



# FOXBAT FOR PRESIDENT!



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- Requires the following books to play:
- HERO System 5<sup>th</sup> Edition rulebook
  - Conquerors, Killers, & Crooks
  - DEMON: Servants of Darkness

# FOXBAT

## FOR PRESIDENT!

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Thanks also go to Pam Grier and Richard Roundtree, for the inspiration to do Leroy as he probably always should have been.

Warning: This material may be inconsistent with the Champions Universe. It is designed to remind us of all 25 glorious years of Foxbat.

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## Adventure Background

Once upon a time, in the magical land of California, there lived a loony supervillain named Foxbat.

And he was the enemy of all that was good and right, and one day, the chewing gum factories of the world would be his to do with as he pleased! But Foxbat didn't like gum.

Wait... is this the right story?

Foxbat, also known as Fredrick "Freddy" Foswell, was loved by many and hated by more, for although he was a little crazy, at least he never tried to hurt anyone during his schemes, though he did try to grope a lot of superheroines. Usually, though, this wound up with Foxbat being stuffed in a dumpster or being blasted through a wall or sometimes just requiring more dental work.

The forces of evil noticed Foxbat, too. They knew more about Foxbat than he did, which wasn't hard. Foxbat was used and manipulated, frequently by villains more cunning than he. Only this time, the stakes were higher than Foxbat could realize.

DEMON has realized that the Foxbat is the symbol of one of the ancient enemies of Tezcatlipoca, the Aztec god of darkness. Over the years they slowly put into operation their mad scheme. The plan relied on daring, anti-American activities, and sympathetic magic. It also took a long time. Slowly, starting eight years ago, the evil cult began sacrificing human beings with the specific intention of summoning the souls of dead presidents into the bodies of influential yet unnoticed bureaucrats. These bodies would be turned into lower legless Central American undead known as tuyeweras. The corpses would then be covered with illusion spells, and the impersonated targets would be returned to their normal jobs. Such influential people were usually selected by job similarity (William Howard Taft as a prison warden, for instance). The second part of the plan was to make the symbol of his ancient enemy more powerful in order to get the ritual to function. The goal was to get Foxbat on the ballot in every state. Using limited mental influence, the cultists managed to slip into rural areas and suburbs and get people to sign the petitions to allow Foxbat to run. Once all the petitions were signed, a DEMON operative in every state approached the state legislatures, allowing Foxbat to run for president.

When Foxbat received word that he was allowed to run for president, he was elated! He signed the final document immediately! He gathered the Awesome Exo-Skeleton Man, Harmonious Fist, and his other normal minions! The campaign would begin at once! Everyone would know the name of Foxbat! Everyone would love his campaign! Politicians would no longer be dull! America would not be boring and stodgy! America would be fun again! He would be the greatest supervillain of all – The President of the United States! Foxbat hit upon the catchy slogan, "Make America Fun Again!" Little did he realize how popular it would become.

Unfortunately for all concerned, another supervillain entered the picture. The sinister World War II German occultist, the Undead Skull (a monstrous necromancer with the ability to place his head on the bodies of others to steal their minds and memories), infiltrated the DEMON cell. He stole the head of the chief Morbane and secreted it in a hidden lair, keeping it alive while he proceeded with his own plan – to steal the power of Tezcatlipoca for himself!

As the undead presidents are destroyed, their souls will transfer into the black altar built by DEMON and stolen by the Undead Skull. All that remains is the destruction via sacrifice of Tezcatlipoca's ancient enemy, an enemy who is powerful, an enemy with influence, an enemy who is running for president, an enemy who wears the symbol of the Foxbat... on election day.

## Notes on Running This Adventure

This adventure requires the Foxbat (page 150) and Mechassassin (page 174) character sheets from *Conquerors, Killers, and Crooks*. These are not reprinted here. This adventure also requires the *DEMON: Servants of Darkness* sourcebook and the various Morbane types collected within that book, as well as standard and superpowered Elite DEMON Brother teams. These sheets are also not reprinted here. Frequently, the note "Standard Morbane" is used.

You may also require the Tezcatlipoca sheet from the *Arcane Adversaries* sourcebook, which is also not reprinted here.

It is recommended, if you have the time to do so, that you set up an adventure for the PCs involving the Undead Skull beforehand. If the final scene in the adventure is the PCs staring at Kerry Van Statten's head inside a head preservation machine and they have no idea what's going on; it's scary, but it's not as dramatically appropriate. It's much more appropriate if the heroes say, "Curses! It was the Undead Skull!"

This adventure relies on several classic tropes of Champions Universe tradition, one of which is Foxbat being inadvertently embroiled in the schemes of more powerful villains. It's funny, but the truth of the matter is, when the PCs find out what's going on, it's not so funny. To make the adventure funnier, simply run it in a non-election year and modify everything to make sure people think Foxbat is a total moron.

Oh, wait... never mind.

