she been just a little less strong-willed. Of course, even if this had occurred, she would have been a very "Robin Hood"-sort of thief; above all, Wendy likes to be the heroine of the adventure.

Quote: "One more move and your mailing address is going to have a Martian zip code!"

Personality: Wendy is an extrovert: friendly, high-strung and rather bubbly. She has a tendency to give people the benefit of the doubt—even when it isn't deserved—as long as they present their case well; in short, she has a soft heart and a fondness for happy endings. Although it is not obvious at first glance, she is also quite brilliant, inheriting a keen intellect from her parents that she is only now trying to train in the sciences. Unfortunately, she is also impulsive and overconfident, and her cleverness is undisciplined. Psychologically speaking, her bravado is probably an over-compensation for the years she spent getting moved from home to home—but no one short of a telepath or a very close friend would ever be able to guess that to see her in action. She is not quite a show-off but is fond of flashy entrances.

Wendy vaguely remembers her real parents and knows a fair amount about them, but she would like to know more. She is very proud of them, although it is not something she often discusses. In fact, this is the one thing which she is not very open about.

Powers/Tactics: Sapphire possesses psychokinetic control over force energy. Originally, she was able to levitate herself at a slow speed, ward off some attacks with a low-power energy field and produce small blue orbs of force energy that could cause kinetic damage. After VIPER's experimentation, her powers mutated over a period of time: her levitation became true flight, her force field increased dramatically in power and her "energy orbs" reached their true potential. Using them, she is able to manipulate pure force energy to achieve an impressive variety of effects. She takes her name from the crystalline blue appearance of these insubstantial orbs: the similarity to a gemstone was immediately apparent to her.

Sapphire is not big on tactics unless following orders from someone who is. With time (and experience) this may change: she certainly has the intelligence to make a worthy adversary. For now, her usual tactic is to toss an entangle orb (either explosive or singular, depending on the situation) to slow down the opposition. She then strafes enemies, using her flight and force field to avoid being damaged. She enjoys aerial duels but doesn't like falling: if faced with a clearly superior flier, she will move to the ground and take cover, sniping at her opponent. Due to her impulsive overconfidence, Sapphire has a tendency to start fights she may not be able to win; however, this does not mean that she will fight an obviously losing battle to the bitter end. Note that she has "Impulsive Overconfidence," not "Impulsiveness" and "Overconfidence" (which would be more dangerous and worth more points).

Under the right conditions, Mirage and Sapphire can work together as a potent team. Sapphire will use an explosive entangle (from a distance, of course) to hold down the foes, while Mirage saps their strength with her heat field. Against normals this has been known to end a fight in seconds.

Appearance: Wendy is cute, bordering on really lovely, although her beauty is more of the "girl next door" variety than that of a model. She is one of those people who really does seem to have sparkles in her eyes when she is happy and manages to look like a drowned puppy dog when she is hurt (guaranteed to get sympathy from any but the most stone-hearted viewer). Her costume, as Sapphire, is a two-tone blue jumpsuit, with the gloves and tall boots having the darker shade.

AQUARIAN			
Val	Char	Cost	Combat Stats
30	STR	20	OCV: 9 DCV: 9 ECV: 6 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 185 Base: 100 Powers: 90 Disad: 175 Totals: 275 275
26	DEX	48	
28	CON	36	
11	BOD	2	
13	INT	3	
18	EGO	16	
20	PRE	10	
14	COM	2	
16	PD	10	
16	ED	10	
6	SPD	24	
14	REC	4	
56	END	0	
40	STUN	0	
Cost		Powers	END
20	8D6 Sonic EB vs ED, 8 Charges, Costs END		4
10	Damage Resistance, 10 PD, 10 ED		0
10	Swimming +5" (7" total), x4 non-combat		1
15	Active Sonar		0
8	Life Support: breathe underwater, high pressure		0
10	Mindlink with all Cetaceans		0
5	Regeneration, 1 BODY/5 hours		0
Skills & Talents			
3	Bump of Direction		
3	Mimicry, 11-		
3	Ventriloquism, 11-		
3	SC: Marine Biology, 12-		
0	PS: Marine Biologist, 8-		
100+ Disadvantages			
10	Vulnerability: 1.5x STUN from fire/heat		
10	Enraged when innocents or cetaceans injured (BODY damage), 11-, 11-		
20	Psych Lim: Puts innocents before self (Com, Total)		
10	Psych Lim: Code vs Killing (Com, Mod)		
10	Psych Lim: Inquisitive (Com, Mod)		
10	Psych Lim: Hatred of whalers (Unc, Str)		
10	Susceptibility: 1D6 END Drain from fire attacks		
5	Distinctive Features: vaguely elvish appearance (E Con, Not)		
5	Reputation: Aquatic Sentinel, 8-		
10	DNPC: marine biologist friend, Debbie Allison, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: Ergon (Ls Pow, NCI, 8-)		
15	Secret Identity		
25	Experience		

Name: Keith Edward Norton, Ex-Marine Biologist

Personal Details: Born: May 14, 1961. Height: 6'. Weight: 87 kg. Hair: Black, wavy; clean-shaven. Eyes: Bright blue.

Background: Keith was born and raised in Timaru, New Zealand. He was always able to breathe underwater and gradually developed other powers as he grew older. However, he kept his special talents secret and led a relatively normal life, eventually becoming a marine biologist and dolphin expert—a job to which his abilities were admirably suited.

Keith eventually ran afoul of Ergon when they were endangering marine life with their questionable drilling practices. Using his powers, it was relatively simple for him to plague their operation with "mischance" until they were finally forced to give up. Unfortunately, this not only brought him to their attention but also to the attention of Genocide.

Since both enemies were on the verge of discovering his identity, Keith left New Zealand and wandered for a couple of years. Eventually, he ended up in Vancouver, where he helped Mirage fend off an attack by Genocide. When she was enlisted as the leader of the new Pacific Sentinels, she mentioned Keith to Skylark and he was recruited, as well. This fit in quite well with Aquarian's plans, since he likes helping people almost as much as dolphins.

Note that Debbie Allison is not only a marine biologist, but also an outspoken member of Green Peace. She has a habit of getting into trouble over her head and manages to keep Keith's life interesting even outside of his Sentinels career. She is well aware of his secret identity. The two are very close, bordering on romantic involvement, but have not really defined their relationship clearly despite years of acquaintance.

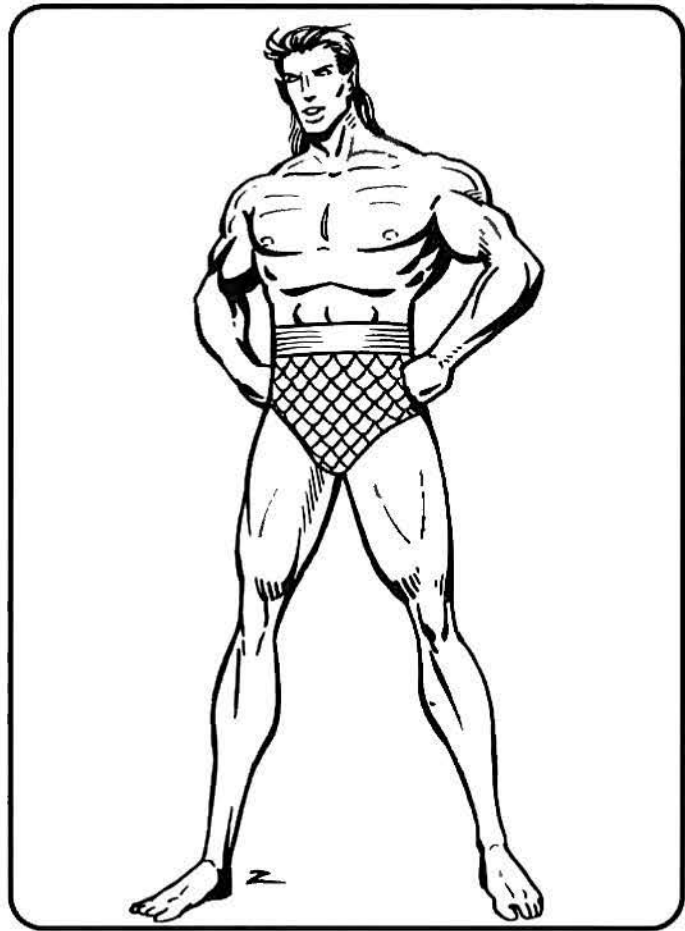
Quotes: Normally—"Just when you thought it was safe to go back to the water..." (wicked grin)

Enraged—"Innocent? Not under the laws of nature. Not in my court."

Personality: Most of the time, Keith is an easy-going fellow with a ready smile—pleasant to be around and interesting to chat with. However, his mood can change like lightning into a cold fury when innocents are endangered. Note that he sees very little distinction between "innocent humans" and "innocent animals." As he would say, his compassion for people is not based on his estimate of their IQ—or a lot of humanity would be out of luck. Fortunately, this seldom becomes a problem at the base: under normal circumstances, Keith's common sense, quick wit and quiet strength are an asset to the team.

Powers/Tactics: Aquarian is at home in the water as on land. His body has adapted to virtually every aspect of aquatic life: aside from his obvious water-breathing capability, he can withstand tremendous pressure, "see" with sonar and swim at an impressive rate. He is strong, tough and fast—physically superhuman in every way. In addition, he possesses some control over sound and can emit several sonic blasts (screams) before having to rest his vocal cords.

Aquarian is not quite strong enough to be considered a brick, but with his speed he can hold his own against virtually any opponent. As a rule of thumb, he will save his sonic blast for flying foes and others who can keep him from closing to fist range: his limited use of the ability and its energy cost force him to think carefully before using it (unless, of course, he is enraged).



Aquarian has a fair amount of experience working on his own but has adapted well to group tactics. He respects Mirage and is quick to follow her orders, but he will not hesitate to throw in advice of his own when time allows. It is usually worth heeding, since he doesn't believe in wasting words on idle speculation.

Appearance: In most respects, Keith looks like a normal (albeit very fit) man; however, close examination will reveal that his ears are somewhat large and pointed—designed to receive his own sonar transmissions—and he has gill slits along his lower neck. His eyes are also a little odd, but most people chalk this up to his Oceanic heritage. In all, he would look somewhat elvish if he wasn't so muscular.

As Aquarian, he wears green and silver trunks with a scale-like texture. He wears no mask, gloves or boots, since these would only get in the way. Instead, he conceals his identity by disguising his day-to-day appearance, wearing glasses and baggy clothes with high collars, keeping his hair long to conceal his ears and so on. Obviously, this would not hold up under constant scrutiny of both identities, but Aquarian is relatively cavalier about this secret as heroes go, anyway. In game terms, he would not be terribly upset to "buy it off" with experience points if the situation was forced upon him, but he would prefer to keep it as long as possible to protect his friends.

MINSTREL			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
18	CON	16	ECV: 6
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
17	EGO	14	Costs
18	PRE	8	
16	COM	3	Char: 122 Base: 100
8	PD	5	
10	ED	6	Powers: 153 Disad: 175
5	SPD	17	
10	REC	6	Totals: 275 275
36	END	0	
27	STUN	0	
Cost	Powers	END	
28*	Multipower (37 point reserve, 75 with OAF Lute)		
3 u*	6D6 Mind Control, +6D6 w/OAF Lute	1+2	
3 u*	4D6 Explosive Mind Control, +4D6 w/OAF Lute	1+2	
3 u*	6D6 Mental Illusions, +6D6 w/OAF Lute	1+2	
3 u*	4D6 Explosive Mental Illusions, +4D6 w/OAF Lute	1+2	
15	Longbow: 1.5D6 RKA, OAF w/12 Recoverable Charges	0	
4	Armour +4 PD, +2 ED, OIF Jerkin, Activate 11-	0	
5	Mental Defence -5 (-8 total)	0	
2	Running +1" (7" total)	0	
5	Ultraviolet Vision	0	
4	Enhanced Hearing +2	0	
Skills & Talents			
3	Lightsleep		
3	Perfect Pitch		
17	Spell-Song Magic, 20- (PRE-based)		
3, 3	Acting, 13-; Conversation, 13-		
3, 3	Persuasion, 13-; Seduction, 13-		
3, 3	Streetwise, 13-; Breakfall, 14-		
3, 3	Lockpicking, 14-; Riding, 14-		
3, 3	Sleight of Hand, 14-; Stealth, 14-		
3, 3	Disguise, 11-; Gambling, 11-		
3, 3	Mimicry, 11-; Ventriloquism, 11-		
5, 1	KS: Play Lute, 14-; PS: Bard, 11- (added to free 8-)		
3+2	1 Level w/Multipower, +1 Level w/OAF Lute		
2	1 Level w/Longbow		
100+	Disadvantages		
5	Vulnerability: 1.5x STUN from sonics		
15	Psych Lim: Impulsive misfit & show-off (V Com, Mod)		
15	Psych Lim: Gallant swashbuckler; craves excitement (Com, Str)		
10	Psych Lim: Perfectionist — must look good/clever (Com, Mod)		
10	Psych Lim: Hatred of assassins (Unc, Str)		
10	Physical Lim: Limited understanding of Earth culture, ethics & technology (Freq, Slight)		
10	Distinctive Features: dashing good looks & archaic behaviour (Con, Noticed)		
5	Reputation: Sentinel, 8- (probationary)		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
5	Watched: Skylark (As Pow, 8-)		
15	Hunted: Numerous Onarian bounty hunters, militiamen, wizards, etc. (Mo Pow, NCI, Limited Area, 8-)		
5	Unluck: 1D6		
15	Secret Identity		
45	Experience		

* All Multipower slots have x½ END Cost (+¼) and are magic-based, with the following Limitations: Requires Spell-Song Skill Roll (-½), Incantation (i.e., song, -¼) and Extra Time (one full phase, -½). Minstrel's OAF Lute, which effectively doubles the strength of his Multipower, is also magical. It is Unbreakable and, technically, Universal; however, it is really only of use to someone who has a similar magic-based mind-oriented Multipower, since it magnifies existing abilities.

Name: Loren Calvin Landers, Singer (real name: Loren Cal'Landar)

Personal Details: Born: November 3, 1963 (Earth equivalent). Height: 5'11." Weight: 78 kg. Hair: Black, wavy; moustache. Eyes: Green.

Background: Loren is a native of the alternate medieval dimension, Onaria. He was orphaned at an early age and took to thieving in the streets of Valeron, the capital city of the realm. He eventually met a bard who took him in, the elderly Sharl Greystone. His mentor turned out to be an illusionist, as well, and taught Loren a smattering of both his arts.

A few years later, Sharl was killed by old rivals. Loren avenged his death but became an outlaw after slaying the highly-placed culprits. He travelled about Onaria, entertaining, thieving and getting into trouble, until there was nowhere in the land that he felt truly safe. When he heard about the Worldgate of Wizard's Crest in the stories of Kathleen Ashley (cf. Sirius) and company, he searched it out and used it to travel to Earth.

Upon first arriving here, Loren alternately worked and thieved to stay alive but tried to avoid a repeat of his past



predicament. He eventually fell in with the Sentinels and decided that it would be better to work with them instead of against them. They suspect his shady background but are willing to give him a fresh start as long as his "rehabilitation" is genuine. It also allows them to keep an eye on him...

Unbeknownst to Loren, one of his parents was at least part Elven (the Fair Folk still exist in small numbers in Onaria). Skylark's tests have revealed that he is not entirely human and, even stranger, that his other parent may not have been from Onaria at all but from Earth...

Quote: "Now, now, my friend... I'm sure we can settle this in a non-violent fashion. Let's have a drink and discuss our differences like civilized beings. A little music perhaps...?"

Personality: Loren is normally a cheerful, care-free individual, who genuinely enjoys entertaining people and making them happy. Unfortunately, he can also be frustratingly impulsive, childishly sensitive and a bit too fond of the limelight. Probably his most aggravating trait, however, is his ability to make you like him when what you really want to do is strangle him. Inevitably, just at the right moment, he will do or say something so genuinely thoughtful that any angry words choke in your throat or turn into guilty thanks. Needless to say, this is especially effective on impressionable young ladies (like Sapphire).

Loren does have a serious side, however. When he cares about something, he cares about it very deeply, and he throws himself into just causes with a passion. He never forgets a good turn—and seldom forgives a bad one. Having decided to become a true hero, he is now working towards that goal with typical zeal in his own unique fashion.

Powers/Tactics: Minstrel is a well-trained bard, thief and archer. He is able to cast a web of enchantment with his voice, even over an entire audience; however, this effect weakens as one moves away from his presence. He also possesses enhanced physical characteristics and abilities which cannot be attributed to training—another reason why Skylark is curious about his heritage.

While "in costume," Loren carries Sharl's lute, which is semi-magical and increases the strength of his spell-songs. He also sometimes carries a longbow (non-magical but well-crafted) when Mirage lets him get away with it. He knows better than to use it as a weapon while with the group, but it can be handy for making trick shots and the like.

Appearance: Loren is quite dashing, with a hypnotic voice and captivating looks. As Minstrel, he wears a black domino mask and his bard costume from Onaria: a colourful mixture of blues, reds and yellows, with tall black boots and a wide belt. His tunic is dark blue, as is one leg and one arm; the alternating leg and arm are striped in red and yellow. All of this finery is often complemented by a royal purple cape with lavender lining. When not playing his lute—and particularly while using his bow—he wears long gloves of soft leather. The total effect should not be underestimated: unfamiliar viewers have been known to stop and stare when Minstrel passes by—and he doesn't mind a bit.

Author's Note: You may have noticed by now that a number of the Sentinels costumes have at least some blue in their colour scheme. This is a coincidence, except in Vancouver, where it was originally the "team colour." However, this has led to a few wry observations concerning the Sentinels affiliation with the Conservative government—blue being that organization's traditional colour.

POLAR BEAR			
Val	Char	Cost	Combat Stats
50	STR	40	OCV: 6
18	DEX	24	DCV: 6
33	CON	46	ECV: 5
12	BOD	4	Phases: 3, 5, 8, 10, 12
10	INT	0	
14	EGO	8	Costs
18	PRE	8	
10	COM	0	Char: 175 Base: 100
22	PD	12	
18+	ED	11	Powers: 100 Disad: 175
5	SPD	22	
17	REC	0	Totals: 275 275
66	END	0	
54	STUN	0	
Cost	Powers	END	
18	Adaptation Pool, 15 point reserve (see below)	0	
12	x½ END w/STR	0	
10	Damage Resistance 12 PD, 8 ED	0	
4	+10 ED, Only vs Cold	0	
5	Discriminatory Smell	0	
5	Ultraviolet Vision	0	
6	Enhanced PER +2	0	
4	Enhanced Hearing +2	0	
2	Running +1"	0	
Skills & Talents			
3	Adaptation, 16- (based on CON, for Adaptation Pool)		
3, 3	Breakfall, 13-; Climbing, 13-		
3, 3	Mechanics, 11-; Stealth, 13-		
3, 2	Survival, 11-; KS: Drill Rigs, 11-		
1	PS: Engineer (added to free 8-)		
3	Fluent English (Inuktitut is native)		
10	2 Levels w/all Hand-to-Hand Combat		
100+	Disadvantages		
5	Vulnerability: 1.5x STUN from hard radiation		
10	Enraged if self or friends injured by killing attack, 11-, 11-		
15	Psych Lim: Code vs Killing (Com, Str)		
10	Psych Lim: Competitive—likes to win (Com, Mod)		
10	Psych Lim: Stubborn (Com, Mod)		
10	Psych Lim: Distrusts large corporations (Com, Mod)		
5	Psych Lim: Aversion to reptiles (Unc, Mod)		
10	DNPC: normal P.I., Jake Walker, 8-		
5	Reputation: Sentinel, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Hunted: Ergon (Ls Pow, NCI, 8-)		
15	Hunted: Psion (Mo Pow, 8-)		
15	Secret Identity		
25	Experience		

Name: Jason Brightwater, Engineer

Personal Details: Born: August 4, 1963. Height: 6'2." Weight: 103 kg. Hair: Black, straight; clean-shaven. Eyes: Copper.

Background: Jason never knew his real parents: although one was obviously Indian, the other must have been Caucasian—or something else... As a baby, he was discovered near a "mystical" (radioactive) glowing pool in the mountains and taken in by a Inuit family. In all other respects, he had a normal childhood and eventually grew up to become an engineer, working on oil rigs in the north.



When Jason discovered that there were flaws in several of the “safety features” the company was supposed to install, he went to his superiors to tell them about it. Unfortunately for him, the company—Ergon International—was well aware of the problem and wanted no one else to know about it. They arranged for a little accident that left him stranded in the arctic wastes to die. Jason’s latent mutant metabolism had other plans: instead of perishing, he gradually adapted to the elements and returned unharmed. He used his new-found powers to harass the company under the guise of Polar Bear. Ultimately, an impasse was reached: the company was forced to give up the site, and some of the individual employees were brought to justice; however, no formal charges were made against Ergon itself.

With little else to do, Jason decided to head south and continue using his powers to help others. While battling the villain, Psion, he fell in with some of the Sentinels and ended up joining their group as a regular member. His formidable strength is a great asset to the team, but no more so than his enhanced senses and level-headed approach to dealing with his dangerous new career.

Quote: “Believe me—my bite is a whole lot worse than my bark.”

Personality: Jason is a quiet but friendly man, with a slightly rough but easy-going manner that tends to settle those around him (even Sapphire). He is no genius but possesses a good dose of common sense—a trait which can be handy in keeping his more excitable friends in line. Although his large, muscular frame can be daunting, his cheerful nature ensures that he makes friends quickly. The only thing that rattles him is the casual use of force: those who injure people indiscriminately will earn his wrath instantly—and he is not a good person to anger. Even aside from his strength, he is a dangerous opponent, as his tenacity will not allow him to rest until the guilty party has been brought down.

Powers/Tactics: Polar Bear possesses phenomenal strength and endurance, enhanced senses and the ability to adapt to most environments—particularly cold. The latter ability is simulated in part by an Adaptation Pool (i.e., Variable Power Pool) and Adaptation Skill. Due to the nature of the skill, it is based on CON instead of INT (i.e., 3 pts. for $9 + \text{CON}/5$). The Pool’s powers change only under appropriate stress ($-\frac{1}{2}$) and Jason has no control whatsoever over the type of change ($-\frac{1}{2}$): it will always be an adaptation to his current environment, as determined by the GM. Only a very restricted group of powers are possible ($-\frac{1}{2}$): Absorption, Armour, Damage Resistance, Damage Reduction and Life Support. The total Limitation on the Control Cost is, thus, -1.5; however, there are no automatic Limitations placed on the powers in the Pool. Note that individual defensive powers are generally limited to the damage type in question (e.g., “Armour, Only vs Heat” triggered by desert conditions) and, so, will have a corresponding decrease in cost. Of course, since Jason must make the skill roll, his survival often depends on whether or not his body will adapt to the new environment in time to save him.

Unbeknownst to Jason, his increased physical attributes are merely side-effects of his body’s adaptive process, triggered by his prolonged exposure to arctic conditions. Given an equally traumatic amount of stress, it is quite possible that his powers would change completely (i.e., a “radiation accident”). Any such change would be permanent until a different form of stress took over. This is left entirely to the GM’s discretion; note, however, that Polar Bear’s CON and Adaptation Pool are constant, no matter what changes occur in his other powers.

Polar Bear’s tactics, as such, are typical of most bricks: wade into close combat where you can do as much damage as possible as quickly as possible. He is protective of his friends, and his high defences allow him to act on this instinct. In particular, he often positions himself as a body-guard for Mirage and/or Minstrel when he can manage it.

Appearance: Jason is a tall, rugged-looking man of obvious Indian heritage. His strength is evident in his impressive musculature, but his ready smile usually disarms this potentially daunting image. He has managed to maintain his secret identity by staying out of the limelight in both forms, but it is not always easy. As Polar Bear, he wears a grey tunic, boots and gloves with azure highlights. His pants and mask are also azure, the latter with red trim, and he wears a colourful beaded belt (which he actually bought in Arizona).

ATLANTIC SENTINELS

MEMBERSHIP

Myrmidon, Oracle, Gazelle, Snowmane.

ORIGIN

At first, Skylark had a fair amount of trouble trying to put together an east coast group. His research had turned up only two potential candidates. Neither of these seemed well-suited to leading the team, and, alone, they lacked firepower. Oracle had already worked with the RCMP on multiple occasions but purely in an advisory capacity, and, although, she had leadership potential, she made it clear that she would not accept the position. Gazelle was very much in the public eye at the time and had been easy to track down, but she was more of a scout than a fighter and of a completely inappropriate temperament to assume leadership.

While he was still mulling over this problem, Skylark was asked by the government to send a couple of Sentinels to check out a strange occurrence in Charlottetown. According to local gossip, a fishing boat had rescued a "stranger from outer space," who had taken up residence in the city. Assuming that this was a typical government time-waster, Skylark decided to go himself, with Sirius, and use the opportunity to scout around for other potential members. As it turned out, he found one in the very alien he had been sent to check out: Tan Rejar (a.k.a. Myrmidon) was not only real but also being pursued by all too real alien bounty hunters. In the ensuing battle, the three became good friends, and Skylark realized that he had found someone to lead the final group. It took a bit of fancy footwork (including a rushed citizenship application), but ultimately the position was made official.

Now that things were underway, Skylark contacted Oracle, who was only too happy to join the team, a little less so at being named second-in-command. Gazelle was interested, too, although she made it clear that she would be quite willing to accept "the burden of leadership" from Oracle (since she didn't want it, anyway)—or perhaps even from Myrmidon. Skylark ignored these "subtle hints" and, fortunately, Gazelle didn't take it too personally.

The group still lacked strength, and this was a constant worry for Skylark. Fortunately, his concerns were unfounded: just after the Atlantic base opened its doors to the public, Snowmane wandered in and announced that he was looking for a job. Needless to say, he got one.

TACTICS

Myrmidon is an excellent tactician, with access to a unique source of "military intelligence": Oracle's clairvoyant mental abilities. As a result, the group is usually prepared for almost any contingency. The only awkward feature of this arrangement is that Myrmidon is also one of the group's best fighters; thus, it is sometimes necessary for him to form a general plan, then let Oracle take over command from there.

As a rule of thumb, Gazelle is used to make hit-and-run attacks on lightly armoured opponents. Her speed and agility are valuable assets—especially against other martial artists—but her ability to inflict damage is limited. Similarly, Snowmane is generally pitted against other bricks; in this aspect, his NND frost attack is often at least as useful as his formidable strength. Myrmidon, himself, falls somewhere in between the two in power and speed and is probably the most versatile of the lot: he can be a match for virtually any opponent. Oracle is the light-weight of the group and will usually be warded by either Myrmidon or Snowmane; however, her mental attacks can be instrumental in removing otherwise problematic opposition. In particular, she will always try to grab the enemy leader's mind at the beginning of the fight. Since her control is relatively weak, she will not usually go for total submission but, rather, wear him down bit by bit with reasonable suggestions that build on each other. Of course, if this tactic doesn't work, she can always unleash Ego Attacks. It is important to note, however, that her primary function in the group is, as her name implies, to advise the others—she is no combat machine, even in the mental arena.

The team does have two weaknesses: a lack of ranged attacks and an absence of fliers. Gazelle usually makes up for the latter problem with her incredible mobility. Snowmane does, in fact, have a ranged NND, but its charges are very limited and, being a brick, he is seldom in a position to use it in the middle of a fight (except on his own opponent, of course). This is another reason that the group is careful to protect Oracle: her mental abilities allow her to strike down otherwise out-of-reach targets—or, better yet, force them to strafe their own allies. In extreme cases, she may even remain hidden during a fight so that she can strike at will.

GROUP RELATIONS

The various relationships which exist between the Atlantic Sentinels are not always easy to pin down. At first glance, they seem to get along well and work smoothly under Myrmidon's capable leadership; indeed, most of the time this is exactly the case. However, some personality clashes do occasionally crop up...

Gazelle likes to be in the limelight and is not always comfortable following orders from other people. She will listen to Myrmidon, because... well, how can't you listen to someone like that? But Oracle just doesn't hold the same sway over her, and she has been known to "bend" the rules under the mentalist's command (usually unwisely). She considers Snowmane to be aggravating at times, but finds it difficult to stay mad at such a sincerely friendly person.

Snowmane is not as much of a show-off as Gazelle, but he is something of a swashbuckler. He doesn't take life very seriously, and it shows in his style of combat. This presents a particular problem for Myrmidon: normally the two are the best of friends, but Snowmane's lack of "military discipline" and caution in combat can infuriate the alien. It is safe to say that this situation will eventually resolve itself: Myrmidon's worry is that Snowmane may not survive the revelation that combat should not be taken lightly. Oracle also admonishes the big brick for his lack of caution but, like Gazelle, has trouble staying mad at him: he obviously thinks of her as a sister and is fiercely protective of her. How can anyone stay angry with that?

Finally, there is the relationship between Myrmidon and Oracle—a classic bit of soap opera in its own right. Myrmidon considers Oracle indispensable: the most trusted advisor he has ever had in his long military career and a loyal friend—in short, a true comrade-in-arms. Unfortunately, Oracle would like to be much more than a fellow soldier to Myrmidon: she is hopelessly in love with him—a "secret" known to every member of the group except the object of her affection, himself. The greatest problem associated with this is that it has made Oracle rather protective of Myrmidon—an irrational and potentially dangerous response, considering her much weaker level of power.

EXTERNAL RELATIONS

As the newest Sentinels team, the Atlantic group is under close scrutiny by the government—perhaps closer than was the case with the other two, since there are those in power who consider a branch in the Maritimes to be an unnecessary luxury. Myrmidon was not exactly welcomed as leader, but most would agree now (if grudgingly) that his assignment was a good one.

The team gets along well with the RCMP: they respect Myrmidon and are already familiar with Oracle. They have little contact with the Pacific team, so "group relations" are not really a factor here; however, they generally get along well with the central team.

It is difficult to say how the team relates to independents, since the situation has seldom arisen in the Atlantic region, as yet. Presumably, they would be friendly enough as long as the outsiders acted in a responsible manner. Certainly, Myrmidon would want to check out any newcomers and make certain that they were firmly on the side of public safety, as well as the law: he has no use for vigilantes and bounty hunters.

TEAM RESOURCES

See Sentinels HQ. Note that the Atlantic Sentinels' Halifax base gives them quick access to military vehicles when required (particularly of the naval variety).

ORACLE			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
14	DEX	12	DCV: 6
18	CON	16	ECV: 7
9	BOD	-2	Phases: 3, 6, 9, 12
18	INT	8	
20	EGO	20	Costs
15	PRE	5	
12	COM	1	Char: 84 Base: 100
4	PD	2	
6	ED	2	Powers: 196 Disad: 180
4	SPD	16	
8	REC	4	Totals: 280 280
36	END	0	
23	STUN	0	
Cost		Powers	END
70	Multipower (70 point reserve)		
12 m	5D6 EGO Attack, x½ END		2
3 u	6D6 Mind Control		3
13 m	8D6 Mind Scan, x½ END, +8 to roll		2
12 m	10D6 Telepathy, x½ END		2
5 u	Clairsentience, 650" (1.3 km) for normal sight & hearing, w/Precognition & Retrocognition, Activates 14-		7
11	Mental Defence -11 (-15 total)		0
7	Armour +5 PD, +5 ED, OIF Suit, Activate 14-		0
Skills & Talents			
29	Danger Sense, all dangers (psionic) to self & immediate vicinity, 13-		
10	2D6 Luck (note Unluck, as well)		
3, 3	Bureaucratics, 12-; Criminology, 13-		
3, 1	Paramedic, 13-; PS: Secretary, 11- (added to free 8-)		
3	Idiomatic, Unaccented French (English is native)		
6	2 Levels w/Multipower		
5	+1 DCV ("intuition")		
100+ Disadvantages			
15	Vulnerability: 1.5x STUN from physical killing attacks		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: In love with/protective of Myrmidon (Com, Str)		
20	Normal Characteristic Maxima		
5	Reputation: Psionic Sentinel, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: Genocide (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Unluck: 2D6 (note Luck, as well)		
15	Secret Identity		
30	Experience		



Name: Karen Anne Smythe, Ex-Secretary, Psychic

Personal Details: Born: March 27, 1963. Height: 5'5." Weight: 55 kg. Hair: Brown, wavy. Eyes: Blue.

Background: Karen was born with latent mutant abilities which manifested as she grew into her teens. She was married at an early age and worked briefly as a secretary. When she heard that a local child had gone missing, she offered her services to the RCMP and succeeded in finding the boy. This was the beginning of a long and rewarding relationship with the local police: they came to rely on her unerring instincts, and she found great satisfaction in using her powers to help others.

Unfortunately, not everyone was happy with the situation. Karen's husband, Douglas Burke, could not deal with her growing abilities, and her marriage was short-lived. To make matters worse, her activities attracted the attention of Genocide. At the time, they were hesitant to touch her since she seemed harmless enough and was involved with the police, but they noted her existence for future reference. The most tragic result of this was that Doug eventually fell in with them and is now a full member of Genocide.

When Skylark contacted her in hopes that she would lead the Atlantic Sentinels, Karen had mixed feelings about the offer. On one hand, the idea of turning her talents to helping people full-time (while still earning a salary) appealed to her;

however, she never really pictured herself as a "superheroine," and certainly not as the leader of a superteam. Ultimately, the situation resolved itself: Myrmidon became leader of the team, and, with that out of the way, Karen was willing to join, as well. She still doesn't feel entirely comfortable with the position, but her powers and wisdom have made her one of the most useful members of the entire organization.

Quote: "If you're wise, you'll give up now. I've seen the future you're building for yourself, and it isn't pleasant."

Personality: Karen likes to think of herself as a very normal sort of person and doesn't like standing out in a crowd. Even as a child, she was a good deal smarter than those around her, but she generally tried to conceal the fact. This was all in keeping with a fairly strict puritan upbringing that stressed moderation and the importance of fitting in. In a sense, her initial work with the police was a sort of rebellion against this philosophy—one which she has never regretted, even though it cost her her marriage.

Karen is friendly and easy to get along with, although some (e.g., Gazelle) might think that she is too meek. This is actually a mistaken impression: in a pinch, Karen is superhumanly strong-willed. However, she is also very sensitive and likes to avoid any behaviour which could be considered overbearing. Basically, she is just a nice person.

Karen's biggest problem right now is her growing affection for Myrmidon—or, perhaps more accurately, her denial of it. She knows that she is acting silly and that it is completely out of character, but somehow that doesn't change anything. And life would be simpler if Tan wasn't so easy to like...

Powers/Tactics: Karen is an ESPer, able to "see" through space and time the way most people look out a window. Of course, her ability to view the future is not precise: her own actions and those of anyone she tells about her prophecy can alter the outcome, as can the actions of another psychic. In practice, she senses the most likely future: it will not always come to pass, although it is likely to do so if the train of events is left undisturbed. Karen also possesses several telepathic powers, including the ability to stun and control others with her mind.

Karen is well aware of her physical limitations and avoids direct confrontation. She would prefer to avoid combat altogether but realizes that it comes with the job. This is not cowardice; the problem is that she finds her own offensive abilities distasteful. In any event, she will try to control a key opponent at the beginning of a fight, as noted under team Tactics (above). Failing this, she can fall back on her Ego Attack: it is not devastating, but it is effective enough against unshielded foes.

Appearance: Out of costume, Karen looks quite normal, a bit pretty but otherwise unexceptional. Perceptive viewers may notice a particularly intelligent gleam in her eyes, but even that does not hint at the true power behind them. As Oracle, Karen wears a pale beige jumpsuit with a light grey vest (kevlar) and white trim. This is actually a rather uncommon sight: Karen feels uncomfortable in the trappings of a superheroine.

GAZELLE				
Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 9	
28	DEX	54	DCV: 10	
20	CON	20	ECV: 4	
10	BOD	0	Phases: 2, 3, 5, 6, 8, 9, 11, 12	
10	INT	0		
11	EGO	2	Costs	
15	PRE	5		
16	COM	3	Char: 150	Base: 100
8	PD	5		
8	ED	4	Powers: 110	Disad: 160
8	SPD	42		
12	REC	10	Totals: 260	260
40	END	0		
28	STUN	0		
Cost		Powers		END
20	Classic Comic Book Martial Arts Package:			
	Maneuver	OCV	DCV	Effect
	Punch	+0	+2	STR + 2D6 (5D6 total)
	Kick	-2	+1	STR + 4D6 (7D6 total)
	Block	+2	+2	Block, Abort
	Throw	+0	+1	STR + v/5; opponent falls
	Dodge	—	+5	Dodge, Abort
10	3D6, 3 DEF Entangle, 2 Recoverable Charges, OAF Bolas			0
10	Armour +7 PD, +7 ED, OIF Suit, Activate 14-			0
22	Running +11" (17" total = 163 kph/101 mph noncombat)			1
8	x½ END for Running (= 1)			0
5	Infrared Vision			0
4	Enhanced Hearing +2			0
Skills & Talents				
3	Ambidexterity			
3	Lightsleep			
3.3	Acrobatics, 15-; Breakfall, 15-			
3.3	Climbing, 15-; Stealth, 15-			
2.2	PS: Teacher, 11-; PS: Athlete, 12- (added to free 8-)			
2	Fluent French (English is native)			
2	1 Level w/Martial Kick			
5	+1 DCV (speed)			
100+		Disadvantages		
10	Vulnerability: 2x STUN from cold-based attacks			
5	Enraged when insulted or humiliated, 11-, 14-			
20	Psych Lim: Code vs Killing (Com, Total)			
15	Psych Lim: Overconfident (V Com, Mod)			
15	Psych Lim: Claustrophobic (Unc, Total)			
5	Reputation: Sentinel (speedster & martial artist), 8-			
10	Rivalry: Other Speedsters (PC or otherwise)			
10	Watched: Canadian Government (Mo Pow, NCI, 8-)			
20	Hunted: VIPER (Mo Pow, NCI, 8-)			
10	Hunted: Lightspeed (As Pow, 8-)			
15	Secret Identity			
25	Experience			

Name: Patricia (Trish) Ivy Rayne, Ex-Athlete, Ex-Teacher

Personal Details: Born: July 2, 1964. Height: 5'7." Weight: 57 kg. Hair: Platinum, straight. Eyes: Green.

Background: Trish was an Olympic-calibre athlete during the mid-80's. Andrew Markin (cf. Lightspeed), a fellow athlete whom she had once spurned, spiked her vitamin supplement with drugs and forced her to leave competition under a cloud of suspicion when the chemicals showed up in her tests. The concoction also had a strange effect on her latent mutant metabolism, gradually giving her superhuman powers.

Over the next few years, she finished her university education and worked briefly as a Physical Education and Social Studies teacher at the high school level. By this point, her powers had fully developed, and she decided to find a little excitement by becoming a costumed heroine. Her adventures included run-ins with VIPER and her old nemesis, Markin, in his new paranormal identity. She defeated Lightspeed in a well-publicized battle, much to his fury.

This latter event came to the attention of Skylark, who realized that she would make a suitable member for the new Atlantic Sentinels. Since she was getting tired of teaching, anyway, Trish jumped at the chance, although she was a little disappointed at not being offered a position of leadership—she might not have wanted it anyway, but the offer would have been nice.



Quote: "You know, I could read short novels between your swings."; "If you were any slower, I could have phoned this fight in."; "Why don't you keep beating up the air while I go grab a bite to eat."; etc. Gazelle is fond of taunting her foes.

Personality: Trish is, frankly, a bit of a snob and a show-off, as well. She wasn't originally this bad, but her powers have gone to her head. What makes this tolerable is the fact that she does genuinely like to be helpful: she claims that she is mainly in it for the excitement, but, deep down, she is proud of the good the Sentinels accomplish.

Trish is rather extroverted and frank—perhaps a little too frank at times. Although her honesty is admirable, Oracle, in particular, can find her lack of sensitivity irritating. While she is not precisely stubborn, she does tend to value her own opinion above that of others. Myrmidon may be one of the few exceptions to this: she will listen to him and generally follow his orders without question. In fact, she is quite amiable to people she respects, and she clearly respects Tan.

Powers/Tactics: Gazelle is very fast and physically fit. She has also trained in a mixture of martial arts, which take advantage of her great speed. She realized early on that, even with her ability to close on an opponent, a ranged attack could come in handy; thus, she learned to throw bolas and always carries a couple with her while in costume. In fact, Trish is just generally good at picking up physical skills and quite enjoys it.

Note that Gazelle's Running has been purchased directly, not in noncombat multiples, and is magnified by her high SPD. As a result, she may not be the fastest superhuman in the world over the long haul, but she is very hard to beat in combat. Her Half Move is half again as fast as most heroes' Full Move!

This factor sets the pace for her tactics in combat. If the Optional Velocity DCV Table is in use, note that Gazelle has a DCV of 9 (272"/turn) even while moving at noncombat speeds; thus, she feels safe in zipping around the battlefield at whatever velocity seems appropriate. If she is actually trying to avoid being hit, she has plenty of actions which can be used to abort to martial dodges, giving her an effective DCV of 15!

This doesn't come up often, however, as Trish believes that the best defence is a good offence. She likes to surprise new opponents (especially mentalists and others who prefer ranged attacks) by closing on them in one phase, covering a shocking distance with one action. Against more sturdy foes, a Half Move (still impressive) followed by a bola attack can be quite effective: the opponent falls just in time for her to be on him. Once engaged in close combat with a slower opponent, Gazelle likes to weave in and out, sometimes alternating "Half Move away and Dodge" with "Half Move close and Attack." Against SPD 4 (or slower) opponents, such as most agents, the results can be almost comical: the foe literally cannot lay a finger on her without delaying actions, and, in this case, Gazelle simply switches tactics and throws her foe completely off stride.

Appearance: Trish is a willowy young woman with the look and stance of a professional model—the sort that turns heads in a crowd. Her costume is a tan tunic with leaf-green and white stripe patterns, a black mask and tall, soft boots with good traction.

