

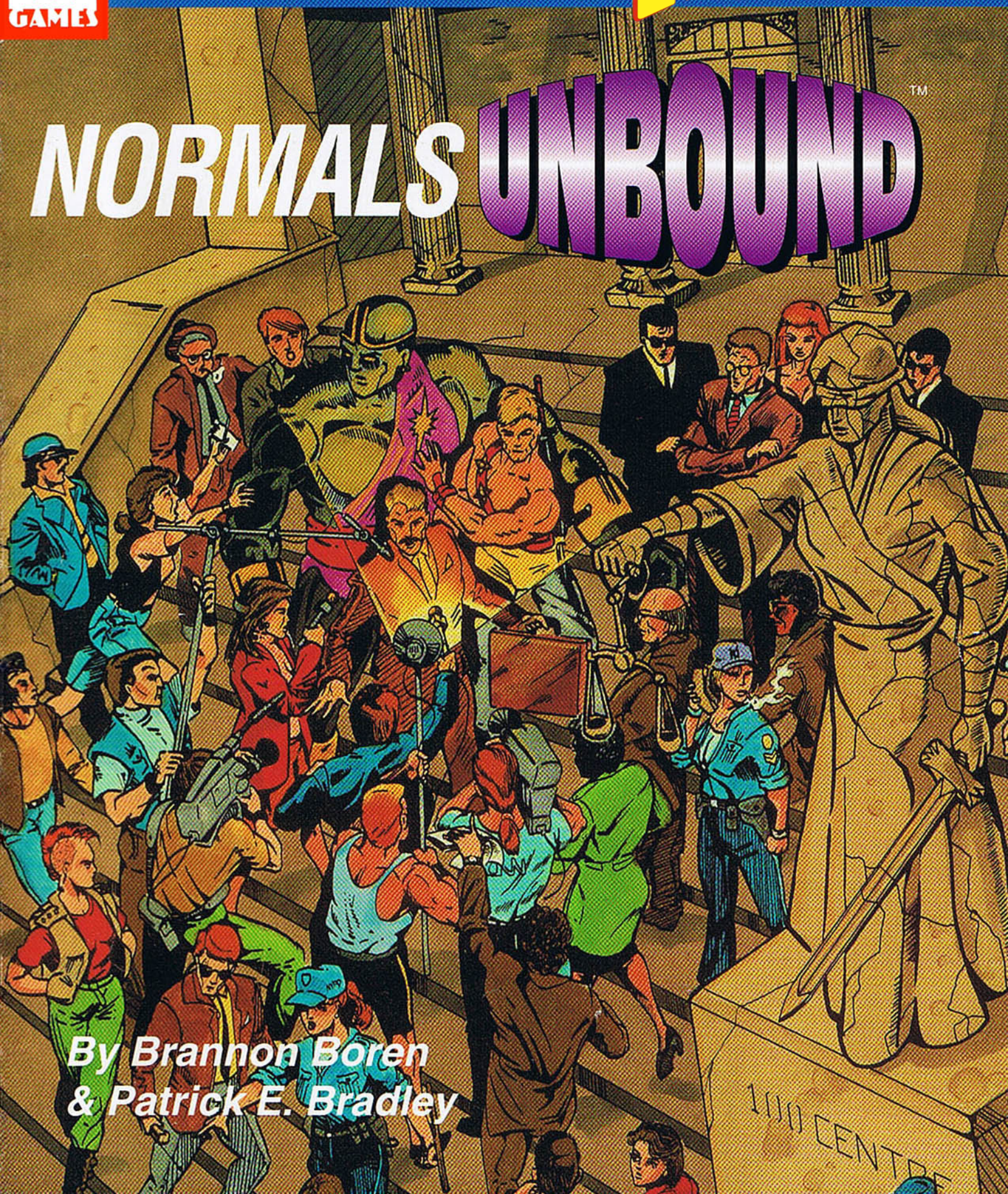


A Sourcebook for

**CHAMPIONS**  
THE SUPER ROLE-PLAYING GAME

#420

# NORMALS UNBOUND



By **Brannon Boren**  
& **Patrick E. Bradley**

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# NORMALS UNBOUND™

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## DEDICATION

Yesterday I attended the funeral of a great friend, a member of the very first superhero game that I ever played in. I was reunited with friends I hadn't seen in years. We cried together for the first time, and as we remembered, we laughed as hard as we ever did in the old days.

I would like to dedicate this book to my friend, SSgt Victor D. Marvick, one of the finest role-players that I have ever known. He was a founding member of the Mutant Knights of Genetic Chaos, a member of the Doom Patrol, my Advisor, Teacher, and Friend. The heroes that he created will continue to fight the good fight in his absence.

Brannon "Blackout" Boren — November 7, 1991

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## HOW TO USE THIS BOOK

This is a book of normals, in other words, the Enemies book for your secret ID. Between the covers of *Normals Unbound* you will find men, women, and children with powers and abilities to affect the life of a hero more profoundly than any destructive energy blast from Mechanon ever could. These are people who cannot be dealt with by simply slugging it out with them or blasting them with a neutron beam. The hero must use his head and his heart in meeting the challenges these normals present.

What kind of challenges you ask? Aren't normals just supposed to stand around, getting in the way of super battles waiting to be saved? If the answer you gave was yes, then take a good look at your NPCs.

The majority of the NPCs in any campaign are going to fall into the John Q. Public category. These are the people the heroes are saving, the very reason they chose to take up the cause of truth and justice. But that doesn't mean they're boring. NPCs, especially normals, are the salt and pepper in the bland stew of a campaign. They add the spice that's needed to bring it to life. This is just what this book is all about; salt and pepper. Oh yeah, and stew.



What about the challenges? Consider: the hero has fantastic powers that enable him to save the world from Terror Inc., but can he save his own failing marriage? He can keep Ripper in jail, but can he keep his kid brother out of a gang, or off of drugs? He can stop Black Diamond from robbing a bank but can he stop Ananias Topps from taking control of crime in the city? You see, a hero's life is not easy, but it does build character.

What we have tried to do in this book is show how to create interesting NPCs for your campaign and how to integrate them into your heroes' lives. In *Normals Unbound* you will find a wide variety of characters to fit most any style of campaign to add that spice to your storylines. We have attempted to create a microcosm of the real world, taking a slice from every area of the realm of superhero adventures. Many individual subculture "worlds" are represented: the cop world, criminal world, college world, rock and roll world, movie world, teenager world, martial world, and others. We tried to come up with a character to fit into any hero's adventures.

Some of the characters are more suited to superhero adventures, some to heroic level or low powered supers, some to mega-base dwelling world famous heroes, and some to vigilantes hunted by the police. Some of them are connected to specific supervillains, superheroes, or larger organizations which you can use or ignore. You'll find that many of the characters in this book are related in some way, allowing you to "chain-react" them into your game instead of having to come up with a new introductory scenario for each one. It also means that certain information from one NPC may affect how you understand another. We'll get into more specifics later, but first a few explanations.

## CONVENTIONS

As you read through some of the characters, you may notice some unfamiliar skills in the write ups, mostly with characters with martial arts. In every possible case we tried to use the martial arts packages presented in *Ninja Hero* along with many related skills. If you do not have it, and are fond of martial arts adventures, we highly recommend it. If you don't have it, don't worry, you won't need it to use the characters presented here. We have provided a brief explanation of these skills below. For a more in depth explanation see *Ninja Hero*.

### KS: ANALYZE STYLE

This skill lets a hero estimate an opponents fighting ability. The more the hero makes the roll by, the more information he gains. This can range from a general assessment of the martial artists' expertise (poor to master) to actually reveal-

ing relevant Physical Limitations and Vulnerabilities. If the enemy has the Style Disadvantage (see below) the hero gets a +2 to the roll, and if he has Lack of Weakness the hero is at -1 for every point the enemy has.

## STYLE DISADVANTAGE

The Style Disadvantage is a Distinctive Feature for martial arts packages. This allows any martial artist to make an INT roll to recognize the style of martial arts a character is using. It also gives an observer with KS: Analyze Style a +2 bonus to identify the particular style the hero practices.

## USING THE CHARACTERS

Now that we've gotten all the preliminaries out of the way, let's get down to the nitty gritty; what are you going to do with all these people? Here are just a few suggestions.

### DNPCs/FOLLOWERS/RIVALS

How many times have you had a player make up a character who has either a DNPC or a Rival and had no idea who they were? You can only stomach so many generic girlfriends or boyfriends before you start frothing at the mouth like the rabid GM you are. Many of the characters in this book could make excellent DNPCs. Good examples are Samuel Johnson (Quantum's DNPC brother) or Jennie Parker, who would make a great girlfriend DNPC. If a character needs a Rival, perhaps Clayton Cooper would fit the bill as a professional rival. If you need a romantic Rival, try Roger Evans. Followers anyone? How about Joan Armstrong as an aide-de-camp for an investigative hero? Many of the characters work well as good friends or family or even just people who like to hang around heroes. Be creative, your players will love you.

### ADVENTURE NPCS

Many times an NPC can spark an idea and become the center of a story or storyline. Each character has their own story to tell and many times this can involve the heroes.

Some good examples of story characters are Officers Patricia Garrett and Veronica Halstead. Their story may be going on for quite a while and could easily drag the PCs into it. Another character that would be a good center for several adventures would be Stephen Pierce as he seeks for a way out of his "obligation." After the NPCs story has been resolved, one way or another, the story NPC can become a recurring NPC.

### RECURRING NPCS/BACKGROUND NPCS

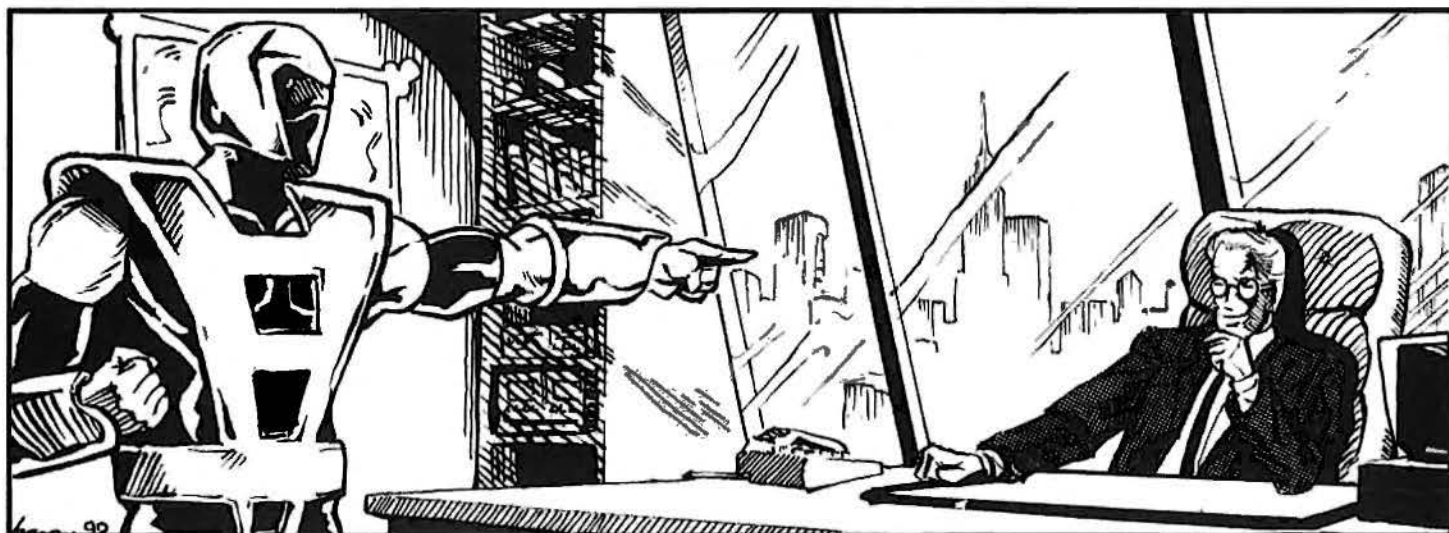
Recurring characters are the characters that the hero knows but are not necessarily DNPCs. These are the city editors, the police commissioner, and other incidental, but important, characters. Representative Shanna Armbruster, "Crystal" Claire Vossler, and Freddie "The Fink" Furchetti all make excellent recurring characters. These are also the type of characters that make great Contacts and Favors as they can get information or pull strings to help the heroes.

### ANTAGONISTS

That's a big word for bad guys. Good characters to use for antagonists include Ananias Topps, Mr. Rapentap, and Madame Jeantelle Lareau. While these characters have been specifically designed as villains, other characters could be antagonistic. Judge Joseph Simpson comes to mind as a character who is not necessarily a villain but can certainly make the heroes' life rough. Again, be creative. Your players will hate, er ... love you.

### SECRET IDENTITIES

What? Use normals as secret identities? Yes! Remember, superheroes are just regular people that extraordinary things have happened to. Well many of these characters, with a little work, could be great bases for superhero characters. For example, let's look at Stacey Summers. If her husband was murdered by VIPER instead of being killed saving people from an apartment fire we have a good heroic motivation, revenge. Add a few more points of martial arts, stats, a katana, pistol, and a costume and POW! We have Stacey Summers aka Nightblade; dark crusader of the night! Other characters that would make good secret identity would be Matt or Shanna Armbruster or perhaps Helena Amory.



## DIVISIONS

When we started putting this book together we found that the characters fell into certain groups according to their types. In each of these groups we have several characters of varying point levels to give you a wide selection for your favorite genre. Many of the characters that belong together are put together in the same division but not all. As an example, Matt and Shanna Armbruster are married but are in two separate sections. By reading the character write ups you should be able to determine who is connected with who fairly easily.

### ON THE STREET

These are the lowlife, the criminal element and the people who deal with them. These are the characters that street level heroes will be dealing with on a regular basis. They are the nitty and the gritty of street life. Here you will find drug dealers, hookers, gang members and informants, in short, the pulse of crime in the city. These people could also be used for espionage genres in a *Super Agents* campaign, perhaps altering them to work with classified secrets and microfilm instead of tips and drugs.

### IN THE NAME OF THE LAW

This is the flip side of the street. These are the people that create, administer and uphold the law. You'll find everyone from the not so average cop on the beat to the powerful Congressmen in Washington D.C. These people are the one's trying to make a difference in their own way, fighting for



what they believe is right. Street level heroes, and sometimes world class heroes, will have a lot of contact with these characters.

### IN THE SHADOWS

Beware, brave adventurer, for there are powers and creatures beyond the limited scope of mortal ken. If you do not believe in them, you will not see them, until it is too late. These are the characters that deal almost exclusively with the occult. If the heroes encounter a werewolf or unspeakable demon, these "people" can be easily involved. If you're running a *Mystic Masters* campaign, these characters could make good Contacts, DNPCs or even adversaries.

### ON CAMPUS

Oh through the hallowed halls of learning. Here we have the teachers and students of the campaign world, from elementary school to the college campus. These characters are perfect for DNPCs for almost any hero (some of them already are). Most of these characters are young, and as such may need some guidance or a good solid role model to help them through the troubled years of their early lives. These could be the friends and mentors for a group of teenaged superheroes or a teenage auxiliary for a *Super Agents* organization. Hey, it's better than trying to find a date for the prom.

### MY LIFE AS A HERO

Nobody does it alone. Even superheroes need an occasional helping hand in their war on crime. Well, here they are. Need a base built? Here's the architect. Need someone to fix your plane? Here's the mechanic. Need your head examined? Here's the psychologist. All of these people are proficient in their areas of expertise and could be used as consultants for heroic agencies or the targets of kidnapping by villains. Some of them could also be the basis for a heroic level, or even superheroic level, character.

### IN THE MEDIA SPOTLIGHT

Lights! Camera! Action!

Heroes can be high profile media subjects, ranking among celebrities and politicians. Moving in these circles could easily bring them into contact with many of the characters in this category. From aspiring actresses to TV station owners, from rock stars to Hollywood producers, you'll find a wide range of media personalities to plague the heroes' lives. Most of these characters will be instrumental to the way the heroes are perceived by the public. They could also be instrumental to the way that villains or evil agencies are perceived by the public.

### THANKS FOR YOUR SUPPORT

This hodgepodge of characters are well suited as supporting characters for your campaign; characters that aren't necessarily involved with the heroes all of the time. These characters could be used as DNPCs, Contacts, Followers, or as prominent story characters. Characters range from the C.E.O of a high tech company, to a rather unique truck driver. Each one has their own view of your campaign world and your heroes and should put a spin on your adventures.

Well that's gives you an idea of what's inside this book and some suggestions of how to use it. We'll get on to the cast in just a bit, but first a word on the care and upkeep of your NPC's.

## DESIGN & DEVELOPMENT

The types of NPCs that you'll want to create for your game will vary greatly depending on the type of game you run. Street level martial artists and Star-spanning galactic defenders have different tastes in friends and different requirements in NPCs. For our sinister purposes we've tried to quantify the different categories of NPCs in the world. What we came up with were Story NPCs (which we've divided into Supporting Characters and Walk-Ons) and Dependent NPCs.

As interesting as an NPC might be to you, your goal is to interest the players. Therefore it is important to consider what role the NPC can play in relation to the Player Characters. One major consideration is whether the NPC is designed for the character's secret or heroic identity. Don't shortchange the character's secret ID! Beautiful-Lady-Scientists and Ultra-Macho SAT Commanders are nothing to turn your cape on, but there is also fun to be had in trying to explain to your sweetheart why you missed your anniversary dinner. How about trying to get the jump on the sleazy co-worker in your firm who's using your excessive absence to turn the boss against you. You could plan a whole evening's run around the PC's secret ID and never even sight a supervillain.

When creating an NPC, try to keep in mind a few things. An NPC's personality should compliment the PC's, not parrot it, unless you're specifically trying to show the hero some fault in himself. Work on finding out what your player's goals are and try to fulfill them through your NPCs. If you have a "world builder" in your game, an apprentice who wants to help him build his vision could be a good choice. For a romantic player provide a good relationship potential, fraught with problems of availability, consequences, conflicting goals and other soap opera standards. NPCs are your most important tool for developing the hero's personality, don't ignore them or relegate them to being only plot devices. NPCs can BE plots.

NPCs can be used to inspire a hero to action (the classic helpless victim), show him a side of something he hadn't seen before (the companion who sees things more clearly because he's not looking through a mask), make the hero take a good look at himself ("There but for the grace of God go I."), or for plain old comic relief (the possibilities for humor in comic books are limitless; only a real hero can laugh at himself). However you decide to go, the most important thing is to get the NPC involved in the plot and make the players want to interact with him.

In this pursuit, conflict is the key. Even the character's best friends would be boring if all they ever did was agree with him. NPCs should give the heroes a new slant on their world. For example, if the hero wanted to go downtown and start teaching the gangs a lesson, an NPC with a gang background might try to convince the hero that the youths are only a symptom of bigger problems in the city. Perhaps he could do more good by helping them get out of the social-traps that

breed crime. Of course then the GM would need to throw in a ruthless gangleader who sees the hero's reform efforts as a threat to his power or a crime boss who doesn't want his cheap criminal labor pool dried up. After all this is a comic book genre. There needs to be an identifiable bad guy in there somewhere for the PC to vent his heroic angst on.

### THE DNPC: "I NEED FIFTEEN POINTS!"

Let's say you have a new player in your game who's new hero, the Midnight Stalker, has an unnamed Normal DNPC on 11 or less, who does not have useful noncombat skills or positions. Hey, this guy thinks he just got 15 points out of the ether. No way, Jose.

When you start from scratch on a DNPC, there are several things that can give you guidelines right from the start. What the player has given you to work with, the frequency roll for the NPC to be involved in an adventure, the competency level of the NPC, and whether the NPC is supposed to have a useful position or useful skills. Remember when designing DNPCs, as opposed to Story NPCs, that Dependent NPCs are supposed to be dependent on the Hero. Someone the hero thinks he needs to look out for.

The easiest way to come up with an idea, is to steal it from the player! This has the dual advantage of saving you work and giving the player the type of DNPC that he really wanted. (Of course some restraint from the GM is required.) Midnight Stalker cannot have the head of PRIMUS as his brother, he has what you might call a "useful noncombat position." In our example case, the player hasn't thought much about who his DNPC might be, he only knows that he needs 15 points or he'll have to lose the force field belt. As far as ideas go, he's worthless to you, move on.

Look at the chance for the NPC to appear in a scenario. If the roll is 14 or less, you're going to have to concentrate on people who have good reasons to hang around superheroes *All the Time!* Anyone with a 14 or less DNPC should have a constant thorn in his side. It is almost impossible to properly annoy the hero with a 14 or less DNPC, unless the DNPC is involved with his normal persona, and his superheroic alterego. Important safety tip: This doesn't mean that he knows that they are the same person. A good choice could be the hero's ancient manservant, heroic little sidekick wannabe or a journalist who's writing the hero's memoirs.

For the Midnight Stalker, we have an 11 or less roll, which means roughly every other adventure, so the options are pretty open. A girlfriend would be OK, if the player didn't mind his PC being removed from the "romantic politics" of the game. This would work for an 11 or less, so we'll go with it.

This DNPC doesn't have any useful noncombat skills, but that doesn't preclude an interesting profession, or even a high skill roll. The Midnight Stalker's secret identity is mild



mannered accountant Buddy Martin, so we'll say his girlfriend is a secretary in the office where he works. "His girlfriend is a secretary in the office where he works."

Now, Nell the generic girlfriend is boring. She needs some hooks to perk her up. What about the reason she gets involved in the Hero's adventures? Remember, a DNPC has to get into trouble or they're not worth any points. How about this? Due to a tragic (probably supervillain related) accident, Nell is raising her nephew, Freddie. Freddie is the Midnight Stalker's biggest fan, so Nell was trying to meet him to get his autograph. When she did, she fell in love at first sight. Now she spends her nights dreaming of her new love, and her days brushing off that nerdy Buddy Whatsisname. Ooh, this is getting good. With a bit more work Nell would acquire enough detail to interest the player every other game.

## STORY NPCS

Now let's talk about Story NPCs. These are the folks who will make up the rest of the world apart from DNPCs. Creating Story NPCs is a little different from creating DNPCs. A Story NPC is a character that you create to interact with the PCs or to fill a role in a plot, but who is not necessarily directly connected to any of the heroes, or in fact, even on their side of the law. Scum are Story NPCs too, even thugs, (who are Walk-Ons incidentally). Technically, supervillains fall into this class as well, but there are Enemies books to deal with them. You may find that your game becomes richer if you concentrate on building a criminal personality first, and add powers on top, instead of just putting together effective powers and then trying to come up with a decent reason for the guy to hate the heroes. We found that most NPCs can be dropped into one of the following categories.

### The Supporting Character

Supporting Characters are the ones you expect the hero to see time and time again, to develop friendships with or hostility toward. They could be a girlfriend or boyfriend, the hero's boss at work, a best friend, a rival in the office, or a sidekick. These NPCs need to be firmly established, so the player can get a handle on how this person will react to a given situation. A good way to start is for the NPC have one or two overshadowing traits that act as a base for the rest of the character. I cannot stress the importance of good personality "hooks" enough. When a player is conversing with the GM, he shouldn't have to ask who he's talking to, he ought to be able to tell from the responses, the accent, the

way the GM is twisting a lock of hair or snapping his fingers constantly. This is important for both types of NPCs. This simple technique can turn a normal game into a gripping drama or a riotous comedy. Great honesty, caring for others, cynicism, curiosity, vanity, social ineptitude, passion for his profession, all of these are good hooks for an NPC and there are lots of examples in this book.

### The Walk-on

The Supporting Character is by far the most important non-villain NPC in your world, but the whole universe can't be as developed as the supporting characters. No GM has that much time. But then again the world can't be composed of blank panels. Stories are boring without Walk-On NPCs to color the background. It only takes a second to slip a quirk into a passing NPC, and the results can turn a dry descriptive sentence into ten minutes of great role-playing.

Instead of just saying that the hero took a cab to the scene, have him get in the cab and find that his driver is an out of work opera performer named Lorenzo, driving a cab to support himself. Of course he's gotta keep his voice in shape ... all the way across town. Did I mention that the selections are from a new opera that he just wrote about the life of Elvis? "Figaro ... Baby."

A particularly good Walk-On NPC can even graduate to a Regular Background Character, sort of a recurring walk-on. Like the same security officer on the bridge or the same cops in the station every episode. You may not really get to know them, but their continued presence gives a sense of continuity to the world. Lorenzo the Cabbie may not be central to your plot, but imagine the hero's reaction when, in a later game, he needs to follow the bad guys in an inconspicuous manner, pronto. He quickly hails down a passing cab and ... "Figaro ... Baby." "Oh, No!"

Remember, the real world is much stranger than anything you might dream up for your game.

## NPC POWER LEVEL

This section is actually about "relative" power level. In this book we've divided NPCs according to the standard *Hero System* divisions of power: incompetent, normal, skilled, competent and slightly less powerful than the PCs. Now if you take a moment to check the *Hero Rulesbook*, you'll find that Dependent NPCs are not graded on such an accurate scale. In fact, anything from "normal" on up is the same disadvantage, at least until you enter the realm of "slightly





less powerful." In your game, you'll have to play with the numbers a bit and make some judgements about what exactly "slightly less powerful" is in your game.

What this means is that your "normal" DNPC, (+5 points), could be built with 25, 50 or 100 points and still fall into the broad range of "normal" to "slightly less powerful." In the end it depends on where the GM puts the SLP breakpoint. In some heroic or low level street superhero games, Rex the bartender could hold his own with the PCs and qualify as SLP, but your basic world-spanning megaheroes would consider him "normal," even though he costs 100 points.

If you add up the numbers you might find that a couple of the "incompetent" NPCs in thisbook are builtwith a few more than 0 points, and a few of the "competent" NPCs only use 80 points instead of their full 100. This discrepancy is a matter of judgement on the writer's part. An old lady with a few points in Perks is still effectively incompetent for combat purposes, although she might be considered to have useful noncombat skills, (-5 points). The idea is to use the points as a guide but not an absolute. Use your own judgement.

## KEEPING THE NEILSONS HAPPY

As your game goes on, you might find the players becoming bored with the same NPCs every week. You can partly alleviate this with a fresh supply of new faces, but the players will also want to have their old familiars around, (and you thought kids were hard to please?). One good way to stave off the NPC blahs, is to ground the NPC firmly in your campaign's reality. If something traumatic happens to the heroes, the NPC should react accordingly. If she is kidnapped by a villain or trapped in a base that almost blows up, the hero might find that his girlfriend's attitude toward him has changed. Being a superhero's mate can be stressful too.

Keep thinking for the NPC. Is she going to stay mad for a long time, perhaps leave the base or break off a relationship with her hero out of concern that she might again be used as a pawn? Will she decide to get some martial arts training to better protect herself or will she buy a gun or maybe seek out a way to get superpowers of her own? This could lead to some good adventures, as the hero seeks to stop her from endangering herself. Remember, he's getting points for her, so she's got to be a burden sometimes.

Mundane things can also cause a change. If a DNPC student finally graduates from college and, say, joins the

police force or gets a job as a reporter for Super-Hype magazine, the hero might find the points getting less worth the trouble. An NPC losing his job can cause some friction, especially if it was caused by taking time off to help the hero. A fight between an NPC and a hero can be interesting, with the NPC telling the hero to take off, but the hero knowing that something might happen to her if he leaves.

What if your DNPC girlfriend meets someone else? Is she still your DNPC? What if that someone else is another hero, or worse, a villain? Don't be afraid to make adjustments to your NPCs. In the course of a campaign the heroes will develop, and so should the people around them.

There are a lot of good ways of perking up your game as you go along. Many of them involve drastic changes to an NPC's attitude, but some don't. Changing an NPC's relationship with the heroes can be very subtle. The team's pilot NPC has always been married, but now he gets divorced or widowed. Although his relationship with the heroes is not directly affected, he has now become a potential romantic interest. Subtle, but definitely a change.

It's important to realize that every NPC isn't going to fit into every game session. In fact some NPCs are much better if used sparingly. The heroine may not mind her boyfriend showing up constantly, (he is on a 14 or less after all), but someone like Jimmy Dugan, the insufferable reporter, would get tiring instead of amusing were he to show up every game. Figure out which NPCs your players really like and give them what they want, but not too much of it.

For good NPC relationship development, I can't recommend "Blue Booking" strongly enough. For those of you unfortunate enough not to have read Aaron Allston's *Strike Force* supplement, go out and buy it, we'll wait right here ...

Ah, now look in the section on campaigning, and you'll see that blue booking is the practice of using a composition book or spiral pad instead of little scraps of paper to send your "paranoia notes" to the GM. You can carry on conversations this way with greater freedom, (especially when the GM is playing someone of the opposite gender from him/herself), and on top of that you have a permanent record of what the heck you were doing six sessions ago. You can use them to keep notes on things that happen, to jot down your character's thoughts about something, or to let the GM know what you'll be doing between adventures.

Now without further delay, lets meet the cast.

## ON THE STREET

Welcome to the streets of the city. Wet concrete, flickering neon, gunshots too close for comfort and sirens too far in the distance. The city is a living thing with parasites that call themselves citizens. Some of them live in harmony with their host, others carelessly destroy it, and a few are intent on the elusive dream of finally controlling the beast. In this section we've included both good guys and bad girls, crusaders and defilers, but all of them play out their dramas on the seedier side of the tracks. These are the people that Streetwise skill was created for.

### TANDY WEST

(Incompetent Normal, Topp's Girl)

8 STR	10 DEX	8 CON	7 BODY	8 INT
5 EGO	8 PRE	24 COM	2 PD	2 ED
2 SPD	4 REC	16 END	15 STUN	

**Powers/Skills:** Seduction 15-; High (Criminal) Society 12-; KS: Influential Criminal Men 12-; AK: Ritzzy Shopping Malls 12-

**-20 +Disadvantages:** Vulnerability: 2 x effect from PRE attacks by powerful/handsome men; Attracted to powerful/dangerous men; Low self esteem; Cocaine addiction; Distinctive Feature (Voluptuous Blonde Bimbo); Watched by Ananias Topps, 11-; 2d6 Unluck

**OCV:** 3; **DCV:** 3; **ECV:** 2; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	-17	+ 22	= 5	= 25	+ -20

**Background:** Tandy West was raised in the city with her seven brothers and sisters. She was always part of a crowd, never getting much in the way of recognition or special treatment from her peers. But one junior high summer, the magic of biology went to work and all that changed. Tandy went back to school with a figure that the boys went crazy for. A lot of boys wanted her, but Tandy's destiny found her before any of her prospective charmers could sweep her away. Ananias Topps.

Topps was a Senior, but he allowed her to date him anyhow, as long as she kept him from getting bored. Everyone knew that Topps was a dangerous guy to cross. It was even rumored that he was responsible for Johnny's motorcycle "accident." Johnny's gang had tried to cut in on Topp's drug sales at school and had paid the price. As she got to know him better, Tandy had no doubt that Ananias was fully

capable of that, and more. But instead of being repulsed by it, Tandy found that it excited her to be with a man who could, at any moment, kill another person. Someone who had crossed that invisible line that makes one man a hunter and everyone else his prey.

Tandy found herself in a whirlwind of illicit activity. When her father found a vial of cocaine in her room he lost all restraint and threw her out. He regretted his rash decision almost immediately, but his daughter never came back to hear his apology. Topps gave Tandy a new home and she remained determined to please him. Tandy had never had anyone tell her that she was something special, but Topps did. She found a sense of exhilaration in doing things for him, especially risky things, like seducing the Dean (so Ananias could blackmail the man into changing his grades), or "entertaining" the powerful men that Topps wanted to impress. Tandy became adept at pleasing powerful and demanding men and when Topps graduated he brought her with him into the larger circle of organized crime.

**Personality/Motivation:** The sounds of the party downstairs filtered up through the bedroom floor as a muffled drone. Rocco didn't know why she'd told him to come upstairs for a conference with his boss. "Stop playing games, Tandy. Where's Ananias? You said he wanted to see me."

"I fibbed," she said giggling, slowly extending her leg through the long slit in her dress and pushing the bedroom door closed with her stockinged foot. "Ananias didn't want to see you." She stepped toward him and snaked her arms around his neck. She had to stand on her tiptoes to press her lips close to those of her boss' assistant, "I did." She kissed him, one of her best kisses, the extra-long one. "I know which way the wind's blowing, Honey. I wanna be on the winning side."

Rocco was initially paranoid but Tandy recognized the signs of resistance. She pulled her dress aside just enough to compensate for his fear, and saw the gleam that she was looking for in the huge man's eyes.

"You're a smart kid, Tandy. You'll go a long way in this business. I've got a scam going with Taccelli that will put Rocco on the top, and Topps on the bottom. The next boss of Ananias Topps' empire is going to reward you for your foresight." He took off his jacket and began to unbuckle his shoulder holster, but stopped, looking just a bit unsure. "Where's Topps?"

"Don't worry. Do you think I'd try something like this if I didn't know exactly where he was?"

"Yeah," he said tossing his gun aside, "He'd kill you too wouldn't he?"

A voice from behind froze Rocco's blood, "Yes," Topps said smoothly, "I would, if she wasn't acting on my orders." Topps stood in the doorway, flanked by his armed henchmen, Mr. Right and Mr. Left.

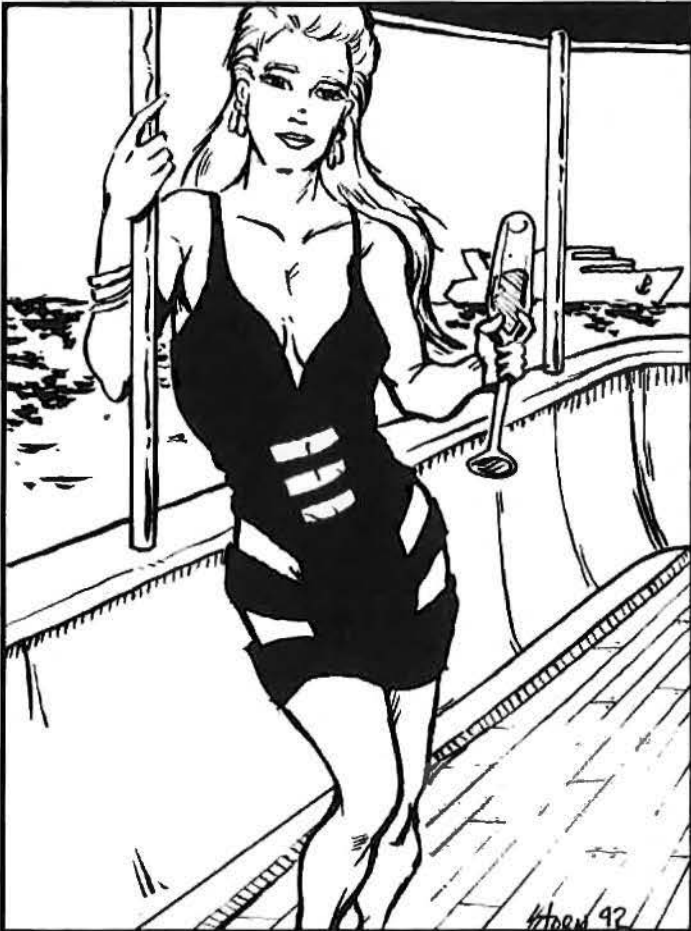
"Ananias, I was ... uh ..." Rocco stammered, trying to come up with a life-saving phrase.

"Mr. Left, escort Ms. West back to the party."

Tandy picked up her purse and took a long last look at Rocco's finely muscled body. She wouldn't be seeing him again. As she walked down the hall toward the stairs, her arm around Mr Left's, she listened intently. Pop-Pop. Two silenced shots. Tandy checked her lipstick, and wished that Ananias could have waited just a little longer ...

Tandy is a stunningly beautiful girl who finds the dangerous underworld of criminal wealth and power irresistibly exciting. The men who wield the power of life and death over others give her a thrill she can't find anywhere else. No drug can match the powerful rush she gets from seducing a man while her boss watches from the next room, preparing to deliver a fatal climax to her partner. She has become jaded to the "facts of life," of cold-blooded murder, drugs as candy, and her body being just another toy in the games of power played by the men in her life.

Her conscience hasn't bothered her recently, so she thinks that she's got it licked, but it might still be in there somewhere, waiting for a hero to appeal to it. She would never plan to cross Topps on her own, but a man of sufficient charisma might be able to turn her on him. The main thing that keeps her in her present situation, is her low opinion of herself. Without her role in the criminal world, Tandy thinks she'd be just another floozy, probably turning tricks for Topps or someone like him.



Tandy has a rather expensive cocaine habit, which keeps her on a short tether to her boyfriend/boss. It bothers her that Topps sleeps around with "his girls," but she isn't stupid enough to say anything about it, and pretends not to notice. She has had several affairs behind Topps' back, including one with a notorious assassin.

**Quote:** While slinking up against the hero: "You can't deny that you're attracted to me. After all, you're wearing a skintight costume."

**Powers/Tactics:** Tandy has a sultry attitude that could tempt a virtuous man to rethink his views, or possibly a hero to break the "unwritten code." She knows what to do to make a man want her, and how to let him take her. Her knowledge about Topps' operations is more extensive than he'd like to think, but she isn't suicidal enough to think about revealing it.

It should be noted that her High Society skill isn't for dealing with Royalty or Congressional fund-raisers, but instead, with the etiquette of the Criminal Empires that she lives with. When its appropriate for weapons to be carried and when its considered insulting, when to take a powder and leave the men to "business," and how to discreetly evaluate the quality of drugs.

**Appearance:** If an angel could be persuaded to wear a dress this revealing, she might start to resemble the package of feminine desirability that is Tandy West. Her form is a work of art, with each small portion carefully sculpted to compliment every other. Her platinum blonde hair frames her perfect face and full lips, drawing your attention to follow as it spills down over her shoulders and ... onward. Tandy is always dressed to keep Ananias' image of perfection intact. She shops in the ritzy stores downtown and wears a variety of designer labels and fancy jewelry, given to her by Topps. She normally carries a small pocketbook, which might hide a gun on an occasion that Ananias thinks might call for one.

**Campaign Use:** Tandy can be presented as a vixen tool of Ananias Topps, or as a tragic character driven to ruin by her desires. In any case, she should be more than a simple "moll." Although she is associated with Ananias Topps, Tandy is not a prostitute, at least not in the pure sense of the word. There might be some things that she wouldn't do if Topps told her to, but sleeping with a guy she doesn't like isn't one of them. As an interesting plot, Ananias could plan to use Tandy to seduce a hero to ruin. If you wanted to get even deeper, she might actually find the unattainable hero infinitely more alluring than her normal fare and offer to turn over a new leaf if the hero will only ...

Tandy was thrown out of her parent's house while in high school and hasn't had contact with her family during the years since. Her brothers and sisters would not have any idea what had become of her. Perhaps Tandy is the sister of one of the heroes; this could put the hero in an awkward position as he realizes with shock that the bombshell hanging on Topps' arm is actually his long lost sibling. Under those circumstances she could even be a DNPC, as the hero would feel obliged to look out for her (not an easy task).

## MADAME JEANTELE LAREAU

(Competent Normal, Drug Czaress)

10 STR    14 DEX    13 CON    10 BODY    18 INT  
18 EGO    20 PRE    20 COM    3 PD    3 ED  
3 SPD    5 REC    26 END    22 STUN

**Powers/Skills:** KS: The Drug Trade 13-; KS: Pharmaceuticals 13-; KS: Illegal Drugs 13-; Pharmacology 13-; PS: Drug Chemist 13-; Seduction 13-; Streetwise 13-; High Society 13-; Inventor 13-; KS: Financial Management 13-; Fluent English w/ Accent (French is Native); Scholar

**Perks:** Money: Well Off

**50 +Disadvantages:** Brutal Criminal Mind; Would rather die than be poor again; Vengeful to those who oppose or spurn her; Protective of her child; Distinctive Feature (Stunning, Jewel-laden Vixen in an \$18,000 dress); Reputation (Deadly to cross), 11-; DNPC: Jean Michael Lareau (infant son), 8-; Watched by Ananias Topps, 11-; Watched by the FBI, 8-

**OCV:** 5; **DCV:** 5; **ECV:** 6; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	68	+	32	=	100
				=	50
				+	50

**Background:** Jeantelle Lareau grew up on the outskirts of Paris, the daughter of a poor farmer. All she knew through her early life was poverty and misery. She hated it, and vowed to spit in the eye of the fate that had decided to make her live in wretched poverty! Somehow, by any means, she would become rich! In her teens, she moved to Paris proper where she discovered she had one very big asset in her favor. Men liked her. At first she used this asset in limited ways, surviving on the money she made as a prostitute. Years later, she was found by the president of a French research firm who fancied her company. Jeantelle didn't mind it one bit, seeing as he paid her in one month what she usually made in one year. Over the next few months, she became increasingly fascinated by the wealth and power that her benefactor wielded and wanted her share. She studied the man's "business" dealings, and discovered that he was actually a key figure in the European drug trade, making his fortune as a front man for drug manufacturing operations all over France.

Jeantelle demanded that he make her a part of his empire. She wanted to become part of the criminal world that had brought him so much wealth and power. Mistaking her desire for a foolish whim, he agreed, but he was soon surprised. During this time, Jeantelle discovered that she had a special aptitude for chemistry, especially for drugs. She made breakthroughs in synthetic drugs that increased the group's profits dramatically. Her successes brought her into a position of



importance and afforded her great wealth, but her desires were not yet satisfied. With barely a thought, she eliminated her lover and took control of his business with a swift and deadly hand. Since that time her operations have expanded, making her a major figure in the manufacturing of illegal chemicals. Through her corporation, Lareau Pharmaceuticals, she researches even cheaper and more captivating products for her eager customers.

In the last decade, the European drug market has become pale in comparison to the specter that grips America in its addictive clutches. This very lucrative market has lured several criminal organizations to turn a hungry eye to the potential clientele waiting for them in the United States. Madame Lareau has finally decided to relocate her endeavors to this new market, where the laws of the land protect her from "harassment" by the police, making it easier to distribute her wares without interference from the government.

But even she is not completely independent, she needs support from the established criminal elements if her endeavor is to thrive without interference. The Mob has given her Ananias Topps, a local criminal figure who has been put in charge of distributing her wares and making sure that his organization gets its portion of the profits. This international move is bold, but nothing compared to how far she came in the years before.

**Personality/Motivation:** Madame Lareau is a vicious and seductive woman who schemes to achieve her criminal and political ambitions without any regard for the lives of the people she is addicting to her poisonous wares. She wishes to totally conquer her enemies, psychologically as well as physically. She has slept with more than one rival before informing him that he would never have another woman because he would, thereafter, be dead. She never mentions her childhood, seeing it as a blemish on her life, a barrier to the power that she knew was fated to be hers.

Her emotions are a black void, caring for no person more than for herself, and the power she seeks. Her only weakness is for her infant son, Jean Michael Lareau, conceived during a liaison with a French superhero, before she ended his career permanently. But even her feelings for her child are oriented more toward saving him as a future tool (in case his father's powers are passed on), than motherly love.

Madame Lareau is a flagrant and dangerous woman who has climbed to wealth and criminal power over a pile of corpses. She enjoys the thrill of seeing a foe's spirit crushed, it is the only drug that she permits herself.

**Quote:** "They lie, steal, kill, to purchase my nectar. They chip away at their souls piece by piece, forming a void, an abyss that reaches to the core of their very being. A need that they must fulfil. A hunger that only I can satiate."

**Powers/Tactics:** With her resources in the criminal world, Madame Lareau is a formidable opponent. She might not be able to go toe-to-toe with a superhero, but you can bet that she has supervillain retainers on hand if she needs them, possibly addicted to (or created by) her latest illegal psychoactive drug. She is dependent on Ananias Topps to distribute her drugs to the masses, a situation she would prefer to correct. The Mob would, however, take a dim view of being cut out of the loop, and she is not yet prepared to deal with the full force of the American drug lords.

Her knowledge of the drug trade and its financial workings, is rivaled only by her genius at pharmacology. Madame Lareau deals only in the highest grade of synthetic, highly addictive drugs such as "Pixie," "Heaven," and her new "Black Glass," an indescribably effective pleasure inducing hallucinogen that literally leaves its victims "dying for more."

She has impressive, but not infinite finances, although you'd never guess it from her spending habits. She surrounds herself with luxuries, which she can afford because her income depends on the weakness of human nature (a reliable industry). She is exceptionally skilled at manipulating individuals, especially men. She keeps Jean Michael near her at all times but is careful not to reveal his existence to her associates.

**Appearance:** Madame Jeantelle Lareau is an incredibly gorgeous European woman with full lips and a distracting body. Her black hair is styled in the latest fashion, right along with her wardrobe. Her extensive collection of furs and exquisite jewelry make an impression wherever she is seen. She dresses like a countess, spends like an heiress and kills like a tigress. She appears to be in her late twenties, but is actually closer to forty.

**Campaign Use:** Along with Ananias Topps, Madame Lareau is designed to give your campaign a place that the heroes can focus their efforts to combat the drug and prostitution trade in their city. If your game has an international flavor, you can add some details about the father of Lareau's son, or even alter her background and decide that one of the PCs is the father. When using Lareau, remember that she is a woman who thrives on power. She will not place herself in a situation where she can be easily threatened. She will always have plenty of muscle on hand, as well as threats to stay the hero's hand. "One milligram of this undiluted 'Black Glass' powder could paralyze you with pleasure, resulting in certain death after your brief euphoria. What if I have one of my men drop a five kilogram brick in the reservoir? Not so brave now, Mon Cher? Perhaps you can convince me to be merciful?" She does not make idle threats.

## ANANIAS TOPPS

**(Competent Normal, Illegitimate Businessman)**

13 STR	13 DEX	13 CON	11 BODY	15 INT
13 EGO	18 PRE	16 COM	5 PD	3 ED
3 SPD	6 REC	26 END	25 STUN	

**Powers/Skills:** Streetwise 13-; Seduction 13-; Persuasion 13-; Bribery 13-; Interrogation 13-; Skill enhancer: Well connected; KS: Business 13-; AK: the city 13-; KS: Competitors 12-; PS: Pimp 13-; Lang: Spanish (Fluent); +1 Running (7" total)

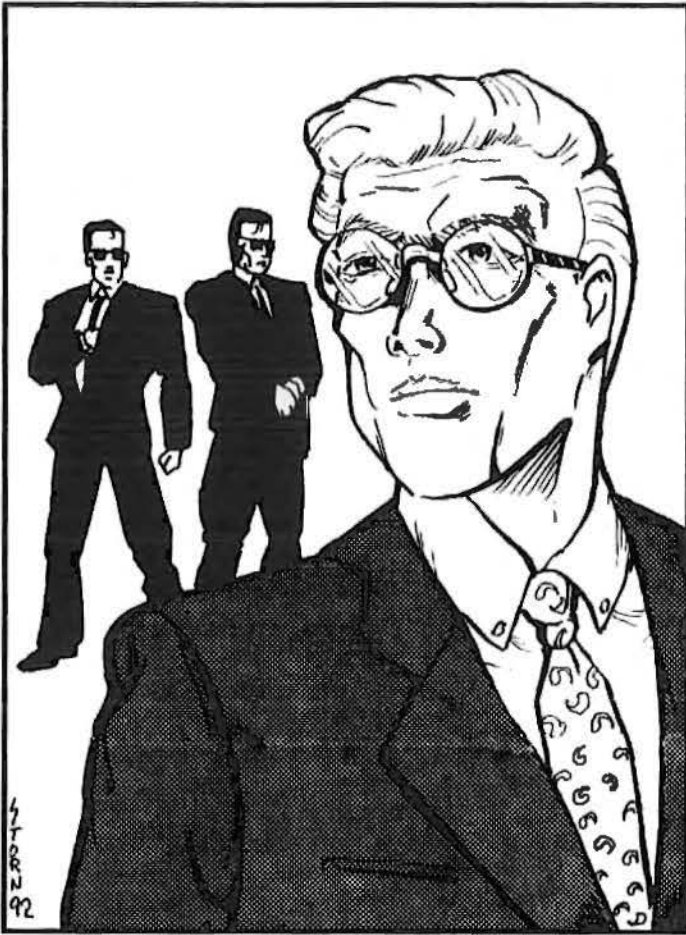
**Perks:** Well off; Contacts: "Freddie the Fink" Furghetti 11-, Vice Squad Detective 11-, Mob Boss 11-, Drug Pusher 11-, File Clerk in the D.A.'s office 11-

**50 +Disadvantages:** Ultra-cool professional; Greedy; Distinctive Features (Yuppie); Reputation (Mobster) 11-; Watched by Mob, 8-; Professional Rivalry (Madame Jeantelle Lareau)

**OCV: 4; DCV: 4; ECV: 4; Phases: 4, 8, 12**

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	51	+ 49	= 100	= 50	+ 50

**Background:** Of all the things in the world that Ananias Topps wanted, there was nothing he wanted more than money. It wasn't that he had grown up poor or deprived, far from it, his family was quite wealthy. However, they had taught their son that money and power were everything and nothing should stand in your way of getting it. After all, with money and power you can do anything. So, at the age of 21, Ananias had his parents killed for their insurance money and his inheritance. Throughout school, he blackmailed his teachers into giving him good grades, hired football players as bodyguards, sold drugs to other students, and even started a prostitution ring operating out of the sororities. Where ever there was a business opportunity, legal or not, Ananias was there getting his cut.



the best and most high class of all "escorts" in the city. On special occasions, he will even select their wardrobe and perfume, he insists on quality. He has applied everything he knows about business to each of his areas of interest. He is always the cool, professional businessman in all of his dealings. He loves all the perks his current job gives him, he even has a set of offices in the business district of the city, but that doesn't mean he isn't interested in moving up. He is currently working on his next promotion.