This adventure also assumes that Foxbat has enough of an attention span to keep focused on running for president. Some people may consider that inappropriate for Freddy, but he's got a vice-presidential candidate to help him keep his eyes on the prize, and the prize in this case is really huge. This adventure also assumes that Foxbat is at least 35 years of age and that his running mate (see below) is around the same age; otherwise, they can't legally run for the office. If that's not the case in your game, change the laws to make it so.

The author recommends not using the souls of George Washington or Abraham Lincoln in an undead president. The legacy of these men is the legacy of the very country itself and is too great to be completely smothered by an evil ritual. Try not to use a still living president. For those of you who love the Confederacy, we're sorry, but Jefferson Davis does not count; he is a mystically inappropriate choice. If you are offended by the idea that DEMON is subjugating the souls of former leaders of the nation, feel free to run the scenario with U.N. Secretaries-General, Mexican presidents, or HERO System freelance authors.

The author has also included sheets for Leroy, the Awesome Exo-Skeleton Man, and Harmonious Fist. Their origins have changed very slightly from previous versions, as campaigns employing more recent versions of the HERO System might need to use them.

You can make the adventure sillier by removing the Secret Service teams entirely and leaving the PCs with only Foxbat's agents who are also included here. This makes the adventure a lot more deadly for the PCs at certain points, so if necessary, reduce forces to compensate. If the heroes are incredibly powerful, increase the amount of forces as needed.

It should also be noted that as the adventure moves on, it becomes less funny and more nasty.

## Free Foxbat

This adventure assumes that DEMON has sprung Foxbat from jail (if he was in jail).

If Foxbat was in jail prior to this announcement, heroes may wish to discover exactly how he got out. Perhaps Foxbat's conviction was overturned in an appeal on the grounds that he was not technically in

control of his actions or that his publicly appointed lawyer got one of the toughest prosecutors in the city to make a critical oratory error, and the judge found in favor of the loony villain. In any case, watching the proceedings was Kerry Van Statten, a DEMON agent and reporter for *The Daily Tribune*. Van Statten's article on Foxbat's acquittal is highly detailed and specific. Actually, a Deduction roll or KS: Journalism roll will reveal that this information is a little *too* specific for such an article; perhaps Kerry Van Statten should be scrutinized more closely.

## Kerry Van Statten

Investigating Kerry Van Statten is simple enough. He is a reporter in the heroes' campaign setting whose work, unsurprisingly, is usually anti-metahuman. This makes his suddenly detailed and fairly positive review of Foxbat's legal release into the civilized world somewhat suspicious. Kerry Van Statten is quite knowledgeable about Foxbat. He has dozens of pages of material on Foxbat and compiled data on Foxbat's crazy schemes. Either this guy is Foxbat's biggest fan (unlikely), or something else is going on here.

Searching Van Statten's apartment is simple enough. He has a bedroom, a bathroom, and a living room in a high-class part of town. Concealed under the mat beneath the desk (discoverable by a PER Roll at -6), is a secret compartment embossed with the symbol of DEMON. This piece moves aside. Underneath it are several "Foxbat for President" bumper stickers and pictures of the loony villain with his head in a targeting sight. Could DEMON have it in for HERO System's silliest villain? If so, then why?

Should the PCs choose to follow Van Statten, they discover that he is no longer working for the *Tribune*. In fact, he went missing from work shortly after he published the article. As mentioned above, Kerry Van Statten is the local Morbane leader. He has been decapitated, his head preserved in a jar while the Undead Skull occupies his body. Mind Scanning for Kerry has no effect as he isn't currently in a place where he can affect his environment, although the Undead Skull's Mind Link remains in effect. Kerry left a means of finding the Demonhome in his apartment; however, when the Undead Skull stole it when began impersonating Kerry.

Should the PCs find the Undead Skull posing as Kerry, he pretends to remain ignorant of the attacks on Foxbat. He also pretends he knows nothing about magic. If the heroes attack him, he feigns being wounded and calls for the police. He will claim that he has no idea how that thing got in his apartment. He only moved in a year ago, and the desk came with it (which is true; Van Statten installed the secret drawer afterward).

## Foxbat's Speech

It should come to the PCs as a surprise when Foxbat announces his candidacy. Make sure the location where Foxbat makes his announcement is difficult for the PCs to get to so they can't put the kibosh on the entire scheme before he actually starts gaining popularity and political clout.

The heroes are watching television when Foxbat makes his first press conference. Set this up two to three months before the scenario starts if you have time to do so. Foxbat will gleefully encourage superheroes to vote for him; after all, he is a legitimate candidate for president.

"My fellow Americans!

"Thanks to a series of fortuitous circumstances, I, The Mighty Foxbat, am running for the office of president. I will not make any promises of any sort except to make our country better to the best of my ability. You may think this is my latest scheme to conquer the world, but it really isn't. I assure you, my motives in achieving the highest office of the land are entirely pure. (Yes, <Name of PC Heroine>, this means you, I'm sorry for all those times I tried to get pictures of you without any clothes on.)

