

Murderers' Row™



by James Andrysik, David West, Cliff Christiansen and Steven S. Long

MURDERERS' ROW™

Authors:

James Andrysik
Cliff "Doc" Christiansen
Steven S. Long
David West

Editor/Developer: Bruce Harlick

Cover Art: Jeff Uryasz

Interior Illustration: Jeff Uryasz

Project Specific Contributions:

Pagemaking: Blackhawk Typesetting

Layout: Kathryn Beggerly, Nick Morawitz, Mike Renyolds

Cover Graphics: Terry Amthor

Art Direction: Jessica Ney-Grimm;

Editorial Contributions: George MacDonald, Ray Greer,
Steve Peterson, Coleman Charlton, Maggi Perkins;

Series Editor: Bruce Harlick

ICE Staff

Sales Manager: Deane Beglebing;

Managing Editor: Coleman Charlton;

President: Peter Fenlon; *CEO:* Bruce Neidlinger;

Editing, Development & Production Staff: John Curtis, Bruce Harlick,
Nick Morawitz, Jessica Ney-Grimm;

Sales, Customer Service & Operations Staff: Heike Kubasch,
David Platnick;

Shipping Staff: Dave Morris, Daniel Williams.



Murderers' Row™ is Hero Games' trademark for its superhero roleplaying game using the Hero system.

Champions® and *Champions, The Super Role-playing Game™* are Hero Games trademarks for its superhero roleplaying game using the Hero System.

Hero System™ is Hero Games' trademark for its roleplaying system. *Murderers' Row©* 1994 Hero Games. All rights reserved.

Champions Copyright © 1981, 1984, 1989 Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing 1994

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

STOCK #: 433

ISBN 1-55806-206-8



TABLE OF CONTENTS

Introduction	3
Using Murderers' Row	4
Converting to Other Genre	4
Designer's Note	4
The Cabal	5
The Red Cabal	7
The Black Cabal	10
Senator Kyle Weston	11
Demoness	12
Nevermore	16
Madame Nartiv	19
Master Hu	22
Sage	24
Tarot	27
Zombie	30
Ying (Shadows)	31
Phoenix Fist	32
Dongji Bing (Winter Ice)	34
Ghengis	36
Golden Tiger	38
Kuai (Fast)	40
Qiang (Wall)	41
Legion Of Death	43
Colonel Wolf	44
Martyr	46
Legion Assassin	48
Legion Terrorist	48
Morita Yoshio No Te	49
Sanpaku No Kami	50
Satsujin	51
Origami	52
Arsenic And Old Lace	54
Nick	56
Lacy	57
Freelances	60
Blade	60
Blue Badge	62
Cain	64
Cannibal	67
Death's Messenger	69
Deathblade	72
Drive-By	74
Garrote	76
Mercy	78
Noose	80
Passion Killer	82
Puritan	85
Spike	87
Siberia	89
Swansong	91
Police Investigations Into Homicides	93

CLIFF'S DEDICATION

Cliff "Doc" Christiansen would like to thank the following:
My fellow authors for everything, Jeff and Rich for the fantastic art, Rodney Ruff for attempting to help edit my stuff, Bryce Nakagawa for coming up with the title — Murderers' Row at GenCon '93, Bruce and Bruce from I.C.E. for putting up with me, my parents and family for needed support.

Also, "Andre", John Boelter, Chris Culver, Heath Hickman, Mike MacDonald, Margo's, Len and Ray Parrish, Perkins Restaurants, Tim Pilger, Mike Ward, Scott Warner, David Larson, David Wixom, and the Richard and Charles Band for the music from the Puppet Master soundtrack that soothed the savage beast.

DAVID'S DEDICATION

I would like to thank the following people who supported me on this project: my mom and dad for putting up with me; John 'Nightwind' Boelter, Kathy Boelter, and David 'Kimi' Wixom for being there when I needed support and relief from stress; David Larsen for being a sounding board in bouncing ideas off; my gaming groups, consisting of Heath, Andy, Erik, Wayne, Ray, and Jeff; Jenny, Chris, Bob, and the other employees of WC Frank who keep putting up with us; and lastly the players of FurryMUCK, TapestriesMUCK, and RealmsMUCK for helping to create the greatest role playing environments of all.

JIM'S DEDICATION

I would like to thank Cliff, Dave and Steven for their help, also Bruce Harlick for his patience with new writers, George MacDonald for his advice, Brandie Tarvin for her help and support, Steven Farrington for giving me a push when I needed it, Gene Smith for introducing me to *Champions*® so long ago, John Peel, Randy and Jean-Marc Lofficier for their advice, Heath Hickman and the Ames Gang for a lot of great times, Mom, Dad, Rick and Barbara for their support, Kevin Herring, Robert Koozer, Brian Morrissey, Neil Miller and everyone else at UNO, Scott Werner, James Davis, Greg Lloyd, Bruce Tong and the rest of the gang at Subs, Sgt. Brian Spitler (my boss) for his patience, and John Scheibeler for his help. Also, to the rest of the C.A.P.E.R. Crew — Citizen's Association for the Protection of Everyone Regardless, Thanks! (Gee Cliff, some of us still remember what it stands for.)

JEFF'S DEDICATION

Special thanks are in order: Thanx Cliff for giving me the opportunity to draw bad guys. Thanx Kate for believing in me when nobody would. Thanx to James for giving me artistic inspiration (that kept going and going and...). A gratuitous cheers and a tip of the mug to... Margo (who's sweeter than chocolate), to Dave for being a man of few words, to Lee and Jason for expert advice, to my analyst in training, Greyden Beyer (I'm not crazy, damn it!), to Steve for his uplifting contributions, to the patient staff at Perkins (your tip is in the mail), and also to my folks (this is only the beginning).




INTRODUCTION

Operations of 2/11/94, 10:35 PM Patrol Pattern 4-Q, Near 'The Strip'

I had an encounter this evening which has disturbed me a great deal, and given me pause for thought.

I was conducting a patrol around 'The Strip' — I do not say a "routine" patrol, for no patrol of that cesspool of vice is ever routine — when I chanced to notice one of the prostitutes leave her patch of sidewalk to step into an alley. This sometimes indicates a drug deal or some other offense serious enough to merit my attention, so I stepped from my car and followed her.

I didn't see what I was expecting to see. She was simply walking down the alley, going home, perhaps, after her evening's work. There was no one with her — or so she thought. As I watched, a figure wearing a hockey mask seemed almost to melt out from behind a dumpster. Before he turned to follow her, I saw him draw from beneath his coat a long, wicked-looking knife. He took two steps towards her and began to raise the knife — and then I shot him three times in the back with my Mark XII-C assault pistol. The impact knocked his corpse to the ground, but he still held on to the knife somehow. The woman turned to face the noise, saw me, screamed, and ran.

I walked forward to place a 'calling card' on the would-be murderer's body — but something felt wrong. I got closer, and suddenly the "corpse" leapt up, whirled around and slashed at me with the knife! Thanks to my intuition I was able to jump back out of the path of his blade, but I was amazed. Three square hits to the upper chest region, including one to the heart — how had he survived?

I didn't have time to ponder the matter though, as he came at me again with the knife, seemingly clumsy, yet strangely agile. I sidestepped his attack and hit him with an elbow strike to the back of his neck that would have knocked Blackjack dead. He stumbled forward with the force of the blow, smashed through one of the cheap metal doors that lined the alleyway, and disappeared inside.

I followed him immediately. We were in a pornographic magazine and video shop; what else would one expect on The Strip? The masked killer was running away from me down one of the aisles; the fat, greasy-looking men who had been looking at the magazines and the prostitutes that accompanied them were staring dumbly at us, wide-eyed with fear, or were trying to get out of the killer's way. Before he could attack one of them, I used my Mark I Flechette pistol to shoot him in the hand, forcing him to drop the knife. Clutching his injured hand to his chest, he used his other hand to turn one of the display racks over, knocking me down and pinning me underneath it before I could get out of the way.

He ignored me and kept running. Just as he got to the sidewalk outside I squeezed off two shots from my Mark I-R

pistol, again hitting him squarely in the back. The force of the shots knocked him into the street — where he was hit by an Cadillac driven by one of the pimps that cruise The Strip. The driver didn't stop, of course; he just sped off as fast as he could.

By the time I extricated myself and was able to get out into the street, the man in the hockey mask was gone. He may have held onto the car somehow and gotten away, or he could have escaped into the sewers in all the confusion, I don't know. But I would be a fool to assume that he was dead.

The last thing this city needs is another serial killer, let alone one who seems to take his motif and inspiration from "slasher" movies. Looking back at my files for the past six months, I can draw possible links to five murders that seem to have aped such films.

Aren't there enough evil predators stalking the innocent of Hudson City already? Just speaking their names is enough to bring a bad taste to my mouth: the assassin Swansong; his yakuza counterparts, Satsujin and Sanpaku no Kami; the Passion Killer, whom the tabloids say is a reincarnation of Jack the Ripper; Puritan, who claims to be a crime fighter but is nothing but a murderer in the clothes of a true vigilante; the Cabal, a group of murderous cultists with delusions of mystic grandeur.

Assassins, serial killers, thugs who kill for money — their ranks are endless. But I have no time to set forth the complete catalog of them here. Instead, I must return to my work; it is time to turn the catalog into an obituary.

— *An excerpt from the journals
of the Harbinger of Justice*

• • •

Welcome to *Murderers' Row™*, a collection of some of the worst murderers ever to grace the front of a wanted poster. This book contains five villain teams and fifteen solo villains, thirty-eight characters in all and each and every one a murderer. Some use guns, others prefer poison, while some seem to kill with just a thought. It is up to you to stop them!

ABOUT THIS BOOK

Murderers' Row is an Enemies book designed specifically for *Dark Champions* to add an element of mystery and danger to a campaign. It presents a variety of characters, including both heroic and superheroic level characters. The backgrounds for the characters and organizations presented directly tie in with others in *Dark Champions™* and *Justice, Not Law™*. We hope that *Murderers' Row* provides you with several new character and adventure ideas as well as many hours of enjoyment.



USING MURDERERS' ROW

Murderers' Row is divided into three sections. Five villain teams compose the first section. These teams include The Cabal, The Legion of Death, Morita Yoshio No Te, Ying and Arsenic and Old Lace. Each has a section describing the team's background, its members, their tactics and any agents, bases or vehicles they use.

The second section presents fifteen solo villains. These characters range from a police officer gone bad and a neo-Nazi assassin to a slasher serial killer and a cyberninja. The sheer variety of characters should hold the PC's interests for a long time. Some of these characters have very strong ties to each other, while others don't have any ties with other characters in the *Dark Champions* Universe leaving the GM's options open.

The final section contains an article on how to conduct a police investigation into a homicide. This article can be useful to both the GM and the players. The GM may want police NPCs to use the procedures to add flavor to a game. The players can either use the information to conduct their own investigations or, in the case of some vigilantes, to interfere with an ongoing police investigation.

Anyone reading or using this book may want to refer to the following books for rules clarification's: *Dark Champions*, *Ninja Hero™* and the *Hero System Almanac I™*. For more information on some of the characters mentioned in passing please refer to the following books: *Dark Champions*, *Justice, Not Law* (a must!), *Creatures of the Night : Horror Enemies™* and "Ancient Chinese Secrets" in *Adventures Club™* #17.

CONVERTING TO OTHER GENRES

All of the characters and organizations presented can be converted to other genres. We have included a section in each character entry on converting the character to *Champions*. This usually involves simply raising the character's power level, since the character's backgrounds will work in *Champions* just as easily as they work in *Dark Champions*. Many of these characters can be used in other genres as well.

Some characters, such as Siberia, Colonel Wolf and Cain, are perfect for *Danger International™* or another spy genre game system. The Cabal, if toned down a little, and Arsenic and Old Lace, if presented in their youth, are excellent characters for *Justice Inc.™* or any pulp fiction game. For

Cyber Hero™, *Euthanasia*, *Deathblade*, and *Scalpel* work well. *Taxidermist* and *Passion Killer* might fit into *Western Hero™* if placed in a large city, such as turn-of-the-century San Francisco.

DESIGNER'S NOTES

This book came about when we were discussing another book we were working on with Bruce Harlick, the Hero System Editor, at GenCon. We were in the middle of *The Assassin Directory* and had split the book into two sections, one composed of *Champions* characters and the other of *Dark Champions* characters. Bruce, wise editor that he is, suggested splitting it into two books, one for *Champions*, *The Assassin Directory™*, and the other for *Dark Champions*, *Murderers' Row*.

From the start we decided to strongly base the characters in the *Dark Champions* universe. Thanks to the fact that we had Steven Long on our team we were able to accomplish this. He had just finished *Justice, Not Law* and sent us advance copies to use for source material. This proved invaluable and led to *Murderers' Row* almost becoming a sister book to *Justice, Not Law*. The release of *Creatures of the Night* gave us even more material to draw upon.

At GenCon we acquired another tool that helped in writing the book. Ray Greer and Steve Peterson introduced us to the wonders of HeroMaker™, a computer program designed to create Hero System characters. No more sleepless nights poring over character sheets checking to see if we got our sums right. With HeroMaker, we could plug in characteristics and powers, play with them until we found the correct balance and then print them out at our leisure. This program cut our character creation time in half. We strongly recommend it for any serious GM or player who uses the Hero System rules.

We also decided to try a different style of presenting the character backgrounds. We chose a file format for each character, with the idea that all of the files were from the Master of Crime. He was the only character we knew of in the *Dark Champions* Universe who had the resources and contacts to gather all of this information on these characters and organizations. We hope that these file formats make the character entries more interesting than the old omnipotent viewpoint entries. Not all of the entries are in file formats, so write in and let us know which you prefer.

Well, we hope you enjoy the book and perhaps we'll be seeing you on *Murderers' Row*...



THE CABAL

MEMBERSHIP: The Red Cabal, The Black Cabal and The Circle of Five: Nevermore (leader), The Demoness/Raven, Madame Nartiv, Master Hu, Sage and Tarot.

ORIGIN: One night, several months ago, just after I had received reports of a new criminal organization known only as the Cabal, I had the most extraordinary experience. I had been awake most of the night poring over files and reports, trying to deduce what this new organization was, who was running it and what its purpose might be. I finally fell asleep on top of my files and reports and I had the strangest dream...

In the dream, the most beautiful woman I had ever seen came to me. She appeared standing in the center of a pentagram formed of fire. I could see three men and two women standing at the points of the pentagram. Then they faded away and I was left facing the woman.

"So you seek knowledge of the Cabal? You should be more careful what you wish for my Little Man!" she whispered.

Then she told me where I could find a book which could answer all of my questions.

"But, there will be a price for this, Little Man, and someday you will have to pay, someday..."

I woke up the next day after noon and remembered every detail of the dream as if it had just happened. I knew I needed that book, so I immediately set out to retrieve it.

When I recovered it, it proved to be the writings of a mad Arab. Luckily, I was able to translate it using my own skill in Arabic. For some strange reason the book filled me with feelings of despair and impending doom, yet I felt compelled to read through it.

The book, it had no name that I was could decipher, told of a bygone age when magic was common and mythical creatures roamed the world. It was an age of peace and prosperity that was shattered by an invasion of demons. The forces of hell had joined with a nameless god in an attempt to take over the world and feed on the souls of its inhabitants. They were aided by a few evil wizards who helped them for the promise of great rewards. They brought death and destruction into the world.

The forces of hell were opposed by the world's good wizards and mages who banded together to stop the invasion. They were led by a secret order known as the White Cabal. The war lasted for centuries and the Earth was torn asunder and reshaped by the great battles. Continents were raised and sunk and the very face of the Earth was changed. In the end the forces of the White Cabal were victorious. The demons were pushed back into the pits of hell and the nameless god went off in search of easier prey.

The White Cabal knew that, although this war had been won, the forces of hell would return and try again. They debated on what to do to prevent this threat. They performed scryings of the future to determine the best course of action and discovered that mankind's destiny lay upon a different path than magic. Mankind would learn to rely on science and magic would fade into myth.

Knowing this, the White Cabal decided to create seven great seals to close off the dimensional portals that connect Earth to the dimensions of magic. For it was through these portals that the demons and the nameless god had invaded, and it was through these portals that magic flowed into the Earth dimension. Once the seven portals had been sealed the flow of magic would be cut off and magic would cease to exist on Earth. The seals would also keep

magical creature from crossing the portals, thus ending the threat of invasion by the demons.

The seals would use the magic that would normally flow through the portals to sustain themselves. According to the book the seals were not physical objects but were instead made of pure magic and could only be manipulated by magic used on the Earth side of the portal. Because of this, any magic the demons used to attempt to break the seals would only strengthen them. Unless the demons use the magic from the Earth side, which was impossible because there was no longer any magic on Earth. Thus magic passed from this world.

Another part of the book, which seems to have been written in more modern times, explained what had happened in the centuries since the portals were closed. It detailed how the demons' continuous attacks against the portal had allowed a trickle of magic to seep through, much like condensation on a bottle. Only a handful of people had enough latent mystic talent to tap into this trickle of magic, and even then, most of the time they could only tap into it unconsciously, without realizing what they were doing. Those that could consciously wield the magic could only perform the smallest feats because the flow of magic was so weak.

Slowly, this trickle of magic became tainted by the evil of the demons' magic as they continued their mystic assault upon the seals. This taint spread from the magic to those who could wield it. These people slowly became more and more evil. They are what our legendary witches and warlocks are based on. The taint also caused them to become more receptive to the demons thoughts which passed through the seals. For the demons were able to send messages through the seals to these people. The messages were often garbled and incomplete but, as time passed and the taint became stronger in some people, the messages became clearer.

The demons needed these new worshipers to help them weaken and destroy the seals from the Earth side. The demons promised great rewards to those who would help them. They would try to instruct their worshipers in the proper rituals needed to weaken the seals. These rituals became part of the witches Sabbath and other unholy celebrations. Fortunately, the worshipers never had enough skill, power or knowledge to destroy the seals. They have succeeded in weakening the seals, and one day they may destroy them and unleash the hordes of hell upon the Earth.

After reading this book and studying the information I have accumulated about the Cabal, I've begun to worry about what their true goals are. I don't believe in magic or mysticism, but after reading that book and considering the Cabal's ties to satanic cults, I must wonder. Even if they're not magic wielding demon worshipers, they are still a rising power in Hudson City and a possible threat to my plans. I shall have to watch them closely.

One other item, a criminal mastermind who calls herself Lady Twilight has expressed an interest in the Cabal. I have been unable to gather very much information about her except that she has a knack for manipulating crime bosses and has never been caught by the authorities.

[From the Files of The Master of Crime]

GOALS: The primary goal of the Cabal is to destroy the seven seals that keep the forces of hell out of Earth's dimension. Only the Demoness and the Circle of Five know of this goal. To the other members of the Cabal, the Red Cabal's cultists and the Black



Cabal's leaders, the group's primary goal is to accumulate more power for both the Cabal and its individual members. This goal means many different things to several different people.

To the cultists it means that they will be granted great rewards by Satan if they serve the Cabal. These rewards will only come if they diligently serve their master's wishes and usually involve wealth and power. This is the same kind of wealth and power currently enjoyed by their direct leaders, the members of the Black Cabal.

The members of the Black Cabal simply want more political and economic power, or in the case of Blaise Morgan, more magical power. They do not see the power they currently have as enough and thirst for more.

The Circle of Five all have their own personal goals and rewards in mind. Primarily, they want the magical power Satan can grant them as well as positions of authority after the demons have taken over. Specifically, Nevermore wishes to become a great wizard who will lead vast armies into legendary battles. Sage merely wants to accumulate more knowledge. Madame Nartiv wants revenge on the neo-Nazis who were spawned from the butchers who killed her family in World War II, and later killed her niece because of one of her predictions. Tarot is after more magical power and dominance over the other members of the Circle of Five. Master Hu's only goals are to fulfill the goals of his order and help the demons destroy the wards and take over Earth's dimension. The Demoness simply wants to serve her dark master, Mephistopheles (see *Creatures of The Night*), however possible so she can increase her own standing in Hell.

Another of the Cabal's goals is to open a new portal for the Demoness's master, Mephistopheles, so he may cross over to Earth. On Halloween in 1993 the Cabal tried summoning him by tricking the Harbinger of Justice into summoning one of his guns during the satanic ceremony. The plan backfired when the Harbinger failed to attack a fake ceremony. Since he did not summon one of his guns the magical energy released by the real sacrifice could not bypass the seals via the Harbinger's pocket dimension and Mephistopheles was kept from entering Earth's dimension. Instead the magical energy was released at one of Hudson City's strongest mystic sites, the Belltower of St. Ignatius, and created the serial killer known as the Slasher.

TACTICS: The Cabal prefers to work behind the scenes whenever possible. They have the members of the Black Cabal use their positions and influence to achieve their goals. If they do need to use some muscle on a mission they will send in the cultists from the Red Cabal. These cultist act as the Cabals agents, stealing, destroying, or killing as is needed depending on the mission. Sometimes a member of the Black Cabal will lead the cultists on a mission if the situation warrants it. Otherwise one of the cultist will be in charge of the mission. This is usually the case since the members of the Black Cabal dislike taking the risk of exposing their secret identities.

The members of the Circle of Five almost never participate in any missions. The situation would have to be of grave importance to the Cabal to warrant the presence of a member of the Circle. While the members of the Circle do enjoy using their magic power they do not want to reveal their presence and the existence of true magic until the time is right. The situation would have to be of supreme importance to have all of the members of the Circle on a mission. Because of this, the members of the Circle have never trained as a team and don't know how to coordinate their efforts in combat. This tends to compensate for their high individual power levels.

Instead, the members of the Circle do the long range strategic planning for the Cabal. They rely on Madame Nartiv and Tarot's abilities to read the future when making their plans. While their abilities are not always completely accurate, their readings do help point the Cabal in the right direction and often alert the Cabal to the presence of dangerous individuals, such as certain vigilantes. Often they will only be able to warn the Cabal of a danger and recommend the best member to take care of the situation.

GROUP RELATIONS: The Cabal's three tiered structure leads to some interesting relations between each level and within the levels.

On the lowest level the cultist look up to the Black Cabal and believe that the members of the Circle of Five are just the top echelons of the Black Cabal. They don't realize that the Circle is a distinct group that is separate from the Black Cabal. Within their level the cultist get along with each other as well as can be expected. There are minor power struggles as one member tries to take over leadership of a team or several teams, but these members still realize the superiority of the Black Cabal.

The members of the Black Cabal are in the middle and they know it. They have almost complete control over the Red Cabal but they still must answer to the members of the Circle of Five. Some of them have become resentful of the members of the Circle but the Circle has been quick to make an example of anyone who challenges their authority. Other members of the Black Cabal have become squeamish about the human sacrifices the Cabal uses and have tried to leave the group. The Circle has in some cases blackmailed them into serving or, in other cases, used the member as a sacrifice. Still there are some who are secretly looking for a way to escape the Cabal's power, such as Stephen Pierce (see *Normals Unbound*).

Several members of the Black Cabal have rivalries with one another. Once in a while two members have secret wars using the cultists under their control to attack the other member's power base both in and out of the Cabal. They try to keep these disputes secret since they have seen what happens to those who disrupt the Cabal from within. Other members strive to work together, often doing favors for one another. Usually these members are just trying to use each other and sometimes plan on back-stabbing each other down the line.

The Circle of Five regards the cultist in the Red Cabal as expendable pawns to be used as needed. The members of the Black Cabal are viewed as rooks, knights and bishops. They are to be conserved until needed, but in the end are just as expendable as the cultists. The Red and Black Cabals are just tools to be used to achieve the Circle's goals.

Within the Circle of Five, the groups relations get rather complex. Not all of the members know of the Demoness's existence. They know that the raven is Nevermore's familiar, but only Nevermore, Sage, and Master Hu know the raven is really a demon. Of these three only Nevermore, the group's leader, knows that the Demoness is really calling the shots. Sage suspects that the Demoness may have seduced Nevermore and may be trying to influence him, but is not positive.

Nevermore sees the entire group as the family he never had. Sage is the father since he has been Nevermore's surrogate father over the years, teaching and guiding him. Madame Nartiv is the family's mother, even if she can be a little cold at times. Nevermore has read a little too much into the relationship between Sage and Madame Nartiv. This only reinforces his image of them as mother and father. Master Hu is his kindly old uncle and Tarot is the sister he never had, although she acts more like a potential girlfriend rather than a sister. In fact it seems his actual girlfriend, the Demoness, may be a little jealous of the attention he sometimes pays his 'sis'.

Sage regards Nevermore as a son and is secretly pleased that the lad looks up to him like a father. He knows Madame Nartiv as a dear and trusted friend. He openly distrusts both Master Hu and Tarot. He does not understand Master Hu's motives in joining the group, and he dislikes the way Tarot keeps trying to seduce Nevermore. He knows Tarot just wants to use the boy to control the group. He also distrusts the Demoness, correctly suspecting that she is Nevermore's new girlfriend and is manipulating the boy for her own ends.

Madame Nartiv harbors a secret love for Sage that she will not admit even to herself. She has lost too many loved ones over the years to risk her love openly on another. She sees Nevermore as a younger version of Sage and regrets the death of her niece since she believes they would have made a good couple. She treats the young man coldly because, like Sage, she does not want to risk letting him get close to her heart. She dislikes Tarot for the way Tarot treats both Sage and Nevermore, and because Tarot's

fortune telling abilities rival her own. Master Hu is an enigma to her. Since she does not understand the man and because he has not made himself her enemy, she has a very neutral opinion of him.

Tarot is trying to seduce Nevermore so that she can control the Cabal through him. She can not understand why her ample charm has not worked on the young man. She knows he is devoted to his girlfriend, but any normal girlfriend should pale beside the promise of her. She knows that Sage and Madame Nartiv dislike her and she loves teasing them about her relationship with Nevermore. She realizes that one day both of them will willingly kneel before her, worshipfully kissing her feet, but only if she can successfully control Nevermore. She tends to ignore Master Hu since he tends to ignore her. She actually believes that he is a little senile since he never reacts to any of her antics.

Master Hu treats everyone with the same neutral attitude. The only two members he has appeared to warm to are Nevermore and the raven, who he knows is really the Demoness. He tries to give Nevermore the benefit of his wisdom whenever needed and is pleased that the young man takes his advice so seriously. He treats the raven/Demoness with the utmost respect. He does not understand why the demon has not revealed herself to the others, but he assumes that she has her reasons and tries to respect them. He is both amused and saddened by Tarot's antics, although he never shows it. Instead he acts as inscrutable as possible in her presence. He is amused by her blatant attempts to take control of the group and saddened when he realizes that because her attempts are weakening the group, the foolish girl may have to be removed and replaced. He is wondering whether the Demoness or Nevermore will be the one to take action on the situation. He has great respect for Sage's vast knowledge, but worries that Sage's thirst for knowledge may lead to Sage's downfall. He also respects Madame Nartiv's abilities but believes her obsession with revenge against the neo-Nazis may hurt the group. He is waiting to see if Nevermore talks to either of them about this.

The Demoness sees all of them as pawns and is ready to sacrifice them as easily as one of the cultists if it becomes necessary. She has seduced Nevermore and is using him as a figurehead to lead the group. She is amused by Tarot's attempts to seduce the young man, but is confident that Tarot can not break the spell he is under. She does realize that Tarot is disrupting the group and is getting ready to either persuade the hounigan to back off, or replace her with someone else. Lady Twilight (see *Creatures of The Night*) is a possible candidate. She is trying to use Sage and Madame Nartiv's obsessions to manipulate them and is succeeding. Like Sage, she distrusts Master Hu. She does not understand how he knows so much about the true history of magic. She wrongly believes he may be attempting to take over the group and is a direct threat to her. She also suspects that he knows the raven is more than it appears.

REPUTATION: The Cabal has a reputation as a bunch of dangerous satanic cultists. Only a few people and organizations know or even suspect that they are much more. These people may believe that there is a shadowy conspiracy directing the actions of the cultists, but their knowledge ends there. No one has even the slightest hint of the existence of the Circle of Five or its ultimate goal (except perhaps the Master of Crime).

The Red Cabal has almost a running war with the Church of Holy Unity, another cult based in Hudson City (see *Justice, Not Law*). This is because the Church has drawn possible recruits away from the Cabal and into their own ranks. A few members of the Red Cabal attacked some members of the Church and the situation has escalated from there.

The Red Cabal is also opposed by almost all other organized religions in Hudson City. This includes the Church of Voodoo (see *Justice, Not Law*), which is trying to stop Tarot, the boko or evil voodoo priestess, who has recently set up shop in Hudson City. Father William Lonigan (see *Normals Unbound*), who runs St. Joseph's orphanage, is also after the cult since he believes it recruited one of his ex-charges, Andreas Verner (Nevermore).

The police are after certain members of the Red Cabal for various crimes ranging from disturbing the peace to kidnapping and murder. The only member of the police force who has started to realize the full extent of the Cabal is Lt. Theron Long (see *Justice, Not Law*), and due to the influence of members of the Black Cabal, who also belong to the police force, his suspicions have been quietly covered up.

Several other criminal organizations, including the Mafia, the Yakuza, the New Republic Party (neo-Nazis), Cardshark, Penny Dreadful and the Triads, are all after the Red Cabal for interfering with their operations. Two criminal organizations are noteworthy because they are on good terms with the Cabal and have worked with them in the past thanks to Tarot. These are the Colombian Drug Cartels and Brother Namaan's Jamaican Ghede Posse, which Tarot uses to ship and distribute drugs in Hudson City.

CAMPAIGN FUNCTIONS: The Cabal is an excellent long term organization for a GM who wants either a good mystery for the PCs or a simple change of pace. Players can easily spend an entire campaign slowly unraveling the mysteries of the Cabal. They can start by attempting to understand the seemingly random, and sometimes contradictory, actions of the Red Cabal. Then, once they believe they have a handle on the Red Cabal, the conspiracy of the Black Cabal can be introduced. They must then investigate the mysterious and shadowy Black Cabal, rooting out the conspiracy wherever they find it. Until they learn of the existence of the Circle of Five and deduce the Cabal's true purpose. Finally at the end they'll become involved in a race against time to stop the Circle of Five and the Demoness from destroying the seven seals and summoning the forces of hell in a grand invasion of Earth.

The Red Cabal can also be used alone, or with just the Black Cabal, for a change of pace in a game. The cultist of the Red Cabal can engage in random acts of violence because the voices told them to, or they may be directed by the conspiracy of the Black Cabal. In this case the Cabal does not have any great goals of unleashing a horde of demons since in this case, magic does not exist.

The Black Cabal can also be used alone; as a conspiracy of political and business leaders who want to band together and take over the city. It could also be used as a scheme of the Master of Crime. Perhaps as a trial run of his fledgling Midnight Syndicate.

No matter how it is used, the Cabal should always surprise the PCs. It should keep them asking, "What are they up to this time?"

BASE AND TRANSPORTATION: The Cabal does not have a central base due to its dependency on secrecy. Members of the Red Cabal regularly use the First International Church of Satan, located in an old warehouse on South River Drive, as a meeting place. The majority of the Red Cabal, the Black Cabal and the Circle of Five tend to use a variety of safe houses and bolt holes around the city for their meetings. These are rarely used more than once and are not bought as bases. Some of the members of the Circle of Five do have places they use for business in their secret identities, such as Tarot's restaurant or Nevermore's bookstore, but again, these places are not used by the Cabal and are not bought as bases. GMs should feel free to make a base or bases for the Cabal if they wish.

The Cabal uses normal vehicles for transportation. The members of the Red Cabal are usually found driving beat up older cars or vans. While the Black Cabal's members prefer luxury and sports cars or limousines. The members of the Circle of Five will be found driving whatever vehicles seem appropriate.

THE RED CABAL

Background: I received this file from one of my informants in the Hudson City Police department when I expressed an interest in the cult's activities.



**Hudson City Police Dept.
Homicide Division**

Reporting Officer: Lt. Theron Long

Subject: The First International Church of Satan,
The Red Cabal

The First International Church of Satan has been around for years. It started off as a fringe cult that worshipped the devil in highly stylized rituals that were designed to get more attention from the media than from Satan. Over the years public interest in these pagans waned and the membership of the church slowly changed to those who really believed in the power of Satan. We began to get reports of animal sacrifices and bizarre rituals down at their riverside temple. We had to break up several meetings of the church where these pathetic worshipers were trying to sacrifice someone's cat for the glory of Satan.

Then the membership began to change again. The Church got more secretive and their sacrifices became more serious. Sgt. Christian Cliffsen discovered evidence that the serial killer Vincent Scoria was a member of the Church. Rumors began to circulate around Freetown that the Church was starting to use human sacrifices in its rituals. HCPD started a crackdown on the Church but it appears that this only made them go underground with their activities.

After a few years the Church seemed to have another change in membership. The Church went public and attempted to legitimize its image. It also started a heavy recruitment drive amongst young people. The Church tried to shed some of its image as a bunch of Satan worshipping fanatics and tried to establish itself as an alternative religion. In doing so they tried to return to their roots and regain the media attention they once had. They staged elaborate ceremonies that involved a lot of chanting and pagan ceremonies, but down played the Satanic angle and involved no blood or sacrifices. The media ate this up and gave the Church a great deal of attention. They played their new found legitimacy for all it was worth and even gained tax exempt status from the government. This all helped to fuel their recruitment drive and their membership continued to swell. It became a trendy thing for young rich kids to rebel against their parents by joining the Church. Everyone saw it as a harmless diversion.

Recently there have been reports of what could be a splinter group of the Church reviving the Satanic rituals. This group, called the Red Cabal, has been involved in some incidents with the Church of Holy Unity. Some of the Red Cabal's cultists apparently broke into the Church of Holy Unity's compound and set fire to some of their buildings after some of the Holy Unity disciples persuaded some kids to join their cult instead of the Churches. There are also rumors of the Red Cabal kidnapping children and homeless people for sacrifices in their rituals. Some witnesses have also said that the Red Cabal is working with one of the Voodoo Posses in town. If they are, this alliance could spell trouble for Hudson City.

There are also unconfirmed reports that there is another group that is secretly leading the Church and the Red Cabal and is determined to take over Hudson City. Thus far all anyone at City Hall has done is ignore the reports or put them down as paranoid rumors. After all the things I have seen in this city I wonder...

[END FILE]

When I read this report I decided to dig a little deeper into the background of this cult. I started gathering information on its leaders. I needed to discover if this group posed a threat to my own plans.

[From the Files of The Master of Crime]

Personality: There are two kinds of people in the Red Cabal. First there are the diehard satanic devil worshipping fanatics who are willing to give their lives to serve the Black Cabal and their lord Satan. These fanatics form the core of the cult. They believe that

RED CABAL CULTISTS

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
15	DEX	15	DCV: 5
15	CON	10	ECV: 4
11	BODY	2	Phases: 4, 8, 12
13	INT	3	
11	EGO	2	Costs
15	PRE	5	
10	COM	0	Char: 55 Base: 75
5	PD	2	+ +
5	ED	2	Powers: 95 Disads: 75
3	SPD	5	= =
6	REC	0	Costs: 150 150
30	END	0	
31	STUN	4	
Cost Powers			END
30	Equipment Loads:		
	Load #1		
	2d6-1 RKA, x5 Autofire, Invisible to Normal Sight, No KNB, 4 Clips of 30 Charges Each, OAF; plus +2 OCV, OAF (M16 Assault Rifle)		
	Load #2		
	3d6-1 RKA, +1 Stun Mult., Area Effect (1 Hex), Reduced by Range, Reduced Penetration, 5 Charges, OAF; plus +1 OCV, OAF (Sawed Off Shotgun) 2d6 HA, OAF (Billy Club)		1+
	Load #3		
	1d6+1 RKA, x5 Autofire, No KNB, 40 Charges, OAF; plus +2 OCV, OAF (Uzi SMG)		
	1d6 HKA (2D6 w/ STR), No KNB, Blade Weapon (+1/4), OAF (Combat Knife)		1+
	Standard Equipment:		
11	1d6+1 RKA, +1 Stun Mult, No KNB, 7 Charges, OAF; plus +1 OCV, OAF (.45 Automatic)		
13	2d6 RKA, Explosion, Range Based On STR (-1/4), 4 Clips of 1 Charge Each, OAF (Frag. Grenades)		
9	Armor (5 PD/5 ED), Act. 14-, IIF (Kevlar Vest)		
2	+1" Running (7" Total)		1/5"
Skills			
7	Demolitions, 13-		
3	Conversation, 12-		
5	Disguise, 12-		
5	Electronics, 12-		
3	Persuasion, 12-		
2	KS: The Occult, 11-		
2	KS: The Red Cabal, 11-		
3	WF: Small Arms, Knives		
75+ Disadvantages			
15	Psych Lim: Loyal to the Black Cabal (Com, Strong)		
10	Psych Lim: Satanic Devil Worshiper (Com, Mod)		
10	Rep: Satanic Cultist, 11-		
15	Watched: The Black Cabal (Mo Pow, NCI, Harsh), 14-		
15	Hunted: Police (As Pow, Harsh), 11-		
10	Hunted: The Church of Holy Unity (Less Pow, Harsh), 11-		



their dark lord will give them great rewards for their service. These rewards could be wealth, power or other, darker gifts. These are the fanatics who would kill themselves and a bus load of children if their dark masters asked.

Then there are the kids who were lured into the cult and have been brainwashed into serving the Black Cabal. They may have joined the cult to rebel against their parents or society in general, or they may just be looking for a new thrill. They could also be looking for the stability and camaraderie the cult offers. They do not necessarily have to believe in Satan or the cult. They could just be in over their heads and are looking for a way out.

The fanatics will go down fighting. They will try to take as many innocents with them as they can. They can not be reasoned with since they believe the price of failing their masters is far worse than anything the police or any vigilantes could ever do to them. They may lose control in stressful situations and go on berserk killing sprees. Even in a normal setting they may still seem jittery and preoccupied, and often mutter to themselves incoherently.

The brainwashed kids are more prone to giving up or surrendering. They may go down fighting if they feel too much peer pressure from the fanatics, but usually they will see the futility of a situation and give up. The kids act as if they are being swept along by events. They may behave like loud and boastful bullies in and out of combat, but once they see their friends being killed they will snap.

Then they will either lose control and go down in a hail of bullets, curl up in a ball and start crying, or try to retreat from reality and start responding to the situation as they want to see it.

Quote: "Your sacrifice will serve Satan well!"

Powers/Tactics: The cultists are not the greatest tacticians. They prefer to use surprise and intimidation instead of tactics. They are usually divided into three man teams. Each team member carries a .45 automatic and four fragmentation grenades. The team leader will carry an Uzi and a combat knife. One of the others will carry a sawed-off shotgun and a billy club, while the final team member carries an M16 assault rifle.

The team member with the assault rifle is used as a sniper and to lay down suppression fire. The cultist with the shotgun waits for close combat where the shotgun is most effective. The team leader uses his for close combat and suppression fire. All of the team members are also trained in demolitions.

Appearance: The cultists usually dress like normal people. They like to wear jeans jackets with a red pentagram inscribed in a circle on the back. When they are on a raid or mission for the cabal they will wear red hoods with a black inscribed pentagram symbol on the front. A light kevlar vest is usually worn under the jeans jacket where it can't be noticed.

Record: Many, but not all, the members of the Red Cabal and The First International Church of Satan have police records for various crimes. These crimes range from first degree murder to shoplifting. As the file above indicates the police are interested in the activities of the cult and may want various members for questioning in

relation to some recent unexplained disappearances and murders. So far the police have many questions but very few answers.

Role Playing Tips: The cultist should be used as more than just the usual agent cannon fodder. As stated under Personality above, there are different kinds of people in the cult for different reasons. These characters should be used with that in mind. Which character will be more interesting for your players to encounter, a fanatic cultist willing to die for Satan, or a misguided kid who is doing the wrong thing because of peer pressure? If you add on the fact that the kid is the younger brother of someone's DNPC it adds more dimension to the situation. The character is now faced with a moral dilemma as they try to save both the cultist and the people he is threatening.

The brainwashed kid brother may also be used to alert the characters to the danger posed by the Red Cabal. They may go to their brother or sister, the PC's DNPC, and ask them for help in escaping the cult, or the DNPC may want the PC to rescue them from the cult against their wishes. Running the Red Cabal in this manner leaves the GM with a wealth of possibilities.

Champions Conversion: There is very little a GM needs to do to convert the Cultists from *Dark Champions* to *Champions*. The GM may wish to take the activation roll off of their armor, and give them armor piercing ammunition for their weapons but that is really all that is needed.



THE BLACK CABAL

Background: One of my men found this when we needed Lt. Long's notes on another murder he was investigating. It was an interesting follow-up to his report on the Red Cabal.

**Hudson City Police Dept.
Homicide Division**

Reporting Officer: Lt. Theron Long

Subject: The First International Church of Satan,
The Black Cabal

I started to wonder about those rumors of a group leading the First International Church of Satan and the Red Cabal. I tried to get permission to investigate further, but someone higher up in the department shut it down. I believe that the Church may have been busier than anyone thought. I can't prove it yet but I think there's a group controlling the Church and their influence reaches throughout Hudson City, from HCPD up to the Mayor's office. I'm not sure who I can trust anymore.

I should back up a bit before I go any further. After updating the background report on the First International Church of Satan I requested permission to open a new investigation into the Church's current activities. I really wanted to check out the rumors of this group that is supposedly controlling the Church. I've nicknamed this group the Black Cabal. Someone higher up in the department used a lot of weight to shut down my investigation even before I could get started. That was their mistake. It only piqued my curiosity even more.

I got a friend of mine, Sgt. Kevin Culpeddy, to help me on the case. I needed someone else to work on the investigation just in case I was being watched. Kev started checking into the Church and managed to get accepted as a member. Kev was an experienced undercover man and wasn't worried about being discovered. We had decided to take the investigation slowly and carefully. After all it seemed we had plenty of time and we didn't want to risk getting discovered.

Kev really didn't find anything out of the ordinary with the Church. They had their public ceremonies to play up to the media. They gave lectures on paganism and wicca to school children and even opened a soup kitchen. Kev played along, but he made sure he added a rough edge to his character, just a hint of fanaticism. Whatever he did it worked. After three months with the Church he was contacted and offered a position in the Red Cabal. He accepted and went to an initiation ceremony where he had to sacrifice someone's cat in the name of Satan. It was the same old stuff the Church used to do. All we had learned was that part of the Church was still up to its old tricks. Kev and I kept at it, hoping that we would eventually find something about the Black Cabal lied up in all of this.

Kev kept going to the Red Cabal's ceremonies until one night they told him it was time for his real initiation. It seems they had kidnapped a teenage girl and were going to sacrifice her on Hangman's Hill at midnight on Halloween. They kept a close watch on Kev as the appointed hour approached, but he managed to get away from them and got a message to me on my answering machine.

Unfortunately, I had been drafted to help with crowd control at the filming of a horror movie down at the St. Ignatius Belltower that night. The film maker wanted to film the climatic fight scene in the Belltower with the

full moon behind it. It was a good thing I was there, because the belltower got struck by lightning, or something, and one of the actors fell to his death while the other one went nuts and killed four people, including two cops. I didn't get Kev's message until the next morning.

I managed to get a hold of him the next day. He was in a state of shock. He told me how they sacrificed the girl at midnight, and how he had been powerless to stop it. He kept saying how there must have been over fifty of them there, and how they had seemed to be expecting something. Almost as if they had been expecting Satan himself to show up. Instead, the Blue Moon Killer had appeared just after the girl had been sacrificed. The Killer had taken down at least twenty cultists before Kev had a chance to get away. He did tell me that before he got away, he overheard one of the cultists saying that the Masters would not be happy.

I immediately checked to see if there were any reports of the massacre at Hangman's Hill. I found the report, but it said that it was a shoot out between two street gangs and that all of the suspects had fled the scene when the police arrived. Finally I had my proof that there was a conspiracy involving the Church. Now all I had to do was figure out who to take it to. I wasn't sure who I could trust in the department. I debated about taking it to the FBI, but before I did that I would need more evidence.

The next day Kev contacted me. He told me that there was some sort of meeting going on that night and that the Masters were supposed to be there. He wanted me to stake it out, but I was too tied up in the movie Slasher murders. He said that it was no sweat and that he would wear a wire and get it all on tape for me. I told him to be careful. It was the last time I spoke to him.

They found his car two days later. He had driven off a cliff on the north side of the bay. I demanded to be put on the case and they relented and gave it to me. Maybe the Captain remembered that Kev and I were once partners, or perhaps this was the Black Cabal's way of warning me off the case. I went out there to help search for the body. We found it the next day, lying on some rocks part way down the cliff face. The autopsy showed that he had been drinking heavily, but I knew Kev hadn't touched the bottle for years. Kev's death got written of as another drunk driver going over the edge.



SENATOR KYLE WESTON

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
16	DEX	18	DCV: 5
16	CON	12	ECV: 5
10	BODY	0	Phases: 3, 6, 9, 12
18	INT	8	
15	EGO	10	
20	PRE	10	
18	COM	4	
5	PD	2	
5	ED	2	
4	SPD	14	
6	REC	0	
32	END	0	
32	STUN	6	

Cost	Powers	END
16	1d6+1 RKA, AP, No KNB, 20 Charges, OAF (Browning HP Automatic)	
25	Martial Art — Boxing	
	Maneuver OCV DCV Notes	
	Off. Strike -2 +1 8d6 Strike	
	Martial Strike 0 +2 6d6 Strike	
	Def. Strike +1 +3 4d6 Strike	
	Martial Grab -1 -1 30 STR Grab	
	Martial Block +2 +2 Block, Abort	
	+1 DC Damage Class (Already added in)	
6	Armor (3 PD/3 ED), Act. 15-, IIF (Light Kevlar Vest)	

Skills	
3	Scholar
7	Bureaucrats, 15-
7	Conversation, 15-
7	Oratory, 15-
7	Persuasion, 15-
5	Psych Lim: Politician, 15-
5	Acting, 14-
5	Bribery, 14-
5	High Society, 14-
3,2	KS: The Red Cabal, 14-, KS: The Black Cabal, 13-
1	KS: The Occult, 11-
5	Seduction, 14-
3	Deduction, 13-
3	Interrogation, 13-
2	KS: Laws of the United States, 13-
2,2	KS: Politics, 13-, KS: Political Rivals, 13-
3	Psych Lim: Attorney, 13-
3	Gambling, 11-
1	KS: Boxing, 11-
3	Well-Connected
4	Contact: Mayor Graydon T. Umstead, 14-
4	Contact: Police Commissioner Ringwald, 14-
1	Contact: Ben Berkely, 11-
1	Contact: District Attorney Kimbrell, 11-
1	Contact: Councilman Larry Pettigrew, 11-
1	Contact: Reporter — Danica Easley, 11-
1	Contact: TV News — Frederick Tarnauer, 11-
2	Fringe Benefits: Concealed Weapon Permit
1	Fringe Benefits: License to Practice Law
10	Money: Wealthy
2	WF: Small Arms
9	3 Levels w/ Boxing
6	+3 OCV w/ Browning Automatic

100+ Disadvantages	
10	Enraged: If Secret Identity Discovered (Unc) 14-, Rec 11-
15	Psych Lim: Loyal to The Inner Circle (Com, Strong)
15	Psych Lim: Satanic Devil Worshiper (Com, Strong)
15	Psych Lim: Power hungry (Com, Strong)
20	Normal Char Maxima
15	DF: Famous Senator (Conc, Major)
10	Rep: Good-Guy Politician, 11-
15	Watched: The Circle of Five (Mo Pow, NCI, Harsh), 14-
20	Hunted: FBI (Mo Pow, Harsh), 11-
15	Hunted: Police (As Pow, Harsh), 11-
15	Secret ID: Senator Kyle Weston

With Kev dead and his notes gone, I had no case. The only clue I had was a campaign button for Senator Kyle Weston that Kev had been clutching in his hand when he died.

I may no longer have a case, or any evidence, but I do know that they are out there and with that knowledge I will track them down, and eventually I will break their conspiracy wide open.

[END FILE]

I have nothing but the greatest respect for Lt. Long's deductive abilities but after reading this I had begun to doubt his sanity. That is, until some of my own men disappeared while checking into this Black Cabal business. Now I find myself silently wishing Lt. Long good luck.

[From the Files of The Master of Crime]

Personality: The Black Cabal has several different members including politicians, executives, lawyers, judges, police officers and even the odd witch. All of these people share one trait, a thirst for power. They may want political, corporate, monetary, or magical power, but they all want more power and they will do almost anything to get it. All of them have a great deal to gain from the Cabal and almost everything to lose.

Some of the Black Cabal's members include:

- Senator Kyle Weston - Hudson City's newest Senator
- Keith Green - Hudson City's ex-police commissioner
- Stephen Pierce - a respected pillar of the community
- James Scopetta - a former city council member
- Judge Sterling Keller - a Hudson City judge
- Blaise Morgan - a self proclaimed witch
- Sgt. Mike Hander - a police detective
- Capt. Len Schmit - a police captain

Most of them prefer to work behind the scenes. They will aid the Cabal from the shadows while using its power to further their own goals. Almost all of them are loath to risk revealing their secret identities on a mission. They prefer to order the cultists about since they view the cultists as expendable.

While many of them are jealous of one another's power they will work together if it is in their own best interest. This occurred when Senator Weston's cultists got into a battle with The Harbinger of Justice. Captain Schmit covers up the incident by putting it down as a shoot out between two street gangs. Thus Captain Schmit helped Senator Weston and is now owed a favor by the good Senator.

Just about all of the Black Cabal's members are used to being men and women of authority. They expect people to follow their orders without question. They tend to resent anyone who flaunts their authority, and some vigilantes have used this fact to throw them off balance at crucial moments. Sometimes they can be sidetracked into using their forces to track down the vigilante who mocked them instead of accomplishing their intended mission. In a combat situation this may lead to a one on one fight with the



vigilante. The member will be confident that he can take down the vigilante in front of his men thereby restoring his authority.

Quote: "Soon I shall have the power promised me!"

Powers/Tactics: The members of the Black Cabal act as the leaders of the Red Cabal. They do the short range tactical planning, and leave the long range planning to the Circle of Five. They try to stick to planning cult raids and attacks rather than participating in them, since none of them really want to risk having their affiliation with the cult exposed. They prefer to use their positions to help the cult by heading off official investigations and getting inside information on potential targets. This does not mean that they will not go on a raid or attack. Sometimes a member of the Circle of Five insists that they go along to watch over the cultists and make sure things go smoothly. All of them realize that their power, if not their continued existence depends upon the Circle of Five, so willingly or unwillingly they obey.

If they are caught in combat they will use whatever forces they have to cover their retreat. They will try to avoid getting involved in direct combat if they can, but if they can not, they will fight like demons to avoid getting caught. The last thing any of them want is to be exposed as a member of the Cabal. Almost all of them carry some kind of weapon, either for professional reasons, or as a means of self defense. If they are cornered they will not hesitate to use it.

Appearance: The members of the Black Cabal wear normal clothing appropriate to their everyday lives. Some of them like to wear a small pentagram pin so that other members can recognize them, but most do not. When they appear before the Red Cabal they wear black hooded robes with red inscribed pentagrams on the front and back. They also wear this when they are meeting with other members of the Black Cabal. This way they can protect their identities from outsiders, as well as each other.

Record: The authorities only suspect the existence of the Black Cabal, therefore they are not actively looking for any of its members. Some of the members, such as Judge Sterling Keller, who is suspected by the FBI of having Mafia ties, or ex-police commissioner Keith Green, who was know as a corrupt cop, have attracted the attention of the authorities in the past. These members are trying not to attract unwanted attention. For the most part they are succeeding.

Role Playing Tips: Stats for Senator Weston, one of the members of the Black Cabal, have been given to give the GM a rough idea of how powerful members of the Black Cabal should be. The GM should feel free to create new members for the Black Cabal based on their own campaign.

The members of the Black Cabal should be played as the evil power-hungry villains that they are. They should be very two faced. The PCs may know the Senator as a good guy who helped them fight government bureaucracy. Later, they may discover his involvement with the Black Cabal and learn how he has manipulated them.

The Black Cabal is meant to be a buffer between the cultists and the real leaders of the Cabal, the Circle of Five. The PC's should believe they are near eliminating the threat of the Black and Red Cabals before they learn of the existence of the Circle of Five or the fact that magic is real. The Black Cabal should be played as a conspiracy buff's greatest nightmare. Its members should be the last people the PCs would ever suspect of being involved with a satanic cult. Perhaps even a DNPC.

Even if the PCs discover that someone they know and trust is a member of the Black Cabal, they still face the problem of what to do about it and who will believe them. They will need to gather proof of the person's activities. Then they will need someone to help them expose this person. Of course they never know who else may be a member of the Black Cabal...

Champions Conversion: Senator Weston is fine as he is; he really isn't intended to be a main combatant for superheroes.