SNOWMANE			
Val	Char	Cost	Combat Stats
15/50*	STR	25	OCV: 5/7 DCV: 5/6 ECV: 5 Phases: 4, 8, 12 / 3, 5, 8, 10, 12 Costs Char: 139 Base: 100 Powers: 121 Disad: 160 Totals: 260 260
14/20*	DEX	26	
18/28*	CON	32	
10/14*	BOD	3	
13	INT	3	
14	EGO	8	
10/20*	PRE	8	
14/10*	COM	2	
5/18*	PD	8	
4/15*	ED	7	
3/5*	SPD	17	
7/14*	REC	0	
36/56*	END	0	
27/48*	STUN	0	
Cost	Powers	END	
5	Instant Change	0	
11*	Growth, 2 levels, 0 END, Persistent, Always On (x4 mass, -2" KB, -1 DCV, +1 others' PER, Char effects added)	0	
10*	x½ END w/STR	0	
18*	4D6 Cold NND vs Force Field or Cold Powers, 4 Charges	0	
6*	3D6 Absorption, Only vs Cold, Goes to STR	0	
5*	Armour +10 ED, Only vs Cold, Only up to Absorption roll	0	
8*	Damage Resistance 12 PD, 8 ED	0	
8*	Clinging, normal STR	0	
8*	Superleap +5" (15" total), x4 noncombat	3	
4*	Discriminatory Smell	0	
Skills & Talents			
10	2D6 Luck		
3, 3	Acrobatics, 12-/13-; Breakfall, 12-/13-		
3, 4	Survival, 11-; SC: Archaeology, 13-		
1	PS: Archaeologist, 11- (added to free 8-)		
1	Transport FAM: Planes, 8-		
1	Conversational French (English is native)		
10	2 Levels w/all Hand-to-Hand Combat		
2	1 Level w/Punch		
100+	Disadvantages		
10	Vulnerability: 1.5x STUN from fire-based attacks		
5	Accidental Change if injured or very angry (Unc), 8-		
5	Enraged if betrayed, 11-, 14-		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Swashbuckler (V Com, Mod)		
10	Psych Lim: Hatred of betrayal/disloyalty (Unc, Str)		
15	Distinctive Features: large, furry and inhuman — may be effectively disguised by changing shape (Concealable w/loss of powers, Always Noticed)		
5	Reputation: Sentinel (brick), 8-		
10	DNPC: Normal girlfriend, Kathy O'Kaye, 8-		
10	Watched: Canadian Government (Mo Pow, NCI, 8-)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
15	Secret Identity		
20	Experience		
* Only in Hero ID (-¼). The magical amulet which grants this change cannot be considered a true focus since it cannot be removed without rare magic or Josh's death.			



Name: Joshua Adam Jordan, Adventurer/Archaeologist

Personal Details: Born: October 3, 1963. Height: 5'10" / 9'3." Weight: 75 / 340 kg. Hair: Brown, wavy; clean-shaven / White fur. Eyes: Brown / Ice blue.

Background: Josh is the son of an archaeologist (Mark Edward) and a literature professor (Ellen Grace). He lived a normal, happy life until his parents were killed in a mysterious accident while he was away at college. By the time he had gotten their affairs in order, he was running short of funds. He was forced to study sporadically and travel the rest of the time, working for other scholars.

While going through his parents' papers on one of his rare visits home, he discovered an ancient map hidden in the lining of a briefcase. It supposedly led to an ancient subterranean city in the far north but seemed completely at odds with the known tribal histories of the area. Josh was uncertain at first but eventually showed the map to one of his travelling companions and a fellow archaeologist, Alex Craven. In the end, they set off to follow it.

After a number of adventures, they did, indeed, find the city, and it surpassed their wildest imaginings. Craven wanted the discovery to be his own, however, and betrayed Josh, cutting his rope and leaving him for dead in a ravine near the ruins. That might have been the end of the story if Josh had not stumbled over a strange amulet in the pit. He put it on, so as not to lose it while climbing, and it instantly grafted itself to his chest, transforming him into Snowmane. Using his new powers, Josh escaped the trap with ease. Removing the talisman caused some ancient magic to fade away, and the city crumbled into the earth, apparently killing Craven.

Josh returned to civilization and decided to use his new powers to aid society and have a few adventures along the way. Up until recently, he worked as a museum caretaker when not in his heroic guise; however, when he heard about the new Atlantic Sentinels base, he decided that he might be better off working full-time with a recognized superhero team. They agreed.

Quote: "Make way for the Snowball Express!"

Personality: Josh is an easygoing, fun-loving swashbuckler, who makes friends easily and likes to think the best of people. As far as he is concerned, finding the amulet was the best thing that ever happened to him: he feels more alive now than he ever did before. But, since life is too short to take it very seriously, he doesn't bother. As one might expect, this makes him rather flamboyant as a hero—a source of irritation to the more cautious Myrmidon, who is normally one of his best friends. This is not to say that Josh is only in it for the excitement: he is unfailingly kind, and using his powers to help others seems like the most natural thing in the world to him. He is especially protective of Karen, whom he treats like a little sister, and of his girlfriend, who knows his identity. The latter case is fortunate since Kathy O'Kaye, an equally overconfident photographer, has a tendency to get into trouble over her head.

Powers/Tactics: In the form of Snowmane, Josh possesses superhuman strength in abundance and is physically fit in all other respects, as well. He is resistant to cold—in fact, actually strengthened by it in most cases—and can drain heat from targets himself. Despite his bulk, he has chimp-like mobility and is able to climb virtually any surface, perform dizzying acrobatics and leap impressive distances.

Snowmane is not a great tactician, preferring to leave that to Myrmidon and Oracle. His standard procedure is simply to pick the biggest foe and dive in swinging, using his leaping and clinging to keep opponents moving and off-balance. He is fond of Move Throughs, especially while leaping. Of course, in a group situation, Myrmidon will try to refine these "tactics" and direct them where they will be of the most use. Snowmane is actually quite clever and quick to follow orders in innovative ways, so, in practice, this works out just fine.

Appearance: Normally, Josh is a handsome man who looks like he belongs in the outdoors (an image he does nothing to dispel). He is no weakling, even in this form—not especially tall, but muscular in build. As Snowmane... well, he really has to be seen to be believed. Some people say that he looks like a yeti or a blue-white mountain gorilla, in as much as he is a furry anthropoid; however, he is proportioned more like a broad-shouldered man. Oracle may have hit it closest when she said he looks like a giant troll doll—the sort that people hang from their rear view mirror and shake to make its hair fly all over. Snowmane's response to this was that he would like to see someone try to hang him from a mirror...

In any event, he has long tufts of wavy white fur with pale grey and ice blue highlights. He wears a sleeveless gold tunic, blue trunks, a wide red belt and nothing else. Clothes for nine-foot people are pretty rare.

MYRMIDON				
Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 8	
23	DEX	39	DCV: 8	
28	CON	36	ECV: 5	
12	BOD	4	Phases: 2, 4, 6, 8, 10, 12	
13	INT	3		
14	EGO	8	Costs	
20	PRE	10		
14	COM	2	Char: 162	Base: 100
15	PD	11		
14	ED	8	Powers: 113	Disad: 175
6	SPD	27		
12	REC	4	Totals: 275	275
56	END	0		
36	STUN	0		
Cost		Powers		END
25	Pit Fighter Package:			
	Maneuver	OCV	DCV	Effect
	Strike	+0	+2	STR + 2D6 (6D6, 10D6 w/gems)
	Smash	-2	+1	STR + 4D6 (8D6, 12D6 w/gems)
	Nerve Pinch	-1	+1	2D6 NND*
	Deathblow	-2	+0	½D6 HKA (1D6+1 w/STR)
	Dodge	—	+5	Dodge, Abort
	Ward	+2	+2	Block, Abort
18#	Multipower (27 point reserve)			
2 m#	Sonic HA: 4D6, 0 END Cost			
2 m#	Force Field, +6 PD, +6 ED, 0 END Cost			
5	Damage Resistance 7 PD, 3 ED			
5	Lack of Weakness -5			
3	Mental Defence -5 (-8 total), Activate 14-			
2	Running +1" (7" total)			
10	Regeneration, 2 BOD/Turn, Costs END			
Skills & Talents				
10	Find Weakness w/Strike, 11-			
3, 3	Acrobatics, 14-; Breakfall, 14-			
3, 3	Stealth, 14-; Survival, 11-			
3, 2	Tactics, 12-; KS: Pit Fighting, 11-			
1	PS: Soldier, 11- (added to free 8-)			
3	Fluent English (Pangalactic is native)			
10	2 Levels w/all Hand-to-Hand Combat			
100+ Disadvantages				
10	Enraged if betrayed/backstabbed, 14-, 11-			
5	Enraged if friends injured (BODY damage), 8-, 14-			
20	Psych Lim: Code of Honour (Com, Total)			
15	Psych Lim: Cannot tell a direct lie (Unc, Total)			
15	Psych Lim: Avoids harming innocents in any way or killing anyone (Com, Str)			
5	Distinctive Features: vaguely alien appearance (EC, Noticed)			
10	Reputation: Leader of Atlantic Sentinels, honourable alien warrior, 11-			
10	Watched: Canadian Government (Mo Pow, NCI, 8-)			
20	Hunted: Lor Empire (Mo Pow, NCI, 8-)			
10	Public Identity			
55	Experience			
* Defence is wearing solid armour or having Lack of Weakness.				

OIF Dree Gems (Universal, Unbreakable). These gems attach themselves to the back of each hand and can only be removed by the wearer or by someone else when the wearer is unconscious. The latter method requires a normal EGO roll on the part of the would-be looter, and only one such attempt is allowed per person per day (additional tries will automatically fail). On the other hand, the gems can be removed freely if the wearer is slain...

Name: Tan Rejar, Ex-Soldier, Ex-Pit Fighter

Personal Details: Born: August 21, 1959 (Earth time). Height: 6'2." Weight: 95 kg. Hair: Sandy brown, straight; clean-shaven. Eyes: Green.

Background: Tan Rejar, a native of the planet Mennar, was originally a well-known warrior of the tyrannical Lor Empire. Eventually, however, he began to doubt the morality of his career, and, when one of his patrols carelessly annihilated a village of peaceful farmers on Farkis VI, he went AWOL. He was eventually captured and turned into a sort of galactic pit fighter, brainwashed into becoming the perfect warrior, completely loyal to the Empire. Again, his fame became widespread, as he rose to the top of his "profession" and ultimately mastered the ancient Dree gems.

In time, Tan broke through the brainwashing and led a successful prisoners' revolt, killing an important Praetor in the process. This started a wave of rebellions from which the Empire never fully recovered. Tan became a hunted man, wanted in every corner of Lor space, and was finally forced to flee in a "borrowed" space craft. He crashed on Earth and took up residence here, becoming a sort of celebrity.

It was only a matter of time before the Sentinels were asked to check out the supposed visitor from space. This turned out to be fortunate, as Skylark and Sirius arrived just in time to help Tan fend off a group of Lor bounty hunters. A bond of friendship grew between the three, and Skylark realized that he had found the first member of the Atlantic Sentinels. This did not go over well with the government at first, especially when it became clear the Tan was best suited for the leadership position, but in the end they bowed to Skylark's wisdom. They have never regretted that choice: Tan is a superlative leader and a true hero, totally loyal to his new home.

Quote: "In my time, I have seen Evil with power that would make even you crawl back under your rock. And I have seen it fall."

Personality: Most of the time, Tan is a pleasant, soft-spoken man who, nevertheless, has an unmistakable aura of power and authority. He is a very quick learner and has had few problems adjusting to life on Earth. He likes meeting new people and tends to charm almost everyone with his mixture of quiet strength, inoffensive nature and unfailing courtesy. As often as not, he seems more like a knight of old than a high-tech warrior from a race of star-farers.

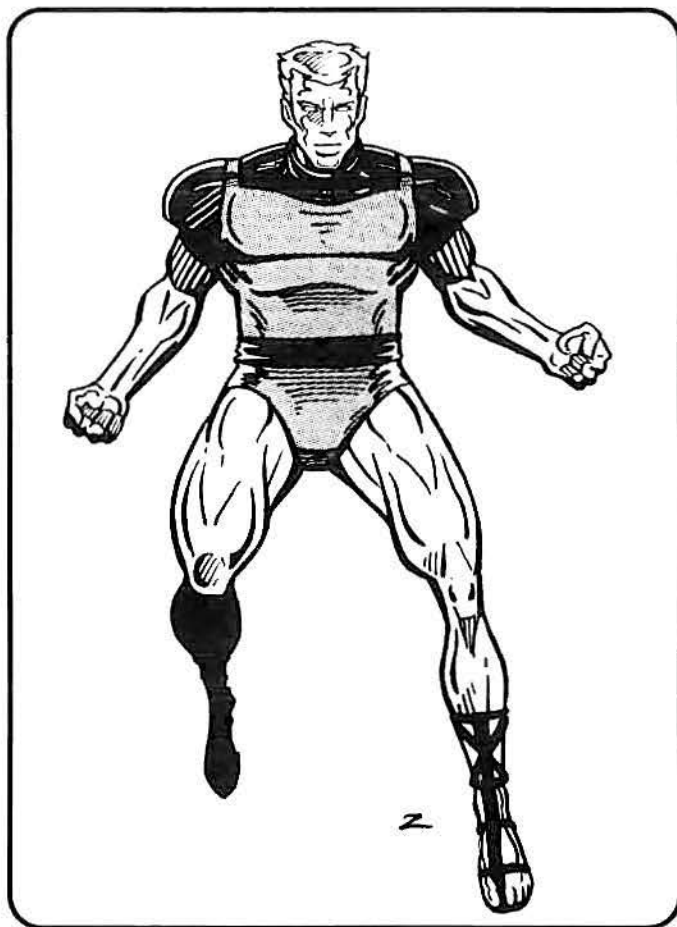
On rare occasions, however, those who are close to him—particularly, Oracle—can tell that he is still haunted by past demons. At such times, it is best to leave well enough alone, and let him have his moments of privacy. It can be said, to his credit, that Tan has learned to view his past impersonally and funnel his fiercer emotions into a burning determination to protect his adopted home from the injustice he has seen elsewhere. But Oracle sometimes worries about the cost this deflection of emotions must have on the man, himself.

Powers/Tactics: Tan still possesses the mystical Dree gems, grafted to the backs of his hands, and these enhance his already formidable fighting powers. His strength of mind was increased in his battle against the brainwashing, but he is still unable to tell a lie or tolerate disloyalty, due to his strong training. It is quite possible that he will never be able to shake off these lingering effects, as they fit in too well with his own code of ethics.

When working alone, Tan is a dangerous opponent, well-versed in the tricks of war. He will make use of every advantage—every piece of terrain, every potential weapon—to bring down his opposition with minimal damage to either side. Since he is used to close combat and strongest in this context, he will use stealth to engage most enemies as quickly as possible, ideally neutralizing or forcing them to use up any weapons they possess before making a fierce and sudden strike. Myrmidon fights to win: this is no game to him. He has seen too many people who thought they were immortal die horrible deaths.

In a group situation, Tan is a natural leader, putting his own knowledge of tactics and Oracle's superhuman instincts to their best advantage. Since he is one of the group's most powerful fighters, situations sometimes arise that force him to leave in-combat logistics to Oracle alone (a task for which she is well-suited, anyway); however, as a rule of thumb, he is good at keeping track of the "big picture" even while standing toe-to-toe with the opposition. Tan is a bit more cautious while working with the team, although he probably doesn't realize this himself: his past experience has left him with a profound distaste for military leaders who only worry about the casualty count with regard to how it stacks up against the enemy's.

Appearance: Tan is a tall, solid-looking man with golden skin. He appears human at first glance, but has an aura of... "otherness" about him, which is hard to put one's finger on. A doctor would discover more distinct differences—two hearts being the most obvious—but these are all internal. Tan does not actually require a costume, since he has no



secret identity to protect; however, the idea seems so natural to him that he is never without his "uniform" while "on duty." It is a silver-grey jumpsuit with blue and white trim. The pulsating green Dree gems have become almost a part of his body, so he seldom bothers to remove them unless trying to conceal his identity.

RAID

MEMBERSHIP

Mentor, Rainbow, Deuce, Nightrunner.

ORIGIN

When Jemin Ylan (alias James Wight) first decided to see if the "other side of the law" had more to offer him, he realized that he faced two large problems. First of all, although he knew a great deal about Earth, he was still ignorant enough of local customs to feel at a disadvantage—a situation he always tried to avoid on any mission. Also, he understood that his unusual talents would soon bring him into conflict with authorities more powerful than the local police department: organizations such as UNTIL or perhaps even those fascinating paranormals known as "superheroes." Always one to understand his own limitations, Jemin knew that his relatively inoffensive powers could not hope to compete with such opposition. The solution was obvious, since he had done it several times on other worlds in similar (albeit, legal) situations: he needed a suitable crew, formed from the native populace. From that point on, he kept an eye open for any who might suit his unique requirements.

Luck was with him on one of his first outings: while breaking into a jewelry store, Jemin ran into Rainbow, who was attempting to do much the same thing. A brief scuffle ensued, which Jemin won by taking the inexperienced villainess off-guard with a mind blast. Rather than leave her there for the authorities, he brought her back with him and split the loot with her. This, plus Jemin's air of confidence, impressed Rainbow, and the two formed a partnership.

A month or so later, Jemin witnessed a group of policemen hauling off Deuce, who had just been apprehended by the Pacific Sentinels. Using his telepathic powers, it was relatively simple to impress the police with his knowledge and appear to be one of their own. Once he had them off-guard, freeing Deuce was child's play—especially since the now revived brick was able to help in his own rescue. Deuce was naturally grateful and liked Jemin right from square one. The idea of joining the pair appealed to him and required no great persuasion on Jemin's part.

Neither Rainbow nor Deuce had reason to regret their decision. Jemin proved to be a very capable leader, who made watching out for his followers his top priority. In fact, it was Deuce who suggested Jemin's codename: Mentor. Jemin, on the other hand, felt that their group was incomplete. While they had expanded greatly in power, they were lacking in stealth. He, therefore, made finding a scout/thief

his next goal and was rewarded when the group ran into Nightrunner. As had happened with Rainbow, she came into conflict with Jemin when they both chose the same target for a robbery. Realizing the better part of valour, Nightrunner agreed to work with them on the job, thinking she would be rid of them afterwards; however, it went so easily with their "help" that even she had to agree that they made a good team. When Jemin's group-encompassing mental shield later allowed them to fend off a psionic who had been dogging her, Nightrunner was completely convinced.

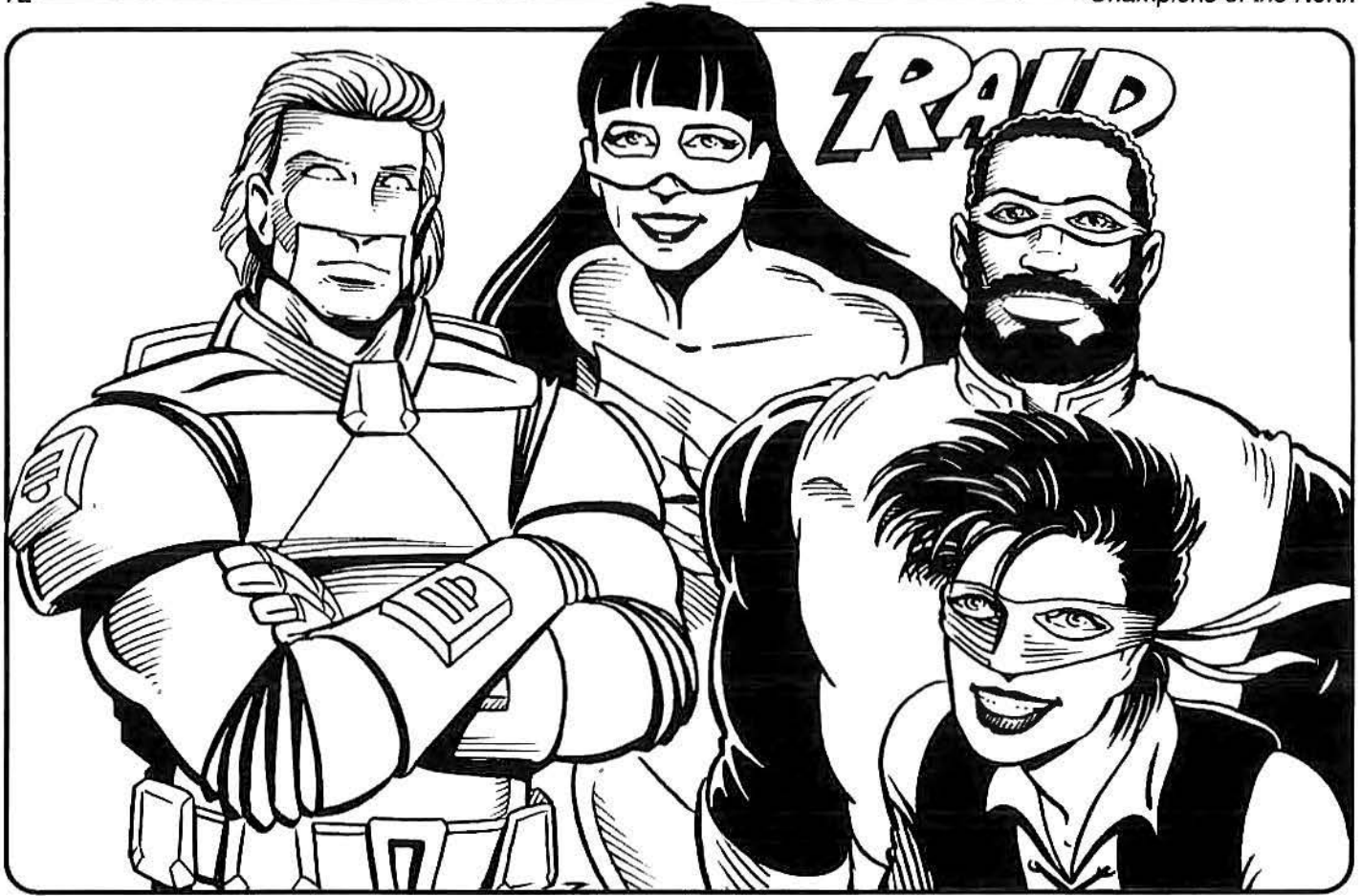
TACTICS

Mentor takes pride in the fact that his group has never been apprehended. Although they are rather low-powered individually, they can be devastating as a team—due in no small part to Mentor's plans and ability to communicate them telepathically. In combat situations, the group will try to stall for time and hold off enemies long enough for Mentor to size up the opposition telepathically. He will then instruct each member to deal with the target most susceptible to his or her unique abilities.

Mentor, himself, is naturally best suited to fending off other psionics and will call the group to him to raise his mental shield if such an opponent is particularly strong. Mentor's EGO Attack makes him dangerous against any foe, and, if no other enemy demands his attention, he will concentrate his effort on weak-willed speedsters/martial artists (who are hard to hit) and bricks (who are hard to damage).

Rainbow is just generally dangerous. Her speed and powerful armour-piercing attacks make her equally effective against other projectors or bricks. She will generally be sent after other flying opponents or ordered to strafe ground targets, if the air is clear. If left to her own devices, she is fond of taking out Mentor's chosen target with an uncontrolled "atomic decay" attack, so that she can concentrate on a single foe of her own choosing, suited to her abilities: she likes one-on-one duels of power.

Deuce is most suited to dealing with other bricks, of course. His duplication power often gives him an unexpected edge, even over those opponents who are faster. Especially when dealing with quick opponents, he likes to duplicate himself, make grab attacks until one "clone" successfully snags the foe and then pummel his enemy into submission with the other duplicate. Deuce likes fighting but avoids doing any serious harm—to him, it's all one big game, albeit one that he likes to win.



Nightrunner is the light-weight of the group when it comes to combat and she knows it. She will generally be used to take out other martial artists of comparable power or to make hit-and-run strikes against several different opponents to soften them up for her partners—her speed and invisibility make this relatively easy. Occasionally, she will keep out of harm's way long enough to teleport into a more strategic location, going invisible immediately upon arrival.

Note that Mentor often uses his Gadget Pool to equip group members with devices suitable to the task at hand. For instance, he commonly gives Nightrunner a pair of Ultraviolet Vision Goggles (2 Gadget Points) to improve her effectiveness in stealth situations.

GROUP RELATIONS

Although the group works well together under Mentor's leadership, it is not without some internal strife. Deuce is the least problem, since he is relatively normal and very loyal to Mentor, but even he can create difficulties when he gets it into his head to follow one of his own (usually over-rated and unnecessarily complicated) improvised plans. Rainbow respects Mentor and values his friendship but often follows her own interpretation of orders, better suited to her own morals. Her code of honour sometimes puts her at odds with sneaky but otherwise sound tactics. Nightrunner is perhaps the biggest problem, since she is more of a loner than the others.

Her tactics can be devious (although practical) and often meet with Rainbow's disapproval. She also feels, somewhat justifiably, that her role of scout is the most dangerous one in the group and so, in what she sees as a fair trade-off, she often hangs back in combat.

Mentor recognizes all of his friends' idiosyncrasies and is generally successful in working around them. Of course, he has one problem of his own: his alien origin is a secret even from his friends, since he is worried that telling all might break up the group. Ultimately, he knows he will have to come clean, but he hopes he will have had time to fully prove himself to them by then.

REPUTATION

RAID is a group of super-thieves, pure and simple, with the unspoken motto: "minimum danger, maximum profit." Although they are quite capable of slugging their way to a goal, even Deuce prefers to follow the course of least resistance. This, combined with the fact that Mentor is very strict about not involving innocents, has given the group a relatively peaceful reputation. RAID is a thorn in the side of the Sentinels, but at least it is not a vicious one. For obvious reasons, they will seldom work as mercenaries, unless their employer's goals are unambiguous and in keeping with group morality. They have no use whatsoever for VIPER, DEMON and the like, and the feeling is mutual.

SCENARIO IDEAS

Since RAID often stages crimes in the U.S., they can act as a lure to draw PCs northward in pursuit. South Pacific/Hawaiian heroes may have heard of the "war goddess" (Rainbow) under some other name or may have actually met Lila in college. Since RAID has a relatively peaceful reputation, this will influence public perception of how the PCs handle the situation: those who enter the country, guns blazing, without even going through the proper channels (e.g., the Sentinels) are in for a rough ride. Keeping this in mind, the GM may wish to complicate things by painting two different images of RAID—one for the PCs and one for the rest of the world. For example...

RAID stages a robbery in a U.S. science lab to restock Mentor's gadgeteering equipment. While poking around the building, Rainbow accidentally exposes herself to an experimental virus which causes a Hyde-like transformation, gradually making her more and more paranoid and, as a result, more violent. Within days, the rest of the group (except Mentor, who is immune) has also been infected, and RAID has suddenly developed irrational tendencies. For obvious reasons, Mentor can't go for help and must try to deal with the situation on his own.

In the meantime, the PCs are contacted by the lab and told about the robbery. They are also (hesitantly) told about a broken vial that was found and the possibility that the robbers were contaminated; however, the scientists won't mention the psychological side-effects since this was part of a top secret "bravery pill" experiment for the military. Thus, the PCs have added incentive to pursue RAID—not just to return the equipment but to stop a possible plague. The trail will lead to Canada, leaving enough damage in its wake to convince the PCs that they are dealing with a fairly strong, amoral pack of super-thugs. Of course, the Sentinels will find the whole story difficult to believe since it seems so out of character for RAID, and the two teams may be at cross-purposes until someone figures out what is going on.

As an added twist, have Mentor propose a truce so that he can work with the PCs to solve the problem—this is especially good for heroes who insist on taking a black-and-white view of the universe. If you want to encourage cooperation, simply assume that the virus is a mutagen which also temporarily increases the victim's power level by 50 or so points. The PCs will need all the help they can get to capture a rampaging war goddess with 10D6 Armour Piercing Energy Blasts, a desolidifying Nightrunner with DEX 33, and Triad, the STR 60 triplicating brick!

NIGHTRUNNER					
Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 9 DCV: 9 ECV: 5 Phases: 2,4, 6, 8, 10, 12 Costs Char: 121 Base: 100 Powers: 129 Disad: 150 Totals: 250 250		
28	DEX	54			
18	CON	16			
9	BOD	-2			
13	INT	3			
14	EGO	8			
15	PRE	5			
14	COM	2			
8	PD	5			
5	ED	1			
6	SPD	22			
8	REC	2			
36	END	0			
26	STUN	0			
Cost		Powers		END	
23	Kung Fu Package with +1 DC				
	Maneuver	OCV	DCV	Effect	
	Punch	+0	+2	STR + 3D6 (6D6 total)	1
	Block	+2	+2	Block, Abort	1
	Throw	+0	+1	STR + v/5; opp. falls	1
	Disarm	-1	+1	Disarm,+15 STR to Roll	1
	Dodge	—	+5	Dodge, Abort	1
25	Multipower (25 point reserve)				
2 u	Invisibility to normal Sight, x½ END				
2 m	Teleport 10," x2 noncombat,				
	1 Phase Extra Time, x2 END				
7	Multipower (20 point reserve), OAF Boomerangs, Must be Thrown, 4 Rec. Charges (see below)				
1 u	1D6+1 RKA vs PD				
1 u	Missile Deflection vs Arrows/Projectiles at a Range 0				
7	Armour +5 PD, +5 ED, OIF Bodysuit, Activate 14-				
8	N-Ray Vision, Linked to Teleport, Limited Use (see below)				
	Skills & Talents				
3, 3	Acrobatics, 15-; Acting, 12-				
3, 3	Breakfall, 15-; Climbing, 15-				
3, 3	Conversation, 12-; High Society, 12-				
3, 7	Lockpicking, 15-; Security Systems, 14-				
3, 3	Seduction, 12-; Sleight of Hand, 15-				
3, 3	Stealth, 15-; Streetwise, 12-				
2	KS: Kung Fu, 11-				
1	PS: Cat Burglar, 11- (added to free 8-)				
6	2 Levels w/Boomerang (Strike, Missile Deflection, Grab)				
4	2 Levels w/Grab				
100+		Disadvantages			
10	Vulnerability: 1.5x STUN from AP attacks				
15	Psych Lim: Greedy (Com, Str)				
10	Psych Lim: Self-Centred (Com, Mod)				
10	Psych Lim: Cautious—avoids risks she feels are unnecessary (Unc, Str)				
10	Psych Lim: Vindictive—patiently vengeful (Unc, Str)				
10	Susceptibility: 2D6 STUN when teleported by others (Unc)				
5	Reputation: Cat burglar, 8-				
20	Hunted: UNTIL (Mo Pow, NCI, 8-)				
15	Hunted: RCMP (As Pow, NCI, 8-)				
10	Hunted: Australian Authorities (As Pow, NCI, Limited Area, 8-)				
15	Secret Identity				
20	Experience				

Name: Margaret Theresa Newcastle, Cat Burglar

Personal Details: Born: June 2, 1964. Height: 5'5." Weight: 55 kg. Hair: Sandy blond, wavy. Eyes: Ice blue.

Background: Margaret was born in Mildura, Australia. Her mother died when she was very young, and she was raised by her father, Milton, who worked on one of the local riverboats. They were a rather poor family and, as she grew older, Margaret decided that she deserved a wealthier lifestyle. Partly for this reason and partly for the excitement, she began pilfering from the local tourists who used the boat. While fleeing one such raid along the docks, Margaret ran into a group of considerably more violent thugs. Only the appearance of her mutant teleportation ability saved her life, and her new-found invisibility ensured her escape. This incident instilled caution in her that had been previously lacking. It also gave her the abilities she needed to hit the big time...

Bidding her father a fond farewell, Margaret left for Sydney and was soon making a good living as a cat burglar. In time, however, things began to get too hot, even for one with her abilities. With the authorities closing in, she fled the country and set up shop in Canada. Early on, she ran into RAID and was soon convinced that there really was safety in numbers.

Quote: "Now you see me—now you don't..." (WHACK!)

Personality: Margaret is one of those people who feels that the world owes her a living. Her philosophy of life is simple: take what you can, because nobody is going to give you a free ride. For obvious reasons, she doesn't get along exceptionally well with the rest of the team, although she respects and listens to Mentor.

Margaret does share one important trait with her allies: an aversion to unnecessary violence. She always tries to use stealth and cunning rather than brute force, although she is trained in kung fu. She often goes undercover when casing a job, using her charm, good looks and intelligence to feel out the opposition and distract their attention. At such times, she can be quite delightful: no one would suspect that this disguise conceals a self-centered woman, concerned only with her own comfort.

Powers/Tactics: Nightrunner's primary powers are invisibility and teleportation. Her teleportation is unique in that she can sense whether her destination is open and, therefore, safe; thus, unlike most psionics, she can 'port into an area she cannot see by normal means. Although this process is too taxing and time-consuming to be used often in combat, it is excellent for slipping into sealed rooms and making emergency get-aways. In game terms, Nightrunner's N-Ray Vision is linked to her Teleportation (-½) and can only be used to sense an empty space behind a barrier (-1). This sense will not penetrate Hardened Defences or Force Fields, nor will it actually allow her to "see" anything—she simply knows whether or not there is an empty space in that direction.

Nightrunner knows kung fu and possesses a number of thief-oriented skills. She has trained herself with the boomerang and can use it, not only as a ranged weapon, but also as a means of deflecting incoming attacks.

Nightrunner's usual tactic in combat is to avoid it. If she is forced into a fight (highly unlikely, considering her powers) or ordered to do so by Mentor (rather more probable), she will go invisible and try to neutralize her foe as quickly as possible. Even with martial arts, her damage is limited; Mentor is well aware of this and will not pit her against well-armoured foes except as a diversion—in which case, Nightrunner will fight defensively, using frequent blocks and dodges.

Boomerangs: Each boomerang counts as one Recoverable Charge: if it hits the target, it may be recovered at the end of combat, as usual. If it misses, assume for simplicity's sake that it will return on the thrower's next phase. A successful Grab will recover the "charge" immediately; otherwise, it is lost and must be "recreated" as usual. The speed of a 'rang gives it a DCV of 7, and its size subtracts 5 from the OCV of the catcher (-1 Grab penalty included)—it is somewhat less than ¼ man-size but is designed to be caught. Of course, appropriate Skill Levels can increase the chance of a successful catch. A natural roll of 18 indicates that the character is struck: the boomerang is on the ground and may be recovered later, but the character takes half damage from the hit! A boomerang is also bought with Limited Power: Must be Thrown (-½). This gives it normal Standing Throw range for a balanced and aerodynamic object of STR -25, instead of the usual Active Points x 5"—a reduction from 100" to 16" in Nightrunner's case. It also means that the attack cannot be used without a free hand and will not work in water or similar substances much denser than air.

Appearance: Margaret is pretty, but not glamorous. Her early years on the riverboat taught her how to get along with (read: manipulate) people and make them feel comfortable (read: put them off guard)—she makes good first impressions, and viewers inevitably remember her as being more pleasant and attractive than she really is. As Nightrunner, Margaret wears a dark green jumpsuit and mask, with a black kevlar vest. Her gloves, boots and belt are also black, the last being wide and usually slung at a rakish angle. In either guise, Margaret likes clothes which are practical but fashionable.

MENTOR			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 7
10	BOD	0	Phases: 3, 5, 8, 10, 12
18	INT	8	
20	EGO	20	Costs
18	PRE	8	
12	COM	1	Char: 125 Base: 100
7	PD	4	
7	ED	3	Powers: 155 Disad: 180
5	SPD	32	
10	REC	6	Totals: 280 280
36	END	0	
26	STUN	0	
Cost	Powers	END	
24	Power Pool (Standard Gadget Pool), 20 point reserve	0	
50	Multipower (50 point reserve)		
5 u	4D6 EGO Attack, x½ END	2	
5 u	8D6 Telepathy, x½ END	2	
20	Mental Defence -16 (-20 total), Usable on Others w/Range (self + 4), Ablative (recovered w/8+ hours of sleep)	0	
7	Armour +5 PD, +5 ED, OIF suit, Activate 14-	0	
Skills & Talents			
3	Simulate Death		
9, 3	Gadgeteering, 16-; Computer Programming, 13-		
3, 3	Concealment, 13-; Cryptography, 13-		
5, 3	Disguise, 12-; Electronics, 11-		
3, 3	Mechanics, 11-; Stealth, 13-		
5, 1	Tactics, 14-; PS: Starship Captain, 11-		
3	Fluent English (Pangalactic is native)		
100+	Disadvantages		
15	Vulnerability: 1.5x STUN from energy killing attacks		
10	Enraged when follower takes BODY damage from attack, 11-, 11-		
15	Psych Lim: Avoids hurting innocents or killing anyone (Com, Str)		
15	Psych Lim: Protective of followers (Com, Str)		
10	Psych Lim: Must lead any group he is in (Com, Mod)		
5	Psych Lim: Dislikes large open spaces—used to confined quarters (Unc, Mod)		
20	Normal Characteristic Maxima		
5	Distinctive Features: alien (E Con, Noticed)		
20	Hunted: Lor Empire (Mo Pow, NCI, 8-)		
20	Hunted: Sentinels (Mo Pow, NCI, 8-)		
15	Secret Identity		
30	Experience		

Name: James Alexander Wight (Jemin Ylan, Ex-Starship Captain)

Personal Details: Born: December 7, 1955 (Earth time). Height: 5'11." Weight: 80 kg. Hair: Brown, wavy; clean-shaven. Eyes: Amber.

Background: James Wight is, in fact, Jemin Ylan, a Lyran. He was a prominent member of the intergalactic Lor Empire (cf. Myrmidon)—a military officer, agent and starship captain. He had a reputation for being good at his job and losing minimal personnel in the process.

In fact, his concern for those under him proved to be his undoing. When it began to appear that he had a chance at nomination to the Imperial Senate, powerful rival factions arranged an unusual mission for him. Although he might well make it out alive, it would be suicide for most of his crew. As expected, Jemin rebelled at this: he completed the mission but in a rather unorthodox manner that spared his crew. None could doubt his success, but all were forced to agree that he had disobeyed orders and placed the secrecy of the mission in jeopardy. With pressure in the right places, the rival factions ensured that a solemn reprimand became a full-fledged court martial—and then put forward the motion for his termination when it was realized that an ex-agent with his knowledge could not be left alive as an independent.

Jemin discovered his fate and cleverly escaped the death sentence. He fled to the most backwater portion of the galaxy he knew—Earth—and rigged his ship to destroy itself several solar systems away. He then set about making a life for himself as a Terran.

Jemin quickly found that he was not well-suited to any normal job and had difficulty because of his sketchy past. Finally, he was forced into a life of crime. For a time, he took occasional semi-legitimate jobs, spying for various employers, and earned the attention of the Sentinels. Now, he is concentrating his talents on the advancement of his own super-thief team, RAID.

Quote: "I am a firm believer in avoiding hostility, if at all possible. But if one must fight, one should do so to win."

Personality: Jemin is not a hardened criminal and tries to avoid harming others as much as possible, robbing from large companies and the wealthy elite, of which he was once one. He has seen too much bloodshed to find excitement in battle, and, so, prefers to outwit opponents. It is difficult to say what he is like outside of his role as Mentor: command has always come naturally to him and permeates every aspect of his life—he is never "off duty." Basically, he is a soft-spoken man, but one used to wielding unquestioned authority. He has nerves of steel and is virtually fearless (though not foolhardy) where his own life is concerned; however, he dislikes endangering those under his command. It is difficult not to respect the man: even the Sentinels, who are trying to bring him to justice, have no great zest for the hunt.

Powers/Tactics: Mentor is a tactical wizard, trained in a number of covert operations skills. He is a master of disguise, which is one reason why he has not yet been discovered as an alien, and is also a fair gadgeteer. Like all Lyrans, Jemin possesses a number of telepathic powers. Most notably, his mental shield is so strong that he can use it to protect others, as well.

Appearance: Jemin's actual skin colour is light grey and his hair is white: the Terran appearance is a simple high-tech disguise. His costume was fabricated from his old military uniform: a gold and navy blue armoured bodysuit with black boots and a red utility belt. He wears a red half-face mask.

RAINBOW			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 4
10	BOD	0	Phases: 3, 5, 8, 10, 12
10	INT	0	
11	EGO	2	Costs
15	PRE	5	
16	COM	3	Char: 116 Base: 100
7	PD	4	
8	ED	3	Powers: 129 Disad: 145
5	SPD	17	
15	REC	14	Totals: 245 245
46	END	0	
29	STUN	0	
Cost	Powers	END	
45*	Multipower (67 point reserve) — Radiation-Based vs ED		
9 m*	6D6 AP EB, No Range Penalty		3
9 m*	4D6 AP EB, Continuous, Uncontrolled		3
9 m*	6D6 AP Damage Shield		3
20#	Force Field +8 PD, +12 ED, x½ END		1
5	Power Defence -5		0
3	Life Support vs High Radiation		0
20#	Flight 10," x½ END		1
Skills & Talents			
0	PS: Marine biologist, 8-		
4	Idiomatic, Unaccented English (Samoan is native)		
2	1 Level w/6D6 AP EB		
3	1 Level w/Flight (turn mode, dodge, move through)		
100+	Disadvantages		
10	Vulnerability: 1.5x STUN from poison & chemicals		
10	Enraged when betrayed/backstabbed, 14-, 11-		
15	Psych Lim: Honourable (Com, Str)		
10	Psych Lim: Arrogant (Com, Mod)		
10	Psych Lim: Foolhardy (Com, Mod)		
10	Psych Lim: Likes to fight equal or superior foes, but avoids harming normals (Com, Mod)		
20	Hunted: Genocide (Mo Pow, NCI, 8-)		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
15	Secret Identity		
15	Experience		
* Blocked by radiation defences (-¼); will not work in zones of intense radiation or magnetism (-¼)—see below. All have x½ END Cost.			
# Will not work in zones of intense radiation or magnetism (-¼).			

Name: Lila Anne Kiwani, Student

Personal Details: Born: February 8, 1966. Height: 5'6." Weight: 56 kg. Hair: Black, long. Eyes: Indigo.

Background: Lila was born on a small island in the South Pacific. She never knew her real parents, nor even knew what happened to them, since the people of the village claimed that she had been found one day after a devastating storm. She was raised by the entire village as one of their own. As she grew into her teens, Lila discovered that she possessed radiation-spawned mutant powers. Although the local natives were not really primitive, they were superstitious and treated her as a sort of spirit of war, brought to them by the storm.

After a few years of being spoiled as a deity, Lila grew bored with the island's tranquillity. Her thirst for excitement eventually drew her to Hawaii, where she went to university to study marine biology. Unfortunately, her pampered adolescence made her somewhat contemptuous of normals and convinced her that she was meant for better things. Seeing no great profit in her present course, she quit university, travelled to the mainland and began a life of mercenary adventuring. It wasn't long before she encountered Mentor and entered into a partnership with him.

Lila feels no great pride in her "backwater" island home and tries to appear modern and sophisticated. Her English is flawless, with little trace of an accent. While she is not pursuing her goals as Rainbow, she takes a variety of courses at university and appears in all respects to be a lovely, energetic but otherwise typical student. Those that know her think she is a bit arrogant at times, but this is generally attributed to her supposedly wealthy background.

Quote: "Excellent—a worthy opponent. I do so like a challenge."

Personality: Like Jemin, Lila is not really a hardened criminal; however, she believes in living well and taking what she wants from those who can obviously afford it. After all, the loss of a few trinkets is a small price to pay to pacify a goddess of war!

Lila can be rather arrogant at times and foolhardy in combat; however, she is also very loyal to her friends and a good person to have on your side in a pinch. Her unusual upbringing instilled in her a code of martial honour: she believes in fair fights and will never flee from one. She will never lie to, betray or backstab an ally—or even a worthy adversary. As a result, her tactics are sometimes at cross-purposes to those of Nightrunner and, to a lesser degree, Mentor. She is not fond of the former but has a great respect for the latter; thus, she will obey his commands as long as they do not completely oppose her own code of ethics.