"My plan, people of America, is simple. Many Americans have lost the love of their country because, quite frankly, they don't enjoy living in it anymore. We're going to bring light into the darkness. We will have neighborliness and as much fair treatment as possible, assuming that you can see past my Foxbat Mask, Foxbat Cape, and Dreaded Ping Pong Ball Gun."

Foxbat stops at this point. He seems to be checking behind himself.

"I don't have a Foxbat Cape. Never mind. We'll put that up to a Senate vote later. I know many of the people of America have a tendency to vote with their wallets, so we'll try to focus on fixing the economy of America the only way that I know how. We will cut the salaries of politicians everywhere! We will increase taxes on the top ten percent of American incomes to a whopping fifty percent! If I can build a Centipedemobile on a shoestring budget and make it work, you can live without a diamond-studded lawn chair!

"Don't think of me as a Robin Hood figure! I'm not! But if the people have selected me, The Mighty Foxbat, to run for the highest office in the land, how can I possibly refuse? It is a great calling, a once-in-a-lifetime opportunity. And I shall not shirk this r-r-responsibility.

"I'd like to thank Charly, my campaign manager, the Awesome Exo-Skeleton Man, and Harmonious Fist for supporting me all these years, and the United States Secret Service for providing me with a standard detail. This is Joe, Manny, Raul, and Ted!

"Give those men a hand!"

The Secret Service agents look very uncomfortable at this point.

"It's ordinary men like these that make this country work, and don't you forget it!

"So thank you very much, people of America. I promise to run a fair and honest campaign. A vote for Foxbat is a vote for something or other! So get out there and show your support! Why vote for the usual crooks when you can vote for a super crook? At least I've never stolen a lollipop from a child or skipped a relative's birthday to meet with lobbyists!

"Thank you, people of America, and good night!"

Foxbat and his minions will proceed into a limousine, which will then drive away. He will be bombarded with questions to which Charly will scream, "No Comment," repeatedly.

## How Did He Get Those Signatures?

Investigating the signatures Foxbat acquired is the same in every state. Soul-warping Morbanes in their own normal identities canvassed small towns and out-of-the-way locations, mentally influencing people to agree to let Foxbat run for president. Investigating the signatories will reveal the same thing most of the time. "Who's Foxbat?" is a popular question, along with "It looks like he might actually have a chance, isn't it great?" Yes, Foxbat actually has fans – who'd've thought...? Several NPCs are provided below if the heroes do this for a while as are a variety of *Foxbat for President*-themed Plot Seeds.

If the heroes read the minds of any of the signatories, they will find that the targets' minds were tampered with, but a PER Roll at -5 is necessary to determine that they signed the petition under duress. If the PCs try to disable Foxbat's run for the presidency now that he has enough supporters, he will simply get people to sign petitions again. The people do not remember who Mind Controlled them and think signing the petition was their own idea.

Foxbat, of course, can be interviewed, but Freddy really doesn't know anything about any of his followers, and he's far too busy running for president to care about whom got him the signatures in the first place. All such questions will be deferred into the usual silly conversations Foxbat might have, except for the presidential twist such as what his laundry policy will be or the price of oats in Madagascar.

## The Foxbat Fan Club

**Wally Bakersfield:** Wally is president of the Foxbat Fan Club and holder of the record for most single-man protests outside a courtroom regarding the imprisonment of a supervillain. Wally will enthusiastically admit to signing the petition and admits to getting the thousands of other Foxbat fans to sign the petition, also. Wally is a little bit too skinny and a little bit too full of himself. Foxbat, distressingly enough, is his hero. All attempts by the PCs to disabuse Wally of this notion will ultimately be unsuccessful; he is a hopeless fanboy. Wally lives in the campaign city in a rundown apartment where he coordinates fan club meetings and other outrageous events involving everyone's favorite Foxbat. Some might argue he's more unhinged than Foxbat himself.

**Latoya Hubbell:** Latoya is a local Foxbat activist who believes that the other candidates running for president are just as crazy as Foxbat, if not more so. Her door is festooned with a giant poster of our candidate that reads "Lesser of Three Evils! Vote Foxbat!" Latoya is a chunky African-American woman in her mid-50s who is warm, congenial, and friendly. She will bake cookies for the heroes and strongly urge them to consider supporting Foxbat in his bid for the presidency.

**Tito Jankowitz, Newspaper Publisher:** Tito Jankowitz publishes the second most powerful newspaper in your campaign city, and he has taken the unlikely step of endorsing Foxbat for president. Tito, if questioned by the heroes, responds with the following: One, Foxbat sells newspapers. Two, he can't be worse than the last few guys who have held the office. Three, he doesn't belong to either of the established big parties. Four, at least he's not pretending to be something he's not. Foxbat is still Foxbat.

Tito is a half-balding man who wears suspenders and loud print ties. He has a thick handlebar mustache and is never without his lucky ballpoint pen that writes in invisible ink. If asked about Kerry Van Statten, Tito deflects all the questions as Kerry Van Statten Mind Controlled him before the Undead Skull ever replaced his head.