DEMONESS

Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 7	
21	DEX	33	DCV: 7	
20	CON	20	ECV: 8	
15	BODY	10	Phases: 3, 5, 8, 10, 12	
23	INT	13		
23	EGO	26	Costs	
25	PRE	15		
30	COM	10	Char: 163	Base: 100
5	PD	1	+	+
5	ED	1	Powers: 442	Disads: 505
5	SPD	19	=	=
8	REC	0	Costs: 605	605
40	END	0		
40	STUN	5		
Cost		Powers	END	
40	Multipower (40 pt pool) — Demonic Powers			
4 m	15" Flight, Restrained (-1/2) (Bat Wings) [30]			1/5"
8 m	10" Teleportation, x8 Increased Range, 1 Floating Location [40]			1/5"
2 u	Shape Shift, Any Humanoid Form [20]			2
8 m	Shrinking (2 Levels: x1/2 Height, x1/8 Mass, -2 DCV, -2 vs. PER Rolls, +3" KNB Per Level), 0 END Persistent [40]			0
7 m	Growth (6 Levels: x2 Mass, +5 STR, -1" KNB, +1 Body, +1 Stun Per Level, and -2 DCV, +2 vs. PER Rolls, x2 Height & Width, x2 Reach Per Every Two Levels), 1/2 END[37]			2
30	2d6 HKA (3d6+1 w/ STR) (Claws)			3
60	12d6 EB (Firebolt)			6
Cost		Powers	END	
29	10d6 Mind Control, Humanoids Only (-1/4), Opposite Sex Only (-1/2)			5
5	Damage Resistance (5 PD/5 ED)			
20	Damage Reduction, 50% rPD, Not vs. Silver or Magic (-1/2)			
20	Damage Reduction, 50% rED, Not vs. Silver or Magic (-1/2)			
5	Mental Defense (10)			
5	Power Defense (5)			
5	Lack Of Weakness (5)			
5	Infrared Vision			
5	Ultraviolet Vision			
15	Detect (Sense), Magic at Range, Discriminatory			
11	Clairsentience (Normal Hearing, Sight Group), See Other Dimensions, Concentrate Constant 0 DCV, Extra Time: 1 Hour, Visible			5
20	Mind Link with Nevermore, Any Distance, Any Dimension			
24	Life Support: Doesn't Breathe/Eat/Sleep/Excrete, Is Safe in Heat/Cold, Immune to Disease/Aging			
10	Regeneration (1 Body/Turn)			
5	Extra Limb (Tail)			
25	Multiform to Raven (500 pts), Concentrate 0 DCV, Extra Time: 1 Turn to Start Power, No Conscious Control			
26	Universal Translator, 14-			

Skills

3	Scholar
3	KS: Magic, 15-
3	Acting, 14-
3	AK: Dimensions, 14-
3	Bureaucratics, 14-
3	Conversation, 14-
3	Interrogation, 14-
2, 2	KS: The Cabal, 14-, KS: Demons, 14-
2	KS: Seven Seals, 14-
3	Oratory, 14-
3	Persuasion, 14-
3	Seduction, 14-
3	Streetwise, 14-
5	Disguise, 12-
4	+2 OCV w/ Firebolt

100+ Disadvantages

20	Vuln: x2 Effect PRE Attacks w/ a Holy Symbol (Com)
20	Vuln: x2 Effect Summoner's PRE Attacks (Com)
15	Accidental Change: Into Raven at Summoner's Command (Unc), 14-
15	Psych Lim: Must Obey Speaker if True Name is Used (Unc, Total)
15	Psych Lim: Devious (VC, Mod)
10	Psych Lim: Malicious (Com, Mod)
10	Psych Lim: Fear of Holy Symbols (Unc, Strong)
20	Phys Lim: Dispelled if Stunned/Unc/0 BODY (Freq, Fully)
15	Phys Lim: Movement and Powers Blocked by Pentacles (Freq, Greatly)
20	Susc: 3d6 Stun per Turn When on Holy Ground (Unc)
10	Susc: 2d6 Body from Contact w/ Holy Symbols (Unc, Instant)
10	Susc: 2d6 Stun from Sincere Mercy/Forgiveness (Unc, Instant)
15	DF: Demon (Easily Con, Extreme)
15	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 14-
15	Secret ID: Nevermore's Raven/ Sophie Davis
270	Villain Bonus

weapons themselves and realized that when the weapons were summoned in rapid succession the ones that returned were often out of ammunition. Then later these unloaded weapons were summoned and after a short time would return cleaned and loaded. It appeared that someone on Earth was using technology to get past the seven seals. The demon pondered the possibility of using these weapons to hitch a ride through to Earth. It had been several thousand years since a demon had been to the Earth, and if it could make it across the rewards from its masters would be great. If it failed it would probably not live long enough to realize it.

It took its time and selected the gun that seemed to be summoned the most. Actually it was more of a hand cannon than a gun. The demon grabbed the gun, which was larger than it, and clung on for dear life. After a while the demon was about to give up and try another gun, but suddenly it felt a terrible wrenching pain as if it was being pulled to right angles with reality. The demon felt as if it was being shredded alive as it slipped not through, but past the seals. Through all the pain the demon continued to cling to the gun until the pain suddenly stopped.

The demon had appeared, still clinging to the gun, in the hands of a man dressed in a black mask and costume. He was running down a dark alleyway chasing another figure dressed in a blue black costume with a red and white mask. Suddenly the man whipped the gun up to shoot at the fleeing figure. He hesitated just a fraction of a second as he noticed the diminutive figure wrapped around the barrel of the gun. Then, without taking time to shake the demon off, he fired a shot at the fleeing figure. Even with the demon's weight throwing off his aim he barely missed.

Upon seeing the damage the gun inflicted on the brick wall it hit, the demon decided it was time to make itself scarce. It didn't want

Background: One day, as a minor demon was exploring some of the dimensions neighboring Earth's, looking, as always, for a way past the seven great seals, it discovered a strange pocket dimension. The dimension was filled with various Earth weapons, with no two the same. The demon realized that these weapons were called guns and that they were the primary weapons currently used on Earth. The demon was poking around studying the weapons when suddenly one of them disappeared. The demon realized that someone must have summoned it. Yet the demon had sensed no magic in the summoning. This was something new, and a possible way past the seals.

The demon stayed in the pocket dimension watching as the weapons appeared and disappeared. It began studying the





DEMONONESS - Raven Form

Val	Char	Cost	Combat Stats
5	STR	-5	OCV: 5
15	DEX	15	DCV: 11
20	CON	20	ECV: 8
15	BODY	10	Phases: 3, 5, 8, 10, 12
23	INT	13	
23	EGO	26	
25	PRE	15	
14	COM	2	
5	PD	4	
5	ED	1	
5	SPD	25	
8	REC	6	
40	END	0	
40	STUN	12	
Cost		Powers	END
10	1d6-1 HKA (1d6 w/ STR) (Talons)		1+
60	12d6 EB (Fire Bolt)		6
5	Damage Resistance (5 PD/5 ED)		
20	Damage Reduction, 50% rPD, Not vs. Silver or Magic (-½)		
5	Mental Defense (10)		
5	Power Defense (5)		
5	Lack Of Weakness (5)		
50	20" Flight, ½ END		1/10"
-10	-5" Running (1" Total)		1/5"
-2	-2" Swimming (0" Total)		
5	Infrared Vision		
5	Ultraviolet Vision		
15	Detect (Sense), Magic at Range, Discriminatory		
20	Mind Link w/ Nevermore, Any Distance, Any Dimension		
24	Life Support: Doesn't Breathe/Eat/Sleep/Excrete, Safe in Heat/Cold, Immune to Disease/Aging		
10	Regeneration (1 Body/Turn)		
40	Shrinking (3 Levels: .25 m Height, . 2 kg Mass, +6 DCV, -6 vs. PER Rolls, +9" KNB), 0 END Persistent, Always On		0
26	Universal Translator, 14-		
Skills			
3	Scholar		
3	Acting, 14-		
3	AK: Dimensions, 14-		
3	Bureaucrats, 14-		
3	Conversation, 14-		
3	Interrogation, 14-		
2	KS: The Cabal, 14-		
2	KS: Demons, 14-		
2	KS: Magic, 14-		
2	KS: The Seven Seals, 14-		
3	Oratory, 14-		
3	Persuasion, 14-		
3	Seduction, 14-		
3	Streetwise, 14-		
5	Disguise, 12-		

to see what the gun could do to it. Especially considering the weakened state the demon was in. The demon teleported away just as the man was summoning another gun to his other hand.

Just as the demon started teleporting it felt a strangely familiar sensation tugging at it, redirecting its teleport. It realized with a start that it was being summoned by someone. The summoning was not

100+ Disadvantages

20	Vuln: x2 Effect PRE Attacks w/ a Holy Symbol (Com),
20	Vuln: x2 Effect Summoner's PRE Attacks (Com)
15	Accidental Change: Into The Demoness at Summoner's Command (Unc), 14-
15	Psych Lim: Must Obey Speaker if True Name is Used (Unc, Total)
15	Psych Lim: Devious (VC, Mod)
10	Psych Lim: Malicious (Com, Mod)
10	Psych Lim: Fear of Holy Symbols (Unc, Strong)
20	Phys Lim: Dispelled if Stunned/Unc/0 BODY (Freq, Fully)
15	Phys Lim: Movement and Powers Blocked by Pentacles (Freq, Greatly)
15	Phys Lim: No Fine Manipulation (All the Time, Slightly)
20	Susc: 3d6 Stun when on Holy Ground (Unc, Per Turn)
10	Susc: 2d6 Body from Contact w/ Holy Symbols (Unc, Instant)
10	Susc: 2d6 Stun from Sincere Mercy/Forgiveness (Unc, Instant)
15	DF: Raven (Not Conc)
15	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 14-
15	Secret ID: The Demoness
180	Villain Bonus

very strong, and it was not very good either. In fact it was pretty pathetic, even for a beginner. The summoner had not bothered to ward himself from the demon's power, so either he were extremely powerful, or very stupid. Also, he had forgotten to include the incantation that bound the demon to them, forcing it to obey him.

As the demon started to materialize it realized that it was not assuming its own form but the form of a large black raven. It appeared in a small cellar, which was almost filled with boxes of books, standing inside a pentagram that had been chalked on the brick floor. The pentagram was far from complete, leaving the demon magically unbound. A young man was standing just outside the pentagram reading aloud from a crumbling parchment that he held out before him. He was dressed in jeans and a light shirt and was wearing a pointed wizard's hat perched on his head. The demon could detect the faintest traces of magic still swirling about the young man as he finished the incantation.

The young man looked down at the raven in shock. "The spell worked! I translated it correctly! I've got to tell Professor Radcliffe. Boy is he going to be surprised when he sees my new familiar."

The raven/demon looked up at the young man in disbelief, "Your new what?"

The young man smiled and replied, "You can talk, too! I thought you had to communicate mentally or something?"

"I can, but this is a lot easier. Let me get this straight. You thought you were conjuring a familiar?" the raven/demon inquired.

"Well, yes. Why? Aren't you my new familiar?" the puzzled young man asked.

"Uh, yes, I am. I mean, of course I am." the raven/demon answered.

"Great! Well I'm Andreas, Andreas Verner, and I think I'll call you... Nevermore, after Poe's raven in the poem."

"Ya, great." thought the demon, "Here I am stuck in the form of a raven and too weak from crossing the seal to do anything about it. This Andreas Verner has potential though. He was strong enough to cast the spell and summon me, even if he didn't know what he was doing. With a little training and the right coaxing he could go far."

"Well come on Nevermore! Just hop up on my shoulder and lets go meet Professor Radcliffe. If this scroll worked, I can't wait until we translate the others!" Andreas exclaimed.

"Other scrolls? This has more and more potential," "Lead on, Master, lead on" the raven stated.

Andreas told his mentor, Professor Radcliffe what had happened and together the two began recruiting people with mystic abilities



for their new cult. The professor contacted an old gypsy he knew, Madame Nartiv, and persuaded her to join the group. He also contacted a voodoo priestess he knew from Haiti, Julia LaFontain. She joined the group under the name Tarot. While the professor was doing this, Andreas, who was now being called Nevermore instead of the raven, was working on taking over the First International Church of Satan with the demon's help. It was through the Church that he was approached by Master Hu, a mystic master of the martial arts. Somehow Master Hu knew what they were doing and wanted to join the group. Nevermore admitted him under the demon's suggestion.

During this time, the demon recovered from the ordeal of crossing the dimensional seal and gathered enough power to assume its true form as the Demoness. She used her abilities to seduce Andreas so that he would be almost totally under her control.

And thus was the Circle of Five created.

Personality: The Demoness is an evil, devious, malicious demon intent on destroying the seven seals for her dark master, Mephistopheles (see *Creatures of the Night*). She will use whatever means at her disposal to achieve this goal. She has guided the formation of the Cabal to create a group dedicated to this goal to serve her. If she succeeds in destroying the seals she knows Mephistopheles will greatly reward her. Perhaps even with dominion over the newly conquered Earth.

The Demoness prefers to subvert or corrupt her opponents. The way she seduced and corrupted Andreas is an excellent example of this. She truly enjoys her work, corrupting innocent souls while spreading evil and chaos. Still, she realizes the need to use tools such as the Red Cabal, the Black Cabal and the Circle of Five to conceal her activities. For, while most people do not believe in magic or demons, there are some who would oppose her if she revealed herself prematurely. She knows she is extremely powerful, but she also realizes that, to anyone who discovers her weaknesses, she is utterly helpless. Thus the need for her 'tools'.

When the Demoness is with Andreas and they are around other members, she changes to her raven form. She then advises Andreas on what to do and say through their mental link. She believes that Andreas is the only person that knows the raven is actually a demon. When she advises Andreas, she tries to play upon his desire to become a great wizard, telling him that a truly great wizard would do this, or a strong leader would decide that. After Andreas has taken her advice, she always congratulates him on taking such a wise course of action. She is always working to increase Andreas's confidence, building up the image in his mind that he is a powerful leader and not merely her puppet.

As the raven she will merely watch and listen. Though every so often she will make a short comment that is appropriate to the situation to keep up her guise as an intelligent familiar. Andreas finds it amusing if she utters an occasional, "Nevermore!" from time to time. The others once joked that the raven was calling his name to get his attention and started calling him Nevermore instead of the raven.

When the others are not around, or when she is at the bookstore, she will assume the form of a pretty young woman. Since she seduced Andreas in this form he has told Professor Radcliffe that she is his new girlfriend, Sophie Davis. She uses this form to move about the city, and to contact the Red and Black Cabals, if needed. She acts very seductive in this form and likes manipulating men just for the fun of it.

Most often in combat, she will be in her raven form accompanying Andreas. As the raven she will move to a point where she can observe the battle and advise Andreas through their mental link. She will not become directly involved even if someone attacks her. If she is attacked, she will have Andreas distract that person while she escapes. Even if the entire Circle of Five is captured, as long as she is free, she will be able to free them eventually.

If she does not have a choice, she will revert to her demon form in combat to save Andreas. He is simply too useful to let die. In her demon form she likes to hold back her full power and toy with her

opponent, unless they are using silver weapons or magic. Then she will try to destroy them as quickly as possible with the help of her minions. She treats nothing as a threat, except silver and magic since she knows that they are the only things that can truly harm her. Aside from Mephistopheles they are the only things that she is afraid of.

Quote: (As The Demoness) "Come, my little man, and feel the burning of my kiss..."

(As The Raven) "Nevermore!"

Powers/Tactics: In combat the Demoness relies primarily on her ability to control men's minds. She likes to manipulate them to do what she wants. She may even have them defend her if someone else is attacking. She gets a great deal of pleasure from seeing two opponents fighting over her. One of her favorite tricks is to command a man to come to her and get a kiss. During their passionate embrace, while her target is 0 DCV, she will rip into him with her claws.

If she sees an opponent using either silver or magic, she will attack them from a distance with her firebolt. She will also use her shrinking to make herself harder to hit. If she stuns or disables her opponent she will teleport up to them, switch to her growth and literally rip into them with her claws. If they have injured her during the battle and she is really mad, she may even haymaker her HKA. This usually leaves even the toughest vigilante just a red smear on the floor.

If she is feeling really playful, she will use her mind control to lure one of her opponents away from the battle. Then she will teleport after them and command them to go to sleep. Next, she will use her shapeshift ability combined with her growth or shrinking to assume their form. She will return to the battle as them, sneak up on their unsuspecting comrades and surprise attack them from behind before teleporting away.

The Demoness is vulnerable to several different attacks, including Holy symbols, Holy ground and sincere mercy or forgiveness. Her powers are all blocked by pentacles, and she can not cross one unless it is broken. So if either the Demoness or her opponent is inside an unbroken pentacle and the other is outside of it, she can not affect them in any way. Also, her physical form is dispelled if she is stunned, knocked unconscious, or reduced to zero body or less. Her physical form will reform once she has recovered from the effect. The only way to kill or destroy her is to use a magic weapon, such as Nevermore's sword.

Appearance: The Demoness is a very beautiful, six foot tall, red skinned demon, with long red hair, and two large horns rising from the sides of her head. She has a long red tail that is fully prehensile, and a pair of large red bat wings which she uses to fly. She usually wears golden chain mail bikinis with golden arm bracers. These are used more for appearances than as any kind of armor.

She also has the ability to transform into a large black raven. The raven is unusual only in its size and the innate intelligence that shows in its large black eyes. The Demoness can also use her shapeshift ability to assume any humanoid form she wants. This ability is commonly used to assume the form of beautiful women so that she can enjoy manipulating men.

When she assumes the form of Nevermore's girlfriend, Sophie Davis, she appears as a beautiful, red haired young lady, with large green eyes. Sophie looks to be in her mid-twenties, and has a very seductive manner, from her smile to the way she moves. She chose this form because it bears a close resemblance to Madame Nartiv's niece.

Record: Since only a handful of people know of, or even suspect the Demoness's presence on Earth, it is not surprising that no law enforcement agency has ever heard of her. She has used her powers to influence otherwise innocent men to commit various crimes, but these men never remember the beautiful woman who told them what to do. They take full responsibility for their actions and either turn themselves in, live the rest of their lives harboring the dark secret of their actions, or commit suicide to escape the guilt.



The Demoness has participated in almost all of the Cabal's satanic ceremonies, and she has personally sacrificed over three dozen people to her dark master. On these occasions she has appeared as Nevermore's girlfriend, Sophie Davis, so if the police are after her, it is as this woman.

Role Playing Tips: The Demoness is totally evil, and is the true force that the characters must defeat when they try to destroy the Cabal. All the other members of the Cabal are merely pawns to be sacrificed. The members of the Circle of Five are the bishops, knights, and rooks of hell, and are expendable as well. While the Demoness is the Queen and Mephistopheles is the King. She may be sacrificed but not until she has achieved her purpose. Stopping her from destroying the seals must be the PC's secondary goal when they face the Cabal. Destroying the Demoness must be their primary one. Because as long as she is free to recruit new members the Cabal will continue to pursue it's hellish goal.

While she is a master at manipulating people and events to achieve her goal, sometimes control of the situation will slip from her grasp as events gain their own momentum. This may prove to be the case as the members of the Cabal, from the Black Cabal to the Circle of Five, start using the Cabal's resources to further their own causes. In this case, the GM may want to have the Demoness use the PCs to eliminate these thorns in her side. She will manipulate the PCs so that they take out the member causing the most trouble, without disrupting the rest of the Cabal's operations. The Demoness will then have Nevermore present this to the rest of the Cabal as an object lesson on what it means to squander the Cabal's power on petty pursuits.

The GM should keep the Demoness's true identity, as well as her true purpose, concealed from the PCs as long as possible. This way, it will have more impact when they discover what they are really facing. The very idea that magic is real should have been a shock to them, and this should make them question several things that they used to take for granted.

It is interesting to note that the Demoness must obey anyone who uses her true name. She is compelled to obey them no matter what. It is important that the GM realize that no one in the Cabal knows her true name. Sage is trying to find it so that he can free Nevermore from the Demoness's influence, but he has failed to find it yet.

Champions Conversion: The Demoness is already a very powerful character, but there are a few changes the GM could make to prepare her for a regular *Champions* game. First raise her Strength to 30, her PD/ED to 15, and SPD to 6. Raise her Damage Resistance to 15, and increase her Multipower to 60 points. Finally replace her two Firebolt Levels with five Combat Levels. This should make her a quite powerful *Champions* character.

NEVERMORE

Background: I was in Hudson City, giving a presentation on criminology at the University, when I was approached by a priest. He said his name was Father William Lonigan and that he ran St. Joseph's Orphanage. He needed my advice on a situation involving one of his former charges. It seems that the young man had fallen in with the wrong crowd and might be involved in criminal activities. I tried to explain to the priest that I was merely an academic and that it would be better if he spoke to a social worker, or one of the police street gang task force. Finally, I agreed to read his letter describing the situation and send him a letter with my advice.

ST. JOSEPH'S ORPHANAGE

It seems so long ago that Andreas was brought to St. Joseph's. He was such a quiet little boy, always so serious. I remember how he would always have a book with him where ever he went. He loved to read classic fantasy stories about great wizards and mighty warriors battling terrible dragons. He was a good student and went on to college at Hudson City University. There he studied History under Professor Radcliffe. After he received his degree, he used his inheritance from his deceased parents to open a small bookstore near the University. I believe Professor Radcliffe helped him open the store and may have been a silent partner with him. Andreas was





NEVERMORE

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 7		
21	DEX	33	DCV: 7		
20	CON	20	ECV: 7		
14	BODY	8	Phases: 3, 5, 8, 10, 12		
18	INT	8			
21	EGO	22	Costs		
10/30	PRE	0			
12	COM	1	Char:	125	Base: 100
4	PD	1		+	+
4	ED	0	Powers:	295	Disads: 320
5	SPD	19		=	=
7	REC	0	Costs:	420	420
40	END	0			
40	STUN	8			
Cost	Powers		END		
61	Multipower (61 pt pool) — Spells				
5 u	3d6-1 RKA, No Range Penalty, No KB (Demon Fire) [60]		6*		
4 u	2d6+1 RKA, Indirect Any Location and Direction, Must Have Shadows Within 3" (-1/2) (Shadow Killer) [61]		6*		
6 u	8d6 EB, Explosion (Fireball) [60]		6*		
5 u	Telekinesis, 40 STR, Visible (Magic Hand) [60]		6*		
6 u	3d6 Flash vs. Sight Group, Armor Piercing (Blinding Flames) [60]		6*		
6 u	16d6 Dispel (Magic, Any Single Spell) [60]		6*		
6 u	Force Wall (12/12) (Ward) [60]		6*		
14	2d6 HKA (3d6 w/ STR), No KB, Blade Weapon (-1/4), OAF; plus +1 OCV, OAF (Sword of M'oaha)		3+		
3	End Reserve (60 Points / 0 Rec), OAF (Sword of M'oaha)				
8	4d6 Aid (To END Reserve), 0 END, Only if HKA Does Body (-1/2), Max Pts = Body from HKA (-1/2), Only to Starting Value, Linked to HKA, OAF (Sword of M'oaha)		0		
48	Martial Arts — Fencing (Sword is default weapon)				
	Maneuver	OCV	DCV	Notes	
	Slash	-2	+1	4d6 HKA	
	Lunge	+0	+2	3 1/2 d6-1 HKA	
	Thrust	+1	+3	3d6+1 HKA	
	Fleche	+1	+0	3d6+1 + v/5 HKA, FMove	
	Weapon Bind	+1	+0	35 STR Bind	
	Takeaway	+0	+0	35 STR Grab Weapon	
	Disarm	-1	+1	35 STR to Disarm	
	Parry	+2	+2	Block, Abort	
	Martial Dodge	+0	+5	Dodge, Abort	
	Damage Class (+2 DC, Already Figured In)				
27	Force Field (10 PD/10 ED), 0 END Persistent, OIF (Ring of Protection)		0		
14	Detect (Sense), Magic at Range, 15-Presence +20 (Already Added In), Until Successfully PRE Attacked (-1) (Confidence)				
10	Summon Demon (100 Pts), Concentrate Constant 0 DCV, Extra Time: 1 Hour, Act 8-, Side Effects (2d6 RKA 3" Radius Area), Requires a Pentagram (-1/2) (Demon Summoning Ritual)		6		
*	Draws END from END Reserve				

Skills	
3	Linguist
3	Scholar
3	Acting, 15-
3	Conversation, 15-
3	Oratory, 15-
3	Persuasion, 15-
3	Breakfall, 13-
3	Disguise, 11-
3	Forgery, 11-
1	KS: Fantasy Stories, 11-
1	KS: Fencing, 11-
1	KS: History, 11-
1	KS: The Occult, 11-
1	KS: Rare Books & Tomes, 11-
1	KS: The Black Cabal, 11-
1	KS: The Red Cabal, 11-
1	WF: Swords
3	Lang: Latin (Fluent w/Accent, Literacy; English is Native)
2	Lang: Arabic (Fluent Conversation, Literacy)
2	Lang: French (Fluent Conversation, Literacy)
2	Lang: German (Fluent Conversation, Literacy)
2	Lang: Hebrew (Fluent Conversation, Literacy)
2	Lang: Italian (Fluent Conversation, Literacy)
2	Lang: Russian (Fluent Conversation, Literacy)
2	Lang: Spanish (Fluent Conversation, Literacy)
3	+1 Level w/ Spell Multipower
9	+3 Levels w/ Fencing
100+	Disadvantages
10	Enraged: If Raven/Demoness Injured (Com) 11-, Rec 11-
15	Psych Lim: Overconfident (Com, Strong)
15	Psych Lim: In Love with Demoness (Com, Strong)
15	Psych Lim: Obsessed With Magic (Com, Strong)
5	Psych Lim: Believes He is a Great Wizard (Unc, Mod)
15	Susc: 2d6 Stun If Raven/Demoness is Injured (Com, Instant)
10	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 8-
5	Watched: Father William Lonnigan (Less Pow, NCI), 11-
5	Unluck, 1d6
15	Secret ID: Andreas Verner
210	Villain Bonus

quite successful with the store and used to donate children's books to the orphanage at Christmas.

Then about a year ago something happened to Andreas. He stopped coming around to the orphanage to visit the children. I know he had spoken of some project Professor Radcliffe had entrusted him with, something about translating some scrolls the professor had obtained, but I never did learn the details. I am afraid I was too busy at the orphanage to go check on Andreas and, after a while, I forgot about him.

About two months later, I realized that his birthday was approaching, so I bought him a small gift and went over to his shop with it. I realized as soon as I had entered the store that something was wrong. The store used to be a bright cheery place, full of the scent of old books, with various students browsing through the shelves or simply sitting by the window sipping hot chocolate while they read the paper. Now it seemed a dark dismal place, full of the cloying scent of incense and exotic spices. The shades were drawn and I could not see anyone else in the store, but I did have the sensation of something watching me. I looked about the room but the only movement I noticed was from a large bird perched behind the counter.



As I moved deeper into the store, I suddenly sensed something behind me. I whirled around to see a young lady sitting in the shadows behind the counter near where the bird had been. She was dressed in a black and red outfit that, I am ashamed to say, did not leave much to the imagination. She actually seemed to smile at my discomfort. I asked her if Andreas was present, either in the store or upstairs in his apartment. She simply smiled even more and replied that Andreas did not want to see me. I know that it is impossible, but there was something evil in that smile. I asked her if she would give Andreas a message. She stood up and began to move slowly around the counter towards me. I began backing away from her towards the door.

Then there was someone behind me and, for an instant, I felt trapped. I felt a hand on my shoulder and turned to find Andreas and Professor Radcliffe standing in the doorway. Suddenly the atmosphere inside the shop seemed to change. Things were almost back to the way they should be. Andreas was smiling at me, but Professor Radcliffe was frowning as he looked first at me and then at the young lady. I started to turn back to her, but she had already walked out the other door.

Andreas was overjoyed to see me. He invited me upstairs for some tea with the professor. He acted like there was some great secret he just had to share with me. Professor Radcliffe acted more distant, as if he distrusted me for some reason. I had met the professor on previous occasions and he had always seemed a distant man. Always consumed by his love of books, but he had never seemed this distrustful, this dark. Andreas and I chatted on about old times. He told me how successful the shop had become with the professor's help. He seemed on the verge of telling me his great secret when Radcliffe interrupted to remind him of an appointment they had about a rare book. Andreas seemed to deflate in front of me, and again, I felt the very room change, trapping me.

As he escorted me out, Andreas looked at me from under hooded eyes and whispered to me that he would contact me and that we would talk again soon. He promised that then he would be able to tell me what was going on. I have not seen him since that day. All of my phone calls are ignored, my messages and letters are returned, and whenever I go by his shop, it is closed.

I believe that Andreas and Professor Radcliffe have fallen under the influence of some sort of criminal element. I have already been to the police asking for their help. Sgt. Mike Hander, the detective who helped me, said that there was nothing the police could do. I have also talked with my friends at social services and they could not help me either. I am just a simple priest. I have worked with young men and women to keep them out of the street gangs, but something like this is more than I understand. That is why I am appealing to you for your advice.

Thank you,
Father William Lonnigan

For some strange reason this priest's request interested me. So I did some checking on Mr. Andreas Verner; Professor Radcliffe I already knew/ When I received Verner's picture I realized that he was one of the men from my dream about the Cabal. I did some further digging and learned that Verner and Radcliffe had ties to the others in the dream, Master Hu, Madame Nartiv, and Julia LaFontain. Then my investigators began turning up dead. One of them managed to get a message through before he died. His message proved that there was a link between Verner and the First International Church of Satan.

When I combined this information with the dream I had, I finally pieced together what had happened to Verner and the rest. I finally understood what lies in store for Hudson City. I sent the good father a letter with one word written on it: Pray.

[From the Files of The Master of Crime]

Personality: Andreas Verner is a poor misguided soul who has fallen under the influence of evil forces, and has been corrupted into something he would despise. Originally, Andreas was a good and kind person. He used to visit his friend, Father Lonnigan, at St. Joseph's, the orphanage where he grew up. Andreas loved to bring books for the children to read. He wanted to share his love of books with everyone. That's why, after he graduated from the university, he opened his bookstore. Professor Radcliffe helped his young student open the store under the condition that Andreas help him locate and obtain certain rare books. Andreas agreed and the two had a profitable partnership for several years.

That all changed when Andreas accidentally summoned the Demoness. She appealed to his darker side and offered him what he wanted most, to become a powerful wizard, like in the stories he enjoyed reading. He instantly accepted and she began teaching him magic. He learned quickly, absorbing knowledge like a sponge.

Since then he has become as obsessed with magic as Sage is with knowledge. He also fell in love with the Demoness long before she attempted to seduce him. Andreas would give his life to save his love, and it is a pity his feelings can never be understood by the Demoness, much less returned.

Nevermore always tries to be in control of the situation. Even when he is taking his cues from the Demoness, he must still be in charge. He has earned the other's respect through his clear reasoning and good decisions. Most of these decisions have come from the Demoness instead of Andreas. She always makes it seem like she is merely suggesting a course of action instead of telling him what to do. This has built up his confidence to the point where he believes that none of his decisions are wrong, even when they do not come from the Demoness. If someone with enough presence were to oppose or question one of his decisions, or even worse, ridicule him, Nevermore's ego would pop like a balloon. Until the Demoness could give him some new instructions Andreas would be lost wondering what to do. Even then it would take a while to build his ego back up.

Quote: "Now you shall feel the true power of magic!"

Powers/Tactics: Nevermore is a powerful mage. He has several spells he likes to use, including his demon fire, fireball, and shadow killer spells. Demon fire is a bolt of magic flames. While fireball is simply an explosive version of the demon fire spell. The shadow killer spell summons a force of darkness from any shadows near the target and has them attack, ripping the target to pieces. There are a few other spells he uses sometimes, such as his blinding flames, which temporarily blinds his target, or his magic hand, where a giant hand erupts from the ground by his target and holds or attacks them. He also has a spell that disrupts other magic spells, and another that creates a magic barrier.

Andreas wields the sword of M'oaha, a legendary magic sword. The sword not only provides Andreas with a pool of magic energy (60 pt. END Reserve), but it also recharges the pool every time it draws blood. Since he studied fencing in college, Andreas is quite proficient with the weapon.

In combat Andreas likes to use a presence attack to intimidate his opponents, cast his fireball into the center of their group while they are hesitating, then use his demon fire and shadow killer spells as needed. Once his opponents have closed for hand to hand combat, he draws M'oaha and uses the sword's attacks to replenish his pool of magic energy.

Appearance: Andreas is a tall man of medium build, with dark black hair in a widow's peak, and a short black goatee. Around his store he likes to wear casual clothes, and tends to look like just another college student. When he is meeting with the Cabal as Nevermore he wears a set of long black robes, belted with a red sash, and with a red inscribed pentagram symbol on the front of the robe.

He also carries the sword of M'oaha in his sash. The sword has a silver blade and a gold hilt. The blade is covered with mystic runes and looks more ceremonial than functional. Nevermore uses it when he performs ceremonial sacrifices. At such times the sword glows with blue fire as its pool of magical energy is recharged.



Record: Andreas Verner has no criminal record and is not wanted by any law enforcement agencies. As Nevermore, he has participated in over two dozen human sacrifices, and has personally sacrificed victims in at least a dozen of these ceremonies.

Role Playing Tips: When using Andreas it is important to remember that he is like a child with a new toy. He is constantly showing off his magical powers and trying to take charge of the situation. In his mind he is the greatest, most powerful sorcerer on Earth. If someone opposes his plans and stands up to him, he is shocked that they will not play his game. If his opponent succeeds in exceeding Nevermore's PRE with a presence attack, he will become confused and his presence will be reduced until he can build his confidence back up, which should be some time after the battle. Until he regains his confidence, Nevermore will look to Sage and Demoness for help. During this time he will act lost and confused and will only be effective at defending himself.

The GM may also want to use Father Lonnigan to encourage the characters to attempt to save Andreas from the Demoness. Father Lonnigan will argue that some where in Andreas there is a good soul waiting to be saved from darkness, and that it is their duty to save him. If the characters discover the Demoness's existence, Father Lonnigan will realize that she is the demon that is corrupting and controlling Andreas. He will understand that the Demoness must be destroyed and her influence exercised from Andreas in order to save him.

In order to accomplish this, Andreas must be made to see how evil the Demoness truly is and he must renounce his magical powers. These are both tall orders considering that Andreas is really in love with the Demoness, and that he is also obsessed with his powers. One way that this may be accomplished is to have the Demoness attempt to sacrifice someone Andreas cares about, such as Father Lonnigan or Professor Radcliffe. The PCs may also be part of this sacrifice. Andreas will try to stop her, begging her not to do it. She will be contemptuous of his weakness and will mock him. Then Andreas will declare his love for her, hoping that this will sway her. The Demoness will laugh at him, and call him a fool. At this point Andreas will make his decision and will use his powers to free the PCs, and attack the Demoness.

In the end Andreas will renounce his powers, and will be absolved of his sins by Father Lonnigan. He will then voluntarily go with the PCs and turn himself in to the police. Andreas will accept the full penalties for all of his crimes, and will help the police and the PCs bring down the rest of the Cabal.

Champions Conversion: There is very little that needs to be done to prepare Nevermore for *Champions*. Raise his SPD to 6, and increase his base PRE to 20. The GM may also want to raise his Force Field to 20/20, and give him two more Levels with his Spell Multipower, but that should be enough.

MADAME NARTIV

Background: When I learned that one of the leaders of the Cabal was a gypsy who had been a prisoner at Auschwitz, I knew exactly who to contact for more information.

New Republic Party

To: The Master of Crime

From: Doktor Gerhardt Spregen

Thank you for your inquiries. Yes I am quite well, and the New Republic Party is very successful. I must admit I am intrigued by your inquiries about Madame Elane Nartiv. Yes, she was a gypsy guest at Auschwitz. I remember the camp commandant was quite taken by both her beauty and by the way she could foretell the future. He was always showing her off to his official guests. That was, until someone, quite possibly the Fuhrer himself, came to the

camp to ask her about the future of the Reich. The Fuhrer was always interested in the occult. Who ever came to the camp did not like the answers she gave because they ordered the commandant shot and had her put in with the other prisoners. For some reason they would not have the witch shot as well. She may have laid a gypsy curse on them. That was the last I heard of her until long after the war.

It was about two years ago that I learned of a couple of the younger members of the New Republic Party had beaten up and killed a young gypsy fortune teller. It seems that this young lady was working in her aunt's shop when the men, upset over a fortune her aunt had read for them, broke in and killed her. It was not until I heard the aunt's name, Madame Nartiv, that I realized it was the same gypsy from Auschwitz. It seems that everyone at the camp had been afraid of the curse she would utter when she died. So no one would take responsibility for killing her, and they let her rot in the camp. She was freed when the camp was liberated and went off with a British soldier. He brought her to Hudson City where she set up a fortune telling shop.

Her shop is fairly prosperous since it is currently en vogue for the elite of Hudson City to have their fortunes told by her. I hear that she is the hit of the fashionable party circuit. She is invited to a party and told to set up shop in a side room. Then during the party the guests can come to her to have their fortunes told. I am usually inclined to believe such people are charlatans, but after meeting her in Auschwitz I am not so sure.

Oh, the two young men who murdered her niece were let out on bail and were killed the next day. Before they died, they told me why they murdered the niece. It seems Madame Nartiv predicted that they would die violent deaths before the week was out. Interestingly enough she was correct. They were killed by the Harbinger of Justice exactly six days after they had murdered the young gypsy girl.

Finally, as a return favor, could you send me any information you have on a group of satanic cultists operating in Hudson City? This group has been plaguing the Party for the past year. Somehow they seem to know exactly when and where the most opportune moment to strike against us is. I have checked the Party for leaks and have found none. I have also tried infiltrating people into this cult, but each attempt has failed. I am quite concerned about this group and its intentions. It almost seems as if they have a vendetta against the Party. Which is strange, because I could see the two organizations being potential allies.

Respectfully,
Doktor Gerhardt Spregen

Again, I have done some more research into Madame Nartiv's background and I have learned that the young British soldier who brought her to Hudson City is none other than Professor Radcliffe. I also learned that she used her gypsy contacts in Europe to find and smuggle rare books out of Europe for him. After studying all the data I believe she is controlling the cultists who are causing so much trouble for the New Republic Party.

On my last visit to Hudson City I had the chance to attend a party where Madame Nartiv would be telling fortunes. I went and at the party had her tell my fortune. She looked into her crystal ball, every bit the image of a classical gypsy hag, and told me that it was my fate to unify all, only to be crushed under a blue moon. It took me a moment to understand the full implications of what she had said. When I pressed her about the meaning of the fortune she would only tell me that it was what she had foreseen.

Knowing as much as I did about her I decided to ask her to tell her own fortune. To my surprise she did. She told me that it was her fate to destroy herself in the fires of vengeance. Somehow she seemed resigned to this fate. In fact she seemed satisfied with it. I left the party that night attempting to reevaluate my opinion of the occult.

[From the Files of The Master of Crime]



MADAME NARTIV

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
15	DEX	15	DCV: 5
13	CON	6	ECV: 8
14	BODY	8	Phases: 3, 6, 9, 12
23	INT	13	
23	EGO	26	
23	PRE	13	
8	COM	-1	
4	PD	2	
4	ED	1	
4	SPD	15	
5	REC	0	
30	END	2	
30	STUN	4	

Cost	Powers	END
62	Multipower (62 pt pool) — Gypsy Spells	
6 u	4d6 Ego Attack, 0 END (Stare of Power) [60]	0
3 u	5d6 DEX Drain, Fade Rate: Per Min., Requires a Gypsy Magic Roll, Concentrate Constant ½ DCV (Curse of Clumsiness) [62]	6
3 u	5d6 END Drain, Fade Rate: Per Min., Requires a Gypsy Magic Roll, Concentrate Constant ½ DCV (Curse of Weakness) [62]	6
3 u	6d6 Transform (Minor), Gain Disad: 3d6 Unluck, Requires a Gypsy Magic Roll, Concentrate Constant ½ DCV (The Evil Eye) [60]	6
1 u	8d6 Telepathy, Transdimensional to Spirit World, Extra Time: 5 Min., Concentrate Constant 0 DCV, Requires a Gypsy Magic Roll, Fragile OAF (Crystal Ball) [60]	6
1 u	Clairsentience (Precognition - See Future), Extra Time: 5 Min., Concentrate Constant 0 DCV, Requires a Fortune Telling Roll, Fragile OAF (Crystal Ball) [40]	4
1 u	8d6 Healing, 2 Clips of 4 Charges Each, OAF (Healing Salve) [40]	
4	1d6-1 RKA, +1 Stun Mult, Reduced by Range, No KB, 2 Charges, OAF (Derringer)	
33	Force Field (10/10), Invisible to Sight Group, 0 END Persistent, OIF (Charm of Protection)	0
5	Mental Defense (10)	
6	Detect (Sense), Magic at Range, Costs END	1
3	Mental Awareness (The Sight)	
16	10d6 Mind Scan, +5 To Roll, Transdimensional to Spirit World, Extra Time: 5 Min., Concentrate Constant 0 DCV, Requires a Gypsy Magic Roll, Fragile OAF (Crystal Ball)	9
5	Mind Link, With Circle Of Five, x4 Minds, Concentrate Constant 0 DCV, Requires a Gypsy Magic Roll, Fragile OAF (Crystal Ball)	
27	END Reserve (100 pts / 30 REC), IAF (Charm of Power)	
12	Danger Sense, Any Attack in the Immediate Vicinity, Intuitional (-1), 11-	

Personality: Madame Nartiv is driven by her need for revenge against the neo-Nazis that killed her niece and are the successors of the Nazis who put her in a concentration camp during World War II. This desire for vengeance is the only thing that is giving meaning to her life. Before her niece's death, she was content to teach her niece the tricks of a gypsy fortune teller, to fleece the rich fools who came to hear her fortunes, and to blackmail those she felt deserved it.

Skills	
11	Gypsy Magic, 18-
3	Acting, 14-
3	Bribery, 14-
3	Conversation, 14-
3	High Society, 14-
3	Oratory, 14-
3	Persuasion, 14-
3	PS: Fortune Teller, 14-
3	Streetwise, 14-
3	Concealment, 14-
3	Deduction, 14-
3	KS: Fortune Telling, 14-
3	KS: Gypsies, 14-
3	KS: Gypsy Charms, 14-
3	KS: Gypsy Folklore, 14-
3	KS: Gypsy Songs, 14-
3	KS: The Red Cabal, 14-
9	Ventriloquist, 14-
3	Sleight Of Hand, 12-
2	KS: The Black Cabal, 11-
3	Lip Reading, 11-
3	Mimicry, 11-
1	WF: Pistols
5	Lang: English (Native Accent, Literacy; Romany is Native)
4	Lang: German (Fluent w/ Accent, Literacy)
6	+3 OCV w/ Derringer
25	+5 Levels OCV w/ Multipower
25	+5 Levels w/ DCV (Precognition)

100+ Disadvantages	
10	Enraged: When Fighting Neo-Nazis (Unc) 14-, Recover 11-
15	Psych Lim: Vengeful (Com, Strong)
15	Psych Lim: Loyal To Professor Radcliffe (Com, Strong)
10	Psych Lim: Hates Neo-Nazis (Unc, Strong)
10	Psych Lim: Greedy (Com, Mod)
15	DF: Old Gypsy Hag (Conc, Major)
10	Rep: Gypsy Fortune Teller, 11-
10	Watched: Mephistopheles (More Pow, NCI, Harsh), 8-
15	Hunted: Neo-Nazis/New Republic Party (As Pow, Harsh), 11-
15	Hunted: Herr Doktor G. Spregen (Mo Pow, Harsh), 8-
10	Hunted: Holocaust (As Pow, Harsh), 8-
5	Rivalry: 'Crystal' Claire Vosser (Professional)
10	Unluck, 2d6
190	Villain Bonus

She was also thinking of getting closer to Nathaniel Radcliffe, a professor at the university and the man that had saved her from the horrors of Auschwitz. He showed her so much kindness by bringing her to America and helping her set up her shop. Nathaniel had never asked anything in return, but she knew he liked her. Then instead of settling down with her, he immersed himself in his studies and became a cold, distant person.

When her niece was killed by a couple of neo-Nazi thugs, everything changed. She was so destroyed by her niece's death that she vowed never again to let anyone get close to her heart. Nathaniel had betrayed her and her niece had left her, so if she didn't let anyone into her heart, she would never be hurt like that again. She tried finding ways to get back at the neo-Nazis. When she heard that the Harbinger of Justice had killed the two thugs that had murdered her niece, it only fueled her vengeance. Why had he been allowed to be the instrument of their deaths? Why not her? When Nathaniel approached her about joining a group of mystics called the Cabal, she knew that she had found the tool she needed to destroy the neo-Nazis and their New Republic Party.



There is one person that she has a rivalry with and will not use the Cabal to destroy. That is 'Crystal' Claire Vossier (see *Normals Unbound*). She takes her rivalry with Claire Vossier very personally and takes every chance she can get to upstage or come out ahead of the young medium.

Madame Nartiv is a patient and cunning foe. She prefers to wait for the other person to make their move. Then she will set events into motion that turn her opponents plans against them. This is made much easier by her ability to see into the future. Like a spider in her web, she waits and listens before acting. Her ability to contact the spirit world also helps her, since she can use it to question her dead enemies.

After the horrors she went through at Auschwitz, nothing disturbs or surprises her. Her patience is almost unnerving to her Red Cabal minions, and even the other members of the Circle of Five are wary of her. She has no fear of her own death since she already knows and accepts the fact that the Cabal and her own thirst for vengeance will eventually destroy her.

Quote: "It is not wise to mock my power."

Powers/Tactics: Madame Nartiv's powers do not make her a very good front line fighter. She is much better at playing a supporting role. Her curses of clumsiness and weakness are two of her most useful spells in combat. She will use her clumsiness curse to slow down the fastest acting member of the opposition, and relies on her weakness curse to tire out the opponent who is doing the most damage. The stare of power is saved for anyone who tries to attack her directly.

Most often, she will simply stand back and use her mind link with the other members of the Circle of Five to coordinate their attacks. This actually helps her, since most PCs will not see the little old lady standing over in the corner as a viable target. She isn't attacking them so why should they attack her. If someone does attack her, Madame Nartiv is usually able to sense the impending attack and how to avoid it. She will not hesitate to call for help over the mind link if she is outclassed. As a very last resort, she does carry a small, two shot derringer for self defense.

If one of the members of the Circle of Five is injured, she will try to get to them and use her healing salve on them. While she will risk her own life to help Sage and Nevermore, Master Hu and Tarot usually have to wait until after the combat, when things are safer, before she will heal them.

Appearance: Madame Nartiv is an ugly, old gypsy crone. She appears very worn and haggard, and looks much older than her seventy years. Her dark piercing eyes stare out from a wrinkled face surrounded by a mop of dirty gray hair. When she cackles at something she finds amusing, her missing teeth show as dark gaps in her mouth. Since the death of her niece she only wears skirts and shawls that are either black or gray mixed with dark blues and reds. She always has a collection of beads and charms worn around her neck, and sometimes the tattoo marking her as a survivor of Auschwitz is visible on her arm.

Record: Madame Nartiv is wanted for fraud and blackmail in several states. She has been arrested for fraud several times, but has never been convicted. While it is true that she has committed fraud, blackmail, and murder (Cabal sacrifices) in Hudson City, she is not wanted by the Hudson City police as of yet.

Role Playing Tips: Madame Nartiv should be played as a bitter, old woman who is being consumed by her hatred and thirst for vengeance. She has lost so much that now she feels her hatred is all she has left. The GM needs to play up this attitude and the fact that she is resigned to her fate. Of all the members of the Circle of Five, she is the only one that fully understands and accepts the bargain she has made with Mephistopheles. She is quite ready to give her very soul to achieve vengeance.

Almost all of her plots and plans will involve destroying the New Republic Party and it's supporters. If she were ever to discover that Herr Doktor Gerhardt Spregen was still alive, and still young, she would devote all of her resources and powers to destroying him. This could lead to an all out war between the two organizations. A war which would leave the PCs trapped in the middle, and Hudson City awash in blood.

The GM must remember not to abuse her precognition. It would be very easy for the Cabal to counter the PC's every move based on Madame Nartiv's predictions, but it would not be fair to the PCs. After all, Madame Nartiv only sees what the GM wants her to see. The spirits she talks to through her crystal ball will only tell her what is going on if she asks the correct questions, and knowing which questions to ask is one of the hardest tasks of all.

Champions Conversion: To convert Madame Nartiv to *Champions* raise her DEX to 18, PD/ED to 8, and SPD to 5. Increase her Force Field to 16/16, and remove the 0 END advantage from her "Stare of Power" Ego Attack slot, while raising the Ego Attack itself to 6d6.



MASTER HU

Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 8	
23	DEX	39	DCV: 8	
23	CON	26	ECV: 6	
16	BODY	12	Phases: 3, 5, 8, 10, 12	
18	INT	8	Costs	
18	EGO	16	Char: 172 Base: 100	
26	PRE	16	+	
12	COM	1	Powers: 333 Disads: 405	
12	PD	9	=	
12	ED	7	Costs: 505 505	
5	SPD	17		
8	REC	0		
50	END	2		
50	STUN	14		

Cost	Powers	END
70	Multipower (70 pt pool) — Yeng Tao Martial Arts	
4 u	12d6 HA, 0 END, No KB (Barehand Strike) [54]	0
6 u	9d6 HA, x2 Armor Piercing, 0 END, No KB (Knifehand) [67]	0
6 u	9d6 HA, Double KB, 0 END (Catapulting Blow) [61]	0
4 u	9d6 HA, Invisible to Sight Group, 0 END, No KB (Hand of the Winds) [54]	0
5 u	9d6 HA, x5 Autofire, 0 END, No KB, Only vs. One Target (-¼) (Fist of the Five Warriors) [67]	0
5 u	9d6 HA, 4" Radius Area, Selective Target, No KB (Delicate Whirlwind) [61]	6
2 u	9d6 HA, Affects Desolid, No KB, Act 14-, x2 End Cost (Ghost Palm) [40]	8
6 u	3d6 HKA, Penetrating, No KB (Rock Smashing Fist) [67]	7
2 u	2d6 Flash vs. Sight Group, NND: Rigid Eye Covering, No Range, Only vs. Close Set Eyes (-¼), Act 14-, x2 End Cost (Hand of Dawn) [60]	12
4 u	7d6 EB, NND: Resistant PD, No Range, Only Vs. Humans (-¼) (Dancing Butterfly) [70]	7
2 u	4d6 Entangle, Entangle Not Damaged, No Range, Act 14-, Only Vs. Humans (-¼), Only Once Per Hour for Each Target (Seven Strikes of Serenity) [60]	6
5 u	6d6 Ego Attack, Visible (Mage Bolt) [60]	6
6 u	8d6 Aid to DEX, Fade Rate: Per 5 Min. [60]	6
3 u	Invisibility to Sight and Hearing Groups, 0 END, Requires a Stealth Roll, Only in Shadows/Darkness (-¼) [60]	0
23	9d6 HA, Damage Shield, No KB, Requires a To Hit Roll (-½) (Counterstrike)	4
10	Damage Resistance (10 PD/10 ED)	
6	Mental Defense (10)	
5	Power Defense (5)	
10	+5" Running (11" Total)	1/5"
5	+5" Superleap (10" Total), Requires an Acrobatics Roll	1/5"
35	Detect (Sense), Magic at Range, Discriminatory and Targeting	
3	Mental Awareness	
6	Clinging (15 STR), Sideways Move ½ Normal (-¼), No Ceiling Move or Angles < 80' (-¼)	
3	Life Support: Immune to Aging	
30	Missile Deflection vs. All Attacks	
3	Contact: Andres Panthanatos, 12-	

Skills	
3, 3	Linguist, Scholar
3	Acrobatics, 14-
3	Breakfall, 14-
3	Climbing, 14-
3	Contortionist, 14-
3	KS: Fa Yengtao (Way of Yengtao), 14-
3	Stealth, 14-
2	KS: Demons, 13-
2, 2	KS: History of True Magic, 13-, KS: Magic 13-
2	KS: The Martial World, 13-
2	KS: The Seven Seals, 13-
4	Lang: Cantonese (Native Accent, Literacy; Mandarin is Native)
3	Lang: English (Fluent w/Accent, Literacy)
3	Lang: Latin (Fluent w/Accent, Literacy)
20	+4 Levels w/ Hand To Hand Combat

100+ Disadvantages	
20	Psych Lim: Loyal to Mephistopheles (Com, Total)
15	Psych Lim: Loyal to Demoneess (Com, Strong)
15	Psych Lim: Determined to Destroy the Seven Seals (Unc, Total)
15	Dep: Life Prolonging Herbs (Unc), 3d6 Per Hour
10	DF: Tiny, Ancient, Oriental Man (Conc, Minor)
10	Rep: Martial Arts Master, 11-
10	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 8-
10	Hunted: Jade Phoenix (As Pow, Harsh), 8-
5	Unluck, 1d6
295	Villain Bonus





Background: When I started investigating Master Hu, I heard a rumor that he had been seen in Hong Kong with Andres Panthanatos, the world's greatest assassin. So I contacted Andres about the inscrutable Master Hu.

To: The Master of Crime
From: Andres Panthanatos

It is strange to hear from you about something not related to business. Well, at least not related to my business. To answer your inquiry, yes, I do know Master Hu Feng. He was one of the Masters at the Yengtao Temple where I trained. I studied under him for many years. I have seen him only a few times since Jade Phoenix destroyed the Temple back in 1987. I believe he has been wandering the world seeking an apprentice for the past several years.

You must understand that Master Hu is a great martial artist, but he believes some rather strange things. He claims that he is over one hundred and fifty years old and that he is the last of an order of warrior mages that serve some sort of demonic master. According to him, this order aided the demons in an attempted invasion many centuries ago. The demons were repulsed and the order went into hiding. Then the magic began to wane and the members of the order had to focus their magic into themselves. So instead of a group of wizards they became mystic martial artists.

Master Hu believed that I was also descended from one of the order, and that I could tap this inner core of magic through my martial arts. In my opinion he was a little crazy. I am a great martial artist because of my training and dedication. Not because of some mysticism. I think that this attitude is why he never approached me to become his apprentice. The last time I heard from him, he had settled in Hudson City and had opened a small dojo. He seemed quite happy and mentioned something about the time of sundering being near. He did not explain what he meant by that, but he seemed rather pleased about it.

Panthanatos

I've looked into Master Hu's dojo in Hudson City and learned that when he opened the dojo he brought in several ex-students from the far east as instructors. Master Hu simply oversees the training and doesn't take any students himself. He lets his instructors handle that. The dojo is very exclusive and a potential student must already be a black belt in at least two martial arts before being accepted. They have no patience for undisciplined beginners. The training is only for those who are serious and wish to elevate their martial arts to a new level through hard training of the body and the mind. Master Hu is rarely seen outside of his dojo.

[From the Files of The Master of Crime]

Personality: Master Hu's only purpose in life is to uphold the traditions of his order by serving his hellish masters. He is determined to destroy the seven seals and open the way for a demonic invasion of Earth. He does not care about rewards from his masters, since serving them is his greatest honor. He would willingly give his life if his master, Mephistopheles, but asked. If it would lead to the destruction of the seals his life would be a small price to pay.

He is also loyal to the Demoness, since she is one of Mephistopheles' lieutenants. With his innate ability to detect and identify magic, he instantly knew that Nevermore's raven was actually a demon. Still, he does not understand why she has not revealed herself to the Circle of Five. The Demoness must have a good reason, which he suspects involves Tarot's attempts to take control of the group. Because of the Demoness's deception, Master Hu has not revealed his full knowledge of the seals, or the demons, to the rest of the group.

Over the many decades he has been alive, Master Hu has learned a great deal of patience. He will not take action until he feels the time is right, even if it means waiting years or decades. Time does not matter to him. After all, he's waited over one hundred and fifty years, what do a few more years matter. This does not mean that he will allow a good opportunity to slip by. Knowing when to act

is just as important as knowing when not to, and when he does act it is swiftly and decisively.

Master Hu dislikes showing too much emotion because too often an opponent can read an emotion and use it to their advantage. If his opponents can not tell what he is thinking and feeling they will not be able to second guess his actions. This is why he prefers to act so inscrutable. He is quite upset over the way the others in the Circle of Five allow their emotions to guide them so openly. The only time he really shows any emotion is during the Cabal's ceremonies, when his eyes seem to shine with an inner light.

Quote: "Your death shall serve my masters well."

Powers/Tactics: In combat, Master Hu will use which ever attack seems most appropriate for his opponent. He will say very little, if anything at all, and will show no emotion as he concentrates on the battle. Like the others, he shares a mind link with Madame Nartiv. At first, he found the idea of having his mind linked with others in battle distracting, but over time he has come to realize it is a very useful tool. Since he is the Circle's primary front line fighter, he uses the mind link to coordinate his attacks with the others.

Master Hu will start combat by focusing himself, activating his counterstrike damage shield and DEX aid. He likes to use his invisibility to sneak up and hit a target with his Hand of the Winds attack. Otherwise, he will use his Delicate Whirlwind attack on as many opponents as possible, before falling back on his attacks that do not cost END. He prefers to save his high END attacks, such as the Hand of Dawn, Dancing Butterfly, Ghost Palm and Rock Smashing Fist, for the most appropriate moment to use them.