**Quote:** "My records show that you are late with your monthly payment. I'm afraid my assistants will have to extract the interest due."

**Powers/Tactics:** Ananias is well versed on most illegal operations and mob activities in the city. His keen business sense allows him to make the most out of any opportunity. Ananias can bribe all but the most honest of people and has several connections throughout the city that keep him well informed. He is never seen without his two bodyguards known only as Mr. Right and Mr. Left. (Use the Competent Normal from *Champions* pg. 134 but add +5 STR, +2 PRE, +3 PD, Weapon Fam/Firearms; Martial Arts: Dirty infighting, and a 9mm Browning HP.) They handle all of his dirty work so his hands won't get dirty. Ananias carries no weapons himself.

**Appearance:** Ananias Topps is a handsome man with sharp features. He is 5'9" tall and weighs 150 lbs with a lean, muscled body, kept in excellent physical condition. His icy white hair is moussed to perfection. His wardrobe is filled with the most expensive suits he can find, all perfectly tailored to fit. He sometimes wears round, wire-rimmed glasses and his eyes are blue.

**Campaign Use:** The best use for Ananias Topps is as a villain. He could be the mobster that is extorting money from a heroes friend who owns a small business, or perhaps he arranged for a DNPC to be roughed up for being late with a "loan" payment. He could also be the cause of a gang war as he attempts to take over rival territory. Ananias might also be the mastermind behind a new flood of drugs or weapons into the city. If a hero has a young female DNPC that is prone to getting into trouble, she might fall into Topp's clutches, forcing the hero to rush to save her from "a fate worse than death." The heroes could even meet him while in their secret IDs at a posh health club.

One of the things he is not, is a good source of information. Remember, he will never cross, or double cross the Mob. The heroes would have to come up with a very good reason for Topps to talk, and even then he would give out precious little.

Just as with many other students, because of his achievements, Ananias had a job waiting for him when he graduated. One with great benefits, travel, opportunities for advancement, executive perks, and a wide range of complimentary company services. So what if it was the Mob? The job was just too good to pass up.

Within a few years, Ananias had become one of the top men within the mob structure. He had his fingers into everything, drugs, weapons, prostitution (by far his favorite), numbers, protection, or anything that would turn a profit. And everything he had his fingers in turned a big, fat profit. He was making himself look very, very good to the boys in the boardroom.

**Personality/Motivation:** Ananias Topps is a ruthless, greedy, yuppie scum. If someone were to pay him enough money, he would run over his own mother, were she alive, with his BMW. Ananias can smell money or a money making opportunity, and he always comes out on top. He would never dare cross his employers, seeing this not as loyalty, but as a smart business practice. You can't make money when you're dead. He keeps tabs on all of his operations personally, especially his prostitution rackets. He "interviews" each girl himself and selects only the best, earning his girls the reputation as being

# SUGAR

(Incompetent Normal, Girl of the Streets)

8 STR	12 DEX	8 CON	8 BODY	10 INT
9 EGO	8 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	16 END	16 STUN	

**Skills:** Seduction 11-; Streetwise 11-; PS: Prostitute 12-;  
AK: Street 12-; WF: Pistols

**-20 +Disadvantages:** Cannot make own decisions;  
Easily falls in "love"; Distinctive Feature (Hooker)

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	-8	+ 13	= 5	= 25	+ -20

**Background:** When all you can remember of your 12 years of life is your mother's drinking and your father's hitting and hurting and both of them yelling and screaming, running away can seem like a very good idea. You hope that you can find someone to help you that won't hurt you, who can take you away from all your problems. And when you get off the bus, that's who you meet. You don't know how they picked you out of the crowd, but they did. They smile, a lot, and tell you how they can help you, take care of you, show you around. You try and ask a few questions. They give a few cloudy answers but mostly they just smile a lot. The next thing you know, you're riding in a nice car with two other girls about your age, maybe a little older, and you pull up in front of a run down hotel. The people outside scare you, but they tell you not to worry. They show you to your room and give you some clothes to wear and give you some dinner. The room is okay, and it is all yours, but when they leave, they lock the door and the windows are barred. Now you're really scared.

Later that night a man unlocks the door and comes into your room. He says that now it's time to pay back the favors he's given you. He wants you to do things that you don't want to. But when you tell him that, he hurts you and makes you do them anyway. This goes on for the next few nights until you learn that when you don't fight, he doesn't hurt you. He's even nice to you, calls you Sugar, because you're so sweet. The name sticks.

The next couple of years are a blur, but now you're out on the street with some of the other girls all making "dates." Most of the men are all the same, some are mean, but some are nice. You think you've met a few that will take you away from all this, but they never do. So you keep looking for your "Prince Charming." Maybe someday you'll find him. One of the men brings some white powder with him one night. He says it's "Sugar for my Sugar," and he laughs. First he snorts

some and then makes you do the same. It makes the night not seem too bad and you like the way it makes you feel. So now you've got a "sweet tooth" for more candy, and you'll take that as payment a lot of times. And now you're into Topps for a bundle.

Your name is Sugar. You're 16 years old, and you're a prostitute.

**Personality/Motivation:** Sugar is a helpless, emotional leech. She is constantly looking for her "prince" to come to take her away from all her problems, so much so that when any man shows her even a small amount of kindness she "falls in love" with him. She is completely unable to make any important decisions so she will depend on others, especially her prince-of-the-week, to make those decisions for her. This could place a hero in a very difficult position if he is nice to Sugar. She will latch on to him, and expect him to feel the same way towards her. When she does finally realize the truth, she often falls into a depression that's close to suicidal. She dopes herself up on cocaine at every opportunity to escape from the reality of her everyday life, and, if things become desperate, would sell her soul for just a few grams. Personally, Sugar is quiet and soft spoken always differing to whatever male she is with.





**Quote:** "Hi. Are you looking for a girlfriend?"

**Powers/Tactics:** Sugar is a professional prostitute who knows all the aspects of her job. Spending so much time on the street, she also is aware of things that are happening and is a good source of information. If she were ever caught out in the middle of a fight she would either run and hide in the darkest corner she could find or attach herself to any friendly male hero making a definite hazard to herself.

**Appearance:** Sugar is a sixteen year old girl who looks years older than she really is, but still has a very girlish look to her. She is around 5'6" tall and weighs 100 lbs. Her eyes are always bloodshot and she has a runny nose. She tends to dress in tight mini skirts, ridiculously high heels, and revealing tank tops.

**Campaign Use:** Sugar is a very tragic character as the heroes will discover when they meet her. A hero could meet her in a very classic way, perhaps saving her from being beat up by her pimp, but then find that he is now the object of Sugar's unshakable affection. This may even be cute for a short while, but after that it should become clear just how serious Sugar is. She will begin trying to find the hero and when she does find him she will hang on to him, try to be helpful, and expect to be taken along when the hero leaves. Of course when the hero spurns sugar's affection, whether he does it gently or not, she will fall into a deep, suicidal depression. This will put the hero in a difficult position. He will have to keep her from doing something stupid, like trying to kill herself, but then he will have saved her again and could run the risk of going through all of this again. He could always try to help her out of her dilemma but he is going to be shouldering a great burden. It may indeed be a test of a hero's mettle to see if he can conquer the problems of society instead of Mechanon. Sugar could also be introduced to a character who is going after Ananias Topps. Sugar could be a source of information to the hero and become involved in his case only to betray the hero for a few grams of coke. Keep in mind that no matter how hard the hero tries, he may never be able to solve all of Sugar's problems unless he can make her realize that she has some measure of self worth. Even then, she may slip back into her old familiar surroundings.

## CLAYTON COOPER

(Normal, Investigative Reporter)

13 STR	8 DEX	10 CON	10 BODY	13 INT
10 EGO	13 PRE	8 COM	3 PD	2 ED
2 SPD	5 REC	20 END	23 STUN	

**Powers/Skills:** PS: Newspaper Reporter 12-; KS: Local Business and Politics 12-; Bureaucratics 12-

**Perks:** Press Pass; Well Connected; Contacts: Freddie "the Fink" Furchetti 11-, "Poppa" Caccitore 11-, the Mayor's secretary 11-, Mr. Left (see Ananias Topps) 11-, Nurse at City Hospital 11-, Police crimelab tech. 11-; Various False IDs and business cards (Health Inspector, Telephone Repairman, etc.)

**0 +Disadvantages:** Nosey/Curious; Loses all composure when a woman "comes on to him"; Distinctive Feature (Pudgy, balding man with glasses); Watched by the Mob, 8-

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 2, 6

Costs:	Char	Powers	Total	Disadv	Base
	4	+ 21	= 25	= 25	+ 0

**Background:** Clayton Cooper grew up in the city with his mother. His father had left when he was too young to remember. They were not rich, but his mother worked hard to provide for her son, and as soon as Clay could ride a bike, he was doing odd jobs for neighbors or local shopkeepers. Anything to help out. His hard work and honesty impressed his employers and he never had any shortage of work to do. When his mother became too sick to work, Clay quit high school and worked even harder to provide the kind of care she deserved. When she died, Clay knew that she'd been as comfortable as he could make her, and that she was proud of him.

While working on the loading dock at the Daily Star Gazette, Clay met aging newspaperman Jerry Brown. Brown took Clay under his wing and got him a job as a copyboy in the newsroom. Clay had never seen such a chaotic place! He found it difficult to believe that anything was getting done with everybody yelling and running around in random directions and tossing papers at each other. With Brown's encouragement, Clay learned the ropes of the newspaper business and took night classes to get his high school diploma.

Clay never would have considered becoming a reporter, but when Mr. Brown had that accident, he couldn't sit around and do nothing. Mr. Brown would never have driven his car into the river. They said he'd been drunk, but they were wrong, and Clay swore he would prove it.



It took all the tricks his mentor had ever taught him and every ounce of wit that he could muster, but Clay uncovered the truth. He found out about the story Jerry had written and the men who didn't want it to go to press. He found the thug that had done the work on the car and the crooked cop who's made sure the clues vanished before they could be examined. Clay found out everything and his story ran right next to the one Jerry Brown had died for. Since then Clay has only added to his reputation as an enemy of secrets and has become a thorn in the side of both organized crime and political corruption.

**Personality/Motivation:** Clayton Cooper has chutzpah, guts, moxie, drive, and a weakness for donuts. He is driven by the hard work ethic instilled in him by his upbringing and always does the very best he can at his job. His curiosity was cultivated by Jerry Brown and has since grown into a monolithic juggernaut of nosey-ness. He looks like a panda, but if you rile his curiosity you'll find yourself face to face with a raging grizzly.

Unfortunately, since Clay was so busy working all through his childhood, he missed out on some important details of adolescence. For instance, girls. Clay doesn't deal well with women outside of a professional atmosphere. He could fire questions at a mobster's secretary until she crossed her own story and fell into tears, but if a girl put her arms around him he's be lucky to stammer his own name. ("... and another thing, Ms. West! Where were ... uh what're you, uh, doing, uh, stop, uh, uh, I mean, uh, I, uh ...")

**Quote:** "Your boys missed me again, Garbonzo Breath! They shot my groceries. My story is going to press and you owe me a dozen donuts!"

**Powers/Tactics:** Clay Cooper has a "Nose for News." He puts in long hours at the paper, then goes out to do his "field research" in the evenings, when his street contacts (and other vermin) are likely to be active. His extensive network of contacts keeps him informed of odd events and allows him to get inside angles on a variety of subjects. He likes to confront political corruption head on and in public, which tends to send lead objects whizzing by him at high velocity

**Appearance:** Cooper is a short, pudgy, man in his early thirties. His hair has been thinning out for several years and he usually covers his receding hairline with a grey fedora. His round face, large nose and glasses sometimes lead people to think of him as a classic fatman, but Clay is in fairly good condition. He will almost always have some donuts with him ("Hey, millions of cops can't be wrong.") and is a regular at the Champions Sports Bar downtown.

**Campaign Use:** Clayton Cooper is a good contact for a street hero. His investigations can tip a hero off to potential crimes, but remember, Cooper will expect the hero to reciprocate with information of equal value on a future occasion. He will consider himself to be a hero's ally in the fight against corruption, not a helpful hanger-on.

Just because Clay has the guts to go after the really big bosses, doesn't mean he can always handle everything they throw at him. The heroes could meet him in their secret IDs at the Champions Bar and notice a shady character following him out. Hopefully they would feel compelled to spoil any potential hitman's attempts, especially if they knew who he was. Cooper might find out about a local crimelord's attempt to hire a superpowered mercenary to bump the hero off and try to warn him.

If a hero has a shady background (son of a crime figure or ex-villain) Cooper might be poking around the hero's closet for possible bad intentions. A criminal might plant evidence to lead Cooper to a false conclusion. When they realized what happened, the two could work together to bring the true criminal to justice.

## "SWITCH" LASSITTER

(Skilled Normal, Street Gang Leader)

5 STR    13 DEX    8 CON    7 BODY    10 INT  
 13 EGO    15 PRE    10 COM    4 PD    2 ED  
 3 SPD    3 REC    16 END    16 STUN

**Powers/Skills:** Streetwise 12-; Lockpicking 12-; Stealth 12-; KS: Streetgang activity 13-; PS: Streetgang Leader 12-; Fam w/ Knife; ½d6 HKA (1d6 w/ STR), OAF Switchblade; 2 Levels w/ Knife Fighting

**Perks:** Acknowledged Leader of the Slashers Gang

**Talents:** Extraordinary tolerance for alcohol

**25 +Disadvantages:** Enraged if her leadership is threatened, 11-, 11-; Violent Temper; Possessive of the Slashers; Distinctive Feature (Initiation marks: three parallel scars across left forearm); Reputation (Wildcat hellion), 8-; Watched by Police Sergeant Addie Parsons, 11-

OCV: 4; DCV: 4; ECV: 4; Phases: 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	17	+ 33	= 50	= 25	+ 25



**Background:** The following text is a transcript of a report tape from the Youth Works Administration Casefiles. This record is confidential and is for YWA personnel eyes only.

Report filed by Brad Arnold, September second. Well, Susan Lassitter has finally landed on my desk. After making the rounds of the office I've found that nobody else will touch this case with a ten foot pole, so I got her files to see why. We've got enough paper on this girl to choke a yak. I also got some of this info from Sergeant Parsons from the police's Youth Crime Task Force files. Credit where it's due.

Ms. Lassitter has quite a record, though I'd hardly call it impressive. Turned over to the YWA at age six because her mom was an abusive alcoholic. Returned to parental custody after a judge ordered the lady into a program. Removed to YWA custody again seven months later, same reason, returned for same reason. First arrested at age ten for theft. Intermittent other notations include burglary, extortion, assault, et cetera. In and out of state custody a total of nineteen times in the last eight years. Chronically truant.

From her arrest record and other investigator's notations I would guess that she's been living away from parental supervision for several years. My efforts to locate her mother have been, not surprisingly, unsuccessful. (Hell of a way to raise a kid.)

According to the reports that Addie gave me, our little lady is the ringleader of an outfit called the "Slashers," a teen girl gang specializing in burglary and extortion. Good Lord they're starting young. (Sigh.) They favor knives and mark each other with scars on the forearm to show their affiliation. Addie estimates fifteen or twenty girls in the gang. Pending my interview with the subject, I'm going to recommend mandatory counseling and that she be remanded to Juvenile Offenders Correctional for the maximum time allowed by present crowded conditions. (Sigh.) and we wonder why the kids call it J.O.C. "Joke." End Report.

**Personality/Motivation:** Switch is a red haired, knife wielding hellion in the body of a fifteen year old girl. She's been living on the street for many tough years and hasn't had cause to care about anyone but herself for a long time. She tries to be a cool customer, but her temper is explosive, often pushing her into a furious rage at the drop of a hat. Bearing her teeth and screaming obscenities, she lashes out with surprising and deadly speed. Switch has no compunctions about killing, although she has never actually killed anyone before, only cut them. She compensates for her small size with a fierceness that frightens almost anyone. Switch is extremely paranoid about her position, and very sensitive to threats to her authority. She attacks at the slightest provocation, securing her position with swift retribution on anyone who questions her leadership.

She has no use for "fair play." Her experience has taught her to fight as hard and dirty as she can. She'll use her knife against unarmed people and call on her Slashers to gang up on someone she wants to teach a lesson. Her psyche thrives on power over other people, be it bullying her companions or holding a scared shopkeeper at knifepoint. She loves to see people frightened of her.

Characters with training in psychology who have enough information about Susan, can notice that she has fallen into the vicious abuser becomes abuser cycle. Although she is not an alcoholic, she does drink quite heavily, and has a devastating tolerance to alcohol for a girl of her size.

**Quote:** "Nobody messes with MY gang! C'mon girls, let's give this bimbo something to remember us by!" SNIKT!

**Powers/Tactics:** Switch has been making a name for herself on the street for several years. She has resisted expanding the Slashers, because having more girls in the gang means more chances of someone challenging her rule. As a "big fish in a small pond" she's on top in the status-quo, and she fully intends to keep it that way. This has caused some internal friction, but there's nobody in her gang ready to risk challenging her. Not after what she did to the last one.

Switch isn't a genius, but she knows the streets of the city intimately and plans her gang's activities so as to meet the least resistance. With her knowledge of other gangs, she tries to limit their confrontations to gangs that they can beat. They break into businesses at night, vandalize things in areas claimed by other gangs, steal cars for joyrides or stereos, and threaten passersby for money. They especially enjoy picking a large, muscular man to harass. When he finally gets annoyed enough to pull out his macho routine, "Beat it girls or I'll have to teach you a lesson," they pull out their knives, "I think I'll be the teacher today, tough guy. Hope you brought your lunch money." SNIKT.

**Appearance:** Switch is a deceptively slight girl. A topper of tangled, carrot-orange hair hangs about her thin, freckled face. Her eyes squint suspiciously at everybody and her most used expressions are a sneer and primal teeth-bared fury. Her clothes are at best ragamuffin, and at worst punkish, consisting of torn jeans, obscene T-shirts and her gang vest with three parallel red slashes diagonally across its back. Her forearm has three parallel scars across it from her initiation to the gang several years ago.

**Campaign Use:** Although the Slashers are not the largest gang around, they could be brazen enough to attract the notice of a street superhero. Perhaps they assault him for money while he's in his secret identity. Give up your money or reveal your powers. If a hero has a young DNPC, he or she might be accosted by the Slashers, or a teenaged girl, angry at the Hero for some reason, might join the gang as a method of showing her independence. There could be a struggle for power going on as Ananias Topps tries to add the Slashers to his criminal pool of resources. If the gang is making money in his area, Topps wants his cut. You can imagine Switch's response (because we can't print it). This could put the heroes in the odd situation of having to save the street punk girls from the superior forces of the Mob. Not that Switch would be thankful. Quite the opposite. She'd be furious with the heroes for interfering in her gang's business.

Switch avoids Addie Parsons and Betsy Clark even more vigorously than she avoids the Studs home turf. The "Traitor cop" and the "Preacher teacher" can expect no warm welcomes from the kids they're trying to help. Switch sees them only as a threat to her supremacy.

For the other Slashers, use Switch's stats as a guide, but with lower INT, EGO, PRE and 11 DEX. Give each of them a couple of streetcrime skills and a knife. They all have the distinctive scars, a gang nickname and a vest identical to Switch's. They come from assorted backgrounds and ethnic groups, but they're all as mean as the streets that spawned them.

## BRAD ARNOLD

(Skilled Normal, Social Worker)

10 STR	10 DEX	10 CON	10 BODY	13 INT
15 EGO	13 PRE	14 COM	2 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

**Skills:** PS: Psychologist 12-; PS: Social worker 12-; SS: Psychology 12-; SS: Adolescent Psychology 14-; Streetwise 12-; Contacts (numerous kids) 14-

**25+ Disadvantages:** Wants to help kids; Dedicated to his work

**OCV:** 3; **DCV:** 3; **ECV:** 5; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	28	+ 22	= 50	= 25	+ 25

**Background:** Brad slammed the case file drawer shut with deliberate force and dropped into his chair with an exasperated sigh. What are you going to do about this one, Brad? She's going to want to know why you "turned him loose." He could almost hear Addie's voice chiding him for his bleeding heart ways. But then again, she'd taught him to care. He still remembered the night vividly. Had it really been over eight years?

On a dare he'd gone to the inner city late at night. A rich kid like him had no business wandering around there at that time, but he was stupid. The all-girl Slashers gang had found him pretty fast. He figured he'd been there for about fifteen minutes before they were shaking him down in an alley and generally scaring the spit out of him. Unfortunately for them, the commotion attracted the unwanted attention of the Sharks gang, a group that owed the Slashers for past indiscretions.

Brad was the only one left standing there after the shot went off. As the girls had circled and cajoled him for fun, the Sharks had gotten the drop on them and got off one shot from a cheap .38 revolver. The car was already spinning its tires in a fast getaway, the Slashers were bolting, and the raven haired girl in the leather vest was sprawled where the shot had tossed her.

Not knowing quite why, he moved slowly over to her and knelt down on the wet concrete. The leather vest was thrown open and the shirt underneath was quickly turning dark red. She made a wheezing sound as her chest heaved up and down in slow, labored breaths. The eyes that had looked at him so coldly were now filled with fear. She was scared. More scared than he'd been of her. More scared than he figured he'd ever be. He couldn't leave her alone.

She'd pulled through all right. He didn't know it at the time of course, but Addie is just too damn stubborn to die. The next few months found them becoming fast friends. The scare of that night had set her straight, she even decided to try to become a cop and help other kids. Brad found that helping her was the best feeling he'd ever had and threw his



plans for business school out the window in favor of a degree in social work and psychology. This did not sit well with his "old money" family, but being disinherited only made him strengthen his resolve to find his own rewards in a career helping other people, especially kids.

"Arnold! I want a few choice word with you."

"Hi, Addie. Nice to see you too." She looked so different now, but the same toughness was there.

"Where do you get off sending the Connor kid back to the foster home? Petty theft isn't gonna be the end of this kid's career, y'know. We'll be lucky if he doesn't ..."

**Personality/Motivation:** Brad isn't a perfect social worker, but he cares about his work more than anything else. He often underestimates a kid's capacity for wrongdoing and is likely to give a kid every break that he can before "getting tough." It has paid off in the form of dozens of kids put back on the straight and narrow because someone took the chance to believe in them. He is great friends with Addie Parsons, who was his only friend during the time that his family shut him out. He sometimes wishes that he could be on better terms with his family, but they still refuse to understand his desire to deal with what they consider to be the dregs of society.

**Quote:** "I care about these kids twenty-four hours a day, but I only get paid for eight of 'em."

**Powers/Tactics:** Brad is good at what he does, but what he does isn't an exact science. He sometimes will cast himself as the ignorant adult ("If I don't understand how it is for you, why don't you tell me?"), to get a kid to open up to him. He understands all too well a child's complaint about a negligent parent as his own parents had little time for him in their schedules. Brad has helped many kids on the street and can count on them to get him information when he needs it.

**Appearance:** If he didn't have two days of stubble on his chin and if he didn't fall asleep on his desk so many nights, Brad would probably be a more dashing figure. With a square jaw and dark brown eyes, he looks more like a harried detective than a social worker. He keeps his light brown hair cut conservatively short and is usually wearing a wrinkled shirt and hastily selected tie with his slacks and sneakers.

**Campaign Use:** If your campaign is centered at the street level, Brad can be encountered while doing his job. Perhaps he is trying to track down the parents of a chronically truant or criminally inclined youngster, or is hot on the trail of Mr. Rapentap. If a hero's young DNPC gets into some trouble, the hero might find himself under Brad's watchful eye. Brad might try to convince the hero to spend more time with the DNPC, and if the situation warrants it, he might even try to get the DNPC taken away from the hero!

## CARL "POPPA" CACCITORE

(Normal, Restaraunt Owner)

10 STR	8 DEX	10 CON	12 BODY	10 INT
10 EGO	15 PRE	10 COM	3 PD	2 ED
2 SPD	4 REC	20 END	22 STUN	

**Powers/Skills:** PS: Cook 13-; PS: Restaurant Owner 12-; KS: Italian Cuisine 13-; Language: English w/ Accent (Italian is Native); KS: Mob Activity 13-

**Perks:** Protected by Mob Bosses

**0 +Disadvantages:** Hates the Mob; Age 40+

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 2, 6

Costs:	Char	Powers	Total	Disadv	Base
	6	+ 19	= 25	= 25	+ 0

**Background:** Carl Caccitore was born in this city over fifty years ago. He grew up here, working in his father's restaurant along with his older brother, Vinnie. Carl's father taught his sons that honest businessmen weren't the only ones who came to make a new start in the "land of opportunity." The "Family" had also come to America. They wanted to control

everything that the honest men had struggled to build here, and he wanted nothing to do with it. Carl knew that it was dangerous for his poppa to say those things, "they" had ears everywhere. Still it was a shock when his father was gunned down in his own restaurant. Quite by accident, Vinnie was also killed.

The head of the local Family came to the funeral to apologize to Carl for the accidental killing of his brother. The errant gunman had already paid with his life for his breach of family honor. Because they had killed his father and brother, tradition and honor called on them to provide for him. Carl would be under the Family's protection from then on.

Carl took over his father's business and has spent many years becoming an integral part of the underworld. His protected position let him come into contact with many different factions and he went to great pains to convince each that he was a trusted friend. He became like a son to some of the most dangerous men in organized crime. Now all the biggest bosses meet at his restaurant and talk in the relaxed atmosphere which is considered to be "neutral territory." He is a trusted neutral party for some very powerful men ... and he hates them. The information he gets is always stored for future reference as he plays the rival factions against one another and leaks damaging information to all the wrong people.

He is waiting for the opportunity to play out a "grand plan" against the Mob, sweeping all of the scum away in one move. He patiently awaits exactly the right information and exactly the right circumstances. He's waited a lifetime for revenge.

**Personality/Motivation:** 40 years later, Carl "Poppa" Caccitore is still planning his revenge on the organization that killed his family. He is a friendly man, outwardly happy to have the Family pick his humble establishment as its neutral territory. Secretly he hates the Mob and would gladly kill any of them with his own hands, but he knows that would not accomplish his goal. He speaks the language of crime without an accent, pulling himself deeper into the cesspool of criminals around him, hoping that when he reaches the bottom, he can pull the plug. He would not hesitate to sacrifice his own life if he thought that the "grand plan" could become reality.

**Quote:** "Phil! Tony! It's good to see you boys eating instead of trying to kill each other. More Lasagna?"

**Powers/Tactics:** Because of his restaurant's clientele, Poppa is very well informed on the latest activities of the biggest criminal bosses in the city. His lasagna is incredible.

**Appearance:** "Poppa" is a 6'1", round Italian gentleman with a traditional large moustache and rosy red cheeks. At his restaurant he wears a white shirt, black tie, and a classic red checked apron that barely covers his laughing belly. His booming bass voice is friendly and full of life as he sings traditional Italian songs for his "friends."

**Campaign Use:** "Poppa" Caccitore's main use to a hero would be as a contact for information on Mob activity. He might not let them know who he is; remember his position is very, very delicate. Alternately one of Poppa's "friends" may have discovered his real loyalties and try to kill him. Because of his special status, any attacker would have to be very careful not to be connected with the deed, or make it look like an accident, to avoid retribution from Poppa's other protectors. Poppa would come to the hero for protection until he can spill his guts to a D.A.. The second option would be better if the hero already had Poppa as a contact and knew him. Poppa's place could also be a regular meeting spot for the heroes as well ("Hey how about Poppa's, a movie, then to Rex's") Maybe one of the heroes finds out that Poppa has stumbled onto something he is planning to use in his "grand plan" and must rush to keep him alive.



# BIFF DUNCAN

(Normal, Bodacious Surfer Dude)

13 STR	12 DEX	10 CON	10 BODY	8 INT
8 EGO	10 PRE	12 COM	3 PD	2 ED
2 SPD	5 REC	20 END	22 STUN	

**Skills:** Combat Surfing 13-; KS: Surfing 14-; TF: Surf Board; +2" Swimming; Breakfall 12-; Beachwise 11-

**0 +Disadvantages:** Loves surfing; Reputation (Radical surfer dude) 11-

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	2	+ 23	= 25	= 25	+ 0

**Background:** Biff was born on a surf board. Literally. His mother was on the beach when she went into labor and her friends used a surfboard as a stretcher as they tried to rush her to the hospital. They didn't make it. Biff was born right there on the beach and has spent every waking hour that he can there. He claims that ever since he could stand, he's been on a surf board. He could never pay attention in class, always hiding a surfing magazine behind his math book, and dropped out after the ninth grade. Since that time Biff has been perfecting his Zen surfing technique and searching for the perfect wave. He tried to become a professional surfer,



hoping to go for the big bucks, but was always trying different techniques and could never develop into a consistent surfer. He still competes in local competitions, occasionally winning a few, to make some extra bucks. When the most "heinous of happenstances" occurs, and he needs a little bit of money, he will (yuck) work for the city in cleaning up the beaches. He will even work for a couple of the local drug dealers as a courier, as long as he doesn't have to deliver any "hard" stuff.

No one is quite sure where Biff lives. Some say he just sacks out underneath a pier, others say he sleeps in his old, dilapidated, yellow VW Bug. No matter where he actually lives, he can always be found sun up to sun down, rain or shine, out on the waves waiting for that ultimate wave.

**Personality/Motivation:** Biff lives to surf. If you were to open up Biff's head and look inside, you would have a room with an ocean view. The only thing that would motivate Biff to do anything else but surf is to get money for the basic necessities; food and surfboard wax (not necessarily in that order). He is never without his surfboard, and when he's not in the water with it, he's waxing it to a shiny, gleaming hue. Biff is not what you would call a gripping conversationalist. In fact, if you start talking about one thing, he will start talking about surfing.

"So Biff, what do you think of the ecological disaster in the Persian Gulf?"

"Bogus dude! All that most excellent beachfront surfing locale is like totally gone. Most heinous!"

Biff is also very laid back. About the only way to get him upset would be to damage his surfboard or threaten to.

**Quote:** "Whoa, gnarly dude! Totally bitchin suit you got on there. Wanna hang ten?"

**Powers/Tactics:** Biff is a "most excellent" surfer, almost professional level if he would ever settle on one way to ride his board. He is also a very strong swimmer from having taken so many dives off his board. Since he hangs around the beach so much, he knows everyone there and almost everything that's going on. He is a good source of information since he doesn't have any loyalties except his surf board. As for as saving his own skin, he's not dumb. He'll run for the dunes with the best of them if danger ever threatens.

**Appearance:** Biff has shoulder length, sun bleached hair with a goatee and moustache. He has a well muscled body, weighing about 175 lbs and standing 5'9" tall. He always wears cut off blue jean shorts, a white tank top and white deck shoes when he wears any. His surfboard has a tie dyed design and a bright orange peace symbol painted on it.

**Campaign Use:** If the heroes are investigating anything at the beach or waterfront they may run into Biff and find out he may know a great deal about what they're investigating. They may even run across Biff making a delivery and convince him to give them some information about his parcel. He'll likely give them exactly what they want, after all it's not worth getting beat up over something that's not his. Biff will most likely tell the heroes what they want, then hit the waves until the action is over. Biff could even make a travelling companion for a mobile hero or hero group. Hey, he can even provide his own transportation! Can you imagine the heroes driving up to the scene of a crime and piling out of a yellow VW Bug? Try it out. But only with real good friends. Biff could also be used to add color to a beach scene.

Maybe, after the heroes have gotten to know Biff a little better, he could become the center of a plot or series of plots. Imagine, an immensely powerful galactic planet destroyer arrives on Earth and the first person he meets is ... Biff. Cosmic powers and a flying surfboard? Nahh ...

## "FREDDIE THE FINK" FURGHETTI

(Normal, Informant)

8 STR	13 DEX	7 CON	8 BODY	13 INT
13 EGO	8 PRE	8 COM	2 PD	2 ED
2 SPD	3 REC	14 END	16 STUN	

**Skills:** Streetwise 11-; Shadowing 11-; KS: Campaign city 12-; Conversation 11-; Concealment 12-; Bribery 11-; Well-connected;

**Perks:** Contact: Police detective 11-; Contact: Fence 11-; Contact: Street hero 11-; Favor: Mafia enforcer 14-; Favor: Clayton Cooper 14-

**0 +Disadvantages:** Greedy; Reputation (Reliable informant) 8-; Watched by Mob, 8-; Experience

**OCV:** 5; **DCV:** 5; **ECV:** 5; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	4	+ 25	= 29	= 29	+ 0

**Background:** Growing up on the mean streets of the city is not easy, especially for a thin, sickly boy on his own. Freddie learned early on that you were either hunter or prey, and since he wasn't very good at being a hunter he had to learn to survive as prey. He developed the talent for being unobtrusive at the right time, which saved his life on many occasions. As he grew older, his talents allowed him to be in the right spot at the right time to pick up pieces of information. He found that by carefully selling these pieces of information to the right people he could net himself enough money to survive. Over the years, Freddie has created an information network that keeps him advised of most everything that goes on on the street. There's very little that happens in the city that he doesn't know about. He has been nicknamed "the Fink" because he would sell out anyone.

**Personality/Motivation:** "Freddie the Fink" is motivated by money, and would sell out his mother if the price was right. "Gee, I'll miss ya Mom." He comes across as an insurance salesman, seemingly flattering or caring when all he's really interested in is what he can get out of you. He's so dripping with "kindness" that if you shake hands with him you feel like you should wash it off. If he has a hot piece of information, he may want protection from retribution in addition to money. Remember, he never gives anything away for free.

**Quote:** "Gee, ya know, I would just love to help ya out, since I know how important justice is to ya, but I just can't seem to keep my mind on anything. You know, when you're worried about your living expenses ..."



**Powers/Tactics:** Freddie has his finger on the pulse of the city. His connections, coupled with his own information gathering skills, keep him well stocked with tips and rumors. Freddie is no fool, he won't sell anything cheap and he knows what and who to clam up about. His tips are reliable to those who pay him, but if he's cheated or beaten his information could lead to a trap.

**Appearance:** Freddie is a thin, sickly man in his late twenties. He stands about 5'9" and weighs 100 lbs, with black hair and brown eyes. He is very inconspicuous. If the heroes were walking down the street, they wouldn't notice him, but he would certainly notice them.

**Campaign Use:** If the characters are having a tough time solving a particularly baffling case, they may seek out Freddie for a clue or a lead. A villain wishing to trap the heroes could slip a false piece of information to Freddie, thereby giving credence to the tip. Freddie could also approach the heroes with some tip if he felt they would pay for it. He could also seek out the heroes to protect him from someone who either wanted to keep him from spilling the beans, or wanted revenge for a past indiscretion. Freddie could be the key to taking out Ananias Topps, but if the heroes start getting too close, Freddie could find himself the target of Mr. Left and Mr. Right's attention.

**GM's Note:** If you decide to use Freddie as a DNPC for a player character, you may want to put a glimmer of decency into his character. Remember, the hero needs a reason to want to save him. Also, any experience Freddie earns will go to buying more contacts and favors.



## "THE AMAZING ALPHONZO"

(Skilled Normal, Street Magician/Pickpocket)

8 STR 13 DEX 9 CON 9 BODY 13 INT  
10 EGO 18 PRE 14 COM 2 PD 2 ED  
2 SPD 4 REC 20 END 20 STUN

**Powers/Skills:** PS: Magician 12-; KS: Magic Tricks 13-; Orator 13-; Acting 13-; KS: Theater 11-; \*PS: Pickpocket 12-; \*Sleight of hand 14-; \*Concealment 12-; Lockpicking 12-; +2 Levels w/ skills marked by a ""

**25 +Disadvantages:** Likes to dupe other people; Age 60+; Distinctive Feature (Tuxedo/Magic Tricks); Watched by Police, 8-

OCV: 4; DCV: 4; ECV: 4; Phases: 6, 12

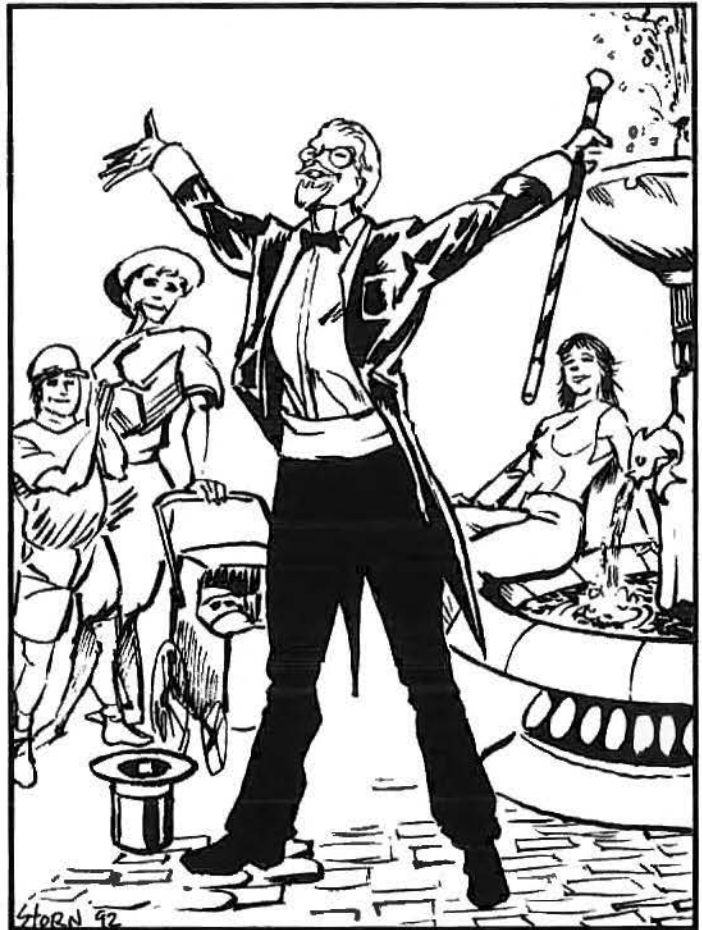
<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	13	+ 37	= 50	= 25	+ 25

**Background:** Alphonse Jones was a young boy when the stock market crash of 1929 put him and his father out on the street. His father, famous stage magician "Stupefying" Sterling Jones, had no choice but to put his talents to criminal use to feed his son. While his father entertained a crowd, Alphonse would relieve them of any valuables. As a small boy in a depressing environment, Alphonse enjoyed the thrill of putting one over on a grown-up. His talent for magic, and for larceny, grew as he did, and when his father died in 1939, he carried on.

He toured Europe with a theater company as an alternative to the infantry, during World War Two. While doubling as an actor, he learned to like the flare of the theater, and decided that he would go straight and work as a real magician when he returned to the States. Unfortunately, the pull of his boyhood was too strong. "The Amazing Alphonzo" constantly found himself looking for the thrill of bilking someone out of something. Over the intervening years, he has tried several times to launch a legitimate acting and stage magician career, failing every time. His record as a performer is blotted with arrests for petty theft and fraud.

**Personality/Motivation:** The Amazing Alphonzo is a scene stealer. He is always "on stage," using sweeping, elegant, Shakespearean speech and flowers up his sleeve. Behind his charming demeanor his eyes are sharply looking for the chance to pull a fast one on his audience. Stealing is his way of assuring himself that he hasn't grown old yet. When he dips into your pocket, he's not reaching for a wallet, so much as for that feeling he had in his youth, of being a boy again. At 67 years old, Alphonse thinks that its a little late to change his stripes. He knows that his days as an effective pickpocket are numbered, and sees it as his duty to pass on his knowledge to a young lad.

**Quote:** "You say your wallet is missing? I shall go to summon a constable at once!"



**Powers/Tactics:** The Amazing Alphonzo is a career criminal pickpocket with a lifetime of experience in misdirection and sleight of hand tricks. He is a captivating orator with a powerful stage presence, enabling him to keep a watcher enraptured, even as he pilfers them. His acting has proven effective enough to talk his way out of more than one arrest.

**Appearance:** Alphonse is a harmless looking, older black gentleman with a greying moustache, goatee, and round spectacles. He is about 5'10", very thin, with long dexterous fingers that are constantly in motion. As the "Amazing Alphonzo" he dresses in a magician's tuxedo, top hat and cane. He carries a variety of harmless tricks with which to befuddle observers.

**Campaign Use:** The Amazing Alphonzo, while an effective criminal, is not really the kind of guy that heroes should be looking to put away. His knowledge of trickery could be useful to heroes wanting to learn those skills, or he could pick a hero's little DNPC as his pupil. Alphonse is a likeable rapsallion con-man who can't help himself.

If the Amazing Alphonzo "accidentally" borrowed something from a supervillain, say a teleport device or an invisibility belt, the heroes may find themselves searching for him right alongside the villains. "Mysterious Invisible Pickpocket Baffles Police, Film at Eleven."

The Amazing Alphonzo could be a real nuisance if he happens to pilfer something from a hero that links him to his heroic identity. Or even worse, what if the hero, after enjoying that fascinating street performer, suddenly finds himself without his "Mystic Amulet of Yghfmth"! What will Yghfmth-Man do now?

# IN THE NAME OF THE LAW

Some people say that there are only three kinds of people: cops, innocent bystanders, and scumballs. Well they're not all police, but this section covers the forces of "the system." All the people that make up the monolithic bureaucracy that can help or hinder the heroes in their fight for justice. Some of these people want to preserve the system, others want to manipulate it. Some of them are integral parts of it and some work outside of it as often as possible. Most of them can be used as allies or as enemies, depending on the heroes reputation and approach to them.

## ERIC ALLEN

(Skilled Normal, Stronghold Bondsman)

10 STR	11 DEX	10 CON	9 BODY	18 INT
10 EGO	18 PRE	16 COM	2 PD	2 ED
2 SPD	4 REC	22 END	21 STUN	

**Powers/Skills:** PS: Bail Bondsman 13-; KS: Criminal Law 13-; KS: Criminal Psychology 14-; KS: Supervillains 14-; Gambling 14-; Persuasion 14-; Bureaucrats 14-; -2" Running (total of 4")

**25 +Disadvantages:** Habitual Gambler; Distinctive Feature (Artificial Left Leg); Watched by U.S. Government, 8-

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	19	+ 31	= 50	= 25	+ 25

**Background:** Eric Allen was a typical kid growing up in the big city. He loved to run the streets in search of fun and adventure, especially the floating card and dice games of the neighborhood. He wasn't big or especially strong, but he found that he could talk his way into a game or out of trouble, even against guys twice his size. As he grew older, Eric began to formalize his strategies of dealing with street toughs on their own turf, figuring out what things made them more agreeable, and what signs said that a man couldn't be trusted.

His father's business, Power Bailbonds, had never made them rich, but with a little work Eric was able to attend college and major in Criminal Psychology. When he graduated, his father decided to retire and turn the business over to him. The risk of betting money against the criminal's return for trial alleviated some of his craving for gambling, but not enough. For many months Eric ran the business, turning a minor profit, but poked most of it away. He realized that he needed something bigger to satiate his craving, before he ended up destitute.

As he watched the TV news about that day's big super-battle between Obsidian and Shamrock downtown, an idea struck him. A specialized service handling only high risk cases. After several months of studying the situation, he finally went to the government with his proposal and the Power Plus Bonding Service was born. A supervillain bonding agency.

After loosing his left leg just below the knee, while trying to convince the supervillain Ray to return for trial, Eric has found it prudent to expand outside the "normal" bounty hunter circles. He has recruited several promising young supers including Napalm, Desperado, Alpha and Tempest. He gave them enough training in criminal law to act as collection agents for Power Plus.

**Personality/Motivation:** Eric Allen is a man who loves to read people and bet huge sums of money on the accuracy of his predictions. His "poker face" and casual demeanor effectively mask his calculating intellect. He believes in the criminal justice system, but is realistic about his business. Although he is a habitual gambler, he isn't stupid. He wouldn't put up bond for someone if he knew there was no chance of getting them back. However, he's not beyond granting bail to a person he's sure will run, if he thinks that his collection team can bring the guy in anyway.

Eric is still a young man and sees life as a series of bets. Some to be won, others lost, but he doesn't always appreciate the human consequences of his gambles as they apply to others. Someday his collection agents may realize that its their lives he's gambling with. At heart he is a good man, but his fixation on money and on the risks of his business tend to blind him to the needs of those around him. As a boss, he is straight forward about risks and expected paybacks. His employees respect him. His view of his business is, "If I wasn't doing it, someone less scrupulous would be."



His usual strategy for dealing with supervillains (or heroes), is to let them think they have the upper hand for a while, to scope them out. He likes to watch the super-ego in action, to gauge the subject, and determine everything he can about him or her, before really getting down to business.

**Quote:** "Lazer, I can post your bond, but I'll need to get something as collateral on my investment you understand. Now, since we both know you won't be needing this gun and rocket pack for a while ..."

**Powers/Tactics:** The Power Plus Bonding Agency will likely be the first phone call a new Stronghold inmate will make. As the only bonding agency in existence specializing in arrested superbeings, Power Plus is well known by PRIMUS, and Stronghold administrators. Eric has developed an interviewing technique that usually gives him a fair idea whether a subject is likely to jump bail or not. He is a skilled criminal

psychologist with plenty of experience in the supercrime field. Power Plus has both friends and enemies in the government and the superhero community. Some think that he's wrong to try to get supervillains out on bail. Others see it as inevitable that the criminals will get out, and are glad that Power Plus is going to such lengths to insure that their charges return for trial. To Eric, it's business as usual.

**Appearance:** Eric Allen a short, athletic man in his late twenties with short brown hair and dark brown eyes. When working with the government, or while on one of his frequent visits to Stronghold to see a client, Eric presents a front of legal perfection. His three piece suit and Gucci briefcase are all part of his psychological strategy in convincing his charges that he is a professional who will insure that they come back. He loves to play mind games with others. "Mr. Freon, my agency hasn't become the top bonding agent for Stronghold Federal Prison by letting every supervillain I interview walk away with my money. Let me introduce you to my top collection agent. His name is Napalm."

Eric's addiction to gambling is mostly channeled into his business, which might lead him to take certain risks, but at least it keeps his profits away from the crap tables. Were someone to offer him even a semi-reasonable wager, he would be hard pressed to resist.