**Randolph "Big Pain" Meachum:** Randolph is a professional wrestler who taught Foxbat a few moves for cash back in the day. Foxbat saved him from an assault by people who claimed he owed them money, so he believes he should pay Foxbat back with a vote. Randolph will happily explain how Foxbat learned his escape technique and his dreaded "Big Pain Smash!" That's gotta be worth a few votes, wrestling fans. You *are* wrestling fans, aren't you?

**Jozuku Nakamura, Foxbat Otaku:** Everyone has someone who collects knowledge on them, and for Foxbat, Jozuku is that man. Having emigrated from Japan at an early age, he swiftly hit on the craziness of America to send home to his family. And since no one is crazier than Foxbat, Jozuku has collected every piece of information possible on the insane villain. Jozuku doesn't know what Foxbat might be up to, but he has memorabilia from Foxbat's every major plan, attempt at world domination, public appearance, and choice of dinner napkins. He even has a leg from the dreaded Centipedemobile! Will he vote for Foxbat? Of course, he will. And all of his Japanese-American memorabilia-collecting friends will too! Yatta!

**Marion Zimmer, Soccer Mom:** Marion believes that her children aren't having enough fun in life because all the big political parties send all the wrong messages to children. As a result, she has begun campaigning for everyone's favorite canine. Marion hopes that Foxbat will indeed make America more fun and that the world will not laugh too much at the loony villain and his somewhat comical staff. Marion is an attractive, athletic blonde woman in her mid-40s, who may send her older cheerleader daughter and her cheerleading squad to participate in the relevant plot seed in "Gimme an F."

## Campaign Trail A to Z: Plot Seeds

Feel free to insert any number of plot seeds into this adventure, depending on how long you want it to run. It would be difficult to run them all, but this adventure should run differently for every group out there – after all, it's Foxbat. It is a wise idea to use news reports to describe some of these events happening in other cities and what is happening to Foxbat before he gets to the heroes' campaign city. This prepares the PCs for the idea that something might actually happen during Foxbat's stay.

### ***Attack of the Formerly Bikini-Clad Women!:***

All the women Foxbat has wronged by groping, kissing, or otherwise offending gather to protest Foxbat's candidacy, and someone bombards them with gas, leaving them all naked as jaybirds! Who could commit such a terrible crime? Is it merely an attempt to discredit the noble name of Foxbat?

***Big Trouble for Little Foxbat!:*** One of Foxbat's many enemies shrinks the presidential candidate, making him a whopping six inches high! Can he campaign when pencils are larger than he is? Who is behind this vile reduction of the largest Foxbat scheme ever attempted?

***Charity Day!:*** Foxbat has a fund raiser, and your PCs are asked to provide security! Can the heroes keep Foxbat safe? Will his enemies attack? Can your PCs stop themselves from flattening Foxbat?

***Dirty Pool:*** Simon D. Worthenby's diamond-studded lawn chair has been stolen! Charly contacts the PCs to discover who has stolen it as it would be disastrous if Foxbat were proven to have stolen it. The lawn chair has already shown up outside the campaign headquarters! What's a poor Foxbat to do?

***Even Foxbats Get the Blues:*** Foxbat visits an elementary school to campaign for education policy. Unfortunately, there are a number of problems with this. For one thing, Foxbat is not very educated. For another, it's a great opportunity for villains to kidnap children, or otherwise discredit Foxbat's candidacy for president. Can the heroes keep the kids safe? Even Foxbat has a soft spot in his heart for kids. What will he do when the Secret Service tries to protect him?

***Foul Play:*** Someone commits a murder dressed as Foxbat while the villain is in town campaigning for the presidency. Can the heroes find the real killer and clear Foxbat's name? What will the PCs do to help (or hinder) Foxbat in the media?

***Gimme an F!:*** Foxbat acquires local cheerleading squads to help him win the presidency! Can the heroes save the cheerleading squads from lecherous ol' Foxbat? Can the heroes save Foxbat from the vengeful cheerleading squads?

***High Political Noon:*** Foxbat challenges the other candidates to a debate! Eager to humiliate their challenger and prove that Foxbat has no place in politics, the other candidates accept! Foxbat turns out to be a more skilled debater than they realize, however! This is, unfortunately, a prime target for assassins for any of the three main candidates for president. The heroes will have to be extra careful, especially if Mechassassin is still out there and they aren't aware of his actual goal.

***I Stand for America (But I Sit Down at Lunch!):*** Foxbat invites the heroes to lunch to discuss his candidacy. He apologizes personally for any slights, affronts, or cream pies he may have afflicted them with in the past. Unfortunately, if the PCs and Foxbat have a mutual enemy, that enemy shows up during lunch and tries to settle all their scores at once. Violence, destruction, and a classic case of "my enemy/my ally" ensue.