His only ranged attack is his Mage Bolt spell. This is the only actual magic spell he knows. He likes to save it until his opponent thinks they have his measure. Then he surprises them with this blast of mystic energy. This spell has finished off opponents who believed they had Master Hu right where they wanted him.

Appearance: Master Hu is a small, thin, wrinkled old man, with a shiny bald head and a pair of Fu Manchu mustaches. He always has an inscrutable expression as he stares at the world with his piercing black eyes. No one has ever guessed his actual age, and since he looks so ancient, most people believe he is in his nineties. No matter where he goes he always wears a simple brown robe over his black belted, gray gi. In combat he discards the robe for greater mobility.

Record: Hu Feng is not wanted by the authorities, and has no criminal record. Master Hu has killed about two dozen people around the world over the past several decades, but he has been very careful not to leave any evidence or witnesses behind.

Role Playing Tips: When using Master Hu it is important to remember that he shows no emotion, either in or out of combat. He will not respond to his opponent's taunts, believing that any response would merely be a waste of breath. He is a warrior dedicated to serving his dark masters in battle, and will act as such. The only honor he will grant an opponent is a quick death.

Of all the members in the Circle of Five, Master Hu is the only one who does not have some ulterior purpose in joining the Cabal. He only wants to serve his demonic master by destroying the seven seals. Because of this he will not be found acting on his own like the others. Others may persuade him to help them with their goals, arguing that the sooner they accomplish their goals the sooner they will be able to devote their full attention to the Cabal's goals.

The Demoness may finally reveal herself to him, and might decide to use him to eliminate some threats, both in and out of the Cabal. This could lead to Master Hu stalking the PCs if they are getting too close to the Cabal's secret, or it could involve him eliminating Tarot, if her actions continue to threaten the Cabal's secrecy. In this case the PCs may become unwitting allies or just plain pawns of Master Hu's, as he uses them to track and destroy Tarot's followers. He will save Tarot's death for himself, since he does not want her falling into the PC's hands alive.

Champions Conversion: Master Hu is already a very powerful character. To prepare him for *Champions* raise his DEX to 28, PD/ED to 20, SPD to 6, and Damage Resistance to 15.



SAGE

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5
16	DEX	18	DCV: 5
16	CON	12	ECV: 7
12	BODY	4	Phases: 3, 6, 9, 12
23	INT	13	
20	EGO	20	Costs
25	PRE	15	
10	COM	0	Char: 104 Base: 100
3	PD	0	+
3	ED	0	Powers: 274 Disads: 278
4	SPD	14	=
6	REC	0	Costs: 378 378
32	END	0	
32	STUN	5	

Cost	Powers	END
60	Multipower (60 pt pool) — Illusion Spells	
6 u	12d6 Mental Illusions (Illusions) [60]	6
2 u	12d6 Mental Illusions, Only Creates Illusionary Missiles (-1 ½) (Mind Missile) [60]	6
2 u	Invisibility to Normal Sight (Invisibility Spell) [20]	2
3 u	Images vs. Sight Group, -3 to PER Roll (Illusionary Duplicate Spell) [29]	3
12 m	Images vs. Normal Hearing and Sight Group, -13 to Roll (Illusionary Images Spell) [60]	6
12 m	Darkness vs. Sight Group, 5" Radius (Shadow Spell) [60]	6
7	1d6 RKA, No KB, 6 Charges, OAF; plus +1 OCV, OAF (Webley Mk 6 Revolver)	
33	Force Field (10 PD/10 ED), Invisible to Sight Group, 0 END Persistent, OIF (Amulet of Protection)	0
3	Detect Magic	
12	Images vs. Sight Group, -3 to Roll, Only Disguises Caster (-1 ½) (Disguise Spell)	3
10	Instant Change to Any Clothes (Wardrobe Spell)	
15	End Reserve (100 Points / 20), OAF (Wand)	

Background: Professor Radcliffe used to come to me to acquire certain rare books that were not for sale. Thus, when I needed additional information about him, I contacted Penny Dreadful. I was certain that with their mutual obsession for rare books, they would have crossed paths at some point.

To: The Master of Crime
From: Penny Dreadful

Since you followed through on your end of the bargain and sent me the original signed copy of *Crime and Punishment*, here is the biography of Nathaniel Radcliffe you wanted. Dear Nathan has been a thorn in my side for some time now, although why you are interested in him is beyond me.

I first met Nathaniel while I was still working at the Hudson City State University Library. He was always searching the stacks for this or that rare book. I used to so enjoy helping him search while we discussed literature and rare books. Then he committed the most unspeakable act! He forgot to return a book. When I went to his office to see him about it he denied it all. He said that he had returned it and that it must have gotten stuck in the book drop or that one of the students had mis-shelved it. I knew better. I knew that he had never used a book drop bin in his life. He once told me that

Skills	
3, 3	Linguist, Scholar
3, 3	Scientist, Bureaucratics, 14-
3, 3	Cryptography, 14-, Deduction, 14-
2	KS: European Magic Rituals, 14-
2	KS: Grimoires, 14-
2, 2	KS: Magic, 14-, KS: Magical Sites, 14-
2	KS: The Occult, 14-
2, 1	KS: The Red Cabal, 14-, KS: The Black Cabal, 11-
2	KS: World History, 14-
3	Oratory, 14-
3	Paramedic, 14-
3	Persuasion, 14-
3	PS: Professor, 14-
2	SC: Archaeology, 14-
2, 2	SC: Paraphysiology, 14-, SC: Sociology, 14-
2	AK: Hudson City University, 11-
1, 1	SC: Geology, 11-, SC: Psychology, 11-
4	WF: Common Melee Weapons, Small Arms
4	Lang: Latin (Native Accent, Literacy; English is Native)
2	Lang: Arabic (Fluent Conversation, Literacy)
2	Lang: French (Fluent Conversation, Literacy)
2	Lang: Gaelic (Fluent Conversation, Literacy)
2	Lang: German (Fluent Conversation, Literacy)
2	Lang: Greek (Fluent Conversation, Literacy)
2	Lang: Hebrew (Fluent Conversation, Literacy)
2	Lang: Welsh (Fluent Conversation, Literacy)
2	+1 OCV w/ Webley Revolver

100+ Disadvantages	
10	Enraged: If Books are Destroyed (Unc) 14-, 11-
15	Psych Lim: Always Seeking Knowledge (Com, Strong)
15	Psych Lim: Treats Andreas as His Son (Com, Strong)
10	Psych Lim: Obsessed with Rare Books (Unc, Strong)
10	Psych Lim: Hates Nazis (Unc, Strong)
10	Rep: Occult Expert (Secret ID Only), 11-
10	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 8-
5	Watched: Penny Dreadful (As Pow, Harsh), 8-
5	Rivalry: Penny Dreadful (Professional)
5	Unluck, 1d6
15	Secret ID: Professor Radcliffe
168	Villain Bonus

books were too precious to be dropped in a bin like a piece of used garbage. He always returned his books by hand.

Then more rare books began disappearing. Mostly they involved various occult subjects, something which I knew Nathaniel was interested in. I tried telling Mr. Fisher who was behind it, but I could not betray Nathaniel. Besides, Mr. Fisher was sure it was just a bunch of lazy students. The bureaucratic fool. Then the thefts stopped. Mr. Fisher said that the fad had worn off, but I knew better. I knew Nathaniel had found another source of books.

I did not run across Nathaniel until several years later. Someone else had been stealing books from a group of collectors that were in town for a convention. This thief was stealing the books before I could rescue them, so he had to be stopped. I set a trap and caught him red handed. I wanted to try out some tortures I had read about in one of my books, but describing the tortures proved enough to make the thief spill his guts. From the times when he was not crying and pleading for his life I learned that he had been hired by some strange professor to steal the books. He had already turned over his stockpile of stolen books to the professor and just had a few more books to go. I was about to get the professor's location out of the wretch when Dark Angel attacked and we had to escape without the thief or the book. Once I was safe back at my base I realized that this professor must be Nathaniel.



Then, about six months ago, I was after a set of occult manuscripts that were on loan to the Thorson Museum of Archaeology. The Museum was supposed to translate them. Before I had a chance to rescue the manuscripts, a group of men dressed like satanic cultists took them. A week later, the same group raided the Hudson City State University Library where I used to work and stole a book on mystic rituals. This book had been one of Nathaniel's favorites and I kept it set aside in a special section just for him. These men didn't even bother using the card catalog when they took the book. They knew exactly where the book would be. This proved that Nathaniel was behind the thefts.

Somehow he is controlling this satanic cult, and is using them to steal rare books. I know that the cult is involved in other activities such as drugs and murder, but Nathaniel must be using those activities to cover his book thefts. He must be stopped! He is taking all of my books before I can rescue them! I know he had one of his students who used to help him with his research. A young man who owns a small bookstore near the University. His name was Andy Warner or something like that. I believe he is the one who led Nathaniel down this dark road. If I ever get a hold of this young man I'll make him pay for corrupting poor Nathaniel.

It seems that Penny is quite smitten with Professor Radcliffe. While at the same time she is out to stop him from stealing her precious books at any cost. Most interesting.

Having personally dealt with Professor Radcliffe in the past, I knew that he was a pleasant man, except for his obsession with books and knowledge. He believed knowledge was the greatest virtue and was obsessed with obtaining it by any means. He was also a firm believer in the occult. I believe he would trade his soul to acquire more knowledge.

I believe he once murdered a New York book collector just to obtain an occult tome that may or may not have been authentic. I do know that over the years I dealt with him, he spent his entire family's fortune to acquire a vast personal library. After he could no longer afford my help in his quest he turned to others for help, including a Mr. Andreas Verner, one of his students. I know he also worked with Julia LaFontain in Haiti to acquire an ancient tome, and Madame Nartiv in Europe to recover the writings of a mad monk. I can easily believe that he would enlist the aid of a satanic cult in his quest. Joining a cult fits with his interest in the Occult and, as I already stated, he is so obsessed that I doubt there is very little he would not do to acquire more knowledge.

[From the Files of The Master of Crime]

Personality: Professor Radcliffe is first and foremost a scholar and a gentleman. As a scholar and a professor of history and mythology, he has become obsessed with obtaining more knowledge. His primary ambition is to seek out and uncover lost mystic knowledge. He will do almost anything to achieve this goal, including bribery, blackmail and murder. What other people do with this knowledge is



not important to him. Recovering it is his only priority. He would sacrifice everything for more knowledge, and currently he is afraid that he has done just that in making his hellish bargain with Mephistopheles.

The professor has come to realize that there are other things in his life he cares about. It has taken him a while to understand that he loves Andreas like the son he never had. He always simply saw the young man as his student, but now he sees Andreas as the heir to his fortune of knowledge. Professor Radcliffe has also begun to worry about just what Andreas and the others are doing with his knowledge. He has seen Andreas change so much under the Demoness's influence over the past few years, that he is starting to feel guilty about exposing the young man to all this.

He is also regretting the things he did not do during his life. Professor Radcliffe knows that Andreas looks up to him like a father, but he has only recently realized that the young man treats Madame Nartiv as his surrogate mother. At one time Nathaniel was thinking about settling down with Elaine, Madame Nartiv, in Hudson City. Instead he decided to devote his life to the pursuit of knowledge, thinking it was the nobler goal. Now he regrets this decision and ponders what might have been.



Thanks to his experiences in World War II, especially his participation in the liberation of Auschwitz, the professor shares a strong hatred of Nazis and neo-Nazis with Madame Nartiv. He was one of the soldiers that rescued her from the death camp, and later he helped her move to America and set up a new life. The things he saw in that camp have seared him to his soul, and have distorted his view of the world. He has seen so much pain and suffering that he tries to block it out when he encounters it. When he participates in the Cabal's ceremonies he merely sees them as stylized rituals, not as the death and depravity that they truly are. It is only recently that he has come to realize that he has become one of the monsters he learned to hate after seeing Auschwitz.

Professor Radcliffe is extremely single-minded in his pursuits. Once he has decided on a course of action, nothing will sway him from it. He will ignore any advice or threats that suggest a different course of action. This unyielding determination makes it very hard to intimidate him. It also makes him too inflexible when the situation suddenly changes. He simply has a hard time adapting to the changes and tends to continue with his original plan for better or worse. If things get totally out of hand, he will sometimes simply stand there perplexed and sputtering until he realizes that a strategic withdrawal is in order.

Quote: "How can you hope to stand against a man with the knowledge to alter reality?"

Powers/Tactics: Sage is a master of illusionary magic. He can conjure images in the minds of his opponents and make them perceive what ever he wants. Often, he likes to make them believe that they have been stripped of their weapons and are facing some legendary monster that they can not hope to defeat. Another favorite is the tried but true trick of making his opponents see their friends as enemies, and vice versa. The professor can also create illusionary missiles which almost never miss their target. These missiles can take any form he wishes, from a shuriken to a laser bolt. To his target he appears to draw a weapon from his jacket and use it against them. As a backup weapon, he carries his Webley revolver from World War II.

His repertoire of magic spells includes an invisibility spell. This spell may be quite useful, but he only uses it in extreme circumstances because of the amount of magical energy it takes to sustain it. There is also a spell that creates an area of darkness, but again, he restrains from using it because of the magical energy it requires. He does have one spell that, while it needs a lot of magical energy, he still likes to use. The spell creates an image that is visible and audible to everyone in the area. He uses this spell to create an illusionary target for his opponents while he hides somewhere nearby. The illusion will give orders to any underlings in the area and will appear to be impervious to all damage, laughing as his opponents pump bullets into it.

Appearance: Professor Radcliffe is an older, white haired man with a short white beard, and glasses. He is about medium build, and appears to be in his fifties or early sixties even though he is really about seventy. The professor usually wears a brown tweed suit with shooting patches on the elbows, a brown vest with a watch chain, a white shirt, and a bow tie. He looks exactly like what he is, a very stuffy British Professor.

Record: Professor Radcliffe is wanted by the Hudson City library for several overdue books. The professor has also been implicated in the theft of several rare books and scrolls from the Hudson City museum. The D.A. does not have enough evidence to charge him and, since joining the Black Cabal, has decided not to pursue the case. The professor has also participated in several Cabal ceremonies involving human sacrifices. He also murdered a rare book collector in New York who would not sell him a certain rare tome, which contained the summoning spell he gave Nevermore. The New York police do not have any suspects in that case.

Role Playing Tips: When the PCs encounter Sage, he should act forgetful and preoccupied. Like an absent minded professor. This is just an act he uses to gauge his opponent's reactions. Sage always has a course of action in mind and anything that gets in his way should either be swept aside or ignored. The only thing that should get a reaction out of him is his objective, usually a lost or rare book. The closer he gets to his objective, the more his obsession should become apparent.

Professor Radcliffe is just starting to open his eyes to what is going on around him in the Cabal. He is starting to understand that something is exerting an influence over his student, Andreas. The raven seems to be the obvious culprit, but the professor is beginning to suspect that the raven, and Andreas's girlfriend, may be more than they appear. It will take him a while, but he should start trying to find a way out of the Cabal for not only himself, but Andreas and Madame Nartiv as well. Until he is confident that they can all escape the Cabal, he will continue to serve and will try to gather as much information as possible. He still believes that knowledge is the key to any situation and will be loath to act without it.

The GM may want to tie Professor Radcliffe's situation in with Father Lonigan's attempt to save Andreas. Father Lonigan suspects that both Andreas and Professor Radcliffe have fallen under some evil influence. Of the two, Professor Radcliffe would be the most likely to accept an offer of help, while Andreas would scoff at such an offer and might inform the Demoness of the situation. This could lead to some deadly consequences for Father Lonigan and the PCs.

Neo-Nazis, like Holocaust, Herr Doktor Gerhardt Spregen and the New Republic Party, can also be introduced as a target of Sage and Madame Nartiv. The two old friends could combine forces to use their abilities to destroy the neo-Nazis. They would use the Cabal's resources and cultists to terrorize the neo-Nazis just like the neo-Nazis have terrorized so many others. This could lead to an all out war between the two groups. A war the PCs and the rest of Hudson City would be caught in the center of. If Madame Nartiv were to learn that Herr Doktor Gerhardt Spregen was still alive the blood would not stop flowing until either Madame Nartiv and Sage, or Doktor Spregen was dead.

Champions Conversion: Raise Sage's EGO to 28, his PD/ED to 10, and his SPD to 5. Increase his Force Field to 15/15. Finally, add 15 points of Mental Defense. With these changes he should be ready for *Champions*.

TAROT

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
21	DEX	33	DCV: 7
16	CON	12	ECV: 8
11	BODY	2	Phases: 3, 6, 9, 12
18	INT	8	
23	EGO	26	
26	PRE	16	Costs
24	COM	7	Char: 124 Base: 100
3	PD	0	+ +
3	ED	0	Powers: 356 Disads: 380
4	SPD	9	= =
6	REC	0	Costs: 480 480
32	END	0	
33	STUN	6	

Cost	Powers	END
75	Multipower (75 pt pool) — Voodoo Spells	
3 u	3d6 Body Drain, Based On ECV, Invisible to Sight Group, Requires an Item of Victims (-¼), Concentrate ½ DCV, OAF (Voodoo Doll & Needle) [75]	7
3 u	12d6 Mind Control, Telepathic Contact, Single Command: Sleep, Must be Ingested (-½), 14 Charges, IAF (Coma Drug — Little Death) [75]	
2 u	12d6 Mind Control, Telepathic Contact, Concentrate Constant 0 DCV, Can Not Act Except to Give Commands (-2) (Possession of Another) [75]	7
2 u	4d6 Aid, All Physical Stats, Fade Rate: Per Hour, Self Only (-½), 1 Charge (Possession by a Loa) [75]	
1 u	Clairsentience (Normal Hearing, Mental Awareness), See Other Dimensions, Concentrate Constant 0 DCV, Extra Time: 1 Minute, No Range (Talk to Spirits) [45]	4
1 u	Clairsentience (See Future and Past), Concentrate Constant 0 DCV, Extra Time: 5 Minutes, Requires a Tarot Card Reading Roll, OAF (Tarot Card Reading) [60]	6
1 u	Summon 8 Zombies (100 points each), Concentrate Constant ½ DCV, Extra Time: 1 Hour, Must be Cast in a Graveyard (-¼) [65]	6
8	2d6-1 RKA, No KB, 6 Charges, OAF (King Cobra Revolver)	
8	1d6 HKA (2d6 w/ STR), Can Grab (+¼), No KB, OAF (Whip)	2
5	Stretching (3"), No Non-Combat Mutl. (-¼), Linked To HKA, OAF (Whip)	1
8	1d6 HKA (2d6 w/ STR), Ranged, Range based on STR (-¼), No KB, Blade Weapon (-¼), OAF (Knife) 2	
33	Force Field (10 PD/10 ED), Invisible to Sight Group, 0 END Persistent, OIF (Charm of Protection)	0
4	Damage Resistance (7/7), Linked to Aid, 1 Continuing Charge, Duration: 5 Hours (Possession by a Loa)	
13	Clairsentience (Normal Sight, Normal Hearing, Detect, Mental Awareness, Smell/Taste Group), Only through Possessed Person (-1), Concentrate Constant 0 DCV, Linked to Mind Control (Possession of Another)	4
23	End Reserve (100 pts/ REC 25), OIF (Gris-Gris)	

Skills	
15	Tarot Card Reading, 20-
5	KS: Voodoo, 15-
3	Acting, 14-
3	Conversation, 14-
3	High Society, 14-
4	KS: Tarot Cards, 14-
3	Oratory, 14-
3	Persuasion, 14-
3	Seduction, 14-
3	Streetwise, 14-
3	AK: Haiti, 13-
3	Breakfall, 13-
3	Contortionist, 13-
3	KS: Jamaican Posses, 13-
3	KS: Columbian Drug Cartels, 13-
3	KS: Torture, 13-
3	PS: Cook, 13-
3	Riding, 13-
3	Sleight Of Hand, 13-
3	Stealth, 13-
3	Animal Handler, 11-
3	Shadowing, 11-
3	WF: Swords, Whips, and Pistols
3	TF: Horses, Boats, and Scuba
4	Lang: Creole (Native Accent; French is Native)
4	Lang: English (Fluent w/Accent, Literacy)
4	Lang: Spanish (Native Accent)
5	Contact: Jamaican Posse — Brother Namaan, 14-
3	Contact: Columbian Drug Cartel — Hernan Garalda y Acevedo, 12-
2	Contact: Corrupt DEA Agent — Alexander Rimmer, 11-
10	Follower: King Cobra (50pts)
45	Followers: 32 Zombies (100pts each)
2	Immunity: Cobra Venom (Fairly Com)

100+ Disadvantages	
15	Psych Lim: Power Hungry (Com, Strong)
15	Psych Lim: Overconfident (Com, Strong)
10	Psych Lim: Seductive (Com, Mod)
10	Psych Lim: Sadistic (Com, Mod)
10	Susc: Target Breaks Possession (Unc, Instant), 2d6
10	DF: Exotic Caribbean Woman (Con, Minor)
10	Rep: Popular Restaurant Hostess, 11-
10	Rep: Voodoo Priestess, 11-
10	Watched: Columbian Drug Cartels (Mo Pow, NCI, Harsh), 8-
10	Watched: Mephistopheles (Mo Pow, NCI, Harsh), 8-
10	Watched: General Sardec (Mo Pow, NCI, Harsh), 8-
5	Watched: Hudson City Church of Voodoo (Less Pow, NCI, Harsh), 8-
5	Unluck, 1d6
15	Secret ID: Julia LaFontain
235	Villain Bonus

Background: Upon discovering Miss LaFontain's ties with the Columbian Drug Cartels, I asked one of my contacts in the DEA to dig up some more information on her. I did not realize that my contact was actually working for both her and the Cartels at the time. It seems his loyalties tend to change depending on how much money he is offered. A fact I shall strive to remember.



Drug Enforcement Agency

SUBJECT: Julia LaFontain

FILE #: TR-006-041293-JA

Here is the information you requested. I expect the agreed upon payment has already been deposited to my Swiss account. Good doing business with you.

Julia LaFontain is a native of Haiti. She is a practicing Voodoo priestess. She first came to our attention when she was seen with several Colombian Drug Lords in Haiti. The Drug Lords apparently liked her for her beauty and charm as well as her supposed voodoo powers. It was through these Drug Lords that she was introduced to General Sardec, Haiti's dictator, and his right hand man, Colonel Sconfair, the commander of Haiti's security forces. She quickly made her way into their inner circle and became one of their most trusted advisors. It seems both men are firm believers in the powers of voodoo and will not make any important decisions without consulting the spirits.

As time passed, Colonel Sconfair became more and more enamored of LaFontain and became almost totally dependent upon her advice. We learned that she was trying to turn Sconfair against Sardec by using her voodoo predictions to play on his ambition. Her aim was to gain control of the drug trade going through Haiti using Sconfair as a front man. If her plan had succeeded, she would have been in total control of Haiti.

Unfortunately for her, Sardec realized that Sconfair was getting far too attached to her and figured that Sconfair's sudden rebellious attitude was due to her. He set a plan in motion to expose LaFontain as a Boko, an evil voodoo priestess. His plan succeeded and the other voodoo priests, or Houngans, exiled her from Haiti. He persuaded Sconfair that she had to go if they were going to stay on good terms with the Houngans.

LaFontain left Haiti aboard a Colombian Drug Lord's yacht and sailed on to New Orleans. Once there, she quickly set up shop and began practicing voodoo again. She tried to get involved in the New Orleans drug trade, but two factors worked against her. First, she was used to working where the authorities would turn a blind eye to, or even help her in her activities. Second, she had not counted on General Sardec's long reach. Sardec contacted some people in New Orleans and had them spread certain rumors about LaFontain. The fact that most of the rumors were true only added to the effect they had. By the end of the month, she had the police and most of the New Orleans voodoo community after her. Both were upset about the human sacrifices she had been making. The police wanted her on three counts of murder and the voodoo community because of the way she was destroying New Orleans' reputation with her evil, or Ju-ju, magic.

This time she fled to Hudson City. She knew several people there who could help her, and she would be out of General Sardec's reach. Amongst the people she knew in Hudson City was the leader of a Jamaican voodoo posse, Brother Namaan. He was slightly insane, but she was confident that she could control him. She also knew several corrupt DEA agents who were working for the Colombian Drug Lords. She decided to enlist their help in getting involved in Hudson City's drug trade. By now, she had learned to keep a low profile until she had established a power base.

Within a month, she had taken control of the Ghede Posse through Brother Namaan, set up a deal with the corrupt DEA agents, and had started a small Cajun restaurant. Her restaurant has become one of the most chic places in town, with a four star rating. The elite of Hudson City go there to be seen by the in crowd. None of them probably suspect their beautiful hostesses' dark background.

She has also formed contacts with a group of satanic cultists, know as the Cabal. I have no idea what this group offered her, but it must be something good. Recently I received reports that some of these cultists were working with the Ghede Posse. Of course, I have also gotten reports that she was using zombies as part of her drug operations. I seriously doubt the validity of both reports.

[END OF FILE]

I have visited her restaurant and it offers the best Cajun cuisine in Hudson City. On one of my visits, I actually met the alluring Julia LaFontain. She was as beautiful and as seductive as her reputation states. In fact I think her reputation may be an understatement.

My people have done some checking into her activities in Hudson City, and my DEA contact was correct in reporting her success in using the Brother Namaan and the Ghede Posse, some Colombian Drug Lords, and her corrupt DEA contacts to smuggle drugs into Hudson City. I believe she seduced brother Namaan and is using him as a puppet to control the Ghede Posse, but he may be proving too psychotic for her to control. She may have to dispose of him quietly, or simply let one of those vigilantes obligingly kill him. If it was not for her unrestrained ambition, I believe that I could have a place for her in my organization.

[From the Files of The Master of Crime]

Personality: Julia LaFontain is only interested in power and will do anything to get more. She does not care what kind of power she gains; magical, political, economic or criminal, as long as she gets more. Tarot is extremely confident in her ability to get what she wants, and regards Haiti and New Orleans as only minor setbacks. At the moment two things occupy her attention, controlling the drug trade in Hudson City and taking over the Cabal through Nevermore. Julia will not stop until she has achieved both these goals.

As an evil voodoo priestess, or boko, Tarot's preferred spirit, or loa, is Samedi, which represents both death and lust. She uses both to achieve her goals; seducing men to gain more power and killing those who get in her way. In Haiti, she tried seducing Colonel Sconfair and almost succeeded in persuading him to kill General Sardec.

Tarot loves to take control of peoples lives, either by subtly manipulating them or by using her ability to possess them and take direct control of their actions. She also has a strong sadistic streak that tends to surface when someone resists her manipulations or spurns her advances. One man in New Orleans resisted her seductions because of his love for his family, so Tarot possessed his body and had him kill his family. Then she brought them back from the dead as zombies and had them kill him. She did it all just for her own enjoyment.

Around men she is always smiling and laughing, acting playful and seductive. One of the reasons her restaurant is so successful is because she goes around and talks to all of the patrons. Many nights she can be found on the dance floor, dancing with a succession of powerful men, each one totally enamored of her.

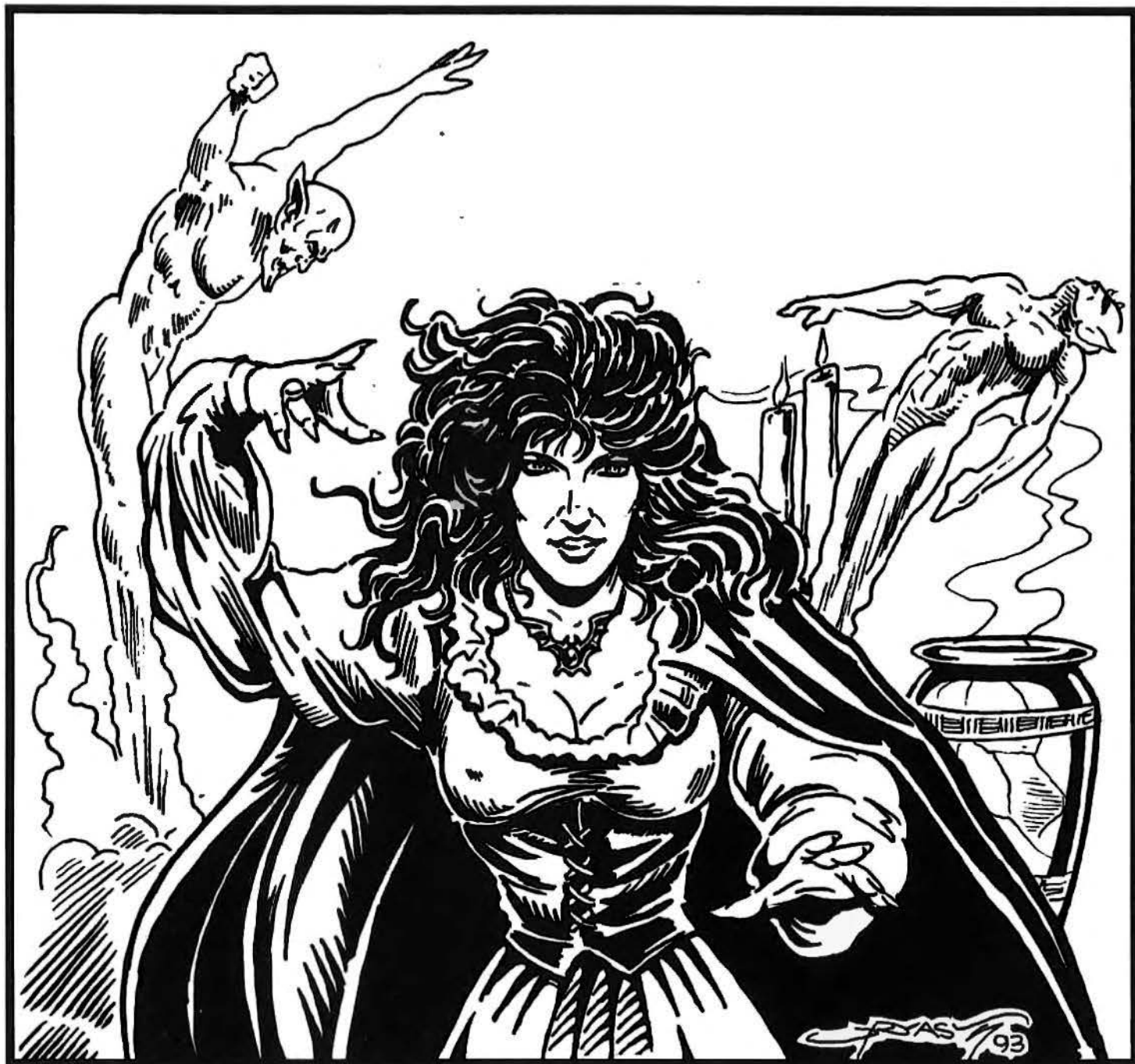
Away from the public eye, Julia is still playful and seductive, but in a more sadistic manner. She enjoys torturing men before she sacrifices them in her voodoo ceremonies. Once, she tortured a man so that he would beg her for a kiss before she killed him. Julia also enjoys torturing and maiming women who are more beautiful than her. More than one beautiful model has been found dead on the streets, her features maimed beyond recognition.

Even when things turn against her, Julia is still smiling and laughing. After some of the things she has done to sacrifices in her voodoo ceremonies, nothing disturbs or shocks her anymore. If she is losing a battle she will just smile and laugh, confident that she will win in the end. Some members of the Circle of Five find this rather unnerving and the others think she is slightly insane. Were they to ask Julia, she would think about it for a moment, smile, and agree with them.

Quote: "When I am finished with you, you'll be a very nice zombie..."

Powers/Tactics: In combat Tarot prefers to stand back and let her minions; cultists, Posse members, and zombies, do her fighting. If someone poses a specific threat to her she will let herself be possessed by a loa to increase her strength, speed and toughness. Then she will use her pistol, whip and knife to defend herself.

If she has the chance, she will obtain an item from her target, something personal like a hair or some blood, and construct a



voodoo doll of them. She can then use the doll to attack her target as long as they are in sight. Tarot can also possess someone, taking control of their body. Julia enjoys using this power, but does not use it very often because it leaves her own body in a coma and, if her victim can break her control, her spirit is flung back into her own body suffering psychic shock.

Julia's most useful power is her ability to predict the future using her tarot cards. Using the cards she can catch glimpses of the past, present and future. She is not always able to interpret the meanings of these glimpses, but she tends to base all of her major decisions off of them. Sometimes she is correct in her interpretation, but other times she can be drastically wrong, like in Haiti. These instances can spell disaster for all of her plans.

Tarot has a drug which, if ingested, will put its victim into a coma-like sleep. Julia likes to use this drug to kidnap victims for her voodoo ceremonies. She is very careful not to use the drug on

anyone at her restaurant. Tarot also has a necklace made of polished human finger bones, called a Gris-gris, that she uses to store her magical energy. Without this necklace, she would be limited to the magical energy her own body can channel.

Julia will often try to capture her opponents alive so that she may torture them and later sacrifice them in her voodoo ceremonies. Tarot especially likes to let her pet cobra toy with her victims. She is the Cabal's primary supplier of sacrifices for their ceremonies. Tarot believes this will help make the group more dependent upon her.

Appearance: Tarot is an extremely beautiful, young mulatto woman, with long silvery hair and dark, seductive eyes. Julia is always smiling and laughing. When she walks it is more like dancing. She likes dressing in the most current chic fashions that show off her slim figure, and always wears an assortment of rings, bracelets, necklaces and charms.



Record: Tarot is wanted in regard to nine ritual murders in New Orleans, and the DEA suspects her involvement in four more and is investigating her connections with the Colombian Drug Cartels. Due to the Cabal's influence, the Hudson City Police have not started any investigations into her activities, even though she has been directly responsible for at least ten deaths and possibly several more in Hudson City.

Role Playing Tips: Of everyone in the Circle of Five, Tarot is the most depraved. Julia is more insane than obsessed and her sadistic, mocking manner should accent this. She has already gone beyond the point where she would sell her soul to the devil. If Tarot knew about the Demoness, she would see the demon as an equal, if not her underling. Once she realizes that the Demoness is really in control of the Cabal, she will stop at nothing to destroy her.

She is already trying to take control of the Cabal by seducing Nevermore in hopes of controlling the Cabal by manipulating him. So far Nevermore has resisted her efforts because of his love for the Demoness. Julia simply believes that she underestimated his willpower and is trying harder. When she realizes that Nevermore is not going to fall for her seductions, she may decide to eliminate him and take direct control of the Cabal.

Julia is also attempting to control the drug trade in Hudson City. She is using her contacts with the Colombian Drug Cartels to get drugs shipped to Hudson City. Then her contacts in the DEA make sure the drug shipments get into the country safely. Next, Julia's zombies process the drugs and prepare them for sale. Finally, the members of the Ghede Posse, under Brother Namaan's direction, distribute the drugs on the street. Tarot has gone out of her way to make sure that no one, including Brother Namaan, knows about her zombies. She likes to use them because they are perfect, tireless workers who do not have to be paid and won't steal drugs from her. The fact that occasionally the zombies use the wrong dosage of drugs and a user dies because of it doesn't bother her. It's just a minor problem.

The PCs may come after Tarot for a variety of reasons. They may have been tipped off to her drug operations or one of their friends may have died from some bad drugs her zombies made. General Sardec may have started some rumors about her voodoo practices to get the authorities after her, or she may have kidnapped a DNPC as a sacrifice in one of her ceremonies. Brother Namaan may have decided to take over her operation by getting rid of her or the Cartels may have decided the same thing. The characters could wind up in the middle of a drug war between the Ghede Posse and the Cartels as both try to take over Tarot's operations.

Champions Conversion: To convert Tarot to *Champions* raise her PD and ED both to 10, SPD to 5, and Force Field to 15. Make her pistol, knife and whip all Armor Piercing.

ZOMBIE

Val	Char	Cost	Combat Stats		
20	STR	10	OCV: 3		
8	DEX	-6	DCV: 3		
10	CON	0	ECV: 0		
20	BODY	20	Phases: 6, 12		
5	INT	-5	Costs		
0	EGO	0	Char: 24 Base: 100		
15	PRE	5	+ +		
2	COM	-4	Powers: 176 Disads: 100		
3	PD	6	= =		
3	ED	6	Costs: 200 200		
2	SPD	2			
6	REC	0			
0	END	-10			
0	STUN	0			
Cost		Powers		END	
45	Takes No Stun (Automaton)				
15	Does Not Bleed (Automaton)				
12	1d6+1 HKA (3d6-1 w/ STR), 0 END, No KB, Blade Weapon (-1/4), OAF (Machete)			0	
10	Strength is Armor Piercing				
9	Damage Resistance (3/3)				
-4	-2" Running (4" Total)				
-1	-1" Swimming (1" Total)				
4	Running is 0 END			0	
1	Swimming is 0 END			0	
10	Strength is 0 END			0	
5	Infrared Vision				
10	Detect (Sense), Life at Range				
30	Life Support: Full				
10	Regeneration (1 Body/Turn)				
Skills					
3	Climbing, 11-				
3	Stealth, 11-				
1	Conversation, 8-				
1	Deduction, 8-				
2	WF: Common Melee				
4	Lang: English (Fluent w/ Accent, Literacy)				
6	+3 OCV w/ Machete				
100+		Disadvantages			
25	Psych Lim: Obeys Summoner/Master (VC, Total)				
15	Psych Lim: Dead (VC, Mod)				
10	Psych Lim: Wants to kill the Living (Com, Mod)				
20	Phys Lim: Dead (All the Time, Greatly)				
15	DF: Zombie (Conc, Major)				
15	Villain Bonus				

Notes: Tarot has summoned a total of thirty two zombies in Hudson City. She can summon up to eight more if she needs them, or if she must replace a destroyed zombie. Tarot uses the zombies primarily in her drug lab, but she will use them for muscle if she needs to. The zombies dislike their morbid existence and hate anyone who is alive. Bound by Tarot's spells they must obey her every command. Tarot armed the zombies with machetes when she discovered they can't handle anything more complex. Besides, Tarot likes the way her enemies react to seeing a band of machete wielding zombies.



YING (SHADOWS)

MEMBERSHIP: Phoenix Fist, Dongji Bing (Winter Ice), Ghengis, Golden Tiger, Kuai (Fast), Qiang (Wall)

ORIGIN: For many years, the Chinese Triads had relied upon street gangs underneath their individual control to enforce Triad rules. The gangs, however, were unreliable. To kill one person, for example, a gang would kill every person within a restaurant. Then, there existed the problem of trying to enforce Triad dictates upon the gang itself, all of which were very inefficient.

The Triads began to look at their rivals in the criminal underworld, the La Costa Nostra and the Yakuza. In both cases, both organizations would use outsiders to kill internal opposition. The Mafia would contact another operation in another city, even in some cases another family altogether. The other operation would send in an enforcer. The enforcer would only be told enough information to allow him or her to track down the target and kill him. Then, the enforcer would be shipped back, while the police would be baffled by the killing.

The Yakuza used a similar method. Instead of an outsider, however, the Yakuza used the mysterious ninja. Ninja clans, contrary to many popular beliefs, are separate entities from the Yakuza. Yet, most Ninja clans only accept jobs from one or two Yakuza clans. The ninjas, as with the Mafia enforcers, would be told how to find the target. With legendary stealth and precision, the ninja assigned to the assassination would kill his target and disappear.

Triad leaders weren't sure of this system, but decided to try an experiment with it. The Triads of Asia met, and selected the woman known as Phoenix Fist to lead the small group. Phoenix Fist selected others among different Triad groups to round out her organization. She decided to name her group Ying, Mandarin for 'Shadows', because it was the territory which the group would operate the most often.

Phoenix Fist and Ying traveled to Hong Kong, to be given final instructions before being sent out. In Hong Kong, the group met up with the woman now known as 'Winter Ice'. The Triads gave Ying their first assignment, destroy the English youths who raped 'Winter Ice'. When things were all said and done, the six youths lay in the street, brutally murdered as examples to the power of the Triads and to the power of Ying.

The Triads were pleased with the exhibition. As the group gained their Boxer agents, Winter Ice acquired her cold-generating suit and joined the team permanently. Phoenix Fist set up the organization to work in a similar fashion to both the Mafia and Yakuza.

Ying acts as an outside agency for the Triads. Any Triad can contact Ying for a job, as long as they pay the high price for Ying's services. Unlike the other two syndicate's enforcers, Ying will also take jobs external to the Triad paying them. This makes Ying not only a group of enforcers, but also a group of assassins. Ying will take any Triad job, as long as their fee is paid. Phoenix Fist assigns agents and members on a case by case basis. The fee does not increase if more agents are used on a mission. This has created a very efficient group, one the Triads are considering duplicating many times over, with the Triads international expansion.

GOALS: Ying has been created as the ultimate enforcers for the Triads. As such, their primary duty is to make sure renegade elements of the Triads are eliminated. These elements take a number of forms, from street gangs to informants. A Triad ap-

proaches Phoenix Fist for the elimination of one of these elements. She assigns the best person or persons to the situation as she sees fit. The money received from the hiring Triad is funneled back into coverage of training costs and payments to the members of Ying who performed the job.

TACTICS: Phoenix Fist knows what the best strategy is for a group like her own. That strategy is based upon surprise and swiftness. To achieve this objective, Phoenix fist has trained both the agents and the main members of Ying in speed and coordination.

When the entire Ying membership is involved, a set battle plan for an ambush exists. The members conceal themselves in a narrow alleyway. Kuai becomes the bait, leading the target into the alley. This is accomplished in any number of ways, depending on the target. As the victim enters the alley, Qiang drops down to cut off escape from one end, while Ghengis performs the same action on the other end of the alley. As they slowly advance on the trapped victim, the other members of the team either attack from range from above, or jump down next to the target and attack, depending on who the target is. Phoenix Fist only acts in a last resort, using her power to help the main members of the team escape.

Things change slightly if only one main member is involved, and supplies with agents. In this case, the same basic strategy as above is used. However, it is an agent who blocks the alley instead of either of the two large members of the main team. The main team member's involvement varies on who is in charge. Kuai will be zipping in and out of the combat, raking the target with his tiger claws. Ghengis will drop down next to the target and attack with his weapons. 'Winter Ice' moves down, and will torture the victim before providing the fatal blow herself. Phoenix Fist, Golden Tiger, and Qiang both just sit back and watch, Phoenix Fist because of her businesslike manner, Golden Tiger to observe his 'students', and Qiang because of his aversion to killing.

GROUP RELATIONS: The members of Ying do not get along as well as Phoenix Fist would like. Phoenix Fist, however, is able to meld them into a fairly workable team. Qiang does not seem to fit well with the rest of the team, being he does not like to resort to combat. Ghengis and Qiang do get along rather well, being they are the two strongest members of the team. 'Winter Ice' is the most sadistic of the team, which causes friction between her and Qiang. Kuai, true to his nature, is impetuous and always nervous. His rushing attitude of life has caused some conflicts with the slower and more sedate Ghengis. Golden Tiger is the one true team player among the group, always willing to help out his teammates and the Triad cause. Phoenix Fist has smoothed over many of the problems, so the group acts efficiently.

REPUTATION: Ying has garnered a reputation for being a brutal and sadistic enforcer group for the Triads. The reputation is well deserved. Every known target of Ying has been found dead, mutilated almost beyond recognition. As such, Ying is wanted by a number of Asian police forces, including the Hong Kong, Taiwanese, and Singapore police forces. The Chinese government wants Ying the most, however, proclaiming death sentences for each member of the group in absentia. Already, it was a sentence of death in China to be associated with the Triads, but never has an entire group been tried in absentia. This should show the fear and loathing for this group that exists in Asia.



Among the Triads, this group garners more fear and respect, rather than loathing. The leaders of each of the individual Triads enjoy having a group to do their dirty work for them. Their efficient in their work adds even more to their reputation.

MASTER OF CRIME'S NOTES: A very deadly addition to the Triads. Ying's diversity, however, could be its downfall if a number of their members decide for a power grab. The Triad's internal operations are served well by such a group. I wonder if I should create a similar group in the near future. I suggest, no matter my decision, to keep an eye out for this group and its activities.

It is quite possible, under the group's current mandate, Ying will come in conflict with a number of my ongoing operations. If so, I will want to know who hired them to attack me. Once discovered, I want them eliminated. For behind every operation partaken by Ying, a Triad leader is behind it. Such attacks prove down the road the Triad in question will not join my organization, and as such will have to be eliminated. Maybe, at that time, I will be able to hire Ying to do my dirty work. The possibilities are endless.

CAMPAIGN FUNCTIONS: Ying is a group to use if the characters are targeting the Triads in the campaign city. First, hints to Ying's possible presence should be given to the characters. An example would be having a former Triad member turned informant found mutilated in a dark alleyway far from Chinatown. After police or character investigation, it would be discovered the victim was subjected to heat and cold before being killed by claws and blade.

After more investigation, it is quite possible for the characters to get into conflict with Ying. This becomes especially true if a Triad hires Ying to eliminate the players. In such a conflict, Ying will invariably attack from ambush, trying to gang up on more solitary heroes. Phoenix Fist is no idiot, however, and will retreat with her main cadre while the Boxers fight a delaying action if things go bad. Play the group intelligently, they don't go toe to toe with a group of heroes, nor will they stick around long enough to lose a member. The group will not bother the characters afterward, if Ying's assassination attempt fails, until another contract is made against the characters.

PHOENIX FIST

Background: Phoenix Fist was born to a Chinese farmer family approximately thirty years ago. Her family lived near the conquered nation of Tibet, now a mere province of the People's Republic of China. Her parents so desperately wanted a male child. At this time, male children were thought to be better. Male children would grow up, working on the farm. They would be able to provide for their parents when their parents got too old to make a living for themselves. Female children, however, were very much unwanted. When females grew to adulthood, they would have to be married off. Marriage meant giving of a dowry, which with the standard of living at the time, would be a great amount to pay. Chinese families took their newborn daughters and left them on mountain sides, where the children would either die or be eaten by wild animals. This is what happened to Phoenix Fist when she was born.

Fortunately, she was found before dying of exposure by a passerby. The passerby happened to be a monk traveling to one of the great monasteries of Tibet. He could not care for the child himself, and the monastery was too far, however, yet he could not let the child die. So he traveled to the nearest town and approached the wealthiest man there. He gave the man the child, telling him in cryptic tones his kindness will be rewarded someday.

The wealthy man turned out to be the local head of one of the Triads. He took the girl, and gave him to one of his lieutenants to look after. The lieutenant raised Phoenix Fist as his own, giving her a name which has been lost to all records. An enforcer for the Triad, the lieutenant trained Phoenix Fist in the same profession he was in. She proved to be very capable in hand to hand combat, winning a local tournament.

When she accepted her award, the monk who found her originally appeared to the lieutenant. He offered to become Phoenix Fist's personal trainer, to train her in the finer arts as well as in the

PHOENIX FIST

Val	Char	Cost	Combat Stats																																					
25	STR	15	OCV: 9																																					
26	DEX	48	DCV: 9																																					
26	CON	32	ECV: 8																																					
20	BODY	20	Phases: 2, 4, 6, 8, 10, 12																																					
23	INT	13	Costs																																					
23	EGO	26																																						
30	PRE	20																																						
10	COM	0	Char:	220	Base:	100																																		
16	PD	11		+		+																																		
16	ED	11	Powers:	212	Disads:	332																																		
6	SPD	24		=		=																																		
10	REC	0		432		432																																		
52	END	0																																						
46	STUN	0																																						
Cost		Powers		END																																				
35	2d6 Energy RKA (Napalm Glove), Continuous, Uncontrolled, Sticky, Trigger: Touching or Punching Target, No Range, 4 Continuing Charges for 1 Extra Phase, OIF																																							
28	Martial Arts — Shao-Lin Phoenix Style Kung Fu <table border="1"> <thead> <tr> <th>Maneuver</th> <th>OCV</th> <th>DCV</th> <th colspan="2">Notes</th> </tr> </thead> <tbody> <tr> <td>Off. Strike</td> <td>-2</td> <td>+1</td> <td colspan="2">10d6 Strike</td> </tr> <tr> <td>Martial Strike</td> <td>+0</td> <td>+2</td> <td colspan="2">8d6 Strike</td> </tr> <tr> <td>Martial Block</td> <td>+2</td> <td>+2</td> <td colspan="2">Block, Abort</td> </tr> <tr> <td>Martial Dodge</td> <td>+0</td> <td>+5</td> <td colspan="2">Dodge, Abort</td> </tr> <tr> <td>Martial Throw</td> <td>+0</td> <td>+1</td> <td colspan="2">6d6 + v/5</td> </tr> <tr> <td>Killing Strike</td> <td>-2</td> <td>+0</td> <td colspan="2">1d6+1 HKA</td> </tr> </tbody> </table>					Maneuver	OCV	DCV	Notes		Off. Strike	-2	+1	10d6 Strike		Martial Strike	+0	+2	8d6 Strike		Martial Block	+2	+2	Block, Abort		Martial Dodge	+0	+5	Dodge, Abort		Martial Throw	+0	+1	6d6 + v/5		Killing Strike	-2	+0	1d6+1 HKA	
Maneuver	OCV	DCV	Notes																																					
Off. Strike	-2	+1	10d6 Strike																																					
Martial Strike	+0	+2	8d6 Strike																																					
Martial Block	+2	+2	Block, Abort																																					
Martial Dodge	+0	+5	Dodge, Abort																																					
Martial Throw	+0	+1	6d6 + v/5																																					
Killing Strike	-2	+0	1d6+1 HKA																																					
12	Armor (+12 PD/+12 ED), OIF (Costume)																																							
Skills																																								
3, 3	Bureaucratics, 15-, Interrogation, 15-																																							
4	KS: Tong Members, 15-																																							
3	Streetwise, 15-																																							
3, 3	Acrobatics, 14-, Breakfall, 14-																																							
5	AK: Hong Kong's Chinatown, 14-																																							
3	Contortionist, 14-																																							
3	KS: Phoenix Style Kung Fu, 14-																																							
3, 3	Lockpicking, 14-, Security Systems, 14-																																							
3	Stealth, 14-																																							
2, 2	CK: Hong Kong, 11-, PS: Priest, 11-																																							
2	WF: Common Melee																																							
2	Lang: English (Fluent; Mandarin is Native)																																							
2	Perk: Member of a Triad																																							
50	Followers: 128 Boxers (75 pts. each)																																							
10	Money: Wealthy																																							
8	Contact: Triads, 17-																																							
20	2 Overall Skill Levels																																							
100+ Disadvantages																																								
5	Vuln: x1 ½ Stun from Ceramic Weapons, (Unc)																																							
20	Psych Lim: Loyal to Triads (Com, Total)																																							
20	Psych Lim: Emotionless (VC, Strong)																																							
10	Psych Lim: Meticulous (Com, Mod)																																							
15	Rep: Triad Member, 14-																																							
20	Rep: Cold Blooded Killer, 14- (Extreme)																																							
30	Hunted: Police (Mo Pow, NCI), 14-																																							
20	Hunted: Chinese Government (Mo Pow, NCI), 8-																																							
10	Public ID																																							
182	Villain Bonus																																							



martial arts. The lieutenant agreed. Phoenix Fist went through a very grueling process, but one which has turned ultimately rewarding. The monk was one of the very few practitioners of the now-famous Praying Mantis style of Wu Shu. Phoenix Fist learned all of the nuances of this style of fighting, a powerful martial art.

After her training was finished, she became one of the enforcers for the Triad boss in the area. Her reputation for efficiency filtered through the ranks of the other Triad gangs. When the Triads discovered both the Yakuza and the Mafia creating specialized groups of enforcers, it was not hard to figure out who would be leading the Triad's select group. To aid in her job as top enforcer, Phoenix Fist was given a glove whose movement through the air would cause a gel created by the glove to ignite. This turned Phoenix Fist's hand into a ball of napalm, yet would not harm herself. It took time to ignite, but the results were spectacular.

Phoenix Fist was given a list of prospective people to join her organization, which she named Ying, Chinese for Shadows. She made her selections carefully, proving she was the right person for the job. Phoenix Fist selected a broad range of people and talents, each of them excelling in their own area. The group then made their

way to Hong Kong, where they encountered Winter Ice and aided in her quest for vengeance. Winter Ice soon joined the team. Agents, cultivated from the still secret Boxer cult, were given to Phoenix Fist as well for her use in the group's role as enforcers. With such resources, Phoenix Fist and Ying are a force to be reckoned.

Personality: Phoenix Fist can be classified as a businesswoman. She is cold and precise whenever she talks to anyone outside of Ying. Her style is very reminiscent of a machine in a lot of ways. Phoenix Fist tries not to speak with any emotion in her voice, lest she betray herself to the person with whom she is speaking.

Phoenix Fist's motivations are much harder to gauge. It is believed she does her work out of loyalty to the Triad which rescued her from certain death. However, it could also be out of loyalty to the monk who found her. What is known is Phoenix Fist is a cold blooded killer. She will kill anyone who gets in her way, or interferes with the work of Ying. The only exceptions to this are her teammates, which Phoenix Fist has taken a special fondness for, not unlike a master and student relationship.

Quote: "The fires of the Phoenix shall annihilate you."

Powers/Tactics: Phoenix Fist is a tactician. As such, she sits back and directs the actions of her subordinates. She will not get involved in a fight unless absolutely necessary. Phoenix Fist will sit back, evaluating and commenting until the engagement is done with.

When she does have to get involved, Phoenix Fist is one of the deadliest martial artists in existence. Phoenix Fist will drop down into the combat, and engage with kicks first. If her opponent does not fall down in short order, she will activate her napalm glove and begin to use fist attacks. This two-pronged attack is quite devastating, considering she is attacking both physical defenses and energy defenses with a single attack.

Appearance: The first thing that stuns people when they finally meet up with the mysterious Phoenix Fist is the fact Phoenix Fist is a woman. She is rather short, even for someone of Chinese descent, with long black hair cascading down her back. She wears an outfit reminiscent of her namesake, being red and gold in color. It is long sleeved and long legged, with alternating gold and red feathers along the legs and sleeves. A huge phoenix symbol is placed upon the back, the Chinese symbol of femininity.

Master of Crime's Notes: An interesting concept, a woman in charge of an enforcer group for the Triads. The Triads have always been rather male dominated in their outlook until this time. Quite possibly, they felt the gangs which Ying was created to enforce would underestimate the team because of the gender of the leader. I am sure they have learned their lesson by now!

Phoenix Fist's tactical ability is quite remarkable. It is quite something to always kill your target through ambush. I have yet to hear of a target that was killed in any other way by this group. The ambush is tactical genius in action, first trapping the prey then crushing it. It is a style I admire.

Phoenix Fist is the glue that holds Ying together I am sure. If my forces ever engage in combat with Ying, we must make sure we do not ignore the presence of Phoenix Fist. Otherwise, I am sure we would lose plenty of operatives in the battle.

Role Playing Tips: Phoenix Fist is the leader of Ying. She has been designed to be a rather deadly fighter, but one of last resort. In the character's first encounters with Ying, the fact Phoenix Fist is female should be hidden. Later, when the characters meet her, they will be somewhat surprised. This will occur even more so if they know information about the workings of the Triad, and the fact the Triad is a rather male dominated criminal organization.