Powers/Tactics: Rainbow's powers are primarily radiation-based, although she has some psychokinetic abilities (Flight and Force Field), as well. She takes her name from the colours which shimmer around her when her powers are in effect and which trail behind her briefly when she flies. Her most frightening ability allows her to increase the decay rate of atoms in any target, living or unliving: once the process has begun, it will continue with no effort on her part and can penetrate even powerful defences. The only way for the defender to end the "attack" prematurely is to increase his density or completely immerse himself in water (actually, any liquid of equal or greater density will do).

Since her attacks are all radiation-based, they have absolutely no effect on anyone with appropriate defences—that is, lead shielding, a radiation suit, Life Support versus High Radiation and so on. In addition, none of her powers will function in zones of intense radiation or magnetism. When facing an opponent who is protected from her radiation attacks, Rainbow will generally put her Force Field on full and perform Move Throughs. If all of her powers are neutralized, she will naturally try to avoid combat but, if pushed, can put up quite a fight physically with her high CV. She is not above making a fighting strategic withdrawal but will never simply flee, since that would seem cowardly.

Appearance: Lila is a lovely, golden-skinned woman, with flowing black hair and startling indigo eyes. As Rainbow, she wears a light jumpsuit (basically, a one-piece bathing suit) with curving diagonal stripes which flow from shimmering yellow to hot pink. Her gloves are white, and her boots, belt, mask and suit trim are cerulean. As previously noted, a rainbow aura surrounds her when her powers are in effect.

DEUCE			
Val	Char	Cost	Combat Stats
50	STR	40	OCV: 6 DCV: 6 ECV: 3 Phases: 3, 6, 9, 12 Costs Char: 142 Base: 100 Powers: 103 Disad: 145 Totals: 245 245
17	DEX	21	
28	CON	36	
12	BOD	4	
10	INT	0	
10	EGO	0	
15	PRE	5	
12	COM	1	
20	PD	10	
18	ED	12	
4	SPD	13	
16	REC	0	
56	END	0	
51	STUN	0	
Cost	Powers	END	
70	Duplication: 1 duplicate—identical except for this power and * -marked Disadvantages	0	
12	x½ END w/STR	0	
15	Damage Resistance 20 PD, 10 ED	0	
Skills & Talents			
2	KS: Music History, 11-		
1	PS: Art Dealer/Historian, 11- (added to free 8-)		
3	1 Level w/Grab, Strike & Haymaker		
100+	Disadvantages		
10*	Vulnerability: 1.5x STUN from electricity		
5	Enraged when self or friends hit by killing attack, 8-, 14-		
15	Psych Lim: Avoids hurting innocents or killing anyone (Com, Str)		
10	Psych Lim: Likes making complicated, over-rated plans (Com, Mod)		
10*	Psych Lim: Worries about duplicate being killed (Unc, Str)		
20*	Susceptibility: 3D6 STUN from initial Duplication "split" (Com)		
15*	Susceptibility: 2D6 STUN from Adjustment powers (group of Unc)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
15	Secret Identity		
15*	Experience		
* Not possessed by duplicate form.			

Name: Greg Michael Davidson

Personal Details: Born: March 20, 1965. Height: 6'2." Weight: 99 kg. Hair: Black, curly; short beard & moustache. Eyes: Brown.

Background: Greg Davidson was an energetic but otherwise unexceptional student of art and music history at Simon Fraser University in British Columbia. One day, while he was walking home from the campus, an armoured van narrowly missed him, only to crash into a nearby tree. As he picked himself up off the ground and watched in amazement, a swarm of strangely-garbed men poured out of the van: VIPER agents. The UNTIL vehicle which had been chasing them suddenly appeared, and a firefight ensued. Not knowing what else to do, Greg hid in the only available spot: the back of the now abandoned van. As he watched the battle, he began to feel dizzy and suddenly realized that he had become contaminated with the spilled contents of the van's cargo, a synthetic material which the agents had stolen from a nearby lab. Crawling out, Greg felt a surge of energy and berserkly threw himself into the fight, tossing agents from both sides left and right with his new-found strength. At about that point, a second VIPER force appeared and brought him down with heavy weapons. Realizing that he might be useful, they tossed him in with their re-contained cargo and headed back to base.

In the VIPER Nest, Greg regained his sanity only to find that he now possessed incredible strength and stamina—and that he was a lab specimen. The VIPER scientists were ecstatic with their "discovery" and set about trying to enhance Greg's powers to an even greater degree. This had no obvious effect other than to make him a bit ill, and all other "volunteers" who were contaminated with the substance simply died...

When the Nest was attacked by the Pacific Sentinels, Greg decided this was a good time to leave. In making his escape, he discovered that the treatments had done something to him: he was able to split into two identical beings of great power! In the resulting confusion and destruction, he escaped with relative ease.

Never one to pass up a good thing, Greg has decided to put his powers to profitable use as a supervillain. He is still interested in art, music and living as well as possible, so his robberies reflect these tastes. He likes to play the "dumb brute" for gullible sorts and then fool them with a clever plan. Unfortunately for Greg, he is bright but not always as wise as he would like to believe: his rather convoluted plans often backfire at the worst possible time. Of course, now that he works with RAID, Mentor does most of the planning, and things are going a lot smoother.

Quotes: "You just bought yourself double trouble."; "Me and my partner are going to play a little ping pong. Guess what you get to be..."

Personality: Greg is actually quite a nice guy and has been known to use his powers to help people at times. Who knows? If he wasn't so fond of rich living or was a bit more strong-willed, he might even have become a hero. As is, Greg takes comfort in the fact that he is an ethical villain who generally only robs from people who seem to be asking for it (in his humble opinion).

Normally, Greg is easy-going and relaxed, but he does like a little adventure now and then. Fights with other superhumans are fun, as long as nobody gets seriously hurt—Greg was a bit of a weakling before the accident, so this whole super-strength thing has been a real gas. Most of the time, however, he prides himself on his civilized, aesthetic tastes: his greatest regret is that he is not a better painter himself and can only appreciate the work of others.

Powers/Tactics: As previously noted, Deuce is paranormally strong and can split into two beings of equally great power. His nervous system has had to adapt to his strange replicating ability and is still stressed by the initial "split." He is also susceptible to electrical attacks, which are neurologically disruptive.

Greg has almost made a hobby out of designing (if not enacting) the "perfect crime" and gets a real kick out of complicated plots; however, his combat tactics are pretty simple. Against normal opposition, he simply wades in swinging, usually holding back a bit until he gauges his opponent's ability to withstand damage. He likes to use his duplication ability as a surprise tactic: it is especially useful for grabbing those speedy martial artists who are so hard to lay a fist on. By having one duplicate delay each action for a phase, he can effectively double his speed against a single opponent.

Appearance: Greg is a tall, muscular black man with short hair and a neatly trimmed beard and moustache. His costume is a black jumpsuit with white chest, gloves and boots. He wears a light blue domino mask which, frankly, provides only minimal cover: it is only a matter of time before his secret identity is no longer a secret.

THE INFILTRATORS

MEMBERSHIP

Psion, Compacter, Lightspeed, et al.

ORIGIN

The Infiltrators were never a true supervillain team, in the usual sense, but rather a loose collection of unusual individuals brought under the powerful command of Psion and used for his own purposes. In his early days as a supervillain (he would debate that term), Psion realized that some of his projects would have a better chance of success if they were backed by numbers. He found it relatively simple to recruit powered mercenaries from the existing "pool." Compacter was his luckiest find, as her unquestioning loyalty required minimal effort on his part and has lasted to this day. Lightspeed had just escaped from prison and became invaluable as a scout and skirmisher, if somewhat less prone to total obedience. Shadowjack was the wildcard of the group: he was an excellent cat burglar and clever fighter, but Psion almost passed on him anyway after realizing how difficult he was to probe and control. Psion would later discover that accepting Jack was one of his rare mistakes. While involved in a plot to stir up trouble between the American and Canadian governments, the original team was defeated at the hands of the Sentinels, due in no small part to Shadowjack switching sides. Lightspeed was captured, but Psion and Compacter escaped.

The entire incident put Psion somewhat off the idea of large teams—or of any sort of direct confrontation, for that matter. Compacter stayed on with him, more as a follower than a partner, and has done so ever since. Psion has refined his tactics, and his plans usually only require the two of them now. Occasionally, however, he still finds it useful to form other temporary groups—usually under the same name, if any at all—put together for specific tasks and disbanded thereafter. The Sentinels are aware that Psion is behind many of these plots but have, as yet, only been able to "prune the leaves" without touching the roots.

The team listed here is the original one, minus Shadowjack, who has become a British-based hero and, as such, is beyond the scope of this book. They can either be used as individuals or as a team, although in the latter case it is probable that at least one more member will be recruited. Some likely candidates from this book include Inertia, Strobe, Titanother and Vortex, but feel free to use any mercenary of your choice. Just remember that Psion generally will not accept other strong psionics or characters with powerful Mental Defences: he seldom makes the same mistake twice.

TACTICS

Obviously, the group's tactics vary somewhat according to its current composition. As a rule of thumb, Psion will accompany the team on any serious mission and will be firmly in command. His mental powers allow him to size up the opposition and pass the information along to his followers; however, he is no passive tactician. He particularly likes to devastate or control enemy leadership as quickly as possible to reduce the other side's morale and improve that of his own. He also tends to go after any opposition his followers are having trouble taking out: with his formidable powers, he can deal with virtually any sort of foe. This is not only practical but also useful in making it clear just who is in charge and why.

It is safe to say that Compacter will be in any group that involves Psion. Her unusual assortment of powers allows her to act as anything from a scout to a brick. In particular, she is good for surprise attacks: by shrinking down to her smallest size (about 8") she can slip up fairly easily on the enemy and wreak havoc. Against new opponents, she usually has the advantage that they will underestimate her strength, due to her small size. Since Psion is used to working with Compacter, his plans will inevitably make good use of her unique talents.

If Lightspeed is in the group, he will be used primarily as a skirmisher and diversion. By making hit-and-run attacks, he can draw fire (which will probably not hit him, anyway) and let Compacter slip in undetected. Lightspeed is not a brilliant tactician himself but is often allowed to "run loose" with only limited direction: Psion realizes that the confusion his rapid-fire attacks cause is as good as anything he could plan. Of course, Lightspeed tends to be the first to drop because of this, but Psion doesn't much care for the speedster, anyway...

GROUP RELATIONS

Again, this all depends on the current composition of the team. In any event, Psion will be firmly in charge and will quickly crush any disturbances in his chain of command. As long as he likes a person, he will be fair and even generous; however, he always remains a bit aloof. Compacter is a virtual slave to his will, although this is more her own doing than his. He tries to avoid taking excessive advantage of the fact; in truth, he is not entirely comfortable with their relationship, as they have been together too long for him to look at her as just another flunky. Like many people, Psion finds Lightspeed rather obnoxious, but he buries his negative feelings behind a wall of firm leadership. For his part, Lightspeed has followed Psion in the past because he truly believes that the mastermind will succeed in his goals—and he wants to be in a position to profit from it.

REPUTATION

The Infiltrators are only well known to those who have to deal with them: the Sentinels, the RCMP and, to a lesser degree, the military. Some of their plans have come too close to success to let the public in on how dangerous the situation really was. For the most part, the authorities assume that any given team using this name is part of a larger terrorist organization; only the Sentinels realize that each group is little more than the temporary tool of one power-hungry individual. Worst of all, the Sentinels suspect Psion's real identity but have been unable to pin anything concrete on him.

SCENARIO IDEAS

Keep in mind that Psion would never be interested in anything as petty as a mere robbery, except, of course, to finance a more important plan too expensive even for his impressive resources. On the other hand, he is very much the sort of villain to involve himself in the old chestnut of pitting one superhero team against another—e.g., the PCs against those irritating Sentinels. For example...

Martin Kane, concerned citizen and politician, flies down to the U.S. to contact the PCs. He is worried that some sort of conspiracy is afoot involving the Sentinels but doesn't know what to do about it; after all, the people he would normally call for help are the ones he suspects. He asks the players to come up and investigate the situation and will even smooth the way for their entry into Canada (all very quietly, of course). He will not use his powers to sway the PCs, as he does not want to risk discovery; this way, if they won't listen, he won't be any further behind. Remember, though, that he is very persuasive even without his powers. In particular, he will appear to regret having to make this request, as he normally "backs the Sentinels to the hilt." He may even suggest that it must be the work of a psionic villain: "I know Skylark, and I can't believe he is truly evil at heart." If someone actually tries reading his mind (very rude!) and detects his strong mental shield, he will simply say that he had an artificial psi shield implanted to avoid discovery by Ambrosia, in case she is involved. He won't even try this plan if one PC is known to be a strong enough psionic to actually penetrate his shield.

Assuming that the PCs agree to help out, Kane will arrange for their transportation, if they so desire. Depending on the situation, he may also offer the services of two "heroes" he knows he can trust, Spectre and Blaze—Compacter (using only her desolidification power) and Lightspeed in different costumes, of course. They will keep an eye on things and stay in position for a sneak attack on either side. Once the PCs arrive in Canada, Psion will use his mind control powers and many villainous contacts to gradually force them into a confrontation with the Sentinels. As usual for Psion, this is double-edged plan: even if the PCs do not batter the Sentinels down, the resulting conflict may infuriate the citizenry. Psion has decided that, if mutantkind won't follow him willingly, he may be able to force them together under his leadership by turning the public against them. At the GM's discretion, he may even have another plan under way and use this whole situation as a diversion. In this case, the PCs and Sentinels will hopefully figure out what's going on and patch things up in time to work together and stop this plot.

PSION			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
17	DEX	21	DCV: 6
23	CON	26	ECV: 8
10	BOD	0	Phases: 3, 5, 8, 10, 12
18	INT	8	
23	EGO	26	Costs
23	PRE	13	
12	COM	1	Char: 140 Base: 150
7	PD	4	
8	ED	3	Powers: 260 Disad: 250
5	SPD	23	
14	REC	12	Totals: 400 400
46	END	0	
29	STUN	0	
Cost		Powers	END
157	Multipower (157 point reserve), all x½ END		
7 u	6D6 EGO Attack		3
7 u	12D6 Mind Control		3
7 u	10D6 Mind Scan, +5 to roll		3
7 u	12D6 Telepathy		3
16 m	Telekinesis 36 STR w/Fine Work		3
2 u	Force Field +12 PD, +12 ED		1
2 u	Flight 10"		1
15	Mental Defence -15 (-20 total)		0
5	Power Defence -5		0
Skills & Talents			
10	Wealthy		
3, 3	Acting, 14-; Bureaucratics, 14-		
3, 3	High Society, 14-; Oratory, 14-		
3, 2	Persuasion, 14-; PS: Politician, 11-		
1	PS: Businessman, 11- (added to free 8-)		
2	Fluent French (English is native)		
5	1 Level w/Multipower		
150+ Disadvantages			
10	Vulnerability: 1.5x STUN from electricity		
10	Enraged if physically struck (close combat), 11-, 11-		
20	Psych Lim: Pro-mutant, anti-normal bigot (V Com, Str)		
15	Psych Lim: Arrogant & proud (V Com, Mod)		
15	Psych Lim: Overconfident (V Com, Mod)		
10	Psych Lim: Must lead any group he is in (Com, Mod)		
10	Psych Lim: Tempted by challenges (Unc, Str)		
10	Reputation: Psionic mastermind (Extreme), 8-		
15	Hunted: UNTIL (As Pow, NCI, 8-)		
15	Hunted: MISSION (As Pow, NCI, 8-)		
10	Hunted: Genocide (Ls Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
5	Unluck: 1D6		
15	Secret Identity		
80	Experience/Villain Bonus		

Name: Martin Alexander Kane, Businessman & Politician

Personal Details: Born: July 17, 1962. Height: 6'. Weight: 82 kg. Hair: Light brown, wavy; clean-shaven. Eyes: Pale blue.



Background: Martin Kane was born to rather poor and unexceptional parents. His clever mind and ambitious nature set him apart from the other children, and, when his latent mutant powers began to appear, he knew that he was destined for great things. He kept his abilities secret, realizing that he would be subjected to prejudice if he revealed his gifts, but used them to gain every meager advantage his poor upbringing could offer.

Having made the decision to rise above his environment, Martin found that his aggressive tactics, swift intellect and formidable mental powers ensured his rapid progress in the business world. He owned his first company by 17 and had made his first million by 19. To this day, he has always been proud of his initiative and advancement from lowly beginnings.

Today, Martin leads a double life. As Martin Kane, millionaire, he takes care of his own business interests. As Psion, he feels that he fulfills his moral obligations to advance mutantkind. His hypocrisy is evident in the frequency with which his "moral obligations" seem to benefit him personally; however, it can be said to his credit that he has, on occasion, helped out other mutants, particularly those in conflict with normals. Recently, Martin has been delving into the world of politics—the next step, as he sees it, to mutant supremacy, with himself in charge.

Psion is a prime target for anti-mutant organizations, such as Genocide. He finds their efforts to capture him pathetic, and he is fond of using them as justification for his own pro-mutant stand. He sometimes works with other paranormals, but only in a position of leadership.

Quote: "It is a tendency among the elite and powerful to view mutants as something less than human, to be used and discarded like some biological weapon. I simply intend to show them the error of their ways—to let them know how much more than human we really are."

Personality: Kane is a charismatic, strong-willed intellectual. He likes to appear as a sensitive, compassionate man, always ready to defend the people, but this is a front: the only people he cares about defending are those mutants who pledge loyalty to him. He gives extensively to charities, but not nearly so much as he sets aside for his schemes. He is cold and calculating, a master of manipulation and coercion even without his powers, and his only real passion is the ultimate conquest of mankind at the hands of his clearly superior breed. He is patient, though, and realizes that this process will take many years of hard work. Kane is not an egomaniac; indeed, he is all too sane. He knows his own limits and realizes that he is not omnipotent; however, if mutantkind is to inherit the world, there is no reason why he should not be the first ruler of the New Age.

If Kane has a saving grace it is that he is not a complete hypocrite. As long as it will not endanger his plans, he will go out of his way to aid other mutants in need (if only to look good). Within the same limits, he will usually offer powerful foes a chance to join him before battle. Any who turn him down are never given the chance again, but those who sincerely accept can be assured of fair treatment. Considering his powers, it is obvious that he need not worry about trickery: a false alliance will be accepted just long enough for Psion to get the advantage over the would-be betrayer and crush him totally.

Powers/Tactics: In terms of versatility and pure strength, Psion is one of the most powerful psionics on Earth. He is a fully functional telepath, who also possesses strong psychokinetic talents. To top it all off, he is extremely intelligent, resourceful and persuasive. It should come as no surprise that he is one of the few villains who can honestly boast having never been captured.

Psion's versatility allows him to handle almost any situation and his intelligence is such that he can rapidly make up plans on the spot; thus, he has no set tactics, per se. As a rule of thumb, he will raise his force field at the first sign of physical violence; from this position of safety, he can then deal with opponents using any of his many attack forms. He prefers to control an opposing character and use him to fight any other enemies, perhaps throwing in telekinetic aid for his new follower. Psion is not the sort of person one wants to tackle without help: with his high Multipower reserve, he is quite capable of holding a single enemy in place telekinetically and battering him into submission mentally at the same time. Generally, only bricks can break out of his telekinetic hold, and they are often the most susceptible to mind control.

Appearance: Martin Kane is a rather average sort of fellow, aside from his piercing eyes and commanding presence. As Psion, he wears a dark blue jumpsuit with black trim on the flared sleeves and pant legs. He has a crimson collar and belt, a gold eye symbol on his chest, and a dark blue mask which covers most of his head, including his hair.

COMPACTER			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
20	DEX	30	DCV: 7
28	CON	36	ECV: 3
12	BOD	4	Phases: 3, 5, 8, 10, 12
10	INT	0	
9	EGO	-2	Costs
10	PRE	0	
10	COM	0	Char: 118 Base: 100
14	PD	11	
10	ED	4	Powers: 132 Disad: 150
5	SPD	20	
14	REC	10	Totals: 250 250
56	END	0	
34	STUN	0	
Cost	Powers	END	
56	Multipower (56 point reserve)		
5 u*	Desolidification, x ½ END	2	
6 u#	Density Increase, 9 levels, x½ END	2	
6#	Damage Resistance 9 PD, 9 ED, Linked to Density Increase	0	
25#	Shrinking, 3 levels, x½ END, Linked to Density Increase	1	
13	Life Support: self-contained breathing; vacuum/pressure	0	
15	x½ END w/STR (including adds from Density Increase)	0	
Skills & Talents			
1	FAM: Streetwise, 8-		
0	PS: Student, 8-		
5	1 Level w/all Hand-to-Hand Combat		
100+	Disadvantages		
10	Vulnerability: 1.5x effect from Mental Powers		
10	Vulnerability: 1.5x effect from PRE Attacks		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Low self-esteem — doubts own abilities and judgement (V Com, Mod)		
15	Psych Lim: Crumbles before powerful leaders, especially men — follower (Com, Str)		
20	Hunted: MISSION (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-), applies to both identities		
10	Unluck: 2D6		
15	Secret Identity		
10	Experience		
* Affected by radiation, cold and density-based attacks.			
# Compacter's Damage Resistance is Linked to Density Increase and, thus, applies only to the PD/ED gained from this power. Each level of Shrinking is Linked to 3 levels of Density Increase, which effectively cancels out the Mass and Knockback modifications. For the sake of convenience, each of her three "stages" of combined Shrinking/Density Increase are clarified at the top of the next column.			

Stage	STR	rPD/ rED	Height	PER Mod	DCV	Growth Punch	END
1	30	+3	2'8"	-2	9	+2D6	1
2	45	+6	1'4"	-4	11	+4D6	2
3	60	+9	8"	-6	13	+6D6	3

Name: Margaret Ellen Rosewood, Fugitive

Personal Details: Born: September 14, 1965. Height: 5'4." Weight: 55 kg. Hair: Dark brown, curly. Eyes: Brown.

Background: Margaret was born with latent mutant powers that began to manifest during her teens. She feared these abilities and told no one else about them, blaming herself for her strangeness. Her mother died when she was quite young, and her father was abusive, doing nothing to bolster her already low self-esteem. When he got drunk one night and tried to rape her, she used her abilities to save herself and accidentally killed him. She fled in horror and has been fleeing in one way or another ever since. She assumes that the authorities must now be hunting her as a criminal and has begun to live like one. She doesn't like her current lifestyle,



but doesn't know what else to do.

Quote: "I really think we should wait for Psion's orders..."

Personality: At first glance, Margaret seems to be a shy but otherwise pleasant enough person; in actuality, she has serious emotional problems. She tends to crumble before powerful male figures and has been following Psion selflessly in recent months. She has found companionship of a sort in the ambitious mutant's team of irregulars but is not proud of their activities. She honestly believes that the end is worthy, but questions the means. Of course, she tries to keep these doubts to herself and is gradually smothering in a guilt complex that has had most of her life to develop. She is a prime candidate for a nervous breakdown or even schizophrenia. Psion senses this but is frankly unsure what to do about it; for all his mental abilities, he is no psychologist. For the moment, he must be content to keep an eye on her and make sure that, if she does destroy herself, she takes no one else with her...

Powers/Tactics: Compacter is able to alter the molecular cohesion of her body at will, allowing her to shrink down in size, with a corresponding increase in density. Recently, she has also perfected the reverse process, which allows her to effectively desolidify.

Margaret is no tactician and is usually more than willing to simply follow Psion's orders to the letter. Her shrinking and desolidification powers allow her to sneak up on the opposition and then strike with surprising strength. She detests violence and prefers to end fights as quickly as possible. Note, however, that she tends to hold back against anyone whom she thinks she could seriously hurt.

Appearance: Margaret is a rather plain-looking woman who might actually be pretty if she took better care of herself. Her hair is curly and long in the back; her eyes are soft brown and prone to look timid. As Compacter, she wears a sleeveless green jumpsuit with yellow legs and red trim. Her gloves are also yellow, her boots are green and her half-face mask and belt are red. Her insignia, a spiral of expanding circles, is done in red, orange and yellow on her chest.

LIGHTSPEED			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 9
23	CON	26	ECV: 4
10	BOD	0	Phases: 2, 3, 5, 6, 8, 9, 11, 12
13	INT	3	
11	EGO	2	Costs
15	PRE	5	
12	COM	1	Char: 150 Base: 100
12	PD	8	
10	ED	5	Powers: 115 Disad: 165
8	SPD	47	
12	REC	6	Totals: 265 265
46	END	0	
30	STUN	-2	
Cost		Powers	END
12	Multipower (30 point reserve), Activate 14-, 6 Charges, Reduced by Range		
1 u	6D6 Light-based EB vs ED, No Knockback		0
1 u	3D6 Flash vs normal Sight		0
7	Force Field +10 PD, Linked to Running (+1 PD per 3")		1
80	Running +24" (30" total), x8 noncombat, 0 END for first 15," x½ END for second 15"		1
Skills & Talents			
3	Breakfall, 14-		
3	SC: Pharmacology, 12-		
0	PS: Athlete, 8-		
5	+1 DCV vs all attacks (speed)		
3	1 Level w/Dodge, Move By & Move Through		
100+ Disadvantages			
5	Vulnerability: 1.5x STUN from gas attacks		
10	Enraged when insulted or humiliated, 11-, 11-		
20	Psych Lim: Proud—must win (V Com, Str)		
10	Psych Lim: Show-off (Com, Mod)		
10	Psych Lim: Chauvinist (Com, Mod)		
10	Psych Lim: Dislikes female superhumans — likes to humiliate them (Com, Mod)		
5	Dependence: 3D6 STUN/day without Acceleron drug		
5	Dependence: 3D6 Drain/day vs SPD without Acceleron drug		
10	Reputation: Villainous speedster w/drug addiction (Extreme), 8-		
20	Hunted: MISSION (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: Gazelle (As Pow, 8-)		
10	Public Identity		
25	Experience		

Name: Andrew Shawn Markin, Ex-Athlete, Mercenary

Personal Details: Born: November 12, 1963. Height: 6'. Weight: 79 kg. Hair: Sandy blond, wavy; clean-shaven. Eyes: Blue.

Background: Andrew Markin was originally an Olympic-calibre athlete from Ontario, who was very good and knew it. He fell in love with a fellow athlete, Patricia Rayne (cf. Gazelle), but was also jealous of her superior abilities. Not surprisingly, Trish was completely turned off by his arrogance and chauvinism and turned him down flat. In a rage of humiliation, Andrew planted drugs in her vitamin supplements, which resulted in her getting expelled from athletics. As is noted under her background, this incident also resulted in Trish gaining paranormal abilities and becoming Gazelle.

Andrew became obsessed with Gazelle and was even more jealous of her new abilities. He threw himself into biochemistry, trying to duplicate the effect he had accidentally created in her. Eventually, he succeeded in creating a similar substance, but the drug gave him only temporary powers and became addictive after frequent usage.

Ultimately, Andrew turned to a life of crime to finance his experimentation and drug usage. Ironically, he was captured by Gazelle, but later escaped to join Psion and his team of paranormal Infiltrators. In addition to the Infiltrators, he has worked with the likes of VIPER, Ergon International and even Lord Dire. Andrew's abilities are well known and in demand, but his arrogance and temperament dampen his effectiveness in a team situation.

Quotes: "Fast?" (chuckle) "A cheetah is fast. A Ferrari is fast. I am Lightspeed!"

Personality: Andrew is really not a very nice person. About the most understanding thing one can say about him is that his arrogance, bad temper and chauvinism are probably concealing an inferiority complex, particularly with regard to women, and that these traits have been magnified by his addiction. Most people aren't willing to give him the benefit of the doubt, however, as he specializes in obnoxious behaviour guaranteed to turn off even the most empathic ally. When it comes to being the best, Andrew is not conceited—he's convinced. It is a testimony to the leadership of both Psion and Lord Dire that they have been able to keep him in line for even a short time; VIPER and Ergon want nothing more to do with him, no matter how fast he is.

Powers/Tactics: Lightspeed is arguably the fastest man on earth, but only while he is under the influence of his "Acceleron" drug. He has limited control over molecular and photon agitation: the former allows him to create a force barrier around himself which is resistant to physical attacks; the latter allows him to emit blinding flashes and light-based energy attacks.

Lightspeed has studied Gazelle's tactics extensively and generally puts them to use himself (see her description for details); he prefers to think that he has perfected, rather than copied, her style. His one unique tactic is to blind a foe and then do a staggering Move By attack on the poor victim. Of course, with his temper, he is likely to throw tactics to the wind and attack with a flurry of blasts or punches when things get really hectic. He might even go for an all-out charge if mad enough: it's best to not even think about the amount of damage one of his maximum Move Throughs does both to his target and to himself...



For realism's sake, the GM should probably use the Optional Velocity DCV Table for Lightspeed while he is travelling at noncombat speeds—at top speed he is a 716 mph blur (DCV 13). Of course, this should apply to any character who has great speed as his or her main defence.

Appearance: Andrew looks very much the athlete and is fairly handsome, although not as attractive as he would like to believe. As Lightspeed, he wears a white bodysuit with red gloves and boots. The front of his mask is also red and flares on the sides. A yellow and red comet insignia swoops across his chest.

RIME & REASON

MEMBERSHIP

Rime, Reason.

ORIGIN

Jack Frost and Reason began criminal careers independently and in different areas, both keeping relatively low profiles. While working for Ergon, 'Frost was ordered to check up on the lawyer, Alex Drummond. It didn't take long for Drummond to notice his second shadow and confront 'Frost in the guise of Reason; however, since both had a tendency to talk before fighting, they discovered soon enough that they had more in common than not. It became clear that they would be quite compatible as partners, so 'Frost took the opportunity to quit his job with Ergon—much to their chagrin. Always something of a punster, Drummond suggested that 'Frost change his name to Rime, and, since that time, Rime and Reason have become inseparable allies.

TACTICS

Since both superhumans are basically non-violent, their tactics tend to reflect this attitude. When first encountering an enemy team, Rime will hang back while Reason “negotiates” with them; for obvious reasons, the two often end up walking safely away from such an encounter. If this doesn't work, then they will try to end the resulting fight as quickly as possible; for example, Reason often conjures illusions to cover their tracks while they flee. Their primary tactic when dealing with other superhumans is to avoid them. If this is impossible, then Rime takes the lead and is quite capable of looking after himself. Reason will try to gain a position of safety and influence opponents as much as the situation allows. In a hopeless case, they have one tactic which inevitably confuses the opposition the first time around: Rime will suddenly pretend to go berserk and draw as much fire as possible while Reason uses all of his energy to escape. When Rime is (presumably) captured, he will appear to be very sullen and angry with Reason, or he may seem confused, as if just snapping out of some sort of mind control. This is all an act: Alex Drummond will soon show up and take Rime's case, with an almost certain chance of getting him off lightly...

GROUP RELATIONS

Rime and Reason get along famously: if there are any personality clashes, this certainly isn't evident while they are “on the job.” In fact, Reason worries a bit about Rime's overconfidence, and Rime occasionally gets disgruntled by Reason's pride and strange code of honour. However, these are minor differences, as one would expect in any friendship, and are not going to break up the duo any time soon.

REPUTATION

Even more so than RAID, Rime and Reason have managed to build up a reputation as “friendly crooks”—amongst the few people who know of them at all. This is partly deliberate: being a lawyer, Reason is well aware of how much easier things will go on them if they are eventually captured and boast an unblemished record of non-violence towards normals. Actually, this PR campaign requires no great effort, since both Rime and Reason dislike wanton violence, anyway. If the image has been deliberately nurtured, at least it is not a hypocritical one. Of course, this is generally irrelevant, since Rime and Reason strive to keep a low profile at all times. They inevitably try to slip in, quietly get what they want, and then disappear into the night, covering their tracks as well as possible. The last thing they look for is trouble with other superhumans.

SCENARIO IDEAS

The PCs are approached by Paul Klemmer, an important executive of McMurdo-Terrell, an American owned pulp and paper company operated mostly out of Canada. Where it is operated is up to the GM, but the west coast of British Columbia is a logical choice and can allow for an interesting complication (i.e., Aquarian) if the local Sentinels become involved at any point.

In any event, Klemmer says that his company is in a virtual state of siege, harassed by saboteurs that no one has been able to apprehend. Funds have disappeared, equipment has been stolen or damaged, and records have been scrambled. Their own computer even turned against them, spitting out a multitude of phoney cheques which, oddly enough, weren't noticed until they were cashed at banks claiming to have seen legitimate IDs for nonexistent people. The company is losing time, credibility and—most of all—money. The RCMP have gotten nowhere in their investigation, and, if the PCs ask about the Sentinels, Paul will say that he doesn't trust those “Crown Corporation superheroes.” If pushed on this point, he will simply observe that he is a firm believer in free enterprise and democracy, implying that the Sentinels are socialists, if not communists. Paul has all sorts of opinions which may or may not endear him to the PCs, but it should be clear that he has a legitimate problem.

Assuming that the PCs check it out, the GM can have great fun leading them on a merry chase. They should soon realize that they are following someone with mind control powers who is very good at covering his tracks, plus someone who is quite capable of turning large pieces of equipment into scrap metal. Ultimately, they will discover that Rime and Reason are behind the plot: they have targeted the company, as much for theft as for sabotage, because of its dismal environmental practices. It is not the most profitable plan they could have come up with, but it does satisfy their “moral obligation to society”.



This may generate a particularly suitable environment for Reason's persuasive powers when the two are finally cornered. He will point out that the company has been proven criminally liable on environmental charges several times but considers the resulting fines to be just another production cost. Rime and Reason may not be on the side of the law, but they are fighting for justice. They even gave the "proceeds" they "earned" to the World Wildlife Fund to help undo the damage the company has caused (only half true: they kept half themselves). And so on. Reason will be in his glory with this one. Note that any PC who has an environment-oriented Psych Lim should be more susceptible to this speech: reduce the needed Mind Control effect level by at least one (i.e., "actions he is normally against doing" become "actions he wouldn't mind doing"). If the player complains about this, he can wave good-bye to his experience bonus for good role-playing!

If the GM is especially fond of "grey" endings, Rime and Reason's capture will provide ample outlet for this. As the PCs leave the company grounds, they can feel satisfied in the knowledge of a job well done. Everything is running smoothly again, and all is as it should be: the plant is alive with activity, the managers are happy, the employees go about their business—and tons of brown goop are being poured straight into the river...

REASON			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
20	DEX	30	DCV: 7
15	CON	10	ECV: 6
10	BOD	0	Phases: 3, 5, 8, 10, 12
23	INT	13	
18	EGO	16	Costs
20	PRE	10	
14	COM	2	Char: 118 Base: 100
6	PD	3	Powers: 157 Disad: 175
6	ED	3	
5	SPD	20	Totals: 275 275
9	REC	6	
30	END	0	
26	STUN	0	
Cost	Powers	END	
19	Judo Package:		
	Maneuver	OCV	DCV
	Choke Hold	-2	+0
	Slam	+0	+1
	Sacrif. Throw	+2	+1
	Disarm	-1	+1
	Escape	+0	+0
	Effect		
	Grab, 2D6 NND*		
	STR + v/5; opp. falls		
	STR; both fall		
	Disarm, +10 STR to roll		
	+15 STR vs Grabs		
50#	Multipower (100 point reserve)		
5 u#	10D6 Explosive Mental Illusion, 0 END		0
5 u#	10D6 Explosive Mind Control, 0 END		0
13	4D6 Telepathy, No Range		2
15	1D6 Transfer, PRE to PRE		1
10	Armour +5 PD, +5 ED, OIF Suit		0
5	Armour +6 PD, +4 ED, OAF Cape, Activate 11-		0
5	Mental Defence -5 (-9 total)		0
Skills & Talents			
3, 3	Breakfall, 13-; Computer Programming, 14-		
3, 3	Deduction, 14-; Oratory, 13-		
3, 3	Persuasion, 13-; Security Systems, 14-		
2, 3	KS: Judo, 11-; KS: Law, 14-		
1	PS: Lawyer, 11- (added to free 8-)		
6	2 Levels w/Mental Illusion, Mind Control & Telepathy		
100+	Disadvantages		
15	Vulnerability: 1.5x STUN from physical killing attacks		
5	Enraged by cruel behaviour (to people or animals), 11-, 14-		
15	Psych Lim: Avoids harming innocents or killing anyone (Com, Str)		
15	Psych Lim: Sportsman's Code of Honour (Com, Str)		
10	Psych Lim: Proud (Com, Mod)		
10	Psych Lim: Likes to challenge superhumans to prove mental superiority (Com, Mod)		
5	Distinctive Features: Hypnotic voice (E Con, Noticed)		
10	DNPC: Normal sister, Anne Pamela Drummond, 8-		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
15	Secret Identity		
25	Experience		
* Defence is having solid armour on the neck, or not having to breathe.			
# No Range (-½) — explosive area must centre around Reason, fading as one moves further from him; Requires Normal Speech Throughout (-½) and, thus, will not work underwater, in a vacuum or silence field, etc.			

Name: Alexander Percival Drummond, Lawyer

Personal Details: Born: January 24, 1964. Height: 5'11." Weight: 74 kg. Hair: Auburn, curly. Eyes: Green.

Background: Alex was born to an upper-middle-class family in Toronto. He was always abnormally bright and proved to be an irresistible opponent in school debates. Naturally, he decided to become a lawyer. Upon finishing university and joining a law firm, however, he discovered something very strange: he almost never lost a case, no matter how implausible his client's story! Alex realized that he was a mutant with the paranormal ability to convince others of the reasonableness of his statements—in other words, the perfect liar.

Alex's pride and sense of sportsmanship presented him with a problem. He realized that his job would become dull from lack of challenge, and he couldn't bring himself to use his powers to free truly villainous clients, in any event. On the other hand, he valued his wealthy lifestyle and wanted to improve it even more. It didn't seem fair that he should give up his livelihood just because he was superhumanly good at it...

In the end, Alex decided to use his powers to "rob from the rich and give to the poor"—particularly, himself. He now takes only rare cases as a lawyer, those that he truly wants to win or deliberately lose. This latter attitude put him at cross-purposes with VIPER when he accepted one of their top agents as a client and then deliberately buried the fellow.

Shortly after beginning his new "career," Alex teamed up with Jack Frost and, being a punster, suggested that his new partner change his name to Rime. The duo of Rime and Reason are now seldom seen apart, and their similar attitudes allow them to work well together.

Quote: "You know you don't really want to do that. Let's be reasonable and chat about this like civilized beings—I'm sure I can make you see my point of view."

Personality: Alex has a strange moral code. He won't steal from those he likes or those less affluent than himself, but he has no qualms with non-violent criminal activities aimed at anyone else. He seldom uses his powers for illegal purposes as a lawyer, since that would be unfair, but thinks nothing of using them as a super-villain, where it is expected. Alex likes mental challenges and pitting his mind against paranormal foes, but he is not overly fond of combat and will avoid it when possible. He will respect heroes who have similar attitudes and try to create a "friendly foe" relationship with them.

Powers/Tactics: Reason is a mutant with paranormal hypnotic powers. His voice has a mesmerizing quality which allows him to control listeners or create mental illusions by verbally "painting a picture" of what he wants his audience to see. He is very intelligent, highly skilled in certain areas and telepathic to a limited degree. Since becoming a super-villain, he has been working out a lot and has picked up a fair knowledge of judo, but he is not a warrior and knows it. He is very bright but not scientifically-minded, so is not (yet) gadget-oriented. He is trying to expand into this area.

Reason's main tactics in combat are to talk his way out of it or use his illusions to flee from it. If pushed into close combat, he will fall back on his knowledge of judo, but this is generally a last resort. Reason has spent most of his criminal career working with Rime and, so, is most used to tactics which make use of his partner's abilities; this has already been discussed in the section pertaining to the duo, above.

Appearance: Alex is a handsome man with a friendly smile and casual demeanor. He tends to stand out in a crowd, just as his even, soft-spoken voice evokes immediate attention. As Reason, he wears a royal purple shirt with a pale blue collar and a gold chest insignia: three dots in triangle formation—the symbol for ergo (therefore). His boots are also purple and his gloves, pants and half-face mask are pale blue. Most of the time, he wears a gold cape with dark blue-grey lining. In all, his appearance is rather regal, and his words soon reinforce that image.

RIME

Name: Donald Edward Gibson, Ex-Security Guard

Personal Details: Born: March 7, 1953. Height: 6'1." Weight: 342 kg. Hair: None. Eyes: Violet.

Background: Donald Gibson was born in Los Angeles and was originally a normal person of rather thin build, with straight brown hair and dark brown eyes. He was loosely involved in the hippy movement of the late 60s and ran away from home when he couldn't get along with his parents. He was pretty down on his luck by the early 70s, so he signed up as a guinea pig for some rather unorthodox medical research into synthetic blood serums by a now defunct company. He made a little cash and got a bit ill for a few days but was otherwise unaffected in any visible way.

Eventually, Donald got a regular job, ironically guarding just the sort of chemical plant he might once have picketed. During an accident, which resulted in the closure of the plant, he and several other workers were inundated with a slightly radioactive toxic gas by-product. Most died or were quite sick for a while, but Donald recovered relatively quickly, albeit with the permanent loss of all hair. After leaving the hospital, he soon discovered that he was still changing: the gas had catalyzed a process begun by his earlier exposure to the experimental serum. His skin slowly took on a crystalline hue and texture, and several paranormal abilities developed. Donald was no longer quite human...

Faced with having to find a new job—something he was never very good at to begin with—in this strange new form, Donald knew he was in trouble, and he soon turned to crime to support himself. He considers himself something of a moralist: he avoids using his powers on innocents and likes to steal from large, rich companies that are hassling the people. He also supports environmental issues. However, if push comes to shove, Donald comes first: after all, he didn't ask to be turned into a super-villain...

Donald worked briefly for Ergon International, under the codename Jack Frost, before realizing that they were worse than most of the companies he had been harassing. He eventually allied himself with Reason and changed his name at his new partner's suggestion.