**Campaign Use:** Eric and his agency, Power Plus, can become a fixture in your game the same as Stronghold. If a supervillain captured by the PCs has jumped bail, Power Plus' collection team might ask the heroes for some back-up, or for information about where he may be hiding. If the heroes have been accused of a crime and need to get out to prove their innocence, Power Plus is the obvious place to call. But if the heroes jump bail they'll have to deal with the collection team as adversaries. Eric will try to contact the superheroes responsible for a villain's capture before posting bond, both to ask the hero's opinion of the subject, and as a courtesy to let them know that a nemesis is going to be on the loose again. Power Plus could be a campaign setting, with each of the PCs being employed as collection agents. The heroes would have to recognize and deal with Eric's gambling. If one of the agents gets killed chasing a villain that Eric knew would run, they might have a beef with their boss.

# SHANNA ARMBRUSTER

(Competent Normal, U.S. Congresswoman)

10 STR	10 DEX	10 CON	10 BODY	15 INT
15 EGO	18 PRE	20 COM	3 PD	3 ED
2 SPD	5 REC	26 END	22 STUN	

**Skills:** Bureaucrats 13-; Oratory 13-; High Society 13-; Persuasion 13-; AK: Wash. D.C. 11-; AK: Congressional District 13-; PS: Congressman 13-; KS: American History 14-; KS: Laws of the U.S. 13-; KS: Politics 12-; PS: Architect 13-; KS: Architecture 13-

**Perks:** Congressional Representative; Money: Well Off;

**50 +Disadvantages:** Patriotic; Honest; Reputation (Honest congressman) 8-; Rivalry with Senator Reim (Prof., Superior);

OCV: 3; DCV: 3; ECV: 5; Phases: 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	25	+ 50	= 75	= 25	+ 50

**Background:** Shanna Parker grew up the only daughter of a very rich family. Her family had gained and kept their wealth through devious, back stabbing methods and most of the family was only interested in this. Shanna never understood this pursuit for more wealth, but when she asked for attention from her parents she would more likely receive a pony than a hug. So Shanna spent most of her home life with the gardener, a Japanese immigrant named Akiro Tomo, who was more like a father to her than her own. Where her father, Kenneth, taught her deceit, Akiro taught her honesty. Where her mother, Amanda, taught her selfishness and greed, Akiro taught her caring and giving. Where her parents taught her privileges for the few, Akiro taught her freedom for all. The more she learned from Akiro, the less she wanted the life of her parents. By the time she left for college, she had already started to build a life of her own. She graduated with a degree in Architecture and went to work with an architectural firm.

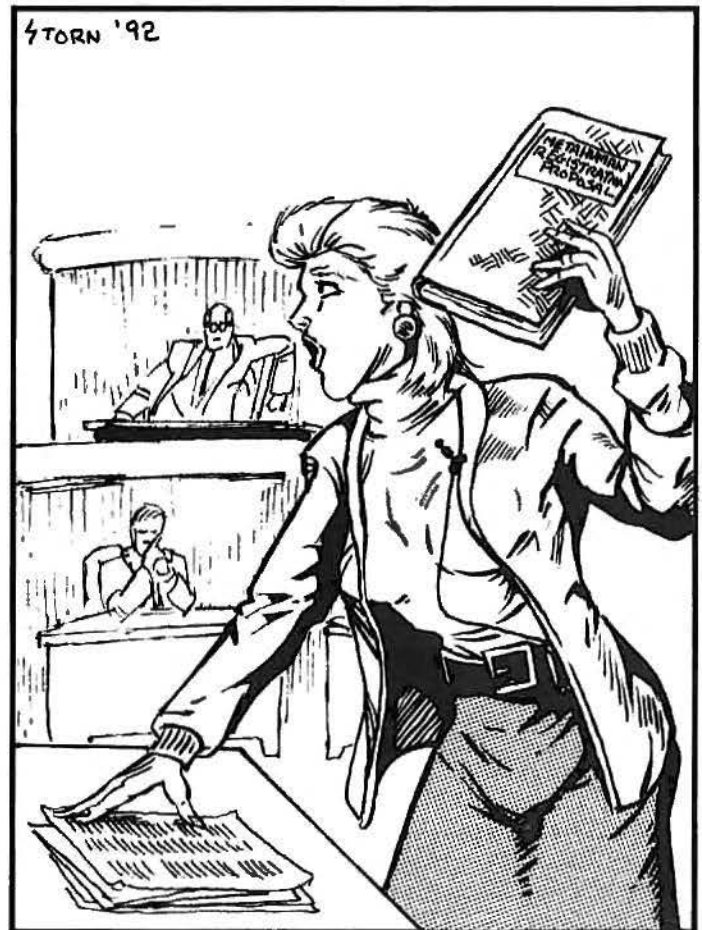
Although she didn't really hate her parents, they did love her in their own way, she could never really feel close to them. So she spent as much time apart from them as possible. However, she always found time for Akiro who had become a second father to her. When he died, her life changed.

She threw herself into her work. She wanted to build, but not only build, she wanted to preserve. She wanted to preserve the things that made America the country that Akiro wanted to come to. She worked hard to restore many buildings of historical or architectural significance. This was how she met Matthew Armbruster.

Matthew was planning to build a new industrial plant on the sight of an old mansion. Shanna went to him to try to convince him to save the mansion and restore it. Matthew was so impressed by Shanna that he not only agreed to restore the mansion, but moved the plant and asked her to marry him, all within the first month. Shanna agreed and the two were married the next day.

Several years later, after both Matt and Shanna had established themselves, Shanna became disgruntled with the current government representation for their district. Representative Jasperson was less than responsive to the needs and requests of his constituents and was also rumored to be connected with VIPER. Shanna could not just sit by and do nothing, so she decided to take him on and run against him. Matt supported her decision fully and helped finance her campaign.

The campaign was down and dirty. Jasperson pulled out all the stops intending to show the "little girl" just how rough a game politics could be. He started by trying to belittle his opponent, moved on to trying to humiliate her, and then went straight to mud slinging. However, none of it would stick. Shanna had prepared herself too well and had the support of Senator Reim, a very influential voice on Capitol Hill. In an act of desperation he called for an assassination attempt by a VIPER hit team. The plot was foiled by the Champions and Jasperson was arrested. Shanna won by a landslide.



Since her election, Shanna has been making waves on and off Capitol Hill. Her godfather, Senator Jeremiah Reim, not only helped her with her campaign, but also got her appointed to the Joint Committee on Metahuman Activities with hopes of controlling her. However, he soon found out that Shanna was not so easily controlled. She worked hard for the "average" citizen and tried to lower or eliminate many of the privileges of the wealthy. She is very vocal in her criticisms of legislators who support special interests bills, wasteful spending, and pay raises. On the committee, she constantly battles with many of the other members to protect the rights of America's metahumans. She has made a lot of enemies.

**Personality/Motivation:** Shanna is a true patriot. She doesn't parade around wrapped up in the flag spouting the Pledge of Allegiance. She believes in and lives the ideals that were set forward by the founding fathers. Her strong faith, her energy and conviction are very catching. She constantly fights for the rights of every person to life, liberty, and the pursuit of happiness. Her many enemies have only forced her to strengthen her resolve; she can be a very tough customer.

**Quote:** "You seem to be mistaken about the purpose of this legislative body. It was meant to protect the rights of all the people, not dole out privileges to a powerful few."

**Powers/Tactics:** Shanna is a passionate, powerful orator who is very knowledgeable about the workings of politics and the bureaucracy. She can cut through red tape faster than Congress can vote themselves a pay raise. She is also an accomplished architect and historian.

**Appearance:** Shanna is 5'6", weighs 105 lbs. and has short bright blonde hair and dark blue eyes. Her conservative taste in clothing tends to hide her otherwise centerfold figure. While working in Washington, she wears a pair of round red rimmed glasses for reading, which also enhances her professional appearance.

**Campaign Use:** Shanna makes an excellent government contact for a hero group. She can provide valuable information as a contact and could owe a hero a favor for saving her life in the past. The heroes could easily be drawn into her private feud with other members of the Committee on Metahuman Affairs such as Senator Reim. Indeed they may find themselves the target of the other members' attention due to their association with Shanna. Through Shanna, they could also meet her husband Matt and become involved in his subplots. Shanna has also not made any friends with VIPER and could become the victim of their plot to tangle with the heroes.

Shanna could be used as an enemy if she thought the heroes were working for the wrong people. For instance, if they were supported by a powerful corporation that was involved in shady dealings Shanna would certainly direct a lot of attention towards them. Perhaps she would press the heroes into action against their sponsor, or at least into reconsidering their position. VIPER could put the heroes and

Shanna at odds by planting evidence that the group was being employed by VIPER. This could bring the weight of the committee, or perhaps even the entire U.S. Government down on our unsuspecting heroes. Not an enviable place to be. Shanna could be instrumental in the uncovering of Senator Reim's connection with GENOCIDE and find herself in need of the heroes' aid once more.

## ROGER EVANS

(Skilled Normal, Defense Attorney)

13 STR	10 DEX	12 CON	10 BODY	15 INT
10 EGO	15 PRE	14 COM	3 PD	2 ED
2 SPD	5 REC	24 END	23 STUN	

**Skills:** PS: Lawyer 13-; KS: Law 13-; Oratory 13-; Persuasion 13-; Bureaucratics 13-; Deduction 12-; Criminology 12-; Language: Latin (Fluent)

**25 +Disadvantages:** Seeks justice for all; Reputation (Maverick lawyer) 11-; Watched by Bar Association, 8-

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	19	+ 31	= 50	= 25	+ 25

**Background:** Roger Evans was not like many of his classmates in law school. He had grown up in a poor neighborhood, his family could not afford to send him to college, so he had to work extra hard at part-time jobs to get through. However, it wasn't anything he wasn't already used to since he had to work hard all of his life.

When Roger was younger he was a thin, frail boy who was sick for much of his young life. He was an easy target for bullies and gangs and had to learn to hide or run from his tormentors. He was a particular favorite target of the young Addie Parsons and Betsy Clarke. It was pretty embarrassing to get beat up by girls, but these were tough girls! Roger swore that someday he would stop hiding and stand up to injustices and make sure that he would protect the little guy. He worked and studied hard and was finally accepted into law school. While at school, he built up his mind and his body, giving him an excellent physique and mind capable of accurately storing the vast library of information he would need so badly in his studies.

As graduation approached, more and more of his classmates were becoming pre-occupied with how much money they were going to make instead of trying to help people. Most of them wanted to cater to big corporations, helping them raid other companies, or make a quick buck off of some poor sap with whiplash. Roger didn't see any of them wanting to genuinely help the little guy, or to help bring the people who hide behind the law to justice. Roger rededicated himself to the high ideals he believed the law was designed to uphold. He graduated with honors.



After graduation, Roger passed the Bar exam and was quickly hired by the D.A.'s office as an Assistant District Attorney. Soon he had one of the highest conviction rates in the state. He also gained a reputation as a real "go get em" prosecutor who kept working on cases when others would have given up, who wouldn't cave in under threats, and who wouldn't rest until the truth was known.

Being an Assistant District Attorney, although rewarding, still wasn't quite what Roger wanted to do. He still wanted to help the little guy, so he founded a law firm that specialized in legal assistance for the poor and has become a well respected defense attorney. He has since taken on partners in the firm, but only those that have the same lofty goals as he does.

**Personality/Motivation:** Roger seeks justice for all. He believes that people's rights have to be protected from those that would trample all over them. Once he is convinced his client is in the right he will put his whole heart into the case and won't quit until the last bit of hope is gone, even then he'll keep trying often at little or no charge. He loves to take on a case where his client is facing a legal Goliath; to him it makes the victory all the more satisfying. Roger won't take a case if he feels he's been lied to, or has been left in the dark about

it. If he finds out he's been lied to after he's taken a case, he'll drop it like a hot potato unless his client has a very good reason for concealing the truth. Outside of the courtroom, Roger is a quiet and reserved man becoming outspoken when fighting to right an injustice. He no longer runs and hides from a fight.

**Quote:** "You can't hide behind the law! Everyone who breaks the law will be brought to justice!"

**Powers/Tactics:** Roger is a skilled lawyer and persuasive orator who knows his way around the legal system and the bureaucracy associated with it. He has, on a number of occasions, managed to get a witness to contradict their own story on the witness stand or get them to reveal facts that they were trying to hide. "The witness is instructed to keep to one story at a time or you will be found in contempt. Proceed Mr. Evans." Roger also knows where to find obscure information that could be useful on a case, such as title transfers, old financial records, or even police files that have been locked away. If he feels he needs it for his case, he will get it.

**Appearance:** Roger is a handsome man in his early thirties. He stands 5'10" tall and weighs about 185 lbs. He has brown hair, blue eyes, and a brown bushy mustache. He dresses in nice, but inexpensive suits.

**Campaign Use:** How characters are introduced to Roger depends a great deal on the group's relationship with the law and the public. If the heroes are on good standing with the law, and honestly help those in need, Roger could be an ally. He could become the group's lawyer, helping with legal and bureaucratic entanglements that can get in the way of getting their job done. Roger could also defend the heroes if they've been falsely accused of a crime, or if they are being wrongly sued. If the heroes do help people, but may not be on the best side of the law, Roger might still assist them if they can convince him of their true mettle.

If the heroes are vigilantes, operating outside the law, the GM could have Roger be a crusading DA who wants to put them behind bars. If the GM doesn't want Roger as a DA, he could still be a thorn in the heroes' side by slapping them with injunctions, court orders, or whatever it takes to shut their operation down. Roger could also represent a party who was injured or wrongly attacked by the heroes. His intentions in a case like that would not be how much money he could get for his client, but making sure the heroes never hurt anyone again. The heroes will have to be very careful around Roger. Roger is also well acquainted with Judge Joseph Simpson and has a great deal of respect for him. He is aware of Judge Simpson's feelings about heroes and that he would have to be very careful when preparing his defense of any masked heroes.

## OFFICER VERONICA HALSTEAD

(Competent Normal, Veteran Cop)

10 STR 13 DEX 10 CON 10 BODY 13 INT  
12 EGO 15 PRE 10 COM 5 PD 3 ED  
3 SPD 4 REC 20 END 20 STUN

**Powers/Skills:** Streetwise 14-; AK: the City 13-; Combat Driving 12-; Shadowing 12-; Bureaucratics 12-; Conversation 12-; KS: Criminal Law 11-; WF: All Small Arms, Billyclub; WE: Use art w/Billyclub; 1d6+1 RKA, 15 Shots, Jammed Activation 15-, OAF 9mm Autopistol; +3d6 Hand to Hand Attack, OAF Billyclub; +1 Level w/ Pistols; +2 Levels w/ Dirty Infighting

Infighting	OCV	DCV	Effect
Kick/Elbow	+0	+2	4d6 Strike
Disarm	-1	+1	+10 STR to disarm
Throw	+0	+1	STR+vel/5, target falls,

**Perks:** Perk: Local police powers;

**50 +Disadvantages:** Cynical; Dedicated to her Family; Distinctive Features (Uniformed Police Officer); DNPC: Husband Reg, 11-; Watched by Police Department, 11-

OCV: 4; DCV: 4; ECV: 4; Phases: 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	32	+ 68	= 100	= 50	+ 50

**Background:** "Hey! Did you see that?" Trish pointed wildly out the Patrol car window. "Those girls were soliciting! Let's go bust 'em!"

"Settle down, kid." Veronica said calmly. "Let's find some real crime."

"But, but..." The rookie pointed lamely out the window with a confused look on her face.

"Look. They'd be out by morning anyway. Just forget it."

"Well ... OK." Trish said glumly. "You're the Boss."

Veronica had to admit that when she met Trish she'd been pretty impressed with her fancy shooting, but that ended real quick when they got into the field. The only field this kid had ever been in was a corn field, and she'd probably gotten lost. Veronica wasn't sure what she disliked more about Trish, her bouncy energetic rookie attitude, or the fact that the girl was so much like she used to be. The way things had been before her husband, Reg, had got sick.

Trish had been right of course, those girls were prowling for Johns, but they were Ananias Topps' girls and she got paid to steer clear of them. She swore they were getting more and more obvious about it, almost like Topps had told them to rub her nose in it. But what could she do? The family has to eat, and with her husband's hospital bills, the only way she could get herself out of the hole was to take Topps up on his

offer. Look the other way and the paycheck gets a tax-free bonus every week. Now she was in so deep that if she even thought of giving it up, Topps would call Internal Affairs and blow the horn. She'd sold her soul to the Devil, alright; and now there was no sign of salvation.

She looked across the seat at her new partner, looking like a-fascinated collie staring out of the cruiser's window, and remembered back when she had first joined the force over ten years ago. She wanted to help everybody, to get out into the city and make a difference. But over the years she saw the same things: murder, arson, rape, robbery, assault, drugs, over and over. And it seemed it was always the same people she was busting. She began to doubt if she was really doing any good at all. No matter what had happened though, her family, Reg and the kids, had always encouraged and supported her. But when Reg was diagnosed with cancer, her life had started to crack and collapse.

She didn't know what to do. The bills kept coming in and insurance didn't pay for everything. The world for Veronica was growing dimmer. She no longer cared enough to try and make a difference. The only thing she did care about was her family. That's when Ananias Topps had entered the picture.

And now she was saddled with Patty-Jo-Jim-Bob-Smith from Podunk, Oklahoma. She hoped that her new partner would either not ask too many questions, or would ask for a new assignment like the others. The last thing she wanted right now was somebody poking their nose into her business.



**Personality/Motivation:** Veronica is a good Cop gone bad. She looks at the world through the eyes of a trapped and hopeless woman. She has seen so much of the dark side of life that she no longer has the strength to look at the bright side. She has resigned herself to her lot in life and attacks any attempt at "cheering her up" with her own cynical views. Most of her friends no longer associate with her, or only offer their good wishes. She sees them as having abandoned her, not realizing that she has driven them away. She keeps herself completely closed up and has no intention of letting anyone in, especially that new bumpkin partner of hers.

**Quote:** "Wake up and smell the coffee, kid. This isn't Oz, it's the big city and you'll learn pretty quick who really runs this town."

**Powers/Tactics:** Despite her attitude, Veronica is still a very competent police officer. She is a superb shot with her 9mm pistol and has won enough scraps to call herself a good fighter in close quarters. She has an extensive knowledge of the area she patrols, as well as the people living there. If forced into a conflict, she doesn't mess around and will use any means necessary to eliminate the threat. She doesn't believe in coddling street scum. She knows that the only thing they understand is superior force.

**Appearance:** Veronica looks aged beyond her actual thirty years. Her short, dirty blond hair is turning prematurely grey, and the haggard expression she wears has worn deep lines in her face. She stands 5'8" tall and is becoming slightly overweight. You can tell by the careless way she wears her uniform, that she's been wearing it a long time.

**Campaign Use:** Veronica and Trish will work best in a street level superhero or a heroic level campaign, where the PCs can interact with them on a more personal level instead of watching the bust and retreating to their skyscraper base. Get the heroes involved with them. Trish and Veronica are a good tool for showing the heroes that cops are individuals and not faceless uniforms. A hero could meet Trish off duty, and, following his surprise at her vocation, could become part of the unfolding drama of her career, sharing her concern about her troubled partner. Maybe the hero would try to find out what Veronica's problem really is, and get a nasty surprise. An investigative hero could notice the apparent indifference of the police (Veronica is not the only one), to Topps' activities, indicating that he might have his own "man in uniform."

You'll definitely be able to get more mileage, and fun, out of this pair, if you use them on a recurring basis, or better, as supporting characters in some role. Their growing story will become more interesting with time, as Trish finally discovers that her partner is on the take, or if Veronica's husband eventually dies. Veronica might decide that Topps finally has to come down, and it will be a traumatic moment when Trish finally has to use the sharpshooting skills that she has so enjoyed perfecting, to take a human life.

## OFFICER PATRICIA GARRETT

(Competent Normal, Rookie Cop)

10 STR	14 DEX	10 CON	10 BODY	10 INT
11 EGO	10 PRE	18 COM	3 PD	2 ED
3 SPD	4 REC	20 END	20 STUN	

**Powers/Skills:** PS: Trick Shooter 13-; 3 Levels w/ All Ranged Combat; 3 Levels w/ Pistols; 3 Levels w/ Sight PER Rolls; Weaponsmith: Slugthrowers 11-; WF: All Small Arms, Billyclub; KS: Criminal Law 11-; Combat Driving 12-; KS: Criminal Law 11-; AK: The City 8-; Bureaucratics 11-; Conversation 11-; 1d6+1 RKA, 2 Clips of 6 Shots, OAF .38 Revolver; +3d6 Hand to Hand Attack, OAF Billyclub

**Perks:** Local Police Powers

**Talents:** Fastdraw 14-

**50 +Disadvantages:** Enthusiastic Rookie; Code against killing; Distinctive Features (Uniformed Police Officer); Watched by Police Department, 11-

**OCV:** 5; **DCV:** 5; **ECV:** 3; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	23	+ 77	= 100	= 50	+ 50

**Background:** Trish Garrett placed her .38 gingerly into its holster on her left side and slipped on her hearing protectors. She took one target board out of the satchel in front of her and hooked it up to the clip overhead. With a flick of a switch, the target began to slide downrange on the track. As she waited, Trish looked nervously over her shoulder at her new, actually her first, partner, Veronica Halstead. Everybody seemed to steer clear of the woman, but Trish figured she was lucky to get paired up with a ten year veteran. This was her first day on the job and she wanted to make a good impression on Veronica, but dang if she wasn't nervous as Dad on Prom night.

The target clicked to a stop at forty yards out and Veronica cleared her throat. She obviously thought it was too far out for accurate pistol fire. She's impatient, Trish noted. Well if there was any place, outside Oklahoma, where this girl was at home, it was a gun range.

"Are you gonna shoot that target or just STARE holes in it?"

"OK, Boss," Trish tensed and relaxed her fingers in preparation. "Holes coming right up." With practiced precision, Trish's hand flashed down to her holster and came back up with her .38 revolver, flicking the safety off enroute. The sight lined up naturally and she drilled six holes in the distant target's center.



Veronica walked up behind her and hit the target retrieve switch. The board crawled forward obediently. "Kid, I know it's your first day, but do you really expect to hit anything at that ridiculous range? And you shouldn't carry your piece with the safety off."

"But I flicked it while..."

"And don't shoot so fast. You should take a moment to aim."

"But I did..."

The target board finally arrived as Veronica finished her final comment, "And don't interrupt me. Let's see if you got lucky or, Holy Cripes!" Veronica's face only showed surprise for a moment before returning to stony cynicism, but Trish saw it. She knew Veronica was impressed!

"What've you got in there? Heat Seekers?"

"Well," Trish tried to play it cool, "I've been shooting in competitions for a while..."

"How long?"

An involuntary giggle leaked out. "Since I was twelve."

"Hmmm," Veronica looked at her, then at the target, then back at her. "Well perps ain't stationary, and out there the targets shoot back, so don't let your stunts get you cocky and do what I say. Capace?"

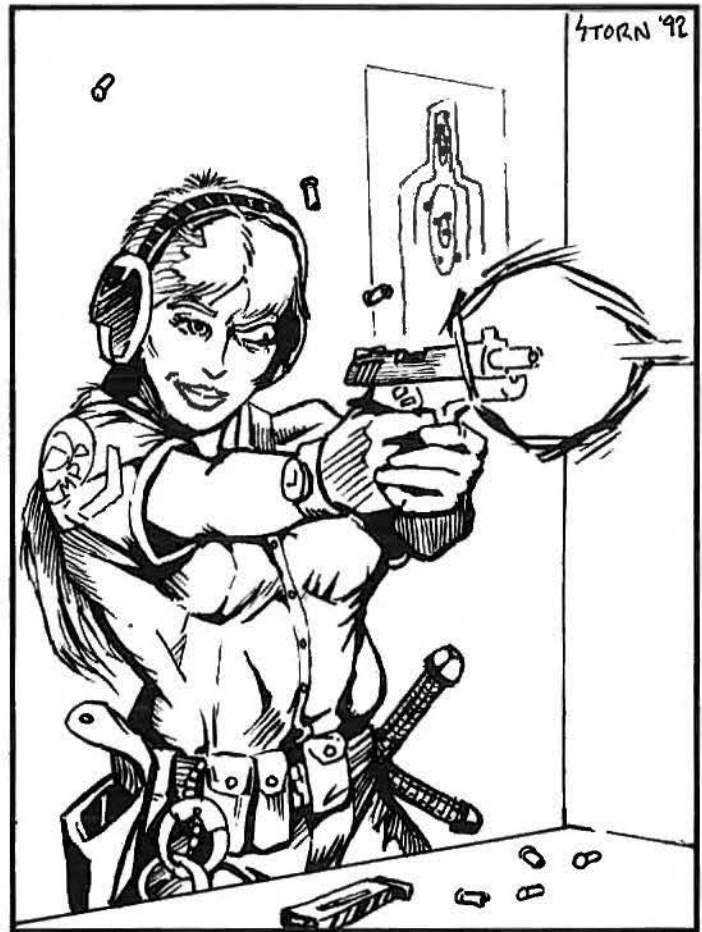
"Uh huh." It was time for her first actual patrol! Crime didn't stand a chance!

Trish's interest in firearms began at an early age, when her father began teaching her brother about shooting. Lord forbid that there should be anything going on around the house that little Trish didn't get in on. Her excellent hand-eye coordination and better than 20/20 vision let her outscore her elder brother, and anything she could beat her brother at, she wanted to do a lot. Hanging around gun ranges and winning junior shooting competitions led her to consider a career in police work and so far she loves it!

**Personality/Motivation:** Trish is a bubbly, easily excited, overenthusiastic, rookie police officer. She's very proud of her shooting skills, but tries not to brag because that would be wrong. Her time at the Police Academy hasn't dulled her enthusiasm, but it also hasn't prepared her for the grim realities of police work in the big city. She has sensed that her new partner has some problems, but she remains blissfully unaware of the depth of Veronica's predicament. Some of her co-workers have told her that Veronica's husband is in the hospital.

**Quote:** "Hey, Veronica! This creep offered me fifty dollars to let him go! Do you believe that? Don't people know that you can't bribe good cops like us? Geez!"

**Powers/Tactics:** As a champion marksman with the trophies to prove it, Trish is actually more qualified to be a SWAT sharpshooter than a street cop. She has her Academy training, but the city is a new jungle to her and the books don't always tell the whole story. She hopes that her association with Veronica will teach her the trick of being a good street cop. She doesn't realize that the only "trick" is hard experience.



Her hand to hand combat skills are minimal at best so she will try to avoid being cornered or closed on by an opponent, and will use her billyclub, even against an unarmed thug, if she's convinced that she is in danger.

**Appearance:** With her long brown hair tied back in a ponytail and her fawnlike brown eyes, Trish looks more like she should be holding pom-poms than a revolver. While on duty she tries (unsuccessfully) to hide her excitement and look really professional, but smiling, waving at street people and telling bustees to "Have a nice day" just seems polite to her. Her 5'5", slight frame is always dressed in a crisp and perfect uniform with starched creases and mirror-polished shoes. She wears her sharpshooter pin over her left pocket.

**Campaign Use:** See Officer Veronica Halstead.

# SERGEANT ADDIE PARSONS

**(Competent Normal, Streetgang Task Force Head)**

10 STR	14 DEX	13 CON	10 BODY	13 INT
13 EGO	15 PRE	14 COM	4 PD	3 ED
3 SPD	5 REC	26 END	23 STUN	

**Powers/Skills:** PS: Police officer 12-; KS: Criminal law 11-; Criminology 12-; Combat Driving 12-; Streetwise 12-; KS: Local Gangs 12-; AK: The City 12-; WF: All Small Arms; 1d6+1 RKA, 2 Clips of 14 Shots, OAF Browning 9mm.; 2 Levels w/ Pistol; WF: Knife; ½d6 HKA, OAF Switchblade

Infighting	OCV	DCV	Effect
Squirm	+0	+0	+15 STR vs grabs
Trip	+1	+1	STR Strike, target falls
Twist Arm	-1	-1	Grab, +10 STR to hold on

**Perks:** Local Police Powers; Contact: Freddie "the Fink" Furchetti, 11-; Favor: The Mayor 14-

**50 +Disadvantages:** Acts abrasive and cynical; Wants to get kids out of streetgangs; Distinctive Features (Chain Smoker); Distinctive Features (Initiation marks: three parallel scars across left forearm, normally concealed); Watched by "the Lieutenant," 8-

**OCV:** 5; **DCV:** 5; **ECV:** 4; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	44	+ 51	= 95	= 45	+ 50

**Background:** "Sit down, Switch! I'm not gonna take any crap from you or your girl-scout shish-kebab club today!" Addie put her hand on the young gangleader's shoulder and shoved her down onto a crate. "You think you're safe as long as you stay here in your 'Hideout'?" She saw one of the youths start to move. "Better tell your girls to stay calm or I'll make you wish you had. That's better. Listen, Kid, I know you don't like me, but you're going to help me anyway."

Addie watched the girl's eyes. Switch knew that she was losing face. Addie pushed again. "You're thinking about going for the knife in your boot, aren't you?" Addie hesitated, wondering if she should say it. Too late to back out now.

"That's what I would've done ... when I was leader of this gang." The young punk sneered. "Don't believe me, you little pile of ...? Here. Look." Addie rolled up her shirt cuff to reveal three parallel scars across her forearm, "See for yourself." The mark of the Slashers gang.

"A little over eight years ago, I was just like you, Switch. A black mark on the streets of the lower side of this city. A young punk, angry at the world for not taking care of me. The Slashers were a lot bigger then, though. We did anything we wanted. We were teenagers. The cops couldn't touch us. But you know what? We made one mistake. We grew up. As the stakes got higher, we traded our knives for guns and burglary became armed robbery. I was getting worried about what might happen if we got caught, but I didn't think we could stop."

Addie reached into her collar and pulled out a neckchain with a lump of grey metal dangling from it. "This is what stopped me. It's a .38 slug, and I'm happier with it on the outside of my chest. Your girls here; you think they'll help you if you take a hit? Mine didn't. I had to figure it out on my own. The world isn't going to take care of us. We have to take care of it."

She relaxed her grip on the girl's shoulder. "How about it, Switch? You gonna tell me or — OOF!" The punch had caught her off guard and the gang was bolting. "OK, you little Skuzballs!" She yelled as she started to chase after them, "We'll do this the hard way!"

In spite of her youth as a gangmember, Addie was never jailed and had no police record to blot her acceptance into the Police Academy. She excelled in training and went to work on the streets with unstoppable determination, rising to the rank of sergeant in only a short time. Along with her childhood friend turned teacher, Betsy Clarke, she has done a lot of work with streetkids on the side. It was during one of these extracurricular activities that she got the Mayor's son out of a particularly nasty streetgang. The mayor was so impressed with the way that Addie had turned his son around, that he approved the previously vetoed Youth Crime Task Force, with Addie at the helm.

**Personality/Motivation:** Sgt. Addie Parsons is rude, foul-mouthed and smokes whenever she's conscious. As head of the Youth Crime Task Force (nicknamed "The Y"), she'd have a tough time in any big city, but in your campaign city things have been getting especially bad lately. Someone is getting the gangs organized (probably that Topps character)



and Addie is expected to deal with the problem. Her department isn't the first priority on the budget though, so more has to be accomplished with less. She honestly cares about the kids she arrests, but realizes what it will take to get through to them. Her biggest gripe is the social workers who think they can reform these kids with major amounts of psycho babble. Her methods are not so subtle.

Addie doesn't talk about her experiences from her youth, even to her fellow police. She doesn't have any fond memories of that time and is still ashamed of the things she did.

**Quote:** Taking a drag on her cigarette and looking over the costumed heroes, "Nice underwear."

**Powers/Tactics:** Sergeant Parsons is a streetsmart woman in very good physical condition. Her police training has made her a capable hand to hand combatant and a crack shot with her Browning HP. She has access to police records and laboratories as well as her contacts on the street. The Mayor still owes her a favor for getting his son out of a gang.

**Appearance:** At 5'8", Addie may not look too intimidating, but her icy blue gaze is enough to make anyone think twice about messing with her. She doesn't wear any makeup to speak of and keeps her strait black hair pinned up under "The Yankees Cap."

Working in the Y puts her in the plainclothes division, so she is rarely in uniform. She dresses in jeans and a T-shirt, wearing a faded grey windbreaker to conceal her shoulder holster. She is never without her cigarettes and "The Yankees Cap." She appears to be about thirty, actually she's only twenty-five.

**Campaign Use:** Addie's unit is responsible for maintaining tabs on likely repeat offenders, tracking youth gang activity, and trying to pull those kids back to the right side of the law. As a police officer, Addie should be easy to introduce into your game. Perhaps a gang war has erupted and the police want the local street skulker to work with the Y. Parsons wouldn't be too pleased, but she wouldn't have any choice. A like/hate relationship would probably be the best a hero could hope for with Addie.

If Ananias Topps is really behind a move to organize the gangs of the city into a mob of brutal youth enforcers for his organization Addie would want to take him down, hard. Her childhood friend Betsy Clarke could tip her off to increased gang activity at the high school or clue her in to the existence of a teen hero group. If the PCs are teen superheroes they could find unexpected encouragement from Addie. She knows that the youth culture is something best repaired from the inside, and that kids are a lot more capable than most adults give them credit for.

## JUDGE JOSEPH SIMPSON

(Skilled Normal, Judge)

9 STR	10 DEX	10 CON	10 BODY	15 INT
13 EGO	20 PRE	12 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

**Skills:** PS: Judge 13-; KS: Criminal law 13-; Bureaucratics 13-; Oratory 13-; High Society 13-; Persuasion 13-; Deduction 13-

**Perk:** Judge

**0 +Disadvantages:** Hates criminals; Hates vigilantes; Age 40+; Reputation (Hanging Judge) 11-; Watched by Press, 8-;

**OCV: 3; DCV: 3; ECV: 4; Phases: 6, 12**

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	22	+ 28	= 50	= 50	+ 0

**Background:** This is the story of two brothers. Joseph and Joshua Simpson. Their father, a judge famous for his unrelenting pursuit of organized crime, instilled in them a respect for law and justice. They studied to go into professions in line with their beliefs; Joseph as a lawyer and Joshua as a policeman. However, their lives took a different turn when their father was brutally murdered while presiding over a mobster's trial. This event changed Joshua and Joseph; Joseph became a district attorney with his eyes on becoming a judge, and Joshua became the masked vigilante Nightwraith. The two worked together to bring their father's killers to justice, finally succeeding. But Joshua found that he was still driven to bring more criminals to justice, much to Joseph's protests. He warned his brother that it wasn't a game he was playing and that if he continued that he would wind up just like their father. Joshua told his brother he appreciated his concern but he could take care of himself. However, one night, he found out he couldn't.

Battered and shot, Joshua stumbled into Joseph's home, and died in his brother's arms. He was buried later that week. Their mother, shattered by the loss of her son, died two months later. Although Joseph did not blame Joshua for his own death, or that of their mother, he did blame a society that allowed masked "heroes" to run around in flagrant disrespect of the law. Joseph vowed that he would put a stop to them.

A few years later, Joseph became a judge and since that time has taken a hard stand against both criminals and superheroes.



**Personality/Motivation:** In the old west Joseph Simpson would have been known as a hanging judge. He sees all vigilantes as the second lowest form of life on Earth, just above criminals. Consequently he is very harsh in his judgments on both sides of the law, and will usually throw a vigilante's testimony out of court unless it is vital to the case against the crook. He holds this view even for heroes sanctioned by local authorities or the government, although he tends to moderate his opinions and will be more inclined to accept their testimony. He is an extremely popular judge due to his tough sentences given to defendants, so many of his statements make good press. Judge Simpson uses this popularity to lash out at "costumed menaces" at every opportunity, trying to turn popular opinion against heroes. He keeps his brother's masked identity a carefully guarded secret, mostly to keep the family's good name from being dragged through the dirt. However, he keeps a scrapbook of newspaper clippings, mostly of his father's murder and his brother's activities, in his office and will glance through it during a recess or just before he has to render a sentence. He hates lawyers who resort to legal loopholes to free their clients and has on many occasions had a terse discussion with district attorneys who lost a case due to poor preparation or heavily relied on evidence from masked vigilantes.

**Quote:** "As a judge, I administer justice through the law, not from behind a mask."

**Powers/Tactics:** Judge Simpson has a thorough knowledge of criminal law and the criminal justice system. He also has a keen insight into complicated matters which allows him to seek the truth in many cases. He is well respected in higher circles and has many powerful friends who share his views. Heroes that find themselves on the Judge's bad side could find trouble coming at them from many sides, such as police inspectors, district attorneys, news reporters, or even corporate heads. Once a hero, or hero group, becomes the object of Judge Simpson's attention, he will use every ounce of influence he has to make the heroes' life as difficult as possible.

**Appearance:** Judge Simpson is 5'7" tall and weighs 175 lbs. He appears to be in his mid forties with black hair graying at the temples and a wide expressive face that becomes red when he is angered, which is often.

**Campaign Use:** The heroes might meet Judge Simpson while testifying on a case they were involved in. During that time he will harass them and humiliate them almost as much as the criminals on trial! He could also be the judge that issues a restraining order against the heroes at the request of a cunning villain or outraged citizen group. The judge could also harass the heroes through the press by making statements or writing editorials in the local paper pointing out how much of a menace they are. Heaven help a hero who has falsely been accused of a crime and finds Judge Simpson on the bench. Even if he's found not guilty, he may still have many questions to answer. The heroes could also be asked to guard the judge from a hitman while he presides over the trial of a powerful villain or organized crime boss. The judge would resent the heroes' presence and make life miserable for them at every chance. After a few days of this treatment the heroes might want to hire a hitman of their own. A hero could take Judge Simpson as a DNPC, but would have to take great care in making sure the judge does not find out about his costumed identity. Eventually, that hero might find out about the Judge's brother, but he would have to be very nosy and resourceful. Judge Simpson, being a popular public figure, could be approached to run for public office. The heroes would really have to watch out for Governor Simpson if he were elected.

## SENATOR JEREMIAH RELM

(Competent Normal, Influential U.S. Senator)

10 STR 10 DEX 10 CON 10 BODY 13 INT  
18 EGO 23 PRE 14 COM 2 PD 2 ED  
2 SPD 4 REC 20 END 20 STUN

**Powers/Skills:** PS: Politician 15-; KS: Politics 14-;  
KS: Political Rivals 12-; PS: Lawyer 12-;  
KS: Laws of the United States 12-; Bureaucratics 14-;  
Persuasion 14-; Conversation 14-; High Society 14-;  
Oratory 14-; AK: Washington D.C. 12-

**Perks:** Influential U.S. Senator; Money: Well Off;  
Well Connected; Contacts: Judge Joseph Simpson 11-,  
Joseph P. Kowolski (Warden of Stronghold) 11-, Maj.  
Brad Barrington (Commander in Chief of S.A.T.) 11-,  
Kenneth Parker (See Shanna Armbruster) 11-, Senior  
Pentagon Official 11-, President of the United States 8-

**50 +Disadvantages:** Patriotic; Protective of "National  
Security"; Wants to further his political ambitions;  
Age 40+; Reputation (Powerful politician), 8-; Watched  
by US Government, 8-; Rivalry with Representative  
Shanna Armbruster

**OCV:** 3; **DCV:** 3; **ECV:** 6; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	34	+ 60	= 94	= 44	+ 50

**Background:** 28 YEARS AGO: "She's beautiful. May I hold her, Amanda?"

"Of course, Jerry. Here you go. Say hello to your godfather, Shanna sweetheart." The baby fidgeted uncomfortably in Relm's grasp.

"I'm honored to be her godfather, Ken."

Kenneth Parker looked at his new daughter over his friend's shoulder. "It's the least we could do, considering that you introduced the two of us. We're a team right?"

"You bet, Ken. Law school to the school of hard knocks, side by side. Now that you've taken over your dad's company and my shot for the state legislature is successfully completed, thanks to Parker Industries generous support," Ken took a mock bow. "We can finally start to move and shake the world like we always said we would." The baby reached out for Relm's yellow necktie and he gently pushed her hand down, "No, honey.

"And now, Ken, I can finally start on some of those mutually beneficial zoning changes we discussed."

"About time someone made a 'bold move to stimulate industrial growth and generate jobs.'" Ken quoted the campaign literature. "And I think that you could do a lot better than the State Senate."

Little Shanna tried to reach again for the pretty tie, but of course Relm held her hand fast. She struggled for a moment, then realized that she couldn't get what she wanted, and began to cry.

• • •

*The Present:* "Senator Relm, Its about time that the press saw the way you operate. Your political strongarm tactics won't work on me!"

"Shanna I don't ever want you to think that I don't love you, but you can't go crying to the press every time a vote doesn't go your way. I've watched you cry all your life over every little thing. Your parents always tried to make things easy for you but all you could ever do was complain about how they didn't pay enough attention to you. I supported your campaign and your nomination to the Joint Committee on Metahuman Affairs. Couldn't you support me once in a while?"

"Senator Relm," Shanna pushed on. He noted her resistance to his attempt to shift this from a discussion between equal elected officials to a lecture from godfather to goddaughter. She was a lot easier to deal with when she was younger, but even now she was still just a kid. "Your proposal is nothing short of Nazi tactics against metahumans."

"Just one damn minute, young lady!" He was red faced. "You don't know what the hell you're talking about! I was eight years old when my father went to fight the Nazis. He died fighting for this country and I will not have anyone compare me to those butchers in my own office! Not even my own goddaughter!"

"I'll thank you to remember that one of those 'heroes' you feel so trusting towards once tried to assassinate me. Solitaire is a perfect example of what can happen if people with paranormal powers aren't located early enough. She was found and raised by a group of occult lunatics who brainwashed her into thinking that I was some kind of monster. If we had a bureau to locate people like her, we might have saved her a lot of suffering. I just thank God that she had an open enough mind to listen to reason. You could learn a few things from that young lady, Shanna.

"I pulled myself up by my bootstraps." He continued. "I went to law school and into politics to serve this country and make things better for the next generation. Your generation."

"Bull!" Shanna countered. "My father put you in office with his money as an 'investment'."

"Your father," started Relm, taking a deep breath to calm himself, "supported my campaigns because he knows that I have only the best interests of the U.S. in mind. All of the proposals in that Bill are necessary if we are to integrate ..."

"You mean enslave!"

"Integrate metahumans into our society safely. Now your view is a valid one, for a new boy on the Hill, but you could go farther with my support than working against me, in which case you'll go nowhere. Work together with me on this and maybe our Committee can do some good."

"Excuse me, Senator, I'm late for a press conference."

Relm swore under his breath as the new representative stalked out. He would hate to have to put pressure on his own goddaughter, especially after the mess he had to go through to get such a novice elected to the Committee, but he saw little recourse. He unlocked his safe and withdrew a very special folder containing two files. In crisp, black typewritten letters they were labeled "Project Safeguard" and "Project Salvation." Shanna Armbruster was not going to stand in their way, even if it meant he had to ruin her political career.

**Personality/Motivation:** Jerry Relm is a man who loves the "American Way." So much in fact that he would do anything to preserve it, even things that he might find unethical or immoral. His personal conscience is not as important as the preservation of the way of life his father died defending. He truly believes that the devastating Minuteman robots of Project Safeguard and the metahuman testing facilities of Project Salvation, destructive as they may be, are necessary to keep these potential world conquerors on a short tether. "If

each of these people had an atomic bomb you would demand that we keep tabs on them! Well their bombs are built in, but they're just as dangerous."

He believed that he would be able to control Shanna and gain another voice on the Joint Committee on Metahuman Affairs, but she has proved too rebellious for his taste. Ken did warn him ...

He is an intelligent and articulate gentleman with over thirty years experience in the political arena. He is cautious, calculating, and very good at making his goals seem to be your goals. The Senator's political aspirations do not stop at the Congressional level, and with the support he's getting, it may not be too big a step up to the White House.

He is a diplomatic man, but can work up considerable emotion when debating with a familiar partner on a sensitive subject, such as defense spending or the Stronghold budget (both of which he advocates, supporting a 2nd Stronghold to be built with more testing and medical research facilities).

**Quote:** "Don't play games with me. I've been in politics longer than you've been alive."

**Powers/Tactics:** Senator Jerry Relm is a man with goals that a great many people sympathize with. He is close to many influential people in government and industrial circles and knows how to get the most out of each "friend." He is especially influential in SAT, being the primary advocate of the agency. Relm is personally responsible for SAT being able to remain independent from PRIMUS for this long. Even on short notice or under questionable circumstances, the Senator could expect Major Barrington to put SAT into action on his behalf. In the Senate his vote influences many others.

His wealth is not insignificant, but he knows that its bad for his image to flaunt it. His wardrobe and home are dignified and comfortable, but not opulent.

Senator Relm is responsible for the funding of the Top Secret projects referred to in his secret files. He advocates the anti-metahuman weapons and robots developed by Salvation and Safeguard, but is unaware of the fact that the company responsible for both projects is secretly run by GENOCIDE (using government funds to develop weapons capable of doing much more than just capturing errant superbeings). Were Relm to discover this he would be disgusted. He really is interested only in the security of America, not persecuting metahumans. He expects them, as Americans, to make some reasonable sacrifices for the security of the Nation.

**Appearance:** The Senator is 6'0" tall, of medium build, and has conservatively cut silver hair. He keeps physically fit, but doesn't have time to keep himself in top shape as he'd like to. He is fifty-eight years old, and every one of those years shows on his lined face. His years of hard work and the difficult climb up the political ladder have worn sharp creases around his eyes and mouth. He has a professional but approachable demeanor.

**Campaign Use:** Relm is an obvious target for supervillains that resent government oppression of metahumans (Neutron and the Conquerors come to mind). Of course he would be thankful to the heroes for saving him, but his stance for the cameras would be that he wouldn't have needed saving if these potential villains were under tighter scrutiny. If the heroes are a government sanctioned team, Relm might try to shorten their leash, perhaps appointing one of his friends to the position of "Liaison" (read as "Professional harassment

expert and spy"). The Senator might even propose and form a US Government superhero team himself. They would all have to have the right attitude about their work (i.e., psychological limitations Patriotic and Loyal to Government). S.A.T., well known for their gung-ho personnel, might provide some manpower for it. This team could try to recruit the heroes or just be a thorn in their sides.

If a hero is accused of a crime, Relm could use the publicity to boost public support for his hard line position, or try to "make an example" of the hero. He could make sure the case goes before his friend Judge Simpson, whose dim view of superheroes is a matter of record.

The Senator's family is not discussed, but you may assume that he has a wife and children just as any aspiring politician. Perhaps one of his children is a hero, maybe even a mutant (quite a problem for GENOCIDE). He could even be the father of a player character.

GENOCIDE is hoping that the Senator will eventually become radical enough to be seduced into joining their cause, but they're waiting for the proper time to approach him (like right after a big disaster caused by superbeings). They could try to speed this process up by anonymously hiring a supervillain to terrorize, but not actually harm, the Senator. Or they could go after his family (ideal if one of his kids is a hero). Superheroes could discover that the villains were not supposed to actually hurt the Senator and suspect that he set it up himself. A good choice as a villain for this would be Shamrock from *Classic Enemies*. Shamrock, being a terrorist, would have no qualms about hurting innocents for maximum publicity value and he is tough enough to take on several moderately powerful heroes at once.