***Just One More Thing, Foxbat! Just One More Thing!:*** A private investigator is hired to investigate Foxbat's dirty laundry and tries to involve the PCs in his investigation, especially if they dislike or have come to blows with Foxbat before. Can the PCs save Foxbat from humiliation? Can the PCs prevent their own dirty laundry from coming out into the light of day?

***Kiss Me, Foxbat:*** Foxbat realizes that all successful presidents (except for Grover Cleveland) have been married. Foxbat seeks a wife of political power and influence, a woman of grace and beauty... one of *your* female PCs. Foxbat will try to take this as seriously as possible, singing under her window, bringing her flowers, romantic dinners, and so on and on and on. Obviously, your PCs shouldn't.

**Long Live the Lounge!:** Foxbat takes a day off from campaigning to go on vacation, and he chooses a local jazz bar with a lounge singer. Hilarity ensues when Foxbat offends the lounge singer by trying to get his vote!

**Mr. Foxbat, a Word:** Foxbat holds a press conference, and your PCs are invited! Is the real danger the supervillains coming to get Foxbat? Or is it just Foxbat's big mouth? Has one of Foxbat's enemies hired the villains?

**No Easy Walk to Foxbat:** Foxbat holds a marathon as a charity fundraiser. All proceeds go to elect Foxbat to the office of president. Can the heroes hold out for 26.2 miles while Foxbat runs the marathon with his constituency? Is this another perfect opportunity to humiliate Foxbat by the opposition? Can the heroes deal with the announcing team of Harmonious Fist and the Awesome Exo-Skeleton Man?

**Oh, Foxbat, Where Art Thou?:** Foxbat decides to do a little door-to-door canvassing in his latest port of call but doesn't *tell* anyone. Leroy and Charly come to the heroes to get help finding the presidential candidate before he gets them all into big trouble. Meanwhile, supervillains anxious to get at the PCs have located Foxbat with plans to take the loony villain hostage! Can the heroes save Foxbat?

**Please, Mr. Foxbat, Kiss My Baby:** Foxbat sets up a booth to kiss babies for a day and tries to get it all out of the way at once. Charly thinks this is a bad idea but can't dissuade him! Will the heroes be able to save the moms from being kissed by Foxbat, too? Can Foxbat have a PR coup? Or is there an evil child villain out there with Foxbat in his crosshairs?

**Quit Ruining My Speeches, You Poser!:** One of the other candidates' campaigns hires a Foxbat impersonator to make bogus campaign speeches! Can the heroes expose the impersonator? Can the heroes find out which campaign hired the impersonator?

**Read All About It:** The Foxbat campaign's latest press release is a forgery! Can the heroes uncover who made the forgery and put a stop to the smear campaign?

**Say, Partner! Did You See That Foxbat?:** One of Foxbat's presidential opponents secretly hires a whole *bunch* of people to dress up as Foxbat and do stupid things. Can the heroes uncover the scam?

**Truth and Consequences:** Foxbat tells the truth about one of the other presidential candidates. Can the heroes stop the counter-smear campaign? Should they? What will Foxbat say about other candidates next, and will it be just as true as the last thing he said?

**Under the Cherry Tree:** Foxbat decides to film a political commercial where he cuts down a cherry tree while wearing a three-cornered cap. Unfortunately, someone has bugged the hat with a mind-control device and forces Foxbat to go out wreaking havoc! Can the heroes get the adhesive hat off Foxbat's head? Can they get him to cut the cherry tree down?

**Veterans United!:** Veterans really don't want to vote for a crazy supervillain, so Foxbat tries to get their vote by visiting a group of VA hospitals. Will he be booed off the podium? Are some of the veterans with war injuries crazier than Foxbat? Are there supervillains waiting to wreak havoc even here, among America's soldiers? Of course, there are!

**Waiter, There's a Foxbat in My Soup!:** Foxbat stages several rallies at soup kitchens, during which he meets with homeless people, helps the poor, and uses his vast powers to take care of people with less than he ever had. Unfortunately, one of the homeless people is secretly a supervillain who Foxbat humiliated or groped in the past. Can the heroes spot the supervillain out for revenge? Will Foxbat's campaign be in the soup?

**X:** Foxbat begins receiving threatening letters from someone named "X." Is it a serious threat, or is someone playing pranks on Earth's Mightiest Foxbat?

**You Only Thought You Knew Foxbat:** Someone tries to replace Foxbat with a robot that runs for president far more efficiently than he does. Is it one of the other candidates, a supervillain plot, or did Foxbat do it himself?

**Zoo-lander:** Foxbat visits several zoos to show support for the proper care and treatment of animals. Unfortunately, this is Foxbat we're talking about, and he will attempt to make a speech inside a cage of some large, territorial animals (lions, tigers, or elephants make good choices). Worse still, animal-themed supervillains will treat Foxbat as if he were being cruel to animals himself and choose this as an opportune time to attack him!