RIME			
Val	Char	Cost	Combat Stats
40	STR	20	OCV: 7
20	DEX	30	DCV: 7
25	CON	30	ECV: 3
12	BOD	4	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
8	COM	-1	Char: 125 Base: 100
20	PD	12	
20	ED	13	Powers: 150 Disad: 175
4	SPD	10	
12	REC	2	Totals: 275 275
50	END	0	
40	STUN	0	
Cost	Powers	END	
10	EC: Crystalline Structure		
a-35	4D6 Crystallizing (Cold) NND vs Density Increase or cold powers, x½ END		2
b-10	Damage Resistance 20 PD, 20 ED		0
c- 5	4D6 Absorption vs Cold only, goes evenly to END & BOD		0
d-20	Missile Reflection vs Light/Lasers only, at any target		0
e- 7	Density Increase, 2 levels, 0 END, Persistent, Always On (x4 Mass, -2" KB, Char effects added)		0
f-20	Life Support (total)		0
10	x½ END w/STR		0
15	Hardened Defences for 20 PD, 20 ED, Resistant		0
5	Lack of Weakness -5		0
Skills & Talents			
4	Find Weakness w/Punch, 11-; No Range (requires touch), Only vs Unliving Objects		
1	FAM: Ecology, 8-		
0	PS: Security Guard, 8-		
2	1 Level w/Punch		
6	2 Levels w/NND and Reflection		
100+	Disadvantages		
10	Vulnerability: 1.5x STUN & BODY from Sonics		
10	Berserk if hurt by killing attack, 8-, 11-		
15	Psych Lim: Avoids harming innocents or killing anyone (Com, Str)		
15	Psych Lim: Overconfident (V Com, Mod)		
10	Psych Lim: Dislikes those who harm the environment (Com, Mod)		
10	Psych Lim: Dislikes large companies — has "Robin Hood complex" (Com, Mod)		
10	Susceptibility: 1D6 STUN from Drain, Suppress or Transfer		
15	Distinctive Features: Crystalline structure & high mass (Not Con, Noticed)		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
10	Hunted: Ergon (Ls Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
5	Unluck: 1D6		
10	Public Identity		
25	Experience		

Quote: "I'd prefer to deal with our disagreement in a peaceful manner, but if you insist on being hostile..." (FZZZAP!)

Personality: Donald is an agitator who never quite made the grade. He really wanted to "tune in" during the late 60's, and he still tries to stand up for civil rights and environmental concerns. Unfortunately, when all is said and done, he lacks the conviction to really throw himself into any cause but his own. As a result, he has found a compromise by aiming his robberies at companies which he thinks are committing even more grievous crimes than he does himself. He likes to consider himself to be a friend of the people (albeit, a shadowy one) and tries to avoid involving innocents in his exploits. Of course, his definition of "innocent" may vary, according to the situation...

Powers/Tactics: Rime's crystalline body structure is very dense, reflective and resistant to damage. He can cause temporary crystallization in others, which effectively works as cold damage. Rime, himself, is actually strengthened by minor cold attacks since they increase the already compact alignment of his molecules. He can survive in virtually any environment unharmed and is immune to disease and aging. Finally, his physical attributes, particularly STR, have been greatly enhanced.

Rime is not a great tactician and prefers to leave that department to Reason. Left to his own devices, he will simply dive in swinging, tossing cold blasts at opponents who are less susceptible to good old-fashioned head-bashing. As long as he is not clearly outclassed, he will tend to hold back a bit until he has determined his opponent's ability to withstand damage—he doesn't want to seriously hurt anyone. On the other hand, he is liable to go berserk on people who wield killing attacks.

Appearance: Donald has no "normal" appearance. His skin is ice-grey and reflective, very smooth and hard. His body absorbs heat, so the air around him tends to feel slightly cool. Normally, he wears sweaters, jeans and other casual clothes; as Rime, he wears a pale blue sleeveless jumpsuit, matching gloves and blue-grey boots, all with green trim. He wears a silver belt and has a crystal snowflake design, also in silver, on his chest.

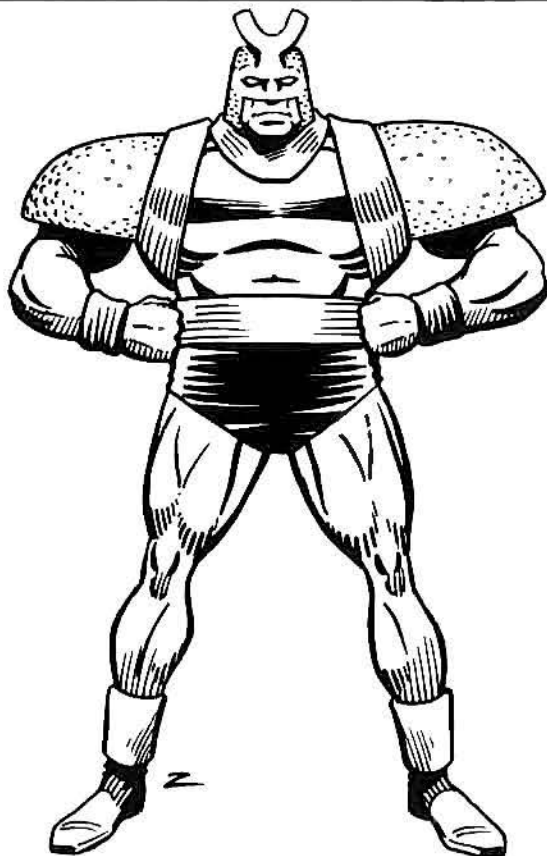
SOLO VILLAINS

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AURA			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6 DCV: 6 ECV: 7
18	DEX	24	
18	CON	16	
9	BOD	-2	Phases: 3, 6, 9, 12
13	INT	3	Costs
20	EGO	20	
18	PRE	8	
20	COM	5	Char: 102 Base: 100
5	PD	3	Powers: 173 Disad: 175
8	ED	4	
4	SPD	12	
10	REC	6	Totals: 275 275
36	END	0	
25	STUN	0	
Cost	Powers		END
25	4D6 Explosive Telepathy, No Range, 0 END, Persistent, Always On		0
31	Multipower (55 point reserve), Activate 14-, Visible*		
2 u	7D6 Mind Control, w/Telepathic Contact		4
3 u	8D6 Telepathy, x½ END		2
3 u	4D6 Telepathy, Usable by Others w/Range (self + 4), x½ END		2
2 u	4D6 Explosive Telepathy, No Range, x½ END, Adds to Persistent Telepathy (above)		1
31	EC: Mental Symbiosis		
a-31	10D6 Mind Scan, x½ END		2
b-14#	5D6 EGO Attack, x½ END, Visible*		2
6	Mental Defence -6 (-10 total)		0
8	Force Field +7 PD, +7 ED, OIF Suit, 6 Charges of 1 Turn		0
Skills & Talents			
3	Persuasion, 13-		
1	PS: Model, 11- (added to free 8-)		
9	3 Levels w/Telepathy, Mind Control & Mind Scan		
4	2 Levels w/Mind Scan		
100+	Disadvantages		
15	Vulnerability: 1.5x STUN from physical killing attacks		
5	Vulnerability: 1.5x STUN from chemical attacks		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Aversion to large crowds (V Com, Mod)		
10	Psych Lim: Dislikes killing attacks (Com, Mod)		
5	Psych Lim: Aversion to large bodies of water (Unc, Mod)		
10	Phys Lim: Takes BOD from EGO Attacks as per normal attack		
10	Phys Lim: Eyes give away feelings (Freq, Slight)		
10	Distinctive Features: Beauty & presence (Con, Noticed)		
10	Watched: UNTIL (Mo Pow, NCI, 8-)		
5	Watched: RCMP (Ls Pow, NCI, 8-)		
20	Hunted: Purifier & Genocide (Mo Pow, NCI, 8-)		
40	Experience		

* A dimly glowing turquoise "mist" links Aura to her targets. This can be observed with the following Sense Groups: Mental, Sight, Radio (as static) and Smell/Taste. The last is a faint, semi-illusory effect: her "aura" stimulates the olfactory centre of the brain, producing a mock scent which most people identify as apple blossoms.

Visible (-¼), as noted above; Does Not Work on Berserkers/Psychopaths (-¼); Feedback Only (-¾): the damage caused cannot exceed that of the single greatest attack Aura has suffered herself since her last phase. If she hasn't been damaged, she can't use her EGO Attack.

Name: Jennifer Anne Morgan (originally, Genevieve Marie Dukart)

Personal Details: Born: May 3, 1965. Height: 5'5." Weight: 53 kg. Hair: Blue-black, curly. Eyes: Vary.

Background: Genevieve was born in Caen, France, daughter of Jean and Marie and twin sister of Jocelyn (cf. Ambrosia). When she was only four, her family was involved in a boating disaster. Jocelyn was rescued, but the other three were lost and presumed dead. Ultimately, Jocelyn went to live with her grandmother in Quebec, Canada, and was raised there.

In fact, Genevieve survived the accident by floating on some debris and was picked up by an English fishing boat, only slightly wounded but badly disoriented with amnesia. She was brought to Cowes, on the Isle of Wight, and raised by Luke and Ellen Morgan, who named her Jennifer. The couple wanted a child badly and made only a passing attempt at discovering her background. She was raised in a happy home and, even to this day, remembers no other family.

Jennifer's mutant powers appeared in her teens. When they began to draw unwanted attention, she thought it best to strike out on her own—a fortunate decision, since Genocide was closing in on the "witch-girl of Wight." Eventually, she made her way to Canada. She survived on odd jobs and eventually became a model, but she felt that she was destined for greater things. Later, she met the mercenary, Mentat, and worked with him, enjoying the challenge. Since that time, she has become an adventurer of sorts, working sometimes independently but more often with others, particularly Mentat and/or Ki. She has a slight crush that gravitates between the two.

Quote: "I understand how you feel—I really do. Maybe we can find a way to make this situation mutually beneficial."

Personality: Under normal circumstances, Jennifer is a friendly, soft-spoken lady with a natural touch of class thinly veiling a rustic upbringing. As Aura, she falls into the grey to white area: she enjoys helping people, but also likes making a fast buck. She is certainly not beyond conning those whom she thinks deserve it. On the other hand, her telepathic powers give her a keen understanding of human nature and an empathic desire to help those who are in genuine need.



She must be considered a villain since some of her exploits have definitely crossed the fine line of legality, but she is a mercenary with a heart. For obvious reasons, she feels awkward opposing heroes whom she senses are genuinely good and will try to avoid such situations.

Powers/Tactics: Jennifer senses thoughts the way most people hear sounds; large crowds are, thus, “noisy” and distracting to her, and EGO Attacks that get through her defences can be devastating. Her area of effect is simulated as an “explosion” with no range, circling her. Her strong Mind Scan power can frequently be used as a targeting sense (see page 80, *Champions*), thus negating any “blindness” penalties when reacting to living creatures. By combining this with her Telepathy, she can use other beings’ senses to compensate for her own deficiencies in a given environment (e.g., darkness).

By focusing her concentration, Aura can strengthen her awareness, concentrate it into a more powerful single reading (which trades area effect for better range) or even create a zone wherein everyone can sense everyone else’s thoughts, relayed through her! In game terms, this is simulated by a Multipower composed of only fixed slots. The “strengthened awareness” slot consists of an extra 4D6 of “Explosive”

Telepathy which can only be used to add to her normal Persistent Telepathy. Note, however, that Aura does not get the Linked discount, since the Persistent power can be used without this addition when a different Multipower slot is being accessed.

Aura’s EGO Attack is also unusual: it is not generated by her but is a reflection of any pain caused to her in the last few seconds, simulating that damage in kind. Thus, an “echoed” fire attack will have a burning sensation. Note that this is merely a sensory side effect and does not count as a special effect for purposes of Vulnerabilities and the like. It could (rarely) affect Psych Lims, at the GM’s discretion.

Jennifer’s Force Field Suit is a gift from Mentat, who was worried about her lack of physical defence. It is Universal and Breakable, and she does not know how to repair it.

Aura is unlikely to end up actually fighting opponents unless she is providing backup for other more physical partners. She generally works behind the scenes to accomplish her goals. If cornered, she will only use her Mind Control against a solitary opponent whom she is relatively sure will be ensnared; otherwise, she will keep this power a secret for as long as possible. Most people find it difficult to assault a beautiful woman who clearly doesn’t want to fight, but those who do will find their attacks echoed back at them mentally. If a fight gets out of hand, Aura will quickly surrender. This is why she tries to conceal her Mind Control ability: she knows it will make escape easy once the heroes turn her over to the authorities.

Appearance: Like her sister, Jocelyn, Jennifer is stunningly beautiful—enough so that she must disguise her appearance when wanting to travel incognito. Her eye colour varies according to her mood, from deep blue when she is content, to amber when she is upset or angry, to bright green when she is excited. If she is badly shocked, hurt or frightened, her irises turn black, making her pupils look huge. As Aura, she wears a green jumpsuit with pale blue legs, black gloves and boots, and a silver-trimmed belt.

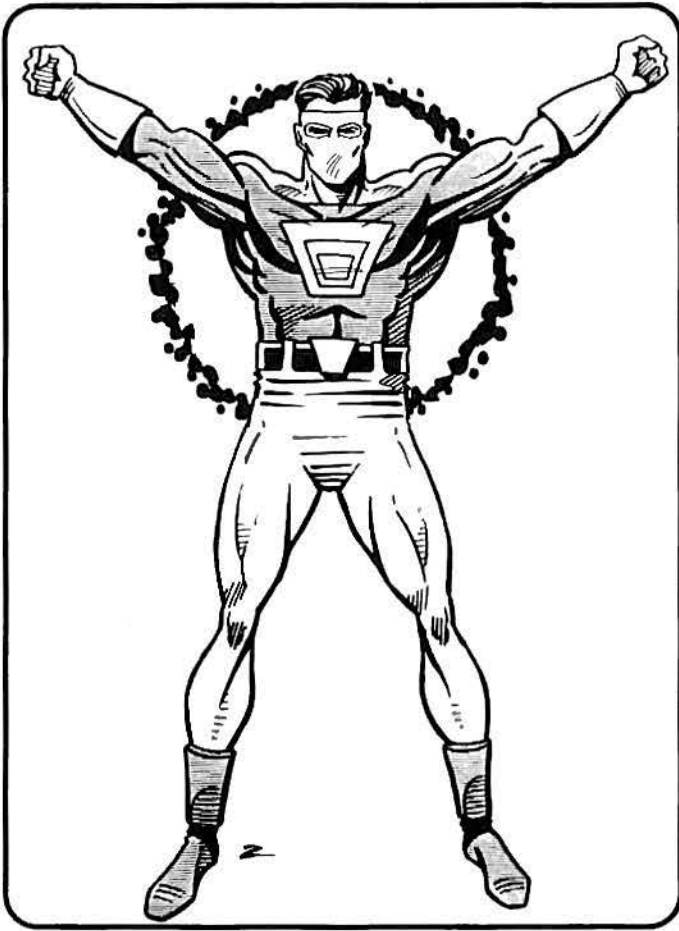
Campaign Use: An obvious scenario idea involves first contact between Ambrosia (ex-criminal heroine) and Aura (heroic criminal). Note that Ambrosia knows nothing about Aura but might recognize her if they were to meet. Aura, on the other hand, has seen pictures of Ambrosia and was a bit startled by the similarity; however, since she knows nothing about her background, it hasn’t occurred to her that they could be sisters. This could just be an interesting background element for a larger story, or it could be a story unto itself; for example, Jocelyn could be accused of crimes committed by Jennifer.

Aura's frequent companions, Mentat and Ki, are both international mercenaries and, as such, are beyond the scope of this book. If the GM wishes to use them prior to their appearance in a possible later supplement, the following approximations will work well enough:

MENTAT (Norman Gregory Grey, Mercenary): Use the information for Mentor, except for: STR 15, DEX 20 and INT 28. Add Nightrunner's Kung Fu package. His Mental Defence is only 10 (total) and will not work on others; however, he has Flash Defence -5 (OAF Mask); Danger Sense, 13- (all dangers, to self only); Find Weakness, 11-w/Kung Fu Punch; Cramming; Eidetic Memory; Lightning Calculator; Speed Reading; and many INT-based skills (your choice, and be generous). He is a brilliant mercenary who is picky about his clients (Psych Lim: Professional Code of Ethics) and likes intricate plans, mental challenges and clever disguises. He is also only half-human, although he is unaware of this fact: his father was a Vordani scientist who was stranded on Earth and killed by a drunk driver before he could tell his son about his unusual heritage.

KI (Shimada Sakurai, Computer Programmer): Use the information for Crusader, except for: BOD 10, INT 13 and EGO 18. Replace Karate with Nightrunner's Kung Fu package. Ki cannot glide and possesses no criminology-related skills; however, he has Mental and Power Defence of 10 each. His Multipower (20 point reserve) allows him to focus his inner energy and boost his natural abilities: +6D6 HA; +10" Running; 3D6 Aid (any single characteristic below starting value, only up to starting value); 4D6 STR Aid; 4D6 DEX Aid; 4D6 EGO Aid—the last three only on himself. Ki is honourable and is a self-defence pacifist, fighting only as a last resort. He is hunted by his brother, Shaito, and a yakuza clan. Ki is actually more of a hero than a mercenary, but his sporadic partnership with Mentat and Aura has attracted the attention of Interpol and UNTIL.

BOOSTER (a.k.a The Amazing Booster)			
Val	Char	Cost	Combat Stats
40	STR	30	OCV: 6
17	DEX	21	DCV: 6
33	CON	46	ECV: 5
12	BOD	4	Phases: 3, 6, 9, 12
10	INT	0	
14	EGO	8	Costs
15	PRE	5	
10	COM	0	Char: 167 Base: 100
20	PD	12	Powers: 83 Disad: 150
18	ED	11	
4	SPD	13	Totals: 250 250
24	REC	18	
66	END	0	
48	STUN	-1	
Cost		Powers	END
9	EC: Adaptation Powers		
a-9	3D6 Absorption vs Physical, to END, +6 maximum (= 24)		0
b-10	Damage Resistance 20 PD, 18 ED		0
c-10	Life Support: self-contained breathing, safe in all environments		0
10	Growth, 2 levels (3.2 m, x4 mass, +10 STR, -2" KB, +2 BOD, +2 STUN, -1 DCV, +1 others' PER)		1
12	x½ END w/STR (including Growth STR)		0
2	Running +1" (7" total)		1
5	Lack of Weakness -5		0
Skills & Talents			
3	Streetwise, 12-		
1	Transport FAM: Boats, 8-		
1	PS: Fisherman, 11- (added to free 8-)		
1	PS: Writer, 8-		
10	2 Levels w/all Hand-to-Hand Combat		
100+ Disadvantages			
10	Vulnerability: 1.5x STUN or effect from light-based attacks (including Flash)		
5	Enraged when insulted, 11-, 14-		
5	Enraged when made to look foolish, 11-, 14-		
15	Psych Lim: Overconfident (V Com, Mod)		
10	Psych Lim: Revenge-motivated (Com, Mod)		
10	Psych Lim: Can't pass up "sure-fire" get-rich-quick schemes (Unc, Str)		
5	Phys Lim: Poor Hearing, -3 PER (Infreq, Slight)		
10	Reputation: Supervillain & Skylark nemesis (Extreme), 8-		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
15	Hunted: MISSION (As Pow, NCI, 8-)		
10	Hunted: Pulsar (As Pow, 8-)		
5	Unluck: 1D6		
10	Public Identity		
20	Experience		



Name: Ben Michael Harris, Ex-Fisherman, Criminal, Author

Personal Details: Born: June 14, 1961. Height: 6'. Weight: 87 kg. Hair: Light brown, curly; clean-shaven. Eyes: Blue.

Background: Ben Harris was originally an unexceptional fisherman and occasional smuggler from Shelburne, Nova Scotia. One day, while he was out in his boat pattering around, he caught a huge, deep sea fish that was covered with some sort of glowing slime. The fish escaped, but Ben was spattered with the chemical goop. Over the next day or so, he grew very ill and nearly died as his body underwent strange mutagenic changes. By the time he had recovered, he discovered that he possessed some very unusual abilities.

Ben briefly used his powers to improve his smuggling trade but eventually decided that he was destined for greater things: the role of supervillain mercenary seemed much more suited to his talents and tastes. Since that time, he has travelled extensively and tangled often, if not successfully, with many heroes.

Recently, after several defeats, Booster has started to review his options and may end up going straight. He is the co-author (with Blake Baxter) of the best-selling book, *POWER TRIP: Autobiography of a Super Villain*, which has got him into some trouble with his peers—particularly Pulsar, who came off looking rather foolish in one chapter. This may finance a change in his lifestyle. Of course, Ben always has trouble with temptation and may be swayed by the next “sure-fire” scheme that comes his way...

Quote: “Yeah, well that was last time. This time I'm gonna THUMP ya, mate!”

Personality: Ben is not a bad fellow if you ignore his bad temper, overconfidence and greed. Before getting his powers, he had a reputation for mouthing off; that hasn't changed, but now he can back up his words with truly astounding deeds. In all fairness, Ben can be pretty reasonable and even friendly when things are going his way, and, although he holds grudges, he's never really vicious. As supervillains go, he is an above-average team player; however, his low tolerance for stupidity has proven to be a problem in dealing with some of his peers. He doesn't especially care whether he is in charge or not, just as long as the person who is knows what he's doing. Ben is currently making an honest effort to give up his criminal career, but, in the battle between wisdom and temptation, the smart money isn't on Booster's early retirement.

Powers/Tactics: Booster possesses superhuman strength and phenomenal endurance, plus the ability to increase his size to a limited degree. His favourite tactic is to push at least one ability (usually STR) every phase and then rely on his huge REC to gain back the expended END. His only other tactics involve how far to throw his opponent once he has knocked him senseless...

Appearance: Ben is a muscular but otherwise unexceptional man, with a rough voice and similarly unpolished manners. As Booster, he wears a dark green tunic and boots, a golden-yellow mask and gloves, and a crimson belt. His insignia is emblazoned in gold on his chest: a double trapezoidal pattern (narrow end on the bottom), with the larger outline surrounding the smaller to achieve an “expanding” effect.

Campaign Use: Booster is a rather versatile villain. He can work alone or in a group, and he can be treated seriously or very lightly. He may be played as a standard crook, or he can be genuinely trying to repent for his past misdeeds, fighting against temptation and abuse from old “allies.” A particularly interesting plot might involve the PCs actually protecting him from other supervillains, perhaps during a prisoner transfer from the U.S. to Canada.

BOREALIS			
Val	Char	Cost	Combat Stats
30	STR	20	OCV: 9
26	DEX	48	DCV: 9
35	CON	50	ECV: 6
23	BODY	26	Phases: 2, 4, 6, 8, 10, 12
23	INT	13	
18	EGO	16	Costs
35	PRE	25	
12	COM	2	Char: 309 Base: 100
28+	PD	22	
27+	ED	20	Powers: 515 Disad: 724
6	SPD	24	
20	REC	14	Totals: 824 824
80	END	5	
80	STUN	24	
Cost	Powers	END	
150	Multipower (150 pt. reserve)		
24 m	16d6 EB, concentrated light, 0 END	0	
8 u	10d6 EB, Explosion Cone, x4 AE, no range	11	
12 u	8d6 Entangle, DEF 8, 0 END	0	
10 u	14d6 Mind Control, ½ END; 1d6 Cumulative Major Transformation, Only affects those who take +20 effect from Borealis' mind control, -½, transforms victim into Borealis' mindslave, reversed by telepathic contact with repressed psych limbs	10	
12 u	12d6 Telepathy, 0 END	0	
12 u	8d6 Flash vs. visual sense group, Explosion	12	
6 u	2d6 RKA, Damage Shield, 0 END	0	
9 u	2d6 Drain vs. all light powers, 10 pips restored per week, 0 END	0	
10 u	4d6 RKA (No range Mod, x10 Max Range, 6 km.)	10	
10 u	Image vs. sight, +2" AE, -13 to PERC roll, ½ END	5	
30 m	Force Wall (20 PD, 20 ED, 0 END)	0	
10 u	Desolidification; Flight 20" (0 END on Flight only)	4	
24 m	Teleport, 25", x4 Mass, 2 floating locs, 5 fixed locs, x512 distance, 25.6 km non-combat	2+	
3 u	Force Field, 10 PD, 10 ED, 0 END	0	
28	Armor, +30 ED, only vs. light based attacks, -1		
9	Knockback Resistance, -9", only vs. light based attacks, -1		
9	Immunity to Radiation, Aging, Intense Cold		
13	Mental Defense (17 pts)		
9	Flash Defense vs. visual sense group (9 pts)		
10	Power Defense (10 pts)		
14	Damage Resistance (14 rPD, 14 rED)		
13	Missile Deflection, any, based on damage shield		
5	UV Vision		
9	+3 Levels w/perception		
5	Instant Change		
Skills			
3	Bureaucratics 14-		
7	Disguise 13-		
3	Oratory 16-		
3	Persuasion 16-		
3	Tactics 14-		
3	Language: French (fluent); English is native		
2	AK: Canadian Arctic 11-		
5	KS: Eastern Canadian Indian Myths 14-		
3	PS: Civil Service 12-		
9	+3 Levels w/Multipower		
20	+2 Overall Levels		

100+ Disadvantages

5	1 ½x BODY from Darkness attacks
5	ENRAGED when he takes BODY from attacks, 11-, 8-
20	Fanatically patriotic Canadian (Com, Total)
15	Hatred of Government (Com, Strong)
15	Overconfidence (Very Com, Moderate)
15	Reputation, fanatical Canadian supervillain, extreme, 11-
10	DNPC, Rhea Frobisher, ex-wife, 8-
10	HUNTED by Canadian Security Agency, (Less Pow, NCI, limited geog) 11-
10	HUNTED by premier Canadian superhero team (As Pow, 8-)
15	Secret ID (Martin Frobisher)
604	Villain Bonus

Background: "The twentieth Century belongs to Canada."

Strange things trigger stranger fates. Those words, spoken by Canadian Prime Minister Sir Wilfred Laurier at the turn of the century, were the most important words in the life of Martin Frobisher. These words, read in a sixth grade Social Studies class in his town in Northern Ontario many years after Laurier's death, were the ones that shaped Martin's life. It conjured in his mind the image of a great nation, linked from sea to sea by steel, containing two vibrant thriving cultures, and an implacable, indomitable North. The vision thrilled him, and he wanted to serve it. The country needed to be more proud of itself than it was, it needed to understand the greatness that was Canada, and to appreciate the nation in its vastness and its glory.

Martin grew up, but the vision danced on the edge of his mind. He had strange dreams of vast landscapes. He tried to live a normal life, he got married, had a daughter, then divorced. He tried to serve Canada, entering the civil service, the Department of Indian and Northern Affairs. But there was something missing. The corruption in the department embittered him. There was no dedication to Canada. The politicians wanted to get rich, and play power games. The nation was everything that the land was not—corrupt and incompetent.

As his discontent grew, the dreams grew stronger. He dreamed of the tundra, he dreamed of the caribou herd, he dreamed of the Long Winter, and the grey skies of a faint sun. It beckoned him. Haunted him. Recklessly, he left his life behind him. He journeyed north as far as he could drive, then set out on foot when there were no more safe places to drive. He did not know where the journey would lead him, only that he had to travel there.

Winter in the north is a terrible thing, and it was ice crystals, not snow, that was falling, crystals that whipped his body in that terrible, freezing wind. Martin Frobisher was dying, dying as men had always done in the North. He continued to travel, stumbling, falling, picking himself up again, stumbling, falling, picking himself up again, rolling down a rocky landscape whose snow had been swept away by the wind. He was dying, but some animal, reasonless, part of him refused to die. The wind stopped, and the sky cleared, and the Aurora Borealis was shining in the sky. Flat on his back, unable to move, Martin stared into the heart of the light.



And suddenly, he wasn't dying anymore.

Finally, after all of his married years, after all of his years caged by the bureaucracy, after all of the years he had spent doing the routine and thinking it to be life, he was really, finally, alive.

This was the glory of Canada, and it had made him strong. Stronger than the storm, the cold, and the trappings of life that he had always surrounded himself with. The dream had not betrayed him. He had followed his vision, and received a greater reward than he had thought possible. And he knew that Laurier had had the same vision. The twentieth Century, and all centuries, was Canada's for the taking. All that Canadians needed was to put their petty differences aside. All that they needed was pride in their land, and a desire for glory.

Riding a chariot of light, Martin returned from the North. He knew that he was among the most powerful beings in the world, but that was nothing. The vision was all-important. He would force the politicians to see their errors. He would force the people to expand their vision. And if he broke the laws of the politicians, and was labelled a supervillain by the people, so be it. The world needed enlightenment if it was to survive, and Canada would provide that light. It was its destiny. It was the destiny of Borealis, the man that he had become.

Personality: Borealis comes across as proud and thoughtful, sometimes even noble, but does not hide his cynicism about human nature. Borealis is fanatically patriotic, but does his best not to let it affect his view of foreigners. He is well-read and does his best to back up his view with words and ideas as well as force; an encounter with Borealis is often more like a debate than a fight. On the other hand, those who don't show any interest in ideas annoy Borealis, and annoying Borealis is a dangerous thing...

Borealis considers himself the protector of Canada throughout the world, an attitude that has led him to commit some atrocities. He murdered nine German terrorists after they blew up a Canadian Armed Forces jet in Germany. He sank an American icebreaker that challenged Canadian sovereignty in the Northwest passage. He murdered Chicago moneytraders whose actions forced the Canadian government to spend several billion dollars to prop up the currency. Borealis is contemptuous of constitutional law and believes that nearly all governments are composed of power-mad incompetents. Governments, he says, are always about power. They are never about people.

Borealis is extremely protective of innocents; he does not believe in hurting them, and will always try to move his battles away from large gatherings.

Quote: "The law doesn't help people. It crushes them. That is why I do not follow the law."

Power/Tactics: Borealis has a complete mastery of the visible light spectrum, which he manipulates with incredibly varied effects. His mind control is based on hypnosis, which, if maintained, will place the character under Borealis's control, even to the extent of altering psychological limitations. His telepathy causes his victim's thoughts and/or memories to appear as light images surrounding the victim's head. His teleportation has the special effect of him and whoever he is carrying forming a ball of light and flying off into the distance. Unless Borealis actively dislikes someone he's fighting, he prefers to use his entangle attack.

Relations: Borealis has allied himself with other patriotic Canadian villains (Ladybug, Jackknife), forming a group that he calls Destiny. His relatively benign attitude towards innocents has earned him some respect from the Canadian people, and even most Canadian heroes refer to him with greater respect than they're willing to show other Canadian supervillains. Other villains detest him, as do heroes, villains, and politicians who involve themselves with the Quebec Separatist movement. He is strongly hated by PRIMUS, the American government, and Invictus. He does not get along with any known villain organization or group.

Appearance: Martin Frobisher is 41 years old, but in superb physical condition. He has (balding) black hair, and green eyes. He is 6'0 tall, and weighs 175 pounds. As Borealis, he wears a green costume with gold hood, cape, gloves, belt, and boots; his maple leaf insignia is also gold.

FALCON			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
23	CON	26	ECV: 3
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
15	PRE	5	
12	COM	1	Char: 100 Base: 100
8	PD	4	
6	ED	1	Powers: 110 Disad: 110
5	SPD	20	
10	REC	2	Totals: 210 210
46	END	0	
30	STUN	-2	
Cost		Powers	
14	Boxing Package:		
	Maneuver	OCV	DCV Effect
	Jab	+1	+3 STR (4D6)
	Hook	-2	+1 STR + 4D6 (8D6 total)
	Block	+2	+2 Block, Abort
15	6D6 Electrical EB vs ED, OAF Shock Gloves, 16 Charges		
14	Armour +7 PD, +7 ED, OIF Bodysuit		
3*	Flash Defence -5		
18#	Flight 10"		
2	Running +1" (7" total)		
2*	Radio Hearing		
3*	Ultraviolet Vision		
	Skills & Talents		
15	3D6 Luck		
3, 3	Acrobatics, 13-; Acting, 12-		
3, 7	Breakfall, 13-; Disguise, 13-		
3, 2	Streetwise, 12-; KS: Boxing, 11-		
3	1 Level w/Boxing		
100+		Disadvantages	
10	Vulnerability: 1.5x STUN from mental attacks		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Greedy (Com, Str)		
10	Psych Lim: Fear of Energy RKAs (Unc, Str)		
5	Psych Lim: Lazy (Unc, Mod)		
5	Reputation: Tenacious enemy of crime, "do-gooder," 8-		
5	Watched: Local underworld (As Pow, Lim Area, 11-)		
15	Hunted: Multicorp (As Pow, NCI, 8-)		
15	Secret Identity		
10	Experience		

* OIF Helmet (Universal, Breakable).

Falcon actually possesses only 5" of natural Flight, with the Limitation, Levitation: Vertical Only (-1)—cost: 10/2 = 5. His OIF Harness adds a horizontal component, cancelling the Limitation, as well as increasing his speed by 5" at 0 END—cost: (5 + 10 x 1.5)/1.5 = 13. The total cost is, thus, 5 + 13 = 18.

Name: Bradley David Ashton
Personal Details: Born: April 3, 1965. Height: 6'. Weight: 85 kg. Hair: Blond, curly; clean-shaven. Eyes: Blue-grey.

Background: Brad is a mutant whose marginal paranormal abilities developed during his teens. He was bright and popular in school but rather lazy. His abilities virtually ensured success in athletics, but he lacked the initiative to pursue this as a career upon leaving school. The fact that it would have also been a bit unfair made for good rationalization—Brad was always very good at rationalizing his own short-comings.

He kicked around various jobs aimlessly but eventually realized he had to get some focus in his life—a fact that his brother-in-law's financial success kept driving embarrassingly home. When he heard about the success of the *Sentinels* movie, as well as Booster's autobiography, he decided that there must be some way he could profit from a similar career. He even stole some experimental equipment from Multicorp (narrowly escaping with his life) to boost his own abilities.

Brad figured that being a normal hero couldn't be very profitable on a day-to-day basis: what he needed was to become famous. He also realized that his power level was still rather low for the super hero/villain schtick, and he was a bit of a coward, anyway. Eventually, he came up with a better plan: he decided to create his own crimes to solve by hiring thugs to perform the dirty deed and coming to the rescue just in the nick of time. Of course, if some of the robberies actually looked like they might succeed, the loot gained would also be handy...

Thus far, Brad's plan has worked fairly well. He is becoming known as a hero and is making a decent living off rewards and "missed" robberies. His position is very tenuous with the local underworld. Although they naturally have no use for Falcon, they are not sure what to make of Warren Howe (Brad's street identity), whom they do not realize is one and the same person. On one hand, some of his robberies have gone flawlessly. On the other hand, many others have been plagued by the appearance of Falcon and other heroes, and, in these latter cases, Howe never seems to be around to take the heat when his flunkies get caught. Since he is careful to the point of paranoia about his secret identity and is a fair hand at disguise, he has remained something of a mystery man. General consensus is that he is either a bumbling fool or a criminal mastermind. Of course, the truth is something else altogether.

Quote: "Never fear, citizen—I'm here to put scum like that out of business!"

Personality: Brad is an casual sort of person who is easy to get along with, never seems to be in a hurry, and has a fondness for living well. Some might phrase this differently and say that he is too lazy to be anything but easy-going, will probably be late for his own funeral and is just plain greedy. Brad would dismiss such comments as malicious gossip, beneath his notice. He is not really vile and will actually help people in need whenever it doesn't place him in extreme danger—some of the heroic exploits attributed to him are genuine. However, he is determined to milk society's hero-complex for all it's worth, and that promises to be considerable.

Powers/Tactics: Falcon's only innate powers are somewhat enhanced physical attributes and psionic levitation. He has boosted these basic talents with various high-tech devices but is still somewhat weak by superhuman standards. He has learned a number of skills to aid in his goal; ironically, he has probably put more work into this than he would have had to do in a normal job.



Falcon prefers to stick to ranged combat whenever possible, keeping his distance with flight and firing electrical blasts from his OAF "shock gloves" (Universal, Breakable). On the other hand, he hates getting hit by ranged attacks himself: against a strong projector, he will generally try to close quickly and use his boxing skill. Similarly, he tends to fight thugs up close since he thinks this looks more heroic. Falcon has no stomach for sustained violence and will try to avoid really dangerous battles. If he is forced to flee, he will pretend to be badly injured to encourage public sympathy and avoid looking too cowardly.

Appearance: Brad is a pleasant looking fellow with an infectious grin. He is obviously in good shape but still manages to seem rather inoffensive. As Falcon, he wears a navy blue jumpsuit with a crenulated red cape. His belt and mask are black, the former with a large gold buckle, and the latter with red trim and pointed, ear-like projections. A stylized red falcon symbol (a V-shape with two wing-like lines branching off each side) wraps around his chest to his back. He even has small, claw-like projections along the sides of his red gloves and boots. In short, he presents the classic picture of a comic book hero.

Campaign Use: Brad's own background provides the most interesting scenario idea: the GM could contrive a very complex plot involving the exploits of Falcon, Warren Howe and perhaps even Brad Ashton. It may be quite some time before the PCs realize that the paladin in the Falcon suit who keeps beating them to the scene, the "criminal mastermind" they have been unable to track down and Sunburst's lazy next door neighbour are all the same person. This situation is well-suited to gradual inclusion in the campaign: have Brad's various identities crop up during other adventures until the PCs begin to take note of one or more of them. Of course, even once they figure out what's going on, they have prove it...

FIREDRAKE			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7 DCV: 7 ECV: 6
20	DEX	30	
23	CON	26	
9	BOD	-2	Phases: 3, 5, 8, 10, 12
13	INT	3	
17	EGO	14	Costs
20	PRE	10	
14	COM	2	Char: 135 Base: 100
10	PD	7	Powers: 165 Disad: 200
15	ED	10	
5	SPD	20	Totals: 300 300
14	REC	12	
46	END	0	
28	STUN	0	
Cost	Powers	END	
52*	Multipower (65 point reserve)—Flame Powers		
10 m*	10D6 EB	2	
5 u*	7D6 AP EB	3	
5 u*	3D6+1 RKA	2	
5 u*	4D6 AP Uncontrolled Continuous EB (see below)	3	
4 u*	4D6 AP Damage Shield	2	
1 u*	Force Field +8 PD, +8 ED, Linked to Damage Shield	1	
1 u*	Gliding 15"	0	
5	EC: Heat Powers, Only vs Fire/Heat (-1)	0	
a-5	4D6 Absorption vs Energy, goes to END	0	
b-4	Armour +14 ED, Only up to Absorption Roll (-½)	0	
0#	Total Flash Defence for Sight Group (except IR)	0	
15	Heat Sense (see below)	0	
4	Enhanced Hearing +2	0	
Perks & Skills			
5	Well Off		
3	Well-Connected		
13	Various Contacts & Favours, as set by GM		
3, 3	Acting, 13-; Bureaucrats, 13-		
3, 3	Conversation, 13-; High Society, 13-		
3, 2	Oratory, 13-; PS: Diplomat, 11-		
1	PS: Translator, 11- (added to free 8-)		
3	Idiomatic Native French (English is native)		
4	Idiomatic Native Russian		
3	1 Level w/Multipower		
100+	Disadvantages		
10	Vulnerability: 1.5x STUN & BODY from cold		
10	Vulnerability: 1.5x STUN & BODY from chemicals		
15	Psych Lim: Hatred of bigots, especially Genocide (Com, Str)		
10	Psych Lim: Disdain for petty, boorish people (Com, Mod)		
10	Psych Lim: Arrogant and cold while in costume (Com, Mod)		
10	Psych Lim: Aversion to guns (Com, Mod)		
15	Phys Lim: Blind in normal terms (Freq, Great)		
10	Susceptibility: 1D6 END Drain/minute if exposed to temperatures below freezing		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
15	Secret Identity		
50	Experience/Villain Bonus		

* All powers are fire-based and do not operate in oxygen-poor environments (-¼). All slots except Gliding are attacks versus ED and have x½ END Cost.

Flash versus the Sight Sense Group naturally has no effect on an opponent who is already blind; however, Laura's "heat sense" does make her susceptible to Flash versus Infrared Vision.

Name: Laura Anne Day, Translator

Personal Details: Born: August 6, 1964. Height: 5'6." Weight: 56 kg. Hair: Auburn, wavy. Eyes: Pale blue.

Background: Laura was abandoned as a baby but was adopted and raised by Alex and Sarah Day. Her latent mutant powers began to appear in her teens but had little effect on her life at the time. She possessed a minor form of pyrokinesis and had some small control over the fires she created—more useful for parlour tricks than anything else.

Unfortunately, this ability was enough to attract the attention of some low-level Genocide thugs. They tried killing Laura in an "accidental" shooting, and succeeded in hitting her in the head. Laura miraculously pulled through, but awoke to discover that everything she held dear was in shambles. The bullet had left her permanently blind, and her foster parents had been killed in a car accident, engineered by the over-zealous Genocide agents. They only later discovered that the Days were not Laura's real parents and so were not "tainted"—an unfortunate misunderstanding...

But the incident had affected Laura in other ways, as well. Perhaps due to the stress she had undergone, Laura's mutant powers were strengthened to superhuman levels. She created the costumed persona of Firedrake and used her new abilities to wreak terrible vengeance on the Genocide agents. She has been the hunter and prey of that organization ever since. This incident also put her alter-ego on the wrong side of the law—a situation which she has done little to rectify. She is now wanted by UNTIL.

When not in the guise of Firedrake, Laura works as a translator and occasionally as a diplomat, particularly for the U.N.—a position made possible through her late father's connections. The irony of her proximity to UNTIL is not lost on her. She is very popular, and no one would believe, much less suspect, that the soft-spoken, kindly Laura Day is, in fact, an avenging angel of mutantkind.

Personality: Under normal circumstances, Laura is a pleasant, outgoing person with a real knack for getting along with others. She is intelligent, thoughtful and generous to a fault. It should come as no surprise that she has many friends all over the world, including a few powerful and overly-protective acquaintances of her late father. Her tenacity, common sense and tact are universally respected. People talk easily to her, and only a few ever realize that she says very little about herself in return. Just modest, one supposes.

As Firedrake, however, Laura reveals another side. Her hatred of bigots and frustration at human pettiness come to the surface, and she puts the resulting cold fury to good use. She is not cruel, but she is relentless in her quest to destroy Genocide, the KKK and all similar organizations. This does not always involve slaying her victims: she has also been

known to discredit them or simply bring their illegal activities to the light of day so that the authorities can handle the rest. The terror inspired by her flame demons is especially useful in forcing victims to put themselves in awkward positions. Laura does retain a sense of justice throughout all of this: she tries as much as possible to make the punishment fit the crime. However, her arrogance in dealing with those she does not respect becomes clear as she assumes the role of policewoman, judge, jury and—in rare extremes—executioner.

Quote: "I have never hurt anyone who didn't deserve much worse."

Powers/Tactics: Firedrake has formidable control over all aspects of fire and heat. Naturally, her powers do not function well in a vacuum, under water or in any other oxygen-poor environment. As previously noted, she is entirely blind; however, she can sense the thermal "texture" of her surroundings. This "heatsense" works in much the same manner as active sonar, except that Laura gives off heat pulses that can be detected with infravision, instead of sound that can be detected with ultrasonic hearing. It is an Unusual Sense. Laura's blindness is still considered a limitation—albeit a lesser one than total blindness—since she cannot make out colour (other than light and dark) and has little grasp of fine detail. With great concentration, she can sometimes read large text, as long as it is black on white or some similar combination of light and dark extremes; however, a PER roll is always required.

Firedrake's strangest power is her Uncontrolled Continuous Flame EB: this takes the form of small, demon-like manifestations of fire which attack her chosen target. Whether these "creatures" are actually elemental beings briefly summoned to our plane or simply products of Laura's pyrokinetic talent is open to speculation. She seems convinced of the former theory, but, like so much of what she does, this quirk could simply be for appearance's sake. In any event, the "flame demons" tend to take on a vaguely dragon-like form, which lends authenticity to Laura's pseudonym. As one might expect, they can be doused with water.