Champions Conversion: Since Phoenix Fist is supposed to be the toughest member of Ying, she needs to be upgraded a bit for a regular *Champions* campaign. To do this, the GM should add at least 5 more PD and ED non-resistant defenses. She also needs 5 more PD and ED in resistant defenses. Another change is within her energy glove, which should be modified by increasing the time of the continuing charge from an extra phase to an extra turn.



DONGJI BING (WINTER ICE)

Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 8	
23	DEX	39	DCV: 8	
23	CON	26	ECV: 4	
20	BODY	20	Phases: 3, 5, 8, 10, 12	
18	INT	8		
11	EGO	2	Costs	
10	PRE	0		
10	COM	0	Char: 133 Base: 100	
10	PD	6	+ +	
10	ED	5	Powers: 149 Disads: 182	
5	SPD	17	= =	
9	REC	0	282 282	
46	END	0		
42	STUN	0		
Cost		Powers		END
20	Elemental Control, OIF — Cold Generation Suit			
20 a	12d6 Energy Blast (Ice Blast) [60]		6	
13 b	Armor (+12 PD/+12 ED), x3 Hardened, Ablative (Ice Armor) [63]			
20 c	Force Wall (12 PD/12 ED/12 Hexsides) (Ice Wall) [60]		6	
17 d	+30" Running (36" Total), Has Turn Mode (Ice Slides) [60]		1/5"	
3	Infrared Vision, OIF (Snow Goggles)			
9	Life Support: Doesn't Breathe, Safe in Heat/Cold, OIF (Cold Generation Suit)			
Skills				
5	AK: Hong Kong's English Section, 14-			
3	Breakfall, 14-			
3	Stealth, 14-			
4	KS: Triad Members, 13-			
3	SC: Cryogenics, 13-			
3	Systems Operation, 13-			
3	Bureaucrats, 11-			
2	CK: Hong Kong, 11-			
3	High Society, 11-			
3	Navigation, 11-			
2	PS: Student, 11-			
3	Seduction, 11-			
3	Streetwise, 11-			
2	WF: Small Arms			
2	Lang: Mandarin (Fluent; English is Native)			
2	Perk: Member of a Triad			
1	Money: Wealth			
100+		Disadvantages		
30	Vuln: x2 Stun from Fire (VC)			
15	Vuln: x1 ½ Body from Fire (VC)			
15	Psych Lim: Overconfidence (VC, Mod)			
10	Psych Lim: Vengeful (Com, Mod)			
20	DF: Scars on Face (Not Conc, Major)			
25	Hunted: English Government (Mo Pow, NCI), 11-			
25	Hunted: Police (Mo Pow, NCI), 11-			
10	Public ID: Elizabeth Bertrand			
44	Villain Bonus			

Background: Elizabeth Bertrand is an anomaly within not only Ying, but the Triads as well. She is not Oriental at all. Elizabeth was born in Brighton England. Her father was an executive with a large conglomerate. The conglomerate had subsidiaries all across the world. Soon after reaching the age of thirteen, Elizabeth's father was transferred to the Hong Kong office, and promoted to division manager of the subsidiary.

Elizabeth liked her new home. She was even more happy when her father began spoiling her, giving her a hefty allowance and numerous gifts. On top of this, Elizabeth also became the flirty type. She would constantly flirt with the other English youths at her high school. Soon, this had dire consequences for Elizabeth.

She was at school one day and was flirting with the boys, as was her usual routine. One of the boys she was flirting with was secretly the head of an English youth gang. He began to become infatuated with Elizabeth, and when she began flirting with him, he took it the wrong way. That night, as Elizabeth was heading home, she was confronted by the gang leader and his six buddies. She tried to get away, but Elizabeth was grabbed by the leader and taken into a back alley. In the alley, the youths took turns raping and beating Elizabeth. Finally, the youths left, leaving Elizabeth naked in a pool of her own blood. She was discovered by a passerby, and rushed to the hospital, where she barely survived.

After she recovered, Elizabeth went to the police. The Hong Kong police claimed they could not do anything. For one, it would be Elizabeth's word against the gang. Second, it would be tough to track down the exact youths who attacked Elizabeth. Heartbroken, Elizabeth attempted to have her father's company do something, only to be rebuffed by them as well.

Totally frustrated, Elizabeth turned to the informal justice system of Hong Kong, the Triads. She offered her loyalty and help to the Triads for exacting revenge on the gang which raped her. The Triads, to test Elizabeth's loyalty, had her steal a prototype ice creation outfit being developed by her father's corporation. She did so without a hitch, and presented the outfit to the Triads. The Triads allowed Elizabeth to wear the outfit for her revenge and for later work.

At this time, Phoenix Fist and the rest of Ying had arrived in Hong Kong. The Triads decided to make the revenge attack by Elizabeth be the first mission for the group. Elizabeth tracked down the youths and confronted them. The gang advanced on her, laughing about her bold action and planning to rape her again. Instead, Ying jumped down from the roof upon the gang. Elizabeth aided Ying in brutally murdering the youths. Phoenix Fist liked what she saw in Elizabeth, and requested Elizabeth's presence in Ying. The Triads agreed, not having much choice in the matter, and Elizabeth joined Ying as Winter Ice. Elizabeth has turned out to be the most vindictive and brutal member of Ying, and also one of the more effective members. She has become one of the most feared members of the Triad within a short period of time thanks to her actions.

Personality: Winter Ice is just that, cold as ice. After having her world turned upside down, her only true goal in life is to make people even more miserable than she had been prior to joining Ying. She has turned from being a party girl, to the one who would love to destroy the party for pettiness.

The other factor forming Winter Ice's personality is her new sadistic streak. She acquired this watching her old tormentors dying by the hands of Ying. As such, she is not adverse to toying with any of her targets, or anyone else for that matter. She enjoys causing pain in people now, and if she could torture someone for days on end, she would gleefully do so.

Quote: "That chill you just felt is just the beginning."



Powers/Tactics: Another of the team that enjoys face to face confrontation, Winter Ice is not of the same breed as her similar teammate Ghengis. Whereas Ghengis enjoys yelling and screaming his superiority into the face of his opponent, Winter Ice wants to get up really close to see the pain and agony she is inflicting reflected in her target's face. Winter Ice has taken hours before to kill a target, enjoying psychological and physically torturing the target.

Winter Ice will not get into her opponent's face when faced with a paranormal. Instead, she will attempt to weaken her opponent through ranged attacks, until he or she is unconscious. Only then will Winter Ice get up into the person's face, after waking them up while her agents or her powers restrain the target. After this, she will then act as above, getting into her target's face and torturing them until they die.

Appearance: The only non-oriental in the group, Winter Ice looks completely out of place. Her hair is platinum blonde, and she is very statuesque. Her heritage betrays her when she talks, as she speaks with a heavy British accent. Normally, Winter Ice wears a blue and white outfit, which makes it look like she is wearing a cloak of icicles over a blue backdrop. She wears a platinum necklace around her neck, and a couple of platinum bracelets around her wrists. Her boots are white as well.

Master of Crime's Notes: As if the world needed another wronged woman going on psychopathic rages, Winter Ice is the shining example of this type of persona. She would have made a great medieval torture specialist, with her current attitudes. However, in modern day society, she is a psychopath.

Of the Ying team, Winter Ice would be one of the hardest to convert over to supporting my organization. She is totally loyal to the Triads, for giving her opportunities for revenge and taking out her frustrations on people. I must say it is better to have such a person tied to the code of bylaws of the Triads than having her running around loose, randomly killing people.

Role Playing Tips: Winter Ice's modus operandi is very obvious to legal authorities, which means Phoenix Fist will only use her once in a city, before pulling her out again. If a GM wishes to kill someone's DNPC, however, Winter Ice would become an excellent tool to do such. With her sadistic streak, having a hero find their DNPC dead after torture is a very hard shock. Such a shock, if used very infrequently, can become a very effective tool. Witness the death of a certain sidekick in mainstream comics, and the effect it has had on the main character.

Champions Conversion: First thing a GM should do when converting Winter Ice to *Champions* is remove the Ablative disadvantage from Winter Ice's armor. She also needs 5 more PD and ED which only protects against normal attacks. Lastly, she should receive another 3 points of DEX and 1 point of SPD, placing her at 26 and 6 respectively.





GHENGIS

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 5
15	DEX	15	DCV: 5
18	CON	16	ECV: 3
15	BODY	10	Phases: 3, 6, 9, 12
12	INT	2	
10	EGO	0	Costs
30	PRE	20	
10	COM	0	Char: 129 Base: 100
17	PD	7	+
8	ED	4	Powers: 129 Disads: 158
4	SPD	15	=
14	REC	0	258 258
36	END	0	
49	STUN	0	
Cost		Powers	END
33	Multipower (33 pt pool) — Mongol Weapons		
1u	1 ½d6 HKA (3D6+1 w/ STR), +1 Inc Stun Mult, OAF (Sword) [33]		5+
6u	5d6 EB, NND: LS: Self Contained, 2 Charges, No Range, OIF (Knockout Powder) [50]		[2c]
1u	2d6 RKA, 16 Charges, OAF (Composite Bow) [30]		[16c]
20	Armor (+10 PD/+10 ED), OIF (Mongol Armor)		
Skills			
3	Interrogation, 15-		
3	Streetwise, 15-		
5	AK: Paotou Chinatown, 14-		
4	KS: Tong Members, 13-		
3	SC: Chemistry, 12-		
3, 3	Shadowing, 12-, Stealth, 12-		
2	CK: Paotou, 11-		
2	PS: Laborer, 11-		
3	Tactics, 11-		
4	WF: Common Melee, Common Missile		
2	Lang: English (Fluent; Mandarin is Native)		
2	Perk: Member of a Triad		
1	Money: Wealth		
8	+1 Level w/ All Combat		
40	+4 Levels w/ Multipower		
100+ Disadvantages			
20	Vuln: x2 Stun from Acid (Com)		
20	Vuln: x2 Body from Acid (Com)		
10	Enraged: In Combat (Com) 8-, REC 8-		
20	Psych Lim: Loyal to the Triads (Com, Total)		
15	Psych Lim: Warrior's Code of Honor (Com, Strong)		
20	Hunted: Chinese Government (Mo Pow, NCI), 8-		
30	Hunted: Interpol (Mo Pow, NCI), 14-		
15	Secret ID: Kobiyashi Ghengis		
8	Villain Bonus		

Background: Ghengis, real name Kobiyashu Ghengis, was born to a middle class family in the Chinese province of Inner Mongolia. His family is able to trace their bloodlines back through the ages to the great khans Ghengis and Kublai. As such, Ghengis was very proud of his heritage, and made it a point to tell everyone about it in grade school and high school.

Long ago, the Mongol Empire stretched from the Danube river in Europe, all the way to the South China Sea. Mongolia itself was much larger than it is today, consisting of both Inner Mongolia and Mongolia. Back in 1911, when the Chinese under Chaing Kai-Shek formed a republic, what was then Outer Mongolia voted for independence from China. This independence was backed by Russia. China, however, didn't recognize an independent Mongolia until 1949, after Mao Tsetung's Communist Party had taken control of the People's Republic of China. Inner Mongolia became one of the many provinces of China, while Outer Mongolia became allied with the emerging Soviet Union.

When Ghengis went to Peking to study, he continued extolling his Mongol heritage. Quite a few Chinese, however, disliked the Mongol people due to the alliance of Mongolia with the Soviet Union. Ghengis discovered himself in more and more conflicts, which he would invariably end up winning. After beating up a practitioner of Chin Na, the Chinese martial art most commonly learned by the military and police forces, Ghengis came to the attention of the Triads.

The Triad boss of Peking, though hidden due to periodic crack-downs by the Communists, was in need of someone to be an intimidator. Many operations had been compromised because of incompetence. The Triad was in need of a man to enforce order in the operation, and Ghengis turned out to be that man. Noticing the advent of costumed vigilantes in the United States, the Triad boss decided to equip Ghengis in a costume, to strike more fear into his subordinates.

Ghengis chose to dress as a true Mongol warrior of ancient times, a sight which still intimidated the Chinese. Ghengis studied the warrior code of the Mongols, as well as the languages and customs of his chosen idols. When he was ready, the Triad boss equipped Ghengis with the weaponry of the Mongols, upgraded to the 20th century. This consisted of a scimitar, a couple of javelins, a composite horse bow, and a light lance. Ghengis mainly trained with the scimitar, javelins, and bow as he didn't feel he would be able to be on horseback much.

Ghengis did well in his job, and was in the files looked over by Phoenix Fist for the creation of Ying. Phoenix Fist felt Ghengis would be an excellent selection for the group, and contacted him before any others. Ghengis, tired of staying just around Peking, accepted. He traveled to Hong Kong, and joined the team there. Since then, he has turned out to be one of the most effective members of the team.

Personality: Ghengis is a man with a vision. His vision is the restoration of the original Mongol Empire. However, Ghengis knows the current Mongolian society could never become a great power again, therefore he has chosen to ally with a close substitute to the old Mongol clans, the Triads. He uses his strength and ability to help better improve the Triads, in the hope the Triads will eventually stop being a secret society and come into ownership of mainland China, as well as the rest of the old Mongolian Empire.

In combat, Ghengis is a very methodical combatant. He likes getting down and dirty into combat, so wades in with relish. Ghengis, when confronting a number of targets, will always go and target the largest member of the opposition, to 'prove' the superiority of the Mongols. Against one opponent, Ghengis will be right in his opponent's face, screaming about his superiority as he attacks. Those few who have survived his attack are forever with nightmares of his face in theirs.

Quote: "Ghengis will crush you. Mongols shall rule again!"

Powers/Tactics: Ghengis's tactics could be summed up into the word 'charge', but such would not quite be accurate. He is, in fact, a thinking fighter. Ghengis knows when to retreat, when the going is getting tough. Usually, Ghengis will attack face to face with his chosen target, slashing with his spear as he screams and yells about the Mongol superiority. Phoenix Fist has realized with this tactic, Ghengis is not well suited for stealthy missions. Ghengis will use his composite bow, if forced to attack from range, but he will close as quickly as he can.

Appearance: Ghengis is a swarthy skinned Mongol. His dark hair and rugged looks just adds to the mystique. Ghengis dresses as an ancient Mongol warrior, with the leather armor and tied boots. He wears the Mongol helmet, and carries a long spear with a large blade on top. He also carries a composite bow and quiver on his back, for range. He normally speaks only in grunts when near people not in the group, but when he is alone within the group, he is very articulate.

Master of Crime's Notes: Ghengis would make an excellent

method actor in Hollywood, with the show he puts on during combat. He is everything the current Mongolian culture is trying to forget. Ghengis is filthy, hard bitten, and rugged warrior. Unfortunately, Ghengis is an idealist, looking for the next great empire to serve. Eventually, this should lead itself for exploitation, as he could be shown that I am creating the next great empire.

Role Playing Tips: If a GM needs a very blatant Triad killer in his or her game, no one fits the bill better than Ghengis. His yelling and screaming attacks are used to strike fear into his opponents. Ghengis would leave the town quickly after one killing, however, and would not return for quite a while. Phoenix Fist knows he is too noticeable, otherwise. Ghengis does not rely on his agents to do his assassination, only using them to trap and then cover his escape after he kills the target.

Champions Conversion: For *Champions*, raise Ghengis's strength up to 60. Then, give him ¼ Damage Reduction versus physical and energy attacks through his armor. Lastly, raise his DEX up to 18 and change his speed to 5.





GOLDEN TIGER

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
21	DEX	33	DCV: 7
18	CON	16	ECV: 4
16	BODY	12	Phases: 3, 6, 9, 12
13	INT	3	
11	EGO	2	Costs
20	PRE	10	
14	COM	2	Char: 104 Base: 100
4	PD	0	+
4	ED	0	Powers: 211 Disads: 215
4	SPD	9	=
8	REC	0	Costs: 315 315
40	END	2	
40	STUN	5	

Cost	Powers	END
11	1d6+1 HKA (2 ½D6 w/ STR), No KB, OIF (Claws) 2	
15	4d6 Entangle, Target and Entangle Damaged, 1 Recoverable Charge, OAF (Bolas)	
39	Martial Arts — Shao-Lin Tiger Kung Fu	
	Maneuver OCV DCV Notes	
	Tiger Claw +0 +0 10d6 Crush, Must Follow Grab	
	Punch +0 +2 8d6 Strike	
	Nerve Strike -1 +1 3d6 NND (1)	
	Martial Throw +0 +1 6d6+v/5, Target Falls	
	Joint Lock/Grab-1 -1 40 STR Grab	
	Martial Escape+0 +0 45 STR vs. Grabs	
	Martial Block +2 +2 Block, Abort	
	Martial Dodge +0 +5 Dodge, Abort	
	+2 Damage Classes (Already added in)	
	Weapon Element: Claws	
16	Armor (+8 PD/+8 ED), OIF (Combat Armor)	
3	Flash Defense vs. Sight Group (5), OIF (Helmet)	
6	+3" Running (9" Total) 1/5"	
5	+5" Superleap (9" Total) 1/5"	
3	+3" Swimming (5" Total) 1/5"	
4	Enhanced Perception, +3 w/ Normal Sight, OIF (Helmet)	
3	Ultraviolet Vision, OIF (Helmet)	
3	Radio Transmit/Receive, OIF (Helmet)	
2	Life Support: Breathe Underwater, 1 Continuing Charge, Duration: 1 Hour, OIF (Helmet Air Supply)	
30	Missile Deflection vs. all Attacks	

Skills	
5, 3	Acrobatics, 14-, Breakfall, 13-
3	Bribery, 13-
3	Climbing, 13-
7	Gambling, 13-
3, 3	Interrogation, 13-, Persuasion, 13-
4	KS: Chinese Tongues and Triads, 13-
4	KS: Shao-Lin Tiger Kung Fu, 13-
3, 3	Lockpicking, 13-, Security Systems, 12-
3, 3	Stealth, 13-, Streetwise, 13-
4	Lang: English (Fluent w/Accent, Literacy; Mandarin is Native)
6	+2 Levels w/ Kung Fu
4	+2 OCV w/ Tiger Claw Maneuver
4	+2 OCV w/ Bolas
6	+4 Range Levels w/ Bolas

100+ Disadvantages

10	Enraged: Phoenix Fist Hurt (Takes Body) (Unc) 14-, REC 11-
20	Psych Lim: Loyal to Triads (Com, Total)
20	Psych Lim: Loyal to Teammates (VC, Strong)
10	Psych Lim: Protective of Phoenix Fist (Unc, Strong)
10	DF: Golden Tiger Armor (Easily Conc, Major)
15	Rep: Triad Enforcer (Extreme), 11-
15	Hunted: Chinese Army (Mo Pow, Harsh), 8-
15	Hunted: Interpol (As Pow, Harsh), 11-
15	Watched: The Triads (Mo Pow, NCI, Harsh), 14-
85	Villain Bonus

Background: I received this memo through one of my various sources.

Army of the Peoples Republic of China Military Intelligence Dept. of the General Staff

TO: General Qui Yuejiu

FROM: Major Kwan Sze

SUBJECT: Mark III Personal Combat Armor Prototype

FILE #: GT-001-161193-JA

General,

I regret to inform you that the Mark III Personal Combat Armor Prototype has been stolen from the base where it was being stored. It seems that an unscrupulous and treasonous supply officer was selling the base's weapons to one of the Triads. The officer would ship the weapons to various South American countries as part of an actual weapons shipment. Then the Triad would ship them to a Middle Eastern or African buyer.

It seems that the Mark III PCAP got mixed in with one of the Triad shipments. When the Triad delivered the shipment they discovered and kept the armor. The leader of the Triad gave the armor to one of his lieutenants, Cheng Lieh. Cheng uses the armor as an enforcer for the Triad.

I have sent agents after Cheng but all they have discovered is that he has joined a team of paranormals who act as enforcers for the Triad. This team of paranormals is called "Ying" or Shadows. There are rumors the team has been sent to the United States to deal with one of the tongs. I have learned very little about Cheng himself, except that he has been a loyal Triad member for the past several years and is involved in smuggling Chinese nationals into the United States as illegal aliens. Rumor has it that Cheng is a martial artist who specializes in using the Shao-Lin Tiger style Kung Fu, and that since he received the armor he has started calling himself The Golden Tiger.

I need a decision from you whether or not to dispatch agents to retrieve the armor. Any such attempt may be hampered by the fact that Cheng usually travels in the company of the other paranormals who comprise his team. If we do not act to retrieve the armor there is a possibility it could fall into the hands of an American vigilante, the U.S. authorities, or other American criminal elements.

I await your decision.

Major Kwan Sze

RECOMMENDATION:

Use all available resources to recover the armor without alerting the American authorities to our involvement.

General Qui Yuejiu

The Chinese have already approached some of my agents about Cheng. They are offering a considerable sum for the return of Cheng Lieh and the armor. I have decided to let events unfold as they may. I am still studying the situation to discover how I may turn it to my advantage in the most profitable manner.

[From the Files of The Master of Crime]



Personality: Cheng Lih grew up on the streets of Hong Kong. He first became involved in the Triads when he joined a street gang. The street gang was affiliated with one of the Hong Kong Triads. As he worked his way up in the street gang he came to the attention of the Triads who offered him membership. They offered a way off the streets and a better life if he just followed orders. Cheng took his chance and has never regretted it. The Triads taught him to be a team player. He knows he is not clever enough to be a good leader and is content to follow the orders of his superiors.

Now Cheng feels indebted to the Triads for taking him off the streets and giving him the chance to learn martial arts. He uses his martial arts training to help him keep his perspective in stressful situations. Cheng works hard to promote teamwork within Ying. His easygoing manner makes him one of the most popular members of the team.

While Cheng will do anything to help his friends on the team, his main loyalty is to the team's leader, Phoenix Fist. Cheng has a massive crush on her, although he goes out of his way to keep it secret. If there is dissension within the team Cheng will back the team leader for the good of the team. He has seen too many street gangs and tongs torn apart by internal disputes to let it happen to his team.

When he is fighting an opponent Cheng appears calm and almost unconcerned with the fight. He does not let himself get carried away with the heat of battle. Cheng treats each opponent with the utmost respect. He understands that any opponent, no matter how weak, could be his last.

Quote: "Now you shall feel the pain of the Tiger's Claw!"

Powers/Tactics: In combat he prefers to hold back, and stay in reserve since he is not one of the more powerful members of the team. He often stays back by Phoenix Fist so that she can direct him where needed, but he really wants to protect her if she gets into danger. When he is fighting an opponent he will block and punch until he has an idea of their strengths and weaknesses. Then he will quickly move in for the kill using his claws and his Tiger Claw maneuver. If an opponent is too fast for him or is using ranged weapons he will use his bolas to slow them down until he can close for hand to hand combat. He will also use his missile deflection to slowly close with an opponent using ranged attacks. He will half move and then wait to missile deflect, then half move and wait again, until he has reached his opponent.

Appearance: Cheng is about twenty four years old, with a lean muscular build. He wears his long black hair in a braided pony tail. He tends to blend in with a crowd, a trait he likes to use when searching for a target. In combat he wears a full suit of high

tech body armor that has a golden metallic sheen to it. Composed of molded sections, the armor includes a set of fingertip claws. It has a full head helmet which Cheng has had modified to look like a tiger's head. He usually has a set of bolas hanging from his belt.

Record: The Golden Tiger is wanted for at least seven deaths in Hong Kong, and almost a dozen more around the Golden Triangle. He is secretly pursued by Chinese Military Intelligence who want to recover the armor. At the current time he is not wanted in the United States.

Champions Conversion: To convert Golden Tiger to *Champions* raise his DEX to 28 and his SPD to 6. Raise his PD and ED to 8 and increase his Armor to 12/12. Otherwise he is fine for *Champions*.



KUAI (FAST)

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 10
30	DEX	60	DCV: 10
23	CON	26	ECV: 6
11	BODY	2	Phases: 2, 4, 6, 7, 9, 11, 12
18	INT	8	
17	EGO	14	Costs
20	PRE	10	
10	COM	0	Char: 181 Base: 100
9	PD	5	+ +
9	ED	4	Powers: 187 Disads: 268
7	SPD	30	= =
10	REC	2	368 368
56	END	5	
38	STUN	5	
Cost		Powers	END
30	1 ½d6 HKA (2d6+1 w/ STR), AP, 0 END, OIF (Tiger Claws)		0
52	+21" Running (30" Total), x8 Non-Combat Mult. 1/5"		
20	Armor (+10 PD/+10 ED), OIF (Costume)		
20	Danger Sense, 11-, Sense Immediate Vicinity		
Skills			
3, 3	Acrobatics, 15-, Breakfall, 15-		
7	Paramedic, 15-		
3	Stealth, 15-		
5	AK: Hanoi's Chinatown, 14-		
4	KS: Triad Members, 13-		
3	Shadowing, 13-		
3, 3	Streetwise, 13-, Tracking, 13-		
2	CK: Hanoi, 11-		
3	Lip Reading, 11-		
2	PS: Laborer, 11-		
3	Shadowing, 11-		
3	Weaponsmith 11-, Muscle--Powered		
5	Defense Maneuver		
3	Fast Draw, 15-		
3	Ambidexterity		
2	Perk: Member of a Triad		
1	Money: Wealth		
2	Lang: English (Fluent; Mandarin is Native)		
2	WF: Common Melee Weapon		
100+	Disadvantages		
10	Enraged: Fighting Occidentals, 11-, REC 14- (VC)		
25	Psych Lim: Hates United States (VC, Total)		
15	Psych Lim: Greedy (Com, Strong)		
10	Psych Lim: Slightly Loyal to Triads (Com, Mod)		
5	Phys Lim: Must Eat Twice as Much (Infreq, Slight)		
10	Rep: Speedster, 11-		
30	Hunted: Vietnamese Government (Mo Pow, NCI), 14-		
20	Hunted: Police (Mo Pow, NCI), 8-		
15	Secret ID: Ho Tranh Nagh		
128	Villain Bonus		

Background: Kuai was born Ho Tranh Nagh. He was born to a Chinese military advisor and a Vietnamese woman in Hanoi, North Vietnam. Speedster was born on a very momentous day, the day of the Tet Offensive, the North Vietnamese attack against American forces in South Vietnam. Since he lived in Hanoi, Ho's home was subjected to numerous American bombing raids until 1975, when the United States withdrew its forces from Vietnam. Growing up under such conditions affected Ho's childhood development. He is

antisocial, and developed an extreme hatred of anything relating to the United States.

When the war was finally over, Ho was old enough to be recruited into one of the Triads. The Triads had long controlled the area of Southeast Asia behind the scenes, so Ho thought this would be the best way to become somebody. Southeast Asia is known to Americans as the Golden Triangle. This area is the largest heroin and opium producing region in the world. It is believed the Triads quietly control all the governments in the region, so they would not interfere in this drug operation. Vietnam, despite being under communist control, still allows the Triads passage into the fields of opium in Laos, Thailand, Kampuchea, and Burma.

Ho quickly became addicted to the substance he was transporting to the process centers in Hong Kong, opium. As his habit worsened, his work performance began to slack off. The Triads, not liking shabby performance, decided to make Ho a test subject for a new drug they were trying to develop. The drug would seemingly increase the reactions of the user, but in actuality would be slowing them down. The Triads felt this new drug would be a great success in the United States.

Ho was brought in, and was told he would be helping the Triads a great deal by testing this new drug. In fact, the Triads were hoping to kill Ho with an overdose, so they would know what the threshold for most humans would be when they take the drug. The Triads fed the drug in a massive quantity to Ho over three days. However, Ho's drugged metabolism reacted much differently than expected. Secretly, Ho had taken opium the night before the beginning of the tests, and now the chemical reaction within his body seemed to tear him apart. After the three days of the test, Ho was not dead. Instead, the drug had reacted in such a way to truly heighten Ho's reflexes and speed to an incredible rate. He was clocked at a blazing speed when he ran. The Triads were amazed, and attempted the same experiments with others, but without the same results.

Ho became a courier for the Triads, his heightened speed and reaction enabling him to escape any police pursuit. He stopped taking opium, afraid if he took it again, he would lose his powers. His





work performance increased to a higher level than it had before, thanks to his new powers. Ho became noticed by Phoenix Fist when he was delivering a message from his Triad to Phoenix Fist's Triad boss. When Phoenix Fist organized Ying, Ho became one of her choices for the group. He met the group in Hong Kong, and eagerly joined, happy he was now worth something despite his Viet Ching heritage. His enthusiasm, however, has led him into being the problem child of the group, as he is noted for acting without thinking in quite a few situations. He also tends to be first into combat, not waiting for his companions which has gotten him into a number of scrapes he has only barely escaped from. Ho's powers are still sorely needed by the team, so he is kept on despite his flaws.

Personality: Workaholic is a mild term to describe Kuai. His heightened metabolism has also heightened his nervousness level to an extreme. Kuai must be in constant motion at all times, not standing still for an instant. He cannot stand those people who sit and ponder things, which gets him into heated discussions with his teammate Wall. For him, speed is everything.

Kuai just doesn't move fast, either. He talks fast, he eats fast; Kuai is the perfect name for him. Ho is very easily spotted due to his constant movement, and he is a bit of a show-off because of this factor. He is not adverse to killing, having grown up in one of the deadliest areas in the world. However, for Kuai to think he has had a successful mission, he must kill his opponent quickly. Cleanliness doesn't enter into the equation, however.

Quote: "I don't know about you pal but I think you are in trouble."

Powers/Tactics: Kuai relies on his speed in combat. He tends to use move by and move through attacks, so he can add in the factor of his speed into the equation. He will very rarely stand toe to toe with an opponent, always zigzagging in and out of the combat area, trying to make sure nobody gets a good shot at him.

The problem Kuai has in combat is his tendency to run ahead of anyone else to engage in combat, not willing to wait for his teammates. This problem is more acute when he is with the entire team. With two slow teammates, Kuai will not wait and will begin to attack too soon. Usually, Kuai needs to be rescued by his slower teammates when this happens, something Ghengis will needle Kuai about constantly after the mission is over.

Appearance: Kuai is a thin man of Chinese descent. He is obviously very lithe with each movement, even more so when he begins to run. Kuai wears a dark blue and gray outfit, which causes him to be nearly unnoticed when he is running during the night, despite his speed. The outfit is streaked with gray as well. Though it is tough to see his feet, Kuai is unique in that he runs barefooted, feeling that he will be moving too fast if something is on the ground.

Master of Crime's Notes: Kuai is a very impatient young man. Added to his enhanced metabolism, things are very interesting around him. I feel, however, his use is being wasted within Ying. He is better suited as a courier between points with his running speed. I don't feel he should be demeaning himself trying to kill people.

Of all of Ying, Kuai may be able to be employed by me much sooner than the rest of the team. This is due to his former drug habit. If we are able to get him readdicted to the opium he was taking before, he would be putty within our hands. With Kuai in our pocket, it would be just a short jump to full control over the entire Ying group.

Role Playing Tips: GMs should have a very easy time integrating Kuai into their campaigns. The easiest member of Ying to have within a city is Kuai. This is because he moves so fast, it is very hard to get a good look at his face. This makes him very hard to identify by witnesses to the police. All leading to the fact Kuai can work many more than just one job within a city without getting caught. Kuai should be the first solo member of Ying to attack within the city, until noticed by the player characters. After his first run in with them, the rest of the group can be used.

Champions Conversion: To fit Kuai into a *Champions* campaign, his DEX and SPD both need to be increased to 33 and 8 respectively. Kuai's regular PD and ED both need to be increased up to 15, while his tiger claws should be increased to 3d6 HKA.

QIANG (WALL)

Val	Char	Cost	Combat Stats		
30*	STR	5	OCV: 6		
18	DEX	24	DCV: 6		
23	CON	26	ECV: 5		
11*	BODY	0	Phases: 3, 5, 8, 10, 12		
18	INT	8			
14	EGO	8	Costs		
30	PRE	20			
10	COM	0	Char:	126 Base: 100	
13*	PD	8	+	+	
12*	ED	5	Powers:	215 Disads: 241	
5	SPD	22	=	=	
8	REC	0	341	341	
46	END	0			
31	STUN	0	*Bonus from Growth & DI added in.		
Cost		Powers		END	
55	2 ½d6 RKA, x5 Autofire, +2 Stun Mult, 12 Charges, OAF (Striker Shotgun)				
36	Armor (+12 PD/+12 ED), x2 Hardened, OIF (Business Suit)				
10	Mental Defense (13)				
5	Lack Of Weakness (-5)				
13	Density Increase (2 Levels: 2x Mass, +10 STR, +2 PD, +2 ED, -2" KB), 0 END Persistent, Always On				0
7	Growth (1 Level: x2 Mass, +5 STR, +1 Body, +1 Stun, -1" KB), 0 END Persistent, Always On				0
Skills					
25	Find Weakness with Shotgun, 14-				
3	Bribery, 15-				
3	Bureaucratics, 15-				
3	Interrogation, 15-				
3	Persuasion, 15-				
3	Streetwise, 15-				
5	AK: Shanghai's Government District, 14-				
4	KS: Triad Members, 13-				
3	Shadowing, 13-				
3	Stealth, 13-				
3	Tactics, 13-				
2	CK: Shanghai, 11-				
2	PS: Administrator, 11-				
3	Weaponsmith Slug — Throwers, 11-				
2	Perk: Member of a Triad				
1	Money: Wealth				
4	WF: Common Melee, Small Arms				
2	Lang: English (Fluent; Mandarin is Native)				
16	+2 Levels w/ All Combat				
100+		Disadvantages			
15	Enraged: When Hurt in Combat (VC) 11-, REC 8-				
15	Psych Lim: Loyal to the Triads (Com, Strong)				
10	Psych Lim: Code vs. Killing (Com, Mod)				
15	Psych Lim: Protective of Children (Com, Strong)				
20	DF: Large Size (Not Conc, Major)				
15	Rep: Strong as The Great Wall, 14- (Extreme, Lim Area)				
30	Hunted: Chinese Government (Mo Pow, NCI), 14-				
20	Hunted: Police (Mo Pow, NCI), 8-				
10	Public ID: Chiang Tzu				
91	Villain Bonus				



Background: Chiang Tzu was one of the many people born in Shanghai, China. Unlike the others, he was a very large child. Children he grew up with kept commenting Chiang should have been born in Japan, that way he could be a sumo wrestler. Chiang had watched a sumo match and absolutely hated it, so he resented always being compared to the large Japanese wrestlers.

Chiang's father was a low level bureaucrat in the Communist government hierarchy. His father had high hopes for Chiang to join him in civil service. When Chiang left high school and took the civil service exams, he was placed in charge of an agricultural conclave outside of Shanghai.

Chiang did not like civil service, but persevered through it anyway, as it was the only way to get anywhere in the Communist hierarchy. He joined all the communist organizations he could to improve his lot. Unfortunately, the Communist leadership was intimidated by Chiang's size, so never promoted him. Chiang became very bitter at the treatment.

The Triads in the area were reeling from a number of setbacks, due to the Chinese police cracking down on them within Shanghai. One Triad approached Chiang for protection from the crackdown. Chiang obliged, taking a number of bribes from the Triad boss for protection. When the crackdown stopped, the Triad returned to Shanghai with a new enforcer, Chiang.

Chiang was like the Great Wall to most Chinese, therefore was able to intimidate the errant members of the Triad without resorting to much violence. This approach is very unique to the Triads, who normally are very violent. The calmer, rational approach worked with great effectiveness, and the Shanghai Triad Chiang worked for became one of the largest in the country.

Phoenix Fist was looking for one last member to complete Ying. Chiang's name was brought to her attention by an underling who had traveled to Shanghai to observe the Triad there. Phoenix Fist offered a position to Chiang, but unlike the others, was very reluctant to accept. He was afraid he would be forced to use violence all of the time, instead of being rational. However, when things were explained by Phoenix Fist about his role in the organization, he accepted. He traveled to Hong Kong and was involved in the ambush of the gang members there, although he personally did not kill any of the youths.

Personality: Qiang is the calm, cool, and collected member of Ying. Whenever confronted with a situation, he will rationally figure out a solution. He is slow to anger as well, thereby able to negotiate his way out of problem situations.

Qiang does have a vice, however, and that vice is money. Everything he does is motivated towards the acquisition of more money. This is what got him into trouble before by taking bribes. Luckily, due to his current occupation, he is rarely tempted with money. He is now not bribeable, being loyal to Ying, but he will get involved in confidence scams and other illicit means to obtain money when he is in town.

Chiang is the negotiator of the team. He normally is sent into an area to talk first with the errant members of the Triad. If they will not listen to him, the rest of the team joins Chiang in brutally cutting out the bad. Chiang makes sure he does not directly cause any deaths, but doesn't stop his team members from doing so.

Quote: "It seems you have run into a Wall."

Powers/Tactics: Qiang is a cool customer even when within a combat situation. When he is working by himself, with his team of agents, he lets his agents do the work. Being he is not a very violent man, Qiang will not get involved in the assassination or enforcement part of his solo work unless his agents turn out to be fighting something more than they can handle. He will then enter the combat and attempt to just knock out his opponent, letting his agents perform the final, killing blow/

When Qiang is working with the full team, he again does not like getting involved in the beating of the target. He will only act to restrain if the target attempts to escape. Then, he will toss the man to Ghengis, who is much more bloodthirsty. Qiang turns a blind eye

to his teammates actions during the mission, but will calmly question his teammates later if it seems they went too far. This talk seems to take place with Winter Ice more often than any other person on the team.

Appearance: If there ever was a man who typified the Great Wall of China, Qiang is that man. He is very wide, and has been mistaken numerous times for being a Japanese Sumo Wrestler, something he absolutely despises. Qiang does not wear sumo attire, instead wearing a business suit of a dark gray coloration, with light gray pinstripes. He also wears a gray fedora, with a light gray band around the top of it. He usually is also wearing gray gloves, so his fingerprints are not found at the scene of his enforcement duties.

Master of Crime's Notes: If not for his streak of greed, I could say Qiang would be much better suited for a vigilante than an assassin. Qiang does not like to kill, which I feel seriously hampers his ability to operate. His reliance on letting his agents do the dirty work, however, is very commendable. It raises the stature of his team of agents and makes them a very effective team. Others of the team, with the possible exception of Golden Tiger, do not place enough trust in their assigned agents. Quite often, this leads to trouble when confronted with a tougher than normal foe. When I gain control of Ying, I will move Qiang out of the organization and have him in control of some of my money laundering operations, where subtle actions and words, backed with obvious force, is needed.

Role Playing Tips: Qiang is the typical supervillain in a much deadlier world. Killing people is not his goal, although that is his job. If a GM decides to use Qiang, he or she must remember to use his agents much more as a team than the rest of the Ying group. The agents will do most of the combat, until it becomes obvious things are progressing badly. Then, Qiang will finally enter the combat, but only to knock out and not to kill.

Champions Conversion: For GMs to create a truly disgusting version of Qiang in their *Champions* campaigns, only two things needs to be changed. Give Qiang 50% Damage Reduction versus both physical and energy attacks, and he becomes an extremely tough damage sponge. Such a character will give players a long battle. Then, for damage purposes, give Qiang the martial art of professional wrestling, with approximately +6 Damage Classes.





LEGION OF DEATH

Background: The following is an excerpt from the personal files of CIA agent Richard K. Onkle III.

Dossier: LEG00457.9
Subject: Legion of Death terrorist organization

The United States military's helplessness in the Iranian hostage crisis led to Project Algol. This project was to develop the US Army's chemical weapon Formula 280-8. Formula 280-8 was designed as a binary compound, meaning two harmless chemicals are mixed into a lethal chemical when used. One of the chemicals could be ingested by the intended victim, while the other could be sprayed over a large area. This would result in the deaths of whoever had been exposed to the first chemical.

The project was begun in early 1981 in the Iraqi city of Basra. A group of American scientists, led by Alexandria Wolf, was assigned to monitor the project's progress. Our stated intent was to provide assistance to Iraq in its war with Iran. However, our true purpose was to use Iraq's reputation as a producer of chemical weapons in covering American involvement. This was done just in case something went wrong.

Things went wrong rather frequently. The Iraqi facility was not up to American chemical factory standards. Chemical samples were often contaminated and had to be destroyed. The resulting delays stretched the formula's development time from two years to eight. This, coincidentally, matched the length of the Iran-Iraq war. Wolf's reports reflected her growing frustration over the delays. She was also dissatisfied with the secretive nature of Project Algol.

In December 1988, a laboratory accident caused a cloud of gas to be released inside the facility. Witnesses reported the cloud congealed around Wolf and a group of Iraqi soldiers assigned to guard the facility. The group fell unconscious, and were hospitalized for smoke inhalation. With the Iran-Iraq war drawing to a close, the United States decided to abandon the facility. They began the process of withdrawal.

A week later, the facility was attacked and burned to the ground. Witnesses reported the attackers as being from an unknown terrorist group. Autopsies of those bodies found in the remains of the facility showed them to be the other members of the American delegation. They were already dead when the fire had started. The records of the facility were lost and presumed destroyed.

Shortly thereafter, a group calling itself the Legion of Death raided several depositories in Basra, carrying off large quantities of money and gold. Reports smuggled out of Iraq stated the Legion consisted of 19 men and a woman calling herself Colonel Wolf.

Colonel Wolf matched the description of Alexandria Wolf. The group was described as savage and brutal. They displayed great strength, stamina and a high resistance to injury.

Legion members were sighted in various countries throughout the Arab world. They attacked the Mediterranean Princess off the coast of Cyprus in June 1990. The Legion plundered the ship just before it sank in a storm. The next month, the Legion appeared in Kuwait, just prior to Iraq's invasion of that country. The Legion went underground again, reappearing only briefly during the Persian Gulf War. During that war, one member known as Hadith was killed and another, known as Hejira, was reported missing and presumed dead. The other members, including Colonel Wolf, escaped.

The Mossad, Israel's security agency, reported in early 1992 that the Legion had set up a permanent base in the country of North Yemen. The base was also used as a terrorist training camp, which had enrolled a Palestinian nationalist known as Nereg Omiet. Omiet participated in Legion activities in both Ethiopia and Somalia. He was described as exhibiting the same characteristics as the other Legion members. It seems instead of creating a weapon of death, Project Algol created a 'super-soldier' serum.

Legion of Death branched out its mercenary activities at this point. After dividing into two groups, one group, led by Omiet, was hired by Muslim nationals in Bosnia-Herzegovina. They were hired to protect the Muslims from the 'ethnic cleansing' campaign of Serbian-backed forces. Unfamiliar with the terrain, Omiet's forces were decimated. Omiet himself was declared dead by Serbian general Vlaban Z. Yhtomit. Yhtomit was found strangled one week later, while Omiet's body was never found.

Recently, the Legion has added another group of Palestinians and two Yemenis to its ranks. Reports from the Mossad indicate Wolf has assumed the capacity of leader. She is assisted by someone calling himself 'Martyr', who matches Omiet's description. They are believed to have been assisted at various times by the criminal organization called Raven, as well as several Middle Eastern terrorist groups. Their current whereabouts are unknown, though their training base in Yemen is still in operation.

Master of Crime's Notes: My spies in the CIA bring me good news all the time. My spies in Raven confirm that organization's involvement with the Legion of Death, along with other terrorist organizations. I also know what Onkle does not, as the Legion needs large sums of money to reproduce the formula. The Legion of Death uses its terrorist actions to gain this money.

I can think of a number of circumstances where an elite corps of super-assassins would be of some use. For the present, I shall simply continue to monitor the Legion's activities until I require their services.



COLONEL WOLF

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 10
29	DEX	57	DCV: 10
18	CON	16	ECV: 4
14	BODY	8	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
13	EGO	6	Costs
20	PRE	10	
14	COM	2	Char: 153 Base: 100
5	PD	2	+
5	ED	1	Powers: 447 Disads: 500
6	SPD	21	=
10	REC	6	Costs: 600 600
40	END	2	
40	STUN	9	

Cost	Powers	END
75	Multipower (75 pt pool) — Knives	
7 u	2d6 HKA, AP, x5 Autofire, ½ END, OIF (Stabbing Knife)	7+
8 u	2d6 RKA, x10 Autofire, 30 Recoverable Charges, OIF (Thrown Knife)	
27	2d6 RKA, x5 Autofire, No KB, 4 Clips of 30 Charges Each, OAF (AKM-47 Assault Rifle)	
16	2d6 RKA, 8 Clips of 9 Charges Each, No KB, OAF (Desert Eagle .44)	
35	Martial Arts	
	Maneuver OCV DCV Notes	
	Passing Strike +1 +0 6d6+v/5, FMove	
	Legsweep +2 -1 7d6 Strike, Target Falls	
	Killing Throw -2 +0 2d6 HKA, Target Falls	
	Takeaway +0 +0 25 STR Grab Weapon	
	Defensive Block+1 +3 Block, Abort Damage Class (+3 DC, Already Figured In)	
9	Armor (+6 PD/+6 ED), Act 12-, IIF (Kevlar Vest)	
28	+14" Running (20" Total)	1/5'

Val	Skills
3	Linguist
3	Scientist
3	Scholar
3	Acrobatics, 15-
5	AK: Middle East, 15-
3	Breakfall, 15-
3	Contortionist, 15-
3	Lockpicking, 15-
3	Sleight Of Hand, 15-
3	Stealth, 15-
7	Tactics, 15-
3	KS: US tactics, 14-
3	SC: Biochemistry, 14-
3	SC: Chemistry, 14-
3	Concealment, 13-
2	KS: P.L.O. Tactics, 13-

Val	Skills
2	KS: Police Tactics, 13-
2	KS: Raven Tactics, 13-
3	Oratory, 13-
3	Persuasion, 13-
2	SC: Microbiology, 13-
3	Security Systems, 13-
3	Systems Operation, 13-
3	Tracking, 13-
5	Demolitions, 12-
3	Disguise, 11-
3	Shadowing, 11-
3	Survival, 11-
3	Weaponsmith: Slugthrowers, 11-
1	Bureaucrats, 8-
1	Electronics, 8-
1	Interrogation, 8-
1	Mechanics, 8-
1	Riding, 8-
1	Seduction, 8-
7	TF: Camels, Helicopters, Boats, Scuba, Parachuting, Ground Vehicles
12	WF: Whip, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Common Melee, Common Missile, Small Arms
4	Lang: Arabic (Native Accent, Literacy; English is Native)
2	Lang: Hebrew (Fluent Conversation, Literacy)
2	Lang: Greek (Fluent w/Accent)
2	Lang: Persian (Fluent w/Accent)
1	Lang: French (Fluent Conversation)
5	Contact: Raven, 14-
4	Contact: P.L.O., 13-
45	Followers: 32 Legion of Death Agents (100 pts each)
5	Money: Well Off
3	Ambidexterity
5	Combat Sense, 14-
5	Defense Maneuver
5	Fast Draw, 16-
3	Speed Reading
15	Base: Rapid Deployment Base (75 pts)
20	+2 Overall Levels

Val	Disadvantages
30	Vuln: x2 Effect from Drugs (VC)
10	Enraged: If Takes Body (VC) 11-, REC 14-
15	Enraged: If Orders Not Carried Out (Com) 14-, REC 8-
20	Psych Lim: Greedy (VC, Strong)
15	Psych Lim: Power Hungry (Com, Strong)
15	Psych Lim: Hates Iraq (Com, Strong)
5	DF: Cat — Like Movements (Easily Conc, Minor)
15	Rep: International Terrorist, 11- (Extreme)
10	Rep: Leader Legion of Death, 8- (Extreme)
10	Watched: Master of Crime (Mo Pow, NCI, Mild) 11-
25	Hunted: CIA (Mo Pow, NCI, Harsh), 11-
15	Hunted: Iraqi Government (Mo Pow, NCI, Lim Area, Harsh), 8-
10	Hunted: Cain (As Pow, Harsh), 8-
5	Rivalry w/ Jihad (Professional)
10	Public ID: Alexandria Wolf
290	Villain Bonus

Personality: Colonel Wolf is a greedy sadist. She will hire her unit out to anyone with the money, all to satisfy her greed and bloodlust. She keeps informed on world hot spots, always ready to commit her troops where she can deliver the Legion's new brand of terrorism.

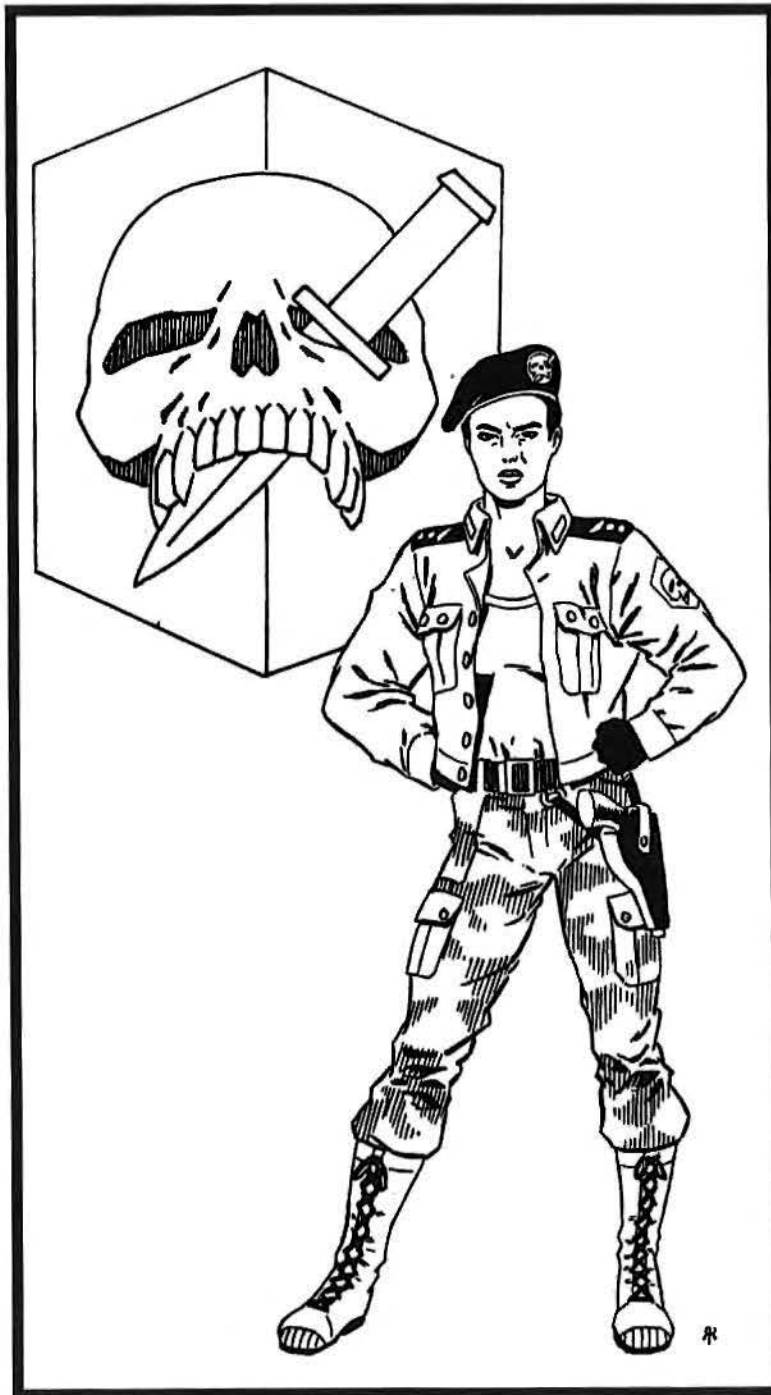
When not on a mission, she trains privately to keep in shape. She also leads Martyr and the rest of the Legion on regular training exercises. She is in love with Martyr, but does not show any sort of affection in front of her troops. To do otherwise, in her opinion, would show weakness and undermine her leadership position.

Quote: "You don't think anyone can get to you? Think again."

Powers/Tactics: The Project Algol formula affected each member of the Legion differently. The formula has made Alexandria Wolf incredibly fast and agile, able to run faster than a cheetah. It also gave her the reflexes of a mongoose.

Colonel Wolf has been trained, through her association with the Legion, in most weapons. She favors rapid-firing guns, such as assault rifles and submachine guns. However, her primary weaponry is her throwing knives, especially on more secretive missions. In combat, she prefers to attack hard and fast, though she can be stealthy when the situation demands. She is not stupid, and will do everything she can to escape when faced with an obviously superior force.

Appearance: Colonel Wolf stands 5'4" with a muscular build. Her gray eyes and close-clipped black hair give her a severe, masculine appearance. Her combat uniform consists of brown camouflage pants and a brown t-shirt. Over the shirt is a leather jacket with the Legion emblem on both one shoulder. On the collar of the jacket, Wolf has placed a silver eagle, stolen from one of her early targets, to denote her self-appointed 'colonel' rank. She wears a black beret and black combat boots.