## Visit from Foxbat!

When Foxbat comes to visit the heroes' campaign city, the plot of this adventure kicks into high gear. You can make it early or late in the campaign, depending on how many plot seeds you want to run. Remember that the more plot seeds you run, the more security and media coverage Foxbat will have, so you will need to make sure that the PCs are either more powerful, have better enhanced senses, or that Foxbat's campaign isn't taken quite as seriously as the adventure initially suggests.

The other thing that it is important to recognize is that the United States Secret Service is one of the most powerful and dangerous groups on the entire planet. These people are hardly stupid and, in a superheroic game, may have superbeings of their own. If your team is composed of vigilante heroes who flaunt the law, the area will be loaded with additional Secret Service agents to protect Foxbat from the PCs. The Secret Service may also request that patriotic heroes help protect someone like Foxbat from known vigilantes. The PCs certainly stand a better chance of keeping an eye on Foxbat if they directly approach his Secret Service detail and ask them to work together. Run the Secret Service as competent government agents. While they are Normals, they have an elaborate network of security, multiple Complementary Skill Rolls, and can draw upon the resources of the United States government to defend any presidential candidate at any time. Only a brilliant and skilled assassin, possibly the best in the world, familiar with the way the Secret Service protects someone, stands any chance of getting to Foxbat. That's why the Undead Skull hired Mechassassin through a series of proxies.

If the PCs have contacts in the mercenary world and they suspect that trouble might come to their city with the visit of Foxbat, a successful roll at -8 will reveal that Mechassassin is in town. Following that, a PC with contacts in the scientific world can make a roll through those contacts to discover that a large shipment of high-tech components was recently hijacked outside the nearest large technology center to the campaign city but not in the campaign city itself. This roll is at -2. Substitute SS: Research for this at -3. It appears that Mechassassin is up to something big.

Finding Mechassassin is going to be very hard. He is about to commit a crime of major proportions – the assassination of a presidential candidate – even if it is Foxbat, one of the craziest supervillains on Earth. Mechassassin has purchased a brainwave randomizer device for use in this adventure that provides him with the following power: Darkness to Mind Scan, Single Hex, Reduced Endurance (0 END), Persistent; IIF

(total cost, 8 points). The GM should add this to Mechassassin's sheet and keep it there, as he has no ability to prevent himself from being caught otherwise.

Mechassassin is currently living under an assumed name in a small hotel outside of town. He has acquired a copy of Foxbat's itinerary. Additionally, he has already scouted the military base near town as well as the location of Foxbat's next speech downtown, and determined where the best place to be is, his course of action, and his escape route. Mechassassin knows that his allies look like former presidents, but he does not know that they are undead. He's been in the villain-for-hire business long enough to not ask a lot of questions – even when his associates appear to be Warren G. Harding and John Tyler. He basically assumes that they are very good ex-president imitators, since the undead presidents' issuions cover their lack of legs below the knees.

See the sections below for what Mechassassin has prepared for our heroes.

## Foxbat's Itinerary

Foxbat intends to visit five locations in the PCs' city over the course of a single day before moving on. A local military base (choose an army base in the Midwest or a naval base in a large port city), a local elementary school, a local baseball stadium (or other sports arena), the open air at a downtown intersection, and the local Felldrake Hotel.

## Mechassassin's Scouting Job

If the PCs are aware that Mechassassin is in town, they may wish to prepare for him. Regrettably, Mechassassin has already realized that the PCs are in town (as they live there) and has prepared for them, too. This should be a cat-and-mouse game between the PCs and Mechassassin; may the smartest paranormal win. Since they can't Mind Scan for him, they will be forced to rely on ordinary detection methods, most of which Mechassassin is highly skilled at foiling. As the PCs look for Mechassassin, he is busy planning his crime: the crippling of Foxbat! (That's right. DEMON and the Undead Skull wish to cripple Foxbat to make him even *more* popular than he already is!)

**Getting Foxbat's Itinerary:** Mechassassin has already acquired his itinerary by posing as a reporter from the second-largest newspaper in the campaign city. If the PCs ask the Foxbat campaign whether or not they gave out copies and to whom, they can cross-reference and ask Tito (page 5) who didn't get a copy of Foxbat's itinerary. This should clue them in that Foxbat might be in danger from Mechassassin, if they haven't figured that part out already. Changing Foxbat's itinerary is not possible. He's a presidential candidate and must stand strong in the face of fear. Foxbat doesn't know what fear is! (Probably literally.)

**Scouting the Locations:** It should be painfully apparent to the PCs that they will have to scout all of the locations Foxbat plans on visiting.

The local military base should be an obvious worst choice for a hit. Assuming they have uncovered Mechassassin's presence, the PCs should be aware of the canniness of their foe. The professional killer-for-hire isn't stupid enough to tackle an entire battalion of soldiers and potentially be subjected to gunfire from hundreds of weapons. It is likely that Mechassassin will strike from surprise in a situation that involves large crowds and dozens of innocents who have to be protected from danger. The PCs should be able to figure out that an attack at the military base will likely have too much incidental security and eliminate that location, though Foxbat's speech (and fielding of questions from the press) is included here.