Appearance: Laura is a lovely young woman with an equally attractive personality: when she stands out in a crowd it is not because of her disability. As Firedrake, she wears an orange jumpsuit decorated with crimson flame patterns. Her crimson gloves and boots seem to mesh right into the pattern, making the whole costume look almost like a second exotic skin. Her half-face mask is red with golden-yellow trim, and her narrow belt is black. Note that her mask does have mirrored eye slits; these are of no use to her, of course, but she does not want it generally known that Firedrake is visually blind.

Campaign Use: Like Redemption, Firedrake makes an interesting third party in any confrontation involving Genocide or similar organizations. She could easily end up working with the PCs under the right circumstances, but they might soon discover that her methods fall rather short of the "hero's code." Note that she is paranoid about her secret identity and will go to great lengths to protect it. Anyone accusing Laura Day of being Firedrake without a lot of concrete proof will be doomed publicly: she has far too many powerful friends to be taken lightly even out of costume.



Firedrake normally works alone and would certainly have nothing to do with petty crime. Most criminals, even of the superhuman variety, find her powers and cool confidence unnerving, in any event. There are, however, a few superhumans who could logically be paired with her under the right circumstances, and the resulting combination could be used in an epic adventure. Rime and Reason are possibilities, as are Aura and Harpy. Lord Dire has real potential if you want to give the PCs a run for their money: the combined power, intelligence, common sense and international connections of this pairing could prove devastating.

Even once the PCs have classified Laura as friend or foe and have dealt with her accordingly (or decided not to deal with her at all), there are still a few questions that could turn up to haunt them. Where do Firedrake's flame demons really come from? Like Genocide, she has assumed all of her life that she is a mutant. But could she be something else—perhaps even more dangerous?

HARPY			
Val	Char	Cost	Combat Stats
18	STR	8	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 6
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
18	EGO	16	Costs
25	PRE	15	
14	COM	2	Char: 145 Base: 100
10	PD	6	
12	ED	7	Powers: 140 Disad: 185
5	SPD	17	
12	REC	6	Totals: 285 285
46	END	0	
31	STUN	0	
Cost	Powers	END	
41*	Multipower (62 point reserve)		
4 u*	5D6 Sleep NND, x½ END (see below)	2	
4 u*	3D6, 3 DEF Entangle, Based on ECV (see Ambrosia)	6	
4 u*	10D6 Mental Illusion, x½ END	2	
4 u*	10D6 Mind Control, x½ END	2	
16*	1D6 Drain vs EGO, One-Hex Area, Personal Immunity, 0 END, Persistent, Always On; Return Rate: 1 EGO per 2 minutes	0	
5	Damage Resistance 10 ED	0	
5	Mental Defence -5 (-9 total)	0	
5	Power Defence -5	0	
16	Missile Reflection, All Ranged Back at Attacker, Only vs Energy, OAF Wings	0	
12	Flight 10," x½ END, OAF Wings	1	
5	Ultraviolet Vision	0	
Skills & Talents			
3	Breakfall, 14-		
3	Conversation, 14-		
1	PS: T.V. Reporter, 11- (added to free 8-)		
9	3 Levels w/Multipower		
3	1 Level w/Flight (Dodge, Move By, Turn Mode)		
100+	Disadvantages		
15	Vulnerability: 1.5x BODY from crushing attacks		
15	Berserk if taunted about looks or treated as sub-human, 11-, 11-		
15	Psych Lim: Avoids harming innocents or killing anyone (Com, Str)		
15	Psych Lim: Seeks "cure" and normal life — this may be used to control her (Com, Str)		
10	Psych Lim: Hatred of Malachite and all similar amoral researchers (Unc, Str)		
10	Psych Lim: Aversion to reptiles (Unc, Str)		
5	Phys Lim: Large wingspan is awkward (Infreq, Slight)		
20	Distinctive Features: Wings, appearance and will-draining presence (Not Concealable, Always Noticed)		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
5	Hunted: Malachite & agents (As Pow, Lim Area, 8-)		
5	Hunted: Various investigators (Ls Pow, Mild: to return Joanna to parents, 11-)		
35	Experience/Villain Bonus		

* All are sub-sonic powers, requiring clear speech—impossible in a vacuum or silence field and at half strength underwater. Each may be blocked by interfering noise, hard ear covering, deafness or any similar aural obstruction. The total Limitation is -½.

Name: Joanna Lynn Preston, Ex-T.V. Reporter

Personal Details: Born: January 7, 1965. Height: 5'9." Weight: 64 kg. Hair: Platinum, long & curly. Eyes: Violet.

Background: Joanna was always bright, energetic and independent. She became a T.V. reporter, even though she could have lived off the family wealth, and her nose for trouble kept her busy in many of the world's hotspots. While investigating a tiny island country in the Eastern Atlantic near Portugal, she ran afoul of Malachite and was captured. He briefly flirted with the notion of making her his bride but decided to see if he could "improve" her first. He successfully gave her paranormal abilities, but the mutations took an unexpected turn, making her too inhuman for his tastes.

Joanna, now known as Harpy, was too powerful and strong-willed to be controlled, so Malachite decided that she must, regrettably, be destroyed. Harpy naturally had other ideas and escaped. She could not bring herself to return home in her present form and is presumed dead by authorities. Her parents have not given up hope and have hired investigators to locate her.

Harpy has turned to theft to support her high standard of living. She felt guilty about this at first but disliked her other choices—trying to find a job in this form, running home, or joining an organization that could use her (like VIPER)—even more. Over time, she has gotten over this guilt, rationalizing that the world hasn't treated her well, anyway. She has worked with Strobe on occasion, but is basically a loner.

Quote: "Let me sing you a restful song—you'll find it much more pleasant than a dirge..."

Personality: Joanna was originally something of an extrovert but is more subdued now. She is rather bitter but almost resigned. Her appearance is far from ugly but is definitely not human: she is bothered not so much by her looks as by the effect they have on her ability to lead a normal life. She holds on to the hope that she may someday be "cured"; at the same time, she berates herself for clinging to this fantasy. Anyone who could prove an ability to help her in this area would have a definite hold over her.

Powers/Tactics: Harpy has fully functional wings and sonic-based powers which are generated by her voice. Her control over sound waves is not as great as most sonic-based characters, and she cannot cause damage with or manipulate ultra-high frequencies. Rather, her sonics have a hypnotic effect on the mind, allowing her to control others, put them to sleep, make them hallucinate and so on. Her very presence has a persistent draining effect on the will of everyone nearby, and she has no control over this "ability".

Note that Harpy's NND attack causes sleep, so the defences against it are: Life Support, Doesn't Sleep; currently being Berserk or Enraged; or having taken BODY damage (i.e., painful injury) prior to the NND attack but during the same phase. Damage taken afterwards does not "wake up" the victim or "heal" STUN lost to the NND: if anything, his semi-comatose state would make him feel the pain less.

Harpy's light bone structure makes her very susceptible to killing attacks which cause crushing damage, including falls and extreme knockback. Anyone who seriously injures her in this manner will earn her undying hatred. Conversely, she is resistant to energy attacks, and her wings can sometimes reflect these.



Whenever possible, Harpy prefers to fight from a distance, using her flight to best advantage; her ability to reflect energy attacks lessens the chance of any projector also taking advantage of the situation. As long as she is in a normal frame of mind, Harpy prefers to neutralize rather than injure opponents using her various non-damaging powers. If pushed over the edge, however, she may berserk and lash out violently, dropping characters from heights, forcing them into dangerous positions with her illusions or mind control, and so on. Should this occur, she will be mortified afterwards but ultimately forgive herself if the attack was provoked—pretty much the only way it could occur.

Appearance: Joanna is quite lovely in an unearthly way. She is tall and willowy, with pale skin, shimmering hair and large, slanted eyes. Her feathered wings are platinum, like her hair, and are startling to behold. While "on the job," she often wears a light gold jumpsuit, with violet gloves and boots. For obvious reasons, a mask is of no use to her. Note that, although Joanna cannot normally conceal her appearance, she is not considered to have a "Public ID" since she does everything possible to conceal her old identity and origin.

Campaign Use: The PCs could be approached by Joanna's parents, who are still trying to locate their daughter; this will be all the more interesting if they have crossed swords with Harpy before and/or are currently pursuing her for her crimes. Harpy tends toward non-violent cat burglary, but she could easily be manipulated into unusual behaviour by someone (e.g., an enemy of the PCs) promising to "cure" her. Lord Dire has great potential in this context, especially since his promise to help her would be sincere. Actually, Dire would likely try to talk her out of the whole idea by convincing her that she is wonderful the way she is. Either way, he would earn her undying loyalty, bolstered by the fact that, at this point in her life, she would not find it difficult to accept his views and goals, anyway.

LEAPER (a.k.a. The Incredible Leaper)			
Val	Char	Cost	Combat Stats
10/20*	STR	5	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 4
10	BOD	0	Phases: 3, 5, 8, 10, 12
13	INT	3	
11	EGO	2	Costs
10	PRE	0	
10	COM	0	Char: 92 Base: 100
6	PD	4	
8	ED	4	Powers: 153 Disad: 145
5	SPD	22	
12	REC	12	Totals: 245 245
36	END	0	
24	STUN	0	
Cost	Powers	END	
12	Power Pool (Standard Gadget Pool), 10 pt reserve	0	
14	Savate Package:		
	Maneuver OCV DCV Effect		
	Back Kick +1 +3 STR (4D6)		
	Low Kick +0 +2 STR + 2D6 (6D6 total)		
	Side Kick -2 +1 STR + 4D6 (8D6 total)		
2*	0 END for last 10 STR	0	
13	8D6 Electrical Stun Only EB vs ED, Beam Attack, OAF Zap Gun, 6 Charges	0	
14	Armour +7 PD, +7 ED, OIF Bodysuit	0	
2#	Flash Defence -5	0	
30	Superleap +16" (20" total), x8 noncombat, x½ END	2	
3	Flight 5," Activate 14-, OAF Booster Boots, 4 Charges of 1 Turn each	0	
2	Running +1" (7" total)	1	
10	Clinging, normal STR	0	
5#	360-degree Vision	0	
2#	Infrared Vision	0	
1‡	Radio Hearing	0	
3‡	Telescopic Hearing +4	0	
Skills & Talents			
10	2D6 Luck (note, also, Unluck)		
3	Gadgeteering, 12-		
3, 3	Acrobatics, 13-; Breakfall, 13-		
3, 3	Electronics, 11-; Computer Programming, 12-		
3, 1	Scientist; SC: Biochemistry, 11-		
1, 3	SC: Botany, 11-; SC: Entomology, 13-		
1	PS: Researcher, 11- (added to free 8-)		
6	2 Levels w/Leaping (Leap Aim, Move Through, Dodge)		
100+	Disadvantages		
15	Vulnerability: 1.5x STUN from RKAs		
20	Psych Lim: Code vs Killing (Com, Total)		
20	Psych Lim: Absent-minded, w/shaky grip on reality (V Com, Str)		
10	Psych Lim: Aversion to RKAs (Com, Mod)		
0	Psych Lim: Fear of animals larger than a normal dog (Unc, Str)		
15	Susceptibility: 1D6 STUN/turn from normal insecticides (Com)		
10	Watched: Sentinels (Mo Pow, NCI, 8-)		
15	Hunted: Multicorp (As Pow, NCI, 8-)		
10	Hunted: Foxbat (As Pow, 8-)		
5	Unluck: 1D6 (note, also, Luck)		
15	Secret Identity		
10	Experience		

* Applies to legs only (-½) and does not affect figured characteristics (-½).
 # OAF Goggles (Universal, Breakable).
 ‡ OAF Earphones (Universal, Breakable).

Name: Donald Peter Wescott, Researcher/ Playboy/Nuisance

Personal Details: Born: July 26, 1964. Height: 5'11." Weight: 79 kg. Hair: Light brown, wavy; clean-shaven. Eyes: Blue.

Background: Donald Wescott was born to a wealthy couple in Victoria. His father had patented an obscure but useful gizmo (the "hydrostatic oscillating thermocouple") before he was even born, so Donald came into life with a silver spoon in his mouth. This allowed him to lead an easy-going life, pursuing his academic interests to his heart's content. His particular field of interest was entomology.

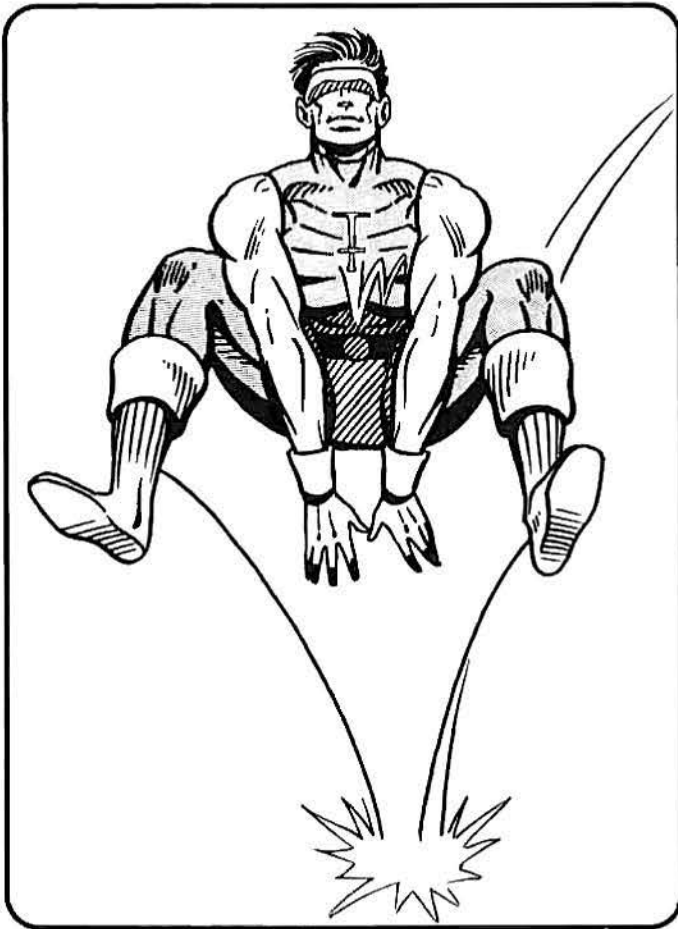
When his parents passed away, Donald inherited their remaining wealth and built himself a large laboratory. It was there that he was accidentally exposed to the vapour of an insect-based serum for a lengthy period of time. The substance mutated the muscular structure of his body—particularly in his legs—over a period of months. Donald never did quite figure why he could suddenly leap tall buildings in a single bound, but he decided to use his new-found powers to become a superhero. His first mission was a dismal flop, and he had to be bailed out by the Sentinels—a rather humiliating experience. At about the same time, his money ran out, no doubt due to his excessive spending and inattention to business matters. These two factors combined to make him switch sides and begin stealing money to finance his experiments and ritzy home.

Personality: Donald is a grey character: basically a hero, but one with a weak moral code and somewhat shaky grip on reality. He has switched sides several times during his career, gravitating between shady hero and friendly crook. He tends towards melodrama in either context. Occasionally, he can be almost lucid; other times—such as when he was on an environmental kick to "save the snow fleas"—he can be unfathomable. In any event, he doesn't like hurting people and tends to be civil (or at least not vicious) even to his worst enemies. Actually, that isn't a very long list: very few people would admit to taking Leaper seriously enough to call him an enemy.

Quote: "Beware of arousing the righteous wrath of the Reaper... er... Leaper!"

Powers/Tactics: The Incredible Leaper is slightly tougher than the average human but has only two real powers: paranormal leg strength and the ability to cling to walls. He can leap astonishing distances with minimal effort, not unlike a flea; in fact, some papers had dubbed him "The Human Flea" before he cleared the matter up by choosing his own pseudonym. Leaper uses a number of gadgets, some of his own design and some modified versions of his father's efforts. In particular, the "Leaper Sting" is a rather melodramatic-looking zap gun which fires a powerful electrical stun bolt. Perhaps Leaper's greatest strength is that his enemies tend to underestimate him, only to discover that his hodge-podge array of gadgets and powers is tougher than it first appears.

"Tactics are for Generals," Leaper would say. "I prefer to go with gut instincts." Nevertheless, he does have some



combat patterns. First of all, he is fond of sneak attacks, using his "Leaper Sting"—with his mobility, he can often set up ambushes fairly easily. Note that he has no qualms whatsoever with shooting people, since his gun is a "stun only" attack. If pushed into close combat, he has some knowledge of savate which he can put to good use, punctuated by plenty of bouncing around, dodging and wall climbing. He tends to be flighty, though, and it doesn't take much to send him bounding across the cityscape. Once he gets moving, he is hard to catch; in fact, most first time would-be pursuers end up just staring after him, open-mouthed. A green-costumed man making 320 m leaps across rooftops is not a sight soon forgotten...

Appearance: Donald is a rather plain-looking fellow who tends to blend into the crowd. As Leaper, he wears a green jumpsuit with yellow arms, trunks and boots. His belt, gloves and visor are red. There is a yellow and red insignia on his chest that vaguely resembles a pogo stick.

Campaign Use: Obviously, Leaper is designed more for comic relief than anything else. He is sufficiently powerful to be used semi-seriously, but this could lead to problems: are the players really going to want to haul in someone like Leaper? And what if they somehow manage to lose? Nobody likes to be beaten by a joke. Keeping this in mind, Leaper is probably best thrown in for a bit of light-hearted relief after a few particularly grim sessions. He may even help the PCs track down the elusive Foxbat, resulting in an appropriately melodramatic confrontation in the Fox's Den, complete with traps, getaway vehicles, henchmen and the like. Think campy, ham it up and have some fun with this one.

INERTIA			
Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7
33	CON	46	ECV: 4
10	BOD	0	Phases: 3, 5, 8, 10, 12
10	INT	0	
11	EGO	2	Costs
15	PRE	5	
12	COM	1	Char: 139 Base: 100
10	PD	6	Powers: 161 Disad: 200
12	ED	5	
5	SPD	20	Totals: 300 300
18	REC	14	
66	END	0	
37	STUN	0	
Cost	Powers	END	
75	Multipower (75 point reserve) — Inertial Powers		
14 m	7D6 EB vs PD, Double Knockback, x½ END		3
12 m	4D6, 4 DEF Entangle, Transparent to Attacks		6
12 m	Telekinesis, 40 STR (no fine control)		6
13 m	Force Wall +20 PD, +6 ED		6
1 u	Force Field +12 PD, +3 ED		1
1 u	Missile Deflection vs All Physical		0
8 m	Gliding 40" (see below)		0
2 u	Superleap +15" (19" total), x4 noncombat		3
1 u	Density Increase, 3 levels (x8 mass, +15 STR, -3" KB, +3 PD, +3 ED)		1
5	Damage Resistance 10 PD		0
8	Knockback Resistance -6," Activate 14-		0
Skills & Talents			
3	Streetwise, 12-		
0	PS: Stewardess, 8-		
6	2 Levels w/EB, Entangle & TK		
100+	Disadvantages		
5	Vulnerability: 1.5x STUN from gravity-based attacks		
5	Vulnerability: 1.5x STUN from magnetism-based attacks		
10	Enraged if father or friend hurt, 14-, 11-		
15	Psych Lim: Hates bullies (Com, Str)		
15	Psych Lim: Disdains authority (Com, Str)		
10	Psych Lim: Avoids endangering innocents (Com, Mod)		
5	Psych Lim: Fear of gas- & chemical-based attacks (Unc, Mod)		
10	Susceptibility: 1D6 STUN/minute from ammonia vapours		
10	DNPC: Normal father, Dr. Wilfred Freeman, 8-		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
15	Hunted: MISSION (As Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
15	Secret Identity		
50	Experience/Villain Bonus		

Name: Carol Laura Freeman, Airline Stewardess

Personal Details: Born: November 14, 1963. Height: 5'6." Weight: 58 kg. Hair: Light brown, wavy. Eyes: Pale blue.



Background: When Carol was only 3, her mother died of cancer, which left her to be raised by her biochemist father. Unfortunately, he was rather unstable and obsessed with paranormals—a condition which grew worse with the death of his much beloved wife. He blamed mankind's pollution and his wife's own human weakness for her death, and he vowed that society would not destroy his daughter, as well.

Dr. Freeman set about "strengthening" Carol to resist everything the world could throw at her. Although he was undeniably insane, he was also quite brilliant, and he was successful in enhancing her abilities mutagenically. Unfortunately, he was not so clever at hiding his activities and was eventually discovered by the authorities. He was committed to an asylum, and Carol was sent to a foster home, to be raised by Bill and Hannah Johnson. She tried running away several times and eventually succeeded. As her powers began to develop in earnest, she found it easy to thrive on the streets with petty theft.

Finally, after several years, she had a happy reunion with her cured father. He regretted what he had done and tried to convince her not to use her powers for personal gain. She agreed, to make her father happy, and eventually got a job as an airline stewardess. She soon realized, however, that she still had anger to burn off at society for "ruining her childhood," and also that she missed the wealth and excitement of crime. She created a costumed persona to protect her father and quickly found that life as a super-villain was even more rewarding—especially on an international scale.

Personality: To most people, Carol seems like a normal, well-adjusted woman—perhaps a bit aloof, but good at maintaining the appearance of at least professional friendliness. In fact, she has an economy-sized chip on her shoulder, a child-like selfishness and a mild disdain—almost pity—for normals that extends to nearly everyone except her father. She still doesn't believe that he was ever insane: how could her powers be anything but the work of genius, bestowed by a loving parent? She views her crimes as a just punishment for society, when she bothers to rationalize them at all. Carol does have a saving grace, however: she avoids harming innocents as much as possible and has a tendency to protect underdogs—she hates bullies. Note that anyone who harasses her (including the police) quickly loses the classification of "innocent".

Quotes: "I hate being pushed around. Let's see how you like it..."; "I'm the 'irresistible force' you've heard mentioned so often."

Powers/Tactics: Carol has formidable control over the force of inertia, allowing her to spontaneously start or stop the motion of any physical body. She can create fields of force which prevent objects from passing through, render an object or person instantly immobile, deflect physical missiles, knock targets tumbling with "inertial blasts" and so on. When trying to get somewhere quickly, she uses a combination of Superleap and ultra-fast Gliding: this simulates her ability to generate spontaneous momentum—in the air, for safety. It is not based on air currents and so cannot be used to catch updrafts for altitude; conversely, it will work in a dead calm.

In combat, Inertia tries to keep foes off-balance by switching tactics rapidly and dispersing multiple opponents. Against a single foe whom she has no special grudge against, she will first try to entangle or otherwise neutralize him and then simply "leap" to safety at maximum speed. She gets no special thrill out of combat unless her opponent is really asking for abuse. She hates it when people gang up on her; thus, in this situation, her first actions will be aimed at splitting up the team and tossing them all over the horizon—as painfully as possible to discourage their return.

Appearance: Carol is physically fit and somewhat attractive, although not exceptionally so. As Inertia, she wears a dark blue-grey jumpsuit with black gloves, boots and belt. Her half-face mask is gold, as is her high-collared cape.

Campaign Uses: Inertia is generally best suited to working with other supervillains (e.g., Harpy, Strobe, Titanother); however, she is tough enough to pose a threat to small groups even by herself. Her father provides a useful plot device, since his specialized knowledge will be in demand in some circles. VIPER, or some similar organization, might kidnap him in hopes that he will create superhuman henchmen for them. When the PCs try to rescue him, they will soon discover that someone else is also on the trail—a powerful superhuman (perhaps known from previous battles) who, for some reason, is taking the whole situation very personally—and letting nothing stand in her way...

NYCADEMOS			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 6
17	DEX	21	DCV: 6
18	CON	16	ECV: 7
10	BOD	0	Phases: 3, 5, 8, 10, 12
23	INT	13	
20	EGO	20	Costs
18	PRE	8	
12	COM	1	Char: 122 Base: 100
6	PD	3	
8	ED	4	Powers: 178 Disad: 200
5	SPD	23	
12	REC	10	Totals: 300 300
36	END	0	
26	STUN	0	
Cost	Powers	END	
35	Alchemical Pool, 30 point reserve (see below)	0	
38*	Multipower (77 point reserve)		
2 u*	Flamebolt (50): 8D6 Heat EB vs ED	2	
3 u*	Sleep (52): 3D6 STUN Drain, Ranged	2	
3 u*	Weakness (52): 3D6 STR Drain, Ranged	2	
2 u*	Mystic Web (50): 4D6, 4 DEF Entangle	2	
2 u*	Charm (50): 8D6 Mind Control	2	
3 u*	Geomorph (67): 3D6 Cumulative Transform to Stone (heal BODY normally to revert)		
1 u*	Shield (25): +10 PD, +10 ED Force Field	1	
1 u*	Levitate (25): 10" Flight	1	
1 u*	Heal (25): 4D6 Aid for STUN & BODY (as per optional rule)	1	
10	Armour +6 PD, +4 ED, IAF Mystic Amulet	0	
6	Mental Defence -6 (-10 total)	0	
9	Detect Magic, Range & Discriminatory, Requires Magic Roll	0	
Skills & Talents			
9,17	Alchemy, 17-; Magic, 21-		
3, 3	Inventor, 14-; Riding, 12-		
3, 3	Linguist; Scientist		
10	5 Sciences at 14-: Biochemistry, Botany, Chemistry, Pharmacology		
8	Languages: Italian (Native), Greek (Native), Latin (Native), English (Fluent), French (Fluent)		
6	2 Levels w/Multipower		
100+	Disadvantages		
5	Enraged when physically struck, 8-, 14-		
15	Psych Lim: Megalomania (Com, Str)		
15	Psych Lim: Overconfident (V Com, Mod)		
10	Psych Lim: Amoral (Com, Mod)		
10	Psych Lim: Scientific curiosity (Com, Mod)		
10	Phys Lim: Spells of dizziness & weakness (Infreq, Greatly)		
10	Reputation: Power-hungry sorcerer (Extreme), 8-		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
20	Hunted: DEMON (Mo Pow, NCI, 8-)		
10	Unluck: 2D6		
75	Experience		
* All Multipower slots are magic-based: see Sirius for more information. All spells except Geomorph have x½ END Cost.			

Name: Alexander Nicholas DePremio, Alchemist

Personal Details: Born: February 13, 1586 (effectively, 1952). Height: 5'11." Weight: 77 kg. Hair: Black, wavy; short beard & moustache. Eyes: Brown.

Background: The man now known as Nycademos was born in Italy in the late 16th century. He was bright and cultured enough to make his aristocratic parents proud; yet, it was generally agreed that he was a cold person, immersed in his studies to the exclusion of all else.

The only person to whom he felt any great kinship was his mother, Theresa—also very perceptive, although much warmer than her son. He was terribly upset when she passed away suddenly, struck down by an unknown illness, and even more aghast when his father married another woman, shortly thereafter. This betrayal, as he saw it, must be avenged, and he set about plotting the downfall of his father and hated step-mother. With his knowledge, it was a simple matter to concoct a virtually undetectable poison; with his amoral nature it was equally easy to insinuate it into his father's drink. Oddly enough, his step-mother also died mysteriously a few days later, apparently driven mad with grief. This left Alexander with a sizable inheritance, but his long-standing lack of interest in material gain prevented anyone from raising a suspicious eyebrow.

None were surprised when Alexander began to frequent the universities and throw himself ever more into his studies, apparently trying to recover from his great loss. His intellect—not to mention wealth—opened new doors for him, and his fame as a scholar, physician and alchemist grew. Even in those early days, however, there were some who questioned his eccentric ways and pondered his desire for pure theoretical knowledge, regardless of the means used in achieving it or the consequences of utilizing it.

It was during this time that Alexander began his studies into alchemy and sorcery, under the new title, Nycademos. Having grown bored with the sciences of the time, he sought to expand his knowledge in the shadowy areas avoided by most scholars. He used and discarded several practitioners of the arcane arts, surpassing them all. Rumours made their rounds, and Nycademos was eventually barred from the universities. This mattered little to him, since he was now beyond his colleagues, anyway. He moved back to his native lands, purchased a small, abandoned castle and set about his experiments, unhindered by the "short-sighted, unimaginative cowards" who dared to call themselves scientists.

Some years later, his studies in transformation revealed a fascinating spell that allowed him to bind a recently deceased spirit to the body of an animal, allowing it to live on in this new form as a sort of lycanthrope. His wolfhound, he decided, would work well enough for this experiment; what he lacked was a recently deceased spirit...

Coincidentally, at this time, he began to take an interest in a girl who was visiting the area from England—a Kathleen Ashley (cf. Sirius). When she made motions to be leaving, it occurred to him that she might serve his purposes very well, and he found himself rather taken with the idea of keeping her nearby under his control. It was simple enough to arrange a suitable "accident," and, shortly thereafter, the deed was done. Kathleen Ashley became a spirit-creature, a lycanthrope bound to the form of a giant wolfhound but able to alter her shape into that of her original body, now buried in England.

For a time, this arrangement worked very well. Kathleen was thankful to her "savior" and began to study alchemy and sorcery under him. It wasn't long, though, before his true colours appeared. When his intentions became more lecherous, Kathleen started to seriously consider how she might escape his power. Her plans were all too clear to the mage, and he held the binding spell over her as a threat: disobey him and he would revoke the spell, banishing her back into the darkness of death.

Unbeknownst to Kathleen, Nycademos had problems of his own. Perhaps due to his unusual studies, he started to grow weaker, his very life force ebbing away. In time, he realized that he was suffering from a mysterious disease, which even his great intellect could not stop with the resources on hand. In desperation, he tried to concoct an alternative solution. It occurred to him that the medical knowledge of the future might hold the cure he required, and he began research into a potion that would hold him in hibernation long enough to see this future. Soon, all that remained was to test the formula.

Kathleen unfortunately chose this time to make her escape. It was quite unsuccessful and merely resulted in an enraged alchemist. He decided to once again use her as a test subject. The potion seemed to work well enough, so he had her body locked away in a hidden vault, next to the chamber he had prepared for his own "demise".

Centuries passed. Eventually, in 1983, an archaeological team discovered the vaults and released Kathleen, closely followed by Nycademos. He killed any who were aware of the discovery and then set about exploring this new era. He had three goals: find a cure for his condition, locate Kathleen if she still lived, and learn enough of this new world to ensure his own power in it. Since then, he has mostly succeeded in his first two quests. He ultimately found Kathleen and used her, as well as the people she was working with, to acquire the necessary materials and bring about his cure. The serum he developed was only partially successful, however: he is no longer terminally ill but still has chronic bouts of weakness. Now he strives toward his final goal of conquest—for Nycademos bows to none and answers only to his insatiable thirst for knowledge.

Quote: "As a man of science, I abhor violence. But as a man of destiny, I sometimes find its use unavoidable."

Personality: Nycademos is a cold, ruthless megalomaniac. There was a time when his studies were all that mattered to him, but that time is past. Now he will use his knowledge to crush or manipulate those who might otherwise oppose him. Perhaps his sleep of centuries disturbed his already fragile mind; perhaps he is disgusted with the "chaos" of modern society; perhaps he simply wants to make sure that no more narrow-minded peasants hinder his experiments ever again. Whatever the case, Nycademos has become quite power-hungry. He does not yet have plans for anything as extravagant as world conquest, though: he would be quite happy with a small country. Anything bigger would be a more of a nuisance than it was worth.



Nycademos is not normally lecherous, but he has taken an interest in Kathleen Ashley, not blunted in the least by her marriage to Skylark. Other than this one exception, his real passion is the pursuit of knowledge, scientific or arcane. Within this context, he is entirely amoral: his ends justify any means. He is not a complete social recluse, however: his aristocratic upbringing included training in manners and *savoir-faire*. He likes to play the sophisticated host, but it takes little to anger him and crack this thin veneer.

Powers/Tactics: Nycademos has no innate super powers, per se; however, he is skilled in the arts of magic and alchemy. He is able to concoct many potions to suit his needs, represented as an Alchemical Pool controlled by Alchemy Skill. This Variable Power Pool can only be used to create potions in a laboratory (-½), using materials which are difficult to acquire. A potion is automatically a Fragile Expendable OAF, which is Universal and Breakable (-1.5). The total limitation on the Control Cost is, thus, -2, and the limitation applied to any potion in the pool is at least -1.5.

As stands, a potion power will use END normally and operate until turned off, at which time it is permanently expended and must be replaced in the lab with difficult to obtain components. More often, though, a potion will be purchased with one Continuing Charge of variable duration (no END cost). Such a potion cannot be turned off until its duration expires.

Note that a potion effectively becomes an Obvious Inaccessible Focus once it has been swallowed or otherwise used: Obvious, since drinking/using the potion obviously started the effect, and Inaccessible, since the power cannot now be deactivated short of knocking out the character or waiting for the duration to expire. This slight advantage should be considered a special effect and is balanced out by the fact that the user has no control over the potion's power and is normally unable to even turn it off. Nevertheless, the GM should keep this in mind and not feel too badly about letting opponents take advantage of an unused potion's obvious accessibility and breakability—it is a Limitation, after all.

Note, also, that Nycademos' potions are not purchased with the Independent Limitation. Since each probably has a "shelf-life" of only a few days, he will ultimately get the Character Points back from a potion that is stolen or otherwise lost when the original deteriorates.

Some potions which Nycademos might typically have in his arsenal are listed below—the point cost that must be applied from the Pool is given in parentheses. Those noted as "Oils" are applied externally instead of internally and have the limitations 1 Phase Extra Time (to spread it) and Limited Power: Does Not Work in Water (which will wash it off).

- **Potion of Healing (6):** 3D6 one-shot Aid, as per optional healing: each die restores 1D6 STUN and each BODY rolled counts as 1 BODY healed, up to starting values only.
- **Potion of Strength (4):** +15 STR, does not add to figured characteristics; 1 charge, lasting 5 minutes.
- **Potion of Growth (5):** 3 levels of Growth with 1 charge, lasting 5 minutes.
- **Potion of Flight (7):** Flight 10," x2 noncombat speed, with 1 charge, lasting 1 hour.
- **Mist of Darkness (8):** Darkness, 3" r., impervious to normal sight, with 1 charge, lasting 5 minutes. The container of liquid must be thrown to the target hex, so the No Range limitation is applied.
- **Oil of Etherealness (11):** Standard Desolidification with 1 charge, lasting 1 hour. An ethereal character is still susceptible to magic-based attacks, since these exist simultaneously on the ethereal plane.
- **Oil of Invisibility (5):** Invisibility to normal sight with 1 charge, lasting 1 hour.
- **Oil of Resistance (4):** +9 PD, +6 ED Force Field with 1 charge, lasting 5 minutes.

Nycademos finds combat distasteful and may actually become enraged if physically struck. If pushed into a battle, he will usually cast his Shield spell first and then follow up with whatever attack spells seem to suit the situation. Unlike Sirius, he has no qualms whatsoever with using his Flamebolt to turn an enemy into a pile of ash. His Geomorph spell is usually only used for emergencies or to frighten viewers outside of combat, however, due to its massive expenditure of energy. Nycademos will always carry a small arsenal of potions, many of which will be saved for emergencies and/or sneak attacks. As a result, he has a habit of snatching defeat out of the jaws of victory (from the heroes' point of view)—he has never, yet, been imprisoned and would be hard to hold, in any event.

Appearance: Nycademos looks very much the dark aristocrat, with deep, soulful eyes, a long, thin nose and a narrow, neatly trimmed beard. He might almost be handsome if his cold eyes didn't harshen the image. As Nycademos, he wears a dark green bodysuit, with black gloves, boots and belt. His collar flares and is deep violet; his cape is blue-black. He has never been known to wear a mask, having not the slightest concern about being recognized. If he really wanted a disguise, he would probably concoct a potion to do it for him...

Campaign Use: Like Lord Dire, Nycademos is well-suited to epic adventures, lasting several sessions and probably involving other superhumans. His lower point value and versatile powers allow the GM to pit him against groups of either novice or experienced PCs: by simply modifying his current alchemical arsenal, the GM can easily scale his strength to suit the situation. One possible scenario involves Nycademos tricking the PCs into getting medical supplies for him, as he tries, yet again, to find a complete cure for his condition. Naturally, these supplies will be esoteric and hard to come by; in fact, locating them may result in one or more adventures all over the world, perhaps even pitting the PCs against local authorities. Why would they go to all of this trouble for a criminal? Well, one of Nycademos' favourite tactics is to turn a victim to stone and then blackmail his friends with the "counterspell." Of course, this is only a ruse—the Geomorph spell wears off on its own after a few days and no "counterspell" exists—but, by the time the PCs discover this, they will already be neck-deep in whatever Nycademos is planning.

LOCUST			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
18	CON	16	ECV: 4
9	BOD	-2	Phases: 3, 5, 8, 10, 12
13	INT	3	
11	EGO	2	Costs
13	PRE	3	
12	COM	1	Char: 98 Base: 100
7	PD	4	
8	ED	4	Powers: 172 Disad: 170
5	SPD	17	
10	REC	6	Totals: 270 270
36	END	0	
26	STUN	0	
Cost	Powers	END	
33*	Multipower (50 point reserve)		
5 m*	8D6 Vibratory EB vs PD, 16 Charges	0	
4 m*	Flight 10," 0 END Cost	0	
25	EC: Bioreduction Field		
a-25	Shrinking, 4 levels, x½ END (1/16 size, 1/4096 mass, -8 others' PER, +8 DCV, +12" KB, +8D6 Growth Punch)	2	
b-9	6D6 Explosive Heat EB vs ED, Activate 14-, Only When Activating Shrinking, No Range, Personal Immunity	5	
c-18	3D6 Drain vs END w/Return Rate of 1/Turn, 0 END, Only at Minimum Size	0	
15*	Armour +8 PD, +7 ED	0	
3#	Flash Defence -5	0	
10#	Active Sonar	0	
2#	Radio Hearing	0	
8#	Telescopic Hearing +8	0	
2#	Ultrasonic Hearing	0	
Skills & Talents			
3, 3	Computer Programming, 13-; Electronics, 11-		
3	SC: Physics, 12-		
1	PS: Electrical Engineer, 11- (added to free 8-)		
3	1 Level w/Flight (Dodge, Move Through, Turn Mode)		
100+ Disadvantages			
10	Vulnerability: 1.5x STUN vs molecular attacks (solidification and density attacks, plus "Affects Desolidified" advantage)		
5	Enraged if loved one hurt, 11-, 14-		
5	Enraged fighting military or Multicorp, 8-, 11-		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Hatred of powerful, "untouchable" organizations (Com, Str)		
10	Psych Lim: Disdain for authority figures & military (Com, Mod)		
5	Psych Lim: Avoids confronting Skylark (Unc, Mod)		
20	Susceptibility: 3D6 STUN when using Heat EB		
10	Susceptibility: 1D6 STUN from Drains, Transfers and Density Increase or Teleport used on her		
10	DNPC: Normal sister, Theresa May Windship, 8-		
15	Hunted: UNTIL (As Pow, NCI, 8-)		
10	Hunted: Multicorp (Ls Pow, NCI, 8-)		
15	Secret Identity		
20	Experience		
* OIF Battlesuit (Personal, Breakable).			
# OIF Helmet (Universal, Breakable)			

Name: Jane Ellen Windship, Ex-Researcher

Personal Details: Born: March 26, 1962. Height: 5'6." Weight: 57 kg. Hair: Light brown, wavy. Eyes: Hazel.

Background: Jane was born in Toronto and spent all of her early years there. She was bright and scientifically-minded, athletic and good-natured. The one blemish on her otherwise happy childhood was the death of her brother, a naval officer, in a senseless accident; perhaps because of this, she has been overly protective of her younger sister ever since.

When she got out of university, Jane went to work as a research technician at Multicorp, alongside Jim Elliot (cf. Skylark). She grew curious when Jim "fell out of favour" and disappeared from work, and she began to suspect his secret paranormal identity. Trusting his instincts, she began to get suspicious about her employers, too, and discovered some of their illegal activities.

Jane bided her time until they could finish an attempted duplicate of Jim's flight suit and then tried to make off with it. Unlike Jim, however, she was caught in the act. She was used in unusual genetic experimentation which ultimately gave her the ability to generate a reduction field, allowing her to shrink herself and everything within an inch or so of her body. She used this new ability to flee the lab with the suit. During the ensuing chase, she also discovered her ability to drain energy from opponents.

Jane briefly became the heroine, Tiger Fly, until she was accidentally shot by a police officer she was trying to save. Sitting in the hospital afterwards gave her plenty of time to examine her priorities. This incident, plus the fact that she was falling apart financially, turned her to a life of crime—albeit, somewhat half-heartedly. The fact that Multicorp and places like it seem to operate above the law angers her and has diminished her respect for the legal system, in any event.

Quotes: "I'm sure you won't have to look far to find someone more deserving of this abuse."; "I tried it your way. I got shot for my trouble—and that was just from my side..."

Personality: Jane is in an awkward position. On one hand, she is really quite a nice person and doesn't like to see harm come to others. On the other hand, she feels betrayed by the system she once protected and has a substantial chip on her shoulder. Note that getting shot was really just the final straw; even before that, she had begun to doubt the integrity of a system that let Multicorp, Ergon and even more legitimate companies get away with things that normal citizens would never dream of trying. Frequently, she still acts as a heroine, bringing particularly vile activities to the attention of the police; in this context, her new identity gives her more freedom to track down culprits using less than legal means. She has been a real thorn in the side of Multicorp—one which they would like to see removed.

Powers/Tactics: Locust has the ability to generate a bioreduction field and shrink herself down to as little as 1/16 of her usual size—about 4" tall. When she shrinks, great quantities of heat energy are instantly dispersed from her body (Explosive EB) and can cause damage to everything around her. Likewise, her own body temperature fluctuates momentarily, causing her to take cold damage. When very small, she is able to absorb energy from others, effectively draining away END.

Locust also wears a special battlesuit, based loosely on Skylark's flight suit but with sonic, rather than optic, enhancement. She has modified the suit to dampen the energy flux from her size change and avoid the aforementioned heat blast. Thus, while wearing the suit, she is considered to have control of the EB, and, for this reason, it is simply listed as another Elemental Control slot. She can Shrink without using the EB while wearing the suit, but she cannot use the EB without Shrinking, regardless. Note that this is an "all or nothing" situation: if she wants to damage others with the heat blast, she must take the cold damage.

While operating at full size, Locust prefers to keep her distance from foes and use her vibratory attack as much as possible; she has no real strength in close combat and knows it. Depending on the situation, she may shrink down to minimum size and switch to her END Drain attack; this is especially effective when she wishes to flee, hide, avoid being hit (e.g., while resting) or spy on opponents. When fighting someone who does not know about her shrinking capability, she likes to set things up so that she seems to vanish when she shrinks (e.g., rounding a corner). This may cause foes to think she has teleported, desolidified or otherwise fled the scene and allows her to easily spy on them. Locust will only use her heat blast as a last resort or in a situation where it will clearly do her opponents more harm than it will cause her (e.g., if surrounded and badly outnumbered).