MARTYR

Val	Char	Cost	Combat Stats	
30	STR	20	OCV: 6	
19	DEX	27	DCV: 6	
23	CON	26	ECV: 4	
20	BODY	20	Phases: 3, 5, 8, 10, 12	
14	INT	4		
11	EGO	2	Costs	
20	PRE	10		
10	COM	0	Char: 163	Base: 100
8	PD	2	+	+
8	ED	3	Powers: 272	Disads: 335
5	SPD	21	=	=
15	REC	8	Costs: 435	435
60	END	7		
60	STUN	13		

Cost	Powers	END																																				
28	2d6-1 RKA, AP, x5 Autofire, No KB, 4 Clips of 30 Charges Each, OAF (AK-74 w/ AP Ammo)																																					
30	2d6 HKA (4d6 w/ STR) (Scimitar)	3+																																				
34	Martial Arts																																					
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Off. Strike</td> <td>-2</td> <td>+1</td> <td>10d6 Strike</td> </tr> <tr> <td>Killing Strike</td> <td>-2</td> <td>+0</td> <td>1 ½d6 HKA</td> </tr> <tr> <td>Killing Throw</td> <td>-2</td> <td>+0</td> <td>1 ½d6 HKA, Target Falls</td> </tr> <tr> <td>Crush</td> <td>+0</td> <td>+0</td> <td>10d6 Crush, Must Follow Grab</td> </tr> <tr> <td>Martial Grab</td> <td>-1</td> <td>-1</td> <td>40 STR Grab</td> </tr> <tr> <td>Legsweep</td> <td>+2</td> <td>-1</td> <td>7d6 Strike, Target Falls</td> </tr> <tr> <td>Passing Strike</td> <td>+1</td> <td>+0</td> <td>6d6+v/5, FMove</td> </tr> <tr> <td>Takeaway</td> <td>+0</td> <td>+0</td> <td>40 STR Grab Weapon</td> </tr> </tbody> </table>	Maneuver	OCV	DCV	Notes	Off. Strike	-2	+1	10d6 Strike	Killing Strike	-2	+0	1 ½d6 HKA	Killing Throw	-2	+0	1 ½d6 HKA, Target Falls	Crush	+0	+0	10d6 Crush, Must Follow Grab	Martial Grab	-1	-1	40 STR Grab	Legsweep	+2	-1	7d6 Strike, Target Falls	Passing Strike	+1	+0	6d6+v/5, FMove	Takeaway	+0	+0	40 STR Grab Weapon	
Maneuver	OCV	DCV	Notes																																			
Off. Strike	-2	+1	10d6 Strike																																			
Killing Strike	-2	+0	1 ½d6 HKA																																			
Killing Throw	-2	+0	1 ½d6 HKA, Target Falls																																			
Crush	+0	+0	10d6 Crush, Must Follow Grab																																			
Martial Grab	-1	-1	40 STR Grab																																			
Legsweep	+2	-1	7d6 Strike, Target Falls																																			
Passing Strike	+1	+0	6d6+v/5, FMove																																			
Takeaway	+0	+0	40 STR Grab Weapon																																			
30	Armor (+10 PD/+10 ED) (Skin Armor)																																					
14	13" Running (13" Total)	1/5"																																				
5	11" Superleap (11" Total)	1/5																																				

Skills	
7	AK: Middle East, 16-
9	Stealth, 16-
7	Tracking, 14-
3	Acrobatics, 13-
3	Breakfall, 13-
3	Climbing, 13-
3	Streetwise, 13-
7	Weaponsmith: Muscle-Powered, 13-
3	Security Systems, 12-
3	Systems Operation, 12-
1	Paramedic, 8-
1	Riding, 8-
1	Tactics, 8-
3	TF: Camels, Ground Vehicles
6	WF: Common Melee, Common Missile, Small Arms
4	Lang: English (Fluent w/Accent, Literacy; Arabic is Native)
25	Followers: 4 Legion Terrorists (75 pts each)
1	Perk: Passport
3	Ambidexterity
3	Combat Sense, 12-
5	Defense Maneuver
3	Lightsleep
3	Simulate Death
24	+3 Levels w/ All Combat

100+ Disadvantages

15	Enraged: In Combat (VC) 14-, REC 11-
15	Psych Lim: Manic-Depressive (Com, Strong)
15	Psych Lim: Loyal to Legion of Death (Com, Strong)
10	Psych Lim: Suicidal (Unc, Strong)
20	DF: Bronze Skin (Conc, Extreme)
10	Rep: International Terrorist, 8- (Extreme)
5	Watched: Col. Wolf (As Pow, NCI, Mild), 8-
15	Hunted: Arab Int. (As Pow, NCI, Lim Area, Harsh), 11-
10	Hunted: Interpol (As Pow, NCI, Lim Area, Harsh), 8-
10	Public ID
210	Villain Bonus

Personality: The formula turned Martyr into a classic manic-depressive. Omiet believes he should have died with his comrades in Bosnia. To fulfill his death wish, Omiet volunteers to lead all of the most dangerous missions. In his manic state, Martyr is hostile and aggressive, tackling everything at full tilt. He has a certain amount of battle-lust. Martyr likes to wade into the thick of the fighting, ruthlessly dispatching his enemies. In his depressed state, he speaks often of his fallen comrades and avoids others in the Legion. He especially avoids those members who came after his unit was wiped out.

Martyr is madly in love with Colonel Wolf. He is having a hard time in understanding her unwillingness to openly admit her feelings for him.

Quote: "I've already died once for our cause. Can you say the same?"

Powers/Tactics: Injecting the formula gave Martyr supernormal strength, as well as steel-hard skin which can withstand up to heavy weapons fire. He has acquired a regenerative factor, allowing his wounds to heal quickly. These powers makes it virtually impossible for Martyr to receive his death wish.

In combat, he likes to utilize the cover fire given by the rest of the Legion. Martyr moves into one-on-one combat with the Legion's foes, killing them with a firearm or his scimitar.

Appearance: Martyr is an albino, standing over 6'2" in height with a very muscular physique. The formula has altered his skin, though, into a bronze color. His crewcut hair and mustache remain white. He has pink eyes and still retains his sensitivity to strong light. He wears a uniform similar to Colonel Wolf's.

Other Legion Members: The other members of the Legion of Death dress entirely in black. Hoods cover all but their eyes. This makes the uniforms similar in style to those worn by Black September, when that terrorist organization took the Israeli hostages in Munich during the Olympic Games of 1972. Each member carries whatever weapon he feels comfortable with, making the team variable each time encountered. The members of the Legion have each adopted a name which relates in some way to the Arab world. It could be geography (in the case of Tigris and Euphrates), architecture (with Ziggurat), or religion (like Hadiith or Hejira). The choice is up to the GM.

Campaign Function: Since the Legion of Death is a terrorist organization, the GM can find plenty of ideas in the local newspaper. Assassinations, kidnappings, hijackings, piracy, bombings, and many other such actions are the Legion's stock and trade.





LEGION ASSASSIN

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 5
16	DEX	18	DCV: 5
18	CON	16	ECV: 4
14	BODY	8	Phases: 3, 6, 9, 12
13	INT	3	
13	EGO	6	Costs
15	PRE	5	
10	COM	0	Char: 88 Base: 75
5	PD	1	+
5	ED	1	Powers: 127 Disads: 140
4	SPD	14	=
10	REC	4	Costs: 215 215
36	END	0	
36	STUN	4	

Cost	Powers	END																								
27	2d6 RKA, x5 Autofire, No KB, 4 Clips of 30 Charges Each, OAF (AKM-47 Assault Rifle)																									
20	Martial Arts																									
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Off. Strike</td> <td>-2</td> <td>+1</td> <td>8d6 Strike</td> </tr> <tr> <td>Killing Strike</td> <td>-2</td> <td>+0</td> <td>1d6-1 HKA</td> </tr> <tr> <td>Nerve Strike</td> <td>-1</td> <td>+1</td> <td>2d6 NND (1)</td> </tr> <tr> <td>Martial Throw</td> <td>+0</td> <td>+1</td> <td>4d6+v/5, Target Falls</td> </tr> <tr> <td>Martial Dodge</td> <td>+0</td> <td>+5</td> <td>Dodge, Abort</td> </tr> </tbody> </table>	Maneuver	OCV	DCV	Notes	Off. Strike	-2	+1	8d6 Strike	Killing Strike	-2	+0	1d6-1 HKA	Nerve Strike	-1	+1	2d6 NND (1)	Martial Throw	+0	+1	4d6+v/5, Target Falls	Martial Dodge	+0	+5	Dodge, Abort	
Maneuver	OCV	DCV	Notes																							
Off. Strike	-2	+1	8d6 Strike																							
Killing Strike	-2	+0	1d6-1 HKA																							
Nerve Strike	-1	+1	2d6 NND (1)																							
Martial Throw	+0	+1	4d6+v/5, Target Falls																							
Martial Dodge	+0	+5	Dodge, Abort																							
12	Armor (+5 PD/+5 ED), IIF (Kevlar Uniform)																									
4	Flash Defense (5) vs. Sight Group, IIF (Contact Lenses)																									
10	+5" Running (11" Total)	1/5"																								
5	+5" Superleap (9" Total)	1/5"																								
4	Ultraviolet Vision, IIF (Contact Lenses)																									

Skills	List
3	Acrobatics, 12-
3	Climbing, 12-
3	Concealment, 12-
3	Lockpicking, 12-
3	Security Systems, 12-
3	Stealth, 12-
3	Streetwise, 12-
3	Tracking, 12-
3	Demolitions, 11-
3	Disguise, 11-
3	Shadowing, 11-
11	WF: Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles, Common Melee, Common Missile, Small Arms
1	Perk: Passport

100+ Disadvantages	List
25	Psych Lim: Loyal to Legion of Death (VC, Total)
20	Psych Lim: Loyal to the Cause (VC, Strong)
15	Rep: International Terrorists, 11- (Extreme)
15	Watched: Col. Wolf (Mo Pow, NCI, Harsh), 14-
65	Agent Bonus

LEGION TERRORIST

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 4
14	BODY	8	Phases: 4, 8, 12
13	INT	3	
11	EGO	2	Costs
15	PRE	5	
8	COM	-1	Char: 51 Base: 75
4	PD	1	+
4	ED	1	Powers: 79 Disads: 55
3	SPD	6	=
6	REC	0	Costs: 130 130
30	END	2	
30	STUN	1	

Cost	Powers	END																				
16	2d6-1 RKA, No KB, 4 Clips of 30 Charges Each, OAF (AK-74 Assault Rifle)																					
6	1d6 HKA (2d6 w/ STR), No KB, Blade Weapon (-¼), OAF (Combat Knife)	1																				
17	Martial Arts																					
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuver</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Notes</th> </tr> </thead> <tbody> <tr> <td>Basic Strike</td> <td>+1</td> <td>+0</td> <td>5d6 Strike</td> </tr> <tr> <td>Killing Strike</td> <td>-2</td> <td>+0</td> <td>1d6-1 HKA</td> </tr> <tr> <td>Def. Strike</td> <td>+1</td> <td>+3</td> <td>3d6 Strike</td> </tr> <tr> <td>Def. Block</td> <td>+1</td> <td>+3</td> <td>Block, Abort</td> </tr> </tbody> </table>	Maneuver	OCV	DCV	Notes	Basic Strike	+1	+0	5d6 Strike	Killing Strike	-2	+0	1d6-1 HKA	Def. Strike	+1	+3	3d6 Strike	Def. Block	+1	+3	Block, Abort	
Maneuver	OCV	DCV	Notes																			
Basic Strike	+1	+0	5d6 Strike																			
Killing Strike	-2	+0	1d6-1 HKA																			
Def. Strike	+1	+3	3d6 Strike																			
Def. Block	+1	+3	Block, Abort																			
5	Armor (+5 PD/+5 ED), Act 14-, Ablative, IIF (Kevlar Uniform)																					
4	Flash Defense (5) vs. Normal Sight, IIF (Contact Lenses)																					
6	+3" Running (9" Total)	1/5"																				
4	Ultraviolet Vision, IIF (Contact Lenses)																					
3	Combat Sense, 12-																					

Skills	List
3	Acrobatics, 12-
3	Stealth, 12-
3	Streetwise, 12-
3	Disguise, 11-
6	WF: Common Melee, Common Missile, Small Arms

100+ Disadvantages	List
20	Psych Lim: Loyal to Legion of Death (VC, Strong)
15	Psych Lim: Casual Killer (Com, Strong)
10	Rep: International Terrorist, 8- (Extreme)
10	Watched: Col. Wolf (Mo Pow, Harsh), 11-

MORITA YOSHIO NO TE (HANDS OF MORITA YOSHIO)

MEMBERSHIP: Satsujin, Sanpaku no Kami, Origami.

ORIGIN: About twenty years ago Morita Yoshio had an idea regarding the training of assassins. At the time Morita was a young, moderately powerful oyabun of the Miyamiji-kai yakuza family; today he is one of that family's most powerful bosses. His idea was to find several children and train them from infancy to be assassins, but using different methods for each child, so that the most efficient way of teaching them could be discerned.

Accordingly, Morita arranged to adopt three infant orphans: a brother and sister and another boy. Then he separated them and gave each one a cadre of instructors to train him to be an assassin. The first boy, Mitsuo, was trained in the ancient skill of kyudo, the art of the bow, using traditional methods. The girl, Echiko, was trained in a mixture of modern and medieval weapons, using whichever teaching method seemed most appropriate. The second boy, Shinji, received only the barest amount of traditional martial arts instruction, but had his skills perfected through the use of modern scientific techniques.

Mitsuo, the archer, was selected to be trained in kyudo because Morita quickly recognized that he was a sensitive, intelligent lad who would take easily to the Zen-influenced way of the bow/ However, Morita also realized that Mitsuo would be less likely than his two comrades to have the mindset of a ruthless killer, so from his very first days on the archery ground Morita had Mitsuo's instructors emphasize loyalty to Morita himself and the great debt that Mitsuo owed his foster father for saving him from a life of poverty. This "propaganda campaign" was intended to give Morita a "handle" on Mitsuo that he could use to direct the archer as he pleased, and it worked all too well.

Echiko's training was more like that of a standard assassin than either Mitsuo's or Shinji's. She was taught how to fight hand-to-hand, how to wield the ancient weapons of Japan's feudal era, how to shoot firearms with deadly accuracy, and many other skills useful to a hired killer. Although her principal training was in karate, she also studied under masters of the arts of ninjutsu and shorinji kempo.

Shinji's training was perhaps the most unusual of all. Through the use of computers and experts in kinesiology, his every move on the field of combat was recorded, studied, analyzed, and improved. His natural strength and agility were enhanced with steroids and other drugs. Weapons experts from six different military forces were hired to provide him the most up-to-date firearms training possible.

When his three "hands" were sixteen, Morita introduced them to one another. Shinji, christened "Satsujin" ("murder"), and Echiko, "Sanpaku no Kami" ("spirit of the eyes of death"), took an instant liking to one another and soon became lovers. However, they both despised Mitsuo, who called himself Origami because of his love of the art of paper-folding, and he in turn detested their love of violence and power. Morita now made them train together, so that they would get used to one another's fighting abilities. Soon he had a relatively efficient group of assassins whom he used to help him in his rise to power in the yakuza.

Now that he has achieved a position of great influence, Morita uses his "hands" to help him eliminate enemies; on occasion he will "lend" them to another oyabun as a way of currying favor. Presently he is employing them in Hudson City to help expand his and his family's operations there.

GOALS: The primary goal of Morita Yoshi No Te is to be forever in the service of Morita. He mainly uses the group as his personal assassins, eliminating those who get in the way. Morita will also loan out the group to other oyabun, in an attempt to garner numerous favors. The group will perform these missions efficiently, but will always remain loyal to Morita.

TACTICS: Even though they trained together for several years, the Hands do not work well together. Satsujin and Sanpaku no Kami are efficient team fighters, but neither of them wishes to work with Origami, and vice-versa. As a result, Origami is usually assigned to solo missions. If events require that he work with the other two, Morita gives each of them a "pep talk" personally to ensure that things will run smoothly. In such situations, Origami usually attacks from range while the other two get close to the enemy — that way they can obey Morita without having to be near each other.

GROUP RELATIONS: The Hands of Morita Yoshio is a group so fractured by hatred that it really isn't even a group. Satsujin and Sanpaku no Kami get along quite well — they are, after all, lovers — but both of them despise Origami, whom they see as weak and stupid. For his part, Origami finds them to be little more than brutal, callous murderers with no trace of artistry or wisdom in their souls. Furthermore, the fact that Satsujin and Sanpaku no Kami are "Involved" does not mean that they are in love — far from it, since their training does not allow for such frivolity. Though they will go out of their way to help or save one another, neither would sacrifice his (her) life for the other.

REPUTATION: The Hands do not generally work with other organizations or individuals; in fact, outside of the yakuza they are not well known. In the past Morita has "loaned" them to another yakuza family or a Chinese Triad a couple of times, but other than that they remain relatively isolated from the rest of the underworld.

SANPAKU NO KAMI

Background: As detailed above.

Personality: Because her training included, among other things, a total lack of human affection, Sanpaku no Kami has none of the compassion that normal people do. Instead, she regards others primarily as objects, targets to be struck down when it pleases her master. Indeed, she tends to think of her enemies as toys to be trifled with a while before they are destroyed. She likes to spook her target with near-miss attacks from the dark, taunting notes and insults, and attacks which merely wound so that she can finish her victim off at leisure. However, she cannot tolerate being treated in the same way; humiliating or condescending treatment usually sends her into a murderous rage. Other than this sort of combat situation, the only people towards whom she has ever displayed any feelings are Morita and Satsujin, towards whom she feels a loyalty and "camaraderie," respectively, and her "weaking" brother Origami, whom she detests and would gladly kill if given the chance.

Quote: "What's this? A warrior such as you, afraid to step through Death's door? Let's see if we can't give you a push!"

Powers/Tactics: Although her training included both modern and ancient weapons, Sanpaku no Kami has a definite preference for the latter. This extends to a general preference for hand-to-hand



SANPAKU NO KAMI

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
15	CON	10	ECV: 4
10	BODY	0	Phases: 3, 5, 8, 10, 12
15	INT	5	
11	EGO	2	Costs
18	PRE	8	
20	COM	5	Char: 106 Base: 100
8	PD	5	+ +
6	ED	3	Powers: 188 Disads: 194
5	SPD	17	= =
7	REC	2	Costs: 288 288
30	END	0	
30	STUN	5	

Cost	Powers	END
7	1d6 RKA, No KB, 2 Clips of 7 Charges Each, OAF; plus +1 OCV, OAF (Walther PPK-S)	
8	½d6 HKA (1d6+1 w/STR), Ranged, No KB, Blade Limitations, OAF; plus +1 OCV, OAF (Tanto)	1
16	½d6 HKA (1d6+1 with STR), Ranged, No KB, OAF; plus +3d6 HA, OAF; plus +2 with Martial Disarm and Martial Block, OAF (Sai)	1
16	Another Sai	1
25	1d6 RKA, x3 Autofire, No KB, 8 Recoverable Charges, OAF; plus 2d6 STUN Drain, x3 Autofire, Ranged, Blade Attack Must Do BODY (-¼), 8 Charges, OAF (Poisoned Shuriken)	
43	Martial Arts: Karate	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 2d6+1 w/ STR	
	Martial Block +2 +2 Block, Abort	
	Martial Disarm -1 +1 45 STR Disarm	
	Martial Dodge +0 +5 Dodge, Abort	
	Martial Strike +0 +2 9d6 Strike	
	Off. Strike -2 +1 11d6 Strike	
	+4 Damage Classes (Already add in)	
	Weapon Elements: Blades, Karate Weapons	
7	Armor (+6 PD/+6 ED), 11- Act, OIF (Body Armor)	
6	+3" Running (9" Total)	1/5"
3	+3" Superleap (6" forward, 3" upward)	1/5"

Skills	Value
3	Ambidexterity
7	Stealth, 16-
3	Acrobatics, 14-
3	Breakfall, 14-
3	Climbing, 14-
3	Contortionist, 14-
3	Lockpicking, 14-
7	Shadowing, 13-
3	Security Systems, 12-
3	Streetwise, 12-
7	WF: Small Arms, Common Melee Weapons, Common Martial Arts Weapons, Off Hand
12	+4 Levels w/ Sai, Tanto and Shuriken

100+ Disadvantages

10	Enraged: If Humiliated or Embarrassed 11-, REC 11-
15	Psych Lim: Likes To Toy With Her Victims
20	Psych Lim: Totally Loyal To Morita Yoshio
10	Psych Lim: Hatred Of Her Brother
10	Rep: Yakuza Assassin (Limited Group: The Yakuza and those who study them), 11-
20	Hunted: Hudson City Police Department (Mo Pow, NCI, Capture), 8-
25	Hunted: FBI Organized Crime Task Force (Mo Pow, NCI, Capture), 11-
15	Secret Identity: Echiko
69	Villain Bonus

combat over gunfire; she often leaps into the middle of a battle while Satsujin, Origami, and/or their underlings are still firing from cover. She usually fights with a sai in each hand, to gain +1 DCV from her Off Hand proficiency, and saves her poisoned shuriken for emergencies or situations where she needs to take someone hostage.

Appearance: Sanpaku no Kami stands 5'3" tall. Her pretty, delicate looking face is framed by short black hair. She wears a black armored vest over a rose-colored pants and blousy tunic; her boots, bracers, and short gloves are black.

Record: Sanpaku no Kami has been charged with 10 murder in her homeland; American officials suspect her in 5 killings but lack sufficient proof to arrest her (even if they could find her).



SATSUJIN

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 7
20	DEX	30	DCV: 7
18	CON	16	ECV: 3
12	BODY	4	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
15	PRE	5	
12	COM	1	Char: 103 Base: 100
10	PD	6	+ +
7	ED	3	Powers: 156 Disads: 159
5	SPD	20	= =
8	REC	0	Costs: 259 259
40	END	2	
35	STUN	5	

Cost	Powers	END
27	1d6+1 RKA, x5 Autofire, No KB, 4 Clips of 40 Shots Each, OAF; plus +2 OCV, OAF (Uzi Submachine Gun)	
15	2d6 RKA, +1 STUN Mult, No KB, 6 Charges, OAF (Ruger Super Blackhawk)	
8	½d6 HKA (1d6 w/ STR), Ranged, No KB, Blade Limitation (-¼), OAF; plus +1 OCV, OAF (Tanto)	1
34	Martial Arts — Karate	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 1d6 HKA (2d6 w/ STR)	
	Martial Block +2 +2 Block, Abort	
	Martial Disarm -1 +1 Disarm, 40 STR	
	Martial Dodge +0 +5 Dodge all attacks, Abort	
	Martial Strike +0 +2 8d6 Strike	
	Off. Strike -2 +1 10d6 Strike	
	+2 Damage Classes (Already added in)	
	Weapon Element: Blades	
7	Armor (+6 PD/+6 ED), Act 11-, OIF (Body Armor)	
4	+2" Running (8" Total)	1/5"
2	+2" Superleap (6" forward, 3" upward)	1/5"

Skills	
7	Stealth, 15-
3	Climbing, 13-
3	Combat Driving, 13-
3	Contortionist, 13-
3	Lockpicking, 13-
3	Security Systems, 12-
3	Streetwise, 12-
3	Tactics, 12-
3	Demolitions, 11-
3	Gambling, 11-
3	Shadowing, 11-
6	WF: Small Arms, Common Melee Weapons, Common Martial Arts Weapons
1	Language: English (Basic Conversation; Japanese is Native)
9	+3 Levels w/ Uzi and Ruger Super Blackhawk
6	+2 Levels w/ Karate



100+ Disadvantages	
20	Psych Lim: Casual Killer
20	Psych Lim: Totally Loyal To Morita Yoshio
5	DF: Yakuza Tattooing
10	Rep: Yakuza Assassin (Limited Group: The Yakuza and those who study them), 11-
20	Hunted: Hudson City Police Department (Mo Pow, NCI, Capture), 8-
25	Hunted: FBI Organized Crime Task Force (Mo Pow, NCI, Capture), 11-
15	Secret Identity: Shinji
44	Villain Bonus

Background: As detailed above.

Personality: Satsujin was trained to be as cold and calculating as a computer, with the attitudes and outlook that such efficiency requires. He is a humorless stickler for detail who plans his jobs as much as possible and is likely to flee if his plans backfire or unexpected elements enter the picture. The only times he portrays any emotion are when he is killing someone (for he relishes his "job") and when he is with Sanpaku no Kami. However, despite his casual attitude for the lives and feelings of others, he feels a deep devotion to Morita Yoshio, whom he sees as the man who has given his life purpose and meaning, and he will obey Morita's orders implicitly.

Quote: "Worthless dog! My master and I are greatly looking forward to the sight of your blood oozing from your lifeless body!"



Powers/Tactics: Satsujin has been trained using kinesiography, the science which applies principles of mechanics and anatomy to human movement. His abilities have all been honed using computer analysis so that there is almost no wasted movement or misspent energy. There is a fluidity to his fighting style that some have likened to that of a cat. That someone so graceful is also a ruthless killer often comes as a surprise to his foes.

Satsujin scorns the traditional weapons used by Sanpaku no Kami and Origami in favor of the best firepower modern technology can offer. Thus, he functions as the group's heavy weapons expert. He is also their chief tactician and field leader.

Appearance: Satsujin is 5'6" tall and weighs 140 pounds. He has a muscular, athletic build. His long black hair is usually tied back in a ponytail. He wears a dark gray armored vest over dark green fatigues. His Uzi is carried in a shoulder holster on his left, and his Ruger in a holster on his right hip. His tanto knife will either be concealed or carried on his left boot.

Record: Satsujin is wanted for twelve murders in Japan and for another eight in the United States, mainly in Hudson City. Both the Hudson City Police Department and the FBI are hunting him.

ORIGAMI

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 7		
20	DEX	30	DCV: 7		
13	CON	6	ECV: 6		
10	BODY	0	Phases: 3, 5, 8, 10, 12		
15	INT	5	Costs		
18	EGO	16	Char: 104 Base: 100		
18	PRE	8	+ +		
12	COM	1	Powers: 150 Disad: 163		
8	PD	6	= =		
6	ED	3	Costs: 263 263		
5	SPD	20			
7	REC	4			
30	END	2			
25	STUN	3			
Cost		Powers	END		
28	2 ½d6 RKA, No KB, Concentrate ½ DCV, 24 Recoverable Charges, OAF (Seven-Man Yumi) 0				
25	Martial Arts — Karate				
	Maneuver	OCV	DCV	Notes	
	Killing Strike	-2	+0	½d6 HKA	
	Martial Block	+2	+2	Block, Abort	
	Martial Disarm	-1	+1	20 STR Disarm	
	Martial Dodge	+0	+5	Dodge, Abort	
	Martial Strike	+0	+2	4d6 Strike	
	Off. Strike	-2	+1	6d6 Strike	
3	+10 STR, Only For Drawing Bows (-2)				1
7	Fast Draw, 15-				
20	Find Weakness with Yumi, 13-				

Skills	
3	Jack Of All Trades
3	Scholar
3	Climbing, 13-
3	Oratory, 13-
3	Persuasion, 13-
2	PS: Bowyer, 13-
3	Riding, 13-
3	Stealth, 13-
3	Concealment, 12-
3	Deduction, 12-
2	KS: Zen Buddhism, 12-
2	KS: Philosophy, 12-
2	KS: Japanese History, 12-
2	Psych Lim: Origami, 12-
2	Psych Lim: Calligraphy, 12-
2	Psych Lim: Play Flute, 12-
3	Tracking, 12-
3	Shadowing, 11-
4	WF: Common Melee Weapons, Common Missile Weapons
1	Language: English (Basic Conversation; Japanese is Native)
9	+6 Range Skill Levels w/ Yumi
15	+3 Skill Levels w/ Yumi
100+ Disadvantages	
20	Psych Lim: Torn Between The Obligations Of Girl And Ninjo
20	Psych Lim: Totally Loyal To Morita Yoshio
15	Psych Lim: Code Of The Buddhist Warrior-Monk
5	DF: Buddhist Monk (Easily Concealed)
10	Rep: Yakuza Assassin (Limited Group: The Yakuza and those who study them), 11-
20	Hunted: Hudson City Police Department (Mo Pow, NCI, Capture), 8-
25	Hunted: FBI Organized Crime Task Force (Mo Pow, NCI, Capture), 11-
15	Secret Identity: Mitsuo
33	Villain Bonus



Background: As detailed above.

Personality: Origami is a simple man caught in a horrible conflict. He is torn between the obligations of giri, or his duty to Morita, and ninjo, or compassion for others. Origami would rather do almost anything than kill other people; he despises the use of force and would prefer to lead the life of a simple Buddhist monk. However, he also feels a deep obligation to Morita for "rescuing" him from a life of squalor (as explained earlier, Morita deliberately implanted this feeling of loyalty in Origami from an early age). As a result, he will do whatever Morita asks of him, even use his skills to commit cold-blooded murder, but every assassination he performs merely deepens his feelings of self-loathing and despair.

This is not to say that Origami is accepting his fate passively. He realizes that the only honorable solutions to his dilemma are suicide (which he considers wasteful), death in battle, or capture. Consequently, Origami goes out of his way to try to be killed or captured unless Morita specifically forbids him to. The most prominent example of this is his "ego signature" of leaving some work of origami on the body of each of his victims. The paper toy provides a clue as to why that particular person was killed, or to where he will be striking next. For example, if Origami knew that Morita's plan was to send him to kill the owner of the Golden Dragon restaurant, he would leave a dragon folded out of gold-colored paper on the body of the victim he kills before that mission. Naturally, if the authorities caught up to him and asked him to surrender, Origami would do so gladly.

Despite his inner turmoil, Origami usually presents a calm and untroubled face to the world. He approaches all problems philosophically and is so even-tempered that it is almost impossible to provoke him. He tries hard to live by the code of the Buddhist warrior-monk (see *Ninja Hero*, pages 51 and 57). He is fond of speaking in proverbs, riddles, and cryptic sayings, mostly because it annoys Satsujin and Sanpaku no Kami when he does so.

Quote: "I am deeply grieved that I must take your life. Draw comfort from this fact: there is more to existence than this mere life."

Powers/Tactics: Origami's skill is in the use of the yumi, or Japanese longbow. However, even though he feels great satisfaction because of his skill with the bow, he does not make full use of its advantages so that he will have a harder time committing murders. For example, even though he could attack his targets from a great distance, he prefers to get as close to them as possible, because this makes it more likely that he will be captured or killed by his enemy. He will not take

ridiculous risks — to do so would betray Morita's faith in him — but he will eschew most favorable conditions in an effort to make his task more difficult. This is only one of the many traits which make Satsujin and Sanpaku no Kami hate him.

Appearance: Origami is 5'5" tall, thin and wiry, and shaved bald. He wears robes similar to those of a Buddhist monk.

Record: Hudson City investigators have connected Origami with four murders, mostly on the basis of the distinctive arrows he uses. Much to his sorrow, they have yet to come close to catching him.





ARSENIC & OLD LACE

MEMBERSHIP: Nick and Lacy Thompson.

ORIGIN: The following is an excerpt from a diary one of my people found in a garbage dump while they were searching for some misplaced diamonds. The diary belonged to an ex-cop, Brian Mackey. My agent thought it might contain some useful information.

November 2, 1993

Finally, I tracked them down at the LeMastre Arms. Who'd ever think that 'Tommygun' Nick Woberman and Lacy Linsow would end up running an apartment building for retirees in Hudson City. All I got to do is get some evidence proving that they're the same couple who gunned down Bob back in '37 at the Cherokee Bank and I can make them pay for what they did.

November 4, 1993

I rented an apartment in their building today and just finished moving in. I don't think they recognized me, but I sure recognized them. Their features are burned in my memories forever. They've changed their last name to Thompson. Just like the machine gun Nick used to gun down my partner, Bob Lazinecky, the best officer ever to serve in the Hudson City PD. Lacy invited me down for coffee tomorrow/ I think I'll go.

November 5, 1993

Everything went well today. I went down for coffee with Nick and Lacy and there, over the mantle, was Nick's old Tommygun. It seems Nick is passing himself off as a gangster buff. He claims the Tommygun belonged to Bonnie and Clyde. I know better, but I went along with it. Lacy told me that they're going down to the Gangland Museum tomorrow and Nick asked if I would like to come along. I declined, since this will give me a chance to snoop around their apartment for any evidence.

November 6, 1993

I've got it! They had a scrapbook full of newspaper clippings from their crime spree. They even had a copy of Bob's obituary in there. I also found a bank book and some other papers that show how much money they have. They've been real careful over the years and have been real diligent about investing their money. They're worth almost a cool million. Of course a lot of that's tied up in this dump, but still they came out of this a lot better off than I did. Even with my police pension and social security, I'm barely getting by. Meanwhile, they're planning their fourth trip to Europe. It just ain't fair.

November 8, 1993

I've changed my mind. Instead of using the scrapbook as evidence to send them away, I'm going to use it to get the money they stole. Since they're criminals, it really isn't blackmail.

November 10, 1993

I confronted them today. They tried to deny it, but when I showed them the copies I made of certain parts of their scrapbook, they caved in. I think five thousand is a good starting point. Lacy started crying, trying to play on my sympathies, but all I had to do is think about Bob and I could ignore her. I gave them three days to get the money together.

November 12, 1993

I think Nick searched my apartment last night, looking for the scrapbook. He didn't find it. I'm hurt that he thought I would be stupid enough to hide it there. He'll never think of looking for it at his beloved Gangland Museum. Hiding it in the trunk of Al the Rhino's car was a stroke of genius.

November 13, 1993

Lacy invited me down for coffee again. They'll pay me off then. I think I'll up the next payment. They can just postpone their European trip for another year. Easy street here I come!

[No More Entries]

After reading this I had one of my men check into the fate of Mr. Brian Mackey. Records show that he is still receiving both his social security and pension checks at Mr. and Mrs. Thompson's apartment building. When my agent asked about him at the building, the tenants said that he had gone on a around-the-world cruise and would not be back for about a year.

My agent checked with the cruise lines and there is no record of Mr. Mackey ever buying a ticket on any of the around-the-world cruises leaving Hudson City over the past year. My agent also checked the trunk of Al the Rhino's car and discovered it was empty.

He did discover that some of the empty apartments are receiving mail for multiple occupants. The bulk of the mail seems to be social security and pension checks. The occupants, like Mr. Mackey, seem to be out of the country or otherwise indisposed.

I will be keeping an eye on Mr. and Mrs. Thompson for a while. After all, you never know when someone like that might be useful.

[From the Files of The Master of Crime]

GOALS: Nick and Lacy's primary goal is to maintain their secret identities. They will quickly resort to murder to protect themselves, as they did in the case of Brian Mackey. They also want more money so that they may enjoy their golden years. It was after Mackey's death that they stumbled across the idea of pretending that he was alive so that they could collect his social security and pension checks. Since they started their scheme they have carefully killed off seven more of their tenants for their money. Soon they will have enough money to move to Europe where they believe they will be safe.

TACTICS: Nick and Lacy's tactics are quite simple. They will make friends with their target and start inviting them over for tea. Then Lacy will begin slowly poisoning them with arsenic. About a week before they are ready to administer the final dose to their poor sick friend, they will arrange for it to appear that their victim has won a around-the-world cruise or is leaving to see relatives. They will then administer the final dose, dispose of the body and Lacy will start forging the victim's signature so they can cash the checks.

If they have someone snooping around, they will try the same tactics except that Lacy will give their victim a fatal dose of arsenic immediately. If attacked Lacy will use her .44 Magnum Blackhawk revolver and Nick will get his Tommygun to defend themselves. Both of them realize that they do not stand a chance in a straight fight with some vigilantes, so their first thoughts will be to escape. Nick will use his boxing skill to delay the vigilantes so that Lacy can get away.

GROUP RELATIONS: Nick and Lacy have been together for over sixty years. They are still a loving couple and neither one would hesitate to sacrifice themselves to save the other. They do have a few problems with each other. Nick thinks that Lacy is a little too much of a busybody and gossip, especially since she is always talking to their tenants. He is afraid that one day she may let something slip. Lacy believes that Nick is too overconfident and too much of a show-off. His volunteer work at the Gangland Museum upsets her. They had quite a row when Nick told her how he volunteered to help the director set up the 'Tommygun' Woberman and Lacy Linsow display at the museum. She is afraid one of his gangster buff friends will discover their secret identities. Still they do work together extremely well and make an excellent team.

REPUTATION: 'Tommygun' Nick Woberman and Lacy Linsow have a reputation as a pair of 1930's Hudson City bank robbers. Back in the 1930's, Nick Woberman had a good rapport with Hudson City's Mafia. He had permission from Juliano "Mac" Marcelli to rob Hudson City's banks as long as Marcelli got his cut.

Today only a few historians and some gangster buffs remember Nick and Lacy. They have no ties to any criminal organizations in Hudson City. Their Mafia friends are all long dead and the current Mafia bosses wouldn't care who they were, even if they did know them.

There are only two groups of people who care about Nick and Lacy. The first is the Hudson City Gangland Museum staff, who have dedicated a display to them. The other is a group of ex-police officers from the 30's. They still remember how "Tommygun" Woberman shot down Bob Lazinecky outside the Cherokee Bank. They used to get together once in a while and go over the case. That was until Brian Mackey, Bob Lazinecky's old partner, disappeared.

CAMPAIGN FUNCTIONS: Nick and Lacy work well if they are introduced into the campaign as a DNPC's landlords. The PCs can run into Nick or Lacy at various times, like when they are trying to hide their secret identity from their DNPC. As the game progresses the DNPC should make friends with the Thompsons. Perhaps Nick could invite the PC and their DNPC down to the Gangland museum, or Lacy might invite them over for tea and the latest gossip. The PCs may also become involved with Nick and Lacy through their granddaughter, Susan Thompson, a student at Hudson City University.

After a while the DNPC should notice that something is not right at the apartment building. Certain tenants have disappeared. According to Lacy they won a free around-the-world cruise, but if the PCs or the DNPC checks on this story, they will discover it's not true. The ex-police officers who remember the Wobermans may approach the PCs asking their help in finding their missing friend, Brian Mackey.

Either way, the PCs should stumble across Nick and Lacy's scheme. They should wind up in a race to stop Lacy from poisoning their DNPC as Nick retrieves their loot, and the pair prepare to flee to Europe. Nick has stashed their money in a real 1930's bank safe at the Gangland museum. This could lead to a climatic fight in the museum, ending with Nick and Lacy trying to drive through the museum in Al the Rhino's car.

BASE AND TRANSPORTATION: The pair do not have a real base. They do own a small apartment building that caters primarily to retired people. The building has no special features except for a few primitive bugs that Nick installed to spy on certain tenants. For transportation, they use a minivan that Nick bought. He uses it to help tenants move their belongings, and to haul stuff around. The minivan has no special features either.





NICK

Val	Char	Cost	Combat Stats	
15	STR	10	OCV: 5	
15	DEX	15	DCV: 5	
10	CON	0	ECV: 5	
10	BODY	0	Phases: 4, 8, 12	
23	INT	13		
15	EGO	10	Costs	
28	PRE	18		
12	COM	1	Char: 89	Base: 75
4	PD	1	+	+
4	ED	2	Powers: 116	Disads: 130
3	SPD	5	=	=
6	REC	2	Costs: 205	205
30	END	5		
30	STUN	7		
Cost		Powers	END	
23	1d6+1 RKA, +1 Stun Mult, x5 Autofire, No KB, Act 15-, Jammed, 50 Charges, OAF; plus +2 OCV, OAF (Thompson Machine Gun)			
25	MA — Boxing			
	Maneuver	OCV	DCV	Notes
	Hook	-2	+1	8d6 Strike
	Cross	+0	+2	6d6 Strike
	Jab	+1	+3	4d6 Strike
	Clinch	-1	-1	30 STR Grab
	Martial Block	+2	+2	Block, Abort
	+1 Damage Class (Already added in)			
Skills				
5	Money: Well Off			
2	Contact: Curator Gangland Museum — Philip McQueen, 11-			
3	Acting, 15-			
3	Conversation, 15-			
3	Streetwise, 15-			
3	Persuasion, 15-			
3	Bugging, 14-			
3	Concealment, 14-			
3	KS: Boxing, 14-			
3	KS: Gangster Trivia, 14-			
3,3	PS: Apt. Building Manager, 14-, Handyman, 14-			
3	PS: Bank Robber, 14-			
3	Combat Driving, 12-			
5	Electronics, 12-			
3	Lockpicking, 12-			
3	Stealth, 12-			
3	Mechanics, 11-			
2	WF: Small Arms			
4	+2 OCV w/ Tommygun			
6	+2 Levels w/ Boxing			
75+ Disadvantages				
10	Enraged: Lacy is Hurt (Com) 11-, REC 11-			
15	Psych Lim: Protective of Lacy (Com, Strong)			
15	Psych Lim: Overconfident (Com, Strong)			
10	Psych Lim: Show-off (Com, Mod)			
20	Normal Char Maxima			
10	Age: 60+			
5	Rep: 30's Bank Robber — Secret ID Only, 8-			
15	DNPC: Grand Daughter — HCU Student (Normal), 11-			
15	Secret ID: Nick Woberman			
15	Villain Bonus			

Background: I obtained a copy of this file from the Hudson City Gangland Museum, of which I am a patron.

**Hudson City Police Dept.
Homicide Division**

Reporting Officer: Lt. Maryann Stuart

Subject: 'Tommygun' Nick Woberman

File #: AN-014-171193-JA

I pulled this file at the request of an old family friend, former HCPD Officer Brian Mackey. Since I had it out, I decided to update it and send a copy over to the Gangland Museum. I thought they might want to set up a display on Hudson City's most notorious bank robber.

According to his friends, Nick Woberman was an auto mechanic working at one of Juliano "Mac" Marcelli's garages. Supposedly he was a big gangster fan. He idolized the famous bank robbers like John Dillinger and Bonnie and Clyde. Then one day he found a Tommygun in the trunk of one of Marcelli's cars. Woberman took this as a sign that he should move on into the big time. So on July 3, 1937 he picked up his girlfriend, Lacy Linsow, and together they robbed the First National Bank in Hudson City.

This was the start of a two month crime spree during which they robbed seven banks. The press dubbed them the new Bonnie and Clyde. They managed to evade police road blocks and a massive FBI manhunt. They accumulated several thousand dollars. They were also careful to only shoot up the banks and not the people. Then on September 11, 1937, their luck changed.

They went after their largest bank yet, the Cherokee Bank and Trust in downtown Hudson City. As they were robbing the bank two uniformed officers walked in. A gun battle ensued, when it was over Officer Bob Lazinecky and three bystanders were dead. Nick and Lacy got away while Sgt. Brian Mackey tended his mortally wounded partner. They escaped with over three thousand dollars, their largest haul yet. Even though the police and FBI closed down every road out of town and searched throughout the city, "Tommygun" Nick and Lacy were never seen again.

Well, I hope this file is useful to the museum. I never did find out why Mackey wanted it, probably for sentimental reasons.

[END FILE]

This file does help put Officer Mackey's diary into perspective. Now I can understand why he was so obsessed with catching Nick and Lacy Woberman.

[From the Files of The Master of Crime]

Personality: Nick Woberman had always idolized the great gangsters. Then, when he became 'Tommygun' Woberman, he loved it. While he and Lacy were on the lam, they got married and created new identities for themselves. The only problem was that he couldn't tell anyone his real identity. Being the show-off that Nick was, this really hurt. He consoled himself with the fact that he was rich and was with the love of his life, Lacy. As the years past and they kept moving around the country, Nick always felt drawn back to Hudson City. Until finally, after almost sixty years, they moved back to Hudson City. Nick was confident that nobody would remember them and yet he felt disappointed because of that fact.

When they returned to Hudson City, Nick learned about the Gangland museum. He became good friends with the museum's curator, Philip McQueen. Once Nick learned the museum didn't have a display about "Tommygun" Woberman, he volunteered to help make one. Nick was confident that no one would catch on to the fact that he is Nick Woberman. Lacy thought Nick was a little overconfident. She was proven correct when Brian Mackey discovered the pair's real identities and they had to kill him. Even after this incident, Nick has remained a little too overconfident in Lacy's opinion.

Around the apartment building, Nick is quick to help any of the tenants if they need it. He is easy going and fun to be around, even



if he does tend to ramble on with his gangster stories. He is also popular down at the Gangland Museum where he does volunteer work. No one would ever suspect that Nick is a cold blooded killer because he really isn't. Nick doesn't like killing people, but he has no qualms about killing to protect Lacy or his granddaughter. He views Lacy's murders a little differently. He believes that Lacy's victims are old and ready to die anyway. Lacy is just letting them die quickly and peacefully. At least that's how Nick is rationalizing it.

Nick fought in Europe during World War II, so he knows how to remain calm under fire. In combat he tries to end the fight as quickly as he can. He realizes that he is no longer a young man and that he is not as strong as he used to be. He understands that discretion is the better part of valor, and will try to distract his opponent so that he can escape. The only time he'll stand and fight is if Lacy or his granddaughter, Susan, is in danger. Nick will willingly sacrifice himself to save them.

Quote: "Did you ever hear my Cagney impersonation? *You Dirty Rats!*"

Powers/Tactics: In a fight Nick tries to distract his opponents so that he can escape. If he has his Tommygun, he'll use it to lay down suppression fire, hoping his opponents will be too busy diving for cover to follow him. If he doesn't have his Tommygun, he'll use his boxing skills to defend himself. He'll wait until he sees an opening, then try to take his opponent down as fast as possible. Nick is extremely confident in his boxing skills since he took down a mugger who tried robbing him outside the apartment building one night. Nick may be in incredibly good physical shape for someone his age, but in a straight fight against a skilled opponent escape is still his best option.

Appearance: Nick is a tall, thin, older man with thinning white hair combed back over his balding head. He has a prominent roman nose and a friendly smile on his wrinkled face. He tends to look like someone's older uncle or grandfather. He likes to wear a loose cardigan sweater over a white polo shirt, with loose dark pants and deck shoes. When he does volunteer work at the museum, he wears a pin stripe suit, fedora and a pair of spats, like an old time gangster.

Record: "Tommygun" Nick Woberman is wanted on four counts of murder in Hudson City. This includes one count of killing a police officer. He is also wanted in Hudson City for seven bank robberies.

Nick Thompson is also responsible for being an accessory to eight more murders in Hudson City that the police do not yet know about. Seven of these victims were tenants in Nick's apartment building, and the eighth was Brian Mackey, an ex-police officer.

Role Playing Tips: When running Nick, it is important to remember to play him as everyone's favorite uncle. He is everybody's friend, and is always telling his gangster stories while he shows off his collection of gangster memorabilia. Nick is always a gentleman to the ladies, although he does tend to treat his granddaughter as if she was still a little girl. Nick will always be trying to show off his expertise by helping people. "So you're having a problem with your car? Here let me take a look at it!" It is almost impossible to refuse his help when he offers it. "Let me just switch these wires on your TV and your reception will be better than ever. No, it's no problem at all!" If the PCs do try to refuse his help be sure to play upon their guilt for making the poor old man feel so useless. "Oh, you can handle it yourselves? Fine I'll just go stand over here in the corner. Out of your way. Let me know if I am getting in your light or anything."

Champions Conversion: The GM will need to do a lot of work to convert Nick to *Champions*. First remove the Normal CHAR Maxima and the Age 60+ disadvantages. Then raise his DEX to 18, and SPD to 5. Take the 15- Jammed limitation off of the Tommygun, and raise its damage to 3d6-1 Armor Piercing. Next give him two more Damage Classes for his martial arts, and increase his Tommygun and Boxing levels from two to four levels each. Finally raise his PD and ED to 8, and give him a set of Kevlar armor (12/12 Armor, IIF).

LACY

Val	Char	Cost	Combat Stats
13	STR	6	OCV: 4 DCV: 4 ECV: 6 Phases: 4, 8, 12 Costs Char: 85 Base: 75 + + Powers: 130 Disads: 140 = = Costs: 215 215
13	DEX	9	
10	CON	0	
10	BODY	0	
28	INT	18	
18	EGO	16	
28	PRE	18	
14	COM	2	
4	PD	1	
4	ED	2	
3	SPD	7	
6	REC	2	
24	END	2	
24	STUN	2	

Cost	Powers	END
15	2d6 RKA, +1 Stun Mult, No KB, 6 Charges, OAF (Blackhawk Revolver)	
24	2d6 Body Drain, Fade Rate: Per Min., Continuous, Uncontrolled, Must be Ingested (-1/2), 4 Clips of 6 Charges Each, IAF (Large Dose of Arsenic)	
11	1d6 Body Drain, Fade Rate: Per Week, Continuous, Uncontrolled, Gradual Effects: 1 Day (-1 1/2), Must be Ingested, 4 Clips of 8 Charges Each, IAF (Small Dose of Arsenic #1)	
10	1d6 Con Drain, Fade Rate: Per Week, Continuous, Uncontrolled, Gradual Effects: 1 Day (-1 1/2), Must be Ingested, Linked to Dose #1, 4 Clips of 8 Charges Each, IAF (Small Dose of Arsenic #2)	
10	1d6 END Drain, Fade Rate: Per Week, Continuous, Uncontrolled, Gradual Effects: 1 Day (-1 1/2), Must be Ingested, Linked to Dose #1, 4 Clips of 8 Charges Each, IAF (Small Dose of Arsenic #3)	

Skills	
3	Acting, 15-
3	Concealment, 15-
3	Conversation, 15-
11	Forgery, 15-
3	KS: Building Tenants, 15-
3	KS: Poisons, 15-
3	Persuasion, 15-
3	PS: Cook, 15-
3	Streetwise, 15-
7	Sleight Of Hand, 14-
1	SC: Pharmacology, 8-
5	Money: Well Off
3	Lightsleep
1	WF: Pistols
8	+4 OCV w/ Blackhawk Revolver

75+ Disadvantages	
15	Psych Lim: Protective of Nick (Com, Strong)
10	Psych Lim: Busybody/Gossip (Com, Mod)
10	Psych Lim: Greedy (Com, Mod)
20	Normal Char Maxima
10	Age: 60+
5	Dep: Insulin (Com), 2d6 Per Hour
5	Rep: 30's Gun Moll — Secret ID Only, 8-
15	DNPC: Grand Daughter — HCU Student (Normal), 11-
15	Secret ID: Lacy Linsow
35	Villain Bonus



Background: When I started investigating Mrs. Thompson, one of my contacts with the Hudson City Police stumbled across this file. It proved to be most illuminating about Mr. and Mrs. Thompson's current activities.

Hudson City Police Dept.

Missing Persons Report

Reporting Officer: Sgt. Mike Hander

Subject: Mrs. Sandra Lassiter

File #: OL-015-171193-JA

Mr. William 'Crusher' Gushman (he claims to have been a boxer back in the thirties) reported Mrs. Sandra 'Sandy' Lassiter missing on April 10, 1994. He claimed that she had not been seen for over a week. He described her as being 4' 6", gray hair, crystal blue eyes (he kept going on about her eyes) and a pale alabaster complexion. He informed me that she lived in the same apartment building that he did, the LeMastre Arms. He left his address and phone number in case I turned up anything (there should be a law against anyone his age falling in love).

I started my investigation by going around to the LeMastre Arms. It was one of those renovated downtown apartment buildings that caters to old folks and retirees (it gave me the creeps being around all them old fossils). When I arrived, I went to Mrs. Lassiter's apartment and knocked on the door. Receiving no reply, I tried the handle but the door was locked. I proceeded to find the building manager.

The building manager, Mr. Nick Thompson, was not in, but his wife Mrs. Thompson was. She invited me in for tea and cookies. As I was entering, she introduced me to a rather sick looking old lady, a Ms. Krumha, who was just leaving. As I entered the living room I noticed a vintage Thompson machine-gun, just like the gangsters used to have, hanging over the mantle. Lacy (she insisted I call her Lacy, Mrs. Thompson was just too formal) said that it was her husband's and that he collected gangster memorabilia. In fact, he was down at the Gangland Museum helping the curator set up a new display that afternoon.

I thanked her for her hospitality, and started asking her about Mrs. Lassiter. She explained that Mrs. Lassiter was on a around-the-world cruise and would not be back for another six months. She went on to explain that 'Crusher', Mr. Gushman, was having a little trouble remembering things these days and had probably forgotten that she was off on the cruise.

I believed her explanation, but I still needed to check out Mrs. Lassiter's apartment as a formality. She said it would be no trouble and that she would let me in. She had a key since she took care of Mrs. Lassiter's plants and the mail while 'Sandy' was gone. I checked out the apartment and everything seemed in order, so we returned to Lacy's apartment to finish the tea and cookies (I wanted to return to the station and finish my report, but Mrs. Thompson reminded me so much of my old aunt Marian that I had to stay). I spent another hour listening to gossip about her various tenants before I was able to make my excuses and leave.

This is simply a mistake on the part of Mr. Gushman. There is no missing person. Case closed.

[END FILE]

I did some checking into Mrs. Lassiter's background, a little more thoroughly than the good sergeant, and I discovered the following facts:

- 1) Mrs. Lassiter has no living relatives.
- 2) She was not booked on any of the cruise ships leaving Hudson City within the last six months.
- 3) She has been regularly cashing her social security and pension checks at a money machine down the block from the LeMastre Arms.
- 4) Her apartment is now the home of a Ms. Kathy Chamly.
- 5) Mr. William 'Crusher' Gushman has supposedly gone to

Europe on an extended vacation, and he, like Mrs. Lassiter, has no living relatives.

Considering all of these facts, I believe there is more going on at the LeMastre Arms than tea parties. But this is a matter better left in the capable hands of the police.

[From the Files of The Master of Crime]

Personality: As a child during the roaring twenties, Lacy Linsow knew what kind of life she wanted when she grew up. She wanted to have servants waiting on her hand and foot, while she went to huge parties every night and danced until the sun came up. She also wanted to have a man drink champagne from her slipper. Then, when she became an adult, the great depression hit and what Lacy wanted no longer mattered.

She fell in love with a young mechanic, but they couldn't get married because they didn't have enough money. So when the young man found a Tommygun in the trunk of a car he was working on, she persuaded him to become a bank robber, just like the gangsters he idolized. Then they would have enough money to get married and live a life of luxury. Again, things did not turn out the way she wanted. The young couple had to change their identities and spent several years running from the law!

World War II ended their running as the young man joined the army to fight in Europe and she joined the nurse corps to follow him. After the war, they settled down and raised a family. Most of the money they had saved went to send their children to college, but they persevered. Finally, they moved back to Hudson City and bought an apartment building. Lacy never gave up her dream of being rich and pampered.

When Brian Mackey reentered their lives, Lacy discovered a way to achieve her goal. She would have to kill a few of the apartment building's older tenants, but hadn't both her and Nick killed already. A few more people wouldn't matter, as long as her and Nick get to spend their golden years together in luxury.

Lacy is a greedy old woman. She likes to act like everyone's friend, but unlike her husband Nick, she is only acting. She loves to gossip about the tenants in her building and spread rumors about the ones she really doesn't like. These people are usually the rich ones who have so much more than her. When she realized that she could kill them and use their money to live her life in luxury, she leapt at the chance. She will not let anyone stand in the way of her happiness, except possibly Nick and her granddaughter, Susan.

Lacy is a planner. The entire scheme to kill off the tenants and take their social security and pension checks was all her idea. She was also the one who decided that Mackey had to die and planned how to kill him. She lets Nick do all the work while she makes all the decisions. She also made the decision to move to Europe when they have enough money to live the life she wants.

Her experience as a field nurse helps keep her calm in stressful situations. She realizes that she is almost useless in a fight, but she does have a .44 Magnum revolver that she keeps in case of burglars. If she is in a fight, she will not hesitate to use it. After all, who will a jury believe, a frail little old lady who was scared of the crazed vigilante, or the corpse of said vigilante. She may not look the part, but in reality Lacy is a cold blooded killer.

Quote: "Would you like some more tea, my dear?"

Powers/Tactics: Lacy relies on both her acting ability and her knowledge of poisons to kill people. She makes friends with her target, then starts inviting them down for tea. Slowly she begins to poison their tea with small doses of arsenic. Her targets become sick as their constitutions begin to fail, and they become weaker and weaker until Lacy administers the final dose. During this process, Lacy starts spreading the story about how her victim is going on a world cruise to improve their health. Then, once they have died and Nick has disposed of the body, Lacy forges some post cards and announces that they have left on their cruise.

If Lacy thinks someone is getting too close to the truth, such as in the case of Mr. Mackey, she will use a variation of the previous



plan. In this case, she will use a single large dose of arsenic to kill them immediately, instead of using several small doses spread out over a period of time. Then Nick will dispose of the body and everything will be fine.

If attacked, Lacy will either surrender and plead for mercy, pretend to faint, or start screaming for help. All of these are simply delaying tactics so that she can escape. If she can't escape, she will try to get to her Blackhawk revolver. When she has the revolver she will try intimidating her opponent, and if that doesn't work, she may try taking a hostage to use as a shield while she escapes. The last thing Lacy wants to face is the rest of her life in prison.

Appearance: Lacy is a little old lady who has an open friendly look on her face. She is a little short and a tad bit overweight, and she likes wearing flower print dresses. She is almost always smiling kindly, with a twinkle in her eye. She usually has a pair of bi-focals hanging around her neck.