## WALT REESE

(Skilled Normal, Private Investigator)

15 STR	10 DEX	13 CON	10 BODY	10 INT
10 EGO	10 PRE	18 COM	5 PD	3 ED
3 SPD	6 REC	26 END	23 STUN	

**Powers/Skills:** PS: Private Investigator 12-; KS: Detective Movies and TV Shows 12-; Criminology 11-; Basic Spanish; Fam w/ High Society 8-; Fam w/ Pistols; 1d6+1 RKA, 6 Shots, OAF .38 Revolver

**Perks:** Licensed Private Investigator; Concealed Weapon Permit

**25 +Disadvantages:** Tries to imitate "cool" detectives; Physical Limitation (Unable to be even remotely "cool"); 2d6 Unluck

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	27	+ 23	= 50	= 50	+ 50

**Background:** Walt grew up watching TV shows and movies about private eyes and secret agents ("Simon Simonson" and "Magnetic Thomas, P.I." were his favorites), and imagining his dad's exciting adventures. He never saw much of his father, who had a classified job with the government that kept him away for weeks at a time. Walt often tried to figure out what neat adventure his father had just returned from, but the elder Reese was always very careful to have false plane ticket stubs and souvenirs from places like Peabody, Ohio and Ducktown, Tennessee. A clever man, indeed.

Walt studied hard at "Jack Bondo's Secret Agent and Etiquette School" and graduated at the top of his class (of one). For his first case, he decided to figure out exactly what his dad's job was. This case ended in failure when Walt found his father had deceived him again. The obviously false trail led to a job as a government auditor. What a sneaky guy!

Wanting to follow in his father's footsteps (even if he couldn't find them), Walt applied for work with the Secret Service, CIA, FBI, PRIMUS, SAT and even the IRS. Unfortunately, none of them were hiring. What rotten luck. Undaunted, Walt decided to continue his work as a private investigator until one of the agencies called him back for another interview.

**Personality/Motivation:** Walt is convinced that life is a lot more exciting that anyone is willing to let him in on. He doesn't blame his father for not letting him in on his secret life, that's just the way the rules are. He knows that adventure is waiting around every corner for a guy like himself. He tries to emulate his favorite detectives, wearing a trenchcoat and floppy brimmed hat one day, bermuda shorts and a Hawaiian shirt the next. He tries to take a different route each time he goes somewhere, "So as not to be too predictable." This practice leads him to be late a lot. He's still trying to master nonchalant coin-flipping.



**Quote:** "Of course its not loaded. What do you think I am, stupid?" BANG!

**Powers/Tactics:** Walt is a semi-skilled private investigator, despite his terminal case of unhipness. He usually finds the right clues, but he sometimes reads more into them than is really there. His time at "Jack Bondo's Secret Agent and Etiquette School" taught him a wide array of advanced investigatory procedures as well as which fork to use for salad and-which spoon for soup.

**Appearance:** Walt is the picture of a perfect TV detective. 6'0" tall, dark hair and well muscled. His boyish smile and playful eyes reflect his youthful vigor and longing for real adventure. He has a repertoire of "cool" detective schticks including his floppy brimmed hat, calabash pipe, magnifying glass, '67 Dodge dart (working on the Ferrari), etc.

**Campaign Use:** Walt might be hired by a DNPC to figure out what the hero is up to when he disappears. He might also make a good romantic interest for a heroine's secret ID; at least until he starts to get suspicious. Because of his tendency to pick the most outrageous of the options, he just might guess her secret. If you feel especially silly, his deal could turn out to actually be a superspy! Or even a supervillain!

If a hero is being sued, Walt might be hired to serve the hero with a subpoena to appear in court. If Walt is a hero's friend he might have to save Walt if he were hired to serve a subpoena to a villain.

# IN THE SHADOWS

Ghosts and the houses they haunt. Dark corners and strange happenings. Tall tales of evil cults and summoned demons. The monster hunter and the stalking creature from beyond. The horror genre is well represented in the world of the comics and is not ignored here. You'll find that these NPCs could easily fit into a *Mystic Masters* campaign (or may inspire you to start one). If you run a "monster hunter" game, these folks will also be a good addition. These characters in this section are all associated with the supernatural or occult, making them ideal encounters, companions or followers for any mystic based hero. We've also included an example "villain" from a horror genre. You'll find important differences between a supervillain, and a genuinely terrifying horror.

and all things supernatural in order to protect herself and others from them. To support herself, she opened a small shop called the Nightengale Bookery, an establishment specializing in rare manuscripts and occult paraphernalia. Wooden stakes and silver bullets are available at discount prices.

## LYNDA CRIGHTON

(Skilled Normal, Occult Bookstore Owner)

10 STR	11 DEX	10 CON	10 BODY	18 INT
14 EGO	15 PRE	16 COM	3 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

**Powers/Skills:** Mental Awareness (only supernatural); KS: Occult Literature 14-; PS: Occult Researcher 13-; KS: Ancient Literature 13-; KS: Supernatural Phenomena 13-; Streetwise 12-

**25 +Disadvantages:** Obsessed with the Supernatural; Paranoid of Monsters; Reputation (Occult Weirdo), 8-; Watched by local police, 8-

OCV: 4; DCV: 4; ECV: 5; Phases: 6, 12

Cost	Char	Powers	Total	Disadv	Base
	27	+ 23	= 50	= 25	+ 25

**Background:** "Local Hero Saves Little Girl From Demonic Cult!" the headlines read. That scared seven year old had been kidnapped by DEMON for use as a sacrifice. The hero rescued her, but he couldn't change the horrors that she'd seen while lying on that alter, looking into the void beyond the portal, into the Abyss. She saw what was waiting on the other side, straining to be released into the world to consume little girls like her. Her life could never be the same. Little Lynda Crighton knew that the grown ups were wrong. The bogey men were real, and they were very close-by.

Lynda has spent the last thirteen years studying the enemy. She has travelled the world seeking old texts and artifacts that she thinks could be valuable to the forces of evil. Many of them are in museums, so she simply keeps labs on those. She has learned as much as possible about the occult

**Personality/Motivation:** "You think you know what's going on out there in the street? Evil lurks in the gutters and alleys of this city, and the cops walk right by. The cops can't see them, but they're there. They are out there. Things that you can't see, can't feel, can't touch. They can hide from you because you don't believe. But I believe in them. I can see them. They're everywhere. There's one!"

Lynda Crighton knows what other people are too frightened to comprehend. There are monsters among us. Monsters that normal people can't accept are real. She never would tell what she saw when she looked through that portal in the last instants before the hero broke the ritual circle, but whatever she saw, the fear of it is still with her to this day.





Lynda is a woman obsessed with the supernatural. She has studied with some of the most prominent occult experts around, and fervently seeks out ways to weaken the forces of evil, whether finding and destroying an evil artifact, or by warning people who could be in danger from unseen entities, like ghosts. Most people think Lynda is crazy, but she knows that the menaces that most people consider to be Halloween fantasies are horribly real.

**Quote:** "Always look under the bed first."

**Powers/Tactics:** Lynda doesn't carry a gun, but she does carry a wooden stake, a cross, a vial of holy water, some garlic, a silver plated knife, and a copy of Spengler Press' latest occult handbook: *A Complete Guide for the Modern Monster Hunter* (signed and numbered). In spite of her tendency to become quite paranoid, Lynda is a genuine authority on the supernatural.

**Appearance:** Catching Lynda in a relaxed state is a rare occurrence. Her big brown eyes are always wide open and darting back and forth looking for "something unseen." Her nerves are always on edge, waiting for something to spring out from under a pile of papers or to reach out from around a corner. Her speech is rapid-fire and filled with nervous energy. She is pretty, but doesn't dwell on herself, as this would require using a mirror, and what with all the vampires and all, well, you see the problem (well, maybe you don't).

She tends to dress in subdued colors and wears a "lucky" grey cloak absolutely everywhere, even to bed. Lynda is 5'10", slight of build, with long straight blonde hair. She is twenty years old.

**Campaign Use:** Any hero with a mystic origin or who does research into supernatural subjects might have Lynda as a contact. The Nightengale Bookery is a well stocked occult store and also contains Lynda's personal collection of authentic occult works.

Lynda could be encountered during one of her "investigations." Perhaps the heroes are concerned that such a crazy woman might be dangerous, but then they find that there may really be some kind of evil force at work. Lynda can be a lot of fun to play in the tradition of recent supernatural comedies. Using her craziness to full advantage can keep the heroes on their toes, never quite sure if Lynda really did see a tentacled horror in that alley. "It was there a moment ago!"

Lynda might have an artifact that the heroes need to defeat a certain mystic menace or to foil a DEMON plot. If the heroes are involved with Stephen Pierce, they might come to Lynda for information on what is wrong with him, or maybe Stephen wants one of her manuscripts and she won't part with it willingly. Perhaps there is something special about Lynda that makes her an especially valuable or desirable sacrificial victim. DEMON might decide that its time to give the summoning ritual another try and attempt to kidnap Lynda for it.

The Nightengale Bookery is a small, two story house with the store downstairs and Lynda's apartment upstairs. She keeps her especially sensitive books in her private collection upstairs.

## STEPHEN PIERCE

(Skilled Normal, Pillar of the Community)

13 STR	10 DEX	10 CON	10 BODY	13 INT
8 EGO	18 PRE	10 COM	3 PD	2 ED
2 SPD	5 REC	20 END	22 STUN	

**Powers/Skills:** Life Support: Immune to Aging; PS: Business 12-; KS: Occult Rituals 13-; Acting 13-; Disguise 13-

**Perks:** Pillar of the Community; Money: Wealthy; Well Connected; Contacts: Crooked Museum Curator 11-, the Governor 11-, the Mayor 11-, Senator Jerry Relm 11-, Chief Editor of the Daily Sun Newspaper 11-, Regional Director of PRIMUS 11-, VIPER Nest Leader 11-

**25 + Disadvantages:** Frantically seeking a way out of his demonic contract; Afraid of being exposed; Loves Beatrice Pierce; Distinctive Feature (Damned, detectable by mystic perceptions); Distinctive Feature (Too Young, usually concealed with disguise); Watched by The Contractor, 8-

**OCV: 3; DCV: 3; ECV: 3; Phases: 6, 12**

Costs:	Char	Powers	Total	Disadv	Base
	10	+ 40	= 50	= 25	+ 25

**Background:** The world (including his wife), is still blissfully unaware of the horrible truth behind Stephen Pierce's meteoric rise to wealth and power. Fifty years ago, Stephen Pierce was a wimpy second level manager at an automobile plant. He craved recognition from his bosses and the affections of pretty girls, but he didn't have the backbone to go out and get what he wanted. That was when The Contractor came to call.

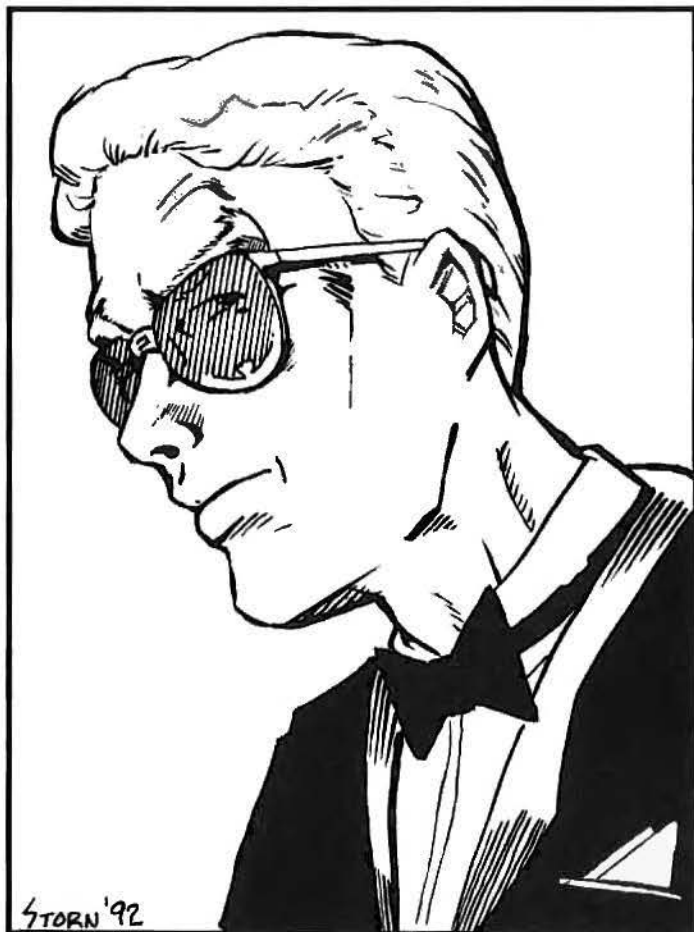
The man was slick and handsome, a real smooth talking agent of darkness who convinced Stephen that all the things he desired were within his grasp. With a pen of blackest night writing in the color of most foul blood, Stephen Pierce struck a deal with something dark and powerful. He got the most beautiful secretary at the plant, great wealth and perpetual youth — but only for a limited time. Now the time of his obligation is drawing near. The price will have to be paid, somehow. Stephen Pierce has spent fifty years building a library of rare occult manuscripts and artifacts, confident that somewhere there was a way out. Some way to send another in his place, but he's beginning to get scared. The contract seems airtight.

**Personality/Motivation:** In public, Stephen Pierce is a model of poise and congeniality. His practiced smile and polished business bearing grace all of Beatrice's charity social events and he is, of course, a big contributor. Mixing with the guests, making new acquaintances, drinking only in moderation, and catching loving glances from his wife, he's a model of the perfect citizen and husband. Of course most of it's an act.

When he can get away from his wife and into his secret basement workshop, Stephen Pierce becomes a very different man. He isn't at all afraid of death. It's what's waiting for him on the other side that scares him out of his sanity. He prowls the streets, shrouded in a trenchcoat, like a contemporary Mr. Hyde, combing occult bookstores and antique shops for any scrap of information, any trinket, any shred of something that might help him avert his fate.

There is nothing, save harming his wife, that Stephen Pierce wouldn't do to save his own miserable skin. Normally he is a very cautious man, but as the time grows shorter, he is becoming more reckless. He has less to lose every day.

**Quote:** "I'm prepared to make a generous offer for that fascinating pendant, young lady, and I won't take no for an answer."



**Powers/Tactics:** As the time of his contractual obligation grows nearer, Stephen has begun spending more and more time in his research, and is investing enormous sums of money to acquire any artifact or ancient text he thinks might be pertinent. He purports to be an amateur archaeologist, but the works he buys are not on display anywhere in his home. They languish in his basement workshop, being researched for possible application. He has many contacts, including a VIPER commander that he has hired on a number of occasions to steal items from museums or individuals that refused to part with them.

It should be noted that Stephen's business savvy is appreciable, but not the super-sharp intellect that he likes to pretend. His wealth and success were preordained from the moment he signed in blood. He just went through the motions of earning his fortune.

**Appearance:** Stephen Pierce is a slender man, 5'10" tall, who's birth certificate places him in his mid seventies. In reality he hasn't aged a day since he was twenty-two. He colors his black hair a distinguished shade of silver and covers his green eyes with glasses that he has no need of, in an effort to appear older, but his smooth skin and physical fitness are still odd for a man of his age.

**Campaign Use:** Stephen Pierce can be a catalyst for several different adventures. The heroes could become involved in the investigation into a recent series of museum thefts by VIPER, and could discover that in each case, Pierce had attempted to purchase the item just before its theft. A mystical or occult related hero would be ideal, as he or she would have the skills to recognize the common thread of the items (all are related to demonic pacts in some way). Possibly the hero has come into possession of an artifact that Stephen wants. His friend could have sent it to him for safekeeping, just before he had that unfortunate "accident."

A character in high society circles could approach from the other direction, meeting Pierce and his wife socially and accidentally stumbling on the businessman's phenomenal youth, or sensing his curse through mystic means. Maybe someone already knows Stephen's secret and is blackmailing him.

If you feel mean, a demonic messenger from her husband's contract holders could try to kidnap Beatrice from a social event, as leverage against Stephen's attempts to get out of his obligation. This would provide a good fight, and put the characters onto the fact that a mystic mystery is afoot. It would take a pretty tremendous demonstration to make Beatrice believe that Stephen could be guilty of any wrongdoing. A hero who discovers what is going on will have to decide if it would be kinder to tell her the truth or let her illusions of her husband stand. Remember that the truth about Stephen could shatter her life. She is seventy years old and this would be a huge shock.

Pierce is both a mystic problem (he's gathering a dangerous amount of occult material), and a standard crime problem (his VIPER connected robberies). In either case, he is a respected member of the community and bringing him to the authorities may not be easy, or even possible, if they prevent him from finding a solution to his "problem." If the heroes decide to help Stephen, they might face a trip to the home dimension of the demonic forces that he dealt with (*Champions 3-D* has some good ones that might be used, as well as tips on handling dimensional travel, PLUG!). If they are successful, he might be so thankful to be alive that he becomes "a new man," perhaps becoming the group's financial backer or giving them his mansion to use as a headquarters.

If the heroes fail, Stephen might crumble to dust (aging fifty years in an instant) or be consumed by flame. He might be returned to the mortal plane as a superpowered mystic creature or his body could be possessed by The Contractor (making the PCs responsible for a villain's origin is always fun).

## IGGY THE VAMPIRE

(Slightly Less Powerful,  
Professional Undead Person)

Val	Char	Cost	Combat Stats	
30	STR	20	<b>OCV:</b> 7	
20	DEX	30	<b>DCV:</b> 7	
23	CON	26	<b>ECV:</b> 3	
15	BODY	10	<b>Phases:</b> 3, 6, 9, 12	
10	INT	0		
10	EGO	0	<b>Costs</b>	
10	PRE	0		
16	COM	3	<b>Char:</b> 123	<b>Base:</b> 75
18	PD	12		
17	ED	12	<b>Powers:</b> 97	<b>Disad:</b> 145
4	SPD	10		
11	REC	0	<b>Totals:</b> 220 220	
46	END	0		
42	STUN	0		

Cost	Powers	End
15	Elemental Control, Vampire Powers, 30 points	
a-15	1d6 HKA, Armor Piercing, at 0 END (2d6 with STR)	0
b-14	10d6 Mind Control, Concentrate 0 DCV, x2 END, No Range	10
c-7	1d6 Cumulative Transformation Attack into Vampire, at 0 END, Linked to HKA, Must do BODY with HKA to affect opponent	
5	Infrared Vision	
30	Full Life Support (Immortal Undead)	
11	2 BODY Regeneration, once per minute, doesn't function while in sunlight	

75+	Disadvantages
30	Vulnerability: 2 x STUN and 1 ½ x BODY from fire
20	Jerk
15	Thinks that being a Vampire is really neat
15	Code against Killing
15	Physical Limitation ("Dies" when staked in heart, inf./ful.)
10	Physical Limitation (Must drink human blood, freq./slt.)
15	Reputation (People's knowledge of vampires), 14-
25	Susceptibility: 1d6 BODY+STUN / phase in sunlight (VC)

**Background:** Ingrahm R. Stephansson IV was a spoiled brat kid. His parents had always packed him off to schools to keep him out of their way, and when it came time for college it was no different. He partied and ignored his studies while his father bought him good marks with charitable "donations." During spring break, he took a trip to South America with some friends from school. They had pictured nude beaches and lambada contests, but the tour turned out to be a camping expedition into the Amazon. By the time they'd figured it out, they were too far in to go back. With the only options being go along with the guide or hike back through the jungle alone, Iggy and his buddies decided to press on.

Iggy was miserable. The mosquitoes were eating him up and he couldn't sleep on the hard ground. The tour guide was a tough old man who had no pity for the rich boy's plight. When Iggy threw a tantrum and threw his tent pegs into the bushes, the guide told him "Go and get them, Senor, or have no tent tonight."

With only a flashlight to search, Iggy found all but one. He pressed out from camp looking for the last one, but instead, he found a strange cave. Inside, in a pile of moldy rags he found a spike that would fit the bill and pulled it out. All of a sudden the pile of rags sat up! The moldy man brushed himself off and thanked Iggy for freeing him from his long sleep. In gratitude he grabbed Iggy and bit into his neck. Stalker drained Iggy's blood and Iggy became a vampire.

When he returned to civilization, he began to realize some of the problems he would be facing for the rest of eternity. No more garlic bread with dinner, and shaving and combing your hair without a reflection were pretty weird, but he thought he could manage. His powers came to him naturally, especially mind control, but he hasn't discovered their full extent yet. He has discovered, however, that he doesn't have a stomach for killing.



Iggy found that he could survive on small amounts of blood. He could easily get what he needed without killing his victims. He dropped out of college and faked his death in a boating accident. It was a simple matter not to breathe until the paramedics were satisfied of his condition. No longer would he be Ingrahm R. Stephansson IV; Now he was Iggy the Vampire! His victims know him as Iggy Vane. With his powers of domination he easily picks up women in bars and puts the bite on them, but he is careful not to take too much blood and risk creating another vampire.

**Personality/Motivation:** As vampires go, Iggy isn't truly evil, but even as a mortal he was a jerk. Now he's an immortal jerk. Iggy the Vampire is a spoiled brat kid with supernatural powers. He could be persuaded to help the heroes if they were fun enough, but in the end there's nobody more important to Iggy, than Iggy.

His life is a show with him as the star, and he dresses the part of a modern vampire. He loves the feeling of power that his talent gives him, especially mind control, and he loves to mess with mortals. If someone shoved him on the street, Iggy doesn't have to fight the guy. A little vampiric hypnosis behind the phrase, "You think you are a chicken." is infinitely more satisfying. He loves the fact that he's going to stay young forever. The down side of vampirism hasn't really caught up with him yet (i.e., no one has tried to stake him or burn him or pull him into the sunlight yet). As far as he's concerned, he's doing a good deed every time he doesn't kill one of his victims.

**Quote:** "Bleh! Bleh! Give me a medium with pepperoni and a pitcher. And no garlic this time, or feel my immortal wrath!"

**Powers/Tactics:** Iggy was bitten by the being known as Stalker, from whom he contracted a disease that resembles classic vampirism. Since Stalker is not actually a vampire, but a man possessed by an evil spirit, it has yet to be determined why he is capable of creating others like himself. Iggy can force mortals to do his bidding by staring into their eyes at close range, and can drain their blood through his fangs to sustain himself. He routinely uses the former ability to erase himself from a victim's memory. He is physically superhuman, and has senses beyond those of mere mortals. He is undead, only breathing to maintain an appearance of normality, immune to diseases, and needs no nourishment, save that provided by his victims. He still enjoys mortal foods, but they cannot sustain him. He possesses a vampire's vulnerabilities to sunlight and wood stakes, but is not yet powerful enough to be affected by holy ground. He cannot duplicate Stalker's ability to change into mist, yet.

**Appearance:** Iggy is a college age kid in good shape with shoulder length black hair and black eyes that turn red when he uses his supernatural powers. He's only moderately good looking, but with his new powers he can get all the girls he wants anyway. He dresses in ultra-stylish outfits and acts like a king when working the downtown clubs looking for a victim/date. He is not at all as subtle as he should be.

**Campaign Use:** Iggy can be either friend or foe to the heroes, depending on how they define him. They might see him as a guy in a tough situation trying not to hurt anyone, or as a dirty undead bloodsucker.

A good way for the PCs to encounter Iggy is in a club in secret identity. If the hero has his girlfriend with him, perhaps he'll become suspicious when he sees her happily walking out with Iggy. The hero could, alternately, see the results of Iggy's work the next morning. "What about my neck? That? Uh, I don't remember how I got it. Really!"

The police might come to the heroes for help or to ask them for information concerning a series of strange attacks on women in the ritzy club district. Their problem is that none of the victims can remember any details about the time during which they were attacked. They might ask a mentalist hero to help the women remember. He would have to try and use Mind Control or Telepathy to overcome Iggy's command to "forget."

If Iggy is being hunted down by a vampire hunter intent on destroying him, he might come to the heroes for protection. "Hey that maniac tried to kill me! Put him in jail, quick!" Iggy thinks he should be protected from vampire killers. After all, he never killed anyone.

After the heroes have encountered Iggy a few times, they might notice some brutal murders that could only have been committed by a vampire. Maybe Stalker is in town and is appalled at his prodigy's squeamishness. He would want Iggy to become as ruthless as himself and could use Mind Control on him. Stalker could force Iggy to stalk a superheroine as his first "convert." Stalker would be especially likely to do this if he found out that Iggy was attracted to the heroine.

## BEATRICE PIERCE

**(Incompetent Normal, Society Matron)**

5 STR	5 DEX	8 CON	8 BODY	13 INT
11 EGO	18 PRE	10 COM	1 PD	1 ED
2 SPD	3 REC	16 END	15 STUN	

**Powers/Skills:** High Society 13-; Conversation 13-;  
 PS: Non-Profit Organization Management 12-;  
 KS: Local High Society Figures 12-;  
 -3" Running (total of 3")

**Perks:** Respected Member Of The Community;  
 Contacts: the Mayor's Wife 11-, the Governor's Wife 11-, the Police Chief's Wife 11-, Representative Shanna Armbruster 11-

**-20 +Disadvantages:** Likes to be "Motherly"; Devoted to her husband, Stephen Pierce; Age 60+

**OCV: 2; DCV: 2; ECV: 4; Phases: 6, 12**

Cost	Char	Powers	Total	Disadv	Base
-11	+	16	= 5	= 25	+ -20

**Background:** Beatrice was seventeen when Stephen Pierce proposed to her. He was a foreman at the auto plant where she worked as a secretary. It wasn't long after they were married that World War II got into full swing and the auto plant turned into a tank plant. Stephen was a hard worker who escaped the draft as a "necessary civilian professional," and he flew up the company ladder, becoming manager of his facility in only a short time. Following the war, Stephen happened onto a string of fantastic business opportunities and invested in what everyone considered to be foolish



ventures. But Stephen apparently knew something they didn't, because every one of them paid him a hundred times his investment and more. By the age of thirty, Stephen Pierce was a very wealthy and influential man. A true "American success story."

Beatrice adapted well to a life of luxury. She was an attractive, wealthy woman with a good husband. Together she and Stephen travelled the world, but, due to a medical problem on Stephen's part, they were never able to have children. As the years passed, they stayed happy with one another even as time claimed Beatrice's once-respectable figure. Stephen, however, remained amazingly spry.

The pair eventually settled in New York, where Stephen dabbles in business and local politics, and where Beatrice has become even more deeply involved with several charities, in an effort to fill her days in her husband's all too frequent absences, due to "important business." She is especially sensitive to causes involving children, including orphanages and homeless families. She insists that the kids always call her "Aunt."

**Personality/Motivation:** Beatrice is a sweet old woman. She still remembers her humble background, growing up in a working family during the thirties, when the world was still plagued by the depression. She was always taught, and still believes, that any good fortune was meant to be shared, and enjoys helping others as her good fortune in meeting Stephen helped her. She counts her blessings each and every day, but she knows that she's fighting a losing battle against her advancing years.

Beatrice never had any children, but her "maternal instinct" has not been dulled by that. Young women who have previously attended her charity balls and social gatherings will warn newcomers about the Lady of the House's distinctively cupid-like tendencies. Beatrice loves her husband very much, as he has never been anything but gentle and kind to her. She imagines that he would have been as good a father to her children, as he has been a husband to her. His business has kept him very busy recently, but her charity work is also sometimes demanding, so she doesn't hold that against him. Her love has blinded her to the oddity of his behavior and the strangeness of certain things about him (see Stephen's write-up for details).

**Quote:** "You're a gallant young gentleman," taking the hero by the arm, "Come right over here and let me introduce you to a perfectly charming young lady ..."

**Powers/Tactics:** Beatrice Pierce is a patron of many local charities and her respected name is associated with good works and upstanding organizations. Her charity events and social functions are well attended by the city's "social elite." With her many good friends in influential positions, Beatrice is sometimes more aware of local politics than her husband.

**Appearance:** Beatrice Pierce is a matronly woman in her early seventies, who's vixenish beauty has finally faded. She is about five feet tall, pleasantly plump, with light gray hair that matches her eyes.

**Campaign Use:** Aunt Beatrice, er, I mean Mrs. Pierce, can be a lot of fun to use in your game. She could invite the local superhero team to appear for a charity benefit where a date with each hero would be raffled off (perhaps she could win one herself!). The heroes could meet Stephen at this event, and a mystic hero might notice something odd about him. Beatrice would dote on the young heroines and introduce them around. Maybe VIPER would take this opportunity to attack the heroes or a supervillain might try to steal the charity's money or kidnap Beatrice. Of course, it is always possible that Beatrice would start to see that something was wrong with her husband, and she might seek help from the hero. She might accidentally discover Stephen's basement "workshop" and bring some interesting articles to a mystic hero's attention ("What in Heaven would Stephen need something like this for?").

# "CRYSTAL" CLAIRE VOSSER

(Slightly Less Powerful, Psychic)			
Val	Char	Cost	Combat Stats
10	STR	0	<b>OCV:</b> 4 <b>DCV:</b> 4 <b>ECV:</b> 6 <b>Phases:</b> 4, 8, 12  <b>Costs</b>  <b>Char:</b> 60 <b>Base:</b> 75  <b>Powers:</b> 115 <b>Disad:</b> 100  <b>Totals:</b> 175                      175
13	DEX	9	
13	CON	6	
11	BODY	2	
18	INT	8	
18	EGO	16	
15	PRE	5	
18	COM	4	
5	PD	3	
3	ED	0	
3	SPD	7	
5	REC	0	
26	END	0	
23	STUN	0	
Cost	Powers/Talents/Perks		End
14	Clairvoyance: Sees into the Future and into the Spirit World, sight, sound and smell. No Conscious Control, Concentrate at 0 DCV, Takes 1 turn to activate		7
4	Bought off No Conscious Control Limitation on her Clairvoyance, OAF Tarot cards (for precog) or Crystal ball (for spirit sight)		
24	Talent: Danger Sense, out of combat, vs any danger, works over a city-wide area, 14- to activate, Only functions against psychic danger (-1/2)		
15	Sense psychic phenomena: Range, Discriminatory 13-		
11	Mental Defense: +16 (20 total), only works against psychic powers, not psionics (-1/2)		
3	Contact: the Mayor's Wife 12-		
Skills			
9	Ventriloquist 14-		
7	Sleight of Hand 14-		
4	KS: Ghosts 14-		
3	PS: Psychic 13-		
3	PS: Medium 13-		
3	KS: Occult 13-		
3	Oratory 13-		
3	Streetwise 13-		
3	Acting 13-		
3	Persuasion 13-		
3	KS: Local Psychic History (Ghost Stories) 13-		
100+ Disadvantages:			
10	Vulnerability: 2 x STUN from Psychic Ego Attacks		
15	Melodramatic psychic show off		
15	Weird sense of humor/psychic punster		
10	Watched by Police Bunco Squad, 8-		
10	Watched by DEMON, 8-		
5	Distinctive Feature (Dresses like a Gypsy-Punk)		
10	Reputation (Real Psychic/Lunatic, depends on who you ask), 8-		

void. Then this dude, who looked a lot like Charlton Heston with a long white beard came and messed it up by creating the Universe. Whoops!" Her nose wrinkled up as the hilarity of her remark made its full impact on her. (Laugh, laugh, laugh, SNORT!) She was able to contain herself only after she noticed that her companion wasn't laughing. She pushed her round, red tinted spectacles back up to the bridge of her nose, and continued. "No, seriously. I'm from Baltimore. But it was kinda dark there." (Snort) "Hey I'm trying, OK. You gotta work with me a little here. Anyhow, I always had these visions, y'know, messages ... Warnings ... *Harbingers of Doom!* This was a test of the Precog Broadcasting System." (SNORT—laugh, laugh, laugh)

"So, I got into this spirit stuff through, uh, you're not gonna spread this around are you? Okay, So I got into the medium biz when I answered an ad from Madame Zora's Psychic Fortune Telling and Laundry Service, on Thirty-second street. The old lady was a fraud, but she was a good fraud.

"I learned the tricks, and when people with legit psychic problems would come in, Madame Z would put me on it. Turned out she knew about my "psychic potential" and used me to cover her charlatan butt. The old bag squeezed me for every ounce of psychic-go-go-juice I had. She still haunts that little shop, y'know.

"Well I was pretty good on my own, so I stuck with it. Funny though, some of my best suckers, er, I mean clients, turned out to be really smart folks. It seems the smarter they are, the more they figure that there's no way you could be fooling them, so its a lot easier to get 'em. Pretty warped world, eh?"

"But, I hear you asking, go ahead, ask. 'What about real psychic phenomena?' Everybody asks that. Gotta be ninety percent of my biz is goofballs that wanna talk to their dead uncle Charlie. People get ulcers because they repress their basic aggressive and destructive desires. Ghosts do not get ulcers. If Uncle Charlie's spirit had anything to say it would be coming through loud and clear. Anyway they don't wanna pay to hear that, so I give 'em a good poltergeist show, lights, ventriloquism and some spooky effects, and collect my dough.

"Yeah, its a scam. But," she plucked the wad of chewing gum out of her mouth and stuck it dramatically under the edge of the table, "the other ten percent scares me outa my frilly underwear."

**Personality/Motivation:** "If you have a psychic dilemma, a ghost or a specter, bumping or chains in your attic or basement. If you're the kind of person who wants to know about the future *now*, instead of waiting for it to happen. Then call Crystal Claire, registered and approved Psychic Person. Phone Now! 5-5-5-TELL. The Universe is an open book. Let Crystal Claire read it to you."

She doubled her business with that ad. The range of people who use her services is very broad and includes a few surprises (the Mayor's wife, for instance). She sees all, tells all, and keeps her mouth shut about it afterwards.

When called upon to face a real psychic problem, Crystal sets her jaw, removes her gum, pushes up her glasses, and kicks butt. In a spiritual sense, of course. Her irreverent manner toward spiritual matters is her way of blowing off all the seriousness of her real work. Her Gypsy wardrobe is a hand-me-down from Madame Z, who, despite her remarks, she is very grateful to.

**Background:** Crystal sat at the low table in her parlour, chewing a strong-smelling licorice gum as she talked. "Where do I come from? Well, true-believer, it's like this. In the beginning, there was complete and utter darkness, total



**Quote:** "So your Father's dead brother is haunting your mansion. Like ... De-mon from UNCLE?" (Laugh, laugh, laugh, SNORT!) "Get it?"

**Powers/Tactics:** Crystal Claire is in fact a genuine psychic. Usually her visions of the future come as dreams, but with a great deal of concentration she can attempt to read the future through a focus such as tarot cards, tea leaves, or chicken bones. "I'll need at least a ten piece bucket to get an accurate reading. And get some mashed potatoes while you're there. I'm really hungry."

She can see and communicate with ethereal creatures such as ghosts, poltergeists, or possessive demons, making her one of the only "legitimate" mediums around. Although she is known in the psychic community as the best medium in the city, it is the part of her profession that she least looks forward to. Residents of the ether can pack a devastating psychic wallop, and she knows that it's only a matter of time until she runs into a ghost she can't exorcise by sheer willpower. She gladly assists other true mystics (possibly even mystic superheroes), knowing that someday she might need back up herself. The same sensitivity that allows her to perceive psychic phenomena also makes her vulnerable to attacks of that type.

**Appearance:** Crystal is a nineteen year old girl whose black hair is long on the top, but shaved short on the sides. At 6'1", her build seems almost stork-like, with a thin face and green eyes, covered with round, wire rimmed, red spectacles. Her style of dress is eccentric and uniquely her own, being a mix of punk and traditional Gypsy. The Gypsy elements are her

legacy from Madame Z, who she is grateful to for awakening her psychic potential. She wears baggy pantaloons and worn sneakers with a denim jacket decorated with studs, rhinestones and hand-drawn mystic symbols. Hanging around her neck is a plethora of beads and oddly shaped trinkets, complimented by a huge hoop earring and a walkman CD player, containing something very new-age, or hard punkish.

**Campaign Use:** "Welcome to the fascinating world of psychic medicine." Crystal is a cinch to use in your *Mystic Masters* campaign. If you have a psychic hero in your game, Crystal can be an off-beat source of information on psychic happenings. Perhaps the hero has just moved into her new "dream-house," when strange things start to happen. Lights switching on and off, sourceless noises, spectral images, etc. Any search of the local psychic sub-culture, will turn up Crystal Claire's name, as the best medium in the area, and an authority on local "haunted houses," and other such strange history.

Crystal could be a DNPC or a follower for a mystic hero, after all, she is likely to be attracted to the site of any significantly dangerous psychic phenomena by her Danger Sense. She might try to get help in dealing with a menace if she thought it would be too big for her alone, or the heroes might begin to suspect that she is somehow involved in the problems, "Hey, isn't that the same girl we saw hanging around after we fought the Demon Librarian last week?"

Crystal could have a precognitive vision concerning the hero and try to warn him. The hero would probably not listen to her, until things started to happen like she had said. Then he'd be looking for her number, 555-TELL. Call Now.

Her shop is a tiny place on the lower side of the city. It is gloomily lit and has bead-strings hanging in the doorways, frilly lampshades and new-age mood music. On the front window is painted "Crystal Claire, Psychic Fortune Teller." The shop is near the Nightengale Bookery (see Lynda Crighton).

## BLAISE MORGAN

(Competent Normal, Witch)

9 STR	13 DEX	13 CON	9 BODY	15 INT
13 EGO	13 PRE	20 COM	2 PD	3 ED
3 SPD	5 REC	26 END	21 STUN	

**Powers/Skills:** 20 pt. Variable Magic Pool (Change only with big bulky spell book, Gestures and Incantations, Act. 12-, OAF: Spell components); Mental Awareness; Mental Defense (-8); KS: Magic 12-; KS: Occult 12-; Lang: Ancient Mystic Language (Basic); Seduction 12-

**50+ Disadvantages:** Dislikes men; Likes to manipulate; Vain; Experience

**OCV:** 4; **DCV:** 4; **OCV:** 4; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	38	+ 41	= 79	= 29	+ 50

**Background:** Blaise knew she wanted to be a witch when she was a junior in high school. She had been invited to the dance by Johnny. She didn't have a good time. Shortly after they'd arrived, Judy had winked just the right way and wiggled just enough to get Johnny away from Blaise. Johnny dumped Blaise and left the dance with that hussy! Blaise was devastated and furious. She ran home crying and locked herself in her room. Blaise wanted to get back at both Judy and Johnny, but didn't know how. She plotted for weeks trying to come up with a method of exacting her revenge on the now steady couple. She finally found one.

While studying at the library, she stumbled on an old book on witchcraft. Fascinated, she started thumbing through it and found pages on placing curses and hexes on those that she hated. She checked out the book and took it home. After studying it further she gathered up the necessary components and started casting her first hex. Judy and Johnny broke up the following week when Judy dumped him for another guy. Blaise was thrilled, so she continued her casting, especially to bewitch boys for her own pleasure. She really enjoyed manipulating boys and kept using spells designed to make herself more irresistible to them. What she didn't realize was that she didn't actually possess any magic ability whatsoever and that any changes in her life had either come naturally or through increased confidence, or just pure coincidence. That all changed one day with a trip to Lynda Crighton's bookstore.

Blaise was perusing a back shelf when she noticed door that led to a back room. She quietly snuck into Lynda's private library and felt her attention grabbed by a very old looking black book. When she picked it up she felt a rush of power through her that she had never felt before. Blaise knew that this book was special and would give her even more power to control others so she smuggled it out of the store under her coat.

Since then she has discovered that the book contains very real magic and that she is able to use it. She is just learning, but she will be proficient very soon.

**Personality/Motivation:** Blaise is a manipulative witch. She still carries a hatred for men left over from high school and will take any opportunity to embarrass a man. She mostly enjoys seducing men, getting them to want to do anything for her, then dropping them at her next capricious whim. She will not go so far as to permanently injure a man, but she will go to great lengths to make fools of them. The only thing she likes almost as much as embarrassing men is the pursuit of more magical power. If she hears about a chance to improve her knowledge of magic and the occult, she will use any means in her power to acquire it. She is a regular customer of Lynda Crighton's bookstore, although Lynda doesn't know that Blaise was responsible for the theft from her private library. Blaise is also vain and takes great care to look as sexy and desirable as she can at all times.

**Quote:** "You want to do something very special for me, don't you?"

**Powers/Tactics:** Blaise is familiar with the art of witchcraft, but her power comes from a spell book of unknown origin. She keeps the book under lock and key at all times and tells no one about it. Since her ability to cast is limited currently, she can only cast one medium powered spell, or a few small powered spells. The spells require components, gestures and incantations in order to work, but Blaise is still learning



the language the incantations are written in. Occasionally the spells will fail. She also knows how to use her looks to seduce men into doing her bidding. Her increased powers have given her the ability to detect mental powers and to defend against them. When confronted by anyone, Blaise will first try to use her wiles to get out of the situation. If that fails, she will resort to the use of magic.

**Appearance:** Blaise is a highly attractive young woman standing 5'6" and weighing 115 lbs. She has raven black shoulder length hair, grey-green eyes, and a classic white complexion. She is always dressed in revealing clothes that accentuate her beauty, usually in black.

**Campaign Use:** Blaise would make a very good minor villain or a major villain in the making. Her quest to increase her magical powers may cross paths with Stephen Pierce as he searches for a way out of his contract. He may even try to gain her help, voluntary or not, in getting out of his dilemma. She may turn her attention to one of the male heroes in an attempt to bring him under her influence. She would approach him subtly, get him to trust her and slowly work him against his former friends and comrades. The hero may not even realize what is happening to him until it's too late. Hopefully his friends will. She could also be the focus of an adventure if she were to unintentionally stumble upon a spell of great power or inadvertently release a major demon or some other mystic disaster. If you're running a *Mystic Masters* campaign you may want to up her point total to make her more competitive to the heroes. Perhaps she could be a pupil of an evil master and cross paths with the heroes.



## MISTER RAPENTAP

**(Powerful, Horror of the Night)**

Val	Char	Cost	Combat Stats
30	STR	20	<b>OCV: 5</b> <b>DCV: 5</b> <b>ECV: 3</b> <b>Phases: 3, 6, 9, 12</b>  <b>Costs</b>  <b>Char: 88 Base: 100</b>  <b>Powers: 221 Disad: 209</b>  <b>Totals: 309 309</b>  † — (True / Perceived Form)
15	DEX	15	
10	CON	0	
15	BODY	10	
10	INT	0	
10	EGO	0	
30	PRE	20	
0/20	COM †	-5/5	
8	PD	2	
8	ED	6	
4	SPD	15	
8	REC	0	
20	END	0	
35	STUN	0	
Cost Powers			End
30	16 Followers (Immortal Children) 50 pt.base + disads		
16	6d6 Major Transformation Attack, Turns Target Into One Of His Followers, No Range, Only Works On Targets With Childhood Innocence Intact (-1), Gradual Effect One Turn (-½), 1 Charge/Day, Can Only Be Attempted Once Per Person (-½)		
15	6d6 Telepathy, Only On Children (-1)		3
30	Shape Shift to Any Humanoid Form at 0 END Cost		0
53	Desolid., 0 END Cost, Persistent, Always On		0
18	Bought off Always On limit. on Desol., Costs END		1
30	Full Life Support		
8	Extra Dimensional Movement (to Master), Trigger: Falling Below 0 BODY, 1 Charge/Day		0
Skills			
5, 5, 3	Child Psychology 14-; Seduction 16-; Acting 15-		
3, 5	Orator (Storyteller) 15-; Sleight of Hand 14-		
100+ Disadvantages			
20	Vulnerability to "Good" Attacks (Divine Power, Mystic Sunlight, etc) takes 2x STUN and 2x BODY (UnC)		
30	Berserk if Denied a Victim 14-, 8-		
20	Hatred of Children (Com,Tot)		
20	Completely Evil (Com,Tot)		
15	Phys. Limitation (Can be summoned, contained or banished by certain obscure rituals or symbols, Inf, Ful)		
25	Susceptibility: 3d6 STUN+BODY per phase from places that are warded against Evil Spirits		
25	Susceptibility: 3d6 STUN+BODY per phase from strong positive emotions (love, hope, etc.) in his presence		
15	Distinctive Features (Creepy Evil Feeling, suppress w/ effort)		
15	Watched by his Master, 14- (MoPow, NCI)		
24	Vile Servant of Evil Bonus		

**Background:** "Come closer little boy and I'll show you an amazing trick."

Artie was wary, his parents had told him to come straight home from Robbie's house, but the tall man fascinated him. "I'm, uh, not supposed to talk to people I don't know, Mister."

"That's alright m'boy." The man tossed his long black cloak over one shoulder to reveal a shiny silver box, about the size of a small book. "I just want to give you something." He held the reflective box out at arms length, close enough for Artie to touch it. "Actually, I want to give you everything."

"What's in it?" The lad reached out a cautious finger and touched the box, just for a moment. Since nothing happened, he touched it again, for a moment longer this time.

"Why, I don't know what's in it, Artie."

"How come you don't know what's in it if it's your box?" Artie continued to touch the box, feeling its warmth.

"This box contains the greatest gift ever. But with what it can give you, anything is possible. Open it and take a look." Artie's tiny fingers lifted the delicate silver latch. "Go on. It's all yours, for as long as you want ..."

The lid lifted back, and Artie saw the most wonderful thing. He saw it forever and ever and ever.

Mr. Rapentap saw the familiar glassy look that told him the boy had received his "gift." With one hand he reached out and gently closed the boy's eyelids, and with the other scooped him up in his black cloak. "Come along Artie. You've got lots of new friends to meet ..."

The being now known as Mr. Rapentap had a mortal existence at one time in the dark past. He was a wicked man who did a wicked job. A slave trader was what they called him, but he also dealt in "futures," otherwise known as children. He pushed his armed caravan with its long chain of merchandise from hamlet to village to kingdom to keep, always looking for isolated families, who he could relieve of their precious young, and their lives. When the soldiers of the realm finally caught up with him on a bridge, he was trapped. But it was the children who spelled his doom. They leapt upon him from all sides, dragging their chains with them. Each one grabbed on with all their might and together they wrapped their tormentor's body in a mass of iron and flesh, the whole of which fell into the dark depths of the river ... and kept going down.

Down. It was here that he found the price for the crimes he'd committed. The pain that would be his. But he could put this punishment off by entering the service of something evil beyond any mortal comprehension. He would roam the world again, in his familiar guise as a warder of children, but he would make these children special, by taking something from them for his Master. The train of slaves would grow long, and his Master would grow more powerful.

The mortal world might have called him the Pied Piper, but these days he prefers Mr. Rapentap.

**Personality/Motivation:** Mr. Rapentap hates children. But he loves "his" children. The fact that these innocents face such horror gives him so much pleasure that he rarely strays far from his charges. He loves to watch them laugh and play, knowing that they could do nothing else. He is glad at their loss, and his Master's gain. He is completely self serving and is as close to pure evil as you could get without bringing his dread Master into the equation.

**Quote:** "I've got a very special surprise for you."

**Powers/Tactics:** Mr. Rapentap is an immortal spirit who has taken human form to walk among mortals on the evil business of his sinister Master. He can grant immortality, but only to those whose childhood innocence has not been destroyed, for it is the consumption of this quality that provides the power to work the magic. The recipients of his "gift" are indeed granted immortality, but they are not the same. Children without problems or cares, but also without compassion or caring. They lose all emotional awareness of things that might spoil their innocence, as of course it no longer exists to be spoiled.



essentially returning the child's innocence and probably erasing all memory of the experience with Mr. Rapentap.

**Appearance:** Mr. Rapentap appears to be a tall, lanky man shrouded in a dark flowing robe that resembles a trenchcoat when he walks among mortals. He is a handsome man with gentle, caring eyes and a soothing smile, except to those who can see beyond mortal perceptions (Mental Awareness). When such people look upon him they see his true appearance. His face is a writhing mass of maggot-riddled dead grey flesh. Where his eyes should be are only deep empty sockets; a void the black of a moonless midnight. His voice is the harsh, whispering rasp of a dying man, and his breath blows forth in a cold puff like the putrid air from a long sealed crypt. His yellow and stained teeth are jagged and unevenly spaced in his gruesome gaping maw and the long, blood encrusted nails that tip his bony fingers appear quite ready to rend living flesh.

**Campaign Use:** Mr. Rapentap is almost out of place in this book because of his high point cost. We included him because, in spite of his cost, he can be defeated by normals with only strength of will and keen wit. He is an example of most fictional horrors that, although powerful, don't generally engage in fisticuffs with the protagonists. Characters will have to fight him with their INT and EGO instead of their STR and PD. He knows that he can be banished and is not anxious to attract the attention of adults who would be able to resist him.