Jane has a fondness for Skylark and does not want him to know about her criminal activities. She will almost always avoid confronting him directly, fleeing from such a meeting even if things are going her way.

Appearance: Jane is pretty, but not beautiful, and has a pleasant smile. While working as a researcher, she tends to have the rumpled, thrown-together appearance usually attributed to her male counterparts. The rest of the time, she prefers casual clothes and uses makeup only lightly, generally presenting a "girl next door" sort of image. She is in good physical condition and looks it. As Locust, she wears a black armoured tunic with dark beige sleeves and legs. Her gloves and tall boots are also black, and her utility belt is red with a gold clasp. Her helmet is dark beige with a black stripe running down the centre, an ebony visor and an antenna covering each "ear." Locust's flight harness looks rather like a pair of wing-like platinum saucers with blue-grey trim; they vibrate rapidly while she flies, giving off a faint buzzing sound.



Campaign Use: Jane should present something of a moral dilemma to the PCs: a basically good person who has turned against the law out of anger, frustration and feelings of betrayal. She has a number of robberies to her name (all aimed at large companies, untouchable criminals and the rich elite), but most of the money has gone back into her battlesuit. Using that suit, she has probably done more good as Locust than she ever did as Tiger Fly, at least partially because she doesn't follow the rules. The GM should do nothing to "soften the edges" of this situation: the PCs may have to do some real soul-searching to decide how they are going to handle this one.

PURIFIER				
Val	Char	Cost	Combat Stats	
30	STR	20	OCV: 7	
20	DEX	30	DCV: 7	
15	CON	10	ECV: 6	
10	BOD	0	Phases: 3, 5, 8, 10, 12	
13	INT	3		
18	EGO	16	Costs	
20	PRE	10		
10	COM	0	Char: 116	Base: 100
8	PD	2		
6	ED	3	Powers: 164	Disad: 180
5	SPD	20		
10	REC	2	Totals: 280	280
30	END	0		
33	STUN	0		
Cost		Powers		END
25	Karate Package:			
	Maneuver	OCV	DCV	Effect
	Punch	+0	+2	STR + 2D6 (8D6 total)
	Kick	-2	+1	STR + 4D6 (10D6 total)
	Chop	-2	+0	½D6 HKA (1D6+1 total) 1
	Block	+2	+2	Block, Abort
	Disarm	-1	+1	Disarm, +10 STR to Roll
	Dodge	—	+5	Dodge, Affects All, Abort
7	x½ END w/STR 0			
22*	Multipower (45 point reserve)			
2 u*	6D6 AP Force EB vs PD, 16 Charges 0			
2 u*	3D6 Force RKA vs PD, 16 Charges 0			
25#	Multipower (50 point reserve)			
2 u#	8D6 Suppress vs Single Mutant Power, 8 Charges of 1 Turn 0			
2 u#	2D6 Drain vs Single Mutant Power, 16 Charges, Return Rate: 5 points/day 0			
16‡	Armour +8 PD, +8 ED 0			
5	Flash Defence -5 0			
5	Mental Defence -5 (-9 total) 0			
5‡	Power Defence -10, Activate 14- 0			
5	Infravision 0			
13	Detect Mutant, Range & Discriminatory 0			
2	Running +1" (7" total) 1			
Skills & Talents				
3, 3	Acrobatics, 13-; Breakfall, 13-			
3, 3	Interrogation, 13-; Lockpicking, 13-			
3, 3	Shadowing, 11-; Stealth, 13-			
2, 0	KS: Karate, 11- PS: Bank Manager, 8-			
3	1 Level w/Karate			
3	1 Level w/Pistols (including first Multipower)			
100+ Disadvantages				
10	Enraged if humiliated or losing fight to "inferior," 11-, 11-			
5	Enraged if hurt by killing attack, 11-, 14-			
20	Psych Lim: Fanatic mutant-hunter (Com, Total)			
10	Psych Lim: Arrogant (Com, Mod)			
10	Psych Lim: WASP Bigot (Com, Mod)			
10	Psych Lim: Hates & hunts Ambrosia (Unc, Str)			
5	Susceptibility:			
	1D6 STUN/min. from strong electromagnetic fields			
15	Reputation: Mutant killer (Extreme), 11-			
10	Watched: Genocide (As Pow, NCI, 11-)			
20	Hunted: Sentinels (Mo Pow, NCI, 8-)			
20	Hunted: UNTIL (Mo Pow, NCI, 8-)			
10	Unluck: 2D6			
35	Experience			

- * OAF Pistol (Universal, Breakable).
- # OAF Neutralizer (Personal, Breakable).
- ‡ OIF Bodysuit (Universal, Breakable).

Name: Robert Grant Cory, Agent of Genocide

Personal Details: Born: January 3, 1961. Height: 6'1." Weight: 90 kg. Hair: Brown, wavy; clean-shaven. Eyes: Dark brown.

Background: Robert Cory was raised by strict and rather narrow-minded parents, and he picked up many of their prejudices. He followed in his father's footsteps, becoming the manager of a small bank, and probably would have led an unexceptional life if fate hadn't thrown him an unusual and tragic turn. While on their way to visit him, Robert's parents were accidentally killed in a fight between a superhuman villain and a mutant hero. Their grief-stricken son decided, then and there, that such beings were a menace to mankind.

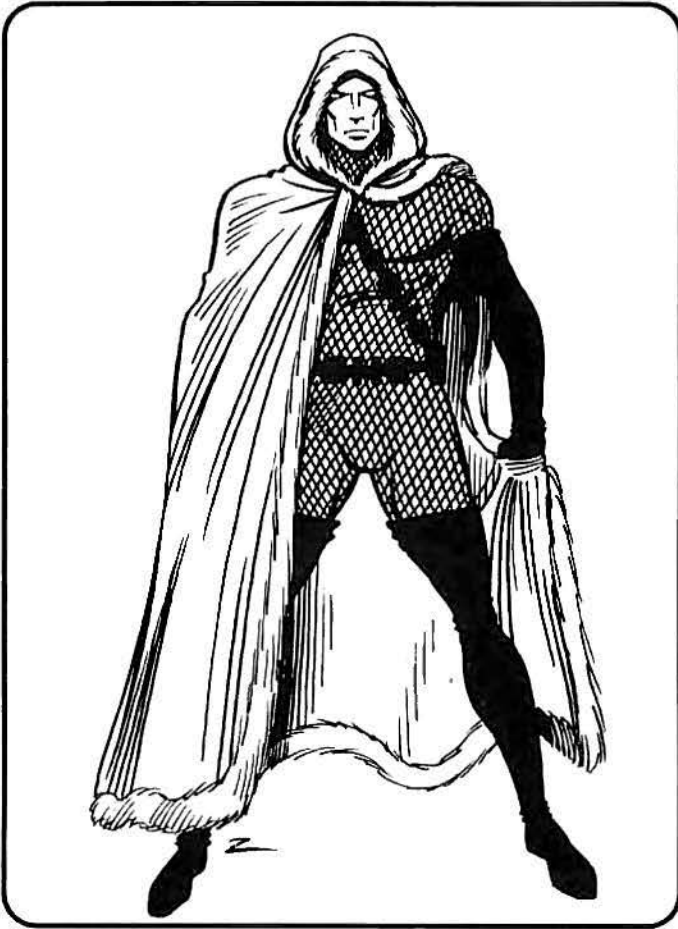
It was only a matter of time before Robert fell in with Genocide. The evil organization gave him a focus for his hatred and concentrated his vengeance against mutant paranormals in particular. He knew, at last, that he had found his true goal in life: to exterminate all biological deviations from human norm. Robert's passion gave him an edge that was missing from many of his peers, and he rose rapidly through the ranks. Advancement brought access to more specialized equipment, making him an even greater threat. His crowning achievement came when he was able to add the two superhumans responsible for his parents' deaths (Blackguard and Speed Demon) to his "kill list".

For a while, Robert led a double life as a bank manager and Genocide agent. Ultimately, his actions brought him into conflict with the Sentinels, and he nearly succeeded in killing two of them. When he went to the hospital to finish the job, he was stopped by Ambrosia, who, in desperation, used her mental powers to force him off a ledge. Although he was not killed, he would have been crippled for life.

Genocide had other plans for him, however. They broke him out of the hospital and equipped him with bionic aids, making him even stronger than before. Robert's hatred of Ambrosia and her allies re-galvanized his passion: he quit his job as a bank manager and gave up any semblance of a normal life to wage the war on mutantkind.

Quote: "I shall not rest until the mutant plague is scourged from this Earth."

Personality: Robert began as a typical WASP (white Anglo-Saxon Protestant) bigot but has focussed all of his hatred into a burning passion to exterminate mutantkind. He is no longer sane, but his particular brand of insanity is frightening in its intensity and seeming clear-headedness. He can sound entirely reasonable one moment and begin talking "terminations" and "scourging" the next—without the slight-



est change in expression or tone. He was bad enough before the "accident"; now, he is honestly unhinged, perhaps for physical and well as psychological reasons. In theory, this doesn't matter much to Genocide, since he does what they want him to and does it very well. In practice, though, few agents want to work with him now: he is too cold and ruthless even for their tastes. These days, he tends to work solo unless tracking especially big game.

It is difficult to determine what else drives Robert: the hunt is all that matters now, and it takes up most of his life. Oddly enough, he once had a passion for gardening and enjoyed floral competitions. He was also known for scrupulous honesty as a banker and was fond of chess. Whether any of these traits have survived, only Robert could say.

Powers/Tactics: Purifier has no intrinsic powers, but his physical abilities have recently been enhanced with bionic implants. The mutant-detecting device he originally carried as a handset is now implanted, as well, allowing him to sense deviant humans without the need for a focus. He is highly skilled and carries the latest in Genocide technology, including an experimental device designed to suppress mutant abilities.

For a maniac, Purifier can be surprisingly level-headed in the pursuit of his prey. He will generally begin by finding out as much as he can about the intended target, investigating out of costume. Once he has all that he needs to know and, in particular, has a feel for the victim's routine, he will use the knowledge to hit his target when he or she is alone. At this point, he will always strike in costume and likes his foe to know from whence the axe fell. Genocide occasionally expects him to capture, rather than kill, potential lab specimens, and this same basic plan can be used in that context, as well. He dislikes these assignments, preferring a quick, clean kill.

In combat, Purifier always begins by suppressing or draining one or more of his foe's abilities, preferably through a sneak attack so that he doesn't have to worry about an immediate counter-strike. He will then use his pistol if at all possible, either to kill or stun, as ordered by Genocide. With his strength and karate skill, he is a formidable opponent in close combat; however, he will not usually go this route unless forced into it.

Appearance: Robert's appearance is unexceptional in most respects, although his rarely used smile is mirthless and his eyes are rather cold. Perhaps for this reason, most people feel a chill around him even when he isn't in costume. As Purifier, he wears an indigo suit of mesh armour, with black gloves, boots and utility belt. A silver-grey, formed mask covers his face like a second skin. He often wears a rust-red cloak and hood.

Campaign Use: Purifier makes an especially effective "Hunted" for mutant characters and can be used to add some strength to Genocide forces. He is technically an international villain, but he has been included in this book because of his interaction with the Sentinels and his general usefulness. Indeed, his arsenal, tactics and personality are rather anti-Canadian, and he is almost universally despised here, by heroes and villains. Note that Purifier's Drain attack can last literally hours, so it makes a good catalyst to get the PCs using their brains instead of their brawn for a while.

REDEMPTION				
Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 7	
20	DEX	30	DCV: 7	
18	CON	16	ECV: 4	
10	BOD	0	Phases: 3, 5, 8, 10, 12	
10	INT	0		
11	EGO	2	Costs	
15	PRE	5		
10	COM	0	Char:	94 Base: 100
5	PD	1	Powers:	206 Disad: 200
5	ED	1	Totals:	300 300
5	SPD	30		
8	REC	0		
36	END	0		
28	STUN	-1		
Cost	Powers		END	
17	Variable Power Pool (Supply Pool)—15 point reserve			
24	Classic Martial Arts Package with +1 DC			
	Maneuver	OCV	DCV	Effect
	Punch	+0	+2	STR + 3D6 (7D6 total)
	Kick	-2	+1	STR + 5D6 (9D6 total)
	Block	+2	+2	Block, Abort
	Throw	+0	+1	STR + v/5 + 1D6, Falls
	Dodge	—	+5	Dodge, Affects All, Abort
15	4D6 Electrical NND vs Force Field or Electromagnetic Powers, OAF Pistol, 6 Charges		0	
14	Armour +7 PD, +7 ED, OIF Suit		0	
4	Armour +6 PD, Activate 14-, OIF Cape		0	
2	Flash Defence -5, OAF Goggles		0	
64	Teleport 12," x256 distance (6.1 km) with 1 extra phase		2	
15	Teleport Locations: 2 Floating, 5 Memorized		0	
2	Infrared Vision, OAF Goggles		0	
1	Radio Hearing, OAF Handset		0	
Skills & Talents				
15	Danger Sense, 11-, personal, all dangers which could be perceived			
5	1D6 Luck			
3, 3	Acrobatics, 13-; Breakfall, 13-			
3, 3	Disguise, 11-; Shadowing, 11-			
3, 3	Stealth, 13-; Streetwise, 12-			
0	PS: Mercenary, 8-			
6	2 Levels w/Martial Arts			
4	2 Levels w/NND Pistol			
100+	Disadvantages			
5	Vulnerability: 1.5x STUN from EGO Attacks			
5	Vulnerability: 1.5x STUN from Sonics			
5	Enraged witnessing gross injustice, 11-, 14-			
20	Psych Lim: Obsessed with "redemption" and completion of jobs (V Com, Str)			
15	Psych Lim: Warped sense of honour/justice (Com, Str)			
15	Psych Lim: Avoids involving innocents (Com, Str)			
20	Normal Characteristic Maxima			
5	Reputation: Obsessed vigilante(?), 8-			
10	Watched: UNTIL (Mo Pow, NCI, 8-)			
5	Watched: Ergon (Ls Pow, NCI, 8-)			
20	Hunted: VIPER (Mo Pow, NCI, 8-)			
10	Hunted: Multicorp (Ls Pow, NCI, 8-)			
15	Secret Identity			
50	Experience			

Name: Arnold Ryan Hale, Mercenary(?)

Personal Details: Born: September 4, 1968. Height: 6'. Weight: 86 kg. Hair: Brown, wavy; clean-shaven. Eyes: Hazel.

Background: Arnold was born into a rather poor family in Vancouver. He had a normal childhood and mostly avoided the pitfalls of lower-class street life until his mid-teens. When Arnold was 16, however, his father's factory closed down, the family fell on hard times, and Arnold finally got fed up. As he was walking home from school one day, he saw a rich-looking older fellow who seemed rather out of place in the neighbourhood. Feeling jealous, he bumped into the man and managed to pick his pocket, making off with a sizable sum of cash.

But Arnold wasn't really a crook: he felt horribly guilty and couldn't go home to face his parents. He grew paranoid that the authorities were after him, and he hid in an abandoned warehouse. When a police car actually did come along on routine patrol, Arnold panicked. He wished fervently to be somewhere else—and suddenly found himself in his favourite park!

Arnold didn't understand that he was a mutant with the power of teleportation; he only knew that he had been granted a great gift that he probably didn't deserve. To redeem himself, he not only gave the man his wallet back but also promised to help him in any way he could. As it turned out, the man had been trying to find some trace of his daughter, who had been kidnapped. Using his new-found powers, Arnold helped rescue her.

He felt deeply fulfilled when the two were finally united, and this incident impressed itself deeply on his already fragile psyche. Arnold realized that others who desired "redemption" might lack the inner strength and paranormal abilities to fulfill their vow. His purpose in life was clear: to do it for them. He trained himself intensively and "borrowed" high-tech equipment from various sources, redeeming himself by helping the legitimate ones anonymously. He then began his career with an almost religious passion, helping people "redeem" themselves for a small fee—just enough to cover expenses and send some money home.

Redemption is not a criminal by nature but is wanted by several groups, since many of his jobs take him outside the law. He has had run-ins with many shady organizations, attempting to redeem ex-employees who felt guilty about their pasts. His "career" has involved everything from finding missing persons/objects to damage repairs to bounty hunting. In two extreme cases, he has been forced to kill "untouchable" villains who were truly vile and beyond redemption themselves.

Quote: "There is no more noble cause than the redemption of one's past sins. I help those who have the will but lack the way."

Personality: Arnold is obsessed, but he is fairly clear-minded in his fanaticism. He is very careful about the motives of his clients and the character of any potential victims: he will never knowingly harm an innocent, and might even turn himself in to the police if he were to do so accidentally. Out of costume, Arnold is a cheerful young man, soft-spoken to the point of shyness. He seems quite sane, if a little introverted, and acts nothing like his grim costumed alter ego. This is not a split personality situation: the difference has been deliberately fostered by him to help conceal his identity. As Arnold, he is the same inoffensive fellow he always was, but, once he puts on that costume, he becomes a symbol for something much greater.

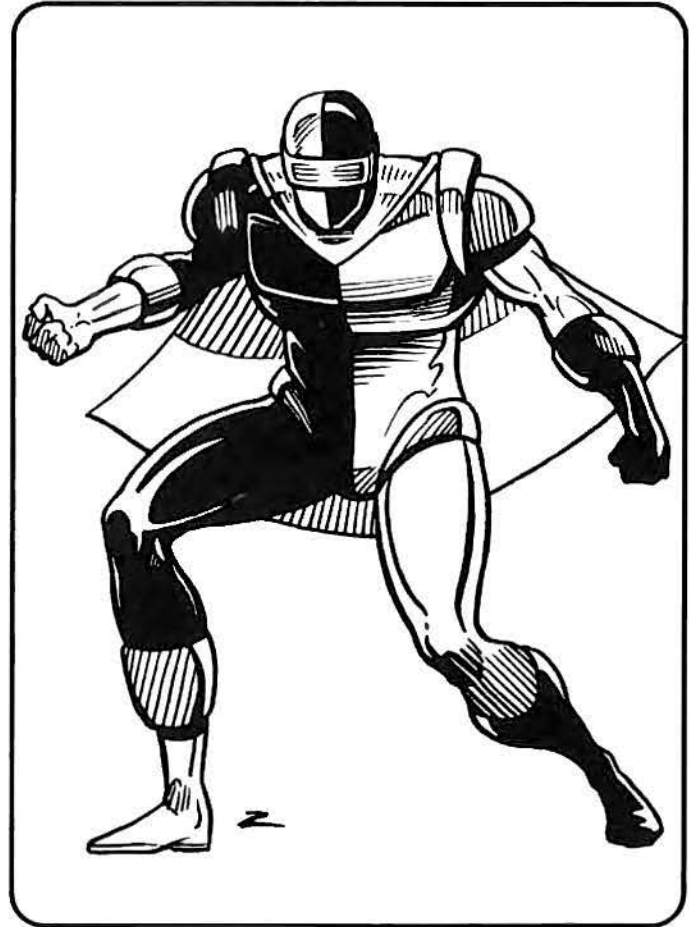
Powers/Tactics: Redemption has only two unusual talents: Danger Sense and Teleportation. When teleporting, he sparkles in and out of existence, with a sort of “transporter beam” effect. He has trained himself in many useful adventuring skills and is in excellent physical condition. As previously noted, he has also acquired a number of devices to aid in his quest.

Redemption’s “Supply Pool” represents the extra equipment that an employer may temporarily give him. Such gadgets are always Obvious foci, but may be Accessible or Inaccessible, as appropriate. The Pool cannot normally be altered during an adventure and can only be changed when Arnold finds an employer with appropriate resources. He has no real control over what will be in it at any given time; in fact, some employers will not or cannot supply anything at all. The total Limitation on the Control Cost is, thus, -2. Any device will have a Limitation of at least $-\frac{1}{2}$ for being an Obvious Focus.

Redemption takes his job very seriously and his tactics reflect this attitude. He simply will not participate in combat unless it is related to his current “assignment” or is necessary to protect innocents; with his ability to teleport, he usually gets his way in this regard. When a fight becomes necessary, he will try to scope out the potential battle site ahead of time to take advantage of the existing terrain. For his first few actions, he prefers to use sniping tactics, changing position as necessary with his teleport ability. He is a fair martial artist but will only use this as a last resort: he is well aware that the average superhuman will be his superior in close combat. Beyond this, Redemption’s tactics will vary according to the type of equipment with which his employer has supplied him (if any).

Appearance: Arnold is a muscular but otherwise unexceptional young man. As Redemption he wears an armoured bodysuit which is half indigo and half white. The indigo right side has a white glove and boot; the white left side has an indigo glove and boot. His mask continues the pattern of his suit and covers everything but his lower face. He wears green-tinted goggles, and usually has an indigo cape with dark blue lining.

Campaign Use: Redemption is a good background character to have pop up occasionally: his motives will be obscure, and it may take several near-meetings for the PCs to even be sure what he looks like. Then, somewhere down the road, he can actually play a major part in a scenario, most likely as a “third party” in a confrontation. For example, he might be working for an ex-VIPER agent/scientist who wants to redeem his past activities by bringing down the local Nest. Naturally, this will occur at about the same time the PCs are investigating the Nest themselves, and the two sides may tangle once or twice before they realize that they are actually on the same side—this time.



STROBE			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7 DCV: 7 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 91 Base: 100 Powers: 154 Disad: 145 Totals: 245 245
20	DEX	30	
18	CON	16	
10	BOD	0	
10	INT	0	
11	EGO	2	
15	PRE	5	
14	COM	2	
6	PD	3	
10	ED	6	
5	SPD	20	
8	REC	2	
36	END	0	
27	STUN	0	
Cost	Powers	END	
12	END Reserve: 60 END, 6 REC, for Multipower	0	
17	Karate Package:		
	Maneuver OCV DCV Effect		
	Punch +0 +2 STR + 2D6 (5D6 total)		
	Kick -2 +1 STR + 4D6 (7D6 total)		
	Block +2 +2 Block, Abort		
	Dodge — +5 Dodge, Affects All, Abort		
50	Multipower (60 point reserve)—Uses END Reserve		
3 u	6D6 Light EB vs ED	3	
3 u	3D6 Darkness NND vs Light Powers or Power Defence	3	
3 u	3D6 Flash vs Normal Sight	3	
3 u	Darkness vs Normal Sight, 3" radius	3	
3 u	Invisibility to Normal Sight, No Fringe Effect	3	
1 u*	6D6 Mind Control, Based on CON & ED	3	
2 u*	Images vs Normal Sight, 4-hex radius, -5 PER	1	
13*	Force Field +10 PD, +10 ED, 6 Charges of 1 minute	0	
5*	Flash Defence -8	0	
3*	Infrared Vision	0	
8*	4D6 Absorption, Only vs Light/Flash, Goes to END Reserve	0	
Skills & Talents			
10	2D6 Luck (note, also, Unluck)		
5	Well Off		
3	Breakfall, 13-		
3	High Society, 12-		
0	PS: Businessman, 8-		
1	KS: Karate, 8-		
6	2 Levels w/Light EB, Darkness NND and Flash		
100+ Disadvantages			
15	Vulnerability: 1.5x STUN from physical killing attacks		
5	Enraged if humiliated, 8-, 11-		
15	Psych Lim: Code vs Killing (Com, Str)		
15	Psych Lim: Overconfident show-off (V Com, Mod)		
10	Psych Lim: Dislikes physical violence (Com, Mod)		
10	Psych Lim: Greedy (Com, Mod)		
10	Watched: VIPER (Mo Pow, NCI, 8-)		
20	Hunted: UNTIL (Mo Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
10	Unluck: 2D6 (note, also, Luck)		
15	Secret Identity		
10	Experience		

* Half of Strobe's Multipower reserve is natural; the other half originates in his OIF Battlesuit and Helmet (Personal, Breakable). All other powers noted with an asterisk—including Mind Control and Images from his Multipower—can only be used with the suit.

Name: Peter Randall Nicholson, Businessman
Personal Details: Born: August 3, 1964. Height: 5'11." Weight: 78 kg. Hair: Blond, curly; clean-shaven. Eyes: Grey.

Background: Peter is the only son of a very proper Victoria couple. His father is a wealthy lawyer, quite well-known and respected, and his mother has earned a reputation of energetic activism in worthy causes. Peter grew up financially wealthy, perhaps even spoiled, but somewhat lacking in affection, since his parents were seldom at home. He got used to doing very little and became somewhat lazy and aimless as he grew up, living off his parent's wealth. He was also a bit of a troublemaker—nothing serious, but just enough to show a certain disrespect for authority.

One day, Peter accidentally observed his father making changes to his Will: in the event of both parents' deaths, most of their substantial wealth would not go to Peter directly but into a trust fund, not to be awarded to him until he showed some responsibility, some goal or focus in his life. Peter began to worry that this was only the beginning of a change in lifestyle that he had grown to like. So he began scheming...

He started by siphoning funds out of his parents' resources and then used the money and his contacts to strike a deal with VIPER. For a substantial reward, they built him a special battlesuit and brought out his latent mutagenic abilities. He became a "created" superhuman. Of course, VIPER had hoped that he would want to join them and was a little disgruntled when he walked merrily off with his purchase, never to be seen again. They are now keeping an eye on him, hoping to find the proper persuasion to win him to their cause. Note that they are not certain about his secret identity—he was very careful about that. Of course, they know what he looks like, so it is only a matter of time.

Peter then moved out of the house and set up his own phoney business. He began stealing money in the guise of Strobe, thus killing two birds with one stone. He now maintains a high standard of living but also looks like a respectable businessman—both with minimal work, although some danger. He ultimately succeeded in getting back in his father's good graces but discovered that being a supervillain was even more fun.

Strobe has worked with Harpy on occasion and would like to do so more often, since he is fascinated with her. He has no qualms with the "safety in numbers" theory and has been seen with Aura, Inertia and Titanothera. Usually, however, he works alone.

Quote: "You've never heard of Strobe? Well, then, it's time you saw the light..."



Personality: Peter is not especially nasty or vile but is quite greedy. He will not be deliberately mean or hostile but can be unconsciously thoughtless and self-centered at times. He is not a coward but dislikes physical violence and will stifle his greed long enough to change robbery targets if one seems especially well-guarded—after all, there are always more places to rob. On the other hand, he likes showing off his powers in situations where no one (especially himself) is likely to be seriously injured. Peter still wants to maintain good relations with his parents. He doesn't exactly like them, but he respects them... sort of...

Powers/Tactics: Strobe possesses light-related powers which are enhanced by his battlesuit and helmet. On his own, he can create zones of darkness and light, or even bend light waves to become invisible. The suit absorbs light energy (including Flash attacks) into Strobe's own power supply and is also equipped with a force field. The helmet provides infrared vision, flash defence and an image generator that allows Strobe to create illusions and hypnotize viewers.

Strobe dislikes serious combat and will avoid it whenever possible. If forced into a battle not of his own choosing, he will try to keep his distance and use ranged attacks. He will use his Flash, Darkness and Invisibility to end the fight as quickly and painlessly as possible. Note that he can see through his own Darkness with Infrared Vision. He considers his karate to be a last ditch means of self-defence and will use it only as a surprise maneuver or if his END Reserve is running especially low.

Strobe's dislike of physical violence is double-edged: he doesn't like causing others pain much more than he likes taking it himself. On the other hand, he is a bit of a show-off and won't mind prolonging a confrontation that he can control without doing either side serious harm.

Appearance: Peter is quite handsome and has an air of aristocracy about him. The latter is soon dispelled by his friendly and rather boisterous manner. As Strobe, he wears a pale blue jumpsuit with a violet tunic. His boots and gloves are yellow. His helmet is black and yellow, with green goggles and a multi-colored, gem-like lens on the forehead. His symbol is an alternating yellow, blue and violet spiral, and it is imprinted on his vest.

Campaign Use: Strobe is pretty standard supervillain fare: equally at home by himself or in a group of the GM's choosing, and willing to work in almost any criminal context as long as it isn't too violent and pays well. He makes a good team filler but is versatile enough to work alone against a group of low-level PCs as long as he is played intelligently. As an interesting twist, especially appropriate for PCs who like playing detective, you might want to have our heroes start off checking out Peter Nicholson, rather than Strobe. Perhaps one of his associates has noticed how little Peter's business really seems to do and suspects a connection with a (non-superhuman) drug or gun smuggling problem currently under investigation. The PCs should have an interesting time trying to track down this non-existent connection, only to discover that Nicholson is a superhuman involved in a whole different criminal enterprise. This is also quite in keeping with Strobe's Unluck. And, of course, when the smoke clears, they will still have to deal with their original smuggling problem. Or will they? If they never realized that they caught the wrong villain, they will think they are finished. In fact, they will have inadvertently framed Peter for crimes he did not commit and, when they discover this, may feel obligated to prove his innocence.

VORTEX			
Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
20	DEX	30	DCV: 7
23	CON	26	ECV: 4
10	BOD	0	Phases: 3, 5, 8, 10, 12
10	INT	0	
11	EGO	2	Costs
15	PRE	5	
10	COM	0	Char: 94 Base: 100
6	PD	3	
8	ED	3	Powers: 186 Disad: 180
5	SPD	20	
8	REC	0	Totals: 280 280
46	END	0	
30	STUN	0	
Cost	Powers	END	
19	END Reserve: 100 END, 9 REC, for EB, Entangle & Drains	0	
85	Multipower (85 point reserve) — Coriolis Force		
6 u	6D6 Force EB vs PD, Double Knockback, x½ END	3	
6 u	4D6, 4 DEF Entangle, Takes No Damage From Attack (+½)	6	
5 m	Force Field +20 PD, +5 ED	2	
2 u	Force Wall +8 PD, +2 ED	2	
1 u	Missile Deflection vs All Physical	0	
1 u	3D6 Absorption vs Physical, Goes to END Reserve	0	
17*	1D6 STR Drain, Ranged, Continuous, Uncontrolled	3	
17*	1D6 DEX Drain, Ranged, Continuous, Uncontrolled	3	
5	Knockback Resistance -4," Activate 14-	0	
13	Flight 10," OIF Belt	2	
Skills & Talents			
3	High Society, 12-		
6	2 Levels w/EB, Entangle & Missile Deflection		
100+	Disadvantages		
10	Vulnerability: 2x STUN from Sonics		
5	Enraged when in conflict w/lawyers & corporate types, 8-, 11-		
20	Psych Lim: Code vs Killing (Com, Total)		
15	Psych Lim: Hatred of large businesses (Com, Str)		
15	Psych Lim: Disdain for legal system — dislikes lawyers & judges (Com, Str)		
5	Reputation: Superhuman agitator, 8-		
5	DNPC: Normal father w/important position (William Jonathan), 8-		
5	DNPC: Normal mother w/important position (Suzanne Irene), 8-		
15	Hunted: MISSION (As Pow, NCI, 8-)		
15	Hunted: Genocide (As Pow, NCI, 8-)		
10	Hunted: Multicorp (Ls Pow, NCI, 8-)		
10	Hunted: Ergon (Ls Pow, NCI, 8-)		
5	Unluck: 1D6		
15	Secret Identity		
30	Experience/Villain Bonus		
* Linked to Entangle (-½); Does not work versus opponents not subject to vertigo such as robots, automatons, some aliens, etc. (-¼).			

Name: Simon Walter Eddy, Agitator

Personal Details: Born: October 21, 1966. Height: 5'11." Weight: 79 kg. Hair: Black, curly; clean-shaven. Eyes: Brown.

Background: Simon is the only son of a prosperous Toronto couple. He always had a habit of over-reacting to things, but, other than that, he led a fairly normal childhood. When he was in his teens, he started to develop mutant kinetic powers but had no particular urge to use them. After all, he had a pretty good life, so why screw it up by doing something weird?

Unfortunately, fate had other plans for him. One day, quite unexpectedly, his parents went on a boating trip and never came back. Before Simon even had time to come to terms with their deaths, he had to face another problem: one of his father's companies seized on a loophole in his Will and, after a lengthy court battle, grabbed up a large portion of the wealth. Simon was left with only a fraction of what was rightly his and a very cynical view of the legal system that had allowed it to happen.

Ultimately, Simon began using his powers as a criminal to support his high standard of living. This also allowed him to take revenge on a system that had robbed him of his rightful inheritance: his robberies were naturally aimed at large companies, lawyers and judges.

Ironically, a few months later, Simon's parents reappeared. It turned out that a number of unlucky coincidences had detained them: an over-stayed visit, a lost passport and then—the telling blow—a shipwreck on a backwater island for several months. His father was able to gain back most of his resources with minimal fuss, and things should have returned to normal. Of course, Simon was in much too deep by then. His parents are quite upset, but he doesn't worry about it much: his cause is still just, and he has found his purpose in life.

Quote: "Out of my way! My rage is reserved for those parasites of society who deserve it."

Personality: Simon has become something of a rebel without a cause. He likes to believe that he is striking a blow against big business and against a faulty legal system, but his rather vague rhetoric and unfocused deeds indicate that this is not so much a cause as a personal grudge. Simon would probably like to pursue a more meaningful goal, but he hasn't found one yet. In the meantime, flying around aggravating the bourgeoisie has become too intoxicating to give up. If a cause seems just and controversial, it is likely that Vortex will eventually get involved in it.

Powers/Tactics: Vortex possesses powerful psychokinetic talents, specifically keyed to the Coriolis force—the distortion in kinetic force caused by the Earth's rotation. By reducing or increasing the effects of this force in a very limited area, he can deflect objects, send opponents spinning away (an effect which is often mistaken for a force beam) or trap targets in a vortex of kinetic energy. This vortex not only entangles the opponent, but also disorients and weakens him. Of course, this latter effect does not work on targets that are not prone to dizziness (robots, automatons, some aliens and so on). By creating a "tornado" of kinetic

energy, he has an effective Force Field or Wall. Finally, Vortex wears a Personal Breakable OIF belt that allows him focus his kinetic powers into an effective means of flight. He blackmailed a Multicorp scientist into building it for him.

Simon's vortex attack is simulated by an Entangle with Linked STR and DEX Drains. The Entangle is naturally transparent to external attacks and does not protect the victim (+½). The Drains are Continuous and Uncontrolled; however, they will stop instantly when the Entangle is defeated. Again, these Drains will not work on beings who are not subject to vertigo (-¼), although such targets will still be entangled by the spinning field of force.

Vortex generally goes after targets who are in no position to fight back (normal judges, lawyers, business executives and so on), but this occasionally brings him into conflict with other superhumans. He will always try to warn newcomers off at the beginning, pointing out that he has no quarrel with them. If this doesn't work, he never offers a second chance: obviously they are tools of the system he is trying to bring down.

Vortex tends to be a bit manic in battle, zipping around and yelling rhetoric while he fights. If his Force Field is not already up (unlikely, unless he was caught by surprise while not on a "mission"), he will always activate it when combat begins; he may switch to a different defence later if it seems appropriate. Note that he can keep up a +8 PD, +2 ED Force Field even while using Missile Deflection or Absorption (in addition to any attacks), so this will usually be his bare minimum. Once protected, he will then set his vortex loose on the toughest opponents, keeping his distance from any others with flight while it does its damage. Ideally, he will pick off his foes one by one in this manner. If this tactic doesn't seem to be working, he will switch to his force beam and start trying to punch foes through walls. Note that Vortex has no qualms whatsoever with decimating the field of battle, especially since that may have been his goal in the first place; however, he will stop short of seriously injuring or killing anyone.

Appearance: When he isn't getting into trouble, Simon tends to blend into the crowd. He has *cafe-au-lait* skin—his father is white and his mother is black—but he is otherwise nondescript. As Vortex, he wears a dark blue bodysuit, with light blue trunks, gloves, boots and mask. His flight belt is red with gold trim. A gold spiral design is emblazoned on his chest, with a smaller version on his forehead.

Campaign Use: Vortex can stir up trouble in pretty much any controversial public situation, either as the villain of the piece or as a "third party" nuisance. He might even end up harassing a PC who is a lawyer, judge or rich businessman.

Vortex is especially useful in a combined Canada-U.S. scenario, as one of his pet peeves is the heavy investment of American capital in this country. He hated the free trade deal and staged several robberies to protest it. As a change of pace from the usual Canadian scenarios discussed so far, you might want to have Vortex show up in the U.S. and cause trouble for the PCs. Perhaps a speaker representing the



Canadian government is going to Washington for a conference discussing the merits of free trade, designed to bolster waning public support at home. Vortex decides that this is the perfect opportunity to stage a display in the form of a Washington crime wave, culminating in a destructive public demonstration. Naturally, it is up to the PCs to stop him. If you want to make things more complicated, have a genuine assassin from your own campaign also be in the city trying to get rid of one of the other delegates. If the PCs get word of this, it will give them a reason to be in the city in the first place.

LORD DIRE				
Val	Char	Cost	Combat Stats	
13/30*	STR	11	OCV: 4/8 DCV: 4/8 ECV: 6 Phases: 4, 8, 12 / 3, 5, 8, 10, 12	
11/23*	DEX	27		
18	CON	16		
10	BOD	0		
28	INT	18		
18	EGO	16		
15/20*	PRE	8		
10	COM	0		
4	PD	1		
6	ED	2		
3/5*	SPD	14	Costs Char: 115 Base: 100 Powers: 285 Disad: 300 Totals: 400 400	
8	REC	2		
36	END	0		
26	STUN	0		
Cost	Powers	END		
36	Power Pool (Standard Gadget Pool), 30 point reserve	0		
33*	Multipower (50 point Reserve)	0		
3 u*	10D6 Electrical EB vs ED, 16 charges	0		
3 u*	5D6 Flash vs normal Sight, 16 charges	0		
20#	Telekinesis, 20 STR w/Fine Work, 21-, Only to Control Electrical Devices, 0 END	0		
5*	x½ END w/STR	0		
20*	Armour +10 PD, +10 ED	0		
10‡	Force Field +10 PD, +10 ED, taps END Reserve	(2)		
3*	Flash Defence -5	0		
5	Mental Defence -5 (-9 total)	0		
10‡	Flight 10," taps END Reserve	(2)		
13	Detect Circuitry, w/Range & Discriminatory	0		
3*	Ultraviolet Vision	0		
13*	Life Support: self-contained breathing & all environments	0		
5‡	END Reserve: 80 END, 2 REC	0		
Skills & Talents				
3	Absolute Time Sense			
10	Eidetic Memory			
3	Lightning Calculator			
3	Speed Reading			
20	Universal Translator, 15-			
7	Gadgeteering, 17-			
3	Computer Programming, 15-			
3	Cryptography, 15-			
3	Deduction, 15-			
3	Inventor, 15-			
9	Electronics, 14-			
7	Mechanics, 13-			
3	Oratory, 15-			
3	Paramedic, 15-			
3	Scientist			
20	10 Sciences at 15-: Biochemistry, Biology, Biophysics, Chemistry, Genetics, Mathematics, Nuclear Physics, Physics, Robotics, Subatomic Physics			

150+ Disadvantages	
10	Vulnerability: 1.5x STUN from electricity
5	Enraged if physically struck, 8-, 14-
5	Enraged if goals thwarted, 8-, 14-
15	Psych Lim: Avoids harming potential followers & protective of actual followers to varying degrees (Com, Str)
15	Psych Lim: Overconfident (Com, Str)
15	Psych Lim: Obsessed with world conquest (Com, Str)
10	Psych Lim: Tries to be honourable (Com, Mod)
10	Psych Lim: Must lead any group he is in (Com, Mod)
15	Reputation: Brilliant would-be world conqueror (Extreme), 11-
5	Professional Rivalry w/Skylark
5	Professional Rivalry with Dr. Destroyer
15	Hunted: MISSION (As Pow, NCI, 8-)
15	Hunted: PRIMUS (As Pow, NCI, 8-)
15	Hunted: UNTIL (As Pow, NCI, 8-)
10	Hunted: RCMP (Ls Pow, NCI, 8-)
15	Secret Identity
70	Experience
* OIF Battlesuit (Personal, Breakable). STR has no effect on figured characteristics.	
# STR 4 and Fine Work, 14- (at 0 END) are "natural" — Active Points: (6+10) x 1.5 = 24. Dire's OAF Helmet Crest adds +16 STR (also at 0 END) and, thus, increases the Fine Work roll by 7 — Active Points: 24 x 1.5 = 36. The serious restriction of only being able to control electrical devices (see Powers) makes the ability nearly useless in combat or in any other situation where no such devices are present. It warrants a -1.5 Limitation; thus, the total cost is: 24/2.5 + 36/3.5 = 20.	
‡ OAF Belt Device (Universal, Breakable).	

Name: Dr. Benjamin Peter Pryce, Scientific Mastermind

Personal Details: Born: April 16, 1960. Height: 6'. Weight: 81 kg. Hair: Brown, wavy; clean-shaven. Eyes: Blue.

Background: Benjamin Pryce was the brilliant son of almost equally brilliant parents. They encouraged his academic interests and were supportive in all of his endeavours. All of these things combined to create one of the greatest scientific minds in modern history. Unfortunately, his parents were killed in an automobile accident when he was only 16, and he never really recovered from the seeming senselessness of their deaths.

In time, Benjamin became a well-known bio-cybernetic researcher, designing bionics for the benefit of mankind. His pet project was a chip designed to interface with the human brain and simplify the control of bionic limbs and similar aids. Such a device could theoretically also be used to improve one's memory and mental abilities or to control other cybernetic gadgets. Since he could think of no way to properly test it on animals, he used himself as a guinea pig, implanting the chip with robot surgeons of his own design. It worked well enough at first, but gradually made him more and more unbalanced. His urge to help mankind became overpowering and drove him to conclude that only by taking control of the world could he properly protect man from his own nature and see that humans progressed along the most favourable evolutionary path.

Lord Dire, as he has come to be called by the press, is now bent on world conquest and the eventual establishment of a global technocracy. His brilliant mind and formidable array of technological devices make him a devastating enemy even by himself, but he often employs superhuman henchmen to aid in his cause. He is one of the few villains who can boast never having been brought to justice—a justice which he does not recognize, in any event.

Although they have never met face to face, Lord Dire and Doctor Destroyer are well aware of each other's existence and potential threat to their respective plans for world domination. Although there are other would-be world conquerors (Malachite, the Zodiac, etc.) Dire and Destroyer seem to be the most likely to confront each other. If such a meeting took place, only ill could come of it—either in the form of a devastating battle or an unholy (albeit temporary) alliance.

Recently, Dire and Skylark discovered each other's secret identities and realized that they knew each other from college. A rivalry of sorts has cropped up between the two, although Dire would not admit to such a petty luxury. Skylark would like to see Ben Pryce cured but is frankly at a loss as to how to achieve this goal.

Quote: "I have no desire to rule this rather problematic world—but there is no one better suited to the task at hand."

Personality: What really sets Dire apart from most other world-conquerors is the fact that he truly believes he is working toward mankind's best interests. In his perfect world, there would be no war, no famine, no pollution to poison the earth—only peace, harmony and purpose. With his genius, he even has plans to achieve these goals—or at least plans that sound like they might.