Record: Lacy Linsow is wanted in Hudson City as an accomplice in four murders, including the death of a police officer. She is also wanted on seven counts of bank robbery. As Lacy Thompson, she is not wanted by the police, but is responsible for eight deaths, including the murder of Brian Mackey.

Role Playing Tips: Lacy should be introduced as a PC's or DNPC's landlady and should work her way up to being this person's good friend. She should always be friendly and polite, and should ask the characters over for tea and cookies almost every chance she can get. She should become a set fixture in the game before the GM even starts hinting that there might be something wrong at LeMastre

Arms. The characters, PCs, and DNPCs, should trust her before the GM starts the actual mystery. Having a set routine for the characters will help move the scenario along.

It should not be until the end of the scenario that the characters discover just how evil Lacy really is. There are only three things that Lacy really cares about, her husband Nick, her granddaughter Susan and money. The GM should emphasize Lacy's reactions around Nick and Susan. Lacy never really becomes angry with anyone except Nick and Susan because they are the only people she shows her true feelings for. Her feelings for everyone else are just an act, and she automatically suppresses any anger because she doesn't want to damage her reputation as everyone's friend. Her actual spiteful nature should become apparent to anyone who pays attention to her gossiping. She tends to take out her jealousy and anger by spreading viscous rumors about the people she doesn't like. This two faced attitude makes Lacy a difficult character to run, but in the end it is worth it.

Champions Conversion: Lacy is harder to convert to *Champions* than Nick. First remove her Normal CHAR Maxima and Age 60+ disadvantages. Raise her DEX to 15 and SPD to 5. Next increase the number of dice for each of the 'Small Dose of Arsenic' Drains to 2d6 and the 'Large Dose of Arsenic' to 3d6 (This is may go higher if several of the PCs have Power Defense). Add the Armor Piercing advantage to the Blackhawk revolver RKA and add two clips to the Charges limitation. Give her three DCV Levels and a Kevlar armor vest (10/10 Armor, IIF).



FREELANCES

RAIDER'S POWER

BLADE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 9
26	DEX	48	DCV: 9
28	CON	36	ECV: 5
20	BODY	20	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
14	EGO	8	Costs
20	PRE	10	
10	COM	0	Char: 170 Base: 100
8	PD	4	+ +
8	ED	2	Powers: 252 Disads: 322
6	SPD	24	= =
10	REC	0	422 422
56	END	0	
44	STUN	0	

Cost	Powers	END
60	2d6 BODY Drain, Recovers: 5 pts/Month, Trigger: Taking Body From a Killing Attack [60]	6
30	Multipower (60 pt. pool), OAF (Blades)	
3u	2d6 HKA (3d6+1 w/ STR), AP (Blade) [60]	4
3u	3d6-1 RKA, AP (Thrown Blade) [60]	6
12	Armor (+6 PD/+6 ED), OIF (Armored Jacket)	
3	Flash Defense vs. Sight Group (5), OIF (Polarized Sunglasses)	
5	Lack Of Weakness (-5)	
5	Mental Defense (8)	
10	Power Defense (10)	
36	Invisibility vs. Sight Group, Radar, Spatial Awareness, No Fringe, IIF (Invisibility Belt) 4	
5	Instant Change	
20	Regeneration (2 Body/Turn)	

Skills

3	Acrobatics, 14-
3	Breakfall, 14-
3	Climbing, 14-
3	Sleight of Hand, 14-
3	Stealth, 14-
3	Security Systems, 13-
3	Streetwise, 13-
3	Disguise, 11-
3	Lip Reading, 11-
3	Shadowing, 11-
2	WF: Swords, Thrown Knives, Axes
16	+2 Levels w/ All Combat
12	+8 Range Levels w/ Knives

100+ Disadvantages

15	Vuln: x1 ½ Stun from Bullets (VC)
10	Enraged: When Assassination is Foiled (Unc) 11-, REC 8-
20	Psych Lim: Casual Killer (VC, Strong)
15	Psych Lim: Overconfident (VC, Mod)
15	Psych Lim: Racist (Com, Strong)
10	DF: Aryan Features (Conc, Minor)
20	Hunted: Police (Mo Pow, NCI), 8-
20	Hunted: Various Minority Organizations (Mo Pow, NCI), 8-
10	Watched: Neo-Nazis (Mo Pow, NCI), 8-
15	Secret ID: Unknown
172	Villain Bonus

Background: How a file from the Federal Bureau of Investigation made it to this collection is currently being investigated in Washington D.C. This report is on the mysterious assassin known only as Blade.

Federal ID#: 96835-UY64756-6787

Subject of Investigation: Blade

Reporting Officer: Special Agent Clyde Simmons

It is not known where Blade was originally born, but it has been speculated he is either German or Austrian. What is known about Blade mainly concerns his attitudes and targets. It is known Blade is an assassin, a man hired to kill others for monetary gain. Blade is credited with at least five kills, and an untold number of speculated targets. Blade hires himself out only to certain groups, and these contacts have given a rough profile of Blade's personality and background. What Blade is, is a racist.

Blade, most likely, came from a home which had its roots in the National Socialist German Workers Party, more commonly known as the Nazi Party of Germany. He probably grew up believing in the same hatred, the same bigotry pronounced by Adolph Hitler before and during World War II. What is known for fact is Blade's targets have all been either black or Jewish civil leaders. It is believed Blade is a member of a neo-Nazi cell somewhere in the United States who hires himself out for assassinations against the 'lessers' of society.

Blade's preferred method of killing is that of his namesake. Blade, somewhat mysteriously, appears in front of his chosen victim and throws two knives at the target. The first knife incapacitates, the second kills, the victim. After ten minutes, the thrown blades disintegrate into nothingness, so no fingerprints or evidence can be found at the scene by any arriving law enforcement officers. Autopsies performed on Blade's victims have found trace amounts of a deadly neurotoxin within the bloodstream, but why the toxin does not affect Blade is unknown.

Blade has been seen headed for Hudson City, but where he may end up is unknown, as is his chosen target or targets. Rest assured, however, they will fit his previous assassination patterns.

Personality: Assumptions are Blade is motivated more along the lines of racism than of that of money. It is possible his parents instilled this belief within him. It is known he hangs around different neo-Nazi organizations and other racial supremacists. Whether he was wronged by one of the 'inferior' races is unknown, but it is known he hates them deeply. He has not appeared enough times to garner any more information.

Quote: "Now, you shall die by the blade."

Powers/Tactics: Blade's standard tactic is to suddenly appear in front of his chosen target. After saying his quote mentioned above, Blade will let loose with two throwing knives. The first knife is used to incapacitate his opponent, while the second knife finishes the job. Blade then disappears in some manner. Within 15 minutes, his knives he used in the assassination will disintegrate into nothingness, leaving no fingerprints or other distinguishing characteristics. Tactics used against super powered opposition is unknown, however he has been known to ignore completely a submachine gun fired at a good distance from him.

Appearance: Blade is a rather short man, possibly 5'6" or so in height. He has a medium build, with blonde hair tied in a ponytail, and with blue eyes. He normally, however, is wearing specialized sunglasses, so his eyes cannot be seen. Blade wears a thick, leather jacket which has been specially reinforced with

metal plating. His pants, also black leather, are reinforced in the same way. He carries no weapons normally, as he is able to create his poisoned knives out of thin air.

Master of Crime's Notes: Find more information on this man. He has killed at least six known minority civic leaders in cities I have operations within. His style is the same, but his targets have varied. His latest kill, from what I have garnered, was against a civil rights preacher in a black neighborhood. He appeared in front of him and killed him, ignoring a vigilante or two who appeared and attempted to stop him. He then disappeared from their sight. I find this quite interesting.

Campaign Functions: Blade is a mysterious assassin, who works best when faced against only one opponent. While the player is watching some sort of protest march or speech, Blade should appear and kill someone involved in the protest, then disappear before the player can really react. This should happen a couple of times, until the player is able to confront him one on one. Blade would make a great singleton enemy to a hero as well. Blade has shown himself not able to handle multiple opponents, preferring to flee than take on more than one person.

Champions Conversion: Blade can transfer almost directly into a regular *Champions* campaign. He only needs around 10 more points of PD and ED, along with a movement power. Teleportation is recommended, with a high multiple, so Blade can escape the scene while invisible, but not very effective in a combat situation.





BLUE BADGE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 4
15	BODY	10	Phases: 3, 6, 9, 12
13	INT	3	
11	EGO	2	Costs
20	PRE	10	
10	COM	0	Char: 99 Base: 75
8	PD	5	+ +
8	ED	4	Powers: 155 Disads: 179
4	SPD	12	= =
7	REC	0	254 254
36	END	0	
40	STUN	8	
Cost			END
37	2d6 RKA, +1 Stun Mult, x5 Autofire, 4 Clips of 32 Charges Each, OAF (H&K MP-5)		
9	6d6 HA, OAF (Steel Baton)		2
10	Armor (+5 PD/+5 ED), OIF (Kevlar Costume)		
Skills			
2	Perk: Local Police Powers		
5	Money: Wealthy		
5	Contact: Police Department, 14-		
5	AK: Hudson City, 14-		
5	PS: Policeman, 14-		
3	Bribery, 13-		
3	Bureaucrats, 13-		
3	Combat Driving, 13-		
3	Interrogation, 13-		
3	Stealth, 13-		
3	Streetwise, 13-		
3	Criminology, 12-		
3	Deduction, 12-		
3	Forensic Medicine, 12-		
3	Systems Operation, 12-		
2	KS: Criminal Law and Law Enforcement, 11-		
2	KS: Drug Crimes, 11-		
3	Shadowing, 11-		
2	TF: Ground Vehicles		
4	WF: Common Melee Weapons, Small Arms		
6	+2 Range Levels w/ All Ranged Attacks		
8	+1 Level w/ All Combat		
20	2 Overall Levels: +2 w/ All Skills		
75+ Disadvantages			
30	Berserk: When Insulted (Com) 14-, REC 8-		
20	Psych Lim: Casual Killer (VC, Strong)		
15	Psych Lim: Greedy (Com, Strong)		
20	Hunted: Police (Mo Pow, NCI), 8-		
15	Secret ID: Patrick O'Laughlin		
79	Villain Bonus		

Background: This is yet another report found in the collection. It seems to be the first report by the mysterious Agent Westhaven. Major national organizations are currently checking to see if an agent by this name is in residence.

From: Agent Westhaven

To: Master of Crime

Subject:

Criminal known as Blue Badge

Organized Crime Enforcement Divisions of a number of police departments are not quite on the up and up. All too often, such has been discovered in a couple of major cities, these divisions contain those who would put criminals to shame. What is worse, it is next to impossible to find and weed out these members. Such is the case of Patrick O'Laughlin, the man known on the streets as Blue Badge.

Patrick O'Laughlin was born on the east side of town, to a respectable middle class family. When he announced his decision to become a police officer, his parents imagined all sorts of bad things befalling him. Little did they know Patrick would fall to another, unthought of villain, greed.

Patrick did not fly through the academy. In fact, he just barely passed. He was assigned to regular patrol work with an older partner, who was to show Patrick the ropes. Although his partner looked legitimate, he was in actuality a cop on the edge. While patrolling through a particularly rundown neighborhood, Patrick and his partner stopped to question a man standing against a lamp pole. The man, in reality a drug pusher, showed the two officers no respect, being openly contemptuous towards them. This sent Patrick's partner into a frenzy, who took out his frustrations by beating the drug pusher violently with a nightstick.

This snapped something in Patrick. He went over to the bleeding man, who was now prone on the ground. Patrick brought down his nightstick on the back of the man's neck, breaking it and killing the drug pusher instantly. Patrick and his partner rifled through the body, to cover up their murder. They found the packets of cocaine the pusher was selling and took them home. Soon after, they began to sell drugs in their spare time, after 'acquiring' them in the same fashion as the first time. The police were baffled on how so many drug pushers were being killed, yet more drugs seemed to be flowing into the city.

The game, as the two officers saw it, continued onward. Patrick and his partner got transferred into OCED and continued to run their scheme, now with even more freedom than before. Their business was booming, but Patrick began to get greedy. He left evidence, implicating his partner as 'the Blue Badge', a cop who dealt drugs. Eventually, the police caught up with Patrick's partner, who was killed in a shoot-out with police. The autopsy revealed Patrick's partner was on a drug trip and was killed by a bullet shot from Patrick's gun.

Patrick, feigning grief at his partner's criminal activity, resigned from the force and moved to Hudson City. There, he reapplied for police work and was accepted without reservation. Patrick then designed the Blue Badge outfit and resumed his former activities, killing drug pushers and selling their drugs while not on duty. No one yet suspects Patrick, nor will the police for the most part. Patrick O'Laughlin, the Blue Badge, has it made.

Personality: Patrick O'Laughlin only cares for one thing, the acquisition of more and more money. His entire personality is wrapped up in the attainment of that goal. When he talks to somebody while acting as a police officer, Patrick will constantly be thinking of ways to use the person to gain money. As Blue Badge, Patrick shows his personality much more. It is very obvious he is in it for the money, and will not let anything get in his way. Blue Badge's tactic of killing drug dealers has turned into a very profitable business, and will probably increase in the future the more money Blue Badge gains.

Quote: "Thanks for the delivery, punk."

Powers/Tactics: Blue Badge acts just like a police officer in all ways, until he attacks from surprise. His usual tactic is to approach drug dealers in a departmental unmarked car. He will then step out, in uniform, and begin talking to the dealer. Most dealers will talk to Blue Badge, not thinking about what is about to happen. At this point in time, Blue Badge will suddenly pull out his submachine gun and fire it point blank at the dealer, killing him. He takes the drugs the dealer was selling and places them in the car. He then calls in a 'drive by' shooting which has taken place. Arriving police interview

Blue Badge, but he leaves shortly, dumping off the drugs at his house before reporting back to the police precinct. Later, he will quietly go to his other apartment, one far away from his house, and sell the drugs to addicts, making a hefty profit from the sales.

If Blue Badge ever gets confronted by the police or vigilantes he will attempt to negotiate his way out of the situation. This will last until the police or vigilante shows him disrespect. Then, Blue Badge will brandish his hidden submachine gun and attack all out against the one who insulted him. This hair trigger has yet to appear when he is on duty, but it will happen eventually.

Appearance: Patrick O'Laughlin stands around 6'3" in height, and has a large build. His hair is dark, when not beneath the mask, and his eyes are brown. Normally, when out of costume, he is wearing his police officer outfit, with baton and service sidearm. However, when he is in his secret criminal identity, Blue Badge wears more of a SWAT outfit, dark blue kevlar with a dark blue mask that obscures his face. At this point, he carries his non-standard police equipment, the MP-5 submachine gun and his steel baton.

Master of Crime's Notes: A man whose time is becoming very, very short. Soon, I would expect, Blue Badge will be discovered by a vigilante or else his comrades in the police and eliminated from the streets. Until that time, notify our dealers of Blue Badge's

description. They should then leave the area quickly, before they are killed and our revenues reduced by this man's interference. He doesn't do enough damage, however, to warrant a contract against him. However, I hate nuisances.

Oh, and tell Agent Westhaven he does not need the 'of subject' titles in further reports.

Campaign Functions: Blue Badge is the classical good cop turned bad. Introduction of Blue Badge into a campaign should be slow/ Patrick O'Laughlin should be introduced first, as a police officer arriving at the scene of a crime. Over time, the players should continue to run into Patrick in his official capacity. During this time, the killings of drug dealers should be reported to the players. Later, have Patrick go berserk during what seems to be a routine arrest. This should plant some suspicions about Patrick in the players minds. Finally, have them discover Blue Badge's activities and let them act accordingly.

Champions Conversion: Blue Badge is another normal. To upgrade him to regular *Champions* level will take an addition of equipment. The easiest way to accomplish this is to double the body armor on him, provide him with a martial art for his baton, and to provide a vehicle for his usage. The vehicle should be a standard police cruiser, but secretly enhanced to do his dirty work.





CAIN

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 11
33	DEX	69	DCV: 11
23	CON	26	ECV: 6
16	BODY	12	Phases: 2, 4, 6, 8, 10, 12
23	INT	13	
18	EGO	16	
30	PRE	20	
18	COM	4	Costs
6	PD	2	Char: 206 Base: 100
6	ED	1	+ +
6	SPD	17	Powers: 444 Disads: 550
10	REC	2	= =
50	END	2	Costs: 650 650
50	STUN	12	

Cost	Powers	END
57	3d6 RKA, +3 Stun Mult, No KB, 2 Clips of 11 Charges Each, OAF; plus +1 OCV and +4 Range Levels, OAF; plus Ultraviolet Vision, Concentrate Constant 0 DCV, OAF (Barrett 82A1 .50 Sniper Rifle w/ Starlight Scope)	
39	2d6-1 RKA, AP, x10 Autofire, No KB, 4 Clips of 50 Charges Each, OAF; plus +2 OCV and +1 Range Level, OAF (HK G-11 Assault Rifle)	
27	1d6 RKA, x5 Autofire, Invisible to Hearing Group and Normal Sight, No KB, 4 Clips of 30 Charges Each, OAF; plus +2 OCV, OAF; plus +2 OCV, Works Poorly in Bad Conditions (-1/4), OAF (HK MP5SD3 SMG w/ Laser Sights)	
22	1d6+1 RKA, Penetrating, +1 Stun Mult, Invisible to Hearing Group, No KB, Cannot Be Bounced (-1/4), 4 Clips of 7 Charges Each, OAF; plus +1 OCV, OAF (Silenced S&W ASP w/ Glaser Ammo)	
14	2d6+1 RKA, Explosion, Range Based on STR (-1/4), 2 Clips of 1 Charge Each, OAF (Fragmentation Grenade)	
14	7d6 EB, Explosion, Range Based on STR (-1/4), 2 Clips of 1 Charge Each, OAF (Concussion Grenade)	
11	1d6 HKA (2d6 AP w/ STR), AP, Ranged, No KB, Range Based on STR (-1/4), Blade Weapon (-1/4), OAF (Commando Knife)	3
42	Martial Arts — Tae Kwon Do	
	Maneuver OCV DCV Notes	
	Side Strike/ Roundhouse	
	Kick -2 +1 10d6 Strike	
	Flying Side	
	Kick +1 -2 10d6 Strike	
	Front Kick +0 +2 8d6 Strike	
	Punch/ Elbow Strike +2 +0 8d6 Strike	
	Knifehand/ Spearhand -2 +0 2d6 HKA	
	Takedown +1 +1 6d6 Strike, Target Falls	
	Arm Sweep	
	Block +2 +2 Block, Abort	
	Crescent Kick	
	Block +1 +3 Block, Abort	
	+2 Damage Classes (Already add in)	
30	Armor (+10 PD/+10 ED), Hardened, IIF (Heavy Kevlar Vest)	
8	+4" Running (10" Total)	1/5"
4	+4" Swimming (6" Total)	1/5"

Skills	
3	Linguist
3	Scholar
3	Acrobatics, 16-
3	Breakfall, 16-
3	Climbing, 16-
3	Combat Driving, 16-
3	Lockpicking, 16-
3	Stealth, 16-
3	Acting, 15-
3	High Society, 15-
3	Persuasion, 15-
3	Seduction, 15-
3	Streetwise, 15-
3	Bugging, 14-
3	Deduction, 14-
2	KS: Espionage World, 14-
2	KS: Terrorist World, 14-
3	Paramedic, 14-
3	Security Systems, 14-
3	Systems Operation, 14-
3	Tactics, 14-
3	Demolitions, 11-
3	Disguise, 11-
3	Forgery, 11-
1	KS: Mercenary/Military World, 11-
1	KS: Tae Kwon Do, 11-
3	Survival, 11-
4	WF: Common Melee, Small Arms
4	Lang: English (Native Accent, Literacy; German is Native)
4	Lang: Russian (Native Accent, Literacy)
3	Lang: French (Fluent w/Accent, Literacy)
3	Lang: Italian (Fluent w/Accent, Literacy)
2	Lang: Arabic (Fluent Conversation, Literacy)
2	Lang: Japanese (Fluent Conversation, Literacy)
2	Lang: Spanish (Fluent Conversation, Literacy)
8	Perk: Security Clearance (Level 8)
2	Perk: Top Man
3	Fast Draw, 16-
15	Luck, 3d6
6	+2 Levels w/ Tae Kwon Do
10	+2 Levels w/ Ranged Combat
7	+3 Levels w/ Ranged Combat, Only Vs Location Penalties (-1)
10	+4 Levels w/ Ranged Combat, Only Vs Autofire Penalties (-1)
16	+2 Levels w/ All Combat
100+ Disadvantages	
20	Vuln: x2 Stun and Body from Drugs and Poisons (Unc)
20	Psych Lim: Overconfident (VC, Strong)
15	Psych Lim: Hates Unified Germany (Com, Strong)
15	Psych Lim: Thrill-Seeker (Com, Strong)
15	Rep: American Super Spy (Extreme), 11-
10	Watched: CIA (Mo Pow, NCI, Harsh), 8-
5	Watched: KGB (As Pow, Harsh), 8-
20	Hunted: Raven (Mo Pow, Harsh), 11-
15	Hunted: PLRL (As Pow, Harsh), 11-
5	Rivalry: Jackknife (Professional)
15	Secret ID: Hans Deiter — East German Spy
395	Villain Bonus

Background: One of my agents procured this, along with some other files, when the Berlin wall came down and the civilians stormed and ransacked the Staatssi (East German Intelligence) Headquarters.



Ministerium Fur Staatssicherheit

REPORTING OFFICER: Hans Weisman

SUBJECT: Dave Parsons, AKA Cain

FILE #: CN-016-181193-JA

Dave Parsons grew up traveling around the United States with his family. His father was a traveling salesman, so the family was continually moving from city to city. This ensured that Dave made few friends when he was young. When he was fifteen, his family was killed in a car accident. He was the only survivor, and was sent to live with a distant uncle.

When he was eighteen, Parsons joined the Army to fight in Vietnam. He diligently worked his way up the ranks until he received a battlefield commission as a Second Lieutenant. When he returned to the states, it was as a First Lieutenant with a Bronze Star for heroism. Immediately after he left the service, he started college on the GI bill, studying political science and languages.

It was in college that he first came to the attention of the CIA. Parsons fit the criteria for a good field agent. He had combat experience, knew several languages, understood world politics and had shown that he could think on his feet in the field. Also there was no family or other ties to hold him back from dangerous assignments. In short, he was fully expendable. During his senior year, a CIA recruiter approached Parsons with an offer to join the agency. Parsons took a week to think over their offer and finally accepted. He immediately began training as a field operative.

Parsons has worked all over the world on various assignments and has gained a reputation as a first class field operative. He has worked his way up through the ranks of the CIA and become a special troubleshooter for the agency. The CIA used him for delicate and dangerous missions, where they needed a skilled professional who was highly expendable. Parsons seemed to relish these missions, courting the danger like an old lover.

When Project Superiority asked the CIA to lend an agent to the US super soldier program, they sent Parsons, code-named Cain. It was during Project Superiority that Parsons met Marc Knight (AKA Pokerface) a soldier he had served with in Nam. While the treatments backfired on Knight and destroyed his nervous system, they worked extremely well on Parsons. After Parsons had finished the treatments, his reflexes had increased to a superhuman level. Parsons was sent back to the CIA and returned to the field as the ultimate field agent.

Parsons has continued to excel at his work, and has recently been recruited by a secret committee that reports directly to the President. This committee was formed to defend America from the internal and external threats that the government can't act against because of political considerations. Cain acts as the committee's expediter, executing their orders, no matter what the mission.

Personal Note: General Heinrich Hofstetter

Dave Parsons, also known as Cain, is our greatest success against the Americans. Cain, actually Hans Dieter, was born in East Germany and trained from a very early age to become a mole in the American Intelligence service. When he was fifteen, Dieter was smuggled into the United States and took the place of Dave Parsons after one of our agents eliminated the Parsons family.

Cain's orders were to become a perfect, extremely patriotic American and to do everything within his power to join the American Intelligence service. He followed these orders perfectly, volunteering to serve in Vietnam, using our training to distinguish himself in battle and attending college at the American's expense to study the subjects we knew the Americans wanted their agents to know/ We were very surprised when the CIA approached Cain; we had expected that he would have to approach them.

Cain had orders that he was not to take any direct action against the Americans. He was to serve them loyally no matter what the consequences for East Germany. We would only use him when the time was right. The blow we would strike with Cain would either destroy the American Intelligence network or cripple their government. Only a few men knew of Cain's mission and they were all East German. The Russians with their clumsy KGB policies were never to know about Cain or his mission. They would have used him to serve some short sighted goal. He was to be the tool of East Germany and no one else.

Since Cain is a trusted agent, the CIA does not watch him very closely. His mastery of trade craft makes it very easy for him to communicate with us. I was surprised but extremely pleased, when he recently informed me of his recruitment by the President's secret committee. With this act, Cain has come within striking distance of the most powerful man in the United States. Now all we must do is patiently wait for the right time to strike.

[END OF FILE]

Unfortunately for the General, that time never came. The Berlin wall fell and the two Germanys were unified. General Hofstetter and his plans faded into the mists of time. Cain stayed where he was and studied his position. Here he was spying on a country that was not his, for a country that no longer really existed and which he barely knew/ He suddenly realized that he felt no real loyalty towards either the United States or East Germany. The only thing he was loyal to was himself. So to benefit himself he set about consolidating his position and power within the United States government.

The first thing he did was eliminate the President's secret committee. Normally this would have been a daunting task, but since it had been an election year, and a new President was taking office, the task was much simpler. He asked the committee members and the outgoing President that he be allowed to brief the new President-elect about the committee. They agreed, but when he spoke with the new President-elect, he explained that he reported directly to the President and purposely failed to mention the committee's existence. He then efficiently assassinated the five members of the committee.



With Presidential carte-blanche authority over any American military forces and government resources, Cain was ready to go into business for himself. He started hiring himself out as a mercenary and assassin while still working for the United States. Luckily, the new President preferred to settle things more directly than his predecessor and rarely called upon Cain's talents.

The only problem Cain faced was his missing service file. It had disappeared when Staatssi headquarters was looted during the unification. He was pleasantly surprised when I sent him the damning file in return for a few special favors. One of those favors was to relate to me all of the information above.

Cain has confided in me that he does some missions just for the thrill of it. He also claims that he is working on a plan to bring the new German government in Bonn to its knees. When I asked him why he simply shrugged and replied that they had caused him an inconvenience by uniting with East Germany. The thing that scares me the most is that Cain just may succeed.

[From the Files of The Master of Crime]

Personality: Cain is one of the top five killers in the world, and he knows it. He lives for the thrill of danger and has courted death on more than one occasion. He is supremely confident in his abilities to take down any foe. His greatest joy in life is testing his abilities to their limits. He believes that without the chase life would hold nothing for him.

Because of his background, Cain feels no loyalties to any man or nation. He is his own man, doing as he pleases. He only keeps the pretense of his position as the President's personal agent because it grants him the resources he needs. If he has to accept a mission from the President from time to time, well that is just the price he must pay for the authority he has been granted. He doesn't complain as long as the mission is challenging enough. If the mission does not meet his standards, he recommends that it be referred to the CIA.

Cain has been trained to believe that people are tools to be used to accomplish his goals. He has a great deal of respect for authority, but since the only authority he recognizes is his own, he has gained a reputation as an irreverent maverick. He only respects a few men whom he sees as equals; Jackknife with whom he shares an ongoing rivalry, Andres Panthanos the world's greatest assassin, and the Harbinger of Justice whom he has never actually encountered but hopes to.

He only has one thing that he truly hates; the newly unified Germany. Cain is upset about the way his former employer, East Germany, was swept into the history books by the unification of East and West Germany. He is not upset because of any loyalty to the former East German government. Rather, he is upset that the East German government didn't have him stop the unification before it was too late. The unification caused him a great deal of inconvenience when he realized his identity as an East German agent might be revealed. Because of this inconvenience Cain has vowed to destroy unified Germany at any cost.

No matter what the situation Cain is always taking risks. He never takes the safe, easy way out. He is always calm, cool and collected, no matter what the situation. In combat he will push himself to the limit, while at the same time trying to push his opponent to their limits, just to see who breaks first. Cain is a risk taker, but he is neither foolhardy nor stupid. If he is in a definite no-win situation, he will try to escape.

Quote: "I'm sorry, you're no longer in charge here, General, I am."

Powers/Tactics: Project Superiority gave Cain superhuman reflexes as well as an almost perfect physique. Cain is experienced with all small arms and most melee weapons. He has a set group of weapons he carries with him on a mission. He selects what he believes is the best weapon for each situation from this group. He has a .50 cal. Barrett sniper rifle for long distance assassinations where he wants to be sure of a one shot kill, a HK G-11 assault rifle for combat missions, and a HK MP-5SD3 9mm suppressed SMG with a laser sight for infiltration missions and close combat. His preferred sidearm is a Smith & Wesson ASP with a silencer and

9mm glaser ammunition. He also carries a commando knife and a couple of fragmentation and concussion grenades with him. He is a tenth degree black belt in Tae Kwon Do.

Cain usually likes to start a fight defensively. Then once he has taken his opponent's measure, he will either dispatch them quickly if he believes they are not enough of a challenge, or he will start pressing them, forcing them to their limits. To say that Cain will do anything to win would be incorrect. He will do almost anything to increase the challenge. He has been known to grant a truly worthy opponent the chance to recover so that their fight could be prolonged. At the end of a fight, Cain usually dispatches his opponent since he believes they would grant him the same favor if their positions were reversed.

Project Superiority did give Cain one weakness. He is more susceptible to the effects of drugs and poisons. More than once Cain has almost died because an enemy poisoned him by one means or another. Because of this, Cain refrains from using poison and avoids any opponents who do. He prefers a straight challenge rather than a knife in the back.

Appearance: Cain is a tall, well-built man with short, well-styled black hair. He looks to be in his early thirties, but is actually in his mid forties. He likes to wear expensive, custom tailored suits in public. When he is on a mission he wears a black turtleneck sweater, black BDU pants, combat boots and ALICE gear suspenders with a small backpack for equipment. He normally has a combat knife and some grenades on the ALICE gear and a pistol holster with his ASP strapped to his right leg. No matter what the occasion he always wears an extremely well concealed kevlar vest under his clothes.

Record: Cain is wanted in over twelve different countries for charges ranging from reckless driving to mass murder. Not all of these charges are true and almost all of them are for a nameless man fitting Cain's general description. Cain is not wanted in the US because he has a carte blanche Presidential pardon for any actions he takes within the United States. Several of America's allies also turn a blind eye to Cain's activities due to aid he has given them in the past.

A couple of criminal organizations, including Raven and the PLRL, have put prices on Cain's head because of the trouble he has caused them. Raven is currently offering fifty thousand dollars for Cain dead or alive, while the PLRL is only offering ten thousand dollars for Cain's dead body. Cain feels rather insulted by the PLRL's meager offer and is planning on paying them a visit to discuss the terms of the bounty.

Campaign Functions: Cain is meant to be used against high powered characters. He may be used as an extremely powerful assassin whom the characters must foil, or as a rival who is after the same goal but is unwilling to work with the PCs. If the PCs attract the government's attention in some way he can be used against them. "So, the Harbinger of Justice attacked Wendover Air Force Base just to kill those diplomats being sent home for spying. Well, don't worry, Mr. President, I'll track him down and bring you his head." After all, he may also be used as a villain mastermind. He did vow to destroy unified Germany.

When running Cain, the GM needs to remember that Cain is incredibly confident about his abilities. He takes on missions just for the thrills and challenges they represent. "You need one man to HALO into Baghdad. Break into the Presidential bunker, persuade them to call off the war and then escape alive. Sounds intriguing. When do I leave?" In combat he will try to goad his opponent into pushing both of them to their limits. "Is that the best you can do? I can't see how you survived this long. Come on hit me with your best shot this time." His sheer egotism should drive the characters to great lengths trying to outdo him. Which is exactly what he wants.

Champions Conversion: Cain is almost a regular *Champions* character just as he is presented. To convert him raise his PD and ED to 10, increase his armor to 15/15 and add two more Damage Classes to his martial arts. Finally, a particularly nasty GM may want to make his Barrett sniper rifle Armor Piercing.

CANNIBAL

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 6
18	DEX	24	DCV: 6
20	CON	20	ECV: 3
15	BODY	10	Phases: 3, 6, 9, 12
18	INT	8	
10	EGO	0	
25	PRE	15	Costs
10	COM	0	Char: 109 Base: 75
5	PD	-1	+ +
5	ED	1	Powers: 191 Disads: 225
4	SPD	12	= =
10	REC	0	Costs: 300 300
40	END	0	
40	STUN	0	

Cost	Powers	END
11	1d6+1 HKA (3d6-1 w/ STR), Ranged, No KB, Range Based on STR (-¼), Blade Weapon (-¼), OAF (Butcher's Knife)	3+
60	Damage Reduction, 75% rPD, Invisible to Sight Group, Requires a CON Roll	
6	+3" Running (9" Total)	1/5"
6	Enhanced Perception, +2 w/ All Senses	
22	Invisibility vs. Sight Group, 0 END, Act 14-, Only in Crowds (-½)	0
3	Simulate Death	

Skills	
1	Fringe Benefits: License to Drive a Cab
4	AK: Hudson City, 14-
5	Combat Driving, 14-
3	Conversation, 14-
3	Persuasion, 14-
4	PS: Taxi Driver, 14-
9	Shadowing, 14-
5	Stealth, 14-
3	Concealment, 13-
2	KS: Hudson City Gossip, 11-
3	Mechanics, 11-
1	WF: Butchers Knife
1	Lang: Russian (Basic Conversation, English is Native)
1	Lang: Spanish (Basic Conversation)
4	Combat Skill Levels: +2 OCV w/ Butcher's Knife
10	Combat Skill Levels: +2 Levels w/ Hand To Hand Combat
24	Vehicle: Taxi Cab (118 pts)

75+	Disadvantages
15	Psych Lim: Cannibalism (Com, Strong)
5	Psych Lim: Distrusts Arabs (Unc, Mod)
15	Susc: Eating Normal Food (Unc, Instant), 3d6
15	Dep: Human Flesh for Food (Unc), 3d6 Per Hour
10	DF: Strong Unpleasant Body Odor (Conc, Minor)
10	Hunted: Police (As Pow, Harsh), 8-
15	Secret ID: Peter Latimer
140	Villain Bonus

<Traffic noise in background>

Dateline Hudson City, Friday August 27th, 1993. Paul 'Slim' Tilger, The National Inquisition reporting. HEY TAXI!

<Sound of car stopping and door opening and closing>

Where to Mac?

The City Hall of Records and step on it! I'm within minutes of piecing together the Blue Moon Killer's true identity. All I need is to check some old files in the Hall of Records and I will know who this mysterious vigilante is!

What did ya say Mac?

Only that I almost know who the Blue Moon Killer is.

Oh him. Ya, I gave him a lift once.

You gave him a ride in this cab?

Ya, well when he got in he looked like a regular guy, ya know/Just another suit. He just flagged me down, jumped in and told me to follow that car. Just like in the movies, ya know!

What did he look like?

Just another guy, nothing special. Anyway I figured he was just a cop or a PI after someone, so I played along. Well, we ended up down on the docks in Freetown, and when the other car stopped he told me in this muffled voice to pull over in the shadows. So I did and when I turned back to get the fare, I'm looking down the barrel of the biggest gun I ever saw, and there, in the back seat of my cab, is the Blue Moon Killer, large as life.

And?

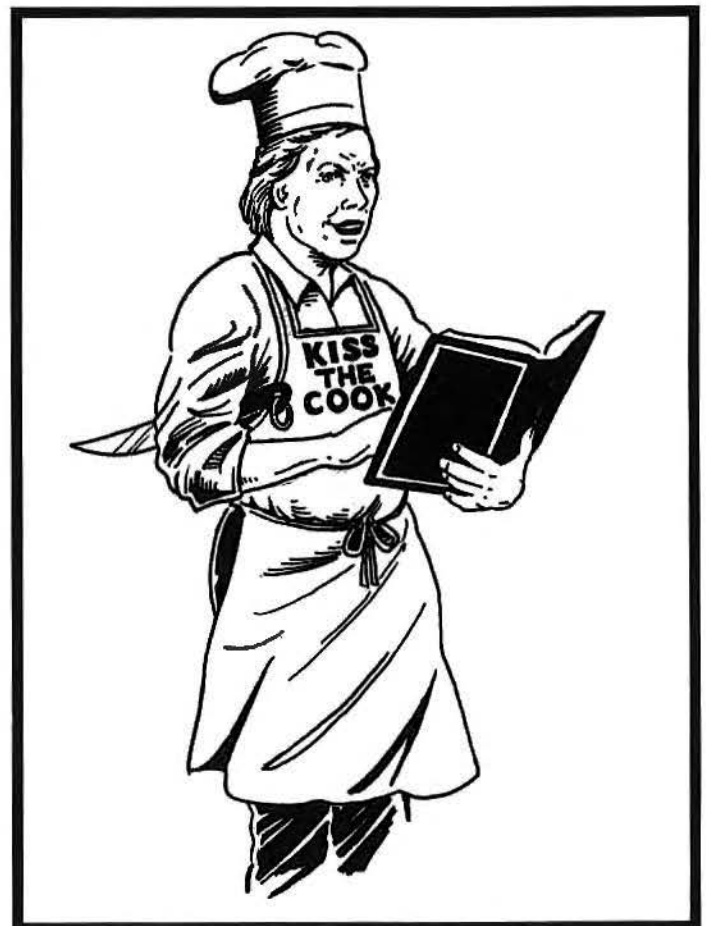
Well, he tossed a wad of bills into my hand and jumped out of the cab. I never saw him again, but he did leave one hell of a tip.

Really.

Ya, but if you're looking for a story for your paper, I got one a lot better than the Blue Moon Killer.

Oh?

See, there was this guy that won one of those Mediterranean cruises ya see on TV. Anyway, the cruise ship was hijacked by a bunch a terrorist pirates, the Legion of Death, or something.



Background: The following is a transcript of a tape one of my men found.



Yes, I remember reading about that. Colonel Wolf and the Legion of Death hijacked the Mediterranean Princess, stole the ship's cargo, robbed the passengers, and then sank the ship, leaving the passengers stranded in the middle of the Mediterranean during a huge storm.

Ya, that's it. So this guy winds up in a lifeboat with three other people, some water, but no food. They drift around for a while and then one of the people dies. The others don't have any food and are getting desperate, so they eat the dead guy.

My God! You mean they reverted to cannibalism?

Ya. They ate pretty well off of the dead guy, but a few more days pass and they're hungry again. Well, one of the others was sick and passed out, so the strongest one kills her in her sleep and they eat pretty well again. Now it's down to just two of them, and they are going a little crazy. The big guy decides to take care of the little one before he winds up as dinner, but, before he can act, the little guy clubs him with an oar and chows down.

And then?

Well, then the little guy gets rescued and sent back home. The only thing is, when he tries to eat stuff, he can't keep it down. The only thing he can eat is raw meat and even then it doesn't taste right. So one day this loud mouth tourist starts giving him trouble. He sort of loses his temper and slugs the guy. Well, he hits the guy a little too hard and the next thing he knows the guy is dead. He knows that he has to get rid of the body, but hates to see that much meat go to waste, so he takes the body home and eats it.

Oh, gross!

Ya. So anyway, he thinks that he has finally found a way to indulge his appetites. He starts killing tourists and visitors from out of town. If anyone misses them, the cops chalk it up to just another missing person in Hudson City.

You mean to say that there is a cannibalistic serial killer roaming the streets of Hudson City right now?

That's what I said isn't it!

Hey, wait a minute. This isn't the Hall of Records. These are the docks.

My, ain't you the observant type.

What are you doing? Hey! Put that BUTCHER'S KNIFE DOWN! NO! WAIT! AAAAAHHHHH!

<Sounds of a struggle and more screaming>

<Silence>

Now, how am I going to get rid of those stains?

[END TRANSCRIPT]

Needless to say, I never travel by Taxi in Hudson City anymore. As for the true identity of the Blue Moon Killer, or the Harbinger of Justice, that information died with Paul Tilger. A pity.

[From the Files of The Master of Crime]

Personality: Peter Latimer is an insane cannibalistic serial killer, but he hides it well. He may depend upon human flesh for food since he can't digest normal food anymore, but he is really a nice, simple guy at heart. No one, except for his dear departed victims, realize that Peter is insane because he is so cunning about how he kills. Everyone tends to think of Peter as just another Hudson City cab driver. They may think he is a little long winded and opinionated, but aren't all cabbies?

Nothing ever phases Peter. He's been robbed at gun point so many times that it's almost a ritual with him. "Reach for money with right hand, pull out butcher's knife with left hand, turn to hand money back to robber, and stab repeatedly with butcher's knife. Simple." The Harbinger of Justice could flag down Peter's cab, and in fact has, and Peter would just treat him as another fare. "Follow that car. Right Mack. Nice gun. Did ya notice the weather we've been having?"

Peter always regards the world with a half amused smile, as if he understands a joke that no one else has gotten yet. He loves to talk and knows all the latest Hudson City gossip. He also knows who gives the best tips when he mentions the right gossip. Whispering the right things into the right ears, then watching the fireworks is one of his favorite pastimes.

The greatest love of Peter's life is his cab. He spends an hour each day checking it over, fine tuning the engine, and carefully tapping any dents out of the body. He has had plastic covers put over the seats to keep them clean. He knows his friends and the other cabbies think he is a little strange because of this, but he just smiles and wonders how they would taste in a hollandaise sauce.

There is one thing Peter hates, and that is having an Arab in his car. After the incident on the Mediterranean Princess, Peter has a distrust of any Arabs. He simply will not allow any in his cab. If any try to get in he flicks the switch that electronically locks the doors and turns on his 'Out of Service' light. If they keep trying to get in he simply drives away and leaves them standing there. He will not eat an Arab, since he believes they give him indigestion.

Quote: "Hmmm, Needs salt..."

Powers/Tactics: Peter likes things simple. If he finds a suitable victim alone in his cab he'll engage them in conversation so that they lose track of where they are. Then he will drive them to some secluded part of the city. Lock the doors electronically. Silently draw his butcher's knife. Slowly turn to his victim as he gets to the punch line of his story, and kill them.

If his target somehow gets out of the cab and tries to escape, Peter will pursue them, on foot if necessary. Then, if he can not get close enough to stab them, he will throw his butcher's knife at them hoping to incapacitate or at least slow them down. If they make it to a crowded street, Peter will use his ability to fade into the crowd to follow them. Then when they are alone again, he'll attack.

If Peter is attacked by a stronger opponent and is losing the fight, he'll pretend to die, using his invisible effects damage reduction and his simulate death talent. He knows that he can always escape from an ambulance or the morgue later. Alternatively, he could play dead for just a couple of minutes, then surprise his opponent while they are calling the police or helping one of his victims.

The only problem Peter has with sneaking up on people is that they can sometimes smell his strong body odor as he approaches them. He can conceal the odor by using lots of cologne but that just switches one strong odor for another.

Peter also has insane strength and is incredibly resilient to damage. He can shake off even the most grievous of wounds and keep coming. The wounds look incredibly bad, even incapacitating but they do not affect him as they would a normal man.

Appearance: Peter is a short, kind of wimpy looking guy, with well-groomed brown hair. He always has a half amused smile on his face, like he is waiting for someone else to get the joke. Usually he wears a dark red shirt, all the better to hide the blood stains, blue jeans and sneakers. Peter likes to wear an old jeans jacket that's covered with all kinds of patches.

His cab is immaculate, from the shiny chrome bumpers to the clear plastic seat covers. The body has no dents or scratches in it and there is not even a trace of rust anywhere on the car. Peter does have a butcher's knife concealed under the left hand side of the driver's seat. If he is expecting trouble, he will take the large shiny stainless steel knife with him, tucked into his belt under his jacket.

Record: Peter does not have a criminal record. He has never even gotten a speeding ticket, which is pretty unusual for a cabby in Hudson City. The police are looking into the murders of several people. Their remains, clothing and possessions, as well as their clean, well-gnawed bones, were found at various sites around the city. The police know that they are dealing with a cannibalistic serial killer, but so far they have no evidence as to the killer's identity or any sign of a pattern amongst the killings.

Campaign Functions: The Cannibal can introduce an element of horror into a campaign. The fact that Peter is a cannibal, coupled with how tough he is and the fact that almost every time he is supposedly dead, he keeps coming back makes him a great character. By the time the PCs have finished with Peter, they should be jumping at their own shadows.

One way to use the Cannibal is to introduce Peter the cabby before the police find his first victims. Peter can be a very useful

source of information for the PCs. He may even take a liking to them and go out of his way to help them. Then, after he has helped them a few times, tipping them off to some Mafia or Yakuza activities, the police should start finding his first victims. After a while the police and the PCs should realize that there is a cannibalistic serial killer in Hudson City.

If the PCs study the case carefully they should realize a few things as the case progresses. First, none of the victims had their own vehicles when they disappeared, or if they did the vehicle was broken down on a side street. Second, the killer is striking about once a week. This may be hard to detect since not all the victims are reported and not all of their remains are being found. Also, there are a lot of people that disappear every day in a city as large as Hudson City.

Then a witness may come forward, perhaps a doorman that saw one of the victims get into a cab before they disappeared. This should send the PCs to their old friend Peter for help. Peter will of course tell them that there are an awful lot of cabs in Hudson City, but he will agree to help them. Peter will stop killing while he helps the PCs. He has a full freezer at home. After a week or two with no more killings things will die down and the PCs should become involved in something else.

By now Peter's freezer will be getting bare, so he will start looking for a victim. His next victim should be someone one of the PCs

knows or a friend of one of their DNPCs. This will bring the PC's attention back to the case. This time there was a witness who remembers that the victim got into a cab and that the cab's number had a six and an eight in it. Actually it was a five and a six, but that is close enough to make Peter start worrying. He realizes that he needs to get rid of the PCs somehow/

He will try to get one of the PCs alone in his cab, perhaps to follow other cabs around looking for the Cannibal's cab. Then he will drive them to an abandoned office building where he will try to kill them. Use the plans for Harpcor Towers from *Dark Champions*. If he fails he will escape into the building, forcing the PCs to hunt him down in the dark deserted building. If he succeeds, he will try to lure the other vigilantes to the building to kill them off as well. Either way it should end with the PCs hunting Peter in the abandoned building. They should seem to kill him, but then he should come back and turn the tables on them, as the hunters become the hunted.

Champions Conversion: To convert Cannibal to *Champions* raise his DEX to 23 and his SPD to 6. Then give him 5 points of Damage Resistance, remove the Requires a CON Roll limitation from his Damage Reduction, and change his Damage Reduction to cover rPD and rED. Finally increase his HKA to 2d6 (4d6 w/ STR) and raise his Stealth to 16-.

DEATH'S MESSENGER

Background: The following are excerpts from the notes of Hudson Sun reporter Carl Kolworth.

File # : DM-00034

Subject: Zeluf, Jack (a.k.a. Death's Messenger)

Date: October 4, 1993

I believe I have cracked the case of the terrorist-by-mail who calls himself Death's Messenger. It is already apparent this maniac is a demolitions expert. After painstaking research through military archives, I believe him to be none other than Sgt. Jack Zeluf, a former Green Beret who served in Operation Desert Storm.

Zeluf and his demolitions unit were sent to a small town just north of the Saudi Arabia-Iraq border. They were to secretly assist another unit in disarming a number of land mines. All knowledge of the mission has been denied by the Pentagon. According to my sources, once Zeluf's unit arrived, both units were subjected to a rocket attack by helicopter gunships. This attack was later determined to be "friendly fire" from Coalition forces. Although the radio telephone operator in Zeluf's unit repeatedly called for a cease fire, the bombardment continued until only six of the 47 men present were alive.

When Coalition forces arrived on the scene, Zeluf was found holed up with two members of the other unit in the remains of a metal shack. The three men staggered into the open and witnessed the carnage that had been caused by their allies. All three had been changed by the experience. Jack was affected the most severely, as he was the only surviving member of his unit.

The three survivors underwent treatment their physical and mental wounds, then were sent home, supposedly cured. It was shortly afterward someone calling himself "Death's Messenger" sent a package to the commander of the unit who bombed Zeluf's squad. The note attached to the package read, "I am the messenger of Death. You have been tried for your stupidity and found guilty. The sentence is death!" Ignoring the message, the commander opened the box. This triggered an explosion, rocking the building he was in, and ending his life.

Days later, a similar "message from Death" came to the officer who had sent Zeluf's squad across the Iraqi border. No message was recovered this time, but the package bomb was identical to the first one.

Other information has come to my attention, which may shed light upon what sent Zeluf over the edge. Prior to being sent overseas, Zeluf had married one Amanda Quigley. She was the former wife of James Andrew Risk, and the person I suspect is Hudson City's "Mercy Killer" (see Mercy). When she received news of his injury, she immediately filed for divorce. Zeluf knew nothing of her actions until his release from the Army hospital.

A third letter bomb was sent to the home of Jack and Amanda Zeluf. Amanda, the true target, had already moved out, and was not there to receive the bomb. Jack was there when the bomb exploded. FBI investigators determined that Jack was the bomber's real target. They enrolled him in the Witness Protection Program with a new identity. Little did they know that they were protecting the bomber himself. Jack had sent the bomb to himself, to throw suspicions from his bombings. It worked wonderfully.

I have not yet been able to uncover Jack Zeluf's new identity nor his whereabouts since the third bomb was delivered. Death's Messenger continued his postal reign of terror. His fourth bomb was sent to the President of the United States. This bomb was found by the Secret Service and disposed of harmlessly. A fifth bomb went to one of the senators who supported American involvement in Desert Storm. While he was not injured, one of his aides was killed.

After this incident, the bombs became smaller, more sophisticated, and harder to detect. Death's Messenger began to send his notes days before the bombs arrived, instead of with them as he had originally done. In my eyes, he now wants to get caught.

To date, Death's Messenger has killed 28 people and injured 14 more. Almost half of his bombs have been sent in Hudson City. This leads me to conclude he is now living somewhere within the city limits. I have presented all my evidence and theories to Police Captain Andre Nufsedd, who has yet to do anything about this crazed killer.

Master of Crime's Notes: Mr. Kolworth is correct in every assumption. My military contacts have corroborated his evidence. Divic records confirm Jack Zeluf had indeed married the murderous Mercy just prior to being sent off to Desert Storm. Just after his accident, she had filed for divorce.



DEATH'S MESSENGER

Val	Char	Cost	Combat Stats	
9	STR	-1	OCV: 4	
11	DEX	3	DCV: 4	
13	CON	6	ECV: 7	
12	BODY	4	Phases: 4, 8, 12	
13	INT	3		
20	EGO	20	Costs	
15	PRE	5		
8	COM	-1	Char: 51	Base: 100
3	PD	1	+	+
3	ED	0	Powers: 234	Disads: 185
3	SPD	9	=	=
5	REC	0	Costs: 285	285
26	END	0		
26	STUN	2		
Cost		Powers		END
60	Variable Power Pool (50 pts), May Only Change Between Adventures, May Only Change at Lab, Only to Simulate Explosives (Explosives)			
18	3d6 RKA, Explosion, Range Based on STR (-1/2), Requires a 1 Phase Setup Time (-1/2), 5 Charges, OAF (Plastique)			
24	Martial Arts			
	Maneuver	OCV	DCV	Notes
	Off. Strike	-2	+1	6d6 Strike
	Killing Strike	-2	+0	1d6-1 HKA
	Nerve Strike	-1	+1	2d6 NND (1)
	Martial Throw	+0	+1	2d6+v/5, Target Falls
	Martial Escape	+0	+0	24 STR vs. Grabs
	Martial Dodge	+0	+5	Dodge, Abort
7	Armor (+5 PD/+5 ED), Act 11-, IIF (Kevlar Vest)			
Skills				
4	Contact: The Toymaker, 13-			
5	Money: Well Off			
3	Combat Sense, 12-			
20	Danger Sense, Able to Sense, Immediate Vicinity, 11-			
3	Lightsleep			
10	Luck, 2d6			
15	Demolitions, 17-			
9	Concealment, 15-			
11	Electronics, 15-			
6	KS: Explosives, 15-			
6	PS: Demolitions Expert, 15-			
5	Computer Programming, 13-			
3	KS: Military Tactics, 12-			
5	Shadowing, 12-			
3	Streetwise, 12-			
3	Systems Operation, 12-			
3	Tracking, 12-			
3	Disguise, 11-			
3	Lockpicking, 11-			
3	Sleight Of Hand, 11-			
2	WF: Small Arms			

100+ Disadvantages

15	Accidental Change: Seeing a Stupid Person (Com), 11-
10	Enraged: Seeing a Stupid Person (Com) 11-, REC 11-
10	Enraged: Remembering the Gulf War (Com) 11-, REC 11-
20	Psych Lim: Casual Killer (VC, Strong)
15	Psych Lim: Hates Stupid People (Com, Strong)
20	Normal Char Maxima
10	DF: Distorted Face (Conc, Minor)
10	Rep: Mad Bomber, 8- (Extreme)
10	Watched: The Master of Crime (Mo Pow, NCI, Mild), 11-
15	Hunted: Police (As Pow, NCI, Lim Area, Harsh), 11-
10	Hunted: The Harbinger of Justice (Mo Pow, Lim Area, Harsh), 8-
15	Secret ID: Jack
25	Villain Bonus

What Kolworth does not know is that Death's Messenger's bombs became more sophisticated because of my influence. There are a few people whom I consider "stupid" and wish to play the role of "Death". I know Zeluf's assumed identity and where to find him at any time.

Personality: Death's Messenger has lost all sense of reality. He has taken it upon himself to be the one true messenger of Death as he sees it. He seeks new targets among those he deems to be "too stupid to live". His definition of "stupidity" grows broader with each passing day. Death's Messenger has become increasingly paranoid and reclusive. He divides his time among seven houses located strategically around Hudson City. In spite of this, Zeluf wants to get caught, which is why he now sends his sentences of death ahead of his bombs.

Quote: "I am the messenger chosen by Death to rid the world of those too stupid to live in it. You are one of them."

Powers/Tactics: Death's Messenger is a highly skilled demolitions expert trained in the assembly and dismantling of guerrilla-style bombs. Since his departure from the military, he has kept up on the latest explosives technology. With his underworld connections, he has access to any type of explosive he needs or wants. He uses several types of letter bombs, including both time bombs and pressure-sensitive bombs. He has hand-delivered radio-detonated bombs on several occasions.

It is not known how Death's Messenger finds his victims. His targets are usually prominent media figures such as celebrities, politicians, or the subjects of major news stories. He has never made direct contact with anyone, except when he delivers his radio-controlled bombs. If he is ever found out, he will toss a package, at either his attackers or the middle of a large crowd and make his escape in the resulting confusion. The package may or may not contain a bomb.

Appearance: Death's Messenger wears normal street clothes, always wearing small, round sunglasses and carrying a backpack, which is loaded with his "presents". He is a thin man, 6'3" and 140 lbs. He has unkempt wavy blandish-brown hair. Zeluf has a long, angular face that always sports a maniacal smile.