The elementary school is included in case the GM wishes to run the aforementioned Plot Seed, "Even Foxbats Get the Blues" – though if not, nothing happens there. If the heroes are incredibly powerful or tougher than usual, running that Plot Seed there is a good way to wear them down a little bit.

The local baseball stadium, while a huge locale in front of dozens of witnesses, also has a fabulous aerial view and very few buildings nearby that contain good places to hide.

The downtown speech is only two blocks from the baseball stadium, and it is from here that Mechassassin plans to strike.

If the PCs somehow manage to completely protect Foxbat from harm, Mechassassin will blow up the Felldrake Hotel if he can. He'll assume the heroes will be competent enough to prevent Foxbat from dying but not totally prevent him from injury.

**Mechassassin's Hotel Room:** As Mechassassin's hotel room occupies a grand total of four hexes, it is not mapped. He is under the alias "Roger Murdock," a name as far from the ubiquitous Craig Vandersnoot as possible.

He has three separate hotel rooms set up around the city, each with its own little "Planning Center" for his assault on Foxbat. His other two aliases are "George White" and "Harold Muldenzer." While Foxbat is a loon, he typically surrounds himself with his own superbeings. So Mechassassin has to get past Foxbat, the United States Secret Service, and probably the PCs.

Each of these rooms is wired with a devastating explosive device: RKA 4d6, Explosion, Trigger (when radioed); No Range, OAF. These devices are triggered by remote control, and Mechassassin is very difficult to sneak up on. Mechassassin hopes to get far enough away by the time he triggers the explosion that the PCs will be too busy protecting innocents to deal with him. However, it is possible that PCs might figure out a way to disable the bombs hidden under the bed and capture Mechassassin.

Inside the room are plans and maps of every location on Foxbat's itinerary, covered with circles and dots and squares. A drawing of a black rectangular square at each location indicates the presence of some sort of vehicle near the scene. Copious notes have been taken to try and figure out which of each of these locations is the best one to use. However, this data is encrypted with a special cipher (Cryptography at -6 to decode). Success reveals that Foxbat will be at his most vulnerable during the speech downtown but not any details of Mechassassin's plan.

Careful searching of the apartment will reveal that someone rented a large yacht, "The Esperanto," to a "Thomas B. Erkheiser." Could this be Mechassassin? (This portion of the adventure assumes that the city is a port city. If not, change the yacht to a private box and run the scenario at a stadium instead.)

At this point, the heroes should have only a few hours to prevent Mechassassin from shooting Foxbat, as Mechassassin will likely already be on the road with his undead president backup. Searching Mechassassin's parking space reveals strange scuffmarks, thick and stumpy, like someone had dragged tree stumps along the ground. This is the footprint of the tuyeweras (PER Roll at -4, or Tracking at -2). A successful KS: Central American History roll at -4 or an Occult roll at -3 may reveal, at the GM's discretion, something about what a tuyewera is.

## Speech at the Local Military Base

Allow the heroes to scout the military base location normally. There is a large podium set up and approximately 2500 seats broken up into two groups. As nothing is going to happen in this location, security is not detailed. Foxbat and his staff will take the podium amid a chorus of heckling and shouts. This is not a friendly crowd. Foxbat will raise his hand, take the microphone, and begin to speak.

**“My fellow Americans, it has come to my attention that I am running for president without having selected a vice-president. As of today, this situation has changed. I have selected a candidate of great intellect, ready wit, and pragmatic sensibility. A candidate who will be perfectly capable of governing in my stead.”**

A groan sweeps the crowd. After all, what possible disaster could he possibly be willing to inflict upon the American people?

**“Ladies and gentlemen, I give you my own campaign manager, Charly: A lady with multiple Ph.D.s and a winning smile, whose head is screwed on just a little straighter than mine. Should I prove to be incapacitated, she will assume the office of president, and I, The Mighty Foxbat, will return to office as soon as possible.”**

Foxbat motions to Charly as she takes the stage. There is some cheering, mostly because she is extremely attractive, with an intelligent gleam in her eye. Lord only knows what she sees in a doofus like Foxbat.

Charly smiles and raises her hand. “My fellow Americans, while many of you believe that the vice president is invisible, very few of them have actually built an invisibility belt to prove it! Nonetheless, I am not here to stand before you as a scientist, but rather, as a woman of candor and intelligence who wishes to serve her country nobly. I’m Charlotte Dunbar, and I’m running with Foxbat as his vice-president.”

Reading Charly’s mind at this point, if the PCs can get away with it, reveals that she is extremely nervous and worried for Freddy. If only he’d give up this mad scheme and get a real job. On the other hand, the vice-president’s manor is extremely nice to live in, and you know, there’s always eight years from now.