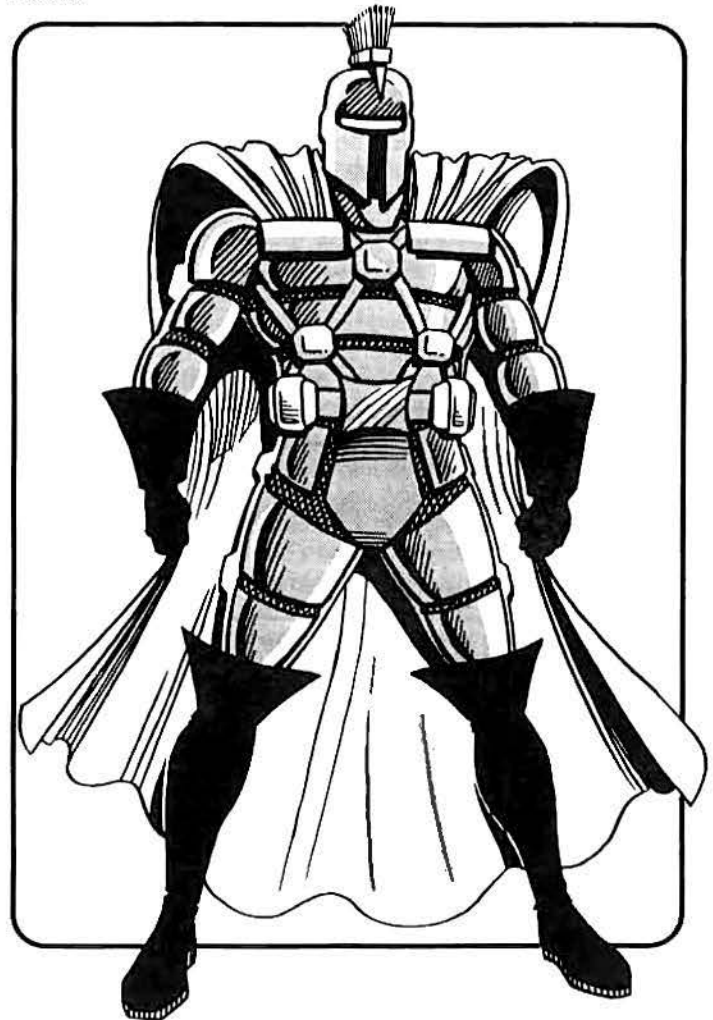
Dire's sincerity and obvious intelligence often submerge his questionable sanity, allowing him to attract followers who would otherwise never have anything to do with a would-be dictator. Then, too, those who answer his call soon find that he is a fair and capable leader. This combination makes him especially attractive to those who have been disappointed by the world too often: they go in expecting the worst and are inevitably shocked to find how right Dire's plans seem. Such recruits develop a fierce loyalty to him and to his image of a New Age of Reason. This is fortunate, since many of his schemes cross over the short-sighted laws of this age, and agents have to expect the possibility of capture.

In short, Dire is a benevolent dictator—a megalomaniac, but one with a vision of hope. He is not arrogant—just very, very confident. If he truly believed that he could trust this task to someone else, he might throw his support behind that person. Until that occurs, he will work toward the day when Lord Dire becomes known as Lord Protector.

Lord Dire did not choose his pseudonym—the press chose it for him. He finds the implication slightly disturbing but won't get angry with anyone who uses the title: he is above such pettiness, and the pseudonym allows him to avoid naming his real identity, anyway. If given the choice, he prefers a simple "Doctor," "Sir" or "My Lord." He recognizes the usefulness of titles in maintaining order but hopes to dispose of all such inequalities when the world is under his control.

Powers/Tactics: Aside from his obvious genius, Lord Dire possesses only one unusual trait: the MAC (Mental Amplification Chip) implant in his brain. In addition to improving his mental abilities, the chip allows him to detect and analyze circuitry, including computer memory banks. It also allows him to manipulate such equipment by remote control: he cannot make the device do anything it would not normally be able to do, but he can activate/deactivate its functions and so on with a glance. This is simulated by a very limited form of Telekinesis. All of his other "powers" are the results of various technological devices, including a helmet-like gadget that enhances his TK ability. These devices (other than the MAC) are Breakable foci, and all except the TK-enhancing headpiece are Universal.

Note that Dire's obvious headgear is mainly for TK, suit control and so forth. Removing it has no effect on the implanted MAC, although he may pretend to be "cured" to fool captors. Removing the chip could cure him but is more likely to kill him, and it would almost certainly ruin the chip. Due to its intrinsic nature, the MAC is not considered to be a focus.



Dire's devices make him fairly versatile in combat; however, he prefers to avoid such unpleasantness whenever possible. Since he surrounds himself with agents, he can generally let them handle his battles while he stands back to help out, using his flash and electrical attacks. Note that these agents are generally equipped with high-tech gear similar to that used by standard VIPER agents (page C66, *Champions*); some may even have the equivalent of Turtle Armour (page S43). Many are superhumans themselves; in fact, Dire prefers to surround himself with an elite team composed mainly of powered types. Some possible recruits from this book include: Aura, Harpy, Inertia, Lightspeed, Locust, Titanothera and Vortex. Booster, Firedrake and Strobe are also possibilities, but such an alliance would almost certainly be temporary.

Appearance: Out of costume, Ben Pryce is a rather plain looking man in most respects; however, his eyes glitter with intelligence, and his face seems designed for sincerity. He is not handsome, but he is memorable. Most of the time, Dire wears a dark blue-grey suit of mesh armour with silver bands at various points—pressure sensors and muscular intensifiers. His cloak is royal purple with crimson lining, his wide utility belt in dark tan, and his gloves and tall boots are ebony. A narrow black helmet with a turquoise visor covers his entire head and is surmounted by a steel-grey crest which acts as an antenna. This battlesuit adds a couple of inches to his height and is generally ominous—enough so that his PRE is increased while wearing it.

Campaign Use: Clearly, there is no short answer to this one: Dire is designed for adventures on an epic scale. Any scenario making use of him should probably have its roots begin in earlier adventures, so that the ultimate confrontation is climactic. He will almost certainly have other superhumans working for him, as noted under Tactics. Dire might even win the first bout and capture some or all of the PCs. At one of his secret bases, he would then try to persuade them to join his cause—he is always looking for more recruits. This will require excellent role-playing on the part of the GM: ideally, Dire should be so persuasive that some PCs (particularly those with quirks involving pollution, war and other world problems) are tempted to back him but hold back because of their sworn duty to uphold law and order. Then, as a sort of reward, the GM can later make it clear through Dire's deeds that he is not entirely sane, allowing the PCs to feel vindicated in opposing him, no matter how benevolent he seemed. Lord Dire's goals are certainly good and just, but he is living proof that the end does not justify the means.

TITANOTHERA			
Val	Char	Cost	Combat Stats
60	STR	45	OCV: 6
17	DEX	21	DCV: 6
33	CON	46	ECV: 3
15	BOD	8	Phases: 3, 6, 9, 12
13	INT	3	
10	EGO	0	Costs
20	PRE	10	
8	COM	-1	Char: 155 Base: 100
16	PD	5	
12	ED	5	Powers: 95 Disad: 150
4	SPD	13	
18	REC	0	Totals: 250 250
66	END	0	
60	STUN	0	
Cost	Powers	END	
7	Growth, 1 level, 0 END, Persistent, Always On (-1" KB, all other effects added)		0
15	x½ END w/STR		0
4	+2D6 HA, 0 END, Only w/Move Throughs (-½), OIF Helmet		0
20	Armour +10 PD, +10 ED, OIF Suit		0
5	Damage Resistance, 5 PD, 5 ED		0
8	Hardened Defences for PD & ED (including resistant)		0
8	Running +4" (10" total)		2
5	Infrared Vision		0
3	Life Support, Immune to Disease		0
10	Regeneration, 1 BODY/turn		0
Skills & Talents			
1	PS: Paleontologist, 11- (added to free 8-)		
5	1 Level w/all Hand-to-Hand Combat		
4	2 Levels w/Move Throughs		
100+ Disadvantages			
10	Vulnerability: 1.5x STUN from electricity		
10	Berserk if taunted about size or looks, 8-, 11-		
5	Enraged if woman or child harassed, 8-, 11-		
15	Psych Lim: Code vs Killing (Com, Str)		
15	Psych Lim: Touchy about looks; bothered by comments about other people's looks/disabilities, as well (V Com, Mod)		
10	Psych Lim: Tries to avoid superhuman heroes (Com, Mod)		
10	Psych Lim: Compulsive worrier (Com, Mod)		
5	Phys Lim: Poor hearing (-3 PER)		
20	Distinctive Features: Large & ugly (Not Con, Always)		
20	Hunted: VIPER (Mo Pow, NCI, 8-)		
10	Hunted: RCMP (Ls Pow, NCI, 8-)		
10	Unluck: 2D6		
10	Experience		



Name: Stanley Hubert Winslow, Ex-Paleontologist

Personal Details: Born: September 7, 1957. Height: 7'2." Weight: 165 kg. Hair: Blond, straight; clean-shaven. Eyes: Hazel.

Background: Stanley was originally a 5'8," 144 pound weakling with not much going for him except a slightly above average IQ. He worked briefly as a museum paleontologist but found that he had to moonlight to make a decent living. On one such occasion, he answered an "Easy Job - Good Pay" ad in a newspaper; unfortunately, it turned out to be a front for a VIPER Nest, which was collecting guinea pigs for biochemical experiments.

Genetic engineering gave Stanley super-strength but also turned him into something of a monster. He was impressed with his new power but horrified at his appearance. He broke away from VIPER, since he disliked their methods, anyway. He soon discovered that, even with his growing strength, his typically bad luck and altered appearance made finding a normal job difficult. Ultimately, Stanley turned to a life of crime to support himself. He likes the easy money involved in his new career but worries about getting caught by other superhumans.

Quote: "Look, fellows... I can probably run you into the ground, but let's not put it to the test, okay?"

Personality: Stanley has been drastically altered physically, but his mentality hasn't changed in the least. As a result, he is rather bookish, conservative and introverted. He is also a bit of a worrier. He has never really gotten used to his incredible strength and still subconsciously thinks of himself as a weakling and a loser. As a result, he worries about being captured a lot—even by people who haven't got a prayer of managing the feat (e.g., the police). His moral convictions are not especially strong (he did turn to crime quickly enough, after all), but he avoids causing serious injury to others, at least in part because he worries about the repercussions if he gets caught. On the other hand, he will occasionally defend those weaker than himself, especially women and children, since he knows what it is like to be the underdog. In this case, or if he is taunted about his appearance, he may lash out angrily: his usual mild manners may become submerged beneath blind fury, and, at these times, he can be really dangerous.

Powers/Tactics: Stanley's height has increased by about 26%, and his weight has more than doubled. He is superhumanly strong, and his innate toughness is further augmented by an armour suit originally given to him by VIPER. His skull is very thick and has a noticeable cranial ridge: as Titanothera, he has taken advantage of this fact by adding a (blunt) horn to his head gear. Although he is not especially dextrous, as superhumans go, he can run quite quickly and is proficient at ramming attacks.

Stanley tries to avoid combat unless it is necessary to accomplish his goal or is forced on him—he is not your typical manic brick. He is still not accustomed to fighting and, as a result, uses little in the way of tactics. He likes to make Move Through attacks as much as possible, since he is good at them and they tend to end fights quickly. In close combat, he likes to punch an opponent once to stun him, then pick him up and throw him out of the fight. If his foe still refuses to stay down, Stanley can always use the distance to make a Move Through attack or simply flee.

Appearance: Stanley is pretty ugly but not hideous. He has a bulldog face and a thick cranial ridge. His huge body is heavily muscled, nearly half as wide at the shoulders as he is tall (and that's saying something). As Titanothera, he wears leathery grey armour, with a heavy brown collar/shoulder piece. His trunks, gloves and boots are also brown. His grey helmet covers everything except his lower face and has a blunt horn which splits into two branches, like that of his namesake.

Campaign Use: Titanothera makes a good replacement for Ogre while the PCs are in Canada (we all need an Ogre, right?). He is strong enough to work alone but also makes a good team filler. Although he is much brighter than Ogre, and so less apt to be confused into obeying others, Stanley can sometimes be manipulated by playing on his worries—particularly by someone promising safety in numbers. Frankly, Titanothera is probably best used as a tool in the hands of a more devious villain or organization.

LOCAL ORGANIZATIONS

In the descriptions below, each organization falls into one of four Types: Criminal, Dubious, Private and Enforcement. The definitions of Criminal and Enforcement should be obvious; examples include VIPER and the RCMP, respectively. Private organizations are generally companies with no particular criminal/law enforcement affiliation, which, nevertheless, tend to fall on the side of the law—e.g., most businesses. Note that a Private organization can never normally be taken as a Hunted unless the character has a very good reason for this unusual behaviour. Dubious organizations are also often private corporations but have a history of less-than-legal dealings. Obviously, since they are still in business, they have managed to maintain some sort of untouchable status with the law (as yet).

Each group is also rated for Power, which is generally used to determine its point value as a Hunted. The classifications are Ls, As and Mo, which correspond to "Less Powerful," "As Powerful" and "More Powerful" in comparison to a typical 250 point character. It may have to be modified for stronger or weaker characters and is mainly for use as a guideline. Most groups will have two ratings, e.g., As/Mo. The decision of which one to use depends upon how much effort the group is putting into hunting the character. The first rating generally indicates a normal amount of effort—usually small groups of agents and such. The second rating is used when the organization is particularly adamant and brings its full force to bear—usually large groups of agents and/or superhumans. A group's Power may also have an NCI notation to indicate Non-Combat Influence. In cases where the group can only work within a limited area (i.e., -5 value as a Hunted), this is indicated with an asterisk, and further information will be given in the paragraph thereafter. All of these factors will be summed up in parentheses to give a final value as a Hunted, 8-.

Finally, each group will be rated for Deduction. This works much the same as Power but applies to the organization's value as a "Watched, 8-" instead of a "Hunted, 8-." A group may be a very good Watcher but a very poor Hunter, or vice versa. The point value has not yet been halved, since any extra points for chances above 8- must be added in first.

ERGON

Full Name: Ergon Oil & Power, International

Type: Dubious

Power: Ls/As, NCI (10/15)

Deduction: As, NCI (15)

Ergon is a large business conglomerate with hooks into many markets all over the world. It was originally owned by Lyle Wilson, an Albertan oil tycoon renowned for his ruthlessness in business dealings. With extensive American investment, it has since mushroomed into a multi-faceted company. It is operated by a large board of directors in Edmonton, with Jeremy Wilson (Lyle's son) currently acting as Chairman. Lyle, himself, was killed in a plane accident in 1979, rather mysteriously by all accounts, and his death also marked the beginning of an era of questionable dealings for Ergon. Their list of rumoured offenses includes everything from environmental damage to industrial espionage to the finance of mercenary endeavours in foreign countries; however, they have never, to this date, been prosecuted for anything more severe than minor pollution violations. Of course, rumours concerning the reasons for this apparently charmed existence also abound...

GENOCIDE

Type: Criminal

Power: As/Mo, NCI (15/20)

Deduction: Ls/As, NCI (10/15)

Although this fanatical organization can be encountered anywhere in the world, nowhere is it more prevalent than in Canada. It exists for only one purpose: to exterminate all mutants and thereby "purify" the human race. Unfortunately, in Canada, they rarely bother to differentiate between mutants and other paranormals, so almost any superhuman can be fair game for their hostility. Their early attempts at open violence met with predictably dismal failure, since they naturally had no super-types themselves. This has led to a sort of group evolution, with only the more clever, subtle and wealthy members surviving, backed by high tech devices. The result is a widespread web of "part-time" members (not unlike the KKK), directed by a much smaller and more concentrated kernel organization that relies on cunning and political manipulation.

DYNA-MECH, INCORPORATED

Type: Private

Power: Ls* (0)

Deduction: Ls/As, NCI* (5/10)

Dyna-Mech is a manufacturing company specializing in high-tech equipment and weaponry. It is owned by David Lampman, something of a technical wizard in his own right. They hold a number of government contracts; in particular, they stand out for their recent advances in MAR technology (Man Amplification Robotics). They appear to be completely on the up and up but have been victimized by occasional break-ins and thefts of late. They have also had sporadic money problems in the past: Lampman's genius does not extend to financial matters.

Dyna-Mech's influence is limited to Western Canada, and the main office is located in Calgary.

MULTICORP INTERNATIONAL

Type: Dubious

Power: Ls/As, NCI (10/15)

Deduction: As/Mo, NCI (15/20)

Another corporation of questionable morals, Multicorp is more widely known for its advances in high-tech equipment, particularly electronics, optics and weaponry. They have an on-going rivalry with Dyna-Mech (see above): although their research may not be quite as innovative, they have far more capital and numerous people who know how to use it. They are generally perceived to be winning the battle. Unfortunately, they also have a tendency to cut corners to keep costs down—generally at the expense of clients who don't know any better or who can do nothing about it.

Multicorp is controlled by a Board of Directors, chaired by Walt Barlow. Its President and founder is Bruce Dorian. The main office is located in Toronto, but branches exist all over the world.

NUTECH, INCORPORATED

Type: Private

Power: Ls* (0)

Deduction: Ls/As, NCI (10/15)

Nutech began as a small electronics shop in the late '60s but has changed hands and faces a number of times since then. Its latest and largest incarnation is a direct result of a government contract which set it to work on equipment for the McHayle Institute (see above). The company was on shaky footing up until then but managed to underbid all of the other competitors for the project. Things have been looking up ever since, although the company is still not on par with the likes of Ergon and Multicorp.

Nutech's current president is ex-researcher, Daniel (Danny) Moore. The company's influence is limited to Canada, although it can gain information through many external sources. The main office is located in Vancouver.

McHAYLE INSTITUTE (MISSION)

Full Name: The McHayle Institute for the Study of Superhuman Individuals

Type: Enforcement

Power: Ls/As, NCI (10/15)

Deduction: As, NCI (15)

Originally established by Edgar James McHayle in 1976, the Institute was designed for the express purpose of studying the growing paranormal phenomenon. Rumour has it that McHayle, an eccentric millionaire, had hoped to somehow gain superhuman abilities himself. Whatever the case, he didn't live to see his plans come to fruition but passed away due to a heart condition just weeks before the Institute was officially opened.

For several years, the Institute survived off the sizable inheritance from McHayle; however, this ran out quickly enough and doom seemed close at hand. At the last minute, the government bailed out the dwindling centre in return for help with a project of its own. Concern about the detainment of supervillains was high at that time, and the Institute was offered funds to help set up a special centre for this purpose. Working with Nutech (see below), they created the impressive prison which now stands adjacent to their main complex.

The McHayle Institute has crack squads to man the prison and capture new in-mates. At one point, an anonymous pundit tacked "and Other Nasties" on to the Institute's already lengthy title: this may have given rise to the popular acronym, MISSION. The highly trained squads are now generally known as MISSION agents: they are roughly on par with standard VIPER agents (page C66, *Champions*), although generally less numerous. Since the Institute is on good terms with most super-heroes in the area, it is not uncommon for them to have access to superhuman assistance, as well, which could raise their status as a Hunted to "More Powerful" in extreme cases. Note that MISSION agents are often drawn from the RCMP (voluntarily) and must abide by the same rules and regulations.

The present director of the Institute is Dr. Colleen Hume. It is controlled financially by a board of directors, chaired by Edmund Carlson.

The Institute's authority only extends to Canada, although it can gain information from many external sources. The main centre is located near Vancouver, British Columbia, but several smaller MISSION bases are scattered across Canada. Plans are in the works to set up a second prison near Toronto, but nothing has been finalized as yet.



SCENARIOS

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By this point, the imaginative GM is probably already planning how he can incorporate the many characters listed herein into his own campaign. Numerous "plot hooks" have already been described, and fleshing these out should prove relatively easy. Nevertheless, the book would not be complete without a few lengthier, ready-to-run scenarios.

The three described in this section may be run in any order, but some attempt has been made to list them chronologically. Although all are fairly flexible, the first scenario is weighted toward the idea that the Sentinels do not initially know much (if anything) about the PCs, whereas the last two will go most smoothly if they do.

In any event, the GM may first wish to consider why the PCs are in Canada at all. A few possibilities...

ENEMY OF MY ENEMY

While chasing a fleeing villain, or perhaps simply visiting Canada, the heroes come into contact with one of the Sentinels teams. After the traditional fight caused by misunderstanding, the two groups realize they are actually working toward the same goals. Thereafter, some of the PCs may wish to stay for an extended visit, especially if they have a genuine common purpose, or perhaps return to Canada at a later date. Should a particularly difficult problem arise in Canada, it is not illogical to assume that the Sentinels might call on their old friends for "foreign aid".

FRIENDS OF MY ENEMY

After a lengthy chase, the U.S. heroes find themselves at the border as their foe escapes to Canada. From here, the heroes will probably choose to head northward on their own initiative. Of course, the villain is now in his home territory and doubtless has a few surprises for would-be pursuers. It is entirely possible that he will have allies—perhaps a whole cadre of them—and that the hunters could suddenly become the hunted...

FOREIGN EXCHANGE

Military units often train with allies, to see different ways of doing things under different conditions. It is possible that the Sentinels network has impressed the U.S. government, and that the two countries have arranged a transfer, with some government-backed U.S. heroes working alongside the Sentinels for a time.

FOR BETTER OR FOR WORSE

Many heroes have DNPCs, and it is possible that one of these has connections with Canada. A DNPC may inherit land in Canada, only to find there is trouble. He may have relatives in Canada who need help. A DNPC reporter may investigate a story that takes him northward. Naturally, the upshot of this is that the heroes soon find that they are needed to help out the DNPC.

MONEY MAKES THE WORLD GO ROUND

There are a lot of business connections between Canada and the U.S.; indeed, numerous "Canadian" companies are actually American-owned. A hero with business connections might find that a Canadian subsidiary needs attention—perhaps due to the depredations of a supervillain. Or he may wish to pursue new investments north of the border and (naturally) find more going on than he bargained for...

WORKING VACATION

Superheroes are people, too—even the aliens, robots, sentient hive minds and elemental beings. It is hard to be on duty 24 hours a day, 365 days a year. Even heroes need to relax, and how better to relax than on a vacation in Canada, with all it has to offer? Of course, the life of a hero is such that any trip is likely to be interrupted...

FREE SPIRITS

The mystical beings of native lore recognized no artificial boundary between Canada and the U.S.: it is quite possible that a magic-based adventure which began in the U.S. could lure the heroes northward. Many native artifacts of mystical significance still exist in Canadian museums, and medicine wheels older than Stonehenge may turn up in remote areas, still charged with ancient power. It is possible that "mystical" PCs may take an interest in aboriginal lore or make a sojourn to Canada to learn more about their own powers.

NAVAL MANEUVERS

For reasons which will soon become obvious, this scenario should take place in either Vancouver or Halifax—whichever is most convenient for the GM. The Sentinels team mentioned herein is, therefore, generic and can be either the Pacific or Atlantic group, as appropriate. In the latter case, the GM may wish to come up with some excuse to remove Oracle from the picture early on, as her abilities could become something of a nuisance in this scenario. The most logical way to do this would simply be to have her working with the RCMP on a missing persons case in a different province.

PROLOGUE

The story actually begins over a month in the past, with a whole different cast of characters. While in Canada and working on one of his many plots to conquer the world, Mechanon acquired a device with sweeping mind control capabilities. Although the Sentinels ultimately put a stop to the robot's evil plans, the device was stolen in the confusion. The only clue was a set of footprints displaying a stride of bizarre length.

The culprit was, of course Leaper. He had been planning to battle Mechanon himself but (fortunately for him) got there too late. As he skulked through the base, he found the device and realized its potential. The idea of becoming King Leaper I, Benevolent Monarch and Protector of the Realm, appealed to him, so he spirited the gadget away.

Later, when he began experimenting with it, he attracted the attention of both the Sentinels and Psion. In the resulting three-way battle, the device was destroyed. Leaper slipped off and, while lurking in the shadows, got a lucky shot that stunned Psion. By the time the Sentinels had regrouped, Psion had come to and narrowly escaped. As for the Sentinels, the idea of Leaper defeating Psion was so amusing that it almost made up for the pair's escape. No real harm was done, the device was no longer a problem, and the incident was soon filed away in the archives.

But Psion didn't forget. He was in a fury, made all the worse by the fact that he didn't even know who had finally bested him. For weeks, he searched newspapers and memories (his own and other people's) trying to piece together the identity of his nemesis. When he finally figured it out, his humiliation was complete. He tracked down Leaper and, in a very brief battle, brought him to his knees. Before crushing him telekinetically, he scanned his mind for any useful information... and suddenly let him go. Vengeance could wait. In Leaper's thoughts, he had found the key to a much greater destiny. Beneath the chaos, he had discovered a competent scientist, who had studied the mind control de-

vice and had some understanding of its mechanisms. Rather than kill Leaper, Psion forced him to work.

Eventually, it became apparent that Leaper could not duplicate Mechanon's genius; however, he did use the knowledge to come up with something almost as handy. At Psion's orders, he created a medallion, designed to sap the will of the wearer. With a set of these in his arsenal, Psion began scheming. First, he used his business contacts to arrange a congratulatory luncheon for the Sentinels and thank them for their victory over Mechanon. Naturally, the ceremony would not be complete without awarding medals...

TECHNICAL DETAILS

Each medal looks like a rather typical silver token of bravery and is worn on a light chain. The device is a Universal, Breakable (DEF 6) IAF, which reduces the wearer's EGO and Mental Defence (if any) by 10 each—effectively by 12, in the latter case, due to the EGO loss. Note that EGO cannot drop below 1, in any event.

There are only 5 such medals in existence, so most, if not all, will be worn by Sentinels. Psion's usual procedure is to simply Mind Control his victim once the medal is in place and order him not to take it off, leaving him thinking it was his own idea. While under the influence of the device, the victim will seem normal in most respects; however, he will have trouble making decisions and tends to freeze up in tense situations. He is also prone to mindlessly follow other people's advice if his effective EGO is below 5. Those who know him well will sense that something is a bit amiss: he will seem generally... "vague".

THE PLOT THICKENS

By this point, each of the Sentinels has been caught in Psion's snare. For the most part, the villain has not made use of his puppets yet: they are being held back, since he doesn't want to waste his ace in the hole prematurely. Psion is now ready to begin his master plan...

An American destroyer has just arrived in port for a brief break. As has sometimes happened during previous visits of this sort, the vessel has attracted a swarm of anti-nuclear protesters around the harbour and created general confusion. Using this as cover, Psion and his henchmen (Compacter, Lightspeed and a squad of armed normals) slip aboard while some of the crew are on leave and then quickly take control of the ship. The remaining crew members are released: for this plan, human hostages would be more of a hindrance than a help. Psion plans to use the ship itself as a hostage.

At this point, the PCs will find out what is going on, along with the rest of the world. Psion is keeping a low profile and is not even wearing his usual costume. As far as most people are concerned, the destroyer has been captured by a group of normal but well-trained fanatical terrorists who claim to be a branch of Genocide. They are threatening to detonate a tactical nuclear device if their demands are not met, destroying themselves, the ship and most of the harbour. These demands include a discussion with the Prime Minister and associated authorities about the problem of the "mutant plague," five million dollars in cash and transportation out of the area.

If the PCs are already in the area, they will doubtless want to investigate. If they are not yet in Canada, a government or military official will approach them and request that they discretely check things out. The U.S. government is aware that the Sentinels will be there to handle the situation, but they would feel better with "a few of their own" keeping an eye on things.

WHAT'S GOING ON

Psion has no intention of detonating a nuclear device: he wants to live to a ripe old age himself and isn't that ruthless, in any event. He isn't really after money at all, although he would certainly take it, if it was given to him. He couldn't care less about the transportation: he already has his own getaway planned. And, of course, the "mutant plague" agenda is a complete fabrication.

All that really matters to him is the meeting, not its contents. By manipulating important people into contact with him, he will be able to plant the seeds of future cooperation. Once he has his "closed doors" meeting, he will have a chance to influence various important officials and then make them forget that he has done so. It will also give him a chance to telepathically probe them and dig out any useful tidbits which could boost his own political career or be used for blackmail. Note that this part of his plan does not require close contact: any important official showing up at the harbour will be subjected to telepathic scan.

Psion realizes that this is a bit of gamble, since the P.M. and other officials might refuse to deal with him at all; however, he considers this to be an acceptable risk. He is relatively certain that the powers in charge will come through, once they consider the consequences of not doing so. This seems all the more likely, since the "terrorists" clearly have no need for hostages at the moment and are obviously not assassins. On the other hand, if they call his bluff, only Genocide will suffer credibility loss when he backs down. As for the politicians themselves—well, Martin Kane will have some fun rubbing their cowardice in their collective faces later on.

This is just his main goal. As usual, Psion's plan is multi-layered and designed to benefit him in several ways. First of all, the incident should draw more attention to Genocide and hopefully get the fire under the RCMP to start tracking them down. Secondly, the situation has the potential to stir up trouble with American and Canadian relations—and he learned long ago that he thrives best during such strife. Thirdly, he is, himself, one of those people down on the idea

of letting nuclear-armed vessels into Canadian waters and hopes that this incident will be remembered in that context. And last, but certainly not least, this will give him an opportunity to weaken the Sentinels' hold by making them appear impotent—if not actually dangerous—in a serious crisis. Note that, to a degree, Psion does not even have to control the Sentinels to promote this image: the medallions are already making them a bit listless.

Assuming that things go according to plan, Psion intends to have his meeting and get what he wants from that. Thereafter, he will be relatively open to bargaining over the money since he doubts that he will get the opportunity to retrieve it, anyway. When the transportation arrives, he will send out his flunkies, including one wearing the costume he has been using up to this point. The three superhumans will not exit in the expected manner. Instead, Lightspeed will probably use the diversion of the "terrorist getaway" to zip out at top speed and should be gone in a blur before anyone notices. Compacter will simply shrink down and dive overboard: she doesn't breathe and can simply walk a few miles away to come out on shore. Psion will fly out if he can do so without being noticed. More likely, he will stay aboard the ship: since his duplicate will have already left, no one will be looking for him. The ship will probably be searched, but his powers will make it easy for him to avoid detection, and he can slip out at his own convenience.

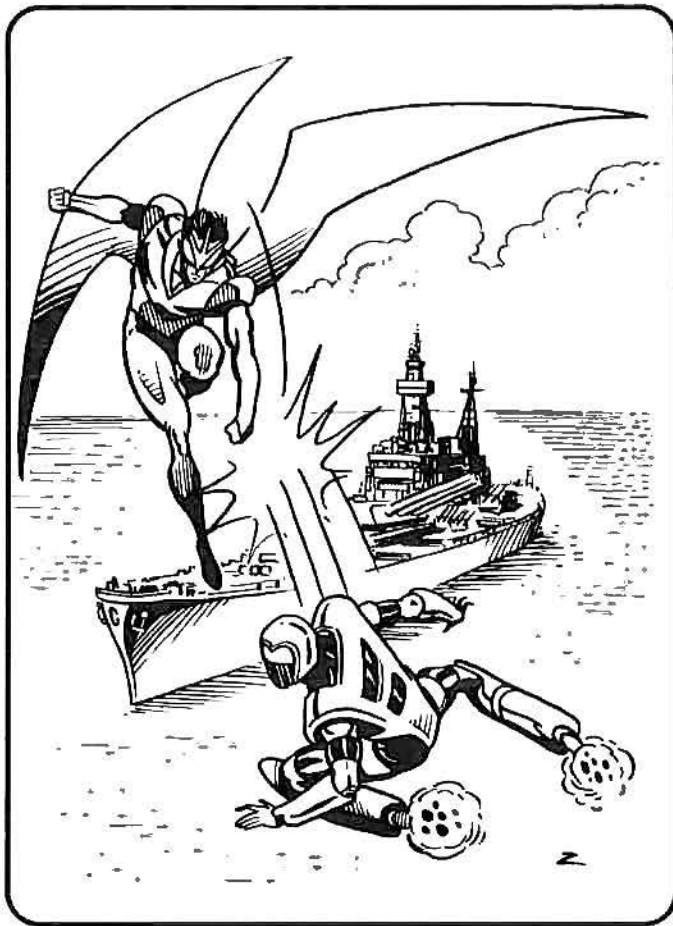
There is one small flaw in Psion's plan. Just after he left his hidden base, Leaper escaped and is now roaming the streets. He does not trust the authorities and, so, will not go to them; frankly, they probably wouldn't believe him, anyway. However, he may be of use to the PCs.

SOLVING THE PROBLEM

When the PCs arrive, the harbour area is in chaos. Half the population seems determined to flee the area, while the other half seems determined to take a closer look, and the result is a traffic nightmare. The RCMP and Sentinels are patrolling the area, trying to keep things quiet and guard the destroyer at the same time. Word is that the P.M. and various other officials are on their way.

The situation is far from ideal for the PCs. It is broad daylight most routes to the destroyer are painfully visible. Should they actually approach the ship, Psion will appear on deck and point at them, yelling, "Get those mutant freaks out of here, or we blow up the ship!" This will be directed specifically at the Sentinels, and Psion will then set about manipulating them into attacking the PCs. The resulting battle could be disastrous to the area—not to mention the reputations of everyone involved. Psion couldn't have asked for a better time to use his puppets.

At first glance, the PCs seem to be stuck, liable to do more harm than good; however, two factors are working in their favour. The first one is Leaper: he will be spying on the situation, and the PCs may notice him. If they can gain his trust, he will tell them about the medallions, and they will then be able to deal with the Sentinels accordingly. He will also mention Psion, so the PCs will know that this isn't just a group of fanatical normals and will be prepared for the worst. Note, however, that Leaper does not know why Psion is doing all of this.



This knowledge should also allow the PCs to recognize their second advantage: since Psion is not a fanatic, he probably has no intention of blowing himself and everyone else to bits no matter what the government does. This puts a whole different face on the situation, allowing the PCs to try and sneak aboard to apprehend him without fear of nuclear retaliation if something goes wrong.

Ultimately, a raid of this nature is probably just what will occur. Three of the normal guards patrol the ship carefully, so sneaking aboard will not be easy. Treat these henchmen as Competent Normals, armed with .45 Automatics (1D6+1K, +1 OCV, +1 STUNx, 7 shots). A fourth guard will be "off duty"

at any given time, and a fifth will be somewhere near Psion, ready to make a costume switch, as needed. Lightspeed generally zips around the ship keeping an eye on things: he is on an Acceleron high at the moment and, so, is likely to be up and about no matter what the hour. If he isn't on duty, Compacter will be—the rest of the time, she will be somewhere near Psion. The leader tends to stay hidden away unless needed, but occasionally lets himself be seen openly so that viewers get used to his costume—a simple black jumpsuit and ski mask affair, with a gold Genocide insignia.

The PCs should probably have no problem mopping up the normals and may get Lightspeed and Compacter, as well. Psion could be something of a problem, as he will try to escape, using everyone else as obstacles, if his plan starts to crumble. He has familiarized himself with the ship, so tracking him down could prove difficult without splitting up—and woe to the hero who runs into him alone!

EPILOGUE

Assuming that the PCs solved the medallion problem, they will have found some new friends in the Sentinels. What they do with Leaper is up to them: technically, he is wanted by the authorities, but, even if the PCs discover this, they may not wish to turn him in, considering the fact that he helped save the day. He won't go quietly, in any event. The PCs will have made some new enemies, and Psion, at least, may still be at large. If his government meetings occurred and went well, he will consider the mission a success, even if his associates were captured: with such powerful people coming under his influence, he can worry about details such as freeing his allies and ruining the Sentinels at his leisure. How far the GM wishes to carry this is up to him: a whole series of political intrigues could follow, wherein the PCs and the Sentinels try to make sure that Psion isn't manipulating the Canadian government in subtle ways.

In the meantime, the PCs will be praised by both the Canadian and American governments for their deeds. The only people who may not be entirely happy are some of the hard-liners in the RCMP: they are (justifiably) concerned about superhumans getting in the way of hostage situations. This one went well enough, but what about next time...?

MISSION IMPEACHABLE

This scenario will probably work best if the PCs are already known at least slightly in Canada—preferably in a favourable light. Since it will take place in the Vancouver area and involves confrontation with only a relatively small crew of villains, the GM may wish to even up the odds by temporarily reducing the local Sentinels team. Aquarian could logically be working for the government on some oceanic project. Minstrel and/or Star Sapphire might be on a quick vacation out of town. On the other hand, you could beef up Strobe's forces by adding some of the villains he has freed (see below) to his team. Of course, if you intend to stress the detective-work phase of this scenario, you can justifiably ignore any imbalance in combat potential.

PROLOGUE

The adventure begins when the PCs are alerted to a daring daylight robbery, right in their own area. Apparently a supervillain tried to rob a local bank but got pinned in the building when a teller pressed a hidden alarm switch. At this point, the GM can stretch the resulting siege out long enough for the PCs to arrive on the scene. Just at about that point, the supervillain—Inertia, as it turns out—tries to make a break for it with her three flunkies. These are standard VIPER agents, as per page C66 of *Champions*, so the resulting fight should prove interesting, even if the outcome is pretty much certain to favour the heroes. If the hero team is small, you may wish to reduce the number of agents or remove them altogether. Should the PCs somehow manage to lose, remember that the police are present by now and can help out.

Ultimately, the PCs should triumph and the villains will be hauled off to the police station. Oddly enough, Inertia is angry but does not seem terribly worried about this turn of events. If the PCs follow the prisoners to the station, they will hear her asking for her one phone call. If questioned about who she is calling, she will get a grim, enigmatic smile and say "My insurance agent. You guys caused a lot of damage."

The police will soon discover that Inertia is a Canadian citizen and will have to be shipped northward for imprisonment. The VIPER agents will admit to having gone AWOL from that organization, taking their equipment with them at Inertia's urging. They are a good deal less calm about this than she is.

If the PCs hassle Inertia at all, remember that she hates being bullied. Just before they leave, she will fix them with an icy stare and say, "I'd watch my back if I were you. I'll be back out before you know it."

True to her word, Inertia will disappear from the McHayle detainment centre within a day of being shipped there...

THE PLOT THICKENS

If the PCs want to go check this out, then no problem—the adventure is underway. If not, the GM should have the papers carry another escape story a few days later. Lightspeed and/or Compacter are good choices if the PCs were involved in *Naval Maneuvers*, since this will make things more personal. If the PCs still don't take the hint, you can repeat the Inertia incident using a different Canadian villain. In this case, however, you should let some time pass between the incidents—perhaps even throw in another adventure—so that the situation doesn't seem too contrived.

Ultimately, the PCs should travel to Vancouver to scope things out. They may or may not contact the Sentinels, who are also worried. In any event, they will soon discover that the authorities are baffled by the whole incident. Somehow, supervillains are simply disappearing from the McHayle Institute. Aside from the obvious problems this entails, it is ruining the reputation of the prison, as well as the MISSION forces. Something has to be done soon.

WHAT'S GOING ON

A short time ago, Strobe decided to try his hand at industrial espionage and broke into the offices of a computer software company late one night. He had hoped to steal the prototypes of a number of computer games and simulations, then sell these to some of his shadier business contacts. What he found was much more interesting...

His target was Nusoft, the software development branch of Nutech. Yes, that's right: the company that designed the security system for the McHayle Institute, as well as most of the high-tech gear carried by MISSION agents. Despite the late hour, he found someone working at one of the computer terminals and got curious. What he saw amazed him, and he soon introduced himself to his fellow intruder.

As it turned out, the man was Charles (Charlie) Woodman, one of Nusoft's newest software geniuses. While experimenting with a new "file saver" program, designed to retrieve deleted disk files, he accidentally stumbled over some top secret McHayle security test programs. Strobe knew that this information could somehow be put to use, and he convinced Charlie to work with him.

With Charlie's technical wizardry, it was only a matter of time before he plumbed the depths of the security system. He created a virus program and tracked down a Nutech phone number that allowed him to insert it into McHayle's mainframe, via modem. Within an hour, the system was calling him back and asking for orders. It was then child's play to develop a master program that controlled virtually every gadget in the detention centre.

That gave them control over the mechanical guards but not the living ones: this next problem was left to Strobe. With the electronic sensors ignoring him and the gates opening at his whim, it would be simple for Strobe to walk right past the human guards invisibly. After studying Strobe and his VIPER-built suit, Charlie figured out how to design a self-powered invisibility device of his own. Strobe had simply to slip this belt-like gadget on the prisoner, and—presto!—no more bad guy. To anyone watching, the prisoner would seem to teleport away, and the sensors, under Charlie's command, would confirm this. Then Strobe and the ex-prisoner could simply wander out at their leisure.

Strobe soon put out word on the street that "Safeguard" was open for business, offering "escape insurance" for those willing to pay the price. Just to get things rolling and to build up a reputation, he turned Inertia loose for free. Needless to say, Safeguard's many detractors suddenly began talking out of the other side of their cheque books.

TECHNICAL DETAILS

Charlie Woodman—now occasionally known by the ironic codename, "The Warden"—still works at Nusoft but now does all of his "moonlighting" on his own computer at home. He is a slightly overweight man in his late 20s, with wavy brown hair, a short beard and moustache and bright blue eyes. He tends to look and sound a bit manic when worried but is normally fairly easy-going. If cornered, he may try to get away using one of his gadgets (see below), but he will surrender immediately if forced into close combat. He and Strobe are friends, so each will try to protect the other.

Treat "The Warden" as a Skilled Normal with: 20 INT; 14 EGO; Lightning Calculator; Bugging, 13-; Computer Programming, 18-; Electronics, 15-; Inventor, 15-; Security Systems, 14-; SC: Robotics, 14-. He has a standard Gadget Pool (40 point reserve) and a Gadgeteering roll of 15-. Since he knows he may run into trouble, he will probably equip himself with any gadgets the GM thinks appropriate to fend off superhuman troubles. Remember that 13 points of the reserve are already used up by the invisibility belt.

Speaking of the belt, it is a Universal, Breakable (DEF 6) OAF which grants the wearer Invisibility to normal sight, with no fringe effect. It has two Charges, each lasting one hour, and must be plugged into a normal electrical outlet to regain these charges at a rate of one per two hours. Again, the belt costs 13 points, taken from Charlie's Gadget Pool reserve.



SOLVING THE PROBLEM

The PCs are now going to have to do some digging to find out what is going on. The GM can make this as easy or difficult as he wants but should certainly allow the heroes to get in a lot of Streetwise rolls and role-playing. There are at least two main routes they might take:

On the street level, it won't be too difficult to discover that "Safeguard" is offering escape insurance, as previously noted. Digging deeper will reveal that Strobe is involved, at least as a contact. Clever heroes then simply have to find a way to trap him.