Campaign Function: Putting Death's Messenger in an adventure is quite simple: have the heroes' DNPC get letters declaring them as stupid for hanging around a bunch of vigilantes. Another option is making the GM's favorite corrupt government official Death Messenger's target, thereby hiring the heroes for protection.

Death's Messenger's bombs are listed down as a variable pool. This allows the GM to create his or her own select bombs and explosives. Most of these items should contain at least the explosion advantage, if not area of affect - radius.





DEATHBLADE

Val	Char	Cost	Combat Stats	
30	STR	20	OCV: 8	
23	DEX	39	DCV: 8	
20	CON	20	ECV: 3	
15	BODY	10	Phases: 3, 5, 8, 10, 12	
13	INT	3		
10	EGO	0	Costs	
18	PRE	8		
14	COM	2	Char: 133	Base: 100
12	PD	6	+	+
12	ED	8	Powers: 283	Disads: 316
5	SPD	17	=	=
10	REC	0	Costs: 416	416
40	END	0		
40	STUN	0		
Cost		Powers		END
21	2d6-1 HKA (3d6+1 w/ STR), 0 END, No KB, OIF (Cyberarm Katana)			0+
6	+2d6 HA (Cyberarm)			1+
17	5d6 EB, NND: Need Not Breathe, 1 Hex Area, No Range, 1 Charge, IIF (Cyberarm Stun Gas Jet)			
29	2d6-1 RKA, x5 Autofire, No Range Penalty, No KB, 15 Charges, OIF (Bracer Shuriken Launcher)			
21	Martial Arts: Ninjutsu			
	Maneuver	OCV	DCV	Notes
	Punch	+0	+2	8d6 Strike
	Back Kick	+1	+3	6d6 Strike
	Chop	-2	+0	1d6+1 HKA
	Nerve Pinch	-1	+1	2d6 NND (1)
	Martial Escape	+0	+0	45 STR vs. Grabs
5	Damage Resistance (8 PD/8 ED), OIF (Subdermal Armor)			
6	Armor (+4 PD/+4 ED), Act 14-, OIF (Armored Bracer)			
5	Flash Defense vs. Sight Group (5) (Cybereye)			
5	Lack Of Weakness (5) (Subdermal Armor)			
14	+7" Running (13" Total) (Cyberlegs)			1/5"
10	+10" Superleap (16" Total) (Cyberlegs)			1/5"
3	+3" Swimming (5" Total)			1/5"
5	Infrared Vision (Cybereye)			
8	Enhanced Perception, +4 w/ Normal Sight (Cybereye)			
9	Telescopic Sense, +6 w/ Sight Group (Cybereye)			
3	Radio Transmit/Receive, IAF (TAC Radio)			
10	Life Support: Does Not Need to Breathe (Independent Air Supply)			
Skills				
5	Contact: Kobayashi Masao, 14-			
10	Money: Wealthy			
3	Ambidexterity			
3	Acrobatics, 14-			
3	Breakfall, 14-			
3	Climbing, 14-			
3	Lockpicking, 14-			
3, 3	Stealth, 14-, Shadowing, 11-			
3	High Society, 13-			
3	Persuasion, 13-			
3	Seduction, 13-			
3	Streetwise, 13-			
5	Gambling, 12-			
3	KS: Mercenary/Terrorist World, 12-			
3	Security Systems, 12-			
2, 2	KS: Ninjutsu, 11-, KS: The Yakuza, 11-			
4	WF: Common Melee, Common Missile			

Skills	
4	Lang: English (Fluent w/Accent, Literacy; Japanese is Native)
2	Lang: Yakuza Gang Slang (Fluent conversation)
7	+3 Levels w/ Ranged Combat, Only vs. Hit Location Penalties (-1)
10	+4 Levels w/ Ranged Combat, Only vs. Autofire Penalties (-1)
10	+2 Levels w/ All Combat
100+ Disadvantages	
10	Vuln: x2 Stun from Electrical Attacks (Unc)
10	Enraged: If Takes Body (Com) 11-, REC 11-
10	Enraged: If Insulted by Opponent (Com) 14-, REC 14-
15	Psych Lim: Overconfident (VC, Mod)
10	Psych Lim: Dislikes Non-Japanese (Com, Mod)
10	Psych Lim: Afraid of Nightshadow (Unc, Strong)
10	DF: Cyberninja (Conc, Minor)
10	Rep: Cyberninja Assassin, 11-
10	Watched: Yakuza (Mo Pow, NCI, Mild), 11-
20	Hunted: NightShadow (Mo Pow, Harsh), 11-
10	Hunted: FBI (As Pow, Harsh), 8-
10	Hunted: Interpol (Less Pow, Harsh), 11-
15	Secret ID: Tsurimatsu Kyoji
166	Villain Bonus

Background: Tsurimatsu Kyoji was raised by his father, Tsurimatsu Haruki, to be the new head of the Tsurimatsu ninja clan. Like many other youths today, Kyoji displayed little patience in his lessons. He wanted to know everything now and would not put any effort into his studies without immediate gains. His father tried to teach the young man patience and believed he had succeeded when Kyoji finally began studying harder.

As time passed, Haruki began to realize Kyoji would never reach a level of proficiency where he could call upon the mystical abilities of the ninja. Kyoji simply did not have the faith to use them. Haruki realized that he would need to find a new heir for the clan and explained the situation to his master, the oyabun of the Tsukihama-gumi syndicate, Nomura Isao.

Unfortunately, Kobayashi Masao, the oyabun's ambitious second in command, overheard the conversation and saw this as his chance to take over the Tsukihama-gumi. Masao contacted Kyoji and explained that Haruki was going to deny him his birthright, but if Kyoji helped Masao take over the syndicate Masao, as the new oyabun, would overrule Haruki and put Kyoji in charge of the ninja clan. All Masao wanted Kyoji to do was kill Isao when Masao had enough of the syndicate backing him to take control.

Kyoji agreed, but wanted to act immediately. Masao believed he could get enough support to take control if Isao's son was also dead, so after he sent Kyoji to kill Isao, he sent some of his men to kill Sencho, Isao's son. Kyoji easily approached and killed the unsuspecting Isao, but Masao's men failed to kill Sencho due to Haruki's interference. Masao and Kyoji had to flee the syndicate in disgrace after Haruki and his ninja clan threw their support behind Sencho and his mother Emiko. Emiko took control of the syndicate since Sencho was too young to become the new oyabun.

Masao quickly regrouped his forces and joined another Yakuza syndicate, gaining a seat on the council of the Yamazaki-rengo, with Kyoji as his right hand man. Masao hated being one of a council of equals. He wanted to be the Kumicho, or supreme chief, of his own syndicate. He could do it if he gained control of the Tsukihama-gumi, so he set a plan in motion to kill Emiko and Sencho.

Haruki had come to the realization that the only way to restore his clan's lost honor was for Kyoji to die, either by his own hand or by his father's, so he began hunting Kyoji. Soon, he learned that Masao had set up a meeting between the Tsukihama-gumi and the Yamazaki-rengo on the docks. Knowing that his son would be there guarding Masao, Haruki went to the meeting.

At the meeting Masao used his chance to lure Emiko and Sencho away from their guards, giving Kyoji the chance to attack and kill them. As Kyoji was about to deliver a fatal blow to Sencho, his blade was blocked by his father's Ninja-to.

Haruki and Kyoji fought each other in a furious battle that finally ended atop a dockyard crane. Kyoji soon realized that his father outclassed him and attempted to flee. At that moment Haruki delivered a grievous wound, cutting off Kyoji's right arm. Haruki stepped back and explained to Kyoji that to satisfy the clan's honor Kyoji had to die and Haruki was going to give him the chance to die honorably by committing Seppuku. Kyoji hesitated, seeming to consider his father's words, then dove from the crane into the icy waters of the harbor below. Haruki, too surprised to do anything, watched him fall to his death.

Masao easily escaped during the battle and had his men retrieve Kyoji's body. He was surprised when instead of a cold wet corpse, his men presented him with Kyoji's living body. Masao took Kyoji to a doctor who was experimenting with cybernetics. The doctor was able to repair Kyoji's shattered body with his experimental cyberware, making Kyoji the first of Masao's cyberninjas.

Masao knew that Haruki was still searching for Kyoji and he didn't want Kyoji linked to him so he had Kyoji become an independent assassin by the name of 'Deathblade'. Now Kyoji wanders the world always a step or two ahead of his father, who has also become an assassin for hire, at least until he has restored his clan's honor. Kyoji knows that when the time is right, and Masao has created enough other cyberninjas, he will be called back to destroy his old ninja clan and become the leader of a new clan of cyberninjas.

Personality: Deathblade is a psychotic murderer, who only respects one man, Kobayashi Masao. Since the dockyard battle Kyoji lives in constant fear of Haruki, but has vowed to kill the old man. Kyoji has no patience, either on or off the field of battle, and will often fall for the simplest tricks as he charges headlong into battle. While he doesn't believe in the mystical ninja abilities his father taught him Kyoji does have complete faith in his high tech cyberware. Also, he has nothing but contempt for non-Japanese.

Quote: "You can not deny the future, gai-jin..."

Powers/Tactics: Deathblade likes to get up close and personal in combat. He will use his running and superleap to get close to his target, then use his cyberarm Katana to take them down. Kyoji uses the shuriken launcher in his wrist bracer to take out anyone between him and his target. If his target retaliates, he'll use his armored bracer to block their attacks (extra armor). When he is losing a fight, he'll use the stun gas jet in his cyberarm to stun his opponent so that he can escape. Because Kyoji is not a great tactician he usually prefers to simply charge through the opposition, get the job done, and leave.

Kyoji will be stealthy when approaching his target. It is only in combat that he is reckless and overconfident. He usually prefers to work alone, but he will work with agents if he has to. After all, someday he will be leading his own cyberninja clan.

Deathblade does have one major weakness. He is vulnerable to electrical based attacks due to his experimental cyberware. He does not know about this vulnerability and it may take him a while to figure it out.

Appearance: Kyoji is tall, muscular, and wears his long hair tied back in a pony-tail. A silver cybereye has replaced his left eye, and his right arm is now a black cyberarm with a socket at the wrist for different attachments, like his Katana blade. He usually wears a black, skintight, hooded bodysuit, with a sleeveless vest, an armored bracer on his left arm, and a pouch slung over his left shoulder.

Record: The FBI and Interpol want Deathblade for at least seven murders. He is believed to be responsible for at least four more murders, but the parties involved, various criminal organizations, are unwilling to come forward and press charges.

Campaign Functions: Deathblade should be brash and arrogant, often insulting his opponent's fighting style even though he gets

enraged when someone insults him. The GM needs to play up his overconfidence as much as possible. The only thing Kyoji should really be afraid of is his father. He should take every chance to insult any non-Japanese he meets. Kyoji believes that Japanese are superior to everyone else and that amongst Japanese he is one of the best. He isn't the best because he's still shaken by his battle with his father.

Kyoji's relationship with his father should be a major factor in running this character. As Deathblade, Kyoji is literally trying to escape his father's shadow. Somewhere in his mind he feels guilty about not measuring up to his father's expectations. His arrogant attitude is his way to deny that guilt.

Deathblade should appear in the campaign trying to assassinate someone for either one of the Yakuza syndicates or some other criminal group. After his appearance Nightshadow should arrive in the area looking for Kyoji. Nightshadow may even approach the PCs under a flag of truce asking for their help in finding Kyoji. If the characters are receptive to his request he will explain why he is after Kyoji.

If the GM is able to completely play out Kyoji's story, at some point Haruki should catch up to Kyoji and confront him. This should be in the middle of a battle with the PCs. Haruki will try to reason with Kyoji again, and by this time Kyoji's guilt should be strong enough that he will listen. Kyoji will finally remember his honor, and will commit Seppuku to clear both his father's and the clan's honor. If any of the PCs tries to attack Kyoji they will be facing both father and son fighting side by side. The players should understand what is happening and let Kyoji restore his honor.

Champions Conversion: Deathblade is almost ready for *Champions* just as he is, but it would help to raise his DEX to 28 and SPD to 6. Change both the cyberarm Katana and bracer shuriken launcher to full 2d6 Killing Attacks. Replace his Damage Resistance with 10/10 Armor and add two Damage Classes to his martial arts.





DRIVE-BY

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 3
13	BODY	6	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
8	COM	-1	Char: 52 Base: 100
3	PD	0	+
3	ED	0	Powers: 148 Disads: 100
4	SPD	16	=
6	REC	0	Costs: 200 200
30	END	2	
30	STUN	3	
Cost		Powers	END
50	Multipower (50 pt pool) — Weapons		
2u	1d6+1 RKA, AP, x5 Autofire, 30 Charges, OAF (Uzi w/ AP Ammo)		
2u	1d6+1 RKA, x5 Autofire, Invisible vs. Hearing Group, 30 Charges, OAF (Silenced Uzi)		
1u	2d6 HKA, OAF (Combat Knife)		3
9	Armor (+7 PD/+7 ED), Act 12-, OIF (Bullet Proof Vest)		
6	+3" Running (9" Total)		1/5"
Skills			
3	Fast Draw, 12-		
9	Combat Driving, 15-		
9	Streetwise, 15-		
7	Lockpicking, 14-		
9	Security Systems, 14-		
5	KS: Police Tactics, 13-		
5	Mechanics, 12-		
3	Tactics, 11-		
1	Concealment, 8-		
1	Weaponsmith: Slugthrowers, 8-		
2	TF: Ground Vehicles		
4	WF: Common Melee, Small Arms		
1	Lang: Spanish (Basic Conversation; English is Native)		
12	+5 Levels w/ Firearms, Only in a Moving Vehicle (-1)		
7	Vehicle: Sportscar (pg. 195, Hero System Rulesbook) (35 pts)		
100+ Disadvantages			
10	Enraged: If Captured (Unc) 11-, REC 8-		
20	Psych Lim: Casual Killer (VC, Strong)		
10	Psych Lim: Trigger Happy (Com, Mod)		
20	Normal Char Maxima		
10	DF: Gang Colors (Easily Conc, Major)		
10	Rep: Drive-by Shooter, 8- (Extreme)		
10	Watched: The Master of Crime (Mo Pow, NCI, Mild), 11-		
10	Hunted: Police (As Pow, Harsh), 8-		

Background: The following is a police report from Hudson City's 10th Precinct.

Report #: Y-460092

Division: Youth Crime Task Force

Date: June 4, 1993

Subject: Drive-by shooting

Officer: Sgt. Duffy Shaughnessy

Four members of the Satanic Skulls motorcycle gang were found shot dead outside Hanson's Bar, on Piedmont. Thirty-five spent 9mm shell casings were found at the site. The initials D.B. were blasted into the wall by what was apparently sub-machine gun fire. Bullets and casings have been turned over to Forensics for comparison with the Uzi machine pistol bullets taken from the scene of several previous drive-by shootings.

Master of Crime's Notes: The above is one of 18 such reports on the character the police have dubbed "Drive-By". Both the police and my spies in the department would be surprised by how much I already know about this character.

David Barnes was a bright young boy desperate for his father's love, but his father, an ex-policeman turned security guard, largely ignored him after his mother's death. When his father did pay attention, it was usually to beat him senseless during a drinking binge.

Rejected and often left alone, David sought a family where he would be noticed and cared for — and found it in the Crimson Death street gang. He began dressing in their colors and taking part in their activities, frequently getting arrested for petty crimes. His father always bailed him out, and then dealt out a punishment more severe than anything the juvenile courts ever mandated.

Finally, David left home and ran with the gang full time. The Crimson Death were his life, and life had become very cheap. It wasn't hard for him to pull the trigger the first time they handed him a gun, and even easier to kill his father with it.

Killing a former cop, even a bad one, will bring down the entire department on the suspect's head, so David went underground. At this point, my street informants lost contact with him. Nothing was heard for the next three years, until I received the first report of a drive-by shooter with a sub-machine gun who left the initials D.B. behind at the scene. The police called him "Drive-By" after his initials and his M.O., but I knew it was David Barnes.

I'm keeping an eye on this young man. He may be useful to me someday, just as his father was.

Personality: D.B. is an angry young man with a chip on his shoulder the size of a city block. He has a short temper and likes to display it frequently because he is armed to the teeth. He always carries at least three weapons on him, one of which is the same Ingram machine pistol with which he kill his father. He is a carjacker as well as a killer. Every vehicle, from which he's shot somebody, was stolen and afterward found abandoned after it broke down or ran out of gas.

D.B. has had a succession of girlfriends, each of whom he has abused. He is addicted to crack cocaine and drinks whatever he can get his hands on. He listens to loud and obnoxious gangster rap music and dabbles in creating his own raps.

Quote: (to a driving beat and powerful bass)

"The man call me 'Drive-by', but my name is D.B.
There ain't nobody in the 'hood
Who is half as tough as me.
I got my Uzi in my hand and the pedal to the floor
There ain't no place to duck,
'Cause when I go out, it's war."
(Follow with several round of gunfire)

Powers/Tactics: Drive-By is a self-taught marksman. He is very good at hitting his target from a moving car and is equally skilled with either hand. He is proficient with most firearms and constantly improving. He is also skilled with knives in hand-to-hand combat.

D.B. likes to commit classic drive-by shootings from a moving car. Once his target is down, he will write his initials with a quick blast of sub-machine gun fire. If forced to stand and fight, he will come out with guns blazing and fight like a cornered animal.



Appearance: D.B. is a 19 year old black male standing 5'11" and weighing 160 lbs. He has kinked black hair and sometimes sports a goatee. He wears gang clothing over a bulletproof vest stolen from his father, oversized to make him look larger than he really is. He also wears dark sunglasses and either a bandana or turned around baseball cap. He usually drives a late model sports car that is highly maneuverable and equipped with a powerful engine.

Campaign Function: The PCs can encounter Drive-By when they witness a drive-by shooting, or else after hearing a report on police radio. To make it more personal, the victim could be one of the heroes' DNPCs or other loved ones. If the GM wants the heroes really mad, have Drive-By take a shot at them. Drive-By can be used as to misdirect the heroes in a more involved campaign.



GARROTE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
21	DEX	33	DCV: 7
20	CON	20	ECV: 3
18	BODY	16	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs
18	PRE	8	
14	COM	2	Char: 122 Base: 100
8	PD	4	+ +
8	ED	4	Powers: 228 Disads: 250
5	SPD	19	= =
10	REC	4	Costs: 350 350
40	END	0	
40	STUN	2	

Cost	Powers	END
30	Multipower (30 pt pool) — Garrotes	
1 u	1d6-1 HKA, 0 END, Only After Successful Grab (-¼), OIF (Regular Garrote)	0+
2 u	1d6 HKA, Penetrating, 0 END, Only After Successful Grab (-¼), OIF (Diamond Edged)	0+
2 u	1d6 HKA, AP, 0 END, Only After Successful Grab (-¼), OIF (Razor Edged)	0+
1 u	3d6 HA, 0 END, Only After Successful Grab (-¼), Must Aim for Head or No Damage (-¾), OIF (Strangling Cord/)	0+
1 u	3d6 HA, NND: Rigid Neck Armor, 0 END, Only After Successful Grab (-¼), Must Aim for Head or No Damage (-¾), OIF (Choke)	0+
36	Martial Arts	
	Maneuver OCV DCV Notes	
	Martial Grab -1 -1 30 STR Grab	
	Choke Hold -2 +0 Grab, 3d6 NND (2)	
	Crush +0 +0 8d6 Crush,	
		Must Follow Grab
	Grappling Thw+0 +2 6d6 Strike,	
		Target Falls,
		Must Follow Grab
	Reversal -1 -2 35 STR Escape, Grab	
	Martial Strike +0 +2 6d6 Strike	
	Nerve Strike -1 +1 3d6 NND (1)	
	+2 Damage Classes (Already added in)	
	Weapon Element: Garrotes	
3	Strength +10, Doesn't Add to Figured CHA, Only w/ Grabs for Holding (-½), x3 End Cost	3
12	Armor (+6 PD/+6 ED), OIF (Armored Costume)	
10	+5" Running (11" Total)	1/5"

Skills	
1	Contact: The Master of Crime, 8-
2	Perk: Alternate ID
3	Fast Draw, 13-
35	Find Weakness w/ Garrotes, 14-
3	Ambidexterity
5	Acting, 14-
5	Seduction, 14-
5	Streetwise, 14-
3	Breakfall, 13-
3	Bribery, 13-
7	Disguise, 13-
3	KS: French Underworld, 12-
5	Shadowing, 12-
1	WF:
5	Lang: English (Native Accent, Literacy; French is Native)
5	Lang: German (Native Accent, Literacy)
9	+3 Levels w/ Martial Arts
10	+2 Levels w/ Hand To Hand Combat
20	+8 Levels w/ Garrotes, Only vs. Hit Location Penalties (-1)

100+ Disadvantages	
10	Enraged: If Cornered (Unc) 11-, REC 8-
20	Psych Lim: Casual Killer (Com, Total)
15	Psych Lim: Assassin's Code (Com, Strong)
15	Psych Lim: Overconfident (Com, Strong)
10	DF: Short Muscular Woman (Conc, Minor)
10	Rep: International Assassin, 8- (Extreme)
8	Watched: The Master of Crime (Mo Pow, NCI, Mild), 8-
10	Watched: Raven (Mo Pow, NCI, Mild), 11-
15	Hunted: Interpol (Mo Pow, NCI, Lim Area, Harsh), 8-
5	Hunted: French Underworld (As Pow, NCI, Lim Area, Mild), 8-
5	Rivalry w/Noose (Professional)
15	Secret ID
112	Villain Bonus

Background: The following is an excerpt from the personal files of CIA agent Richard K. Onkle III.

. . .

Dossier: G41153.2

Subject: Picard, Margot

Present Affiliation: None

Previous Affiliation: Raven, French terrorists, Sicilian Mafia, Irish Republican Army, et. al.

Our first encounter with the woman known as Garrote occurred in Rio de Janeiro. One of our operatives in Brazil was found strangled during Carnival. Interviews with witnesses described a masked woman in a dark costume seen near the victim shortly before his death. The suspect disappeared into the crowd of costumed revelers. The woman was described as short but powerfully built.

Contact with Interpol produced a number of reports of similar strangulations worldwide. In each case, the victim was found with a thin wound across the throat. Autopsies, when performed, showed most of the wounds were at an angle suggesting the assailant was shorter than the victim, as was the case of our own operative. Many of the victims had their necks broken from the force of the garrote. Forensic analysis showed minute traces of diamond dust in the wounds.

Investigations by both the CIA and Interpol led to reports of a French terrorist group. They were responsible for the murders of a number of officials in the French government. In many cases, the victim had been strangled by a garrote leaving wounds similar to those in the later murders.

This series of murders led to speculation in the Paris press that only a large powerful man could be the "Garrote Killer". Subsequently, a number of reporters were found dead by strangulation, each bearing a note with the word "femme" written on it. Two weeks later, suspected members of the terrorist organization began to turn up dead one by one. Finally, the suspected leader was found dead with a note reading (translated), "The loose cannon has been fired for the last time."

During this investigation, a plot by Raven to infiltrate the CIA was uncovered. We captured a number of double agents. Through them, we pieced together a Raven experiment using a form of our super-soldier formula (see file on Colonel Wolf) outside of Paris. The test subject was a native of Grenoble, one Margot Picard. Raven documents taken from the site show Picard had a lifelong interest in bodybuilding.

Although the Raven scientists were apprehended by Interpol shortly after the test took place, Picard was never found. Further investigation showed a connection between Raven and the French terrorist group.

Recently, a woman of Garrote's approximate build has appeared in the pages of the bodybuilding magazine Rips and Reps. At least one such person has been known to compete in the Ms. Physique bodybuilding competition. The loose cannon is still firing and must be silenced quickly.

Master of Crime's Notes:

So Raven has agents in the CIA. I'm disappointed my own spies there didn't find them. I'm also disappointed I didn't find out about Garrote before — after all, I do

own Rips and Reps. I already have my own loose cannon in Puritan. It would be interesting if the two of them were to meet, once I'm ready to change weapons.

Personality: Garrote is a woman very much in charge of her own life. She is proud and contemptuous of anyone weaker than she is. This is especially true of most men, for whom she has no use whatsoever. She takes pride in her work, collecting clippings of her jobs and photographs of her intended victims. She also takes pride in her body, working out at the nearest available gym to keep in tip-top shape. She has established a cover identity under which she has competed in numerous bodybuilding contests.

Quote: "Never underestimate the power of this woman, especially when applied to your neck."

Powers/Tactics: The Raven formula has made Garrote incredibly strong and impervious to most injury. Her endurance and speed have also been enhanced to a considerable degree. The formula has, like most anabolic steroids, affected her brain. This makes her somewhat psychotic and schizophrenic.

She has been trained in martial arts and as an assassin. She carries a number of diamond-edged garottes, although she has also been known to simply snap the neck of her victim when the situation dictates. She will try to attack through surprise, avoiding direct combat whenever possible. When she must fight openly, she will attack the strongest male target first, while looking for a quick escape.

Appearance: Garrote stands only 5'4" tall but weighs a whopping 180 lbs. of pure muscle, giving her an almost masculine physique. She wears a black leotard and white halter top. The top has mesh sleeves and leggings which shows off her muscles. Black leather bands on her forearms, and black knee-high boots complete the outfit. As Garrote, she conceals her true identity with a black leather face mask and by dyeing her hair blonde. Her eyes are blue, and normally she has brown hair.

Campaign Functions: An international trade show is taking place in Hudson City the same weekend as a major bodybuilding contest. One of the PCs' contacts could tell the heroes Garrote is after a businessman who is coming to the trade show. A weightlifting PC or NPC could meet Garrote in her secret identity, overhearing her plans.





MERCY

Val	Char	Cost	Combat Stats		
13	STR	3	OCV: 5		
15	DEX	15	DCV: 5		
15	CON	10	ECV: 6		
12	BODY	4	Phases: 4, 8, 12		
18	INT	8			
18	EGO	16	Costs		
15	PRE	5			
16	COM	3	Char: 74 Base: 100		
4	PD	1	+		
4	ED	1	Powers: 231 Disads: 205		
3	SPD	5	=		
6	REC	0	Costs: 305 305		
30	END	0			
30	STUN	3			
Cost		Powers		END	
75	Multipower (75 pt pool)				
2 u	5d6 Entangle, Entangle Not Damaged, No Range, 4 Recoverable Charges, Fragile OAF (Curare)				
2 u	6d6 Stun Drain, Recover 5 pts/Minute, No Range, 4 Recoverable Charges, Fragile OAF				
2 u	6d6 Recovery Drain, Recover 5 pts/Minute, No Range, 4 Recoverable Charges, Fragile OAF				
3 u	2d6+1 HKA, NND: Hardened or Ridged Armor, No STR Added (-½), 4 Recoverable Charges, Fragile OAF				
1 u	4d6 HA, OAF (Brass Knuckles)				
1 u	5d6 EB, Stun Only, 1 Recoverable Charge, OAF (Taser)				
25	Martial Arts				
	Maneuver	OCV	DCV	Notes	
	Def. Strike	+1	+3	3 ½d6 Strike	
	Killing Strike	-2	+0	1d6+1 HKA	
	Legsweep	+2	-1	4 ½d6 Strike, Target Falls	
	Shove	+0	+0	28 STR Shove	
	Martial Escape	+0	+0	28 STR Escape	
	Def.	+1	+3	Block, Abort	
5	Armor (+5 PD/+5 ED), Act 11-, Ablative, IIF (Light Armored Vest)				
8	+4" Running (10" Total)				
	1/5"				
Skills					
1	Perk: Registered Nurse				
10	Cramming x2				
3	Lightsleep				
15	Luck, 3d6				
5	Resistance (5 points)				
3	Scientist				
7	KS: Drugs, 17-				
6	SC: Medicine, 17-				
9	Paramedic, 16-				
4, 4	SC: Chemistry, 15-, SC: Organic Chemistry, 15-				
4	SC: Inorganic Chemistry, 15-,				
7	Bureaucrats, 14-				
5	Acting, 13-				
3	Concealment, 13-				
3	Forensic Medicine, 13-				
2, 2	SC: Biochemistry, 13-, SC: Biology, 13-				
2	SC: Pharmacology, 13-				
3, 3	Conversation, 12-, Sleight Of Hand, 12-				
3, 3	Disguise, 11-, Mimicry, 11-				

100+ Disadvantages

30	Vuln: x2 Effect from Drugs (VC)
5	Enraged: If Discovered (Unc) 8-, Rec 11-
20	Psych Lim: Believes She is on a Holy Mission (VC, Strong)
15	Psych Lim: Greedy (Com, Strong)
20	Normal Char Maxima
5	Dep: Relaxation Drugs (Unc), 3D6 Per Day
15	DF: Beautiful, Angelic Nurse (Conc, Major)
10	Watched: Karl Kolworth (As Pow, NCI, Mild), 14-
10	Watched: Master of Crime (Mo Pow, NCI, Mild), 11-
15	Secret ID: Amanda Quigly
60	Villain Bonus

Background: The following are excerpts from the files of Hudson Sun reporter Carl Kolworth.

File #: MER-0021

Subject: Quigley, Amanda (a.k.a. Mercy, the Black Widow)

Date: March 4, 1988

It is my belief that Hudson City has a self-appointed Angel of Death roaming the hallowed halls of its hospitals. No less than nine mysterious deaths have been recorded. All of which, appear to be linked to a temporary nurse named Amanda Quigley.

People die every day in hospitals. However, they usually die of complications after surgery or from a previously diagnosed disease. Hospital records show in all nine cases, the victims, all male, were terminally ill and died of natural causes either while under Miss Quigley's care, or when she was on duty in the same wing. All of the deceased patients were either comatose or in terrible pain.

The most notable of these nine cases is that of Jonathan Risk. Mr. Risk had been diagnosed with inoperable lung cancer and was expected to live no more than a month or two. He was in great pain and receiving the maximum allowable dose of morphine in an unsuccessful attempt to alleviate that pain. Instead, he was dead within two weeks. He was found rolled over on his side so that the weight of his body pressed on his breathing tube, cutting off his oxygen supply and suffocating him.

Hospital records show that Miss Quigley had transferred to Mr. Risk's floor the week prior to his death and was on duty the night he died. Further investigation turned up an interesting coincidence. Miss Quigley had filed for divorce from Risk's son, James Andrew Risk, less than a year prior to the elder Risk's death. The elder Mr. Risk had amassed a sizable fortune throughout his life. His estate included the once-renowned Safeguard Motel, ownership of which had been passed to his son some years before his death. The timing of the younger Risk's inheritance coinciding with the divorce action brought by his wife strikes me as more than coincidence.

Miss Quigley has not been a stranger to controversy throughout her life. She had been married four times prior to her marriage to James Andrew Risk. Her first three husbands died under mysterious circumstances, each leaving her with a sizable insurance settlement. The fourth marriage was to Lt. Zeluf, whom I suspect to be the murderous Death's Messenger. Zeluf, a veteran of Desert Storm, was divorced after he had been badly wounded by friendly fire. None of her marriages have lasted longer than two years.

Johnathan Risk's death was the most prominent of a killing spree that neither Hudson City's finest nor its halls of medicine will acknowledge. Three other people died in the spree. The first had oxygen bubbles in the bloodstream from his IV. Another died due to "hospital mismanagement of prescription drugs", and the third was labeled as an apparent suicide. The deaths of her first three husbands are no less strange. The first, a champion white-water rafter, drowned while fishing. The second, a three-time state champion marksman, shot himself with his target pistol, and the third died in bed of natural causes.



Interview with Andy Risk depict Amanda Quigley as a cold, self-centered woman who practically drove his daughter from his first marriage, Donna, into prostitution. This eventually lead to her death at the hands of the Passion Killer. Amanda Quigley is no less a monster. If I were her suitor, I would be both angry and suspicious of her.

File # : MER-022

Subject: Quigley, Amanda (a.k.a. Mercy)

Date: July 12, 1991

My investigation of rabid euthenist Amanda Quigley continues with research into her personal history. I have discovered her parents died in a fire prior to her eighteenth birthday. The cause of the fire was never determined and presumed due to faulty wiring. However, her mother had been confined to bed for most of Amanda's childhood with a debilitating illness, and her father had lost his own health caring for her while raising his daughter almost single-handedly.

Upon their deaths, Amanda received a modest life insurance settlement. She used this to enroll in the Sisters of Mercy College of Nursing. According to her faculty adviser, "Amanda seemed obsessed with finding a way to eliminate pain and suffering, claiming it was her calling in life." Her college transcripts show her highest marks were in pharmacology and toxicology. According to several of her instructors, "Her knowledge of those subjects rivaled that of most doctors."

According to her college roommates, "While Amanda seemed to be friendly and outgoing, she chose to spend most of her free time studying." One roommate, however, reported seeing Amanda reading a copy of the controversial suicide manual, *The Way Out*.

The more I learn about this woman, the more I become convinced she must be stopped. Only my reputation as a modern-day Cassandra prevents that from happening.

File # : MER-023

Subject: Quigley, Amanda (a.k.a. Mercy)

Date: December 16, 1993

This is an update to the activities of Amanda Quigley, a.k.a. Mercy. Since my report of March 1988, she has added seven more victims to her fiendish string of "mercy killings". The police still believe that I am "grasping at straws", as Captain Andre Nufsedd has told me more than once. But this time, I have proof!

Miss Quigley was, surprisingly (but not to me), the first nurse on the scene of four of the latest killings, where in each case, "the victim apparently died in his sleep". The autopsies each proved inconclusive. My own research points to the possibility that each victim was secretly injected with insulin, which to a non-diabetic can be fatal and nearly untraceable. I believe new autopsies of these victims will prove my suspicions correct.

The fifth victim 'accidentally' slipped and drowned in his bath. After which, the grief-stricken Miss Quigley was transferred to Southwest General Hospital. There a wheelchair-bound patient in the wing adjacent to hers was later found with a broken neck at the bottom of a flight stairs. The final victim died of complications resulting from the mix-up of similarly labelled medications. Miss Quigley was on duty the night of these last three killings. Coincidence? I think not.

Master of Crime's Notes: These notes were downloaded from Mr. Kolworth's computer for me by one of his fellow reporters at the Sun. The lady he calls Mercy is definitely worth further investigation. She would definitely be useful to me in eliminating those enemies my other operatives cannot reach or fail to kill. However, I'll make sure I never check into the same hospital in which she is working.

Personality: Mercy is one sick lady. She believes that some higher power has called her to relieve the pain and suffering of others by relieving them of their lives. The fact that she has never been caught or even suspected (except by Kolworth) reinforces this belief.

To strangers, Mercy appears to be a happy-go-lucky woman who

enjoys a good laugh. She also seems to care deeply for the welfare of those around her, maybe too much. She claims to be looking for that "Mr. Right" who will take her away from the life she has known.

Unfortunately, she has become progressively greedier over the years, until her greed has overwhelmed her already warped professional ethics. The only men who attract her attention are those with large fortunes or sizable insurance policies. Either of which she will claim upon their deaths at her hands. She sees this money as a gift from that higher power to continue her work as Mercy.

Quote: "Mr. (patient's name), it's time for your medication now! Here, let me get you a pillow to make you more comfortable."

Powers/Tactics: Mercy is a highly skilled and competent nurse, able to diagnose and treat illnesses as well as most doctors. She has taken a number of self-defense courses and works out regularly, giving her an adequate ability to defend herself in combat.

Mercy carries three syringes, in a case, with her at all times. The first contains curare to immobilize a target, the second contains sodium pentothal to render a target unconscious, and the third contains a lethal, fast-acting poison. She also carries a stun-gun, and a pair of brass knuckles, strictly for "self-defense".

Appearance: Mercy is in her late thirties to early forties, but looks much younger. She is a curvaceous 5'9" tall with ice-blue eyes, blonde hair, and a naturally sensuous appearance. She likes to dress in white, even when she isn't working, and usually carries herself in a suggestive manner.

Campaign Function: The heroes can encounter Mercy in one of two ways. First, a heroes' DNPC takes ill and enters the hospital, only to be stalked by Mercy. A second method concerns a PC with medical skills, hospital contacts, or other pertinent skills finding out the hospital's reputation for patients dying. Yet another method could involve reporter Carl Kolworth. He could approach the heroes and ask their help in halting the hospital murders and proving Amanda Quigley the guilty party. Kolworth should be played to the hilt for skeptical PCs, while PCs who believe the reporter can be slowed by various obstructions.





NOOSE

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 9		
26	DEX	48	DCV: 9		
20	CON	20	ECV: 3		
15	BODY	10	Phases: 3, 5, 8, 10, 12		
13	INT	3	Costs		
10	EGO	0	Char: 138 Base: 100		
15	PRE	5	+ +		
14	COM	2	Powers: 262 Disads: 300		
8	PD	5	= =		
8	ED	4	Costs: 400 400		
5	SPD	14			
10	REC	6			
46	END	3			
46	STUN	13			
Cost		Powers		END	
49	Martial Arts				
	Maneuver	OCV	DCV	Notes	
	Martial Strike	+0	+2	5d6 Strike	
	Fast Strike	+2	+0	5d6 Strike	
	Passing Strike	+1	+0	3d6+v/5, FMove	
	Killing Strike	-2	+0	1d6+1 HKA	
	Killing Throw	-2	+0	1d6+1 HKA, Target Falls	
	Grappling Thrw	+0	+2	9d6 Strike, Target Falls, Must Follow Grab	
	Martial Throw	+0	+1	3d6+v/5, Target Falls	
	Choke Hold	-2	+0	Grab, 2d6 NND (2)	
	Crush	+0	+0	11d6 Crush, Must Follow Grab	
	Reversal	-1	-2	30 STR Escape, Grab	
	Weapon Bind	+1	+0	25 STR Bind	
	Martial Dodge	+0	+5	Dodge, Abort	
24	Armor (+8 PD/+8 ED) (Elastic Skin)				
12	12" Running (12" Total)			1/5"	
17	5" Stretching, no non-com(-1/2)				
7	10" Superleap (10" Total)			1/5"	
8	Strength +20, Doesn't Add to Figured CHAR, Only to Squeeze (-1) (Added in to Martial Arts)			3	
Skills					
5, 3	Money: Well Off, Well-Connected				
4, 4	Contact: I.C.E., 14-, Contact: The Underground, 14-				
3, 1	Contact: Hideout, 13-, Contact: Card Shark, 11-				
1, 1	Contact: Fenris, 11-, Contact: The Mafia, 11-				
1	Perk: Passport				
3	Ambidexterity				
3, 16	Combat Sense, 12-, Danger Sense, 15-				
5	Defense Maneuver				
3, 7	Double Jointed, Contortionist, 16-				
3, 3	Lightsleep, Simulate Death				
5	Resistance (5 points)				
5, 5	Lockpicking, 15-, Security Systems, 13-				
11, 7	Shadowing, 15-, Tracking, 14-				
5, 1	Stealth, 15-, Disguise, 8-				
3, 3	Acrobatics, 14-, Breakfall, 14-				
3	Climbing, 14-				
7, 3	Streetwise, 14-, Bugging, 12-				
3	Tactics, 12-				
16	+2 Levels w/ All Combat				

100+ Disadvantages

10	Enraged: If Mary is Injured (Unc) 14-, Rec 11-
10	Enraged: Seeing Her Father (Unc) 14-, Rec 11-
25	Psych Lim: Protective of Mary (VC, Total)
25	Psych Lim: Hates her Father (VC, Total)
10	Rep: International Assassin, 8- (Extreme)
5	DNPC: Mary the Bag Lady (Normal, Useful Skills), 8-
10	Watched: The Master of Crime (Mo Pow, NCI, Mild), 11-
30	Hunted: Her Father (Mo Pow, NCI, Harsh), 14-
5	Rivalry w/ Garotte (Professional)
15	Secret ID: Trish Kezo
155	Villain Bonus

Background: My spies in I.C.E. have served me well by getting a copy of this diary from their files. Of course, they're the ones who stole it from Mary the Bag Lady and copied it in the first place.

January 20, 1986:

Sara came back today. This old neighborhood just wasn't the same without her. I just wish she had something more to come back to than a rundown ghetto full of muggers, dope dealers, and crazies. Sarah Kezo always was a bright spot in the neighborhood — gentle, good heart, caring. I knew that when I needed her, she'd come.

After all these years, I still don't know why she had to get involved with him. He promises her the moon, then when he finds out she's going to give birth to his child, he just sends her away to Galveston. Says she'd just interfere with his political aspirations. Political aspirations! Hah! Two terms on the city council is all, his other aspirations were nothing to be proud of.

Trish, though, is a real charmer. Trish reminds me a lot of Sarah when she was Trish's age. She's got Sarah's eyes, Sarah's smile, and I don't think that's all she got from her, either. I just hope this neighborhood doesn't do to her what it did to Sarah, or what her father did to Sarah and me.

May 5, 1986:

I'm afraid Trish is falling in with the wrong crowd. I had to make her give back some man's wallet today. She tried to deny taking it, but I knew she did. Ain't nobody other than her mother could pick a pocket from five feet away. Those Slug brothers put her up to it. I'm gonna have a talk with them in the morning. I just wish her mother didn't work so hard. I don't need the money that bad, I made it on the streets before, and I can do it again. Trish needs it a lot more than I do.

October 11, 1986:

Trish finally got caught today. Good thing it was the Metro Warrior who caught her, not the cops. I don't think any sane man would understand her until he's known her as long as I have.

February 20, 1987:

Trish is beginning to see the light. Metro Warrior is taking her on patrol with him tonight. He says they're going to clean up the streets, and the Lord knows this part of Hudson City can use cleaner streets. Trish is really starting to look up to him. He's like a father to her, which is more than I can say for the one she has.

November 9, 1987:

The TV says our beloved councilman plans to run for mayor. He's running on a platform of family values. Wonder how many votes he'd get if citizens learned how much value he puts on his own family.

April 1, 1988:

Trish's 14th birthday is tomorrow, and I've got a big surprise planned. Everyone in the neighborhood is going to be there.

April 2, 1988:

Trish's father finally came to see her. He got into a big fight with Sarah right in front of Trish. Then suddenly he pulled out a gun.



Metro Warrior got in the way and took the first bullet — then Sarah got the next one. My best friend, dead, and the man who tried to save her, too. It's good that I got Trish out, or she'd have been next.

April 16, 1988:

Doper Dan died of an overdose today. Yesterday, they found Freddy the Snitch dead on a street corner with tire marks on his back. Everyone who was at Trish's party is either dead or in hiding, except the snake who started the killing. They'll never find us, though — I made sure of that.

May 24, 1988:

All Trish talks about is following in Metro Warrior's footsteps. She wants me to teach her how to use her powers so she can avenge her mother's death. I don't like this change in her. I don't know how much longer I can say no. I don't like the changes in me, either.

June 15, 1988:

I finally gave in. I can't live in fear of her father anymore. After what he did to her mother and what he and his backers might do to me now that he's lost the primary, I can't take that chance. I can think of something else he ought to lose.

June 20, 1989:

It's been only a year now, and Trish can do things I wouldn't have thought possible. The way she wraps her arm around like a pretzel makes me uneasy. Then she gets this look in her eyes, like she's seeing her father choking inside the loop, and smiles.

April 9, 1990:

Trish's father's hired goons found us, and I saw just how good Trish is with her powers. I wonder how the police will explain three broken necks. It's time for us to get out of here.

May 14, 1990:

We're holed up in a hotel like a couple of animals. I told Trish that she can't go after her father, but she won't listen. Says to call her Noose from now on. She's taken to slipping out at nights wearing a black bodysuit. I don't know what she's up to, and I'm not going to ask where she is getting the money.

July 7, 1990:

Our money's almost gone, so we're off to New York City. Trish pulled out this card she got off one of the men who tried to kill us. It was for some place called I.C.E. Told me she's going to call them in the morning. I'd have protested, but she wouldn't listen to me anyways.

August 10, 1990:

Trish took me to meet Mr. Ice's representative last night. Told us they could use someone like Trish, and I'm sure he meant it. I just hope she knows what she's getting into.

February 6, 1992:

Trish and I got a suite at the Dunes Hotel in Vegas. Three cities in three days, first-class travel, major hotels with room service — I could get used to this life.

Master of Crime's Notes: I can always use another assassin like Noose; I know I can't rely on Puritan to get rid of all my enemies. Besides, I need some way to get rid of Puritan without any questions when he's outlived his usefulness.

Personality: On her fourteenth birthday, something snapped inside Trish Kezo. She changed from a kind, gentle teenager into an angry killer whose rage only goes away when she kills. Her hatred for her father grows daily, and she is still intent on killing him. Thus far, he has avoided her attempts at revenge, but if the opportunity presents itself, she will abandon her current contract to kill him with her bare hands.

Noose is very protective of Mary and is trying to show her the good life. Mary travels with Trish on her assignments and is usually sitting in a posh hotel room while Noose stalks her targets.

Quote: "You'll never escape the hangman's noose."

Powers/Tactics: Noose has the mutant ability to stretch her body

to incredible length. She has adapted her martial arts training from I.C.E. into a warped form she calls noose-jitsu. It allows her to stay away from her opponent yet still attack as though they were in hand to hand combat. She wears a special bullet-resistant costume that stretches when she moves.

Noose prefers to strike when the target least expects it, like at night. First, she will try to strangle her opponent with her noose grab maneuver. If that fails, she will try to beat him to death by flailing her arms like whips. She will also use her stretching ability to rapidly twist so she can't be hit or grabbed.

Appearance: Noose has a "string bean" appearance. She stands 6'6" tall and weighs only 120 lbs. Her costume is a jet black elastic uniform. She has dark skin, curly black hair, and brown eyes. She carries no weapons since her body is a weapon.

Campaign Function: The heroes could encounter Noose when she asks or coerces them into helping her track down her father. Her father, on the other hand, could approach and have the heroes track down Noose. Noose could also go on a killing rampage, prompting Mary the Bag Lady to approach the heroes and have them capture Noose.





PASSION KILLER

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6
18	DEX	24	DCV: (6) 3
18	CON	16	ECV: 5
15	BODY	10	Phases: 3, 5, 8, 10, 12
18	INT	8	
15	EGO	10	Costs
20	PRE	10	
8	COM	-1	Char: 232 Base: 100
8	PD	4	+
8	ED	4	Powers: 148 Disads: 280
5	SPD	32	=
10	REC	4	Costs: 380 380
46	END	5	
46	STUN	12	

Cost	Powers	END
30	Multipower (30 pt pool) — Weapons	
1 u	2d6 HKA (3d6+1 w/ STR), OAF (Scalpel) [30]	3+
2 u	1d6+1 RKA, AP, Gestures, 2 Recoverable Charges, OAF (Scalpel) [30]	
1 u	6d6 HA, 0 END, OAF (Blackjack) [27]	0
21	Armor (7/7) (Skin Armor)	
2	Damage Resistance (5/5), Bulky OIF (½ DCV) (Armored Coat)	
8	+4" Running (10" Total)	1/5"
3	Life Support: Immune to Aging	

Skills	
2	Contact: CME Dr. Gunther Buncombe, 11-
2	Favors: x2, Police Capt. Andre Nufsaid
1	Perk: License to Practice Medicine
15	Money: Filthy Rich
3	Ambidexterity
3	Lightsleep
3	Simulate Death
8	KS: Jack the Ripper murders, 18-
8	PS: Physician, 18-
9	Forensic Medicine, 16-
9	Paramedic, 16-
9	Stealth, 16-
9	Streetwise, 16-
5	Acting, 14-
5	Conversation, 14-
9	Shadowing, 14-
3	Climbing, 13-
3	Concealment, 13-
3	Criminology, 13-
7	Disguise, 13-
3	High Society, 13-
3	KS: History, 13-
3	KS: The Occult, 13-
3	Persuasion, 13-
3	Seduction, 13-
3	Sleight Of Hand, 13-
3	Tracking, 13-
3	WF: Thrown Knives/Axes, Common Melee
24	+3 Levels w/ All Combat

100+ Disadvantages

10	Enraged: Around a Prostitute (Com) 8-, Rec 8-
20	Psych Lim: Casual Killer (VC, Strong)
15	Psych Lim: Hates Prostitutes (Com, Strong)
5	Phys Lim: Must Have Elixer Weekly (Infreq, Slight)
20	Normal Char Maxima
10	DF: Tall Thin Man (Conc, Minor)
5	DF: Haunting Voice (Easily Conc, Minor)
10	Rep: Jack the Ripper Killer, 8- (Extreme)
15	Hunted: Police (As Pow, NCI, Lim Area, Harsh), 11-
10	Hunted: Harbinger of Justice (Mo Pow, Lim Area, Harsh), 8-
5	Hunted: Taxidermist (Less Pow, Lim Area, Harsh), 11-
5	Rivalry w/ The Bogeyman (Professional)
15	Secret ID: Dr. William Gull
135	Villain Bonus

Background: The following are excerpts from the personal files of police sergeant Christian Cliffsen.

Report #: JJ-0001001.A

Subject: The Passion Killer, a.k.a. Jack, Jr., The Kidney Killer, and the Evening Ladies Slasher

Incident: Five prostitute murders

Date of Incident: August 31, 1953

Time of Incident: Between the hours of 10:00 p.m. & 2:00 a.m.

Reporting Officer: Detective Stephen Short

Notes: This is the first incident in a chain of murders that spans thirty years.

Information: According to the files, five known prostitutes were slain and their kidneys removed. These grisly murders resembled those of Jack the Ripper from August to November of 1888. This is why the killer was dubbed 'Jack, Jr.' by the press.

The murders went unsolved and only five deaths were attributed to 'Jack, Jr.'. Detective Short followed this case quite closely, but could not find any solid leads as to the suspect(s).

Report #: KK-0001001.B

Incident: Five prostitute murders

Date of Incident: August 31, 1963

Time of Incident: Between the hours of 11:00 p.m. and 2:00 am

Reporting Officer: Captain Stephen Short

Information: Captain Short personally investigated the murder of five prostitutes on the Strip. Each of the girls had their throats slit and their kidneys removed. These murders were very similar to the killings of exactly 10 years before. Therefore, Short assembled a special task force to investigate both incidents. Again, no solid leads turned up, and no suspects were arrested in either case. Also, as before, the murders stopped after the fifth killing.

Report #: ELS-0001001.C

Incident: Six prostitute murders

Date of Incident: September 30, 1973

Time of Incident: Between the hours of 10:00 p.m. and 3:00 am

Reporting Officer: Detective Jeffrey U. Rias

Information: Detective Rias did an extensive investigation into six murders that may be related to the Jack, Jr. killings of twenty years ago. Six prostitutes were killed in the same manner as both previous incidents. However, Detective Rias could not piece together a connection between the earlier incidents and this one.



Six prostitutes were slain, instead of five in each of the previous incidents. Only five had their kidneys removed. (This is why I believe this case is related. The sixth prostitute may have been a copycat killing. — Cliffsen.)

Report #: TPK-0001001.D

Incident: Ten prostitute murders

Date of the Incidents: September 30th to November 9th, 1987

Time of Incidents: Usually between the hours of 8:00 p.m. and 3:00 am

Reporting Officer: Myself

Information: The first time I came in contact with the case of the Passion Killer, I was called to the second killing of a prostitute in the Strip. She had been slashed and surgically disemboweled. Her innards were pulled out and neatly placed on the ground next to her. It was all I could do to keep from vomiting. We later discovered her kidneys were missing. The department tagged this murder with another killing that occurred two nights earlier. Every aspect of this homicide was identical to the other one.

All leads were followed. Anybody who would talk to us was questioned. An extensive, secret, manhunt was started to find this so-called "Passion Killer". Nothing solid turned up.

The first clue we received was found, tragically, at the scene of the third murder. The daughter of the owner of the Safeguard Motel was found dead in the alley behind it. On the wall above her body was a message that read, "The Juwes are not the men who will be blamed for nothing." I recognized the message, so did some research.

I found a reference to a similar message found in the Jack, Jr. killings of thirty years ago. Further research showed the same message had been scrawled above the body of one of the original Jack the Ripper's victims, Katherine Eddoes. Now, I was curious.

I talked to the owner of the Safeguard Motel, James Risk. His surveillance cameras had captured a picture of one of Donna Risk's last possible clients. The picture showed a man in his late forties, with silver-white hair and a scar over his right eye. The clothing he wore caught my eye. He was dressed in Victorian gentleman's garb from head to toe. Unfortunately, the suspect only looked at the camera once, and the picture was too blurry to make a positive identification.

The name given on the register was "William Gull." I found this was the name of one of the suspects in the original Jack the Ripper murders. Doctor William Gull was the royal physician to Queen Victoria and Scotland Yard's chief suspect in the Ripper murders. At least he was until the police arrested another suspect, a butcher named Aaron Kozminski. Kozminski was committed to an insane asylum right after the fourth Ripper murder in Whitechapel. A fifth murder occurred, but Kozminski was still blamed and Gull remained a free man.

Gull supposedly died shortly after the last murder was committed, but somehow managed to give an interview to the New York Times in 1909. The following is part of the interview that was deleted because the Times thought it was too sensational. It was obtained from the Hudson Sun's archives by reporter Carl Kolworth.

Interviewer: So you say you know who Jack the Ripper really was.

Gull: Yes, I do, and he is still alive and well.

Interviewer: But that is impossible, sir. Mr. Kozminski died in an institution, and there are some odd reports that the real Jack the Ripper was killed by some underworld organization.

Gull: The real Jack the Ripper? You mean Doctor Rosslyn Donston, the self-dubbed "Sudden Death"? He was an imitator of the Ripper who was given the chance to prove himself and failed miserably.

Interviewer: But if Donston was not the Whitechapel Murderer, then who was? Montague Pruitt? David Cohen? Prince Albert Victor?

Gull: No, Pruitt committed suicide three weeks after the last murder, Cohen died two years later, and Prince Albert died in an asylum four years after Mary Kelly was found dead in Miller's Court.

Interviewer: True, But the reports also state, Dr. Gull, that you died years ago.

Gull: That is obviously not true, else how could I be here now?

Interviewer: I don't know... Are you saying, sir, that you are Jack the Ripper?

Gull: I never said that. I merely said that I know who he is and that he is still alive and well and is now living in the United States.

At this point, the subject was changed. The remainder of the interview ran in the Times.



The fourth murder took place two nights later. This murder differed from the other three in that she was mutilated beyond all recognition. As before, her kidneys were removed, but not with the surgical precision of the previous murders. The degree of mutilation exceeded that described for Jack the Ripper's last victim, Mary Kelly. Something had changed.

The fifth murder was similar to the fourth, as were the next five murders after that. My profile of this mysterious Passion Killer, the modern-day Jack the Ripper, had changed drastically. The murders stopped after the tenth. No suspects were brought in for questioning.

Report #: TPK-00001001.E

Incident: Series of prostitute murders

Date of Incident: March 1990

Time of Incident: Between the hours of 8:00 p.m. and 3:00 am

Reporting Officer: Myself

Information: My second encounter with the Passion Killer occurred three years after the first. I was called back to the Safeguard Motel to investigate the fourth in a series of prostitute murders. The victim, one Valerie Sunset, had been sliced beyond recognition. She was found in one of the motel's rooms. Sunset died in the same way as the victims of the Passion Killer's last spree. The same cryptic reference to the 'Juwes' was scrawled in blood on the bathroom mirror.