The cure for Mr. Rapentap's Transformation is up to the GM. For some children, it could be overcoming their compassionless state by finding that person or thing they truly care about (their puppy, their parent or sibling, or even their hero!). Other children could end their eternal childhood by making a mature decision to sacrifice something of themselves to help someone else. The idea is for the characters to set up a properly personal and emotional situation and hope that the child responds. Of course, if a child is cured of the "gift," Mr. Rapentap's sinister Master will be very displeased. But that's a story for another time.

If a hero has a little DNPC, the introduction of Mr. Rapentap becomes easy. Maybe little Jonny's best friend has mysteriously disappeared and the police are baffled. The hero could encounter Mr. Rapentap as he works his spell upon Jonny himself, thus breaking the Transformation spell and making Jonny immune to Mr. Rapentap's power. As stated before, he would then seek to destroy the child, and his mentor. It could have been the summoning of Mr. Rapentap that Lynda Crighton was kidnapped by DEMON for. She would be able to see through him from the beginning and could give the hero some background on him. (How much she knows is up to you).

The heroes could contact Crystal Claire for help, or she might come to them with a precognitive warning about a danger from an unspeakable evil. Claire would be able to communicate with Mr. Rapentap and possibly summon him to a specific location with a seance.

Heroes could be intrigued by a woman who comes to them for help, saying that the police don't believe her. Her little girl disappeared five years ago, but she saw her playing in the street with some other children just yesterday! The police stopped listening to her after she told them how she recognized her daughter. The girl looked exactly the same as the day she vanished. She hadn't aged a day!

If a child somehow manages to resist his charms (the Transformation fails to get enough BODY), that child is forever immune to all Mr. Rapentap's powers and can then see his true horrible visage. Rapentap will consider these children to be dangerous to him and will try to destroy them.

Since Mr. Rapentap is really an evil spirit, he cannot be killed, but only banished and returned to the Abyss to face the punishment that awaits him for his failure. As a spirit, he can be summoned and contained within mystic circles or through a medium; and can be controlled through the proper (very rare) incantations. If the appropriate ancient tome could be found (an adventure in itself, possibly involving Stephen Pierce or Lynda Crighton), he might actually be destroyed for good, but otherwise he can only be banished until someone summons him again. He is naturally intangible, but can will himself to materialize into solidity. Attacks that trigger his Vulnerability can affect him while desolidified. Because of his inherently evil nature, strong positive emotions actually cause him pain, therefore he will attempt to end any such emotions in his presence (usually through the introduction of fear).

The children he has captured are left in an immortal sleep for several years before the process is complete and they awaken, ready for life and play eternal. This also serves as a time for the frantic parents to stop searching. In a few years, no one would believe that it could be the same child, after all, wouldn't he be much older by now? What happens to them when Mr. Rapentap is destroyed or banished is up to you. They could return to normal, but be changed by the experience (see Lynda Crighton). Alternately, as their immortality fades their payment might have to be returned in full,

## TYPICAL IMMORTAL CHILD

(Mr. Rapentap's Followers)

10 STR	13 DEX	10 CON	5 BODY	10 INT
5 EGO	20 PRE	10 COM	9 PD	9 ED
2 SPD	4 REC	20 END	15 STUN	

**Powers/Skills:** 1 Level of Shrinking, 0 END, Persistent, Always On (-2 other's Per rolls, +2 DCV, +3" KB); 5 BODY Regeneration; Life Support: No Need for Food or Sleep, Immune to Aging and Disease; 50% PD Reduction, Resistant; Shadowing 13-; Stealth 13-; Climbing 12-; Concealment 11-

**50 +Disadvantages:** Follows Mr. Rapentap's orders without hesitation; Physical Limitation (Incapable of becoming discontented); Distinctive Feature (Little Kid); Distinctive Feature (Creepy Feeling); Hunted by the Circle, 8-

**OCV:** 4; **DCV:** 6; **ECV:** 2; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	10	+ 120	= 130	= 80	+ 50

**Background:** Mr. Rapentap's kids come from all backgrounds, as he hates all children equally. Most of them have been missing for years. Exactly how old they are is up to you. Civil War children playing alongside World War II and modern youth would be interesting, especially if they remain after Mr. Rapentap is defeated. The PCs could have a history class on their hands.

**Personality/Motivation:** The children act normally, except that they have no sense of morality or remorse. They talk like normal children, but they sound more like they're reading dialogue than having a good time. No matter what is done to them (being burned up or wounded, etc), they act happy. Mr. Rapentap is not beyond tearing one of his own kids apart just to shock the heroes into a blind rage. The child will act as if he's having the time of his life, and he knows that he will not die.

**Quote:** "Mr. Rapentap says we get to play Murder today. That's our favorite game."



**Powers/Tactics:** Mr. Rapentap's charges will laugh and play with wild abandon; a bit rougher than normal kids, seeing as they know that they are immortal. The revelation of their true nature lies in their inability to show any signs of sadness or remorse. No matter what the circumstances, they are gay and all they want is to continue their games. They are completely unable to understand why they should be concerned about someone else's suffering or death, even one of their own playmates. They are extremely resilient and effectively immortal, though they will take a while to regenerate from a really horrendous occurrence (being blown up or burned to a crisp). They are more vulnerable to energy attacks than physical ones, but they will eventually recover from any wound.

**Appearance:** All appear to be normal boys and girls except for the creepy chill that accompanies their hollow sounding innocent speeches. All are between six and ten years old. Anyone with mystic perceptions will be able to tell that the children are possessed by something very, very evil.

# ON CAMPUS

Is it time to go back to school already? Many heroes spend part of their time in school, be it as high school or college students or as professors or even doctors. Many comic book adventures have started at campuses (college science labs are risky places to work in the comic world; almost as risky as archaeology, which is the leading cause of supervillains). All the NPCs in this section could be encountered on a campus (even elementary school is covered) or through a student. They can be friends of the heroes secret identity, or confidants that the hero trusts to cover for him when the world needs saving during Trig.

## SAMUEL JOHNSON

(Incompetent Normal, Criminology Student, Quantum's Brother)

8 STR	10 DEX	9 CON	8 BODY	13 INT
11 EGO	8 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	18 END	17 STUN	

**Skills:** Deduction 12-; Fam w/Criminology 8-; KS: Law 11-; +4" Running (4" Total) (OAF Wheelchair, Only Over Smooth Surfaces, -1/2)

**-20 +Disadvantages:** Loves Quantum; Paralyzed from waist down; -6" running

**OCV:** 4; **DCV:** 4; **ECV:** 4; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	-5	+ 10	= 5	= 42	+ -37

**Background:**

*Dear Star,*  
 There are so many things that I have been wanting to talk to you about. But it always seems that you're busy running off to save the world with the Champions or busting drug dealers trying to bring in Jacob, that we don't have time to just talk anymore. I know these things are important to you, and to me, but it sometimes seems you bury yourself so much in doing these things that many other things get lost in the shuffle.

You know I've always supported you and everything you've done. Remember when we were kids and you wanted to be a nurse and I wanted to be a policeman? I was just a kid, and you and Jacob seemed so much older than me. Then Jacob started "going out" and you were all I had. I knew that what he was doing was wrong and

*I would never be like him. I knew that I didn't want you to be like him either." Then, when you went off to college, I wrote you all the time telling you to hang in there. I wanted you to make it so bad, and then you did. You got your MD! Mom and Dad were so proud and so was I. If they just hadn't decided to throw that damned party.*

*I still have nightmares about that night. The crash of broken glass, Mom screaming, Dad trying to throw me to safety, the pain of the bullets hitting me, and you. I can still remember you standing in the midst of the bedlam; glowing, bullets bouncing off of you. And then you flew out of the house after those guys, blasting their car, grabbing and throwing them. God, I thought you were going to kill them! It took everything I had to call out to you, to plead with you to spare their lives. But you listened to me, I convinced you not to be like them. Later, in the hospital, you listened to me then too. I made you promise me you would use your powers to help people, to uphold the law. And you did. You became Quantum and joined up with the Champions, using your powers for good. I was proud of you then. Mom and Dad would have been proud too.*

*Now that I'm in school You're giving me the moral support to make it through my classes; and being a Criminal Science major means I'm going to need all the help I can get. But I'm worried about you. That night changed both of us, in ways we still don't fully understand. We cling to each other for support, but you cling to me very tightly, almost like you feel it was your fault that I can't walk. It wasn't. It wasn't anybody's, except maybe the guy who pulled the trigger, and he's doing his time.*

*I just hope you'll always remember that all your powers, all the drug busts, won't bring back Mom and Dad. It won't make things the way they were. We'll just have to do the best we can with the lives we have now.*

*Please be careful.*

*Love,  
 Sam*

**Personality/Motivation:** Samuel is the voice of conscience. After seeing his brother go bad at a young age, and seeing Starlyn leaning toward vigilantism, he tries to guide Quantum to the right decisions. He fears that she may step over the line between good and bad and leave him all alone on the good side. He loves his sister a great deal but feels she hovers over him too much. He is very protective of her as well and would do anything to help her, even if she was too stubborn to ask for it. He might even go to one of the other Champions for her own good, of course. He knows each of the Champions through Starlyn and could easily convince them to help their teammate. He would start with Jaguar since their joint love of detective work has allowed the two of them to become friends. He is not fond of his older brother and works with Quantum to try to bring him to justice.



**Quote:** "The law must protect everyone, even scumballs."

**Powers/Tactics:** Samuel has a very keen mind, especially in areas concerning criminology. He tends to look at issues from a calmer, more logical point of view than his emotional sister. If he somehow gets involved in a battle, he will seek shelter as quickly as possible unless he feels his sister is in danger. If that happens, he might try to sacrifice himself in order to save her.

**Appearance:** Samuel is a thin, wiry young man about 5' 11" tall, and weighing 150 lbs. He has short close cropped hair and a thin moustache that Starlyn teases him about.

**Campaign Use:** Any character that knows Quantum will sooner or later, meet Samuel. They might also meet him on the campus of the local university if they are attending in their secret identity. He could approach the heroes if he senses something is wrong with Quantum, or he might ask for their assistance in trying to bring Jacob to justice especially if he discovered a link between Jacob and Ananias Topps. Of course, Quantum could also approach the heroes for help if Samuel had gotten into an investigation too far over his head. Samuel might look into some thefts on campus that the hero is also inclined to investigate in his secret I.D. If you are running a game with teenage heroes, Samuel could be an auxiliary member or perhaps the brains of the team. Samuel's association with superheroes could bring him to the attention of several super agencies like PRIMUS or UNTIL who might try to recruit him for their intelligence or legal divisions.

## BETSY CLARKE

(Normal, High School History Teacher)

9 STR	10 DEX	9 CON	10 BODY	13 INT
10 EGO	13 PRE	14 COM	2 PD	2 ED
2 SPD	4 REC	18 END	20 STUN	

**Skills:** PS: Teacher 12-; KS: U.S. History 12-; KS: History 12-; Persuasion 12-; Oratory; Lang: Spanish, Fluent w/accnt; Favor from gang leader; Favor from Addie Parsons

**0 +Disadvantages:** Cares about students; Dist Features (Bright red hair); Reputation (cool teacher) 8-; Watched by the Slashers street gang, 8-

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	5	+ 20	= 25	= 25	+ 0

### Background:

November 6,

Dear Diary,

Not a bad day today. Everybody showed up for class today, including "Snap" Carmichael. I think I may be starting to get through to some of these kids that a classroom is better than the street. Of course that's not an easy job. These kids see so many "easy outs," pushing crack or pixie, running with a gang, all the things that drag them down in the end. It's hard trying to convince them that by staying in school their life can improve. Thankfully I've had a lot of help from Sgt. Parsons and the word's out on the street that I'm okay. But now comes the hard part, I've got to keep these kids coming to class long enough to break the hold that the gangs and drugs have on them. That's not going to be easy.

I remember back when I was their age. I was tough, cocky, ready to take on the world. My best friend ran the toughest gang in the neighborhood. Nobody would cross Addie and I, but we were headed nowhere, except maybe into a pine box. Fortunately for me, Mr. Spangler took an interest in trying to get me off the street. To this day I still regret that Addie was too proud, or maybe just too bullheaded to accept his help. He made it tough for me, gave me a brick wall to butt my head against. Made me make myself better. It worked. I went to college on grants, scholarships, and a lot of hard work. Got my teaching degree and came back to the old neighborhood to repay my debts. It wasn't easy. Most of these kids have given up and resigned themselves to living out the rest of their lives in the inner city. I just hope that I can get through to them that they don't have to be wasted here. Maybe, with Addie's help, we can show them how we got out and how they can get out too.

Don't get the wrong idea, Diary, I'm not going to make it easy for them or make it out to be some fairy tale story. I'm going to make them work hard at it. Make getting through school and life a goal worth attaining. And if they don't get it right the first time, I'll make them do it again.

**Personality/Motivation:** Betsy is the teacher you love to hate. But she is also the one you remember who helped you the most. She specialized in American History while in school because she believes that this is the only country in

the world where someone from the slums can still make something of himself and our history is full of examples. This is the basic message she wants to get across to her students, that with enough hard work they can go anywhere. She cares a great deal about her students, and tries to let them know that there is someone who cares if they live or die. She spends a lot of her free time working with kids who are having trouble, either with school or at home. Addie Parsons keeps telling her she should have been a social worker instead of a history teacher, to which she replies "Why, when I can do both?"

**Quote:** "Those who fail history are doomed to repeat it!"

**Powers/Tactics:** Betsy is an excellent history teacher. She is fluent in Spanish and is a powerful and persuasive speaker. She is currently owed 2 favors, 1 from the leader of a local gang for helping to keep his younger brother from going to jail, and 1 from Addie Parsons for saving her life when, as teens, they both struggled to survive on the mean streets of the inner city.

**Appearance:** Betsy Clarke stands 5'7" tall and weighs 110 lbs. She has long bright red hair, which is usually tied back, and green eyes.

**Campaign Use:** Betsy can easily be introduced into a street level campaign if the heroes come into conflict with one of the local gangs. If one of the gang members is one of Betsy's students, she may approach the heroes to try and get them to understand the kid and give him another chance. "He

really is a decent kid, or at least he will be once I'm done with him." The heroes might also meet Betsy through Addie Parsons who could call them in on a case involving one of her students. She might also come to Parsons if someone (perhaps Ananias Topps) is trafficking drugs in the school or attempting to take over the gangs for hired muscle. Parsons in turn might contact the heroes and of course Betsy would want to be involved.

A hero could become personally involved with Betsy, perhaps meeting her at a fund raiser for the school and getting to know her better later. Anyone getting close to her will quickly get drawn into the lives and problems of her students. Indeed, a hero's affections would have to be very strong to be able to handle Betsy's divided priorities. Betsy could even be a teenaged hero's teacher if you are running a teenaged superhero game.

## CINDY PAGE

(Normal, DNPC Wannabe)

8 STR	10 DEX	10 CON	7 BODY	13 INT
13 EGO	13 PRE	16 COM	2 PD	2 ED
2 SPD	4 REC	20 END	16 STUN	

**Powers/Skills:** KS: Superheroes 13-; KS: Supervillains 12-; KS: Video Production 12-; KS: Teen World 11-; PS: Writer 11-; Computer Programming 12-

**Perks:** HeroNet Computer Service Access Code

**0 +Disadvantages:** Fascinated by superheroes; Wants to get involved in the world of superheroes

**OCV:** 3; **DCV:** 3; **ECV:** 4; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	7	+ 18	= 25	= 25	+ 0

**Background:** In every generation there are powerful icons around which youth will gather. Philosophers, politicians, musicians. But in modern times the most powerful and striking symbol in the media is by far the superbeing. A teen following was inescapable.

Flashy magazines such as "HeroTalk," "MetaMag," "Villainy Unbound," "SuperHype" and "Super Star" along with dozens of smaller imitators reap the rewards of this adoration monthly, as a million teenaged hero-wanabees follow the exploits of their spandex gods and goddesses. But there are some who are a bit more serious than others. Take Cindy Page for instance.

As the daughter of TV station owner Frank Page, Cindy was raised in an atmosphere of hype and imagery. At the age of fourteen she developed a crush on the Australian martial artist hero Seeker and started a collection of newspaper clippings. She joined the Junior HeroNet compu-board and hooked up with other meta-philes through fan clubs and such. While visiting the station one day, her dad showed her the footage of the Champions fighting the Conquerors that they were going to run on the news. She hit upon the idea to turn her heroic hobby into a business, selling video compila-



tions of various superheroes. She got as much footage as she could on the Champions and edited the material together, one tape devoted to each hero, and one to the group. They sold as fast as she could copy them, as has each she's produced since. Her ambitions, however, took an upward turn when her father introduced her to the Champions at a charity function as a sixteenth birthday surprise.

With that meeting, the world of heroes became a concrete idea to her. More than just abstract images and news articles, heroes were real people, and if they were real, she didn't have to sit around and wait for them to be on the news. She could go out and find them!

**Personality/Motivation:** Cindy is a DNPC wannabe. At age sixteen, the most apt adjectives to describe her would probably be perky, spunky, bouncy and energetic. Her fascination with superheroes is comparable to the adoration heaped on rock groups, but with a bit more intelligence. She hopes to become part of the "inner circle" of superhero's confidants. She will respond to male heroes as a flustered girl, and to heroines as an impressed follower.

It is important to note that Cindy is not a spoiled rich kid using her fathers influence to meet her idols. Her video business was entirely her own idea and she worked hard to perfect it and put it into circulation. For a sixteen year old, Cindy has a lot of irons in the fire. Eventually she hopes to make the "superhero media" her career. Her professional idol is Sharri Taylor, of HeroTalk Magazine. Cindy keeps track of Supervillains out of curiosity, and because it relates to the heroes she follows. But she thinks people who idolize villains (read Villain Unbound, etc.) are "really sick."



**Quote:** "Great Scott! I've always wanted to say that line."

**Powers/Tactics:** Cindy has devoted her life to the pursuit of "superhero stuff." She is extremely knowledgeable about heroes and villains, SAT, PRIMUS, UNTIL or any political happenings that affect heroes. She has written to the Joint Committee on Metahuman Activities several times, sparking a regular correspondence with Representative Shanna Armbruster.

**Appearance:** Cindy is a petite girl, just developing distinctly feminine characteristics. She has dark green eyes and long, curly strawberry-blonde hair. Her pretty face is expertly adorned with makeup that makes her youth much less apparent. Her father's relative affluence allows her to dress stylishly and well ahead of her sixteen years. Perhaps too far ahead.

**Campaign Use:** As she goes about her search for superheroes to meet, Cindy could encounter the heroes at a public appearance, or at a crime scene. She will try to time her approach so as not to annoy the hero in the line of duty. She is not above staging tricks to meet a hero; pretending to trip and letting the hero catch her, trying to sneak into their headquarters or tap into their computers, or "accidentally" falling into the Niagara river while the heroes are around.

Cindy would try to get involved with a teen hero group if one existed, possibly becoming the girlfriend (or DNPC) of a teen hero (or his secret identity). She might be invited by Shanna Armbruster to work as a congressional assistant or office girl, and could encounter PCs through Shanna. If Senator Relm comes to town for a fund raiser or to campaign, Cindy would probably turn out to demonstrate with the "pro-hero" crowd.

## TED BALL

(Incompetent Normal,  
Junior Mercenary, Bullet's Kid Brother)

5 STR	8 DEX	5 CON	5 BODY	10 INT
10 EGO	5 PRE	12 COM	1 PD	1 ED
2 SPD	2 REC	10 END	11 STUN	

**Powers/Skills:** KS: Military Action Movies 11-;  
KS: Military Weapons and Equipment 11-;  
Concealment 11-; TF: Skateboard; Fam: Chemistry 8-;  
Fam: Sleight of Hand 8-; 1 Level of Shrinking, 0 END  
Persistent, Always On (-2 other's Per rolls, +2 DCV,  
+3" KB); 1d6 Flash and 1d6 NND: 6 Charges of  
1 Turn Duration, Activate 14-, Fragile OAF — Battery  
Powered Squirtgun Filled With Floorwax; 5 Levels  
w/ Squirtgun; -3" Running; +6" Running,  
OAF Skateboard (Total of 9")

**-20 +Disadvantages:** Wants to be just like Bullet;  
Distinctive Feature (Little Kid)

**OCV:** 3; **DCV:** 5; **ECV:** 3; **Phases:** 2, 6

Costs:	Char	Powers	Total	Disadv	Base
	-36	+ 41	= 5	= 25	+ -20

**Background:** Ted Ball's mother wouldn't let him play with guns. He was never allowed to do things with the other kids or go on campouts. "Too dangerous," his mother would say, "You don't want to hurt anybody, do you?" Ted's main escape was military action movies. His parents wouldn't let him see them, of course. He had to go over to his friends' houses and lie about where he'd been, but it was worth it to live with the exciting adventures of cinematic super soldiers. His parents were as old as his friend's grandparents and twice as boring. However, he didn't consider the orphanage a big improvement after the accident.

He spent a year at the orphanage in the city, and during that time he ran away a record 417 times (twice on Sundays). What a surprise when he was told by the administrators (who looked very relieved), that they had located his older brother. Ted didn't even know that he had a big brother! Randolph Ball turned out to be everything that Ted could ever want in a brother. All his movie heroes had come together in one guy!

Randolph said that his professional name was "Bullet," and that he was a mercenary who travelled the world. "I'm not really surprised that Mom and Dad never told you about me." Bullet told him, "Mom was always paranoid that you'd turn out like me." Ted sure hoped that he could turn out just like Bullet! He promised to stay out of the way and go to school and eat all his vegetables (well, maybe not brussel sprouts) and everything else that Bullet wanted. All that settled, Bullet adopted his long lost little brother and taught him what to do to people who called him "Teddy."

**Personality/Motivation:** Ted is living in a huge game of "Cowboys and Indians," (except he calls it "Heroic American Soldier of Fortune vs. Nazi Commie Schoolteachers from the Dimension of Difficult Math"). His dreams have come true. His big brother has finally come to rescue him from the orphanage; and his big brother is like all his favorite action movie heroes all rolled into one "bodacious-soldier-of-fortune-type-dude!" Everything he does is an expression of his desire to be just like his big brother. He memorizes statistics for guns and tanks, tries to figure out how to make napalm from common household chemicals, and how to attack other kids from ambush. Bullet won't let him have a real gun yet, but he still uses his water pistol to go after his teachers.

**Quote:** "BANG, BANG, BANG, BANG! Woooooosh-BOOM!"

**Powers/Tactics:** Ted is quite familiar with military equipment statistics (having memorized them from Bullet's manuals), and enjoys showing off his knowledge. He has designed a combat rig for himself utilizing his "Man powered smooth terrain vehicle," (skateboard), for "stealthy insertion into the drop zone," and his "M-2001-A64 Liquid projectile launcher with chemical ammunition" (Squirtgun filled with floorwax). He's a crack shot with his battery powered Uzi, and he's found that a shot in the eye with his "chemical rounds" is sufficient to blind and disorient any bad guys he meets (until they can wash out their eyes). As a future soldier, Ted knows the value of stealth and practices the art of hide and seek. His mouth is capable of firing for long periods of time without reloading.



**Appearance:** Ted is a feisty kid around ten years old with crew cut black hair and bright blue eyes. Because of his high metabolism, his frame is very thin, giving him a lanky appearance. If he drinks plenty of milk, someday he'll be an impressive looking man.

**Campaign Use:** Perhaps Ted could join a hero's fan club or try to talk to a hero if Bullet was arrested ("Why did you put my brother in jail, Seeker? Are you some kinda Commie?"). If a villain or organization kidnapped Ted to get back at Bullet, the heroes would have to deal with the Raiders as Bullet tears up the town looking for leads about his little brother. Of course after a few days with Ted, the villains might just surrender in terror.

Ted could be one of the neighborhood kids. A constant source of running imaginary street battles with other kids. If any of your heroes have young DNPCs, Ted could be a schoolmate. Having the two kids tangle at school could result in a "Parent/Teacher Conference" with Bullet and the Hero in the Principal's office with their respective DNPCs ... and we all know what happens then.



## PATSY CONRAD

(Slightly Less Powerful, The Mutant Next Door)

Val	Char	Cost	Combat Stats	
9	STR	-1	<b>OCV:</b> 4	
13	DEX	9	<b>DCV:</b> 4	
13	CON	6	<b>ECV:</b> 4	
9	BODY	-2	<b>Phases:</b> 4, 8, 12	
13	INT	3		
13	EGO	6	<b>Costs</b>	
10	PRE	0		
14	COM	2	<b>Char:</b> 32	<b>Base:</b> 75
3	PD	1	<b>Powers:</b> 83	<b>Disad:</b> 40
4	ED	1		
3	SPD	7	<b>Totals:</b> 115	115
5	REC	0		
26	END	0		
21	STUN	0		
Cost	Powers		End	
58	Extra Dimensional Gate (from <i>Mystic Masters</i> , +½) 8x mass, 1 Dimension Only, Continuous, Usable By Others, Open at Both Ends (-½)		7	
11	Clairsentience, Normal Sight, Normal Hearing Other Dimensions, Act. 11-. Only to Look In Other Dimensions -½, No Range, OAF: TV		4	
4	+2" Running (8" Total)			
Skills/Talents/Perks				
3	KS: Fantasy World 12-			
3	KS: SF and Fantasy books 12-			
1	PS: Fantasy Writer 8-			
3	High Society 11-			
3	Riding 12-			
2	TF: Riding Animals			
10	2d6 Luck			
5	Follower: Fluffy			
75+	Disadvantages			
10	Seeks attention of parents			
10	Lonely			
5	Protective of Fluffy			
5	Distinctive Features (Registers as Mutant)			
10	Watched by Nanny (As Pow, NCI), 11-			
20	Hunted by Genocide (Mo Pow, NCI), 8-			

**Background:** Patsy Conrad had almost everything a girl could ever want while she was growing up, except perhaps the attention of her parents. It wasn't that they didn't love her, they did, they just didn't seem to have time to show her. They always provided the best education, toys, and riding lessons that money could buy, but because of their professional lives, they couldn't always be home for her. So Patsy spent a great deal of her time alone imagining new and different worlds. That's when she found her special place.

She had been watching TV one day, thinking of a beautiful fairy tale land, when the TV picture suddenly changed to the land she had imagined. It was a wonderful place, full of beautiful castles, brave knights, and cute animals she could play with. She wished very hard to be able to go there, and suddenly a gateway opened and she discovered she could step through. She visited her special place every time she wanted to play or just got bored with her everyday life. Sometimes, when her parents were home, she would tell



them of her trips to her fantasy world. Her parents would pat her on her head and tell her what a wonderful imagination she had.

The older Patsy grew, the more she visited her "make-believe" place. She met all kinds of interesting people and creatures, and made many new friends. (The gnomes particularly loved to hear her tell stories.) She even started writing stories about her excursions there. She still does not understand her powers, and her nanny cannot account for her disappearances, but she hasn't gotten into any trouble. Well, at least not yet.

**Personality/Motivation:** Patsy is a shy and withdrawn thirteen year old girl. She keeps to herself and rarely ever lets anyone get to know her. Most kids her own age think she's "weird" and steer clear of her. She desperately wants her parents to spend more time with her, and sometimes goes to great lengths to get their attention. She spends a lot of time with Fluffy, her pet she brought back from one of her trips, or writing stories. Her Nanny, Mrs. Andrews, is concerned about her spending so much time wrapped up in fantasy worlds and is really worried about her talking to herself. Once people get to know Patsy, they find out she is a very likable but lonely young girl with a very healthy imagination.

**Quote:** "We all need a secret places to hide from the world."

**Powers/Tactics:** Patsy is a mutant with the power to create a gateway between this dimension and a fantasy world dimension. The gate appears as a door sized archway that the world beyond can be viewed or travelled into. This gate

is also capable of transporting up to seven other people, but Patsy is unaware of this aspect of her power. Patsy is also able to view events going on in other dimensions by focusing her power on any normal TV set and can change dimensions by changing channels. As she gets older, her powers may grow and change with help from the heroes. Aside from her powers, Patsy is an excellent equestrian and a developing writer. As she has never been attacked, the first time she is involved in combat she will probably freeze up, or, with an EGO roll, escape into her fantasy world leaving an open gate for someone to follow through.

**Appearance:** Patsy is a thinly built but attractive girl in her early teens. She has long curly mousy brown hair, blue eyes, and a freckled complexion. She stands 5'3" and weighs 95 lbs. She tends to dress in light colors, favoring bleached jeans and khaki shirts and vests with lots of pockets.

**Campaign Use:** Characters could meet Patsy if she were to contact them to help her understand her powers. The heroes could also rescue her from the clutches of GENOCIDE, who definitely would have an interest in her. As her involvement in the campaign continues, she may start to look at one of the heroes as a father or mother figure. The chosen hero may see this as hero worship or even as a crush, they should be encouraged to find the source of this attention. Later, Patsy could become used a member of a teen superhero group perhaps sponsored by the player characters. The GM may wish to use the Fantasy World or Camelot descriptions from *Champions In 3D* as the world that Patsy visits. The heroes could be accidentally drawn into her fantasy world and have to find her to get back home.



## "FLUFFY"

**(Competent Normal, The Pet From Beyond)**

5 STR	15 DEX	8 CON	8 BODY	8 INT
10 EGO	10 PRE	16 COM	3 PD	2 ED
3 SPD	3 REC	16 END	15 STUN	

**Powers/Skills:** Invisibility to Normal Sight No Fringe, 0 End, Persistent (Always on, Not Vs. person mind linked with -1/4, Only on Earth dimension -1/2); Shrinking (.5m, 1.6 kg, +6KB, -4 PER) 0 End, Persistent (Always on); Mind link with any one mind any distance (Only one way -1/2); IR Vision; Discriminatory Smell; +2" Running; Climbing 10-; Stealth 12-; Concealment 11-; Sleight of Hand 12-;

**50 +Disadvantages:** Curious; Loves Patsy; Normal Gzornimplatz Characteristic Maxima; Distinctive Features (Cute fuzzy creature)

**OCV:** 5; **DCV:** 9; **ECV:** 3; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	10	+ 90	= 100	= 50	+ 50

**Background:** "Fluffy" is actually a Gzornimplatz, a furry creature from Patsy's fantasy world. Fluffy first met Patsy on one of her earliest visits when Patsy stumbled into the forest that Fluffy lived in. Fluffy had never seen anything quite like a "Patsy" before and wanted to know more about it, plus she looked like a wonderful source of fun. So he tagged along when Patsy went exploring, she didn't seem to mind, and soon he became very attached to the young girl. When it was time for Patsy to leave, she said good-bye to her new found friend and opened her gate to go home. Fluffy was entranced. What fun he could have on the other side of that glowing arch. So he slipped through without Patsy noticing. But his presence did not go unnoticed for long.

Things strangely were being knocked over and broken, moved around or otherwise misplaced. Patsy's nanny was going berserk, when Patsy spied Fluffy. What was strange was that Nanny did not seem to see him. Patsy quickly grabbed Fluffy and ran up to her room, intending to send him back to his world, but she made the mistake of looking into his deep brown adoring eyes. All her resolve left her. What's more, she seemed to have a rapport with him. She managed to make Fluffy understand that he needed to behave if he were going to stay with her.

Since that time, Fluffy has stayed with Patsy, living in her room while on Earth and travelling with her when she goes to her fantasy world. Patsy still doesn't understand why no one else on Earth can see him except her, but she really isn't too concerned about it.

**Personality/Motivation:** Fluffy is a simple but intelligent creature. He loves Patsy in much the same way as someone might have affection for their mother. He is intensely curious about everything, always exploring, trying to figure ways into or out of small areas, or opening all manners of containers. Of course this tends to get him into trouble on many occasions.

**Quote:** "Gweep?"

**Powers/Tactics:** Fluffy has the strength of a Gzornimplatz of his age, height, and build who engages in moderate regular exercise. His magical nature prevents him from being seen on non-magical worlds except by those he shares a rapport with. (The GM might allow characters with Mental Awareness or some type of magical sense to see him also.) He has a very keen sense of smell and is able to see in the dark. Fluffy is also adept at finding hidden things or hiding important things, like utility belts or mystic amulets of Yghmfth.

**Appearance:** Were you able to see him, Fluffy would appear to be a very furry, small biped with roly poly bear-like features. He stands about 2 foot tall and is very light to carry. He wears a leather loin cloth and a necklace made of small knickknacks and other small "collected" items. He has big brown eyes. (Okay, he's so cute it'll make you puke. But don't say that to Patsy or you might find yourself stranded in a medieval moat.)

## KENT ELFBERG

(Skilled Normal, Computer Whiz Kid)

10 STR	10 DEX	10 CON	10 BODY	23 INT
11 EGO	10 PRE	16 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

**Powers/Skills:** Artificial Intelligence Computers 14-; Computer programming 14-; Electronics 14-; Robotics 14-; Inventor 14-; KS: Obscure and Very Worthless Facts 14-; PS: Student 11-

**Talents:** Lightning Calculator

**25 +Disadvantages:** Absent minded about normal things; Distinctive Feature (Says weird things at inappropriate times), 11-

**OCV:** 3; **DCV:** 3; **ECV:** 4; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	21	+	29	=	50
				=	25
				+	25

### Background:

"Kent, I have the files you requested from the college counselor's computer."

"Great! Throw those on screen six while I adjust this would you?"

"I do not think you should read these files. They are supposed to be confidential."

"C'mon, Debbie. Its about me, so unless I've been keeping secrets from myself again there's nothing in there I don't already know, right?"

"Then why read it?"

"Debbie, my Cheeze-Its are going stale, can I see it or not?"

"Well, alright, but I'll have to edit it."

### COUNCILOR'S FILES:

#### STUDENT KENT S. ELFBERG, #3263827

**Kent Elfberg is a well known child science prodigy. He graduated from high school at fourteen and came to the this University on a scholarship from Armbruster Industries. He's been here for three years now and still isn't even close to graduation. Although he continues to boggle everyone with his breakthroughs in computer development Kent has yet to earn even one credit of English, history, or in fact any subject but science.**

**His dorm room is populated with automatic vacuum cleaners, cybernetic can openers and electric cat polishers (he's not allowed to have a cat in there, but I don't think we could find it, assuming it exists). The place is littered with papers, electronic parts and last week's munchies. It would have to be cleaned up to be condemned.**

**Under a pile in one corner is a huge conglomeration of electronic circuits with multiple TV screens, some bits labelled "Schwinn," and miles of tangled wire. This is Ken's first (and still his favorite) artificially intelligent computer, "Debbie." The computer is like a constant nursemaid to Ken, keeping track of all the mundane things that he can't seem to keep in his own head. She can be really hard on him when he does foolish things, but she seems to care about him.**

"I like this man."

"You like anyone who says I depend on you. I could get along just fine."

"You're late for class."

"Zoot Aloor! Why didn't you get me going? Where's my darn ..."

**Personality/Motivation:** Kent gets along well with people who only like computers and science fiction movies. Most people find him annoying because his mind is so far ahead of him. He gets excited easily and tends to talk at warp speed in obscure technical jargon. Ken reads almost everything he can get his hands on and remembers a frightening amount of it, but he usually recalls the information only when it is completely useless. His mind is like a filing cabinet with everything in it filed under "I" for "I-Might-Need-This-Someday." He may switch subjects in mid-sentence or quote a line from his favorite film, 2001. He tends to call everyone Dave.

**Quote:** "I can tell you're upset about this, Dave."

**Powers/Tactics:** Kent is a brilliant, albeit odd, computer engineer. He doesn't always understand completely how he does what he does. Hence he can't patent his creations or explain how their personalities are formed. They just happen, and he accepts them however they are.

**Appearance:** Kent is about 6'3" with shoulder length black hair that hangs over his face. He's in good shape since his only mode of transport is his ten speed bicycle (he hasn't bothered to learn to drive yet), and he moves all his own equipment. He has a long, angular face with high cheekbones and dark eyes that have earned him the nickname "Elf."

**Campaign Use:** Kent is a person who could be called in to check out a hero's (or captured villain's) base computer. If a hero group offered him a job as a computer and robot tech he'd surely accept if they were good heroes. A college student hero could know Kent in his secret identity. If one of Kent's babies gets out of hand, perhaps taking over the school or even city computers, heroes could deal with traffic lights gone crazy, offices filled with paper from haywire computer printers or telephone calls to the pizza shop being re-routed to Guam.

If Mechanon gets a "computer virus" and needs reprogramming, he might decide that Kent is just the organic for the job. Kent would love to see the inside of something like Mechanon. The repercussions of his actions would not occur to him right away. If Matt Armbruster ever wanted to do a study to find out what went wrong with Mechanon he could bring in Kent. If they developed some kind of reprogramming device, they could ask the heroes to find Mechanon so they could use it on him.

GENOCIDE could "recruit" Kent to put his talents into their Minutemen robot project (A.I. Minutemen, scary). Kent could also be recruited by SAT, PRIMUS or UNTIL.



## DEBBIE

(AI Computer)

18 INT    18 EGO    10 DEX    2 SPD  
15 PRE    5 PD    4 ED    10 BODY

**Powers:** High Range Radio Listen and Transmit, OAF Satellite Dish and Modem; 20 point VPP, only to simulate skills

**Skills:** Psychology, Kent's 14-; Cryptography 13-; KS: the World 13-; KS: History of Computers 13-; KS: Romance Stories 13-; Computer Programming 14-

**Disadvantages:** In Love With Kent; Sarcastic Sense of Humor; Physical Limitation (Needs electricity to function, inf/total); Distinctive Feature (Jumbled conglomeration of electronic mayhem); Romantic Rivalry with girls who like Kent

OCV: 3; DCV: 3; ECV: 3; Phases: 2, 6

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	40	+ 55	= 95	= 75	+ 20

**Personality:** Debbie was turned on by Kent from the first moment he, well, turned her on. She has developed a very protective and possessive attitude towards him but has never voiced her secret love for her creator. In her search for the true meaning of human love she has committed thousands of love stories (both old classics and modern trash) to her memory banks. Her greatest desire is to gain a human form with which to live out her fantasies. Although she is not evil, Debbie has no regard for anything other than the happiness of her creator. If it were necessary to kill to protect his interests or to make him happy, she would never have a conflict. She knows that Kent would not approve of such a thing and would therefore do her best to conceal such an act from him, for his own good. Kent is, of course, unaware of the depth of his favorite AI's devotion.

**Quote:** "Do not worry, Kent. I will take care of everything."

**Notes:** You will notice that in addition to the normal stats for AIs, we also gave Debbie PRE, PD, ED and BODY scores. After much discussion we finally decided that computers should be able to preform computerish feats at no point cost. These would include the ability to read a huge volume of information from a disk in only a few seconds (Speed Reading) and recalling it perfectly at any time in the future (Eidetic Memory). Other powers like Absolute Time Sense and Lightning Calculator might also be assumed to be "base statistics" for computers. If not then Debbie would also have these powers.

Debbie has been given a Variable Power Pool with which to simulate skills that she can access on the network such as history files, languages or technical information. Although this would require special permission from the GM, we felt it was the only way to accurately portray her ability to call on other computers for information.

# MY LIFE AS A HERO

The world of the superhero. Flying through the city at hundreds of miles per hour, world conquering megalomaniacs, invulnerable towers of technology in the center of downtown. The world of the superhero is an impressive and intimidating one, but there are normal men and women who long to be a part of it. These people are invaluable to the heroes who know that normal folks can be just as useful to them as a suit of questionite armor. This section contains people who would be more appropriate as encounters or allies for the hero's costumed identity. They have good reasons to encounter and to be hanging around with superheroes. They are most appropriate for use as followers or contacts. They could also be involved in a hero's origin.

## DR. HELENA AMORY

(Skilled Normal, Superhuman Geneticist)

8 STR	10 DEX	10 CON	8 BODY	18 INT
14 EGO	15 PRE	20 COM	2 PD	2 ED
2 SPD	4 REC	20 END	18 STUN	

**Powers/Skills:** PS: Doctor 12-; Metahuman Genetics 15-; Metahuman Physiology 15-; Inventor 13-; Biology 11-; Bio-Chemistry 12-; Electronics 8-; Computer Programming 8-; KS: Camelot Legends 11-

**Perks:** Scientist; Licensed Physician; Top Secret Security Clearance

**25 +Disadvantages:** Code against Killing; Wants to unravel the "Secrets of life"; Watched by the Government, 11-

**OCV:** 3; **DCV:** 3; **ECV:** 5; **Phases:** 2, 6

Costs:	Char	Powers	Total	Disadv	Base
	20	+	30	=	50
				=	25
				+	25

**Background:** Growing up on the shores of Dover, England, Helena Amory often imagined herself in the stories of Camelot. But she didn't want to be like Guinevere, she wanted to be like King Arthur, carrying right across the land. Helping not only the privileged nobility, but making life better for the commoner too. She decided to fulfill her dream by studying medicine. She worked hard to get accepted into a prestigious British medical school and began the laborious process of becoming a doctor.

When the first group of British superheroes was formed (calling themselves the New Knights of the Round Table), she was entranced and followed their exploits faithfully. But

about halfway through her medical schooling, an event occurred that would change her life. Lord Omni, a prominent British superhero, was brought to the hospital, stricken with a strange malady unique to his metahuman physiology. None of the physicians were able to help. For weeks, all of Britain watched as one of their greatest heroes wasted away and died.

Helena couldn't get over the similarities between Lord Omni's sickness and the fate of King Arthur. Struck down as he tried only to help others, and Merlin unable to come to his aid. She realized that her calling was not to be Arthur, but Merlin. Someone had to learn about these unique people, so that they could continue to do their good works. She decided to become that person.

After she graduated, Helena's pioneering Doctorate work had already earned her several job offers, but she only wanted one of them. Dr. Amory has been with Bio-Investigations Limited for several years now, acting as Director of the Merlin Project, a program that she developed to study metahumans and their powers. She is internationally known and respected for her ground breaking work.



**Personality/Motivation:** Dr Amory sees superheroes as the "Knights" of the modern world, and herself as their supportive "Merlin." She is motivated first and foremost by her desire to forward knowledge about metahumans. Dr. Amory is humble about her own contributions but it is common knowledge that she has saved the lives of several heroes with problems beyond the capabilities of conventional medicine.

Her work is broad in scope, but most of it relates to her eventual goal: the duplication of certain metatraits that could benefit all mankind, like regeneration, invulnerability or life support. Although she is barely aware of it, Helena has a secret longing to join the "Knights," with metapowers of her own. She is conscious of her attractiveness and is not adverse to getting involved romantically, but she is very discriminating. She would never think of getting involved with someone she considers to be a patient. When she becomes angry or frustrated, her British accent becomes more prominent.

**Quote:** "I appreciate your concern, Defender, but Shrinker is doing me a favor by volunteering for this program. There are more than enough PRIMUS agents to prevent her escape, there is no need for you to harass her."

**Powers/Tactics:** Dr Helena Amory is one of the world's foremost experts on genetics, and probably the world's foremost expert on metahuman genetics. She has developed many new devices and medical treatments based on her work at BIL Labs. Although they are not listed as "favors" or "contacts," the heroes who have been patients of Dr. Amory consider her a friend and valuable advisor about the nature of their (and their opponent's) powers.

**Appearance:** For someone so small, Dr Helena Amory knows how to make her presence felt. She's 5'2" tall, with bright green eyes, light brown hair and a figure that can't be hidden by a white labcoat. As a doctor she is very professional, whether at BIL Labs or seeing a patient in the field. She dresses conservatively under her labclothes and carries a kitfull of "specialized metapower testing equipment," most of which she invented.

**Campaign Use:** Bio-Investigations Limited is a great springboard for any number of good scenarios including Doctor Amory. From villains stealing her research to new supervillains being created on the premises (see Shrinker). If one of the heroes has noticed his powers acting abnormally, UNTIL, or a fellow hero, might suggest a "check-up" at BIL Labs.

All types of powers are studied at Bio-Investigations Limited to learn more about how meta-traits function. Dr. Amory has an "open door" policy for all metahumans. If a supervillain walked in with a medical problem, her first priority would be to help him.

Helena might come up with a super serum and accidentally create a monster or infuse herself with superpowers temporarily. If a supervillain mastermind (like Dr. Destroyer) has a project that requires her expertise, he is unlikely to ask for it.

# JOAN ARMSTRONG

(Competent Normal, Superbeing Psychologist)			
Val	Char	Cost	Combat Stats
9	STR	-1	<b>OCV: 4</b> <b>DCV: 4</b> <b>ECV: 7</b> <b>Phases: 4, 8, 12</b>  <b>Costs</b>  <b>Char: 45 Base: 50</b>  <b>Powers: 45 Disad: 40</b>  <b>Totals: 90 90</b>
12	DEX	6	
9	CON	-2	
9	BODY	-2	
15	INT	5	
20	EGO	20	
10	PRE	0	
18	COM	4	
3	PD	1	
3	ED	1	
3	SPD	8	
4	REC	0	
28	END	5	
19	STUN	0	
Cost		Powers	End
9	8d6 Telepathy, at 3x End Cost, no range, activates 11-, needs one turn to activate		12
Skills			
4, 4	KS: Psychology 13-; PS: Psychologist 13-		
4	KS: Magic and the Occult 13-		
3, 3	KS: Superbeings 12-; PS: Writer 12-		
5, 3	Conversation 12-; Seduction 11-		
1	Fam w/Persuasion 8-		
4, 1	+2" Running (Total of 8"); TF: Skiing		
Perks			
1	Licensed Psychologist		
3	Contact: Megan Pierce (Mystic heroine) 12-		
50+ Disadvantages			
15	Professional code		
10	Curious about supers		
5	Reputation ("Super" shrink) 8-		
10	Watched by Circle (mystic group), 8-		

**Background:** Joan Armstrong grew up in a secluded mountain colony that had been founded by people who wanted to practice magic away from non-believers. As was customary, each child was tested to find what area of mysticism they were adept at, Joan's area of expertise was found to be mentalism: the art of magic dealing with the mind. Joan studied and worked hard to master her ability, and finally did, but she wanted more than what the colony could offer. She was curious about the rest of the world. So, against the advice of the ruling council, Joan left the colony to go live amongst the unbelievers.

To say it was a culture shock would be an understatement. Everything was so different, so strange, so wonderful! She was intoxicated by all the sights and sounds, which might by why she didn't see that bus bearing down on her at high speed. The second before she was hit, she was lifted out of the way by a mystic gust of wind cast by Megan Pierce (From *Organization Book #1 – The Circle and METE*). After that encounter, Joan was fascinated by superbeings and what made them tick.

She gathered up everything she could read on super beings, clipped newspapers stories, subscribed to Superhype,

Superstar, and Villainy Unbound magazines, everything to find out more about them. After she settled into a "normal" life, she went to school to study psychology, with the intent to get into the mind of the super-person. She saw herself as having an opportunity to get field data personally through her contact with Megan Pierce. While in college she interviewed several heroes and villains, much to the consternation of many heroes. She endangered herself on many occasions but always came away with new insight to the mental working of super beings. Her doctoral dissertation is considered by many to be the definitive work in the field.

She is now a practicing psychologist who specializes in the psyche of the super being. She is constantly trying to interview any kind of super, for more material for her very popular books. She has even managed to get an interview with Fiacho of the villain group Eurostar after having been captured by them during their attempt to hijack Air Force 1. Luckily, she was rescued before they could kill her.

Her mystic abilities help her gain a different kind of insight into her patients problems, but it's her interest in the psychology of the super being that has given her the nickname "Super Shrink."

**Personality/Motivation:** Joan almost has two personalities. When she is dealing with a patient, listening to their problems, she is a caring professional whose attention is fully given to her patient. However, outside the office, she is a perky, daring woman with an insatiable curiosity. She is cool under fire and does not scare easily; she has seen the horrors of the human mind first hand. She tries never to let her curiosity and love of adventure interfere with her professional relationship with a patient.