Probing the Institute will soon reveal the Nutech connection, which, in turn, will lead to Nusoft. Recognizing these connections will be easy—seeing how they fit into the grand scheme of things will be rather more difficult. Assuming that the PCs make the computer connection, the GM may wish to reward them by confirming their suspicions: warned of the possibility of a "software leak," McHayle technicians do some digging and find hints of unauthorized external access. Once the PCs know this and narrow the investigation to Nusoft, they will have to flush out Charlie Woodman.

There is actually a third, completely different route the PCs could take, which is more difficult but also more interesting. Since the heroes are probably not well known in Canada yet, one of them could change costumes and pose as a villain for a while. This may encourage contact with Strobe on the street level. For a really thorough job, the PC might even buy insurance and allow himself to be “captured.” The team can then catch Strobe red-handed when he tries to free the “prisoner.” This is probably the wisest option, since simply catching Strobe on the street will not reveal how the escapes are being managed.

COMPLICATIONS

If the GM wants to improve the villains' odds in a fight, he can add Inertia to their team. She may decide to help out Strobe in return for freeing her, or she might be lured by the potential profits and offer her services as a bodyguard. Then again, she might just want to get revenge on the PCs...

VIPER probably took an interest in this situation from the moment three of their agents went AWOL. Once they find out about “Safeguard” (which won't take long), they will be even more interested and may want a piece of the action. If they find out that Strobe is involved, they will finally have the hold over him that they have been looking for and can be much more assured of getting that piece. No matter how you look at it, VIPER could easily become a powerful “third party” in this confrontation.

Finally, Falcon will have taken an interest in this affair, as well: solving the prison puzzle would do wonders for his reputation. On the other hand, he might be able to contact Strobe in his street guise and set up some sort of mutually acceptable arrangement. Being able to easily free the criminals he has jailed would allow Falcon to graduate from phony crimes involving normals to phony crimes involving superhumans, who might cooperate for a price if they knew they would be out of prison within a day.

Keep in mind that, in addition to any of these complications, there will be a sudden influx of supervillains in the Vancouver area to muddy the waters and stir up trouble for both the PCs and the Sentinels.

EPILOGUE

After a potentially lengthy investigation, the PCs should be able to cut off the “prisoner pipeline” and apprehend its engineers. There is a slight possibility that Charlie Woodman will slip away undetected, since he will flee at the first sign that he has been identified. Strobe and any associated supervillains will probably be caught, but who knows what sort of backup plan they devised while they still had control of the system? Keep in mind that Strobe's invisibility operates even without his battlesuit—despite his claims. Especially if Charlie escaped, Strobe's prison term may be brief, indeed...

MASKS

This is a fairly lengthy scenario, designed for a group of at least four moderately strong PCs. If the GM is concerned about the heroes' ability to win through, he can simply add Sentinels from any of the three teams. For obvious reasons, therefore, this scenario will work best if the PCs have at least a vague knowledge of the Sentinels and, ideally, would feel comfortable contacting them for help. On the other hand, the GM does not have to worry about "over-kill" resulting from both the PCs and an entire Sentinels team showing up: since most of the adventure takes place in remote areas of the country, the GM can easily justify only sending one or two Sentinels so that their base is not left undefended for long stretches of time.

Exactly where the northern portions of the adventure take place has been left somewhat open-ended for the GM's convenience: anywhere along the Arctic Circle will do. However, keep in mind that the local native tribes (generically referred to as such, herein) will vary accordingly. In the northwest, the Nootka are probably the most logical choice; in the northeast, the Nunamiut or Naskapi. All three tribes have shaman-equivalents, and the Nootka are more well-known for ceremonial masks. Also for this reason, most aboriginal names have been given as English translations.

PROLOGUE

In a world of pale light, on a ledge powdered by the snows of months past, a solitary figure stood out starkly in hues of shadow. Like a victorious monarch, returning to ancient homelands from an arduous campaign, Lord Dire surveyed the tundra. Unchanged from his last visit—virtually unchanged for a thousand years—the land remained cryptic in its singular expanse, magnificent in its bleakness.

"Glorious," was the verdict. "I have been away too long." Dire did not consider himself a romantic, yet it seemed somehow appropriate that his plans should draw him here. Truly, this was a land wrought for men who dared forge their own destinies.

His reveries were disturbed by a soft gust of breeze and the rustle of feathers. He did not turn at once but smiled beneath his mask and acknowledged the presence with a simple, "Joanna." Then, after a suitable pause, he slowly turned to face his visitor. A cynic might have observed that his possessive gaze softened only a little when it swept from the land to the woman standing before him.

And this was no normal woman. Her pale skin and violet eyes, her wintry smile and, most of all, her silvery wings made her one with the land. It occurred to Dire then that she seemed quite at home here, a creature of pale light herself.

"My lord." She bowed slightly, but her liquid gaze did not drop completely.

A challenge in the making? He decided not. Simply an assertion of her own strength. That was good, for he was fond of the mystery that was Harpy. As long as she continued to remember who was in command.

"Have you discovered what is bothering our native friends?"

Her look told him at once that he wouldn't like the news. "They are... upset about our using the cave. They're quite superstitious."

"I am well aware of that. But what precisely is the problem? Are they afraid that we are going to desecrate their sacred grounds?" His tone made his opinion of that possibility all too clear.

Joanna frowned thoughtfully. "No, I don't think so. They seem more worried about what will happen to us than to the cave itself. I think they've decided that it's haunted. Or that there's a curse attached... or something..." Her voice trailed off with just a hint of worry.

"Superstitious fools." Dire's voice held no hint of malice, but his sigh encompassed the whole of mankind's many follies.

Harpy watched him for a moment and then smiled enigmatically. "There are more things in heaven and earth, Horatio..."

An eyebrow cocked behind a turquoise visor. "I hadn't taken you for a classicist, Joanna."

Her shrug rippled outwards to her wing tips. "I hadn't taken you for a ghostbuster... my lord."

If Dire smiled in turn, it was lost behind his mask. He studied the cave at the base of the ledge for a moment and then nodded decisively. "It doesn't really matter. We're here now, and I don't think we'll have any further use for their services. Let them be off. Titanothera can clean out the cave and... Where is he, anyway?"

"Still on his errands. I'm sure he's alright."

"No doubt. But I am growing impatient to be done with this." Another pause. "Never mind, I'll do it myself. I may not possess our friend's prodigious strength, but I'm sure I can manage this bit of housecleaning. You had best go see what's keeping him."

She nodded quickly, making it into a short bow, and he turned toward the cave. She studied him as he dwindled into the shadows, but only an empath could have read her features. Joanna was not used to obeying such pointed orders, but Dire... Well, Dire was her only real hope now. And he did seem to know what he was doing. But she liked him better without the mask, when she could see what he was thinking.

Suddenly, she turned and soared off the ledge. The fading light sparked along her awesome wingspan, giving little warmth, as she made a slow circle toward the encampment. She did not get far, however, before a sharp cracking sound caught her attention. Turning back toward the cave curiously, she heard another sound follow close behind—a sort of startled gasp. Dire? It seemed unlikely: she had never seen anything ruffle his feathers. But she increased her pace.

As she landed at the mouth of the cave, a figure was already beginning to resolve itself out of the gloom. For just a moment, it seemed unfamiliar, and a chill that had nothing to do with the weather ran down her spine. Then, of course, Dire stepped forward.

"My lord...?"

He studied her for a moment. A long moment. "I thought you were going to look for Titanothera."

"I heard... I thought..."

"I knocked over some rocks near the back of the cave. One of them clipped my arm." He held up a hand. "As you can see, my armour was more than up to the task. No harm done." He shook his head, dismissing the event—and her, as well.

She took the hint. Backing away, she gathered the wind in her wings and swept skyward.

Dire watched her dwindle into the slate grey sky, almost curiously. If his eyes held a just a glint of intrigue, if his smile was just a bit predatory... Well, his mask covered that, as well...

OVERVIEW

In this scenario, Lord Dire has accidentally stumbled into "secrets better left alone."

It all began some months back when he was working on a super-high-tech jamming device. With it, he would be able to not only block but also confuse the American DEW line (see below), rendering that defence mechanism unreliable and, therefore, useless. To be honest, he wasn't sure exactly what he would ultimately use it for—blackmail or some sort of trickery—but its inevitable usefulness seemed obvious. Before making any concrete plans, he first had to make sure it worked and determine the limits of its power.

Thus, he and his current associates, Harpy and Titanothera, headed north to test out the device. This required positioning it directly between two target installations, in a warm, safe place—not easy to find in the Arctic Circle. Eventually, he got "lucky" and discovered a cave complex on the top of a hill. As indicated in the Prologue, his native guides warned him away from the area but would give no specifics.

Dire should have listened. The cave turned out to be the final resting place of an evil shaman, Walks in Fire (Firewalker, hereafter), but his spirit is not at rest. Slain centuries ago by Wolf in the Wind, a tribesman who learned of his foul practices, he was entombed in the wilderness along with his diabolic instruments. He has haunted the cave to this day, the power of his spirit lingering on and building in hate and malice. The locals seldom come near the area and always avoid the cave, but at last someone has stumbled in unawares. At last, Firewalker stalks the earth again—albeit in the form of another man.

For a time, he simply tried to act his part and assimilate information; now, however, his spite has found a focus. He intends to continue Dire's scheme but actually make use of the device to start a war. He will have his vengeance after all these many years, with interest in plenty. And he will live to see the land's pain, for he believes now that he is immortal and invulnerable to harm.

In the meantime, he has other plans, contrived to increase his own power. He has discovered two powerful allies in Harpy and Titanothera, for they do not yet realize his deception. Then, too, his magics are still strong and can provide him with more assistance in the form of enchanted followers. The heroes of this time are weak-hearted fools with no knowledge of the ancient ways—they will fall before that storm of chaos he will bring down on them.

TECHNICAL DETAILS

The DEW (Distant Early Warning) line is an automated ring of radar stations near the Arctic Circle. It stretches from Greenland, through northern Canada, and into Alaska, and it is designed to warn the U.S. of approaching enemy aircraft. Dire's device goes beyond simply blocking the radar: it allows the user to selectively make "phantom targets" or render real ones "invisible," thus ruining the integrity of the system. It can be controlled from a distance; in this case, Dire/Firewalker has taken over a nearby research base to use as a headquarters. This was not in the original plan, and Harpy is starting to get a bit suspicious about the situation.

Using Dire's body, Firewalker has access to almost all of his memories, skills and devices; however, he cannot access the MAC implant. As a result, his INT drops to 23, reducing all INT-based skills accordingly. He no longer possesses electrical TK, Eidetic Memory, Lightning Calculator or Universal Translator, but he also loses all of Dire's Psych Lims. These are replaced by Arrogance (Com, Mod), Megalomania (Com, Str) and Vindictiveness (Com, Str). Firewalker's inability to control the MAC implant is his biggest problem: although Dire's psyche was submerged at the beginning of the surprise mental assault, it is starting to surface, strengthened by the cybernetic device which recognizes only his intellect. Firewalker's control is gradually slipping but should last long enough for him to reach his goals.

On the other hand, Firewalker still possesses some of his magical powers. In particular, he is able to Transform people into animal followers with the use of mask and fur fetishes. This is a 4D6 Major Cumulative Transform: Human to Were-Beast (see below), which requires the victim to willingly don an appropriate mask and pelt (Active Cost: 90; Real Cost: 45). Note that, in this case, a willing victim could also be one who was tricked into putting on the costume or hypnotized into doing so: the key here is that he must do it himself, with his own hands. To revert to normal form, the victim must simply watch the sun rise at dawn; however, this is complicated by the fact that he or she will be unwilling to do so and must be physically forced into it by someone else.

Firewalker also possesses a form of mystical hypnosis: 8D6 Telepathic Mind Control, 0 END, Requires 1 Extra Phase, Requires Eye Contact Initially (Active Cost: 60; Real Cost: 30). He often uses this to control were-beasts and later make them forget about him. This is relatively easy, since the were-beasts have low EGO scores and lose any mental defences. He can also use this power to "persuade" a person to don a were-beast costume "willingly"; how high a roll this requires depends on the nature of the person in question and how much they know (and care) about what will happen next.

The GM should feel free to add any other abilities which seem appropriate. For example, Firewalker may possess mystical Danger Sense, which operates to detect all dangers to himself only on a roll of 11-. Another possibility would be an Area Effect Mind Control which works only on normal animals and probably requires some sort of OAF medicine bundle.

Were-beasts have characteristics similar to normal animals of the same type, with the following exceptions:

- If the victim's STR is higher than 10 and higher than the animal's, average the two to find the were-beast's STR—e.g., a STR 35 character turning into a STR 23 bear would have a STR of 29. The same applies to CON and BOD.
- If the victim's INT is normally above 10, increase the were-beast's INT by +1 per 5 points, rounded normally—e.g., +1 at 13, +2 at 18, etc. The same applies to EGO.
- If the victim's SPD is normally higher than that of the animal, increase the were-beast's SPD by +1—e.g., a SPD 5 character turning into a SPD 3 bear has a SPD of 4.

Of course, this generally only applies to superhumans turned into were-beasts: normal humans tend to turn into normal animals. In any event, all were-beasts Regenerate 1 BODY per turn at night (literally—not just in darkness) and give off an aura of magic which can be sensed by the Detect Magic power.

The characteristics for large versions of each animal type are listed below. All animals are considered to have a COM of 10, since any rating would be purely subjective. Note that the cost of Regeneration (5 points) has not been added to the noted totals: only the base costs are listed, in case you want to use these animals in a different context (for Multiform and the like). Remember that all of these animals have the No Fine Manipulation Limitation.

	Cougar	Grizzly Bear	Lynx	Wolf
STR	13	23	5	10
DEX	15	11	18	14
CON	13	18	10	15
BOD	10	13	7	9
INT	5	5	5	6
EGO	5	5	5	5
PRE	20	20	15	18
PD	6	8	3	5
ED	5	6	3	5
SPD	4	3	4	4
REC	6	8	4	7
END	26	36	20	30
STUN	23	35	15	23

Cougar: 1D6+1 HKA Bite (1/2D6 + STR); 2x 1D6+1 HKA Claws (2D6 + STR, Reduced Penetration); +3" Running (9" total = 25-27 mph noncombat); Enhanced PER +2 (12-); Enhanced Smell & Hearing +2; Ultraviolet Vision; Discriminatory Smell; Tracking Scent; +10 PRE (Only Fear; Only While Charging or Screaming); Breakfall, 12-; Climbing, 12-; Concealment, 10-; Stealth, 14-; +2 Levels w/Hand-to-Hand. Weight 100 kg. Point Value: 140.

Grizzly Bear: 2D6 HKA Bite (1D6 + STR); 2x 1.5D6 HKA Claws (2D6 + STR, Reduced Penetration); Armour +2 PD; Density Increase, 1 Level, Always On; Growth, 1 Level, Always On; -1" Running (5" total = 11 mph noncombat); Enhanced PER +1 (11-); Enhanced Smell +2; Discriminatory Smell; Tracking Scent; +10 PRE (Only Fear; Only While Rearing or Growling); Concealment, 10-; +1 Level w/Hand-to-Hand; +1 Level w/Claws. Weight: 400 kg (-2" KB). Point Value: 135.

Lynx: 1/2D6 HKA Bite (1 pip + STR); 2x 1/2D6 HKA Claws (1D6 + STR, Reduced Penetration); Armour +1 PD, +1 ED; +1" Running (7" total = 21 mph noncombat); Enhanced PER +2 (12-); Enhanced Smell & Hearing +2; Ultraviolet Vision; Discriminatory Smell; Tracking Scent; Breakfall, 13-; Climbing, 14-; Concealment, 10-; Stealth, 15-; +2 Levels w/Hand-to-Hand. Weight: 20 kg. Point Value: 100.

Wolf: 1d6+1 HKA Bite (1/2D6 + STR); Armour +1 PD, +1 ED; +4" Running (10" total = 27.5-30 mph noncombat); Enhanced PER +2 (12-); Enhanced Smell & Hearing +2; Discriminatory Smell; Tracking Scent; Ultrasonic Hearing; +7 PRE (Only Fear; Only While Charging or Howling); Concealment, 12-; Stealth, 13-; +2 Levels w/Hand-to-Hand. Weight: 55 kg. Point Value: 140.

PART ONE: SHADOWS IN THE NIGHT

The adventure begins when the PCs are out on regular patrol, either in their home city or wherever they happen to be stationed at the time. As one hero passes by the local museum, he will notice a shadow flit along the wall. At first glance, it appears to be simply a large dog; however, closer study will reveal that it is, in fact, a wolf. As the hero watches, a much larger shape looms out of the darkness and hammers its way easily through one door. Obviously, it is time to act!

There are actually three were-beasts here: a bear, wolf and cougar. The bear and wolf have entered the museum and will soon render the lone guard harmless (but probably not dead). The cougar is prowling around outside, ready to attack any intruders by surprise. They have been ordered to retrieve a sacred medicine bundle, stored in the museum, and plan to stow it in a small pack on the bear's chest. How far they get in this endeavour depends on how long the PCs take to get there and stop them. This is one case where being a bit slow might actually help the heroes, since they will then know what the creatures were after, but the guard will suffer for it.

Also present and lurking outside is Harpy, who has been ordered to keep an eye on the situation and a handle on the animals. She is not happy with the task and is puzzled as to where this robbery fits into Dire's grand scheme. She does not know that the animals were once human but has been told that they are simply wild beasts being controlled by one of Dire's many gadgets.

Presumably, the PCs will end up fighting and defeating the animals, although they may take a few nasty wounds in the process. Harpy will avoid getting involved, since she thinks this was a stupid idea in the first place. Instead, she will fly off at the peak of the battle: the PCs may see a winged silhouette, like a giant mythical bird, soar rapidly away. Anyone who ignores the animals long enough to follow her will first have to catch her—remember that she has a lead of at least 15." If a persistent hero succeeds, she will try to render him immobile as quickly as possible (she is very good at that) and make her escape. It is highly unlikely that she will be caught, and, at this point, that is for the best.

If the timing of the battle was such that the animals have their prize, the PCs will soon see what they were after; otherwise, the guard may have noticed them heading in that direction before they noticed him. The guard can identify the medicine bundle as being of Indian origin, probably from a northwestern tribe, but knows little more. It was not an especially important exhibit, and he is, frankly, puzzled as to why anyone would want it. Any hero who can sense magic will note that it has a very faint aura: it does not appear to do anything on its own, but it might act as a focus for other magicks.

Likewise, any such hero checking the animals will discover that they radiate magic. Of course, even knowing this, the PCs will probably have no idea what to do with them. If they do not make arrangements themselves, the authorities will install the three temporarily at the local zoo or animal shelter, as appropriate. Hopefully, all of the animals will have survived the encounter; otherwise, some hero is going to have some heavy guilt problems when the truth is discovered. The GM should be careful to keep the wolf alive, in any event; considering its regenerative powers, this shouldn't be difficult.

No matter how you look at it, the PCs have a mystery on their hands.

PART TWO: VISIONS AT DAWN

The next event occurs the same night, just before dawn of the following day. If the animals are being held near the PCs (in their base, backyard or whatever), then the heroes will wake up to the howling of a wolf. If the animals are being held elsewhere, then the appropriate authorities will contact the PCs and tell them (nervously) that the wolf is acting really strange. If the heroes are organized in such a way that the authorities can't contact them directly, then one hero (preferably a mystic or other weirdness magnet) will have strange dreams which will compel him to seek out the animals. In the dream, one of his friends will look imploringly at him, as if for help, then melt into a wolf and lope away to wherever the beasts are being held.

Ultimately, the PCs should arrive just around dawn. The wolf is, indeed, howling mournfully and seems focussed on the rising sun. Oddly enough, the other two animals have backed into corners and are deliberately looking away from it. As the heroes watch, an astonishing sight greets their eyes: the golden rays bathe the wolf, gradually transforming it into a man, clothed only in a wolf skin and stylized mask! He looks dazed and, for a few moments, his howling changes into a chant-like phrase, repeated several times in an unknown tongue. If any PC can somehow understand Nunamiut, he will recognize some of the words (see below).

The man's trance will last only for a few moments before he looks around, first curiously and then in a panic. It should become clear quickly enough that he is harmless and, once released, he will be only too happy to talk. His name is Paul Mekiana, and he is a sometime-hunter, sometime-guide from northern Canada. He is clearly of Inuit origin and probably of the Nunamiut tribe (but see the note at the beginning of this scenario). The last thing he claims to remember is hunting Caribou on the tundra about a week ago.

Paul will be honest in most respects, but he is lying on that last point. He vaguely remembers working for Lord Dire but swore not to reveal this. Since there doesn't seem to be any connection between the two incidents, this deletion does not bother him. He will be very suspicious of any telepaths on general principle, but, if he is somehow probed, this last bit of information will come out. Clever questioning may achieve the same end. He also has a vague recollection of a cave, but his mind tends to shy away from that. As things grow more serious, he will be more prone to bring these things up.

Paul has no idea what he was saying while in the trance; however, if it is repeated to him, he will recognize some of the words. Frowning and puzzling it over, he will give his best translation: "Walks in Fire defies Death and dishonours the Animal Masters. Beware the doom of war: the phantoms seen and the foes unseen." None of this makes much sense to Paul, but he does recognize the term "Animal Master." Among many aboriginal tribes, it is believed that each Animal Master is a single timeless and indestructible archetype of its given species. The Animal Master gives the hunter animals to be killed and has the power to keep animals away from the hunter if he is unworthy.

Although the PCs have no way of knowing this, the spirit of Wolf in the Wind, the native who defeated Walks in Fire, has taken an interest in this affair. He briefly possessed Paul, helping him to overcome the shaman's sorcery and watch the dawn, thereby breaking the curse. He has tried to warn the PCs about what is happening but has trouble relating what he knows into Nunamiut terms; thus, the last phrase is his best approximation of Dire's trickery with the jamming device.

Hopefully, the heroes will be bright enough to realize that the other animals are also were-beasts and can be freed by seeing the dawn. They will turn out to be Dr. Odette Bouchard (cougar) and Craig Lawrence (bear). Both are from a research base near the Arctic Circle, but neither have any recollection as to how they got here.

Clearly, the PCs are going to have to make a trip northward if they wish to pursue this matter. Paul will want to head north with them, but the other two just want to go home and will leave as soon as possible for their own destinations in Canada.

PART THREE: A MEETING OF MINDS

Upon arriving in Canada, the heroes will probably want to talk with the Sentinels. If they don't think of this themselves, the GM may wish to remind them, or he can simply have the Sentinels arrive to check them out the first time they are seen in costume. Depending on which team they meet, they may or may not get additional information:

- Contrary to what the PCs may be thinking, Polar Bear will know very little about the situation: his practical knowledge is mostly contemporary and concerns the Haida, Tlingit and other northwestern tribes with which he has had contact. He will recognize the masks as being vaguely similar to those designed by the Nootka or Kwakiutl but knows little more.
- Sirius and Minstrel can tell the PCs that the costumes are not, in themselves, magical; however, they could very well be fetishes used to focus some other source of arcane power.
- If the PCs have already discovered enough from Paul to ask intelligent questions about Lord Dire, any of the Sentinels can give a brief description of him, including some of his powers, tendencies and motivations—they have crossed swords with him before. Considering his high-tech motif, they will not see any logical connection between him and the were-beasts, but they will be worried about what he was doing up north. This a good way to lure a Sentinel or two along for the trip.
- None of the Sentinels know anything about Harpy, and they will have no idea what the winged shadow hovering over the museum was.
- The Sentinels' main computer can supply information about the research base Dr. Bouchard and Craig Lawrence mentioned. It is primarily a naturalist centre, set up recently to study the local flora and fauna for extended periods of time—nothing very strange there. If someone managed to pry information about the cave out of Paul, it will quickly become apparent that it is located nearby, only about sixteen miles to the west. Studying a computer map of the immediate vicinity will also turn up something interesting: a line of small red triangles sweeping through the area. If queried, the computer will identify these as DEW installations.

PART FOUR: LEGACY OF EVIL

The heroes should eventually arrive in a small village several miles south of the base and the cave. The name of the village obviously depends on where you have decided to place the PCs' goal: for simplicity's sake, make it the fictional town of Melville.

By this point, the PCs should hopefully be getting along well enough with Paul that he will want to be helpful. In this case, he will tell them about a wise man, William Ahgook, who lives in the area and may be of use. He doesn't say that the man is a shaman, but the implication is there.

Assuming that the PCs wish to pursue this, Paul will take them to a battered old house, built up from half a mobile home. Its occupant is a lean, grey man of indeterminate age who does not seem particularly happy to see them. He will argue briefly with Paul in Nunamiut, but the only thing the PCs will be able to get out of this is that he doesn't want to talk with "the crazy tannik." When Paul brings up the problem, however, his tone will quickly change, and he will wave them in impatiently.

As it turns out, William (he hates being called Bill) speaks English quite fluently. He will quiz the PCs closely and, if the matter of the cave arises, grow very grave. "You whites..." he mutters, "You see men fly and call lightning from the sky, but still you don't believe the old stories. Superstitions you say. But someone has stuck his nose into one of our superstitions and had it bitten off!"

He will go on to explain that the cave—Wound in the Earth—was the burial site of an evil shaman: "a medicine man who craved power too much and went wee tee go." The accursed one was killed by the hero, Wolf in the Wind, and his remains were left in the cave. The way he talks about the burial site makes it clear that he does not mean a grave so much as a place of exile, and that he takes for granted the fact that something may still linger there. It will also become apparent that the events he discusses like yesterday's news actually occurred untold decades ago.

He cannot help out much more than that, since he doesn't know exactly what has occurred. However, he does make one observation: "Evil is always miserable in solitude and craves to taint others. If the old one has made another wee tee go then that person must be cleansed—or killed. If you can, bring that one here. It is a slim hope, but it is the only one."

PART FIVE: WOUND IN THE EARTH

Left to his own devices, Paul will stay in Melville: he has had enough adventure to last out the year. If the PCs specifically ask him to act as a guide, however, he will go with them, since he is, at heart, a brave man and a rather inquisitive one. Appropriate monetary compensation will certainly help sway him. He will soon arm himself with a hunting rifle (+1 OCV, +2 R Mod, 2D6+1K, +1 STUNx, 5 shots). He has characteristics as per a Skilled Normal, so his 13 STR gives him a -1 OCV with the rifle, effectively canceling the basic +1 OCV of the weapon (assuming that the STR Minimum rules are in use). He speaks Inuktitut and knows the Nunamiut dialect (or whichever local version the GM wishes).

The heroes will probably want to check out the cave first to defuse any nastiness Dire/Firewalker has planned. The GM may even wish to tell mystic-types that a great danger seems to emanate from that area, along with a feeling of time quickly running out. If PCs decide to check out the base first, anyway, simply go on to Part Six. Of course, they then run the risk of Firewalker activating the jammer out of pure spite, which may lead to a tense dash back to the cave.

Locating the cave will not be too difficult, especially if Paul is present, but entering it may be another matter. It is a jagged hole in the side of the hill, nearly covered over with icicles, like fangs. An unnatural aura pervades the area, for Firewalker has raised foul magic to ward the cave. This acts as a 6D6 fear-based Presence Attack on anyone trying to pass through, with a "target is very impressed" result (or better) indicating that he will go no further. Higher results may actually cause the victim to flee, at the GM's discretion. Characters who have phobias related to caves, enclosed spaces, darkness and the like are especially susceptible: add 2D6 per level of the Limitation—i.e., +2D6 for Moderate, +4D6 for Strong or +6D6 for Total.

Obviously, most heroes should be able to shrug this off without too much problem, but they may find the next level of protection more effective. Upon entering the cave, each character will suddenly find himself alone and surrounded by a clammy mist, with tendrils that seem to grasp at him and drain warmth away. A moment later, he will be attacked by a shade (see below). Again, each character will be alone and must fight his own shade. Should he win the fight, then the spell will be broken for him, and all of his "wounds" will disappear. He can roam through the cave freely, thereafter. If he loses the fight, he will be "killed".

In fact, the whole incident is a type of illusion: it can be beaten by disbelieving in it, as described for Mental Illusions. Due to the strength of the spell, all such rolls are at -3; however, each time increment adds a bonus to the victim's roll as usual—the spell does not "continue to pay END," so to speak. A "slain" victim does not actually die but falls into a coma until he successfully disbelieves his own demise. Of course, in practice a solitary normal person could easily freeze and/or starve before making the roll and end up truly dead.

Each shade appears as a demonic, smoke-grey version of the person it is fighting, with eyes, nose and mouth that look



like openings into a blazing furnace. If conversed with, it will claim to be the person's own "spirit of evil," seeking release by slaying its "host"—complete nonsense, of course. However, it will probably be too busy trying to rend its victim into little pieces to do much talking.

The characteristics of each shade are also identical to those of its victim, except that its INT cannot exceed 9. It has no powers, per se, nor does it possess any of its victim skills; however, it is immune to all Mental and Alteration Powers. It attacks with talons that seem to rip through armour and cause excruciating pain. This is a 1D6 Penetrating HKA, but the damage caused is reduced by 1 BODY if the victim has any level of Mental Defence. Although the shade does not possess any of the character's movement powers, this is irrelevant, since it automatically follows him wherever he goes: you can't run from an illusion. Note, however, that this surreal inability to flee from the creature may give away its true nature.

Assuming that at least one PC succeeds in exploring the cave, he will find Dire's radar jamming device and can easily remove it. The back of the cave has started to collapse and has partially covered an ancient skeleton dressed in the tattered remains of tribal garb. Note that destroying the skeleton has absolutely no effect on Firewalker.

Gadeteer/scientist PCs with a knowledge of electronics will be able to get a general idea of what the device is supposed to do, although they will not understand the specifics of how it works. It can be destroyed simply by smashing it.

There is actually a much simpler (if less interesting) way to do all of this. If one hero has Clairvoyance or some similar means of checking things out, he might realize that a well-placed cave-in would solve their problem. This is rather rash, considering that the PCs don't know quite what they are dealing with, but it should work. Collapsing the cave is not too difficult for someone with a strong attack—treat it as destroying a hex of frozen dirt (5 DEF, 16 BODY)—and will probably smash the gadget to bits. This is not recommended if anyone in the group has Unluck: the device might just survive the experience and the entrance to the cave certainly won't...

In any event, there is a were-lynx prowling around the area keeping an eye on things. It will not initiate an attack on the PCs no matter what they do and, with its Stealth skill, will probably not be discovered. At the first sign of trouble, it will rush off to warn Firewalker. If the PCs do somehow catch it and remove the curse, it will turn out to be the base's handyman, Jerry Lo. Like the others, he has no memory of what has been going on.

PART SIX: SIEGE IN THE SNOW

Two more animals guard the grounds around the base: a wolf and a lynx—Dr. Anne Porter and Dr. Ray Merriman, respectively. Removing this opposition should not be too difficult, but the PCs may have trouble from there, especially if Firewalker knows that they are coming. There are many different tactics that the PCs could use at this point, but they generally fall into two categories: an immediate raid on the base or a deliberate siege to keep an eye on it (probably for a later raid).

1) Attacking the base outright will certainly be possible, but unless the PCs are up to a major battle, they might have more trouble than they can handle. At this point Harpy and Titanothera are still following orders, so the PCs will have to deal with three powerful metahumans. To make matters worse, if Firewalker knows they are coming or otherwise has time to prepare, he will turn Dire's last two guides/henchmen (Jimmy Ravenfox and Mark Palmer) into were-bears and throw them into the fight. Trying to battle this out without killing or seriously maiming someone could prove rather problematic, especially since Firewalker fights to kill.

2) Keeping an eye on the base to get a feel for things is not a bad plan, as long as the PCs stay well-hidden and don't give themselves away. Otherwise, there is the distinct possibility that Firewalker will simply send out his forces to fight them, complete with were-bears. Of course, for mobile PCs this might be a preferable battle site.

Keep in mind that it is cold here and prone to blow up freezing winds at a moment's notice: any long-term surveillance will have to take this into consideration. However, if the PCs are patient for a while (how long is up to the GM), they may be rewarded. Eventually, Harpy will be sent out on her usual scouting run, and the heroes will have a shot at her. At worst, if they bring her down, they will have one less enemy to deal with on the inside.

Perhaps the best thing the PCs could do, however, is to capture Harpy as painlessly as possible and treat her well. They could then try to convince her to help them capture Dire "for his own good." Since she knows that he is acting out of character and has seen some pretty weird stuff going on, she will be prone to believe their story and may well agree to help them. This gives the PCs an added advantage: she is quite sure that she can talk Titanothera into joining them, too, if they let her go in on her own. A little trust at this point could go a long way for the PCs, since they may end up forcing Firewalker to fight all by himself. Keep in mind, however, that Harpy is a bit high-strung and prone to take offence easily. Poor handling of this situation could cause her to betray the PCs out of pure malice—and then they would be in real trouble...

Any deal that Harpy strikes will certainly include freedom for herself and Titanothera, plus a promise by the PCs to make a serious attempt at saving Dire. The heroes will, thus, have to choose the lesser of two evils: let Harpy go free or lose a pair of valuable allies. Of course, they could make the promise and then later betray her, but this is not a good idea: not only is it rather bad form, but it would also earn the undying hatred of three very dangerous superhumans. Bright PCs may realize that it could also turn out to be a waste of time: assuming that the radar jammer was destroyed, they have little in the way of evidence to use against the villains. The Sentinels could haul in Dire and Titanothera (but not Harpy) on other charges, but the PCs have no such authority in Canada.

One way or another, the heroes should eventually capture Dire/Firewalker. By linking himself to a body, the ghost also suffers one disadvantage: when Dire is knocked out, Firewalker is effectively stunned, as well. Of course, PCs can't keep him subdued forever, so they will have to find some way to exorcise the spirit. With this quest in mind, it is probably time to head back to Melville.

PART SEVEN: A CLASH OF WILLS

William Ahgook seems a bit surprised to see the PCs back with their quarry—all the more so if they have two of the enemy working with them—but will quickly motion the group inside. He will study Dire for a long moment and shake his head, frowning and mumbling to himself. Nevertheless, he will prepare for the ceremony that he hopes will drive out the spirit once and for all. Although the PCs are not believers, he will allow them to stay: William is a practical man and has no desire to face Firewalker/Dire alone if he should awaken prematurely. Due to the difficulty involved in the ceremony, he will offer any mystical heroes the "opportunity" to help him out—this is a good way to involve some of the PCs in the events to come.

The GM can make the following ceremony as intricate and tense as he likes. The outcome should be in doubt until the very end, and William makes no attempt to hide his pessimism. On the other hand, he does not hesitate to make the attempt and seems resigned to what fate has planned for him. If the GM wants to be really nasty, he could have the local authorities start snooping around (the PCs did haul in a body, after all) and show up at an inopportune time.

In any event, at the climax of the ceremony, in the gloom of nightfall and through the cloying smoke of the ceremonial fire, the heroes will see a strange vision. A wizened shade of a man, not unlike their host, will seem to rise out of Dire and face William. A struggle of power will seem to begin between the two, both calling on ancient energies in the old tongue. At a critical point, William will seem to falter. Then a hand appears on his shoulder, as if to steady him, and, for just a moment, the heroes will see the shade of Wolf in the Wind, smiling reassuringly. At this, Firewalker lets out a moan of anguish that chills to the bone and suddenly shreds into tatters of mist, dispersing into the night. The deed is done.

Lord Dire is still groggy, but this will last for only a moment. He actually participated in the final battle (from the inside, so to speak) and is, thus, alert to his surroundings. What he does next is up to GM. If the PCs have promised to release him and his people, he will leap imperiously to his feet, thank them and then hold them to the bargain. Otherwise, he may fake unconsciousness long enough to gain his freedom. He may even claim that the spirit forced him to perform his villainous deeds (very hard to disprove). Note that this would not be his tactic of choice, since it displays weakness.

EPILOGUE

What happens next depends a good deal on what the PCs did to get to this point in the adventure. They may have to grudgingly watch the trio walk off to freedom, or they may have three new inmates for McHayle. In the former case, they will come out ahead in one way: they will have earned the respect of the villains' and can be assured of more lenient treatment in the future. Dire may offer to let them join him, and Harpy will certainly consider the fact that not all humans are as bad as she thought. In the latter case, they still have to get to McHayle, and this may not be easy. Dire, in particular, will use every trick he possesses to escape from his first capture.

Mystic PCs may wish to converse with William and learn more about native lore. If they are sincere in this desire, he will agree, at first grudgingly but later with more relish. Perhaps a PC will even end up going on a Spirit Quest of his or her own.

And what of Firewalker? Is he destroyed or simply banished for now? Either route is open to the GM, but the players' victory should be clear-cut at this point: it important that they feel as though they have accomplished something, particularly if the corporeal villains are to be set free. If he does somehow linger on, he will never forget who has beaten him, and revenge will be foremost in his mind.

COMPLICATIONS

As intricate as this scenario may seem, it is really only a basic, linear story. The GM could easily add all sorts of complications to make it into an epic adventure, lasting several sessions. For example...

- If the GM feels that the heroes are doomed to failure at any point, he can have Dire start making a more active attempt to free himself and, thus, keep Firewalker busy and operating at less than peak efficiency. It wouldn't hurt to let the PCs realize this at some point: they may feel a little strange later trying to apprehend the person who was, in a sense, fighting on their side.
- On the other hand, the adventure can be made much more difficult by strengthening the opposition. Firewalker can be given extra powers, as previously noted, or he may have already obtained mystical objects which he can put to good use. He may have more were-beast followers or conjure up entirely different creatures of shadow. As stands, Firewalker actually takes a rather passive role in the adventure, but this can easily be changed. There will be lots of opportunities between Parts Two and Five for the GM to throw in extra battles, as Firewalker becomes more aware of the PCs' activities and tries to stop to them. Keep in mind that the tougher you make him, the more necessary it will become for the PCs to ally themselves with Harpy.
- Mystic PCs can take a more active role in the magical aspects of the scenario. True to many native legends, some adventures might even take place in the spirit realm instead of on Earth. This basic idea could take many forms but will be most interesting if the flavour of the sorcery remains aboriginal. Obviously, the GM may have to do a little research if he wants to get into anything extensive, but it could be well worth the effort.
- The GM can be more miserly with the clues at the beginning of the adventure, so that the PCs have to dig harder just to discover who their enemy is. If they know Dire from previous encounters and haven't discovered that he is possessed, they may have a tough time trying to figure out why he is acting out of character. In particular, they might wonder why he isn't using his TK in situations where it would obviously be handy. The Sentinels will notice this even if the PCs do not.
- The tundra weather is mentioned only briefly here; however, depending on the time of year, it might be as big a problem as the supervillains. Aside from the obvious survival and transportation problems this could pose, the long nights will make it difficult to free the were-beasts quickly. Note, also, that most of these creatures operate just as well at night as they do during the day. The heroes, on the other hand, will not, and there are no city lights to provide illumination here.
- Perhaps some of the PCs (or Sentinels) will lose the first battle and be captured by Firewalker. He will probably turn them into super-powered were-creatures and set them loose on their own allies. The remaining PCs will then have a real situation on their hands, trying to painlessly capture berserk comrades who would be only too happy to injure them. If they have not yet deactivated the jammer, then they may have some kind of time limit for that, too.
- If you really want to complicate things, throw in an extra, third-party force. Nycademos is an obvious choice: he would be very interested in this whole situation and might even be able to help drive out the spirit. Of course, even if he helps out in this manner, his motivations will be only marginally better than Firewalker's.

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Many of the sources listed below have contributed to the creation of this book, either through direct reference or through the process of osmosis during my own reading. If you are just trying to brush up on Canadian background for a brief visit, I would suggest concentrating on those books listed under the General heading. For a good look at the Canadian character, not to mention an entertaining read, I strongly suggest picking up a copy of Pierre Berton's *Why We Act Like Canadians*. If I were to choose one book out of this entire list that best "sets the tone" for game applications, I would pick that one.

In terms of fiction, Canada has a vast array of talent. A small sampling of a very large group of "classic" authors would include (at the very least): Margaret Atwood, Marie-Claude Blais, Robertson Davies, Hugh MacLennan, L. M. Montgomery, Brian Moore, Farley Mowatt, Alice Munro, Charles G. D. Roberts and Duncan Campbell Scott. Two excellent contemporary authors of fantasy whom you might wish to track down are Charles de Lint (*Moonheart*; *Yarrow*; *Greenmantle*; *Wolf Moon*; *Svaha*; et al) and Guy Gavriel Kay (*The Summer Tree*; *The Wandering Fire*; *The Darkest Road*).

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 Berton, Pierre: *The National Dream: The Great Railway 1871-1881*
 Berton, Pierre: *Vimy*
 Brown, R. C. & Careless, J. M. S., ed.: *The Canadians*
 Cook, Ramsay, ed.: *Confederation*
 Creighton, Donald: *The Story of Canada*
 Creighton, Donald: *Canada's First Century*
 Innis, H. A.: *The Fur Trade in Canada*
 Kerr, D. G. G.: *A Historical Atlas of Canada*
 Stanley, G. F. G.: *The Birth of Western Canada*
 University of Toronto Press: *Approaches to Canadian History*
 Wait, Peter: *Canada 1874-1896: Arduous Destiny*

LITERATURE

- Atwood, Margaret: *Survival: A Thematic Guide to Canadian Literature*
 Brown, Russell & Bennett, Donna: *An Anthology of Canadian Literature*
 Glassco, J: *The Poetry of French Canada in Translation*
 Jones, D. G.: *Butterfly on Rock*
 Klinck, Carl F., et al: *Literary History of Canada*
 Pacey, Desmond: *Creative Writing in Canada*
ART
 Harper, Russell: *Painting in Canada*
 Hubbard, R. H.: *An Anthology of Canadian Art*
 Mellen, Peter: *The Group of Seven*

FRENCH CANADA

- Cook, Ramsay: *Canada and the French-Canadian Question*
 MacLennan, Hugh: *Return of the Sphinx* (fiction)
 MacLennan, Hugh: *Two Solitudes* (fiction)
 Rioux, Marcel: *Quebec in Question*
 Roy, Gabrielle: *Boheur d'Occasion* (fiction)
 Wade, Mason: *The French Canadians*

NATIVE CULTURES

- Crowe, Keith: *A History of the Original Peoples of Northern Canada*
 Driver, Harold: *Indians of North America*
 Indian & Northern Affairs Canada: *The Canadian Indian*
 Jenness, Diamond: *Indians of Canada*
 Patterson, E. Palmer: *The Canadian Indian: A History Since 1500*
 Woodcock, George: *Peoples of the Coast*

MISCELLANEOUS

- Lopez, Barry Holstun: *Arctic Dreams* (Northern Canada, Nature, Exploration)
 Lopez, Barry Holstun: *Of Wolves and Men* (Nature, Native Peoples)
 Lumsden, Ian, ed.: *Close the 49th Parallel: The Americanization of Canada* (U.S. Relations)
 MacIntosh, Donald A.: *Fundamentals of the Criminal Justice System* (Law)
 National Geographic: *Wild Animals of North America* (Nature)
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