According to motel owner Jim Risk, his security equipment suffered a power failure at the moment of the crime. Therefore, the suspect was not captured on tape. This was all the more tragic given the relationship that had developed between Risk and Sunset after his daughter Donna's murder at the hands of the Passion Killer three years ago.

Acting on a hunch, I contacted a panhandling photographer and informant, a.k.a. 'Shutterbug'. He had been arrested the same night for causing a public disturbance. He reported seeing an oddly dressed man with several of the previous victims. He produced a photograph identical to the picture captured by the Safeguard Motel security cameras three years ago.

Passion killings were now happening in Hudson City on a monthly basis. However, I believed the same man was involved as in previous cases. I turned up a pattern of killings worldwide with the same modus operandi:

- 1) Undocumented accounts of Jack the Ripper-style murders from the early 1890's to around 1900.
- 2) A Jack the Ripper-style murderer in Atlanta, who killed 20 victims from May 1911 to May 1912.
- 3) Another Ripper-style killing spree in New York City from March to June 1915. Children were among the five victims in this case.
- 4) In Moscow in 1974, an 'Ivan the Ripper' claimed 11 victims.
- 5) The 'Satanic Jack' killings in Battle Creek, Michigan from August 1982 to March 1983. Three victims were found. Although none were stabbed, some of the killings were still attributed to a Ripper-type murderer.
- 6) Between December 1986 and September 1987, nine women were killed in British Columbia and Washington state. The murders were allegedly committed by a woman. (According to my research, Sir Arthur Conan Doyle believed Jack the Ripper fled the scene of his crimes dressed as a woman.)

I continue to work on this case in my spare time, gathering more information on Hudson City's Passion Killer and his link to any of the above crimes.

Master of Crime Notes: This was photocopied from Sgt. Cliffsen's private logs. My interest in this Gaslight Ghoul is purely personal, and I presently have my own informants looking into the matter.

Personality: The Passion Killer, Dr. William Gull, has become progressively insane. This due to repeated doses of the immortality serum created for him by Dr. Donston, along with the sheer number of murders he has committed during his extended life span. This insanity has become greater in recent years. His body is developing a resistance to the serum, requiring him to kill more frequently to produce it.

Gull enjoys the company of women. When not seized by bloodlust, he is polite, well-mannered, and highly intelligent. He has a fondness for games of the mind. However, the Passion Killer is just that — a killer who will stalk his intended victim, usually a prostitute, and go in for the kill. He is cunning, resourceful, and quite deadly. He eschews 'easy prey' for a target worthy of his skills.

Quote: The only statement attributed to the Passion Killer/Jack the Ripper is the cryptic message "The Juwes are not the men who will be blamed for nothing."

Powers/Tactics: The Passion Killer uses an alchemical mixture provided originally by Dr. Donston to prolong his life and prevent him from aging. Originally, the serum's effects lasted for ten years, but his body is progressively building a tolerance to the formula. The formula only lasts one or two years at this point. It gives Passion Killer enhanced strength and agility, resistance to small arms fire, and protection from most common diseases, as well as immortality.

To create the formula, Gull requires fresh human kidneys. Thus, he must kill to keep himself alive. Donston gave Gull the formula in exchange for being allowed to assume Jack the Ripper's identity. Donston later turned to Christianity and died of old age.

Passion Killer is an accomplished hand to hand combatant, particularly with the specially made scalpel he uses to kill his victims. However, he prefers to avoid confrontation as much as possible.

Appearance: Dr. William Gull stands around 6'5" in height, weighing approximately 210 lb. He is slim in appearance, but is rather muscular. He dresses in stylishly tailored suits, putting dye in his white hair to turn it reddish gray. Thus, he looks like a man in his early fifties. He is a skilled surgeon, who has practiced worldwide under a series of assumed names. He prefers the high society crowds similar to the royalty he knew back in the 1880s.

As the Passion Killer, he dresses in black Victorian-era garb and does not dye his hair. He does not use makeup, which exposes the scar that runs from above his right eye to the corner of his mouth.

Campaign Function: The easiest way for the heroes to meet Passion Killer is when he begins another killing spree. Perhaps another prostitute is murdered at the Safeguard Motel, so the owner, James Risk, asks the players for help. During this campaign, the heroes can also uncover Risk's own criminal behavior (see Taxidermist).

Those interested in the case of Jack the Ripper are invited to read *Jack the Ripper: The Final Solution* by Steven Knight, *Psycho: Yours Truly, Jack the Ripper* by Walter Bloch, and *The Complete Jack the Ripper* by Donald Rumbelow.

PURITAN

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7
20	DEX	30	DCV: 7
20	CON	20	ECV: 4
15	BODY	10	Phases: 3, 6, 9, 12
13	INT	3	
11	EGO	2	Costs
20	PRE	10	
12	COM	1	Char: 128 Base: 100
8	PD	5	+ +
8	ED	4	Powers: 357 Disads: 385
4	SPD	10	= =
10	REC	6	Costs: 485 485
50	END	5	
50	STUN	17	

Cost	Powers	END
78	Variable Power Pool (65 pt pool), Only Change Between Adventures (-1/2), Only for Firearms (-1/2), Must be a Focus of Some Sort (-1/2) — Weapons Pool	
(57)	M60 Machine Gun	
(45)	Street Sweeper Shotgun	
(33)	HK G-11 Assault Rifle	
(29)	Atchisson Assault Shotgun	
(21)	Sawed Off 10 Gauge Shotgun	
(20)	Desert Eagle .44 M Automatic	
(20)	Uzi SMG	
(17)	Colt Commando M-16 SMG	
(11)	Colt Peacemaker Revolver	
50	3d6 RKA, AP, +1 Stun Mult, 8 Clips of 9 Charges Each, OAF (Special 45 cal. Pistol)	
15	2d6 HKA (3d6 w/ STR), OAF (Combat Knife)	3+
6	+4d6 HA, OAF (Nightstick)	1
57	Martial Arts	
	Maneuver OCV DCV Notes	
	Off. Strike -2 +1 12d6 Strike	
	Passing Strike +1 +0 8d6+v/5, FMove	
	Killing Strike -2 +0 2d6 KHA	
	Legsweep +2 -1 9d6 Strike, Target Falls	
	Martial Grab -1 -1 50 STR Grab	
	Takeaway +0 +0 50 STR Grab Weapon	
	Weapon Bind +1 +0 50 STR Bind	
	Martial Escape +0 +0 55 STR vs. Grabs	
	Martial Block +2 +2 Block, Abort	
	+5 Damage Classes (Already added in)	
22	Armor (+9 PD/+9 ED), IIF (Kevlar Outfit)	
3	Armor (+3 PD/+3 ED), Ablative, Act 11-, IIF (Armored Chest Plate)	

Skills	
7	Combat Sense, 14-
5	Defense Maneuver
7	Fast Draw, 15-
3	Lightsleep
10	Resistance (10 points)
9	Demolitions, 14-
5	KS: Trivia, 14-
3,3	Acrobatics, 13-, Breakfall, 13-
3	Breakfall, 13-
3	Climbing, 13-
3	Combat Driving, 13-
3	Interrogation, 13-
3	Lockpicking, 13-

Skills	
3, 5	Concealment, 12-, Disguise, 12-
3	Criminology, 12-
3	Deduction, 12-
5	Electronics, 12-
3	KS: Criminals, 12-
40	+5 Levels w/ All Combat
100+ Disadvantages	
10	Enraged: In the Sight of a Crime (Com) 11-, Rec 11-
10	Enraged: When Fighting Emerald Door Gang (Unc) 14-, Rec 11-
20	Psych Lim: Vigilante Mentality (Com, Total)
15	Psych Lim: Revenge on Emerald Doors (Unc, Total)
15	Psych Lim: Obsessed w/ Fighting Crime (Com, Strong)
20	Normal Char Maxima
15	DF: Urban Camo. Clothing (Easily Conc, Extreme)
15	Rep: Killer Vigilante, 11- (Extreme)
10	Watched: The Master of Crime (Mo Pow, NCI, Mild), 11-
15	Hunted: Police (As Pow, NCI, Harsh), 8-
15	Hunted: Organized Crime (As Pow, NCI, Harsh), 8-
5	Hunted: Arachnia (Less Pow, Lim Area, Harsh), 11-
5	Rivalry w/ Harbinger of Justice (Professional)
15	Secret ID
200	Villain Bonus

Background: From my files.

Master of Crime's Notes: *Of all the vigilante heroes who have made life tougher for Hudson City's criminal element, none has fought longer or harder than the man calling himself Puritan. No one, not even Puritan himself, has any inkling that I had a hand in his creation — or why I did it.*

To assert my dominance in the criminal underworld, I needed a way to bend and shape the villain population. I wished to prune away dead wood, excise the blight of opposition,, and shape its growth to fit my needs. In creating the perfect garden, I first needed to perfect gardener.

I needed an idealistic man whose thoughts I could mold. A man who is loyal to his country, but in his own way. He should have a military background, with a distinguished service record. He should be frequently in conflict with his superiors. For over a year, I evaluated potential prospects without success. Then, in 1991, came Operation Desert Storm, and with it, I found three promising candidates. All three men had survived the destruction of their unit during an accidental attack by their own forces. All three bore the emotional scars of that attack.

The first, Sgt. Christian C. Jameson, was a huge and powerful man. Jameson was sent to a rehabilitation ward, where during a fit of anger, he crushed a fellow soldier's head with his bare hands. Such a man was already too far gone for me to shape.

The second, Sgt. Jack Zeluf, served in the demolitions unit. He had been called to assist Jameson's unit in defusing a number of land mines in a city they had captured. Zeluf had everything I required. In fact, his wife had divorced him right after he had been injured. However, Zeluf reacted to the news by killing his commander, then the officer who had ordered the attack which killed his unit. Zeluf was too unstable for my needs, although I could still use him occasionally.

The third, Sgt. Gerald O'Dell, was a brave man who loved his country. Unlike Jameson and Zeluf, he was not bitter when he learned "friendly fire" had been responsible for the deaths of his comrades. He could be shaped, but he lacked the bloodlust of Jameson and Zeluf. That would have to be changed. I followed up on all three men, and I believed O'Dell would be my man, once I found the way to get to him.



O'Dell joined the police force after his honorable discharge from the military. He married a woman who, I later found out, was cheating on him, milking him out of all his money. I arranged for him to find the evidence, but it seemed to have no effect. He still loved her.

Shortly afterward, O'Dell's partner was killed by a drive-by shooter. The death shook O'Dell greatly, thus I knew I had the means to break him. I contracted with a professional hit man, Swansong, to murder O'Dell's wife in his presence. Her death shook him, but not to the breaking point. Instead, he turned to the only person he had left, his elderly father. If I took him away, O'Dell would surely break.

I could not kill O'Dell's father the same way I had killed his wife. I needed a more graphical demonstration. Therefore, I had the Emerald Doors street gang beat up his father on several occasions and also vandalize his store. Finally, they killed him at his home minutes before O'Dell arrived. O'Dell flew into a rage and cornered two of the gang members. He broke the back of one before falling victim to a sucker punch from the other.

When O'Dell awoke, he staggered out of the house, making his way to a local bar, the East Goliath. The police found him there an hour later. He was almost to the point of no return. A withering inquiry by one of my operatives in Internal Affairs pushed him over the edge. Deeply depressed, he resigned from the force. He took up residence at the East Goliath, becoming a close friend of the owner.

A week later, one of my trusted agents dropped a note and key in front of him. The note instructed him to go to a private postal box and use the key to get the package waiting for him there. Confused,

O'Dell followed the instructions and picked up his package. Inside was a smaller package and a note reading:

Dear Mr. O'Dell,

My identity is not important. What is important is we share the same beliefs and hatreds. I have followed your plight and sympathize with you. What is more, I have decided to help you obtain your vengeance.

This city needs a person who is not afraid to stand up and purify the streets. That person is you. I will help you in this cause, but only if you want the job.

If you do not want the job, please put everything back into the postal box, including the key my associate gave you, and walk away. If you do want the job, please take the enclosed package with you and open it in a private place.

Yours

truly,

Mr. E

My men watched as O'Dell took the package and went home. Once there, he opened the package and read the note inside it:

Dear Mr. O'Dell,

I thank you for accepting my offer to help you cleanse the streets of criminal scum. Inside this package is a specially built .45-caliber automatic pistol, a silencer, and a file with a name on it. The name on the file, Tony Overton, is the name of the man known to the police and the press as the "Cabby Killer". The file contains all the information to aid you in ridding our fair city of him.

Also enclosed is the address of another postal box. From this box, you will be given more assignments after you purify the streets of the Cabby Killer. A new crusader for justice has been born today, Mr. O'Dell. You are that crusader. Choose a name for yourself and place that name on the Cabby Killer's file after you have accomplished your mission.

Yours truly,
Mr. E

From the suggestions in my letters, O'Dell adopted the name "Puritan" and eliminated Overton with ease. I rewarded him with a specially designed armored suit, which he took to wearing under his Army fatigues. He designed a black calling card, the word "PURIFIED" written in blood-red letters on one side and his target's name printed on the back.

He also developed a kind of purification ritual for himself. Before every assignment, he spends an hour with the owner of the East Goliath, Luke Ericson, downsing several of the bar's famous Singapore slings. Afterward, he visits the Boyd Catholic Church to confess his sins to the two parish priests, Father Raymond and Father Leonard.

Puritan has become, to some, a powerful force against evil. To me, he is a lightning rod to draw my rivals' attention away from my own goals. However, the more he kills, the less precious life has become to him. He now wastes innocent lives to get to his targets. He spends more time at the East Goliath before an assignment and less time at the church afterward. One day, he may fall into the same hole that claimed Jameson and Zeluf.

Therefore, I have begun looking into several ways to get rid of Puritan if he becomes too much of a liability. But for now, he remains my tool to get rid of anyone who disrupts my business or who has bitten off more than he can chew in opposing me.

Personality: Once a tolerant, forgiving person, Puritan is now a vindictive, vengeful vigilante who kills his targets instead of turning them over to the police. His only joy is seeing the fear of those he kills just before he sends them to their reward. He has few qualms about blowing away innocent people "too slow to get out of the way" or "dumb enough to stick around when the fire starts". Because of this, he has at least six warrants for his arrest on murder charges.

Quote: "The streets have become the breeding ground for all kinds of criminal filth, but through me, they shall be purified."



Powers/Tactics: An ex-Green Beret, Puritan is skilled in most forms of hand-to-hand combat, explosives, firearms, and light artillery. He is an expert marksman who favors steel-jacketed, hollow point, or high-grain bullets and a silencer. He carries four to six weapons on his person at all times. He wears a specially designed armored suit under his camouflage fatigues. He also carries a miniature gas mask under his kerchief for protection and light-intensifying contact lenses.

Puritan likes to get as much information about his target as he can before striking. He prefers the advantage of surprise. When he loses that advantage, he will charge in guns blazing, take-no-prisoners. He is decidedly a loner, but will grudgingly work with anyone who can help him achieve his goals.

Appearance: Puritan stands 6' tall and is 240 lbs. of pure muscle. He has gray eyes and shoulder-length black hair. He constantly works out, priding himself on being as strong as the best professional weightlifter. He wears a suit of experimental body armor

provided by "Mr. E". This is under a uniform similar to that he wore in Operation Desert Storm. The uniform consists of camouflage fatigues, black combat boots, and black gloves. He wears a red kerchief over the lower half of his face, concealing both his identity and the miniature gas mask mentioned above.

When not in his Puritan guise, Gerald O'Dell dresses in expensive black leathers Mr. E's money has provided.

Campaign Function: Puritan is a very violent character the gamemaster can use to show the consequences of the players' own behavior. Have the players encounter Puritan while he is pursuing one of his targets, as he will be killing anyone who gets in his way. Perhaps the target has somehow learned he is the next target from "Mr. E" a.k.a. Master of Crime, so asks the heroes to protect him. Puritan could also join the heroes' team, then proceed to disobey orders and kill people in order to pursue his goal of cleansing the streets of crime. Then, the police could arrive and arrest the heroes, letting Puritan escape.

SPIKE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 5
15	DEX	15	DCV: 6
20	CON	20	ECV: 3
18	BODY	16	Phases: 3, 6, 9, 12
10	INT	10	
10	EGO	10	
15	PRE	5	Costs
8	COM	-1	Char: 121 Base: 100
10	PD	6	+ +
8	ED	4	Powers: 70 Disad: 91
4	SPD	15	= =
10	REC	4	Costs: 191 191
40	END	0	
45	STUN	7	

Cost	Powers	END
13	½d6 HKA (1d6+1 w/ STR), OIF; plus +4d6 HA, Linked to HKA, OIF (Spiked Gauntlets)	2
5	½d6 HKA, Damage Shield, 0 END, No STR Adds (-½), No KB, Act 9-, OIF (Spiked Body Armor)	0
7	Armor (+6 PD/+6 ED), Act 11-, OIF (Spiked Body Armor)	
16	Martial Arts — Dirty Infighting	
	Maneuver OCV DCV Notes	
	Killing Strike -2 +0 1d6+1 HKA	
	Martial Strike +0 +2 6d6 Strike	
		10d6 with gauntlet
	Martial Throw +0 +1 4d6 + ve/5, Target Falls	
	Nerve Strike -1 +1 2d6 NND (1)	
	Weapon Element: Spiked Gauntlet	

Skills		
3, 3	Stealth, 12-, Streetwise, 12-	
2	CK: Hudson City, 11-	
3	Gambling, 11-	
2	KS: The Mafia, 11-	
3	Shadowing, 11-	
1	Interrogation, 8-	
1, 2	TF: Motorcycles, WF: Small Arms	
9	+4 Levels w/ Dirty Infighting	

100+ Disadvantages	
15	Psych Lim: Savage And Brutal
20	Normal Characteristic Maxima
10	Rep: Mafia Enforcer, 8-
20	Hunted: Hudson City Police Department (Mo Pow, NCI, Capture), 8-
10	Hunted: The Headless Hangman (As Pow, Kill), 8-
5	Unluck, 1d6
15	Secret Identity: Stephen Manetti, Morelli soldier

Background: The history of the mob enforcer and killer called Spike is really the history not of a man, but of a pair of spiked gauntlets. In 1990 a Veronese hitman named Dante Guariglia built the gauntlets for himself as a "gimmick" with which he could make his name in the underworld. He used them for about a year and attracted a lot of attention in Mafia circles. The Killing Syndicate was about to offer him a position on its "staff" when someone else whose attention Guariglia had attracted — the Headless Hangman — finally caught up with him and butchered him in his apartment in Little Italy.

When the Hudson City Police Department carted off what was left of the body, the gauntlets became evidence in the ongoing investigation of some murders that Guariglia had apparently committed. However, they didn't remain in the evidence room very long. A corrupt cop named Harold Grimes decided that he could use them to make some easy money. He put them on and began robbing drug dealers and numbers runners, hiding his identity behind a bandanna mask. Grimes's stupidity was exceeded only by his good luck — he managed to keep up this course of suicidal behavior for almost six months before Morelli gunmen shot him to death when he tried to rob one of their numbers banks.

When the body was dumped in the Stewart River, a Morelli soldier, Stephen Manetti, managed to keep the gauntlets without anyone knowing about it. Like Guariglia and Grimes before him, he saw the "Spike" gauntlets as his ticket to the "big time." However, he was determined not to make the mistakes that either of them did. First of all, he hired the Toymaker to make a bulletproof helmet and a spiked armored vest for him. Second, he went about building his reputation in a slightly more clever manner. As Manetti he managed to convince his caporegima to hire Spike for some leg-breaking missions. This brought Spike to the attention of the Mafia once again, and Manetti secretly released the word that Spike was available to anyone with enough money. He has worked for various Mafia and independent employers since then, and the Commission is now considering whether or not to invite him to join the Killing Syndicate.



Personality: The current Spike is a savage, almost sadistic man who has no compunctions against killing or grievously injuring people. However, this doesn't mean that he's stupid — although he often tries to make his enemies think that he is a typical "big, dumb thug," he's actually a fairly clever man who puts a lot of forethought into his work. Unlike the sociopathic killer Guariglia, Manetti is not planning ahead so that he will get to feel somebody's life snuffed out beneath his fists, he's just trying to make sure that he gets rich without getting captured.

Quote: "That's it, go ahead, beg for yer life. If that's how ya wanna spend yer last few seconds on Earth, I'm willin' ta listen to ya."

Powers/Tactics: Spike's main weapon is a pair of wickedly spiked gauntlets which turn his every punch into a lethal attack. Obviously, this weapon requires him to get close to his target, and if he is prevented from doing this he will simply leave the scene and try to

corner his victim some other time. He also prefers to deal with attackers one at a time; if confronted by large numbers of enemies he will run away. In desperate straits he may try to grab an enemy's gun and shoot his way to safety, but his gauntlets make it hard to fire smaller guns (-2 OCV).

Appearance: The current Spike is about 6'1" tall and 200 pounds. His body armor, which is brown, is a sort of short-sleeved tunic which reaches to mid-thigh and is covered with small spikes; it sometimes makes him look like a modern-day version of a medieval torturer. His spiked gauntlets, boots, and helmet are a matching shade of brown. Underneath the armor he wears a black bodysuit.

Record: The police know that this Spike is the third man to use that name. They have a warrant for his arrest that at present charges him with five murders, thirteen acts of aggravated assault, and two brutal rapes. More charges are likely to be added in the near future.

SIBERIA

Val	Char	Cost	Combat Stats.
10	STR	0	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 5
15	BODY	10	Phases: 3, 6, 9, 12
18	INT	8	
14	EGO	8	
20	PRE	10	
20	COM	5	
8	PD	6	
8	ED	4	
4	SPD	12	
6	REC	0	
40	END	2	
40	STUN	11	

Costs			
Char:	116	Base:	100
	+		+
Powers:	209	Disads:	225
	=		=
	325		325

Cost	Powers	END
33	2d6 RKA, x2 AP, Invisible to Hearing, 2 Clips of 8 Charges Each, OAF (P6 Pistol)	
38	Martial Arts — Commando Training	
	Maneuver OCV DCV Notes	
	Off. Strike -2 +1 10d6 Strike	
	Killing Strike -2 +0 2D6 HKA	
	Killing Throw -2 +0 2D6 HKA, Target Falls	
	Martial Disarm -1 +1 40 STR Disarm	
	Martial Escape +0 +0 45 STR vs. Grabs	
	+4 Damage Class (Already added in)	
12	Armor (+6 PD/+6 ED), OIF (Kevlar Armor)	

Skills	
2	Contact: Former Soviet Officials, 11-
3	Combat Sense, 13-
5	Defense Maneuver
3	Fast Draw, 13-
3	Lightsleep
5	Acting, 14-
5	Concealment, 14-
9	Disguise, 14-
5	Seduction, 14-
5	Sleight Of Hand, 14-
3	Acrobatics, 13-
3	Breakfall, 13-
3	Bugging, 13-
3	Climbing, 13-
3	High Society, 13-
3	Lockpicking, 13-
3	Paramedic, 13-
3	Security Systems, 13-
3	Stealth, 13-
2	KS: Enemy Organizations, 11-
2	KS: Military Procedures, 11-
3	Mechanics, 11-
3	Shadowing, 11-
2	TF: Ground Vehicles
6	WF: Small Arms, Common Melee Weapons, Handheld Grenade Launchers, Man Portable Grenade Launchers
6	Lang: English (Imitate Dialects, Literacy; Russian is Native)
30	3 Overall Levels

100+ Disadvantages	
25	Psych Lim: Thinks She is Still KGB (VC, Total)
15	Psych Lim: Casual Killer (Unc, Strong)
10	Psych Lim: Slight Paranoia (Com, Mod)
10	Phys Lim: Sensitive to Sunlight (Freq, Slight)
15	DF: Albino (Conc, Major)
10	Rep: Ex-KGB Assassin, 8- (Extreme)
8	Rep: Commando Training Martial Arts, 14-
25	Hunted: Police (Mo Pow, NCI), 11-
25	Hunted: Russian Government (Mo Pow, NCI, Lim Area), 14-
82	Villain Bonus

Background: This file was translated from Russian, by our Russian expert.

**Committee for State Security Official Document
Top Secret — For the Upper Echelon's Eyes Only**

Subject: Siberia

Tatiana Romanova grew up the darling daughter of the most powerful man in Kazan S.S.R. She excelled in her classes in grade school and high school. Her farther would pamper her with expensive American-made gifts, and showed her off to visiting officials from Moscow/ One of these officials, a man who was a colonel in the K.G.B., told Tatiana's father that Tatiana would make a fine addition to the state security apparatus. Tatiana's father was proud the K.G.B. would take such an interest in his daughter. He began prepping her for the exam he knew would come from the State to see if she would be selected for a state position. Tatiana took the test, and was approached soon after by the K.G.B., which she decided to join.

Her training group consisted of five men and fifteen women. They were driven by bus to a complex of buildings standing in large, heavily guarded grounds. The complex is known as Verkhonoye. Each member of the group was given a room in a long two-story brick building. Each room had its own private bathroom. A large window looked out over a walled garden. Clean and comfortable, fitted with simple furniture. Next to the bathroom door was a large dressing table, with a very large mirror attached to it. Tatiana felt right at home.

The first afternoon, Tatiana's group assembled in a large room in the old building. On the walls were pictures of Lenin and Andropov, at that time the head of the K.G.B. The director, a middle aged man, gave a welcoming speech. He reminded the group they were fighting an ideological battle, and the orders the group might be given distasteful, but such sacrifices were necessary for the state to survive. Tatiana felt proud, and took the speech to heart.

Tatiana was quickly subjected to her training. Unfortunately, Verkhonoye has another name, the 'House of Love'. Verkhonoye is the location where the Soviet Union trained their swallows. Swallows are agents trained in the art of seduction. The way this is done became painfully obvious to Tatiana. She was first subjected to a number of perverse pornographic movies. Then, she had to observe these perversions being performed in real life in front of her. After this was accomplished, she had to perform the same perversions, in 'private' while she was secretly filmed, then in public, in front of the rest of her classmates.

Included in this training were three visits by outsiders, twice by military elite trainees who had earned the right to visit, and the third by local peasants. The peasants were the ugliest members of the town the KGB could find. Tatiana and her class had to seduce these visitors, while being filmed. She passed her classes, graduating at the top of her class.

Tatiana went into the field with the goals in mind of seducing Western officials to gain state secrets from them. It took time for



each seduction, sometimes over a year or more. Tatiana, however, did her duty with efficiency. After she had succeeded, and the converted spy milked for all of this information, she would fade into the background for a year or more then reemerge under a different name or moniker, in a different location, and do her seduction routine again. The K.G.B. was very pleased with Tatiana's work, promoting her eventually to the rank of major.

However, the political situation in the former Soviet Union deteriorated, and finally broke down. The KGB was forced to support a new man as the president of Russia, and the rest of the republics were split into their own separate countries. In the resulting shifts of power, Tatiana's father was captured by the KGB and tried as being a traitor to the people. He was convicted and sentenced for five years in prison, but shortly after arriving at the prison, he took his own life.

When Tatiana found out about her father's arrest and subsequent suicide, her mind snapped. Now, she believed all politicians should be eliminated, not just Western ones. She took a palm sized pistol from the KGB offices and fled to the United States. The KGB, to avoid embarrassment, listed her as missing in action, despite knowing what she was planning on doing. Tatiana began calling herself Siberia, after the cold death she planned to bring upon the enemies of the 'State'. She has begun stalking American politi-

cians, to seduce and kill them when they are the most vulnerable. Siberia has claimed at least four confirmed, and over a dozen unconfirmed, murders since beginning her murder spree.

Personality: Siberia has two distinctive personalities, or so it would seem to a casual observer. When she is out in public, her main goal is the seduction of some powerful politico. Doing such requires her to be rather flighty, and perhaps showing herself to being a bimbo personality. She disguises herself, and then takes off to the night life of the city, not only because that is the best way to meet politically powerful men, but also because the sunlight hurts her eyes and skin.

When alone with a politician, her personality changes drastically. She drops the innocent bimbo charade and becomes ruthless. Siberia will kill her target by any means possible, from strangulation, to suffocation, to putting a gun point blank to the target's head and pulling the trigger. She has no qualms about killing a number of people to get at her chosen target, if she must. This unpredictability makes her very effective. She is an out of control machine, continuing her job despite being told not to do so.

Quote: "Hello, handsome. You wouldn't happen to be a politician, would you?"

Powers/Tactics: Siberia will only attack when she can get close to her target. Most usually, the way she accomplishes this is through seduction of the politician and getting him alone with her. At that point, she will use any method possible to kill the politician quickly and quietly. Since she uses numerous disguises, it is extremely hard to track her down.

If she is ever confronted with law enforcement, she will not hold back. Law enforcers are the instrument of the state, and since the United States is evil, destroying the instruments when she must is no trouble to Siberia. Usually, she will do so in a quick manner, quite possibly in an explosive manner if she has any grenades upon her when confronted. No matter what, if she has to kill a number of police officers to escape the scene of one of her assassinations, she will do so.

Appearance: Tatiana Romanova stands around six foot in height, with a trim build. Her pure white hair is long, reaching down below her shoulders. Her eyes are pink, distinguishing her as an albino, however, she has been known to disguise them with colored contact lenses. She is usually wearing a white outfit, consisting of slacks and blouse.

Tatiana also carries with her a white pocketbook, in which is hidden a white plastic pistol.

Master of Crime's Notes: A loose cannon is a common description of a rogue agent. A machine out of control is yet another. Siberia has gone on beyond this point. This makes her very dangerous to those she targets, law enforcement and politicians. I expect whomever is in charge will be attacked by her, even myself when I reach that point. If my goal gets near, eliminate her quickly and graphically.

Campaign Functions: Another subtle killer, one for a thinking game, Siberia can be found on the arm of one politician or another around town. This would be the best way for the players to encounter her the first time. Later, after the politician turns up dead, the players could find out about Siberia and go after her. She should be played rather wily, using disguises and tricks to avoid her pursuers while continuing her work.

Champions Conversion: Siberia can be changed into a *Champions* character rather easy. Her Dex and Spd need to be increased to 23 and 5. She should then be given a power of Mind Control only vs men, so she can mesmerize her target. Her killing attack needs another 1d6 of effect as well, and she should be given some mental defense.

SWANSONG

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
18	CON	16	ECV: 4
13	BODY	6	Phases: 3, 5, 8, 10, 12
13	INT	3	
13	EGO	6	Costs
20	PRE	10	
10	COM	0	Char: 125 Base: 100
6	PD	3	+ +
6	ED	2	Powers: 210 Disads: 225
5	SPD	17	= =
10	REC	6	Costs: 335 335
40	END	2	
40	STUN	10	

Cost	Powers	END
17	2d6 RKA, x5 Autofire, 12> Jam Chance, 50 Charges, OAF (Tommygun)	
5	1d6 RKA, Range Based on STR (-1/2), 6 Charges, OAF (Throwing Knives)	
7	5d6 EB, Range Based on STR(-1/2), 4 Charges, OAF (Steel Balls)	
17	Armor (+7 PD/+7 ED), IIF (Kevlar Armor)	
4	Life Support: Breathe Underwater, IIF (Rebreather)	
8	+4" Running (10" Total)	1/5"

Skills	
2	Contact: Mafia Family, 11-
2	Contact: Toymaker, 11-
1	Perk: Weapon Permit
5	Money: Well Off
20	Find Weakness w/ Thrown Weapons, 11-
3	Lightsleep
3	Perfect Pitch
9	Streetwise, 16-
3	Combat Driving, 14-
5	KS: Mafia Tactics, 14-
3	Lockpicking, 14-
3	Sleight Of Hand, 14-
3	Stealth, 14-
7	Tracking, 14-
9	Weaponsmith: Slugthrowers, 14-
4	AK: Hudson City, 13-
3	Bureaucrats, 13-
3	Concealment, 12-
3	PS: Pawnshop Owner, 12-
3	Security Systems, 12-
3	Tactics, 12-
3	Disguise, 11-
3	Gambling, 11-
3	Mechanics, 11-
3	Shadowing, 11-
2	TF: Ground Vehicles
5	WF: Thrown Knives/Axes, Common Melee, Small Arms
12	+4 Range Levels w/ All Ranged Attacks
24	+3 Levels w/ All Combat

100+ Disadvantages	
20	Psych Lim: Casual Killer (VC, Strong)
15	Psych Lim: Assassin's Code (Com, Strong)
15	Psych Lim: Greedy (Com, Strong)
5	DF: Birthmark on Neck (Easily Conc, Minor)
5	DF: Voice Synthesizer (Easily Conc, Minor)
15	Rep: Mafia Assassin, 11- (Extreme)
10	Watched: The Master of Crime (Mo Pow, NCI, Mild), 11-
5	Watched: The Tortelli Family Don (Mo Pow, NCI, Lim Area, Mild), 8-
15	Hunted: Romulus and Remus (As Pow, Harsh), 11-
10	Hunted: Police (As Pow, NCI, Lim Area, Harsh), 8-
5	Hunted: The Puritan (As Pow, Lim Area, Harsh), 8-
5	Hunted: Derby (As Pow, Lim Area, Harsh), 8-
5	Rivalry w/ Mr. Clean (Professional)
15	Secret ID: As Pawnshop Owner
90	Villain Bonus

Background: The following is from a letter to the head of the Torcone Family. It was written by known Mafia snitch, and enforcer, Lenny "Speakeasy" Smythe.

August 14, 1989

Dear Mr. Torcone,

I been doin' what youse instructed me to do, follow "Hicky" Heathman around. Youse was right, 'ol Hicky is moonlightin' for the other families. But he ain't goin' as himself. He's got this other identity. Youse is gonna flip when I tell youse what it is.

Do youse remember that free-lance guy we hired last year when we couldn't find Hicky, that guy with the mask who called himself "Swansong"? Well, the reason we couldn't find Hicky is that he and this Swansong character are one and the same person. Youse paid Swansong three times what Hicky would have charged, and Hicky's the one who got the money! And to think I used to tell Hicky that he couldn't hit the side of a barn with a howitzer.

I thought there was somethin' about Swansong that was fishy. Even though he used some kind of electronic gizmo to disguise his voice, it still sounded like somebody I'd heard before. Too bad I couldn't put two and two together then! But then math never was my strong suit.

I followed Hicky to a nice house in the 'burbs and watched him take on this other identity of Ron Vincent, a retired pawn shop owner and gun collector. It took about a week, but I hung around until one night I witnessed him leavin' in a black sedan as Swansong. Boss, he's the guy what offed Romulus and Remus's mom! I saw it happen!

After he did the hit, Swansong went to a postal box from an all-night box company and checked for mail. He pulled out a fat envelope and climbed back into his sedan. I followed him around town but lost him when he drove into a dead-end alley and vanished. I checked the alley out, but I couldn't find out how he gave me the slip. I'm still confused.

However, when I went back to the house on Slumber and Lake, I found the sedan again. I'm gonna follow him around until he becomes Hicky again. Let me know if youse want this guy rubbed out — I may do it for free! I would like a meet with youse at the usual place in LeMastre Park two days from now at midnight. I thank you.

Your loyal family member,
Lenny

Master of Crime's Notes: Smythe never made it to that meeting. His body was found the next day strapped to the hood of his car and riddled with bullets. His letter never reached Don Torcone. One of my men found it under the front seat where Smythe had hidden it and replaced it with information branding Lenny as one of the Family Marcelli spies.



"Hicky" Heathman's triple life is safe for now, until I decide for it not to be. Swansong has already done one job for me without my having to use my influence on *him*, and I have many others for him to do.

Personality: Swansong leads a triple life: As "Hicky" Heathman, he is a trusted enforcer for the Torcone family; As Ron Vincent, he plays the role of a retired pawnshop owner and gun collector; As Swansong, he is a hired assassin commanding top dollar for his services from anyone willing to pay for them.

As Swansong, he is a cold-blooded, merciless killer who believes himself to be death incarnate and will kill whoever stands in his way. His hobbies in either his Ron Vincent or Swansong identities are not known.

Heathman is loyal to his boss and will carry out any order given to him. Including to defend his don with his life. He is usually softspoken about his work. Heathman is known to relax with good food, a good bottle of beer or wine, and soft music.

Quote: "It's time to face the music for the last time. This will be your swan song."

Powers/Tactics: Heathman is proficient with a number of weapons as both a Torcone family enforcer and a free-lance assassin. These include: guns, knives, garottes, and poisons. As Swansong, he favors a vintage Thompson machine gun and several of his large collection of throwing knives. Though he will use whatever weapon is handy at the moment, if necessary.

Heathman becomes Swansong once a week to check his mail for jobs and payments. If he has a job, he will adopt his Ron Vincent identity to study his target for a week or longer. Once he has all the information, he becomes Swansong and carries out the hit.

Appearance: Hickey "Hicky" Heathman stands 6'3" tall and weighs 250 lbs. He has a black beard, mustache and blue eyes. He can be recognized by a distinctive circular port-wine birthmark on his neck that resembles a hickey. This, plus his given first name, led to his nickname — and a lot of jokes that led to his becoming Swansong.

As Hicky, he dresses in fancy suits, expensive shoes, gold jewelry, and silk ties. When he becomes Ron Vincent, he wears normal, everyday clothing. As Swansong, he dresses in wide laped pin-striped suits, spats, and a wide-brimmed fedora with a black mask covering his entire face. He is usually seen brandishing a tommy gun, although he has been known to

carry around a violin case. The only modern device on his person is the electronic voice masker he uses to disguise his voice.

Campaign Function: To bring the heroes up against Swansong, have another member of the Torcone Family learn Swansong's secret. Instead of Master of Crime, this time the players intercept the letter to the don. Or, Romulus and Remus could force the heroes into helping them track down Swansong, in revenge for his slaying of their mother. Of course, Swansong could always be sent to assassinate one or more of the heroes.

POLICE INVESTIGATIONS INTO HOMICIDES

Homicide, the technical term used by the police for murder, is the killing of one sentient creature by another. By law, it could be criminal or not criminal, depending on the circumstances. Before the police and courts can determine this, a thorough investigation into the death occurs. This investigation involves a criminal investigator working for the police department, a medical examiner, and someone from the district attorney's office. All three act both independently and as partners in determining the cause of death and the facts surrounding the death. It is important for the criminal investigator have an extensive background in both scientific techniques as well as knowledge of the law as it applies in homicide cases. In many cases, it is the work of the person investigating at the scene of the crime that makes or breaks a criminal case.

When the police first arrive at a possible homicide, there exists a set and standard procedure they go through in securing the crime scene. Most follow an acronym, PRELIMINARY. Proceed to the scene promptly and safely. Render assistance to the injured. Effect the arrest of the suspect. Locate and identify witnesses. Interview/ Maintain the crime scene and protect evidence. Interrogate the suspect. Note conditions, event, and remarks. Arrange for collection of evidence. Report the incident fully and accurately. Yield responsibility to the follow-up investigator.

Much of this list is very easy to get a handle on, however player characters have a distinct ability to forget some of the above, especially if they have police powers perk. Forgetting this procedure could cause the evidence or statements of the witnesses to become compromised, and therefore causing the case to fail if and when it comes to court. If the player characters are not police, or related to the police, chances are extremely high they will contaminate the scene. All of this results in the criminal getting off on a technicality, and returning to the streets.

The following sections describe what either a hero or a police officer should do when they investigate a homicide. This becomes important in two ways. The first is in campaigns where the players play the role of defenders of justice. To provide such justice, the player characters will have to know how to conduct themselves on things such as murder mysteries and the like. The second is campaigns where the players are vigilantes. In these campaigns, the player characters have the chance of being on both sides of investigations, either as investigators or suspects. As a game master in such a campaign, it is good to know the procedures used by the police in tracking down the suspect of a homicide.

REACHING THE SCENE

When the first officer reaches the scene, he should have three primary concerns. The first and foremost is the determination of the status of the victim. If the victim is alive, or has the possibility of being alive, the welfare of the victim should come first. If, however, the victim is obviously dead, the secondary concern of the officer should be pursuit and apprehension of the person committing the crime. Chances are, in at least a lot of cases, the person committing the crime has escaped. In these situations, the concern becomes securing of the crime scene and detaining witnesses.

SIGNS OF DEATH

To determine whether a victim is dead or alive, three things can be quickly and efficiently used, especially if time is of the essence. The first is the stoppage of breath. One should look for the motion of the lower rib and breast bone. If there is any motion there, the subject is breathing, and still alive. However, just this test is not sufficient. With a check of the target's pulse, it can be a deciding factor. If the target's pulse is nonexistent, along with no breathing, chances are good the target is dead. The last check is with the eye. If the pupils of the eye are not symmetrical, or if the eyelids are flabby, and the eyes stay open when forced, chances are the subject is dead. This also occurs when no reaction is gained by touching the eyeball or eyelid. All three mean the target is dead. An important note, however, is this determination is not official. Only a coroner or paramedic can truly make an official determination of death. Yet, these signs are provided for when an officer must make a quick decision.

INITIATING THE INVESTIGATION

The first officer on the scene has the responsibility of initiating the investigation. He has a number of tasks which he must perform to insure the integrity of the crime scene. He must attempt to determine the entire area of the crime scene. This includes paths of entry and exit, and areas which may contain evidence. At this point, he has to isolate the area and call for assistance. After isolating the area, the officer should try not to enter the area, or disturb anything found inside.

This is one of the hardest things for the officer to do. All unauthorized people should not enter the crime scene until the technicians arrive. This includes the lab people, the detective assigned to the case, and his supervisor. Other exceptions might include the doctor or medical examiner. A log containing the names, shield numbers, titles, commands and offices of the police officers, ambulance personnel, etc. needs to be collected. Seemingly boring tasks, but very important. The police officers should also not have their command center in the midst of the crime scene, as this may destroy evidence.



HANDLING WITNESSES

All witnesses at the scene when the officer arrives must be detained for the investigators. One of the witnesses may also be the perpetrator. Witnesses should be kept separate from one another, if at all possible. In any case, none of the witnesses should discuss among themselves the incident. This is to prevent the tainting of witnesses' statements. When the circumstance allows, the witnesses should be moved away from the crime scene, if not all the way outside of it. Until the on-site investigators talk to the witnesses, they should not be moved to the station house. All conversations should be noted by the first officer and told to the investigators as well.

Sometimes, a well-meaning person suggests a sedative for a distraught witness or family member. It is the officer's duty to prevent this until after the investigators have arrived and have given permission for such. After a sedative is taken, a person will be unable to respond to questions for at least several hours, if not until the next day. This could be critical if the sedated person turns out to be a suspect.

DETECTIVE WORK

This section starts the focus upon the work of the detective and his supervisor for a professional homicide investigation. It is a very exacting task. Not only is the detective and supervisor faced with a very serious crime, but it also can be fraught with complex possible motives, along with a staggering variety of physical evidence. Teamwork between the detective and his supervisor is critical for success in a homicide investigation. This is especially true when one realizes these two detectives coordinate all of the other detectives assigned to the case, all the regular officers guarding the crime scene, the lab technicians who are examining the area for physical evidence, and lastly the district attorney. The district attorney is somewhat obligated to make an appearance at a homicide investigation. It is his relations with the police officers at the scene which determine the success of any legal case resulting from the investigation.

INTERVIEWING THE FIRST OFFICER

The inquiry into a death starts with the protection of the crime scene. The detective must make sure nothing was removed from a crime scene, nor added to it since the arrival of the police. To do this, the detective talks to the first officer on the scene of a homicide. This preliminary interview can provide the detective with a timely appraisal of the situation, and an assessment of what transpired since the discovery of the victim. Keeping the first officer at the scene to answer questions is a good idea, especially if items are found which need further clarification by the officer who saw them first.

PHOTOGRAPHING AND SKETCHING

Photographing the crime scene upon arrival is a very valuable procedure. Detectives should carry cameras in their pockets and have them ready for use at any time. A photo taken right at the start is a priceless recording for showing the court and jury exactly how the scene appeared initially. Although the official police photographer takes many pictures of the homicide, which will be submitted as evidence

in the later prosecution, the preliminary picture usually proves quite valuable when trying to recall the initial crime scene.

Photography is important because it is a permanent record. As such, it provides visible evidence to recreate the original event. It also enables the detective to recall significant details and review particular aspects of the scene. The body and entire scene should be photographed and sketched. Everything must be taken pictures of, as it is impossible to determine just what will be important for the solution of the crime. All small items that are recognized as actual or potential evidence require close-up shots.

Chalk outlines and the like should not be drawn until a long shot and detailed picture have been taken. This is due to the technicalities which could be introduced into a trial, pointing out that the photo is inaccurate. Photos should be taken first, then chalk marks added later. As each photo is taken, an accurate record must be made of the time, location, detail being photographed, compass direction, focus distance, and identity of the photographer. After the photo is developed, this information should be placed on the back of the appropriate photo or recorded upon a separate form.

Photographs are required of a number of areas. The front entrance to the building and the entrance to the apartment or room in which the victim was discovered both need to be photographed. In addition, two full body views, one from each side need to be taken. Two more photographs are taken to relate the body location area to its general surroundings, each from diagonal directions, and opposite from each other. The possible entrance or escape routes should be photographed, and close-ups of any areas where force was used for these entrances or exits. A full scene photograph, and close-up photos of each and every specific piece of evidence found. The identification photographs, if any, of the victim must be acquired from the morgue, as well as any plastic bags or sheeting when they seem to be the cause of death.

The crime scene sketch is also important. Unlike a photograph, a crime scene sketch allows for measurement and distance factors not readily apparent in a photo. It doesn't have to be pretty, just accurate. The best crime scene sketches are just simple line drawings indicating the position of the body in relation to fixed and/or significant objects. The positions of doors, windows, and staircases should be shown on the drawing, as should the position of furniture, weapons, stains, blood, and any other significant trace evidence. Each item should be assigned a number, and a reference made in the investigator's notebook. Later, the sketch can be neatened up for court presentation.

COLLECTION OF EVIDENCE

The proper collection and documentation of physical or trace evidence from the crime scene is extremely important to the criminal investigation and court case. Each item found should be described exactly, with the corresponding case numbers affixed to the evidence, with a time and date stamp. Each item should be packaged in a separate, lean, and proper size container to prevent damage to the evidence, or contamination. Every package should then be sealed to retain the evidence and to prevent unauthorized handling. All evidence should be marked with original loca-



tion and position in the crime scene, and placed on the crime scene sketch as mentioned above. It should also be marked as to who found the evidence, and where the evidence is to be delivered, such as the police laboratory, Federal Bureau of Investigation, or other such agency.

SUPERVISOR DUTIES

When the detective supervisor arrives on the scene, he has a number of duties he must perform. First, he must remove the suspect and witnesses to the station house, if it has not already been done so by the detective in charge of the case. Witnesses, however, should be briefly talked to before sending them to the station house. Next, he must make sure a detective is assigned to the case, is there, and is investigating. He also needs to double check the protection of the crime scene.

The supervisor should then talk to the first officer, again to evaluate the situation. Then, the supervisor must discover what alarms have been transmitted, if any have been, and the exact information contained therein. If this information is verified, and new information arrives, he must go through this procedure again.

If a suitable communications center or command post has not been created by the officers on the scene, the supervisor must take steps to arrange one. Once he does so, he must notify the station house and all essential personnel where the command post is headquartered. The list of essential personnel includes the hospital, the communications division, and any other agency who needs to be informed. At the command post, the supervisor should design assignment sheets to indicate who has what assignment in the investigation. He should designate an officer to keep a timetable of events, including arrivals and departures. When the scene is finally able to be released, the timetable gets turned over to the chief detective.

If the victim has been taken to the hospital, the supervisor must insure proper action is being taken regarding any dying declarations, clothing, evidence, and the like. It is advisable to assign an detective to contact the hospital and help in these actions.

The supervisor must provide for information distribution to all units involved with the investigation. Ideally, all detectives will be on top of the entire case, thereby relating to their own assigned functions much more intelligently. This contributes to the overall effort. In relation to this, many times too many officers respond to the crime. The detective supervisor should not hesitate to send these officers back to their posts if they cannot contribute something constructive to the investigation.

WRITING THE REPORT

After all of the above has been completed, and the suspect apprehended, the detective in charge of the investigation has the responsibility to write up the actual, complete police report on the crime. The information in the report must be accurate and complete, the language clear and concise, and the entire report should be as brief as possible yet still contain the necessary information. Reports vary in length. If the suspect is apprehended at the scene of the crime, the report tends to be much shorter than a multi-state manhunt. For these long situations, a report must be filed daily, keeping progress with the investigation.

In order to make these huge reports clear and provide unity, the report for each facet of an investigation should begin with a paragraph which sets for the date and time of the assignment, the pertinent information on the person who is filing the report, and the objective of the investigation. When the final report is collected, it should be arranged with the main portion of the investigation appearing first, followed by grouping of reports on the results of neighborhood canvassing, grouping of leads checked, and so on.

This flow of information should be a two-way communication so the investigator can better evaluate any information gained. The chief investigator should appoint a recorder so any assignment given out can be listed with the pertinent information about the investigator, thus avoiding duplication of effort. Such a procedure also enables the investigator to review what has been accomplished and planned for additional activities. Also, confusion is reduced when new investigators are added to a case.

Superhero Shopping List

Look for these heroic products at your favorite game, book, comic, or hobby shop.

The Hero System

The *HERO System* is the original and best universal role playing system. Extensively revised and improved, the HERO System is intended to be intuitive—that is, all the rules follow from a few simple guidelines. It is generic in that it can be used to play in any role playing setting.

HERO System Rulesbook™ \$20.00

(Included in *Champions* hardcover) The award-winning HERO System lets you role play any time, any place, any technology, and any power level.

HERO Bestiary™ \$18.00

Every creature, every genre—the HERO System strikes again—a host of animals, monsters, dinosaurs, and other beasts.

HERO System Almanac™ \$13.00

This book is jammed full of optional rules, new systems, campaigning notes, and advice on how to set up campaigns.

Adventurers Club™ (AC)

The magazine for Hero Gamers! The articles and columns are dedicated to expanding and improving the already fine line of Hero Games. \$4.00 per issue. Subscriptions are available for (U.S.) \$12.00 for four issues to the U.S. or Canada; \$20.00 for overseas subscriptions.

Genre/Campaign Books

Campaign books are designed to complement the *HERO System*. Each book deals with a specific genre and provides enough information for complete roleplaying in that genre.

Champions® \$26.00

(contains the HERO System rulesbook) Play your favorite comic book hero, or create your own! The character generation system lets you design your heroes the way you want them. The combat system is easy to learn and play. Also covered are skills, powers, disadvantages, weapons, and guidelines on campaigning.

Fantasy Hero™ \$20.00

This full-fledged 256 page campaign book shows you how to run a fantasy campaign using the HERO System.

Fantasy Hero Companion™ \$15.00

Fantasy Hero Companion II™ \$16.00

These products have everything you would want to make your *Fantasy Hero* campaigns even better.

Western Hero™ \$20.00

Western Hero is the definitive campaign book for adventures in the Wild West using the universal HERO System.

Ninja Hero™ \$17.00

Ninja Hero is the definitive martial arts source book for the HERO System and is equally useful for Heroic and Superheroic campaigns.

Cyber Hero™ \$20.00

Cyber Hero is HERO System campaign supplement for the near dark future. Includes a fully developed cyberpunk setting: timeline, scenarios, adventures seeds, package deals, special combat rules, equipment lists, etc.

Dark Champions™, Heroes of Vengeance \$20.00

The ultimate *Champions* campaign sourcebook for the twilight world of vigilante superheroes who walk the line between justice and vengeance!

Supplements for Champions

Champions GM Screen & Accessories™ \$12.00

Mind Games™ \$8.00

Classic Enemies™ \$13.00

Challenges for Champions™ \$9.00

The Zodiac Conspiracy™ \$11.00

Invasions: Target Earth™ \$8.00

Day of the Destroyer™ \$7.00

Invaders from Below™ \$10.00

Kingdom of Champions™ \$18.00

Champions in 3-D™ \$16.00

Demons Rule™ \$7.00

Alien Enemies™ \$12.00

Olympians™ \$9.00

Road Kill™ \$7.00

Classic Organizations™ \$18.00

European Enemies™ \$13.00

Champions Presents #1™ \$14.00

Champions of the North™ \$14.00

Normals Unbound™ \$13.00

Champions Universe™ \$18.00

High Tech Enemies™ \$13.00

Champions Presents #2™ \$15.00

VIPER™ \$20.00

Shadows of the City™ \$15.00

Allies™ \$13.00

Mutant File™ \$13.00

Creatures of the Night, Horror Enemies™ \$13.00

A sourcebook for supernatural foes in the *Champions Universe*. 40+ detailed villains with motivations, tactics, and horrific powers.

Justice Not Law™ \$15.00

A sourcebook for *Dark Champions* containing NPCs, organizations, and a wealth of other information to make the backdrop for any game. Includes a sample campaign city, new vigilantes, 36+ new villains and NPCs, and new criminal organizations.

Underworld Enemies™ \$13.00

More villains for your *Dark Champions* game! Includes extensive campaigning tips and adventure seeds. WARNING: This book deals with sensitive subject and is recommended for mature players only.

An Eye for an Eye™ \$14.00

From the author of *Dark Champions* comes an incredible sourcebook that will bring any campaign to a new level of excitement. Written for both players and Game Masters, *An Eye for an Eye* is jam packed with new rules, new weapons, and new organizations.

These fine products are sold at better retail outlets worldwide. Available at better game stores — or order from ICE, Inc. P.O. Box 1605 Charlottesville Va 22902, USA. Prices are subject to alteration without prior notice. VISA & MASTERCARD orders (and catalog requests) call (800) 325-0479. Va residents, Canadians and overseas customers call (804) 295-3917. Please make phone orders during business hours: 9am-5pm, Eastern Standard Time, Mon-Fri. Call or Write for a free catalog!

Murderers' Row™

Here they are!

In this Enemies Source Book you'll find the most ruthless collection of bloodletters ever assembled in one volume! The newest and nastiest villains have arrived, and they're waiting for...you! An invaluable source book for any aspiring hero for hire who's faced death at its bloodiest! This book has everything you'll need to challenge your heartiest hero to his limits:

- ✓ 38 killers in all!
- ✓ Vile groups that thrive on fear!
- ✓ A cult of crazed killers!
- ✓ Retired gangsters who now prey on other retirees!
- ✓ Killer Cab Drivers!
- ✓ Cyber-Ninjas!
- ✓ And a complete step-by-step to a murder investigation!

Villains at their vilest! Slashers and assassins: psychopathic acts of murderous mayhem are their stock and trade! The most fiendish foes you'll ever face await you with all their deadliest devices... Are you ready?



9 781558 062061



Playable with
DARK CHAMPIONS™
HEROES OF VENGEANCE

And all other **HERO SYSTEM™** Games

Made in U.S.A. #433
ISBN 1-55806-206-8 ICE1300

Produced and Distributed by **ICE, Inc**
P.O. Box 1605 Charlottesville, VA 22902 USA