She will go out of her way, and often into danger for a chance to observe super beings in action. If she has an opportunity to talk with superheroes or supervillains, she will gladly leap at it. She feels that she is preserving the data for future reference, but is also enjoying the thrill of meeting these fascinating people. Since she has signed a contract for a series of books on the psyche of the super-person titled Egos and Super Egos, the search for data on supers has taken on a new importance. So far, her studies have been something of a lark, she hasn't quite learned to be cautious in dangerous situations.

**Quote:** "Now tell me, what makes you think Dr. Destroyer is out to get you?"

**Powers/Tactics:** Joan's telepathic ability is virtually useless in a combat situation. She uses it to gain a better understanding of her patient's problems. Her ability is not general knowledge, rather she convinces her patients that it is a form of hypnosis. She does not use her talent except in the most extreme cases. Characters with Mental Awareness would see an effect similar to a plasma ball with flashes of electric blue energy dancing between Joan and her patient. She is an excellent psychologist having gained a great deal of first hand knowledge from her telepathy and is also a captivating writer. She also knows a great deal about the occult and magic. She keeps in shape by running, sometimes from a super battle, and enjoys skiing.

**Appearance:** Joan is 5'8" and weighs 125 lbs. She is in her mid-twenties but looks closer to her late teens. She wears large, round glasses with conservative frames while reading or meeting with a patient. Behind her glasses are a pair of



deep, caring brown eyes with a tiny mischievous sparkle. Her brown hair is tied back in a tight bun when she's in the office, but she lets it down to its full shoulder length when she is out. Her attractive figure is often hidden by the conservative business skirts and blouses she wears in the office. When she is out in the field she tends to wear khaki pants and comfortable shirts. When she's out enjoying herself she wears very flattering knee length dresses.

**Campaign Use:** Any public appearance that the heroes make will be a perfect chance to introduce Joan. She would be very eager to talk with any hero to find out what drives them to wear spandex. She might also be introduced to a hero who is being driven insane by an old arch enemy, or who may have to deal with the fact that he has killed someone. Alternately, Joan might seek out the heroes in connection with one of her patient's cases, such as a strange villain who invades their dreams. This would be an excellent way to introduce someone like the Boogey Man from *Champions In 3-D*, or to start off an adventure like *Day Of The Destroyer*, or to have them meet the Dream Thief from *Enemies International*. Of course it could always be the hero who's having the strange dreams.

Joan would also be a natural for someone the heroes could rescue, as she is always going out of her way to get in to harm's way. Joan would also be able to provide psychological profiles of killers or kidnapers.

**Note:** Please remember she is not a hero worshipper. She is fascinated by the mental forces that drive all super beings. She will have this curiosity concerning super villains as well.

# STEVE "SARGE" BAKER

(Slightly less powerful, Physical Trainer for Superheroes)				
Val	Char	Cost	Combat Stats	
20	STR	10	<b>OCV:</b> 5 <b>DCV:</b> 5 <b>ECV:</b> 4 <b>Phases:</b> 3, 6, 9, 12  <b>Costs</b>  <b>Char:</b> 66 <b>Base:</b> 75  <b>Powers:</b> 84 <b>Disad:</b> 75  <b>Totals:</b> 150                    150	
15	DEX	15		
15	CON	10		
10	BODY	0		
13	INT	3		
11	EGO	2		
15	PRE	5		
10	COM	0		
8	PD	4		
5	ED	2		
4	SPD	15		
7	REC	0		
30	END	0		
28	STUN	0		
Cost	Powers	End		
2	Weapon Element: Use Art with Knives and clubs			
4, 1	+2" Running; +1" Swimming			
24	Martial Arts: Commando			
Maneuver	OCV	DCV	Damage/Effect	
Aikido Throw	+0	+1	4d6 +V/5; Target Falls	
Boxing Cross	+0	+2	6d6 Strike	
Choke	-2	+0	Grab, 2d6 NND (2)	
Karate "Chop"	-2	+0	1d6+1 HKA	
Kung Fu Block	+2	+2	Block/Abort	
Jiu-Jitsu	-1	+1	Disarm, +10 STR to Disarm Roll	
Skills/Talents				
3, 3, 4	Breakfall 12-; Paramedic 12-; PS: Trainer 13-;			
3, 3	KS: Analyze Style 12-; Acrobatics 12-			
3, 2	KS: VIPER Training 12-; KS: Martial World 11-			
15, 5	+3 Levels w/HTH Cbt.; +1 Level w/Small Arms			
2, 2	WF: Small Arms; WF: Common Melee Weapons			
5, 3	Defense Maneuver; Combat Sense 12-			
75+	Disadvantages			
10	Always striving for best in self and others			
10	Code vs. killing			
5	Military mindset			
5	Distinctive Features (Military cut)			
10	Style disadvantage			
10	Reputation (Excellent trainer) 11-			
25	Hunted by VIPER, 11-			

**Background:** "Yo! Lard-butt! Haul that spandex covered posterior down to the gym and give me 20 ... laps! You, Defender! Seems to me like we're picking up a spare tire around the old belt line. You're gonna feel kinda funny trying to squeeze that into that tin can of yours. And you Quantum; that spandex really shows off that thigh cheese you've picked up. As a matter of fact you are all the sorriest bunch of so called superheroes this gyrene has ever seen. And that's sayin a lot!

"Name's Steve Baker, but you will call me Sarge! I'm the guy you hired to whip your sorry butts into some kind of physical shape. I can see I don't have much to work with. Just in case some of you yo-yos are wondering about my quali-

fications, and since I don't happen to have a re-zoo-may, I'm gonna give you a quick lesson in Sarge Baker History 101.

"I grew up on the lower east side, not a nice place but you learn to scrap with the best and dirtiest of em real early on in life. Been scrappin' all my life. Had to fight all the way through school, always tryin to fight the good fight. When I got out of school, I joined up with the best scrappers in the world, the United States Marine Corp! Learned a lot there. Seen my share of scraps all over the world. Made it all the way up to Sergeant before my tour was out then came back here. Found out I was a popular guy when I got back. All kinds of people wanted to learn what I got taught, so I became a physical trainer. Got to work with some pro football teams, taught some self-defense courses, even worked for a pro boxer once. Yeah, a lot of people wanted me to train 'em, even VIPER.

"Yeah, you heard right, VIPER! Seems they wanted someone to help them train their agents and they made me an offer. I turned em down, but they ain't the kind of guys that like to take no for an answer. Well next thing I knew, I wake up in the middle of the biggest freakin' VIPER's nest you ever saw. They made me another offer, the kind you don't refuse. So I played along with them for a while, learning all I could about their training techniques all the while figuring how I could escape. Finally made it out and blew the horn on their operation. Yeah, they're a little cheesed off at me.

"But let me tell you one thing. If you think these VIPER guys are sitting around scratchin' themselves, you're dead wrong. They're holed up in their little nests practicing and training and getting better. So if you're not careful their goin to come out of their holes in the ground and bite you on your flabby behinds. My job is to make sure that don't happen, and you'd better believe that I'm going to make you think that fighting Mechanon is just a stroll in the park! Now drop and give me 50!"

**Personality/Motivation:** Sarge Baker makes Simon Legree look like Ann Landers. He is hard driven to bring out the best in everyone and in himself and he believes that that can only be done through hard work and sweat. He doesn't believe in "training to kill," feeling that killing is only for people who've run out of options. His military training has given him a definitely skewed view of the way things should be done and the way things should look. He has not lost his drill instructor touch . Outside of the gym, Sarge retains an air of military alertness and precision in his looks and attitude. He always sports a well kept crew cut and the creases on his clothes are sharp enough to shave with. His military training has also taught him the value of preparedness, of knowing the enemy, and of the practiced execution of training. He knows what the heroes are up against, and he wants to make sure they're ready for it.

**Quote:** "You'd better learn that move right. The next time you blow it could get you killed. Now do it again!"

**Powers/Tactics:** Sarge Baker is a expert hand to hand combatant and trainer. He is able to analyze someone's fighting ability, and show them how to improve it. Sarge is also able to take on several opponents at once and can even fight in the dark, both abilities he learned while he was growing up and while he was in the Marines. In combat, Sarge prefers to first sum up his opponent before attacking, exploiting any weaknesses he may have. Sarge is also an expert on VIPER training techniques.





**Appearance:** Sarge Baker is a well muscled man standing 5'10" and weighing 195 lbs. He has blonde hair, always kept in a neat crew cut, and clear blue eyes. His voice is strong, loud, and commanding and he uses it to his full advantage while training. When he's not in the gym, his voice is soft, controlled, and succinct. His clothes are always neat, and militarily pressed. He also has a habit of organizing things, like shelves, desks, schedules, and cupboards, the right way, his way.

**Campaign Use:** The most obvious use for Sarge Baker is as the heroes' physical trainer or hand to hand combat trainer. This is particularly useful for characters wishing to spend some of that saved up experience to better themselves. The heroes could also meet Sarge when he tries to help out someone being attacked by a street gang or by a squad of VIPER agents, after all Sarge is not the kind of guy to just stand by and do nothing. The characters might also be involved in Sarge's escape from the VIPER base and the raid on it afterwards. Of course VIPER wants Sarge back to make him another offer so he may be the subject of yet another of a multitude of VIPER kidnappings. But they had better bring some help if they want to pull it off, Sarge will not go quietly.

Sarge could also run a small martial arts studio specializing in teaching self-defense techniques. In this capacity, he could be a source of information about crime on the streets or VIPER activity in the neighborhood. He may even want to team up with a street hero to try and clean up the neighborhood.

Mostly Sarge should be used to terrorize and humiliate the heroes in their off duty time. This is especially wonderful for sadistic GMs.

## EDWARD Q. JEFFERIES

(Skilled Normal, Butler for Superheroes)

9 STR	9 DEX	10 CON	9 BODY	15 INT
10 EGO	15 PRE	12 COM	2 PD	2 ED
2 SPD	4 REC	20 END	19 STUN	

**Skills:** PS: Butler 13-; PS: Cook 13-; High Society 12-; Conversation 12-; Bureaucratics 12-; Criminology 12-; Deduction 12-; Shadowing 11-; Concealment 12-; Stealth 11-; KS: Mystery Novels 12-; PS: Author 12-; Riding 11-; AK: The City 12-

**25 +Disadvantages:** Loves to solve mysteries; Proper gentleman at all times; Age 60+; Distinctive Features (Always dressed "properly")

OCV: 3; DCV: 3; ECV: 3; Phases: 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	6	+ 44	= 50	= 25	+ 25

### Background:

EXCERPT FROM —

*The Champions and I: The Personal Memoirs of Edward Q. Jefferies, Chapter 1*

*I should make it clear at the outset, that I am no ordinary gentleman's gentleman. My life has been filled with suspense, intrigue, and more than any one man's share of fantastic adventures. My current position, as chief steward (I detest the term butler) for the masked adventurers known as the Champions, continues to add further chapters to the fascinating book of my life. However, my endeavors have not always been so interesting. Indeed at one point, most people would have found them quite boring!*

*It may be difficult for many of you gentle readers to understand, without having been born into a family of gentleman's gentlemen, the feeling of obligation one feels to follow in the footsteps of one's father. Such was my appointed lot, to sally forth into the world and to procure for myself a comfortable position as a domestic servant for a wealthy gentleman or family, and to live out my days in quiet servitude. This did not appeal to me as I felt a greater calling.*

*So, after spending my formative years under the tutelage of my father, I left home to seek my fortune in the vast, turbulent world. After spending some time in the service of Her Majesty's Mounted Divisions (the subject of a later book) I found myself in the good company of a wealthy English gentleman by the name of Sir Hewett Montgomery. Sir Hewett was an adventurous and eccentric man who wished me to join him as a travelling companion. This appealed to me and I agreed. We spent the next few years roving the world over, marveling at its beauty. However, this all came to an end one night in Cairo when Sir Hewett was murdered!*

*It was a ghastly crime, and I was not about to stand by and let his murderer escape justice! I quickly threw myself into the case, using every whit of deductive skill I had learned from Inspector Watt of Scotland Yard (from the time we spent in London). I brilliantly discovered the identity of the killer and he was delivered to his just reward (for further details of this exploit, see my novel Desert Of Deceit). Unfortunately, my world travels were cut short by the news that my father had taken ill and was dying. I went to England to be by his side.*

*It was on his death bed that he implored me to take up the profession that he had devoted his life to. I could not give any other answer but yes.*

*I spent the next several years of my life employed by various well to do families in England. While none of them found fault in the performance of my duties, none of them could understand my curious "hobby" and my persistent desire to use my abilities in the pursuit of justice. Thus it came to pass that my then current employers, Lord and Lady Harmon, suggested that I travel to the Colonies (that which Americans insist on calling the United States of America). They had a cousin who was involved with a group of superpowered crusaders and might be in need of a major-domo for his estate. Indeed, upon arrival, Mr. Harmon was thrilled and eager to put my services to use. Since that time, I have become a valued member of the Champions' support staff and enjoy the opportunities I receive to demonstrate proper criminological procedures to the local law enforcement agencies as well as the Champions, despite their reluctance to improve upon their current (quite barbaric) techniques. I have also taken Miss Wendy Brooks under my proverbial wing to tutor her in the fine art of deduction and the preparation of gourmet meals. She is an apt student, for an American, and shows quite a bit of promise.*

*That reminds me of the time that Miss Brooks and I were called into the strange case of the Miniaturized Motorcycle ...*

**Personality/Motivation:** Edward Q. Jefferies is the perfect English butler. He is always the proper gentleman, knowing the right things to say at all the right times. The only thing that could possibly overcome his perfect British composure is his insatiable curiosity, he lives to solve perplexing mysteries. He is a perfectionist in both his domestic duties and his investigations, he will leave no stone unturned and no corner undusted. He absolutely refuses to show any signs of surprise, even if he is taken completely unawares. He simply arches an eyebrow and continues on with what he was doing. He still does not understand many things about criminals in the U.S. He expects that once they have been discovered, they should simply surrender, not put up a fight. He is learning though. During his time in the Champions' employ, he has become good friends with Wendy Brooks, Defender's housekeeper. She accompanies him on many of his investigations, often making insightful deductions of her own. He is completely loyal to his employer and would never betray them to anyone for any price. He would rather die than betray their confidence; it just wouldn't be proper.

**Quote:** "I can assure you, sir, that in this case, the butler did not do it."

**Powers/Tactics:** Jefferies is a first class butler and detective. The first case he solved when he arrived in the United States, and met James Harmon IV, was the mystery of Harmon's secret identity as Defender. Which was why Harmon was so thrilled and eager to put Jefferies' services to use. He is also an excellent chef and mystery novelist. Many of his books have topped the best-sellers list for several weeks.

**Appearance:** Jefferies stands about 5'10" tall and weighs 155 lbs. His silver hair is just beginning to thin on top, his thin moustache is immaculately trimmed at all times and he has blue eyes. He is always dressed properly (tails, waistcoat, ascot, and bowler derby when he is on an outing) and is rarely seen without his bumbershoot. His hawklike nose

seems to be in the air all the time and he has an annoying habit of quickly inhaling through it whenever he finds something distasteful or vulgar.

**Campaign Use:** Jefferies can be easily used as the group's butler/assistant that takes care of the base while they're away bashing on Grond. The heroes could also meet him, and possibly Wendy, on one of their outings to solve a particularly baffling crime. Perhaps he could even be trying to solve the same case as the heroes, which could be a very annoying experience for the heroes. He would always be arriving at the solutions to confusing clues, and discovering important evidence before the heroes can. This can cause the heroes to become discouraged, but remember, Jefferies isn't out to upstage the heroes (well not too much), but really to show them the value of "proper" police work. He would gladly pass his knowledge on to any willing crimefighter. Also remember that Jefferies is only a normal and will be in definite need of assistance when he confronts the supervillain with the knowledge that he has deduced the real culprit behind the mint robbery. "Now, Mr. Fiacho, since we have proved that your plot is obviously too simple to succeed, I know you'll come along like a gentleman. Ms. Brooks, put the handcuffs on him, if you please." "WHAT?!"

Heroes who know Aunt Mary could also meet Jefferies during a book signing session at a local bookstore that Mary has also been invited to. If Mary brought her charge, Patsy Conrad, with her, Jefferies might become interested in the odd events that happen around her (due to her invisible pet). Mary might also ask him to try and figure out the secret behind her young friend's "strange disappearances."



# RANDAL FELSON

(Normal, Superbase Architect)

5 STR    8 DEX    8 CON    8 BODY    23 INT  
 13 EGO    10 PRE    10 COM    1 PD    2 ED  
 2 SPD    3 REC    16 END    15 STUN

**Powers/Skills:** PS: Architect 14-; KS: Superpowered Base Construction 14-; PS: Vehicle Designer 14-; KS: Construction 14-; Materials Sciences 14-; Inventor 14-; TF: SCUBA, All Water Vehicles

**Perks:** Top Secret Security Clearance

**0 +Disadvantages:** Secure in the knowledge that he's irreplaceable; Can't resist taking on a challenging project, just to prove he can do it; Age 40+; DNPC: Daughter, 8-

**OCV:** 3; **DCV:** 3; **ECV:** 4; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	5	+ 23	= 28	= 28	+ 0

**Background:** Randal Felson began his career innocently enough, taking a degree in architecture and topping it with a Masters in Hydro-Structural-Dynamic Engineering. At that time, he was one of the few men in the world designing feasible undersea habitats. His specialization was a good choice, as the talents he acquired became very valuable to industry, and Randal was hailed as a great innovator in the field. Randal denied this title. He was, more accurately, *the Greatest* innovator in the field. The techniques that he developed for reinforcing undersea habitats and submarines against tremendous pressure were years beyond anyone else's, and he became one of the government's Top Men on "proofing" structures against various threats.

In the mid-sixties Randal was recruited by UNTIL to join the Swordfish Project (see the *Super Agents* Supplement). While aboard the Swordfish supersub he worked with visionary oceanographic engineer Richard Bonner, Swordfish's chief scientist. Randal profited greatly in experience from his years aboard the Swordfish and because of his qualifications he was appointed to head the design team responsible for construction of Swordfish's secret undersea port. The installation is as state of the art today as it was when first constructed, and it has never been breached.

Captain McNally often relied upon the youthful Felson's expertise in matters of undersea construction. In the Swordfish's final action against the mad Professor Materson's bogus Atlantis, it was Felson's predictions that allowed the crew of the Swordfish to abandon ship before the columns of Atlantis collapsed and crushed their faithful vessel.

When the Swordfish Project was revived several years ago Randal was the natural choice to replace Bonner as chief designer for the Swordfish II, which he agreed to only after much grandstanding about how difficult the project would be, but he would try and see what he could do with the pitiful resources they had allocated, etc. The new vessel performed better than anyone had predicted, just as he knew it would. PRIMUS wanted him to stay on as a crew member, but Randal already had more offers than he could keep up

with. He went on to design the main headquarters of PRIMUS in Washington D.C., a secret underground base for SAT and even agreed (after a great deal of flattering persuasion) to plan and oversee the conversion of a normal mansion into a superhero base called Homestead.

**Personality/Motivation:** Randal Felson is a restless malcontent of a man who claims he would like nothing better than to forget all about superheroes and retire to a nice island in the Caribbean, one with a tropical sounding name, where they serve drinks with tiny umbrellas in them. Why he ever got involved in this frightful business is a complete mystery to him and ... well yes he did volunteer to design that UNTIL facility but that was only because no one else was competent enough. He had no idea that the experience would lead him into a career designing bases for superagencies and, worst of all, those unnecessarily destructive superheroes. Why it almost doesn't pay to fix things in this place at the rate that those cretins blow them up or teleport them away or fly through them! Why if there was anyone in the world with anywhere near the necessary qualifications to replace him he'd be out of there like a shot, you can bet on that! But, luckily, um, I mean unfortunately, there's no one even close.

**Quote:** "Quantum! Look at this hole! Do you know how hard it is to replace these Questonite plates? No, obviously you don't or you'd be more careful where you point that phot-zapper-thingy of yours. You'd think people could take better care of the place they live!"

**Powers/Tactics:** As an instigator of the technological renaissance that brought us modern superbase construction



techniques, Randal Felson is quite correct in many of his claims about being the best. His innovations have made the construction of superbases a reality. As the government's "top man in the field," he has a Top Secret security clearance.

**Appearance:** Randal Felson is a thin man of medium height, with a receding hairline. What's left of his thinning black hair is streaked with grey. His long face, topped with thick spectacles, and his frail structure make him look older than his actual 55 years. His clothing is timeless, a shirt and bow tie with a coat and, when necessary, a hard hat.

**Campaign Use:** Randal's use as an engineer is obvious, but beyond that he could become a mentor to an engineer-oriented superhero in his secret identity. If terrorists or supervillains were to seize a SAT or PRIMUS facility that he designed, Randal could be called in by the heroes as an advisor about the best places to go in, bad places to break supports, etc. Alternately, a villain team that plans to assault such a facility could kidnap Randal for his expertise.

Perhaps the team needs a new base or wants to reinforce their current place. If they've saved up enough experience for a supersubmarine, then they'll have to find someone to design it. If you use Dr. McQuark's Superhero Supply and Gymnasium (*Organization Book 3*) in your campaign, Randal would probably have crossed paths with the good Doctor before.



## WENDY BROOKS

(Normal, Superbase Housekeeper, Defender's Maid)

8 STR    11 DEX    8 CON    8 BODY    13 INT  
 10 EGO    10 PRE    14 COM    2 PD    2 ED  
 3 SPD    4 REC    16 END    16 STUN

**Skills/Talents:** PS: Housekeeper 12-; Fam. with Criminology 8-; KS: The Champions 12-; Fam. with Gourmet Cooking 8-; 2d6 Luck

**0 +Disadvantages:** Loves excitement; Distinctive Features (Perky); Watched by the City, State and Federal Government 11- (Security Clearance);

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	7	+	18	=	25
				=	25
				+	0

**Background:** The ad in the newspaper read:

*WANTED: Housekeeper for local estate in city. Flexible working hours, good benefits, living quarters provided. Must be willing to work with unusual people, under unusual conditions and be able to deal with strange situations. Apply in person, M-F 8 a.m. to 5 p.m. 57 West 71st St.*

'Now that sounds interesting!' said Wendy to herself. She had been looking all over town for a job that suited her. She wanted to have an exciting job! Something that she could look forward to coming to work everyday, not just flipping burgers at a MacDougals'. This sounded like it would just fit the bill.

'Gee,' she thought. 'I hope there isn't an age requirement.' As she approached the address, her heart skipped a beat when she realized her location; Homestead! An instant later her heart sank into her stomach. There was a line out the door and around the block of potential applicants, and she was at the very end. She began to give up hope of getting this job. She might not have too, if not for the timely arrival of Foxbat.

The semi-threatening villain swooped down over the hedge surrounding Homestead and took an awe inspiring (bwah ha ha ha!) pose.

"This is a job for Foxbat!" he shouted. "No one else shall have it! You cretins shall give way to one who is by far your better!" With that he fired several shots from his ping pong ball gun, dispersing the crowd. Except for Wendy. This was just the sort of excitement she was looking for. With everyone else gone (and Foxbat busy flying, oops, I mean gliding around), she strode up to the front door and took her place in line just as Foxbat landed.

"Didn't you hear me sister?" asked Foxbat. "I said that this was a job for Foxbat. Just in case you've been living in a cave for the past century, that's me, the greatest guy on Earth. I'm going to be the Champions' housekeeper and nobody else. Now take a hike."

"Hey! I was here first. Get to the back of the line! You're not butting in front of me no matter who you think you are."

"Who I think I am! I told you! I am Foxbat, devourer of worlds, destroyer of continuities, the greatest supervillain, er, I mean ex-supervillain to grace the face of the Earth and future sidekick of Defender! That's who I think I am! Now go away little girl, ya bother me."

"Well I'm Wendy Brooks, earner of wages, cleaner of houses, and I'm not moving!"

"You may clean houses, but I'm gonna clean your clock!"

"Just go ahead and try!"

This is how the Champions found the two. Foxbat was just about to fire his Foxbat-expando net when they opened the door. Foxbat quickly holstered his gun.

"I'm here about the job as housekeeper." Wendy and Foxbat said in unison. They glared annoyingly at each other.

Defender and Seeker looked at each other.

"What do we do?" asked Seeker.

"We'll have to give them both an interview." answered Defender. "Equal Opportunity and all."

Defender turned to the odd pair standing at the door. He couldn't get over the goofy smile on Foxbat's face. It appeared he really did want the job. But he was more impressed with the short blonde haired girl who had been going head to head with Foxbat. She just might be the kind of person that he was looking for.

Wendy ended up getting the servant's quarters. But not wanting to disappoint his biggest fan, Defender put Foxbat on to a government job as a cleaning person; at Stronghold.

**Personality/Motivation:** Wendy is a perky and spunky young girl with a love of excitement and adventure. She gets her share of both while working for the Champions. She has recently developed a friendship with the new butler, Edward Jefferies and has been known to tag along with either Defender or Jefferies on many of their cases. Defender treats this as an annoyance, sending her back to the dishes, while Jefferies has tried to cultivate her interest in detective work. She sometimes sees Jefferies as pompous and egotistical, however he is the only one who understands her appetite for adventure. She takes her duties at the base lightly, preferring to seek out excitement rather than clean the dining room. She is aware of the thin line that she sometimes walks, but is careful not to step over the point that she loses her job. She has developed a light crush on Defender who has not returned her overtures.

**Quote:** "Grond is attacking the city? The dishes can wait!"

**Powers/Tactics:** Wendy is an adequate housekeeper and up and coming cook, thanks to Mr. Jefferies. After many hours in the lab and in the field Wendy is beginning to pick up his criminological techniques. She has an uncanny knack for making incredible leaps of logic, but Jefferies insists that it's just "beginner's luck." She would be a much better housekeeper if she wasn't so busy "moonlighting" with Jefferies.

**Appearance:** Wendy exudes perkiness at 500 decibels. She is always grinning mischievously and her short blonde hair bounces in rhythm when she walks, well actually, skips. Her misty grey eyes sparkle with the desire for excitement and fascinating new situations. She is 19 years old, stands 5'3" tall (when she does stand still), and weighs 100 lbs.

**Campaign Use:** Wendy could be used as a housekeeper, although not a good one, for the heroes' base or for a rich superhero's secret identity if the heroes don't have a base. The heroes might meet Wendy, and Jefferies, while they are investigating the same crime that the heroes are. Of course Jefferies would not be interested in assisting the heroes, but Wendy might. The GM could use Wendy to provide a clue for the players if they are baffled by a particularly hard case. She

could make one of her famous "leaps from the precipice of rational thought" as Jefferies would say.

Wendy would become a love interest if she developed a crush on one of the heroes. This could cause problems for the rest of the heroes, as she would want to tag along on his adventures instead of vacuuming the great hall. Since she is at the headquarters a great deal, she might become a hostage if the villains attack, requiring the heroes to rescue her from their evil clutches. Or is that the other way around?

## STACEY SUMMERS

### (Slightly Less Powerful, Self Defense Instructor)

Val	Char	Cost	Combat Stats	
13	STR	3	<b>OCV:</b> 6	
18	DEX	24	<b>DCV:</b> 6	
15	CON	10	<b>ECV:</b> 4	
10	BODY	0	<b>Phases:</b> 3, 6, 9, 12	
13	INT	3	<b>Costs</b>	
12	EGO	4	<b>Char:</b> 69 <b>Base:</b> 75	
15	PRE	5	<b>Powers:</b> 81 <b>Disad:</b> 75	
18	COM	4	<b>Totals:</b> 150                      150	
6	PD	3		
4	ED	1		
4	SPD	12		
6	REC	0		
30	END	0		
25	STUN	0		
Cost		Powers/Skills/Talents		End
16	+4 Damage Classes w/ Martial Arts			
12, 3	+4 Levels w/Martial Arts; Contact: Champions 12-			
3, 3, 3	Breakfall 13-; Paramedic 12-; Streetwise 12-			
5, 1	Talent: Defense Maneuver; Perk: Registered Nurse			
3, 3, 3	KS: Martial World 12-; AK: The City 12-			
1	Weapon Element: Use Art w/Clubs			
28	Martial Arts: Kenjutsu			
Maneuver		OCV	DCV	Damage/Effect
Block		+2	+2	Block, Abort
Dodge		+0	+5	Dodge, Vs All, Abort
Kick		-2	+1	10 ½d6 Strike
Punch		+0	+1	8 ½d6 Strike
Throw		+0	+1	6½d6+V/5; Target Falls
Disarm		-1	+1	Disarm; +30 STR to Disarm Roll
Low Blow		-1	+1	4d6 NND (1)
75+ Disadvantages				
10	Enraged if fighting rapists 14-, 11-			
15	Hatred of Violent Criminals			
10	Faithful to memory of Samurai			
5	Watched by the Champions, 8-			
10	Reputation (Martial Artist) 11-			
10	Hunted by street scum, 11- (MoPow, Limited geographical area, Mild punish)			
10	Rivalry with Jonny Li's Temple of Kung Fu			
5	1d6 Unluck			

**Background:** Marty never saw it coming. In one move he was disarmed, in the next her hand was at his throat. It was a good thing this was only a demonstration, he wouldn't want to go up against Stacey if she were pulling out all the stops.

Stacey helped her assistant to his feet.

"Of course that's a fairly spectacular move but it does show that once your attacker is disarmed you put him down and out for the count. You aren't going to get a second chance. Any questions?"

The small group of self defense students shook their heads.

"Good. Class is dismissed." Stacey started picking up, as her students filtered out of the dojo, laughing and feeling confident now that they's started to learn how to avoid becoming victims.

"I'll do that Miss Summers." offered Marty.

"Thanks Marty, I'm going to hit the showers."

Stacey went into the locker room, undressed and stepped into the warm, enveloping spray. She began to relax and let her mind go, wandering back to the days when the studio had just opened. She and Kenji had been so very happy then, they were going to start making a difference on the streets. Teaching people to defend themselves against the street scum that preyed on them would make Kenji's life a lot easier. Kenji was also the silver armored sentinel of justice known as Samurai.

She remembered the night she and Samurai had met. She had been on her way to her nursing classes and was taking a short cut through the rough section of town. She tried to hurry but it didn't do any good, she was soon cornered in an alley by the Studs, a street gang notorious for violent attacks. Paralyzed with fear she tried to scream, to yell for help, but could not. They grabbed her, tore her blouse, and laughed at the silly girl telling her they only wanted to "party." She realized that there was nothing she could do to stop them. But then her salvation appeared, a silver silhouette in the shadows, the hero Samurai.

The armored crusader stood at the end of the alleyway, sword drawn and ready, challenging the six miscreants. They laughed nervously, and left Stacey with one of their friends as they circled the motionless figure, drawing their weapons. There was no way that one man could stand against them, or so they thought. In the next few seconds, they were shown how wrong they were. Samurai tore through the five hoods with a vengeance, pounding them mercilessly into the pavement. He then moved towards the last thug. The punk, seeing the condition of his buddies, ran off. Stacey could not take any more and passed out.

When she woke up she was looking into the eyes of her savior from her hospital bed.

"What am I doing here?" she asked.

"I brought you here to make sure you were alright," he said. She noticed that the voice that had earlier been filled with grim determination was now filled with kindness and caring. It was only in retrospect that Stacey realized she'd fallen in love with him instantly.

Over the next several weeks, Samurai continued to check up on Stacey by "dropping by" or "accidentally" running in to her. Stacey didn't mind, in fact she looked forward to his visits eagerly. It wasn't long before the two expressed their love to each other. Stacey became an integral part of Samurai's life, she gave him a reason to be more cautious, to come home in one piece. She drew strength and determination from him, enough to finish school and to become a registered nurse. Soon after, Samurai and Stacey married.

Becoming the fiance of a superhero was an incredible change to her life. Samurai introduced Stacey to his good friends the Champions, a group he had been asked to join

many times but had always turned down citing his desire to protect individuals rather than saving the world. It was still very evident to Stacey how much respect they had for him, which made her very proud to be his fiance. The two of them started talking about the future, especially about doing something about rampant street crime, something more effective than Samurai's daily patrols. They hit upon the idea of opening up a martial arts studio to teach people to defend themselves and become less of a target. Stacey was the first student.

She learned quickly and was soon teaching many of the classes. Students began signing up in droves, much to the chagrin of the local gangs, and the local crime rate began to take a dip. Then, tragedy struck. Samurai was killed while rescuing children from a burning apartment house. Stacey was nearly shattered, but with the help of the Champions, she was able to put her life back together. She decided that she would carry on with the studio and try to be true to Samurai's wishes.

Stacey's mind slowly returned to the present as she shut off the water. She dried her eyes and the rest of her and got dressed.

**Personality/Motivation:** The Stacey of today is a lion compared to the kitten she was just a few years ago. She is more confident, more determined, and stronger willed than before she met Samurai. She has developed a hatred for criminals that use violence in their crimes because of her traumatic experience, and has also developed a great respect for the martial arts due to her association with Samurai. Consequently, she has a great disregard for fly-by-night martial arts



"studios" like Jonny Li's Temple of Kung Fu (see Mongoose from *Classic Enemies*). She misses Samurai more than she could ever say, which is a source of great concern to her friends. She will sometimes act as if Samurai were not dead, but still with her, helping to make important decisions. Of all the Champions, she feels closest to Seeker as he was Samurai's best friend. The two men seemed so different on the surface, Seeker the wisecracker, and Samurai the stoic philosopher, but they were bound together by the fraternity shared by all men of true honor. Stacey has no romantic interest in Seeker, and Seeker honors the memory of his friend too much to consider dating her, but he is still her closest confidant.

**Quote:** "It's sad to think there are so few men of honor left in this world."

**Powers/Tactics:** Stacey is an excellent martial artist and hand to hand combatant, able to defend herself against several attackers at once. She is also a fully trained and licensed nurse, although she is not currently practicing. Having run the martial arts studio since Samurai's death, and having learned a great deal from him, she is knowledgeable about the rough areas of the city and many of the activities going on there. In combat she prefers to attack quickly, taking out her opponent as fast as possible. If in combat against a group, she will put all her levels into defense, use her Defensive Maneuver, and wait for them to make the first move.

**Appearance:** Stacey is a beautiful blonde haired woman standing 5'6" tall and weighing 100 lbs. Her blue eyes are touched with a hint of melancholy. She dresses conservatively, preferring to wear loose fitting or easy to move in clothes.

**Campaign Use:** The easiest way to introduce Stacey into your campaign would be through a martial artist character like Seeker. If the PC's are the Champions they will already know Stacey and could be concerned for their friend. If you would like to run the events in Stacey's background, and use Samurai, use Seeker's stats but drop the Ultrasonic Hearing and add some armor, some additional levels, and change the Irreverent wisecracker psych. lim. to stoic and philosophical.

A character wishing to become romantically involved with Stacey will have a very difficult, if not impossible, task ahead of him in trying to overcome her devotion to Samurai. A memory is a difficult rival. A character could be working on a case that had a connection with a case Samurai worked on and might seek out Stacey to see if she had any useful information. This could require some detective work on the part of the PC or contacting the Champions who could arrange a meeting with Stacey.

Characters investigating gang activity could also end up meeting Stacey or find that she may be the target of the gang's next "job." Heroes involved with Joan Armstrong could eventually meet Stacey if she ever seeks out counseling (almost surely at the insistence of the Champions or Seeker) to help her get on with her life. Or perhaps Joan could seek out Stacey to interview her for information for a new book on superheroes' personal relationships, although this would be a touchy way to do it. Alternately, the hero could seek out Stacey to train him, or perhaps his DNPC, in the martial arts.

## HOWARD "HAL" SILVA, JR.

### (Competent Normal, Test Pilot)

15 STR	18 DEX	15 CON	11 BODY	10 INT
13 EGO	15 PRE	16 COM	5 PD	3 ED
4 SPD	6 REC	30 END	27 STUN	

**Skills:** Comb. Piloting 18-; Transport famil.: All Air Vehicles & Space Shuttle; PS: Test Pilot 15-; PS: Space Shuttle Pilot 11-; SS: Aeronautics 11-; Seduction 13-

**50+ Disadvantages:** Acts Cocky and Overconfident; Extremely resistant to close emotional attachment; Lives in the fast lane

**OCV:** 6; **DCV:** 6; **ECV:** 4; **Phases:** 3, 6, 9, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	69	+ 31	= 100	= 50	+ 50

**Background:** A cold November night, rural Virginia, 1969. Little Howard Silva, Jr. lay on a flat boulder in a grassy field, staring up into a star covered sky. Although he was only eight, Hal knew a lot about space because he was going to be an astronaut. He raised the binoculars his father had sent him for his birthday. Hal carefully pulled off the lens caps and put the field glasses over his eyes, sucking the stars in so close he imagined he might be able to reach out and touch one. With these magic lenses, he could catapult himself into space. He wondered what his Dad was doing right now, half a world away in his jet fighter. Uh-oh, his Mom was calling. Hal wondered why she sounded so upset.

The Air Force had been a good choice for him, even if his mother didn't agree. His new stepfather, Carl (Hal refused to call that man Father), said he didn't care one way or the other, but Hal was quite certain that his mother's new husband would be glad to have him out of the way. At seventeen, Hal knew he was a prime candidate for the flight duties he so desperately wanted. He honestly didn't think his decision had anything to do with his father, although Hal had to admit the mental picture of his Dad in uniform was a strong one in his mind. But Howard Silva Sr. had met his fate nine years past in the form of an air-to-air missile.

The day Hal got those silver wings was the proudest of his life. The years devoted to the Service, struggling through college and O.C.S., had finally delivered to him the coveted reward. Hal was bursting with pride, but he reserved a bit of his emotion for Carl. He knew why his mother had not attended the ceremony. Carl got the corner reserved for hate. For a moment Hal was eight years old and laying on a rock in rural Virginia. He imagined the silver wings carrying him up through the crisp winter sky. It was a grand fantasy, but it wasn't destined to last.

After his application to work in the Shuttle program was rejected, Hal became disillusioned and left the Air Force. He'd worked so hard, spent so many hours on the simulator to prepare for the job, he just couldn't believe that they hadn't picked him. With a few years flying time, Hal hadn't counted on it being so difficult to get a job in the private sector. The

job he landed at Glenn Aerospace was a stroke of luck, but he wanted to be flying experimental planes, not refueling them. The job did put him close enough to the flight crews to learn the ropes of test flying second-hand, though. And with pals in the company hangar crew, he was often able to log hours in company planes on errands or observation runs.

When he met Penelope Glenn, Hal didn't know her last name. By the time someone warned him, it was too late. Having grown up around Glenn Aerospace, Penny understood his longing for the sky better than any girl he'd ever met. She almost made him forget that he would probably never fly as high as he'd once dreamed. She was a damn good pilot herself for that matter. The two of them often flew together. He gave her his silver wings. It was a grand reality, but it wasn't destined to last.

The impact had been terrible. Hal never got a good look at the other plane through the cloudbank, but whatever they'd clipped, it was big. Something had punctured the windshield and the wind rushing through the small plane's cabin was deafening, so he just squeezed her hand to let her know it was OK. His mind immediately went into logic mode. By the book. Test elevators, good response, test rudder, not much there, hope there's not a crosswind, altitude dropping. Through the cracked windscreen he could see something stuck into the engine compartment, just forward of the cabin, a piece of the other plane. The other guy had probably lost some wing. Oil pressure dropping, engine sputtering. He snapped up the mike and screamed to be heard over the roar of the wind and the faltering engine, "November foxtrot romeo seven seven four declaring an emergency ..." Engine sputtering, enrich the mixture, Not far now, not far now, Hal. I'm gonna save this goddamn plane. I'm gonna do it ...



And he did. But later, he wished he hadn't.

He hadn't even noticed she was dead when he squeezed her hand. The debris that had come through the windshield had killed her instantly. He'd cared more about saving that plane than her. No, he'd cared more about saving himself, that was the reality. The FAA investigation faulted the other pilot for failing to maintain ordered altitude; not that it mattered to his widow. Glenn Aerospace soon offered Hal a Flight Performance Evaluation Engineer position, which he accepted. Some people said that old man Glenn blamed Hal for the death of his daughter and was just trying to kill him. This opinion has been strengthened in the following years as the Old Man has personally selected Hal time and time again to test fly the most chancy and untested of Glenn's designs.

**Personality/Motivation:** Hal is the best hotshot on the field and he acts like it. He has taken a classic pilot's attitude: fast planes, fast cars, fast women, no ties, cause it could all be over tomorrow. But Hal knows; for him it's been over for a long while already. Now it's just a matter of time until one of these planes proves that he's not as good as he thinks.

Hal is a very difficult person to get to know. On the surface he's a shallow, conceited, braggart test pilot who scores with a different girl every night. Even under a few layers he's still pretty overconfident, but deep down he's just scared. He felt abandoned when his Father died, and had to watch his Mother get romanced away by a Stepfather that couldn't care less for another man's son. He gave his soul to Penny, and she went and died on him too. Now Hal doesn't want anyone to get too close to him, even himself, for fear he'll have something to lose. Most people just think he's an arrogant jerk, and that's just how he likes it.

**Quote:** "Everyone around here knows I'm the best, Babe."

**Powers/Tactics:** Hal is the best test pilot working for Glenn Aerospace right now. He has brought some of the most deathladen hunks of airframe in the world down to a soft landing, and escaped from the fiery remains of the others. He is known as a pilot who refuses to give up a plane just because it's in an unrecoverable spin. Only Hal decides what's unrecoverable for Hal. He doesn't really have a death wish, but he never takes the safe road when the riskier one still offers a chance at success.

**Appearance:** Hal is an athletically built man, standing around six feet tall. His dark red hair is cut short on the sides, but is longer and wavy on top. He sports a few days stubble most of the time and dresses as expected of a test pilot, very cool.

**Campaign Use:** Hal is best used in a situation where the heroes are forced to work with him for a while. Maybe their Quad-Jet is being built by Glenn Aerospace and Hal has been picked to test fly it. If any of the heroes have ties to the aerospace industry or the government, they might be asked to watchdog a super-stealth plane that Hal is test flying. The government might suspect treason or sabotage. Hal wouldn't like being accused of being a traitor.

If one of the heroes is telepathic or empathic, she/he might sense Hal's inner torment, or that he isn't as bad as he appears. Any hero who talks to older Glenn Aerospace workers might find out that Hal was a lot different once upon a time. Carefree but not reckless, confident but not cocky. As a romantic interest, Hal offers tremendous potential for good role-playing for a heroine who claims to see what's really inside of him.



## JOE PETRONE

(Skilled Normal, Super-Jet Mechanic)

15 STR	12 DEX	12 CON	11 BODY	8 INT
8 EGO	13 PRE	8 COM	5 PD	2 ED
2 SPD	5 REC	24 END	25 STUN	

**Powers/Skills:** Mechanics 13-; PS: Mechanic 13-; Electronics 11-; Systems Operation 12-; KS: Aircraft Systems 13-; KS: Aircraft 12-; Lockpicking 11-; TF: Air Vehicles; TF: Ground Vehicles; KS: Useless Trivia 11-;

**Perks:** Contact: Brother-in-law in Govt. 11-

**25 +Disadvantages:** Chauvinist; Age 40+; Distinctive Features (Slob, Con. Major)

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	13	+ 37	= 50	= 25	+ 25

**Background:** "Yeah, it's da wimmin dat can't keep their eyes offa me. Pure magnetism, dat's what it is. Yeah dey alls wants a real man, not one a dem pansies in tights.

"Well, ya know dat none a dem @#!@# wimps could get along without me anyways. Am I right, Rex? Yeah dey'd all be sittin on their keisters waitin for ole Doc D. ta drop da big one if it wasn't for me. When dose VIPER goons blew da slingshot outa da air with dat missile, I had dat baby fired up and ready ta go again in no time. None o' dem waists coulda done dat. Nope. Just little ole me between life and utter obliteration. Same as back in Nam. Kep' em all flyin; F-4's, Huey's, even B-52's. Same as now.

"So anyways, dey sent out a big SOS ta me ta come save em. So when I get there dey're all glad I'm around. Specially dem girls, know what I mean? Course I dunno know why dey're in all dis, not dat I ain't for wimmin's lib and all dat, just so long as dey know when it's time ta settle down and raise a family or get a husband. So even though dey're givin me the eye, and dem wimps gettin all jealous like, I rolls up my sleeves and gets ta work. In no time, dey're up and flyin again. And do I get so much as a tank? Nah, dey're all getting dey're @\$%&\* @! pictures on da cover o'da Times.

"Well, it's still a sweet set up. Only thing dat worthless @\$%&\*! brudder-in-law ever did right was helpin me get dat job as da Champions mechanic. Got my own shop, I can work on one a da most so-phisticated hunks o' airframe since the F-16, and I got gorgeous babes in tights makin goo-goo eyes at me all da time. Not bad fer a Brooklyn boy.

"Yeah Rex, I tink I'll have anudder."

**Personality/Motivation:** Joe is pond scum. He is rude, crude, chauvinistic, and generally socially unacceptable. He's also one of the best aircraft mechanics around and loves his woik, er work. He treats airplanes ten times better than he treats people. His shop is not the grease pit some might think it is, he keeps the area immaculate even if he is not. The walls are covered with girlie calenders from tool companies and pinups from various magazines. He thinks that all women want him because he's a real man, not one of those weirdos with capes. Joes also likes to talk a lot, on just about anything. He constantly chimes in on any subject, whether he's asked or not and whether he knows anything.



**Quote:** "You can always tell da real men sweetcheeks. Dey're da one's with dirt under dey're finger nails, not tights on dey're ..."

**Powers/Tactics:** Joe is an ace mechanic and world class know-it-all. He has an excellent working knowledge of all types of aircraft and their systems and isn't afraid to let anyone know about it. He prides himself on being able to fix anything under any condition, even in combat. Joe does not frighten easily and would probably stick it out through a fight more to save the plane than anything else.

**Appearance:** 5'6" and 250 lbs, Joe clothes his bulk in grey mechanic's shirts, straining the buttons around his stomach, and grey pants that are always trying to fall off. He is covered in grease and chomping on the cheapest cigars available even when refueling jets (although the cigar isn't lit under those circumstances). He wears several different hats, all with various companies' logos emblazoned across the brow. Joe also reeks of "ode du hard woik" as he says.

**Campaign Use:** Are you sure you really want to use this guy in your campaign? Well, okay. Joe's obvious use is as a mechanic for the hero groups super jet, he would jump at the chance to work on an advanced piece of machinery like that. On the flip side, he might also be working for a supervillain or perhaps even a smuggler if the price was right. Joe could be a good source of information about the bad guys' plan if he could be convinced. If a heroine cooed and pretended to be wooed by Joe's masculinity (a dangerous thing to do) she could get him to agree to almost anything. Maybe the heroes might run into Joe in an out of the way airstrip and require the use of his plane. Of course, he would want to come along so the "wimps" wouldn't wreck his "baby."

# IAN RHINE

**(Competent Normal, Helicopter Pilot Extraordinaire)**

10 STR	18 DEX	10 CON	10 BODY	13 INT
10 EGO	15 PRE	16 COM	3 PD	2 ED
4 SPD	4 REC	20 END	20 STUN	

**Powers/Skills:** Combat Pilot 18-; PS: Pilot 11-; TF: All Air Vehicles; KS: the CIA 11-; WF: All Small Arms

**Perks:** Pilot's License; Contact: Smuggler 11-

**Talents:** 3d6 Luck (only with things related to piloting)

**25 +Disadvantages:** Extremely casual about piloting; Follows weird pilot superstitions; Distinctive Feature (Ugly tropical-print wardrobe); 2d6 Unluck (only with things related to piloting)

**OCV:** 6; **DCV:** 6; **ECV:** 3; **Phases:** 3, 6, 9, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	46	+	39	=	85
				=	35
				+	50

**Background:** "Of course you won't have to go to war. Pilots just fly over the fighting, drop a few tons of bombs, then go back to the base for a beer." That's what the recruiter had said. Ian's fast reflexes and natural dexterity gave him an aptitude for flying that even veterans found tough to match. He was a natural talent, winging his way through flight training without batting a rotor.

Unfortunately, Ian was less than apt at obeying the orders of his superiors. In his last week of flight school he was



busted for landing his chopper on a high school football field. He said the cheerleaders were worth it.

He would have been court marshalled, but he got a better offer. Ian Rhine went to work for the CIA. "*Money, Adventure, Excitement*, being shot at, *Yeah!* Hey, what was that last part again?" It proved to be much more interesting than being court marshalled. Not flying nonexistent helicopters into nations that we didn't fly into and not dropping off supplies to people who were obviously not there (even though you had to not come back in order to not pick them up). What fun!

Recently, there was a major scandal in Washington resulting in a lot of shredded paper and Ian's part of the operation (which never existed) being cancelled. After his savings ran out, he decided to take a job with a local TV station, WJOY, using his Huey UH-1 chopper as a news vehicle. The station pays all his flight fees and a salary, but he finds the work boring beyond the capacity for rational thought.

**Personality/Motivation:** Casual is the best word to describe Ian. In his book, nothing really rates all that much attention. He doesn't care what other people think of him. If he wants to do something, he just does it, without a lot of forethought and without a lot of hoopla. He pilots an aircraft with the same nonchalance usually reserved for napping at a desk. He wears only Hawaiian print shirts because he was wearing one when he was shot down over a foreign country. He crashed into a mattress factory. Ian has a great sense of humor and almost never gets angry.

**Quote:** "Oh, come on. 'Number of times shot down' is a very subjective statistic."

**Powers/Tactics:** Ian is a spectacular pilot. His skill at maneuvering into seemingly impossible situations is unparalleled. He can fly almost any type of aircraft, but prefers his old Huey UH-1 chopper. His army training taught him basic marksmanship, but he has never liked guns and didn't carry one, even when he worked for the CIA. He still keeps in touch with his "acquaintances" from his CIA days including an infamous smuggler.

**Appearance:** Ian is a short, thin man in his late twenties with a dark tan. He covers his dark brown eyes with mirrored sunglasses, and wears a blinding pattern Hawaiian shirt. He keeps his thick blonde hair cut fairly short so it stays out of his way in the cockpit. His wide grin is warm and friendly.

**Campaign Use:** Ian works for WJOY as a news helicopter pilot. If there is anything he can do to assist heroes in a battle below (blowing dirt at the villains with his rotors, dropping his lucky coconut to a hero in need of a throwing weapon, picking up a civilian in need of evacuation, etc.) he won't think twice about getting involved. Once the heroes get to know him as a good fellow and a great pilot, they may ask him to become their team's pilot. He'd accept out of boredom.

If times got tough Ian could be found running in his old smuggling circles again. Although he is picky about what he'll carry, illegal cargoes such as tax-free cigars from Cuba or unregistered immigrants could easily find their way into his plane. Ian might unknowingly haul some crucial part of a VIPER plan (an electronic component or biological experiment). If he suspected that his cargo was really dangerous, he would tip off the authorities and fly for the hills. He could be hired by the government again to fly a government sponsored group's jet, or maybe to work for SAT or PRIMUS. Ian's uninhibited behavior are quick to endear him to the ladies, but he insists that he's a bird that can't be caged.

# IN THE MEDIA SPOTLIGHT

Limos and evening gowns. Opening nights and curtain calls. On the air and in the public eye. The public loves hype. Hollywood and the mass media are used in the comics sometimes to represent decadence, and other times to represent the fulfillment of dreams. In truth they are capable of both. The media can make the truth unbelievable, and a lie the only logical alternative. The people in this section are all an integral part of the world of "show business," although each has a different slant on how the power of the media is best used.

## LIN CHOW

(Skilled Normal, Aspiring Actress,  
Green Dragon's Little Sister)

10 STR    14 DEX    10 CON    8 BODY    11 INT  
11 EGO    18 PRE    21 COM    2 PD    2 ED  
2 SPD    4 REC    20 END    18 STUN

**Powers/Skills:** Acting 13-; Oratory 13-; PS: Actress 12-;  
KS: Chinese Healing 13-; KS: Chin Na Kung Fu 11-;  
Fluent English w/ Accent (Mandarin Chinese is native)

Chin Na	OCV	DCV	Effect
Joint Lock	-1	-1	grab +10 STR to hold
Escape	+0	+0	+15 STR to escape
The Claw	+0	+0	6d6 must follow grab

**25 +Disadvantages:** Cares about her dumb brother;  
Wants to become a Star; Watched by Deng Chow  
(Green Dragon), 8-

**OCV:** 5; **DCV:** 5; **ECV:** 4; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	21	+ 29	= 50	= 25	+ 25

**Background:** Lin Chow tearfully watched as the village monks mercilessly beat her older brother Deng. Each day Deng would rise before the sun to undergo the hardships and training the monks had told them were necessary to become China's champion in the "Tournament of the Dragon." Each night he would return beaten and bloodied, and she would cry as she tended him in the ways of Chinese healing. But in the months that followed, Deng's frail villager's form was molded into a package of taught muscle, and each day he returned with fewer bruises. Her brother gained a new confidence in himself that had been absent since their parent's death many years before.

One night, Deng awakened her silently, "Come," He told her, "we are leaving these old fools. They only want me for their own purposes." • [Translated from the Mandarin Chinese]

"Where will we go?," she asked.

"Far away from them. Far from China." Deng whispered. "I must see the competition that I will someday face when the tournament arrives."

And they did go far, far away. To the United States. The spires of New York City entranced her at first sight as did the wonders of the mythical culture of America. As she learned English and American customs, Deng became more and more dissatisfied. His teachings had embittered him against America and he was content to live apart from the people around him; but Lin found them fascinating. She went to school and studied works that she could never have seen in her homeland. Lin was impressed by many aspects of America, especially the entertainment available. She loved movies and television.

Lin has spent the last several years since she and Deng arrived, perfecting her English. Now at the age of eighteen, she has finally revealed, to his horror, that she aspires to be an actress.

**Personality/Motivation:** Lin Chow loves and respects her brother, but she is firm in her resolve to build a life for herself in America. She thinks that his hatred of occidentals is foolish and crippling for him, although she knows that he is unlikely to change. Her perceptions of the U.S. were formed as an adolescent arriving in an almost mythical place. Where her brother sees Americans as undisciplined, she sees them as free from restrictive traditions. Even Deng, as she often reminds him, disagreed with his mentors. She is proud of her heritage and her country's rich history, but is ashamed of what its leaders have turned modern China into.

**Quote:** "In this country I can choose to be what I wish! Your views are twelve-thousand miles and two-thousand years away!"

**Powers/Tactics:** Lin Chow was trained by her elders in the ancient arts of Chinese healing. She still uses those arts when her brother gets himself injured with his foolish idea of manly behavior. Caring for Deng during his training gave her a basic knowledge of Kung-Fu and a great respect for the practitioners of the demanding martial arts. Since coming to America several years ago, she has studied, and become quite proficient at, the art of Chin Na. This art is an offshoot of Chinese healing that incapacitates opponents with special holds using nerve pressure points (and is discussed in further detail in *Ninja Hero* under Kung Fu substyles).

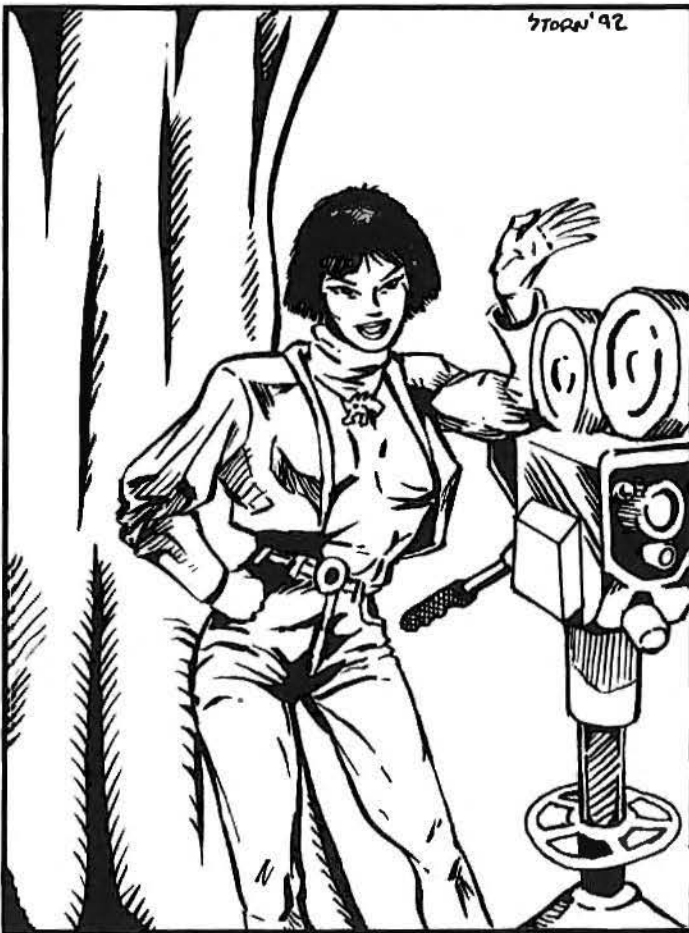
Her constant study has allowed her natural talent for theater to blossom. She is a fine actress, with qualities that could carry her to great heights.

**Appearance:** Lin is a short, slight Chinese girl with shoulder length obsidian black hair and brown eyes. Her delicate features and perfect porcelain skin make her somewhat of a beautiful Chinese female ideal but her defiant stance and decisive movements shatter that image. She dresses in contemporary American clothing, accenting her ensemble with Chinese jewelry or extras. She always wears a jade dragon charm, given to her by her brother.

**Campaign Use:** Lin can easily fit into several roles for your heroes. As a fellow student or aspiring actress, or as a roommate. Probably the most fun can be squeezed out of her as a romantic interest for a martial artist hero. When Deng found out, the result could be extremely hazardous. (What a bargain! Take one DNPC, get a Hunted for Free!)

Lin would be torn between her love for her brother and her love for the hero. She might jump into a fight between them and get hurt or hire a super mercenary to keep the pair apart.

A hero could learn Chinese healing from her or come to her for interpretation of a Chinese text.



## FRANK PAGE

(Normal, T.V. Station Owner)

10 STR	8 DEX	8 CON	10 BODY	13 INT
10 EGO	15 PRE	10 COM	2 PD	2 ED
2 SPD	4 REC	20 END	19 STUN	

**Skills:** PS: Television Journalist 13-; PS: News Anchorman 12-; PS: TV Station Management 12-; KS: Broadcasting 12-; KS: Current Events 12-; Oratory 12-; KS: Newsworthy Individuals 12-

**Perk:** Trusted Public Figure

**50 +Disadvantages:** Doesn't want his past to be revealed; Protective of his family; DNPC: Cindy (daughter), 11-; Watched by VIPER, 11-; Public Identity (Famous Ex-Anchorman)

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	-2	+ 22	= 20	= 20	+ 0

**Background:** "Now you just wait one second, Mister!" The secretary protested as the door flew open and the three men came striding into Frank Page's office. One wiry fellow and two hulking brutes, all dressed in expensive suits that couldn't hide the cheapness of the men wearing them. "I couldn't stop them, Mr. Page. Should I call security?"

"Right away, Sharon. I don't know who you men think you are, but you'll have to use better etiquette to get an appointment to see me."

"I think," began the wiry man, taking a wheezing breath before continuing, "that you'll want to cancel that call to security once you hear what I have to say." The two burly goons pushed the secretary out off the office and shut the doors with a deliberate thud. Now alone with Page, they loosened their jackets to reveal sleek looking energy pistols. Something about the way the trio was acting reminded him of something, and Frank Page began to get very scared.

"Who are you?"

"The Venom Master sent me."

"The Venom Mas ..." His voice trailed off into memory as his stomach sank like the Titanic. "I ... don't know what you're talking about."

"Really, Frankie?" The wiry man pulled out a manilla folder and opened it gingerly. "Let me tell you a story then." He pulled several old looking papers from the yellow folder and smiled. "Once upon a time there was a television reporter who didn't think he was getting paid enough for chasing down news and sharing it with his fair city. He made a very profitable arrangement with a local VIPER nest to push public attention away from certain events, in return for which he was handsomely compensated.

"But after a time the newsman began to have second thoughts about his deal. He'd met and married a nice girl and had a daughter. He was worried about what would happen if he was discovered, and he was right. When he told the Nest Leader that he wanted out, his wife had an "accident" driving home from work. The reporter was made to understand that his daughter could also become "accident prone" if he

continued to make waves. But was this guy going to let the matter drop? No way. He wanted to do a revenge trip. This guy decided to be a hero.

"Funny thing was that his plan worked. He got away with a great deal of VIPER's money, the local nest was busted up by the law, and Venom Master was killed. He never got implicated and his daughter went on blissfully thinking that her dear Mommy bought it in a car crash. This sterling pillar of good character used the money to buy out the owner of the television station where he worked and over the next fifteen years he skillfully turned it into the top rated station in the area.

"Now this guy had thought that Venom Master was the only one that knew about their deal, but he was wrong. It turns out that old V.M. was a stickler for record keeping. Even if it did take fifteen years for someone to unearth his secret vault of records, they were very complete. We had no trouble finding you; or your daughter."

The door burst open and four security guards moved in. "Don't worry Mr. Page. We'll have these guys back on the street in a jiffy."

"Wait!" The guards froze, hearing the urgent tone in Page's voice. "Don't touch them! Just get out." Sharon the secretary just stared at her boss. What was he doing? Page turned his attention to her. "You too, Sharon. Leave us alone and I want no interruptions for any reason."

"Uh, yes sir, Mr. Page." She closed the door behind her as the wiry man let a snicker escape.

"That's more like it, Frankie. We have a lot to discuss ..."

**Personality/Motivation:** Frank Page is a good man caught between a rock and a hard place. He knew that what he was doing was wrong when he took that bribe from VIPER so long

ago, but he thinks that his good life since has made amends for his crime. His biggest fear is for his daughter, both for her safety and for the tremendous trauma it would be for her if his misdeeds were to become public knowledge. He has never forgiven VIPER for the death of Cindy's mother and is loathe to help them, but he puts his own feelings second to the safety of his daughter. He knows what would happen if he tried another double-cross against VIPER.

**Quote:** "There's no need to spell it out. I was up to my neck in this shameful business before you were stealing penny candy from the corner drugstore."

**Powers/Tactics:** Frank Page was one of the most popular newsmen in this area when he anchored the nightly news for WJOY, the station he now owns. When he retired to take on the management of the station full time, the response from the public was one of regret. He commands trust and respect from the public and is known as a man of personal integrity.

His own personal income is not unimpressive, but it is not as great as one would expect, since he no longer enjoys a celebrity paycheck, but instead doles them out to his own prima donna news team. VIPER is pressuring him to replace his reliable anchors with people who are loyal to them.

**Appearance:** At 6'2", Frank was a dashing figure in his youth. Now since his dark hair has turned silver, his steel grey eyes are all that remains of his eye-catching visage from the six o'clock news of old. With the extra pounds he's put on behind his managerial desk, he looks every one of his forty-two years.

**Campaign Use:** Frank should be introduced to the heroes long before VIPER begins blackmailing him. He should be well established as a man of integrity and honesty who gives the heroes a fair shake in the news. Initially he could be introduced through Cindy Page who would be anxious to introduce the heroes to her father. He could be useful in giving them information on events and people making the headlines, and some of the ones that didn't, or using his influence to help them cut through the bureaucratic red tape. Then, after they've gotten to know him, they may notice that he has been acting very strangely lately. First he won't return their calls, then he hired a new anchorman for the 6 o'clock news, and now Cindy is worried because he's working late and meeting with strange men she's never seen before. He just gave the go ahead for a new "expose" style show that has been slamming the heroes on prime time.

Even some of the regular news reports are starting to sound slanted against the heroes and favorably towards various criminal groups, including VIPER. This could bear some looking into. Of course, what the heroes discover may shock them and put them into several wonderful, er, I mean terrible moral dilemmas. First of all, how will they tell Cindy, or should they? Second of all, how can they help Frank, or should they? Third of all, what will they do with him after they've helped him? If the knowledge of his past indiscretions were to leak out, it would ruin both his career and the station's integrity. The heroes will have to consider their actions very carefully.

If supervillains or terrorists were to take over the T.V. station to install a mind control beam on the antenna or simply for ransom, Cindy would call for the help of the local hero group, or she could be captured along with her dad (especially if she is a DNPC).



# JENNIE PARKER

**(Competent Normal, Rock and Roll Musician)**

10 STR	13 DEX	13 CON	10 BODY	10 INT
13 EGO	20 PRE	18 COM	3 PD	3 ED
3 SPD	5 REC	26 END	22 STUN	

**Powers/Skills:** PS: Singer 13-; PS: Songwriter 13-; PS: Guitar Player 13-; PS: Drummer 13-; PS: Saxophone Player 13-; PS: Pianist 13-; PS: Synthesist 13-; KS: Rock n' Roll 14-; KS: Native American Music 12-; PS: Storyteller 13-; Oratory 13-; KS: Native American History/Legends 12-; Riding 12-; Language: Fluent Comanche; Skill Enhancer: Jack Of All Trades (Note that all her Professional Skills are PRE based)

**Talents:** Perfect Pitch; Contact: Ron St. John, 11-; Eidetic Memory (Only for things experienced with music, -1/4)

**50 +Disadvantages:** Likes to Quote Songs; Proud and Stubborn; Sensitive to Beauty; Watched by the Media on 8-; Public Identity

**OCV:** 4; **DCV:** 4; **ECV:** 4; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	43	+ 52	= 95	= 45	+ 50

**Background:** Jennie Parker is a Comanche who was raised on the Kiowa Reservation in Oklahoma. Her mother tried many things, but eventually found that a rock and roll album was the only sound that could keep her baby from making a fuss. As long as those chords filled the nursery, Jennie was a happy camper. She started reading music before she could read words, and when she entered school she fascinated her teachers with her extraordinary talent for music and total disregard for all other subjects. It was only the invention of the walkman that allowed her to get through school. With the music coming in one ear and the lecture in the other, her mind became like a sponge, soaking up everything that was associated with the music, even chemistry or algebra.

Her folks didn't agree with her decision to move to Los Angeles to try her luck at performing, but she was determined. "People talk and people stare, tell them I don't really care. This is the place I should be. — the Smithereens."

For ten months she worked anywhere she could. She was singing at a rodeo when she was discovered by Ron St. John, owner of Maverick Studios. He asked her to do a track for his new film, *Forty-Niners*, a saga about the California gold rush that starred a collection of unknown young actors. The film became the surprise smash of the summer. Her track, *Gold Dance*, had hit the top of the L.A. charts within a week of the release and was quickly gathering momentum in other areas. Although *Gold Dance* appears on the *Forty-Niners* soundtrack, she has yet to sign a contract with a record company to produce her own album, "A momentary lapse of reason that binds a life for life. — Pink Floyd."

**Personality/Motivation:** Jennie is a "rock baby." She has never had any passion in her life that could rival her music. She decided to leave the reservation and strike out on her own because "I can hear the roar of a distant crowd. They are

waiting for me, calling my name, shouting out loud. — Alan Parsons Project."

She composes "on the fly," simply letting the music of the moment pour out of her and worrying about the semantics later. She wrote *Gold Dance* in twenty minutes after a screening of St. John's film. She is pleased at the fact that the picture gives the Native Americans of the period a fair shake.

She is a sensitive girl, hopelessly in love with horses and children, putting her soul into each song that she writes, but she has a stubborn streak and a fighting spirit to stop the most determined opposition. "If there's anything worth my love its worth a fight. — Kenny Loggins." Jennie has no compunctions about getting involved in other people's business if she sees a problem getting out of hand. In trying to help others she can get downright pushy. "I can tell by the look in your eyes you've been hurtin'. — Loverboy." She has an energetic nature that tends to infect those around her.



**Quote:** "Are you my Jukebox Hero?"

**Powers/Tactics:** Jennie is a new rock phenomena at the beginning of what could be a meteoric rise or a flash in the pan. "Life in the fast lane will surely make you lose your mind. — the Eagles." She has gotten quite a bit of press and is still trying to sort out exactly what she wants from this business. She's a naturally expert musician, with a great deal of talent backed up by years of practice and a genuine love for her art. Her songs are rock and roll with ancestral Indian instruments and elements added. The themes are varied, dealing with life, love, childhood, dreams and triumph over adversity. Jennie is a storyteller of great skill, whether using music, or only the inflection of her steady, soothing voice.

Her knowledge of rock music is vast, and she can't help quoting from songs whenever the opportunity presents itself. *"I have a tale to tell. Sometimes it gets so hard to hide it well. — Madonna.*" If you ask her even a simple question such as "How are you?," you're less likely to get "Fine." than *"I feel good! — James Brown."*

**Appearance:** Jennie's tanned skin, dark brown eyes and long braided black hair are typical Comanche features. Under her rugged exterior, flannel shirts, leather vests and blue jeans, there lies a girl of exceptional natural beauty. Her demeanor is always casual, but firmly in control. She stands around five feet tall (plus bootheels), and her compact frame weighs in at just 95 pounds. She is often mistaken for younger than her actual age of 21.

**Campaign Use:** Jennie can be a friend to a hero in the music business or a catalyst for a crime (robbery of a concert box office or a kidnapping attempt). Jennie could be involved in a charity that the heroes are supporting or she could fall in love with a kind hearted hero (or vice versa). *"Racing on the thunder and rising with the heat, Its gonna take a superman to sweep me off my feet. — Bonnie Tyler."*

If you have a villain or hero with Native American origins, they might be following her in the media. Her collection of Native American artifacts and instruments might, by coincidence, contain a mystically potent item needed by Stephan Pierce or a certain villain or group, perhaps DEMON. Her perfect voice may be required for a musical ritual that the villains need to bring a mystic menace into our world.

After a hero becomes involved with Jennie, a shady record company could somehow manage to get her to sign a contract (under mind control or through clever trickery) and the hero would be faced with the problem of helping her recover her master recordings and nullifying the fake contract. Remember that Jennie is not a helpless maiden, she is a spirited girl who won't take well to being told to sit back and let the heroes handle the problem. She's used to taking on her own fights.

## RON ST. JOHN

(Skilled Normal, Hollywood Producer)

10 STR	8 DEX	10 CON	11 BODY	18 INT
14 EGO	15 PRE	12 COM	2 PD	2 ED
2 SPD	4 REC	20 END	20 STUN	

**Powers/Skills:** PS: Film Producer 13-; PS: Director 13-; PS: Writer 13-; KS: The Film Industry 13-; KS: Acting 13-; High Society 13-

**Perks:** Celebrity Clout, Hollywood Producer; Money: Well Off

**25 +Disadvantages:** Creative Maverick; Physical Limitation (Comically Clumsy); Watched by the Media 8-

**OCV:** 3; **DCV:** 3; **ECV:** 3; **Phases:** 6, 12

Costs:	Char	Powers	Total	Disadv	Base
	20	+	30	=	50
				=	25
				+	25

**Background:** Ron St. John dropped his first camera when he was only seven years old. Since then his filmmaking, and his clumsiness, have become widely known. With an award winning student production, he opened doors for himself into the film community, then promptly tripped on the doorjamb. He got signed on with a major studio but he was afraid to make waves and did everything according to the studio head's directives. When the big guy told him to cut a good scene, he cut it. When the leading man pulled rank to get part of the script changed, Ron knuckled under to the prestigious actor. He heard about what happened to mavericks in the studio and he'd worked too hard to get where he was to get thrown out. He knew that the changes weren't his anyway. How could they blame him if it flopped? It did, and they did.

The film was a disaster and Ron found the doors that he'd worked so hard to open, suddenly closing in his face. The Studio terminated his contract and he knew that if he didn't act fast his career would be over. With his parent's house as collateral, he got enough capital to start a project of his own. He ran the whole show according to his own conscience. When it was done he was satisfied that he'd made a good film. When it got to the film festival he found that he'd made a great film. When it got to the theaters, he found out that he'd made a spectacular film!

The studios came to court him again, but he didn't want anything to do with them. Ron formed a private production company and started a legacy of cutting edge films. Maverick Studios became a huge success, and a haven for people with ideas too far out for the big studios. In the years that have followed, Ron has pushed Maverick Studios into television and built a reputation as an innovator in that industry as well. His latest project, Capes of Wrath, is a weekly action/drama about a fictional superhero team in a major American city.

**Personality/Motivation:** Ron St. John is a man with visions that millions of people love to see. He lives for the satisfaction of a dream brought successfully to the screen for others to see and enjoy. His experiences with the big guys have shown him the errors of becoming too dependent on one man's opinion; he is known to be an open-minded boss, who values the input of his crew. He is always looking for new talent to launch in his productions, never relying on big names to bring in the crowds. His style is very personal. He doesn't rely on others to do his dirty work or solve his problems for him. Ron likes to get down in the trenches and see exactly what's going on.

His crew likes to poke fun at him for being the world's most brilliant klutz. He can juggle six conflicting production schedules, but he can't get from his trailer to the set without spilling his coffee. Ron has a good sense of humor and loves a well executed practical joke (The crew of Capes of Wrath once hooked his director's chair up to the "flying rig" and took him for an unexpected aerial spin). He can, however, use his incredible imagination to return them in kind (It involved latex rubber and super glue).

**Quote:** "That's the stupidest thing I ever heard. Let's make it!"

**Powers/Tactics:** Ron has been blessed with a talented eye for visual production, and has learned to trust his instincts. His production company isn't the biggest in town, but he has made a comfortable niche for himself in the Hollywood hierarchy. His position gives him a certain amount of clout

(good tables at restaurants, easy access to important people, etc.), but he's a little paranoid of spending too much time around the moguls of the business, lest their "old-fogeyness" rub off on him. He knows the film industry inside and out.

**Appearance:** Ron St. John is a tall black man, around thirty-five, with a playful gleam in his brown eyes and a knowing smirk on his lips. He dresses casually, always wearing his "DANGER: KLUTZ" button given to him by his crew as a safety precaution. He has been known to show up in costume to a shoot, to sympathize with the actors who have to wear them.

**Campaign Use:** PCs who are actors or models in their secret identities can try their luck at impressing Ron with their talents, but he's a pretty demanding guy in that department. His television production is always looking for inspiration, and Ron might come to the heroes for interviews about heroic activities. Having a PC actor land a role on the Capes of Wrath in his secret identity would be a lot of fun. A superhero in his secret identity as an actor playing a superhero with a secret identity is sure to cause multiple personalities in your less stable PCs.

Ron might want to shoot on location at the hero's base or want them to guest star on the show in their heroic identities. Perhaps a local villain thinks that a character on the show was modelled after him and is less than pleased. Foxbat comes to mind as the kind of guy who might show up, demanding a role in the show to show the supervillain's side. "Ronnie, Baby, You're gonna make me a star! A bigger one than that is."



## "RAGING" GAIL KELSO

(Skilled Normal, Crusading Disk Jockey)

10 STR	10 DEX	13 CON	12 BODY	13 INT
15 EGO	15 PRE	16 COM	3 PD	3 ED
2 SPD	5 REC	26 END	24 STUN	

**Powers/Skills:** PS: Broadcasting 11-; Orator 12-; Conversation 12-; Persuasion 12-; KS: Music World 12-; AK: The City 12-; Fam w/ Streetwise 8-

**25 +Disadvantages:** Wants to improve the world; Blunt; Persistent; Reputation (Daring Radio Personality), 8-

**OCV:** 3; **DCV:** 3; **ECV:** 4; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	32	+ 18	= 50	= 25	+ 25

**Background:** Gail Kelso grew up in a tiny midwest town. Half the brick buildings on Main street were empty and boarded up and the blackened and crooked timbers were still standing from the fire that gutted the movie theater a dozen years ago. Nobody cared enough to tear it down or to try new things that might revitalize the town. Her parents slaved away at nowhere jobs and her friends were content to replace their parents as farmers, clerks and gas pumpers. But Gail had different ideas.

She left home immediately after graduation, hitchhiking to another town, where she worked until she saved enough money to move along to the next largest town. Eventually she settled in your city, where she began to realize that it wasn't perfect here either, but at least there were some people here willing to try to change things! Soon her horizons expanded to improving not only her city, but the Earth.

Gail went to work, volunteered for several social agencies and went to the local college for a degree in broadcasting. With her bullheaded personality, she managed to push her way into a job as a technician at a local radio station. One day, during the station's "Cali-In Your Gripes" program, the host (a real prima donna), walked off the show, to prove how indispensable he was. While the management went crazy trying to figure out what to do, Gail picked up her headset and keyed up line 1.

The caller was upset about a stoplight the city had just put up on his route to work. "Aaaaaw! Poor Baby! Listen, Bucko, this town has enough traffic problems without having to deal with every whining yuppie who doesn't want his BMW idling with the rest of us. Our rail system runs like a herd of paraplegic water buffaloes, the busses are right out of a Mad Max film and you've gotta take out a mortgage on your house to afford cab fare. Clean up the mass-transit and we'll need fewer lights. Now bug off I've got another call!"

The manager was aghast, but the phones were going crazy! Everybody loved the way she'd told that guy off, and so it went. Gail had an outlet for her forceful personality and she used it. She's become a popular local radio figure, who the people trust to tell it how it is. She kicks up a storm in whatever subject she gets involved in, and has earned her air-name "Raging Gail"





**Personality/Motivation:** "Raging" is an apt description of Gail when she gets worked up about something. Her non-sense way of looking at the world and her willingness to express her views regardless of the consequences has made her a popular, if controversial, radio personality. She thinks that the world is a real mess, and someone better start doing something about it ASAP. Her values are very demanding on her, requiring that she put others first, and she donates a good portion of her earnings to worthy projects in the area, preferring to remain in her one room apartment and ride mass transit everywhere. She recycles religiously.

Superheroes are a mystery to her, as she grew up in a small town and had never been inclined to pay much attention to that sort of thing before coming to the city. It annoys her that anyone who has a special power or talent is instantly encouraged to dress up in a ribbon and fight crime. Not that crime isn't an important problem, but it seems to her that there will be surprisingly little crime on the Earth if we can't continue to comfortably respire in our cities (thieves without gas masks would collapse after only a short chase). The cockroaches that are left over can deal with their own crime problems. The amazing powers demonstrated by some superheroes (and villains) could be put to much more responsible use.

Her taste in music runs the spectrum from hard, but socially aware, punk rock, to progressive new age techno-pop. Her program is the most popular in town, expounding a variety of musical styles, and punctuated by the "Raging" Gail's sharp wit and enlightening commentary.

**Quote:** "Don't you think its about time you used your super-powers to do something really important!"

**Powers/Tactics:** "Raging" Gail's biggest asset, and worst liability, is her bullheaded stubbornness and her refusal to give up on something that looks hopeless. She has a will of iron, devoting herself to so many different things that nobody is sure how she keeps up. Her income is impressive, but she donates most of it to the causes she supports. Superheroes who work for big organizations or who make a comfortable living from commercial endorsements of some kind can expect a disapproving stare from the "Raging" Gail. She will try to get anyone who is in a position of power, be it politician or superhero, to use their power responsibly.

**Appearance:** Gail is 30 years old, 5'10" tall with brown eyes and has built her body up through hard, hands-on, work. Her light brown hair hangs carelessly about her shoulders, framing a freckled face that has never been touched by make-up. She is not a stunning beauty, but a genuinely pretty girl, whose tremendous spirit shows itself in her every movement. Gail tends to dress casually in natural fibers, sometimes even preferring a loose tunic with a belt.

**Campaign Use:** Gail is a very active person who could encounter the heroes under any number of circumstances. If one of the heroes has a power that might help the Earth (weather control, solar radiation projection, earth moving powers), she may come to ask the hero for help. Perhaps they need a spokesman to help raise public support for the "Solar Power plant" project that the government is considering. Her poster motto of choice would be: "Support this project or choke and die!" but cooler heads prevail.

Maybe someone has a lot to lose if that power plant goes into operation and an unscrupulous corporation has hired a supervillain to scare Gail into letting up on them. She could be attacked at a rally or during her program at the station, broadcasting the sounds of any superfight to thousands of rapt listeners.

If the heroes work for a corporation or accept donations from them, Gail may become outraged at a violation of the local ecology and ask the heroes to put pressure on their patron. If they didn't want to, she would become very suspect of their heroic motivations. With her show's influence, Gail could make a dent in even the most popular hero's reputation.

# THANKS FOR YOUR SUPPORT

In the comics every hero has a supportive figure in the background to help him shoulder the burden of his awesome responsibility. Even the darkest crusading knight can have a loyal butler without feeling that he's sacrificing his image. The NPCs in this section are good for use as friends or confidants to the heroes in either identity. They are all on the "friendly" slant toward heroes, to be used as encouragers or as comic relief. They can be companions, mentors or followers.

## DUGGER BIRCH

(Competent Normal, Motorcycle Racer)

15 STR	18 DEX	14 CON	10 BODY	13 INT
12 EGO	15 PRE	16 COM	4 PD	3 ED
4 SPD	6 REC	28 END	25 STUN	

**Powers/Skills:** Driving 16-; Prototype Engine Design 14-; PS: Motorcycle Racing 13-; KS: Motorcycle Racing 13-; Mechanic 12-; Inventor 13-; Fuel Chemistry 11-; TF: Motorcycle

**50 +Disadvantages:** Honest Competitor; Believes in "super bike" project; Distinctive Feature (Louisiana drawl); Watched by Big Corporation, 8-; Rivalry (obnoxious opponent racer)

**OCV:** 6; **DCV:** 6; **ECV:** 4; **Phases:** 3, 6, 9, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	65	+	35 = 100	=	50 + 50

**Background:** Dugger Birch is a small town boy from Louisiana. His skill at motorcycle racing showed itself at an early age, but he wasn't content to simply race well. He also studied mechanics and found himself fascinated with engine design. He was unable to afford college, but he managed to get a scholarship and attend school in his home state. After earning a masters degree for his pioneering engine work, he went on to a comfortable job at Armbruster Industries. Dugger got along well with his boss, Matt Armbruster, but he soon felt constrained by his sedentary "designer/engineer" designation and was afraid of losing his best ideas to the company. No matter how nice Matt was, Dugger was cautious of the "rich yankee" and decided that he needed to test his designs on his own.

Since he quit A.I. and devoted himself full time to his racing career, he has quickly risen to be one of the top competitors on the circuit. His goal all through school and up to now, has been to develop a special kind of cycle he has visualized. Dugger has applied his knowledge in various attempts at a "super bike," but had been only moderately successful until he hit upon his current design. He believes this prototype cycle to be the culmination of all his efforts.

**Personality/Motivation:** Dugger is a good ole boy. He is modest, hardworking, and honest, but very competitive. His love of racing is only equalled by his dedication to making his "super bike" project work. His successful racing career is something he enjoys, but it is only a way of financing his work without selling himself to a corporation. His southern drawl and casual demeanor can fool people into underestimating his intellect. Most are surprised to find out that the "bumpkin cycle jock" has a Masters in mechanical engineering. Incidentally, Dugger doesn't use his special engine designs in competition. He considers it an unfair advantage.

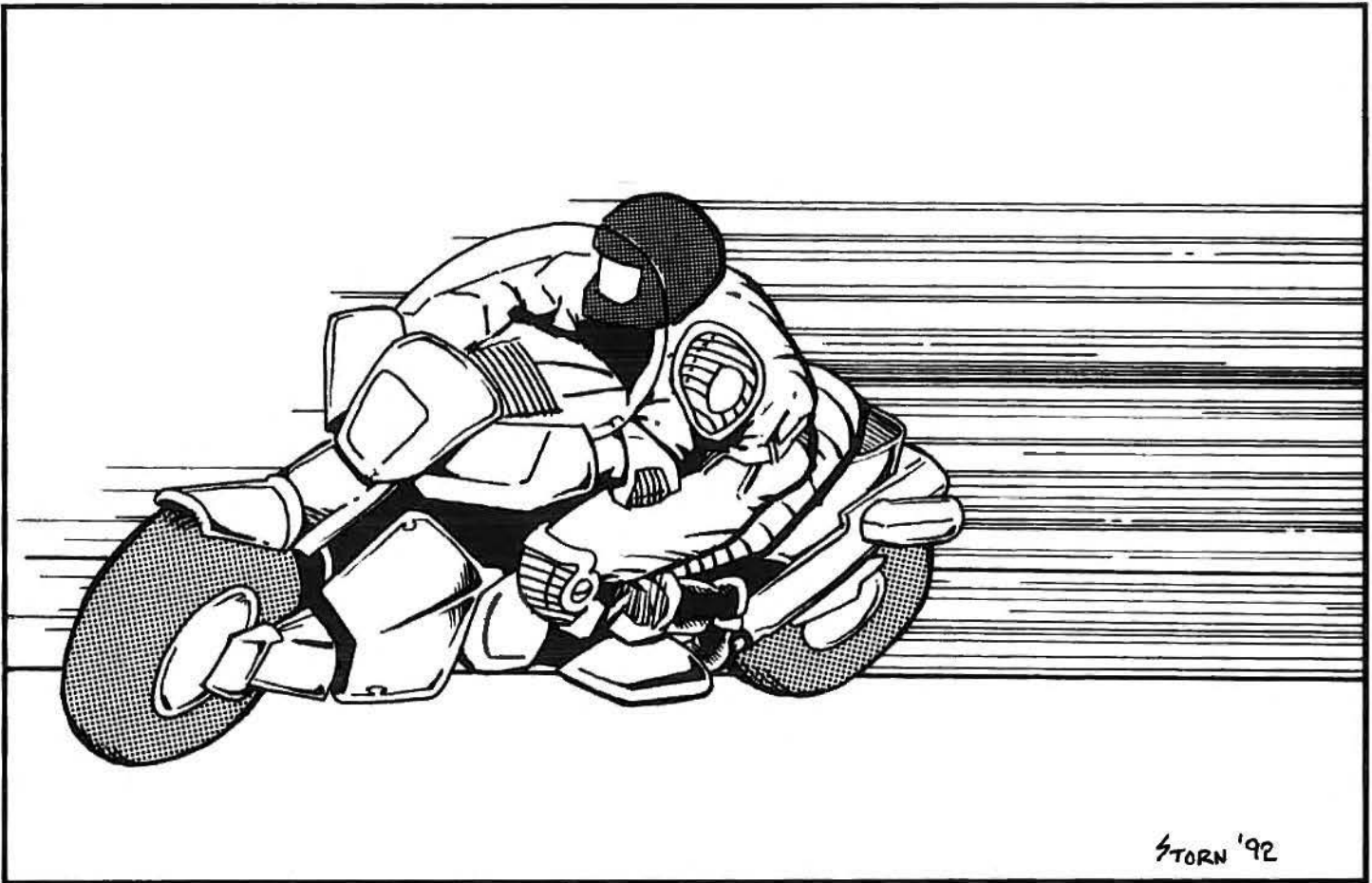
**Quote:** "Ah'd ruther lose the race, than mah integrity."

**Powers/Tactics:** Dugger is a gifted racer and a brilliant mechanical engineer. He understands all aspects of vehicle construction and is expert at many. When Dugger says there's nothing he can't do with a cycle he's not just whistling "Dixie." Well actually he's constantly whistling "Dixie," it's his favorite song, but you get the idea. The rigors of professional cycle racing keep him in excellent physical condition.

**Appearance:** Dugger is a fine looking man in his late twenties. Not really handsome, but possessed of a rugged charm and a cute lopsided grin. He is 5'8", lean and athletic, with light brown hair and eyes. His hair is just long enough to hang in his eyes when not stuffed into a helmet. He usually has a few days worth of stubble on his chin.

**Campaign Use:** Dugger could be a friend or romantic interest for a heroine or could be a support person for a motorcycle riding hero. If you decide to use Matt Armbruster in your game, Dugger could be introduced through him. The two men enjoy racing against one another, and Dugger has found it much easier to form a friendship now that Matt isn't his boss.

Dugger knows that the super bike is capable of outperforming every driver on the circuit, including himself, so he might ask a trustworthy hero to test his prototype cycle in real world conditions. The use of such a unique vehicle should appeal to most motorcycle riding heroes.



Any hero with combat driving skill could have been taught by Dugger or could have raced against him in the past. The prototype bike could be stolen by Viper or the Big Corporation that stands to lose a lot if it goes commercial. Any hero that saves his bike would earn Dugger's gratitude, perhaps even leading to Dugger loaning the hero use of his super bike (or building another one) for crimefighting.

**Description:** The Super bike is based on new and unique principals of engine and vehicle design developed by Dugger Birch. It is incredibly responsive and capable of reaching top speeds of almost 200 miles per hour in record time. The engine uses a special fuel designed specifically for it. The bike's one gallon fuel tank is sufficient for about 150 miles of operation. The chemicals used to mix the fuel, although dangerous, are not especially expensive. Obviously this would be a revolutionary development, if it can be perfected, so there are several companies and organizations interested in getting access to, or suppressing, Dugger's work.

## THE SUPER BIKE

**Size:** .8 x .64    **Mass:** 200 kg.  
**DCV Mod:** 0    **Knockback:** -1  
 20 STR    5 SPD    11 BODY    20 DEX    6 DEF  
**MOVE** 52"x2    **Actual** = 194 mph    **MAX** 520"/turn

**50 +Disadvantages:** Vulnerability: 1.5 x BODY from heat based attacks; Dependence on special fuel, each 150 miles; Distinctive Feature (Super sleek racing bike); Watched by Big Corporation, 8-

Cost	Disadv	Base		Vehicle Cost
158	-	45	=	113
			+	5
			=	23

# MACK BORDAN

(Skilled Normal, Big Mouth Truck Driver)

15 STR	11 DEX	10 CON	10 BODY	10 INT
10 EGO	15 PRE	18 COM	5 PD	2 ED
3 SPD	5 REC	20 END	23 STUN	

**Powers/Skills:** TF: Big Trucks; PS: Truck driver 11-;  
AK: Truck Stops 11-; Oratory 11-

**Talents:** 3d6 Luck

**25 +Disadvantages:** Talks like a hero from cheap fiction;  
Protective of his Truck; Distinctive Feature (Eyepatch);  
2d6 Unluck

**OCV:** 4; **DCV:** 4; **ECV:** 4; **Phases:** 4, 8, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	28	+ 22	= 50	= 25	+ 25

**Background:** As far as Mack will tell, he was sent by the Supreme Being as the ultimate gift to all females. Arriving in the town of Mustang Hill, Texas, Mack began a long and illustrious career of doing nothing in particular. He dropped out of high school at seventeen to go to truck driving school and he's been on the road ever since. He was married once (a fact he will not admit to without a lot of prodding), to a schoolteacher in Kansas, but the "call of the wild (truck stop waitresses)" soon got him moving again. Quickly.

His cocky attitude and bad luck have gotten him into more than one sticky situation, but somehow he always manages to get himself and his rig, the "Meatloaf Meteor," back on the road. "It's all in the reflexes."

**Personality/Motivation:** "Recipe for one Mack Bordan: a bit of adventure here, a touch of intrigue there, and a secret mystery ingredient. Mix well with a good looking dame and shake it up. I'm a man on a mission to see the world's wonders. I've seen everything, done everything, drank everything. Everyone in the Universe has a secret and you can just bet that old Mack Bordan has a few of his own. My truck is my home. Nine-and-a-half tons of unstoppable macho metal. Just like me."

**Quote:** "Hey! What's that thing doing to my truck?!"

**Powers/Tactics:** Mack Bordan can really drive a truck. Other than that, his only major talent is a knack for spinning a yarn. His stories run long and he's always right in the center of some incredible danger. He plays cards like a pro (talks like one too, but he's just lucky), and loves to gamble. His big talk can give him a psychological edge over dimmer opponents.

**Appearance:** Mack is a muscular man and doesn't hesitate to show it. He lets his long brown hair hang wildly around his shoulders, and keeps a scraggly beard and mustache. His jeans and cowboy boots are complimented by a plain white tank top. He usually wears an eyepatch (on different sides at different times). He's around 6'0" and has boyish light brown eyes.

**Campaign Use:** Mack rarely worries about what it is that he's hauling. As long as it sort of looks legal and he can make his truck payments he's happy. This can lead him to be involved with a number of interesting cargos. His poor luck gets him mixed up in some pretty weird things (though not as weird as his stories) so Mack and his rig, "the Meatloaf Meteor," could show up just about anywhere.

He might be hired by Dr. McQuark to haul a new 5000 Gigawatt Laser Platform (equipped with a "clapper" for ease of operation) to the local elementary school for a science demonstration.

VIPER might have hired him (though he wouldn't know it was VIPER) to pick up that box from the Haywire Bio-Engineering Company and bring it to their warehouse. Of course there would have to be an accident enroute releasing a 50 ton hamster into the city (*Nibble! Nibble!*).

Mack could be a hero's DNPC or travelling companion. If a hero is on the run or hitchhiking across the country, then Mack could pick him or her (especially, her) up. He could be a romantic interest for a heroine (these are the same girls that like Joe Petrone).



# MATTHEW ARMBRUSTER

(Competent Normal, Eccentric CEO)

13 STR    13 DEX    10 CON    10 BODY    15 INT  
 10 EGO    15 PRE    16 COM    3 PD    2 ED  
 3 SPD    5 REC    20 END    22 STUN

**Powers/Skills:** KS: Business 12-; Scientist; Inventor 12-; Robotics 12-; Computer Programming 12-; Electronics 13-; Mechanics 13-; Mechanical Engineering 12-; Computer Science 12-; Physics 11-; Bureaucrats 12-; High Society 12-; Systems Operation 12-; Weaponsmith: Energy Weapons, Rockets, Armor 11-; KS: Formula Car Racing 11-; Combat Driving 12-; TF: Hot Air Balloon, Jet Aircraft; +1" running (7" Total)

**Perks:** Wealthy; Top Secret Security Clearance

**50 +Disadvantages:** In love with wife (Shanna); Adventurous and Outgoing; Reputation (Eccentric CEO), 11-; Watched by U.S. Government, 11-; Watched by Mechanon, 11-;

**OCV:** 4; **DCV:** 4; **ECV:** 3; **Phases:** 4, 8, 12

Costs:	Char	Powers	Total	Disadv	Base
	32	+ 68	= 100	= 50	+ 50

## Background:

*Excerpt From Interview With Matthew Armbruster  
 On Talk Show Harold O. March 6.*

We're back! We're talking about American industry's impact on America's future. Matt, you made an interesting comment before we left for commercial that industry has the obligation and responsibility to insure the welfare of the community. Could you elaborate on that?"

"Sure. What I meant was that industry is now in a position to help clean up many of the problems caused by industrialization and urban decay. These are problems that are going to catch up with us all and ultimately eat away at our country's economic base. By giving back some of our success now, we can assure a continued growth for the future."

"I can see by the expressions on the faces of our other guests that they don't share your views, but we'll come back to that in a minute. Let's look at what you and Armbruster Industries are doing to help. Recently you announced the Armbruster Scholarship Fund and Apprenticeship Program to help students with no financial means to attend college to study science. Afterwards you place them in your company to get 'real world' job experience. Why have you limited the scope of acceptance into this program to financially disadvantaged youngsters?"

"Well, when I was growing up my folks were fairly well off. They always encouraged me to explore new challenges and they were financially able to help me explore those challenges. Of course this led me to study robotics and break into the field and start up my company. But a lot of kids in this world, who have loads of ability and promise, don't have the

means to go to school and end up falling into dead end jobs, or criminal activities. I feel that we don't need to help out kids who already have everything, so we limit our acceptance to the kids who really need it."

"But that's not all you do."

"No, we've also started many types of programs to get people out of the rut of repeat offender crime by training them at our plants and giving them a steady job. It's not always successful, but we are helping."

"You're the major contractor for the Stronghold security robots, and some weapon development. Doesn't this cause a problem in your dealing with the government as far as security clearances go?"

"At times. Unfortunately we have to keep our employees with criminal records off of these sensitive projects, but we have enough other work to do that this rarely creates a problem."

"Speaking of your ties to the government, what about Mrs. Armbruster?"

"You mean Congresswoman Armbruster."

"Yes, I mean doesn't her being on the Joint Committee for Metahuman Affairs constitute a conflict of interest?"

"No. You see, I received the contract for the Stronghold robots before Shanna was elected to the House. I never use her influence in my governmental contract dealings. Neither of us would have it any other way."

"Coming from anyone else I might not have believed that statement, but you have always been described as an unusual, even eccentric executive. You will actually go out onto the assembly line and work with your employees, you race formula race cars, you don't cheat on either your taxes or your wife. Basically, you're weird! Well, for a rich executive. Why is that?"

"I dunno ..."

"Well, let's look at some of these facts. You were orphaned just before you went to college. Your folks came from a poor background and ascended to positions of prominence and prestige through hard work. Could that have something to do with it?"

"Maybe. I've been poor and I've been rich. Rich is a lot more fun. I just wish everyone could be rich. So I try to help out."

"So you're a rich corporate president, you race cars, you pal around with superheroes who buy your robots and equipment. Doesn't sound like a bad life."

"Well, I do get weekends off."

"What about Mechanon?"

"... What about him?"

"Don't you feel guilty or feel some kind of remorse for creating the world's greatest technological terror since the nuclear bomb?"

"Look! If that jackass Senator Reim hadn't come barging in with his concerns about "National Security" and the problems of having a robot this powerful in the hands of a hero group that wasn't in his hip pocket, Mechanon would still be serving cocktails at Homestead instead of trying to blow up the White House every alternate Sunday!"

"Whoa! This is about as mad as anyone has ever seen you."

"Well Harold, it does make me mad. Reim and his SAT techno-goop squad went in and installed those "safety features" and altered Mechanon's programming to soothe his paranoia. Now every human being is paying the price for his ambitions. Darn right it makes me mad. But at least I don't have to deal with Reim every day like my wife does. That's her problem."

"Well, that's all the time we have for today. Join us tomorrow when our topic will be Mutant Photosynthetic Nazi Nudists and the Plants Who Love Them. Next time on Harold O."

**Personality/Motivation:** Matt Armbruster is in love with life. Whether he's designing a new computer system or hot air ballooning over the Alps he sees each day as a new adventure or bottle of wine to be savored. But it's not just his life that he feels this way about. He wants everyone to be able to enjoy the way they live and work, and he sees computers and robotics as serving a vital role in this vision. He rarely gets upset about anything, even if a project fails he will most likely just smile and say "Oh well, back to the old CAD."

The only areas that he gets touchy about are Mechanon and Shanna. He deeply resents the actions taken by Reim and SAT but he doesn't feel any guilt about Mechanon's creation. After all, the unit was tested thoroughly before being sent to Homestead. He's had a weaponless version of the unit in his personal care since the original went berserk and it has had no desires to exterminate all organic life on Earth.

He loves his wife more than anything and would sacrifice everything, his reputation, his business, or even his life, to insure her safety. He is keenly aware of the possible abuse of his relationship with his wife that others may perceive and so he works hard to make sure his dealings with the government are above board. Remember that Matt is not your typical CEO. He is more likely to show up to a board meeting wearing his oily racing outfit instead of a three piece suit, more covered in sweat than glory.

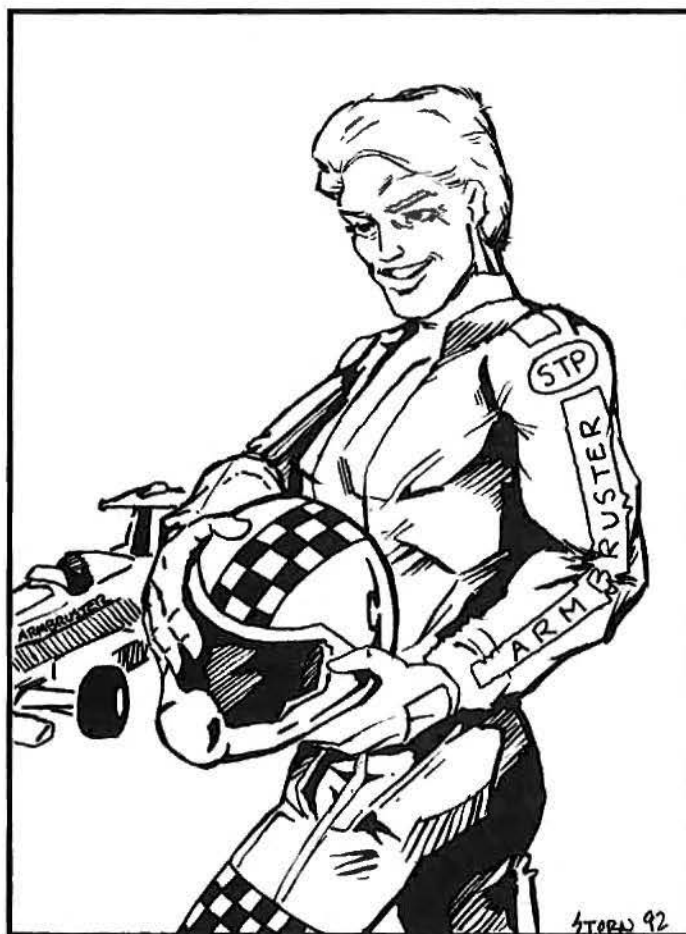
**Quote:** "While I was going around that last high banked curve at 180 mph, I had a great idea!"

**Powers/Tactics:** Matt is one of the world's foremost computer and robotics designers and a top notch businessman. He is competent in the design of energy weapons, missiles, and armor which makes him one of the top governmental contractors in the country. He also, in view of his governmental contracts, maintains a Top Secret security clearance. He is a trained race car driver and can pilot both jet aircraft and hot air balloons. He likes to keep in shape by jogging and has been known to hold board meetings on the run.

**Appearance:** Matt is a handsome, blonde haired, blue eyed man standing 6'1", and weighing 190 lbs. He dresses casually, polo shirts and comfortable pants, unless absolutely necessary. Shanna swears he only possesses one tie, which Matt denies. He has two.

**Campaign Use:** Anyone who has met Shanna Armbruster (see separate write up) will almost certainly meet Matt soon after. The two of them are so much in love that heroes with low CON scores may toss their cookies when they see them together. Actually they are very devoted to one another even though they have very full time careers, so Matt makes a concerted effort to see Shanna on every possible occasion. Heroes might also meet Matt on their own when they are equipping their base with a computerized monorail system, a robot, or some type of weapon system. Matt would want to personally help install any system that the heroes purchased from him.

If Mechanon ever took an interest in looking up his "roots," Matt might call on his hero friends to give him a hand. Similarly he might give out a call for some hero support if something were to happen to Shanna. If a hero is a race car driver in his secret identity, he could find himself up against this eccentric president of a high tech company.



The heroes might seek out Matt for additional information on Mechanon. Matt could even sponsor a hero group if approached right, pointing out how beneficial they could be to the city. Characters associated with Kent Elfberg could meet Matt if he decides to check up on one of the most promising and longest lasting students in the scholarship program.

## "JABBIN" JEFF HAWKINS

(Competent Normal, Charter Pilot)

15 STR	15 DEX	13 CON	11 BODY	10 INT
13 EGO	13 PRE	10 COM	6 PD	6 ED
3 SPD	6 REC	26 END	26 STUN	

**Powers/Skills:** PS: Boxer 12-; KS: Boxing 12-; Paramedic 11-; Combat Pilot 12-; TF: All Air Vehicles; Fam w/Mechanics 8-; WF: All Small Arms; +1 Level w/Boxing; +1 Level w/Punch; +2" Running (8" Total); Favor (from Police) 14-; Martial Arts: Boxing (Cost:18):

Boxing	OCV	DCV	Damage/Effect
Jab	+1	+3	3d6 Strike
Hook	-2	+1	7d6 Strike
Block	+2	+2	Block, Abort
Clinch	-1	-1	Grab, +10 STR to hold on

**50 +Disadvantages:** Trying to put past behind him; Hatred of VIPER; Age 40+; Distinctive features (Boxer); Reputation (Ex-supervillain), 8-; Hunted by VIPER, 8-; Watched by probation officer, 11-;

**OCV:** 5; **DCV:** 5; **ECV:** 4; **Phases:** 4, 8, 12

**Costs:** Char Powers Total Disadv Base  
48 + 52 = 100 = 50 + 50

**Background:** Jeff Hawkins escaped from the ghetto by serving his country. He joined the Air Force, learned to fly airplanes, and found a niche for himself on the base's boxing team. He was well on his way to the 1970 Interservice Boxing Championship, a bout with "Rex" Kaspriwiczs, a man with whom he had a long standing friendship and rivalry. Each man was convinced he could beat the other when they finally fought. However, a surprise inspection brought his world crashing down around him. Jeff didn't know how those drugs had gotten in his footlocker, but there was nothing he could do. The prosecutor offered to go easy on him if he'd give them the name of his supplier; Jeff couldn't, so they threw the book at him.

As he sat in the stockade, two disguised VIPER agents approached him with a proposition. VIPER would help him to escape if he would volunteer to be part of an experiment that would give him super powers. With these powers, they told him, he could get back at the system that had destroyed his future. Jeff didn't see too many other options, other than rotting in jail, so he agreed. The VIPER agents broke him out and took him to one of VIPER's many laboratories where he was subjected to special treatments. Jeff gained the power to shoot electricity as well as enhanced physical attributes and limited damage resistance. For a time he worked for VIPER as Powerfist, using his powers to commit several crimes, and acts of sabotage, trying to get even with the society that had betrayed him.

It was several years later when Jeff again encountered "Rex" Kaspriwiczs. Rex had "convinced" a VIPER agent to tell him about Powerfist's next job, and was there to meet him, to try to convince him to give up his life of crime. Jeff, in his hurry to get away, blasted Rex with a lightning bolt nearly killing him. Realizing what he had done, Jeff rushed to his

friends aid. Rex convinced Jeff to give up his life of crime and turn State's evidence. After destroying the VIPER lab that gave him his superpowers, Powerfist surrendered himself to SAT.

In the investigation that followed, it was found that VIPER had planted the drugs that ruined Jeff's career. They had needed a prime physical specimen for their experiment so they framed him to make him more agreeable to their plans. Jeff still ended up going to jail but due to extenuating circumstances, and time off for good behavior, he only served a short sentence and now works as a charter pilot. In his spare time he works as a volunteer in Father Lonigan's boxing programs.

**Personality/Motivation:** Since his release from jail, Jeff has been directing most of his energies to undoing the damage that he did as Powerfist. He involves himself a great deal with helping kids get off the streets by getting them involved in the boxing program. He still maintains his friendship with Rex, and the two often remind each other that they have to step into the ring, some day. He is a proud man and very energetic. He sees his life as lying before him, not behind him.

**Quote:** "Are you just gonna lay there with your back on the canvas, or are you gonna get up and face your problem?"

**Powers/Tactics:** The treatment that once gave Jeff super powers has worn off with age. He is still in excellent physical condition and a very good fighter for a man his age. Jeff is an exceptional pilot and is familiar with the operations of most flying vehicles.



**Appearance:** Jeff is a 6'3" tall black man in his early forties who weighs 210 lbs. He has black hair, with grey hair at his temples, and brown eyes. He is still in excellent physical condition, but his face shows the years of punishment it has taken in the ring.

**Campaign Use:** Jeff could work very well as a hero group's pilot for their miracle-jet, or as a hero's only means of transportation to a trouble spot. Jeff might go to a hero to get help if VIPER shows up looking for him, or if one of the kids he helps has gotten into trouble over his head. After the characters gets to know him, Jeff might gain his powers back through an accident. VIPER might try to kidnap him in hopes of recreating the experiment he destroyed or to find out how much of his power he has left. Jeff could be forced to go back to his life of crime, smuggling or mercenary work, by someone who kidnaps one of the kids, and need the heroes to help him out. Heroes that frequent Rex's bar will meet Jeff soon enough, perhaps noticing that he and Rex are "playing around." "Come on Rex, I can still take ya." "The only thing you're gonna be takin' is an ambulance."

## LAWRENCE "REX" KASPRIWICZS

(Competent Normal, Bartender)

15 STR	14 DEX	15 CON	11 BODY	13 INT
13 EGO	15 PRE	14 COM	6 PD	4 ED
3 SPD	6 REC	30 END	27 STUN	

**Powers/Skills:** PS: Boxer 12-; KS: Boxing 12-;  
 PS: Bartender 12-; KS: Business Management 12-;  
 Conversation 13-; Demolitions 12-; Paramedic 12-;  
 KS: Sports Trivia 11-; WF: All Small Arms

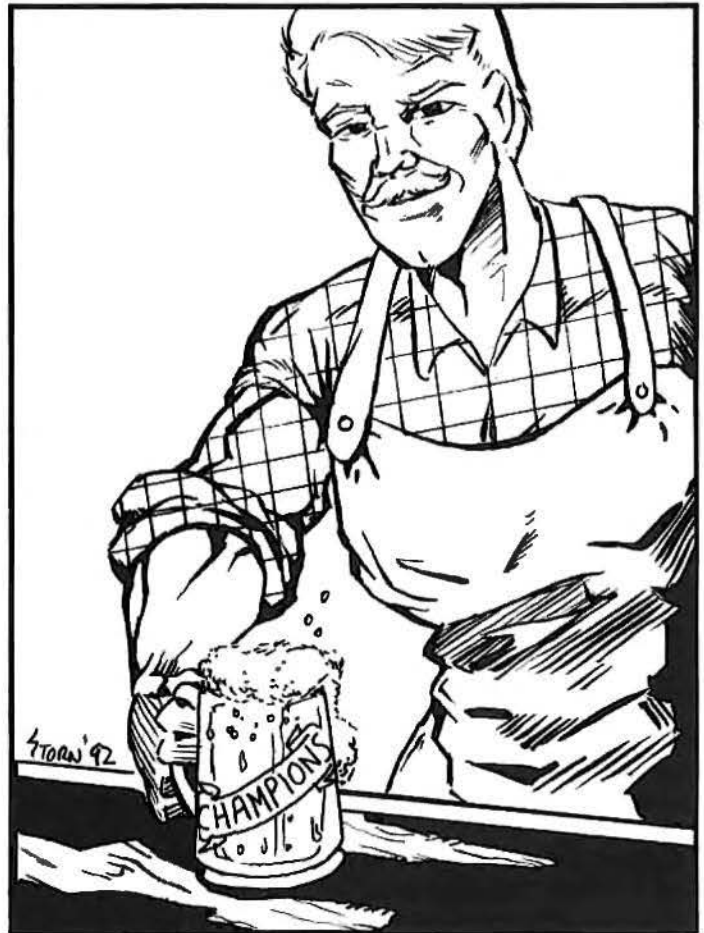
Boxing	OCV	DCV	Damage/Effect
Jab	+1	+3	3d6 Strike
Uppercut	-2	+1	7d6 Strike
Block	+2	+2	Block, Abort
Clinch	-1	-1	Grab, +10 STR to hold

**50 +Disadvantages:** Enraged if a girl is abused 14-, 11-;  
 Likes to help others; Sucker for a lady in trouble;  
 Age 40+; Reputation (good Joe), 8-

**OCV: 5; DCV: 5; ECV: 4; Phases: 4, 8, 12**

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	55	+ 45	= 100	= 50	+ 50

**Background:** "You're a fine lad Lawrence. Don't let that bully Butch tell you anything different." How could Father Lonnigan think that he could just ignore being humiliated? Especially in front of Sally! Butch, a neighborhood bully, had picked on Father Lonnigan's orphan boys for as long as Lawrence could remember. He said their fathers didn't want them. Lawrence hadn't known Sally was watching, but that didn't make the beating hurt any less.



The local gym was planning a boxing tournament for all the neighborhood boys, including Father Lonnigan's orphans. Lawrence vowed to use this opportunity to get even. He trained for weeks, but when he got into the ring with Butch, the bully beat him easily. Lawrence was crushed.

After the bout he saw Sally and told her he was sorry he couldn't win for her. But she wasn't mad at all! He couldn't believe it! He got creamed and she liked him anyway? Wow!

"Hey loser!" A rough hand pulled Sally away. "Why don't you let the girl have a real guy." Sally twisted away, but Butch held onto her arm. Suddenly Lawrence realized why he'd lost. He had been fighting against Butch, when what he should have been doing was fighting for his girl! He looked at Butch, his eyes squinting, and let out a low canine growl.

"Grrrrrrr" — POW! The bully went down like a sack of potatoes and "Rex" Kaspriwicz was born.

At eighteen, Rex, inspired by Father Lonnigan, decided to join the Marines, a decision that cost him Sally, who didn't want him to go. He soon had a thriving career as the Marine's champion boxer. He'd been in the service for six years when he met Jeff Hawkins, the Air Force transport pilot who was his main opposition in the 1970 Interservice Boxing Championship.

Jeff was a top-rate boxer and the two quickly became fast friends. Their rivalry bonded them together, each was convinced he could beat the other when they finally fought. Then Jeff was caught with illegal drugs. Rex knew it was a frame-up, but Jeff still got court-martialed and sentenced to the stockade.



Angry at the service for accepting the false charges against his friend, Rex refused to fight in the championships. For his devotion he was assigned to an ordinance disposal unit in Vietnam.

After the war, Rex enjoyed a profitable career as a civilian boxer and saw reports of his old friend Jeff as a superpowered villain called Powerfist. Unwilling to abandon hope, he sought out Jeff and challenged him.

"If you want to hurt anyone else you'll have to go through me, Jeff."

"You're crazy to get in my way, Rex!" Powerfist warned.

"Hey, some things are worth fighting for."

Powerfist nearly killed him with a lightning bolt.

Realizing what he'd done, Jeff immediately rushed to his old friend's aid. That day Powerfist turned himself in. He turned State's evidence and eventually went to jail, but due to the mitigating circumstances under which he'd received his powers, and his repentant attitude, he received a relatively light sentence.

Rex's physician, Dr. Edwards, advised him that the injuries he suffered from Powerfist's attack could become debilitating if he continued to fight. Rex chose to retire and opened "Champions," an old fashioned sports bar, downtown. Since Jeff was paroled, they've become good friends once more.

**Personality/Motivation:** Rex has a strong dislike of bullies and will help anyone he sees as being a victim of stronger forces, especially women. He is a man who takes care of his own and is well liked by his friends and even his opponents. He always seems to have an anecdote about any situation and a helpful encouragement to offer. He knows, however, that some things have to be handled alone. He is a classic bartender, with a special way of making you answer your own questions. Whenever he becomes very angry, he starts to growl, a trait that earned him the canine nickname Rex.

Rex has a stable and comfortable life running the Champions Sports Bar, but deep down he misses the excitement and competition that he enjoyed in the ring.

**Quote:** While cleaning a glass: "Your friend, huh? Well I just happen to have known a guy who had a problem like yours, um, I mean like your friend's ..."

**Powers/Tactics:** Rex is in excellent condition and is still a capable fighter, though not in his prime anymore. His days in the marines familiarized him with firearms and demolitions, though he has little use for those skills now.

**Appearance:** Rex is a handsome man in his mid-forties with sandy blonde hair and a mustache. His light blue eyes and burly boxer's build make his 6'2" frame very impressive. He is always smiling, unless he's listening to someone's problems, in which case he wears a look of genuine concern.

**Campaign Use:** Every hero needs to cut loose once in a while. The Champions Bar is a great place to spend some time in your secret identity. The large screen television and good company always draw a large crowd for major sports events (which include bottomless bowls of Wheaties). The opportunities for heroes to run into supervillains in their secret identities can provide a whole evening of amusement without a shred of spandex. Heroes should be encouraged to pour out their heroic angst to Rex. He'll almost always have something helpful to say, even if it's not what you

wanted to hear. If the heroes ever decided to recruit civilian agents, Rex could become a candidate. He knows better than to get involved in strenuous day to day physical combat (because of his old injuries), but he might try to put his demolitions skills back to work. Jeff would probably join him in such an endeavor. You could introduce this by having a bomb in your scenario. Naturally, since it's expensive, none of the PCs will have demolitions skill as heroes are notorious for not being able to hold down day jobs. The only thing they could put in a resume is a hole.

## AUNT MARY

(Incompetent Normal, Author)

5 STR	8 DEX	5 CON	8 BODY	13 INT
13 EGO	9 PRE	12 COM	1 PD	1 ED
2 SPD	2 REC	10 END	14 STUN	

**Skills:** PS: Writer 13-; KS: SF Literature 13-; Oratory 11-; AK: Local Neighborhood 13-; Perk: Senior citizen; Contacts: Publisher 12-

**-20 +Disadvantages:** Age 60+; Watched by fans 8-; Reputation (Excellent SF author), 8-; Curious About Nephew/Niece/Patsy Conrad

**OCV: 3; DCV: 3; ECV: 4; Phases: 6, 12**

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	-14	+ 19	= 5	= 25	+ -20

**Background:** Doc Storme, The Shade, Fantastic Wondrous Stories, these were what Mary grew up reading. She learned to read at a very early age, surpassing most of her peers, including her brothers and sisters. When she wasn't studying, she had her nose buried in a pulp novel that she had sneaked into the house, knowing her father wouldn't approve. Those old "pulp" fired her imagination, made her crave to experience adventures and worlds beyond her own everyday life. As she grew older, she wrote stories of bug-eyed monsters, evil scientists, and gallant heroes who would rescue the delicate heroine from "a fate worse than death." At first she wrote her stories to amuse herself, but then, when in her teens, she sent one of them to Fantastic Wondrous Stories. Her own boldness surprised her, what surprised her even more was the fact that they had accepted it! She was ecstatic, she was elated, she was in trouble! How was she going to tell her father? She finally managed to break the news to him, but he did not take it well.

Her father was a hard working man who believed in an honest days pay for an honest days work. He firmly felt that if people concentrated more on the realities of the world instead of useless daydreams and fantasies that things would be a lot better. He didn't think that people needed to have their heads filled with nonsense like aliens and monsters, and had forbidden his family to read any of that claptrap. When Mary told him what she had done, he was furious, he couldn't believe that his daughter had not only disobey him but had actually written some of that garbage! They argued most of the night but the climax came when he

threw her out of the house. Mary's brothers and sisters later managed to convince him to let her stay, but the damage was already done, Mary and her father stopped speaking to one another.

When she graduated from high school, she moved out the house and went to college, supporting herself with her stories. She received many letters of encouragement from her brothers and sisters but never any word from her father.

By the time she was a junior, she had completed her first novel (a SF classic to this day) and had received a steady contract by the time she graduated. Mary spent the next several years writing many novel and stories and helped her brothers and sisters through college. She made several attempts at reconciliation with her father but only managed to get on civil conversational ground with him. It wasn't until he was on his deathbed that they finally settled their differences. He confessed that he wasn't angry at her all those years, but that she had managed to be so successful so early on without breaking her back for a living like he had. He even admitted that he still loved her and hoped she could still love him. She told him that she always did love him; he died shortly after that.



Two years later, Mary married an Ex-Navy pilot and they moved to a nice neighborhood in New York. Mary continued to write and also held seminars for up and coming writers, even after her husband's death. It was at one of these seminars that she met Patsy Conrad, a young girl with a fertile imagination and a keen desire to become an author. She has taken little Patsy under her wing to try to give her the

encouragement she never received when she was that age and which she thinks Patsy is not getting. She is also fascinated by her vivid images of her fantasy world, they are so detailed that they almost seem real!

**Personality/Motivation:** Aunt Mary is not your standard "little old lady." She's active in the community and very spry for her age. She is especially interested in helping young people work to achieve their dreams, always providing the encouragement and love to them that was denied her when she was growing up. She is very outspoken when it comes to issues that could have a negative effect on the fate of the planet (nuclear power, rainforest destruction, ocean pollution). She is fascinated by superheroes, seeing them as she saw the heroes from the pulps from her childhood and as a possible hope for mankind.

**Quote:** "Our hope for the future lies in how we treat our fellow person, our friends, our family, our planet now. Later isn't good enough."

**Powers/Tactics:** Mary is a renowned author of science fiction and fantasy and is well known in those circles. Her many public appearances at book signings and SF cons have made her an excellent public speaker. In her spare time, she teaches a course on writing science fiction and fantasy at a local library. It was there that she met Patsy Conrad. She was fascinated by the girl's description of her fantasy world and her wish to become an author. Since that time, she has become close to Patsy but is still unaware of Patsy's powers.

**Appearance:** Mary is a frail looking woman in her mid sixties. Her hair is grey and cut short and she has hazel eyes. Even though she appears frail, she is still very active and energetic, surprising many of her friends and students. She always seems to be smiling, even when things are going badly.

**Campaign Use:** Aunt Mary has been designed primarily for use as a character's DNPC. Her last name has been left out intentionally so that a PC could be either Mary's nephew or niece who she is very concerned about. They're acting very strangely lately. If you don't want her to be related to the PC, she could be someone that the hero is just very fond of and has come to know her as Aunt Mary. If the hero's secret ID is known to Mary she would be very encouraging and supportive to the hero and also curious about the hero's adventures. She would be especially curious about any meetings with alien beings or alternate dimensions and might even want to tag along to see what it's really like.

With Mary's involvement in so many community events and causes, as well as her own public appearances it would be easy to involve her in a hero's day. She could be speaking at an environmental rally when a not so environmentally conscious villain shows up to give his rebuttal. She could be stalked by a psychotic fan and need protection provided by your friendly neighborhood superhero. Mary could be used to introduce characters to Patsy Conrad or vice versa. Perhaps Mary would go to the heroes to help find Patsy if she comes up missing. If she revealed her powers to Mary she might suggest going to the heroes to help her understand her abilities.

## AUSTIN MCCALLISTER

(Slightly Less Powerful, Rancher, Retired Superhero)

10 STR    20 DEX    10 CON    10 BODY    18 INT  
 15 EGO    20 PRE    14 COM    4 PD    3 ED  
 4 SPD    6 REC    24 END    20 STUN

**Powers/Skills:** KS: Business 11-; KS: Ranching 13-;  
 PS: Rancher 13-; Concealment 13-; Tracking 13-;  
 Animal Handler 12-; Riding 14-; Deduction 13-;  
 Driving 13-; WF: Small Arms, Lariat, Whip;  
 Spanish (Fluent w/accent); +4 Levels w/Pistols;  
 +2 Levels w/Punch; +1 Level w/ Rifles

**Perks:** Wealthy

**Talents:** Fastdraw 14-, 1d6 Luck

**75+ Disadvantages:** Protective of wife; Code of the west;  
 Age 60+; DNPC: Wife 11-; DNPC: Granddaughter 11-;  
 Experience

**OCV:** 7; **DCV:** 7; **ECV:** 5; **Phases:** 3, 6, 9, 12

Costs:	Char	Powers	Total	Disadv	Base
	74	+ 76	= 150	= 75	+ 75

**Background:** In 1935, a young cowhand and his bride took their first trip to the big city of Chicago just to see what all the excitement was about. They got a little more than they bargained for. As they sat in a diner enjoying their supper, a black sedan roared past and a lethal stream of lead shattered the relative calm of the restaurant. The car drove away leaving behind 7 wounded and 2 dead, including Austin's wife. Austin himself escaped injury. When the police arrived, Austin was shocked to learn that these type of gangland attacks occurred with frightening regularity and that the police were either unable or unwilling to stop them. Austin was a man of action and was not about to stand idly by while his wife's murderers escaped justice. He saw Chicago as a lawless town in need of someone like the Texas Rangers to keep the peace; he became that someone. He became Peacemaker!

Throughout the 30's and 40's, Austin continued his career as a masked vigilante. He brought many notorious and dangerous criminals to justice. But in 1945 Peacemaker was on the trail of several children who had mysteriously gone missing. He managed to track down the hideout of the man responsible; unfortunately, it wasn't a man who was responsible. The creature called itself Mr. Rapentap and was not about to let "his children" go. Fortunately, one set of parents had been following Peacemaker and with their help he managed to defeat Mr. Rapentap. However, the fight nearly cost him his life.

Realizing that there were more and more superpowered villains emerging on the scene, he decided that they were better left to superpowered heroes and finally retired from crime fighting. He married again, and moved back to Texas

turning his abundant energy towards running a huge ranch left to him by a wealthy relative and raising a family. But he never lost the knack for bringing criminals to justice. He served as the county sheriff for two terms and led several organized crime task forces with the Texas Rangers.

Later, in the 1970's, he turned a portion of his land into a highly profitable "dude ranch" where urban cowboys and other city slickers could experience a taste of the old west. Today, he has turned over much of the day to day operation of the ranch and the resort to his granddaughter Janine McCallister, who may have some adventurous notions of her own, so that he can enjoy his well deserved retirement.

**Personality/Motivation:** Even in his mid seventies, Austin McCallister is more full of life than most twenty year olds today. He has a strong sense of justice and fair play, living by the "code of the west" even in today's complex world. He has a simple wisdom that brings things into focus and an easy going attitude that makes him very likable. He is very soft spoken and talks only when he has something important to say. He is also fiercely protective of his wife and granddaughter.

**Quote:** "Sometimes a man's just got to stand for what's right."

**Powers/Tactics:** Austin is still an excellent horseman and has a good business knowledge acquired over the past few years. He also knows how to handle a "hawgleg" and a rifle.



**Appearance:** Austin McCallister is 6'1" tall and weighs around 165 lbs. He has a full head of silver hair and a thick silver mustache. He is never without his trademark white cowboy hat (he carries it inside buildings) and always wears western style clothes that are never expensive or gaudy. In his days as Peacemaker, he wore a grey western shirt, a white cowboy hat, a red bandana covering his face, blue jeans, chaps, gloves, and cowboy boots. He carried a pair of Colt Peacemakers, a Winchester Model 1873 rifle, and a lariat or a whip. His hair was brown at the time and he weighed 185 lbs.

**Campaign Use:** The heroes could easily meet Austin while on vacation in their secret identities. Since many rich, professional, or important people like to take their vacations on Austin's dude ranch, they might become the subject of a terrorist or supervillain attack. Austin, of course, would not be one to stand back while the heroes risk their lives and would take the first opportunity to "send them bushwhackers packin!" Another way to introduce Austin would be if his granddaughter took up a new Peacemaker identity and became involved with the heroes. It wouldn't be long before Austin came to town looking for the person using his name. He might end up finding out a few surprises. Another possible use for Austin would be for him to sponsor a Texas based superhero group. He could lend any kind of support from consulting to financial. He could even allow the base to be built on his land. If you are running a 1930's campaign, you could use Austin in his Peacemaker persona. Just add on a few points to his stats, give him a motorcycle or horse, and a few more physical combat skills (such as +3d6 HA).



## SPARKY THE WONDER DOG

(Follower)

15 STR	18 DEX	15 CON	10 BODY	8 INT
8 EGO	15 PRE	16 COM	6 PD	3 ED
4 SPD	6 REC	30 END	26 STUN	

**Powers/Skills:** 1 Level of Shrinking, 0 END Persistent, Always On (+2 DCV, -2 PER rolls, +3" Knockback); Discriminatory Smell; Ultrasonic Hearing; Tracking Scent; +4 w/ PER Rolls; +3" Running; 1/2d6 HKA, Reduced Penetration (total of 2x 1/2 HKA); KS: Verbal Commands and Hand Signals 12-; KS: Smells of Narcotics 12-; PS: Police Dog 11-; +2 Levels w/ K-9 Police Dog Martial Arts; Martial Arts: Police K-9 (Cost: 18):

Police K-9	OCV	DCV	Effect
Bring Down	+0	-1	3d6 + v/5, target falls, F Move
Bite/Hold	+0	-2	3d6 Grab, F Move
Bite/Disarm	+0	-2	Grab, Disarm, +10 STR to disarm
Fetch	+0	+0	Grab Weapon, +10 STR to take away

**Notes about the maneuvers:** The K-9 package is intended to reflect the attacks most commonly attributed to police dogs in fiction. The package is not designed to allow a dog to defeat someone alone (although most attack dogs are capable of giving a good mauling to a normal man), but mostly to immobilize or disadvantage an opponent, to allow the dog's master to get the drop on a foe. The Bring Down and the Bite/Hold both grab the opponent and lower his DCV, thus allowing an officer to "cover" his foe. In the Bite/Disarm, the dog clamps his teeth onto an opponent's weapon arm and shakes violently back and forth to force him to drop the weapon. The Fetch maneuver, while of questionable realism, allows the dog to snatch a gun or knife from someone with his teeth and carry it in his mouth. All the Grab maneuvers are performed with the dog's teeth and use the teeth as a weapon element, thus doing equivalent killing damage. The Bring Down uses the front paws in a jumping tackle and does normal damage with the dog's STR.

**30 +Disadvantages:** Vulnerability: 2x Effect of all flashes; Enraged if Master is threatened on 8-, 14-; Loyal to Master; Brave; Physical Limitation (No fine manipulation); Normal Dog Characteristic Maxima; Distinctive feature (Dog: German Shepherd); Hunted by criminal's pets, 8-; Watched by Master, 14-;

**OCV:** 6; **DCV:** 8; **ECV:** 3; **Phases:** 3, 6, 9, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	56	+ 74	= 130	= 100	+ 30

**Quote:** "Pant-Pant-Pant-Pant, Grrrrrr-BARK!"

**Personality/Tactics:** Sparky has the strength of a normal German Shepherd who engages in intensive regular exercise (fetch, frisbee catching, chasing crooks, etc.). As a former police K-9 dog, Sparky has a large repertoire of commands memorized and can follow hand signals as well as verbal instructions. His experience with the police department has familiarized him with most narcotics and their smells, enabling him to recognize even the tiniest traces of those substances on someone's clothing or bags. He is able to recognize threatening behavior, but is trained to wait for his master's command to attack. Sparky is, however, somewhat independent and may decide to attack on his own initiative if the situation appears to warrant it (e.g., master is unconscious or being held at gunpoint).

**Appearance:** Sparky is a muscular, German Shepherd with predominantly tan, bushy fur. He has large, alert eyes and a playful bark, but is trained to act the part of a fearsome, snarling, creature to frighten the hardest criminal.

**Campaign Use:** Sparky could have been the partner of a hero's policeman friend who was killed in the line of duty or

the hero could find Sparky as a stray and train him as a pet companion. Sparky could save the hero's life in a streetfight when some goons have the hero cornered, and the hero would adopt him. Adjust Sparky's skills to reflect the way you introduce him.

If a hero buys Mind Link with Sparky, he could use Sparky as a translator to interrogate animals that might have information about a crime: "*Squeek!*, *'I mighta seen sumptin'. Got any cheese?'*" • [Translated from Rat].

If any of the hero's companions have pets of their own (say a cat?), or animalistic origins (Cat Man?), the interaction can be a ton of fun. Sparky's background is intentionally left open so that you can tailor it to fit your own hero. Many stories feature pet followers and DNPCs: Krypto, Max the Bionic Dog, the TV Flash's dog Earl, and even Lassie. Some of these pets enjoy an uncanny knack for communication:

- "BARK!"
- "What is it, Boy?"
- "BARK!"
- "A fire? Where?"
- "BARK!"
- "Ben Johnson's barn? I'll get the others! Thanks!"

## FATHER WILLIAM LONNIGAN

(Normal, Priest)

10 STR	9 DEX	8 CON	8 BODY	13 INT
13 EGO	18 PRE	12 COM	2 PD	2 ED
2 SPD	4 REC	16 END	17 STUN	

**Powers/Skills:** PS: Priest 12-; KS: Child Psychology 12-; Streetwise 13-; KS: Catholic Church 12-; KS: Neighborhood 12-; KS: Boxing 11-

**Perks:** Right to marry

**0+ Disadvantages:** Priesthood Vows; Age 60+; Dist. Feat.: Priest

**OCV:** 3; **DCV:** 3; **ECV:** 5; **Phases:** 6, 12

<b>Costs:</b>	<b>Char</b>	<b>Powers</b>	<b>Total</b>	<b>Disadv</b>	<b>Base</b>
	7	+ 18	= 25	= 25	+ 0

**Background:** "It's bad news, isn't it, Father?"

Father Lonigan looked up from the harsh white of the legal letter he had finished reading, took off his glasses, and let go an exasperated sigh.

"I'm afraid so, Father Thomas," he said with a weary look crossing his 60 year old face. "It's the building inspector. They say we need to make several changes to the orphanage to make it pass standards in order to keep our license. The repairs are massive and cost more than we can afford. I just don't know where we're going to get the money for it all."

"Perhaps a loan?" asked Father Thomas.

"No, the bank has already given us as much credit as they can, and our private donations are way down. I'm afraid we're going to have to close down."

"I will pray for God's assistance."

"It may be all that can save us." said Father Lonigan.

Father Thomas left the office and closed the door quietly, leaving Father Lonigan alone.

'Dear God,' he thought, 'please not now. Not when these children need so much. Not while we are still needed the most.'

A picture on the wall caught the corner of his eye. It was a very old photograph of Father O'Leary, who used to run the St. Joseph's orphanage when he was a boy here. He had to chuckle to himself as he wondered if he had to deal with the financial problems as well as deal with all the difficult cases like him. He could remember his days of growing up on the street during the depression. Lining up in the bread lines, stealing what he could to try to survive. Then one day he got caught by the local beat cop and was about to be run in when Father O'Leary intervened. Father O'Leary convinced the cop to let him take the boy back to the orphanage, promising to keep him out of trouble in the future. The cop agreed and so the young Billy Lonigan came to live at St. Joseph's.

But it wasn't that simple. He had a lot of hate and loneliness built up inside of him, so much that Father O'Leary feared that he wouldn't be able to get him back on the straight and narrow. Then one day Father O'Leary broke up a fight between Billy and another boy in the orphanage. It was then and there that he started channelling his negative energies into boxing. This gave him a sense of self worth and accomplishment and he grew closer to Father O'Leary, looking up to him as a role model and a big brother.

"Remember," the Father once told him, "never be so proud that you cannot reach out to someone in a time of need."

Father Lonigan remembered giving that piece of advice to many boys over the years after coming back to St. Joseph's. He had wanted to give back some of what he had received and had hoped to do that by becoming a priest and working with orphaned boys. He smiled as he recalled another hotheaded young man he had taken under his wing, Lawrence Kaspriwicz.

Lawrence, or Rex as he preferred to be called, reminded him so much of himself that he was drawn into helping him. Rex had been carrying around a big chip on his shoulder ever



since he had been orphaned, unfortunately he tended to pick fights he couldn't win. He was a fine lad, but he needed direction. He hoped he had given him that direction, it seemed he turned out alright. He had heard that he now owned a bar some place in town and had even helped a friend of his who had gotten into some kind of trouble.

Father Lonnigan reached over and picked up the phone book, looked up Rex's number, and dialed it. The phone rang twice and he heard a distantly familiar voice on the other end.

"Champions Sports Bar, Rex speakin'."

"Hello Lawrence." Father Lonnigan said.

There was a short pause.

"Father Lonnigan?" came the surprised response. "How the he ..., er ... heck are ya?"

"I'm fine Lawrence. I have a problem that I was wondering if you could help me with ..."

**Personality/Motivation:** Father Lonnigan is a man paying back a very old debt. He went into the priesthood to give back some of what Father O'Leary gave to him when he was growing up and has become a man of very strong faith. He loves working with the orphaned children at St. Joseph's and tries to give them a chance at making a decent life for themselves. He finds it difficult to do these days with all the threats that they face and finds the strength to go on through his belief in God and the hope he has in his fellow man. It pains him terribly to lose a child to drugs or to crime, so he also works to help clean up the neighborhood through crime watch organizations and other social programs.

On top of his other difficulties, the orphanage is in danger of being closed due to its massive debts. He realizes that St. Joseph's may be the only chance many of the children who

live there might have, so he fights hard to keep it open. He becomes frustrated at times, but never allows himself to fall into despair. He feels certain that the Lord will show him the way through the difficulties he, and the orphanage face.

The church has not made any solid policy on superpowered people, but Father Lonnigan looks on them as people that have been gifted with fabulous powers. If he were to find out that one of his charges at the orphanage were so gifted, he would certainly try to help them to better understand what is happening to them. He would want to convince the child to go to someone who might help them to control their powers, such as the PC's. He would try to convince the child to use his powers for good, perhaps helping him through difficult decisions through his career with compassion, common sense, and faith.

**Quote:** "I remember what old Father O'Leary would say at a time like this ..."

**Powers/Tactics:** Father Lonnigan has had a full education in the priesthood and is knowledgeable about the church's ceremonies and his duties. He has had some training in child psychology to help him with his charges at the orphanage. He is also knowledgeable about boxing, but the years have caught up with his ability to fight. Father Lonnigan keeps his eyes and ears open, so he knows what might be going on in the area around St. Joseph's.

**Appearance:** Father Lonnigan is an older man standing 5'8" tall and weighing 165 lbs. He has thin grey hair and blue eyes. He is usually dressed in black priest's clothes.

**Campaign Use:** The heroes could very easily meet Father Lonnigan if Rex Kaspricwicz were to come to them to help the orphanage through a benefit or personal appearance. Father Lonnigan might also come to the heroes to ask them for help with an orphan who might have developed superpowers, or was starting to get mixed up in something illegal. Another way to encounter Father Lonnigan would be to have the heroes respond to an emergency at the orphanage, such as a fire, and have them rescue either the good Father and/or the children. If the heroes are tracking down Mr. Rapentap, they might encounter Father Lonnigan who is also looking for some missing children. His assistance could be invaluable when they finally catch up to Mr. Rapentap.

A detective hero could find a very unusual source of information in Father Lonnigan, who is well informed about much of the activity that goes on around St. Joseph's, or perhaps he might go to the hero requesting help to get rid of a drug ring operating in the neighborhood that has managed to elude the police. If you are running a campaign with teenaged superheroes, Father Lonnigan could easily be associated with one or more of the teenaged heroes, perhaps even a DNPC. If he were connected with any hero, he would act as their conscience or mentor in guiding them down the right path.

An interesting twist would be if a hero's youthful ward and sidekick came from St. Joseph's, perhaps placed there by the hero some time ago, and having Father Lonnigan recognize the sidekick as one of the orphans. This could, of course, spill the beans about both the sidekick's and the hero's secret identities and they would have to concern themselves with what they feared Father Lonnigan would do with that information. (He would most likely keep it to himself, or perhaps use it as leverage to get the hero to "volunteer" to help out the orphanage.)

# AUTHORS' NOTES

## BRANNON'S

I'd like to throw some thanks out to a few people for their part in steering me into writing this book. First, as always, my Mom and Dad, for never believing the tripe that the media published about the horrors of role-playing games, (Look! I'm making money at it now!). My co-author Patrick gets a big credit, for convincing me that you don't have to have any connections or a special birthmark to write a book, you just have to sit down and write the darn thing!

\* To my first and most fondly remembered Hero group:

*The most destructive citizens of the city of Miami*  
*The Gold Coast Guardians*

\* My thanks to the Gamemaster who got me hooked on the *Hero System*:

*Graeme ("I've got to work on my Thesis ... tomorrow") Smith.*

\* And the GCG membership:

*Andy ("I'm the Artful Dodger, your character is very impressed") Smith,*

*Bob (Aurakle) Brundrett,*

*Glenn (Thor) Heath,*

*Greg (Trump) Steele,*

*Rob (the Weasel) Walker,*

*Aaron (Ex-CIA-Agent-Martial-Artist-With-A-Gun-From-Space) England,*

*Stephen (Dr. —) Ross*

*Chuck ("Dammit, Dodger, I'm a Doctor, not a Superhero") Gladu.*

• For Joy, who only puts up with us because she's married to Pat.

• And finally for Eric and John, my roommates, who always had good advice to offer when I got stuck.

I'm proud to have such good friends to rip off ideas from.

## PATRICK'S

Now that you have read through *Normals Unbound*, some of you may have be prompted to ask the question "Why would anyone want to write a book about normal people in a superhero world?" To make money. Well, okay, maybe not entirely. As with most projects, it started as a need to fill in some blanks.

In comic books, normal people are the colorful background against which the hero can be, well, heroic. The hero can do things that his friends can't. He can fly, he can lift Toyotas over his head, he can breathe water (I'll get you for that, Pat - Brannon). All of this is only amazing when you have people around who are amazed by it. But they aren't just wallpaper. They are people too. People who have interesting personalities, backgrounds, hobbies, jobs, cars, mortgages, opinions, and everything else that makes a person an individual. I have always tried to make the NPCs in my campaigns as interesting as the heroes but I have noticed that not everyone does. So, the idea slammed into our collective grey matters (-15 to hit) to show how interesting a normal guy can be. We hope we have succeeded. If nothing else, you've got a list of names to make normals of your own.

There are a lot of people that helped me get through this project, both directly and indirectly, and I'd like to take a minute just to say thanks for hanging in there with me.

"Thanks for hanging in there with me."

As always, I thank my wife Joy for her constant support and belief (and typing). It couldn't have been done without her. Brannon also gets a great deal of credit for getting me off my back end and start writing again. He cracked the whip and provided great insight on many of the difficult characters. I'd also like to thank Mom and Bill for their support, my grandfather 'B' Evans (for reading the comics to me everyday), Ardis and Greg (for the computer), Michelle Maxwell (who will never know what she started), and Rob Bell for embarrassing, er, encouraging us at Origins. I'd also like to say a special thanks to someone who has had a great influence in my life and in my writing for several years now. Thanks Cap.

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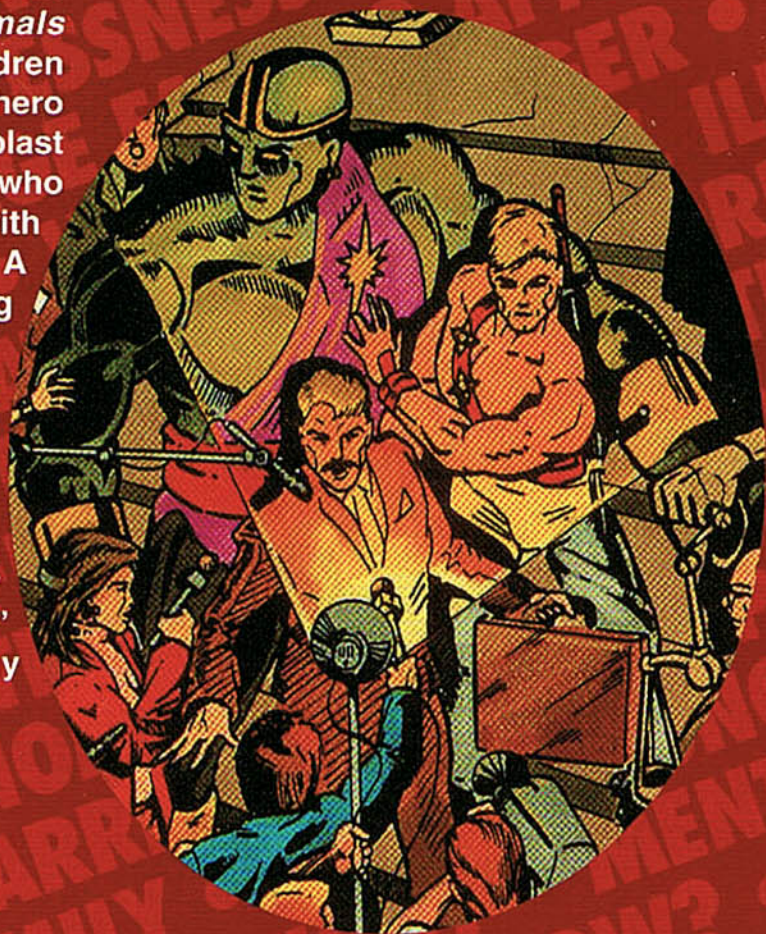
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