“Our platform is, quite simply, to bring America back to the ideals that founded it, by making people happy to be here. The needless divisions in our culture and the repeated squabbling among our partisan interests have crippled this nation and taken it away from its focus on making life pleasant for its citizens. I, myself, have already pledged to take only a quarter of the salary that is currently afforded the vice-president’s office, as have all of those who stand with us. But it is important to understand that while a bureaucrat is just a bureaucrat, a soldier is not. Those who really serve the people in a public capacity, soldiers, teachers, and police officers, should receive a proportionately larger amount of government funding. Many of the problems in our society come from the fact that we inadvertently reward jobs with high salaries because of the prestige associated with them. This will end. Competence is our watchword. I am working closely with Foxbat on a mathematical system for rearranging the salaries of public officials that will ensure a healthy and educated future for our children.

“Thank you, my fellow Americans, and once again, I give you the future president of the United States, Foxbat!”

Foxbat once again takes the microphone as Charly steps aside.

**“Thank you very much, my fellow Americans. It is my hope that you will see that we are working for the best interests of the common man. Let those who have let their wealth and power in America go to their heads beware, for the presidency of Foxbat is one for the people! And you people, the people of our military, should be defending us with more money in your pockets!”**

There is some sporadic cheering at this point, as Foxbat concludes his speech.

**“Thank you, my fellow Americans. And don’t forget to cast your vote for everyone’s favorite Foxbat, me!”**

He gives a cheery wave and begins fielding questions from the press, some of which are detailed below.

## A Speech Downtown

A PC that can get to the marina the day before can discover that all the boats are in the right positions. A second search the following morning reveals that two of the boats have swapped names. If that's the case and Mechassassin notices the PCs, he will try to flee and move to plan B (see "A Bomb at the Felldrake").

Allow the PCs to choose where they will be standing in relation to Foxbat and let them choose any plan they like. As Foxbat takes the stage and gets the words "My fellow Americans" out of his mouth, the van will disgorge several (one per PC) presidential-looking figures (eliminate some of the undead presidents if your group is smaller by picking the ones you feel are the most important to American history out of the bunch).

Undead Warren G. Harding, John Tyler, William Henry Harrison, Martin Van Buren, Andrew Johnson, and Grover Cleveland disembark from the van, shouting their ancient campaign slogans, demanding revenge for Foxbat's humiliation of the office, and shambling forward. It is obvious that they are hostile. There is quite a crowd of Foxbat supporters here, including many of the NPCs that the heroes interviewed earlier along with their groups of like-minded Foxbat fans. The large crowd of Normals makes it difficult to use Area Of Effect attacks, especially with the police and Secret Service nearby as well. As the tuyeweras are defeated, they transform into ordinary corpses with their legs cut off at the knees. This is sufficiently gruesome that it may cause a panic if the PCs hit them too hard right away, adding a large riot to the ensuing chaos.

Run the combat normally, with the Secret Service agents trying to get Foxbat away from the undead presidents and Leroy and Harmonious Fist charging into battle with the heroes. On Phase 2, when

Foxbat is in the line of sight of Mechassassin's rifle, he will fire and hospitalize everyone's favorite dog/sightless mammal. If Mechassassin needs more than two shots, he will dive for cover into the water and blow up the boat with another explosive device. Fast heroes may be able to get to the boat before he can trigger the explosion, but it is likely that all they'll be able to do is arrive and be caught in the sudden conflagration.

When the smoke clears, Foxbat should be mortally wounded (or close to it) and the undead presidents should be defeated. Harmonious Fist and Leroy will run to their fearless leader's side immediately, leaving the heroes to mop up the tuyeweras. Foxbat *is* a presidential candidate, after all.

Foxbat will be taken to a nearby hospital if he is wounded, or if he escapes unscathed, he will be rushed off to his rooms at the Felldrake Hotel under heavy guard.

**Security:** This is a speech in the open air, on a platform with the bay of the campaign city stretched out behind Foxbat, between two important waterfront buildings. Security is high; even though the police loathe the idea of protecting a supervillain, he is still a presidential candidate, and procedure is procedure. There will be dozens of police and Secret Service agents present plus any necessary patriotic heroes if the PCs are an illegal team of vigilantes.

**Harbormaster Andrew Ridgely:** If the PCs contact Ridgely, he will be able to provide them with details of the boats and their mooring slips. Ridgely is a charming, if jovial, old-salt-type sailor with a dirty beard and a captain's hat. He is a reasonably portly gentleman with short stocky legs. (Some PCs may wish to reinvestigate this later to see if he is a tuyewera; he isn't.) He still goes fishing on the weekends and will happily invite the heroes to go along.

## Press Questions

Feel free to allow the heroes to ask questions. The press certainly will. Sample questions are outlined below, along with Foxbat's answers.

"Mr. Foxbat, what are your plans for foreign relations?"

**"We intend to follow a policy of engaging our allies constructively, in whatever manner the people deem most appropriate. I myself have several foreign relatives, and I'm certain I'll keep in touch with all of them. Just kidding, folks."**

"What about supervillains from foreign countries you've offended? How do you intend to deal with their reprisals?"

**"America has never followed a policy of appeasement, and I don't intend to as president either."**

"Does your vice-presidential candidate give out her phone number?"

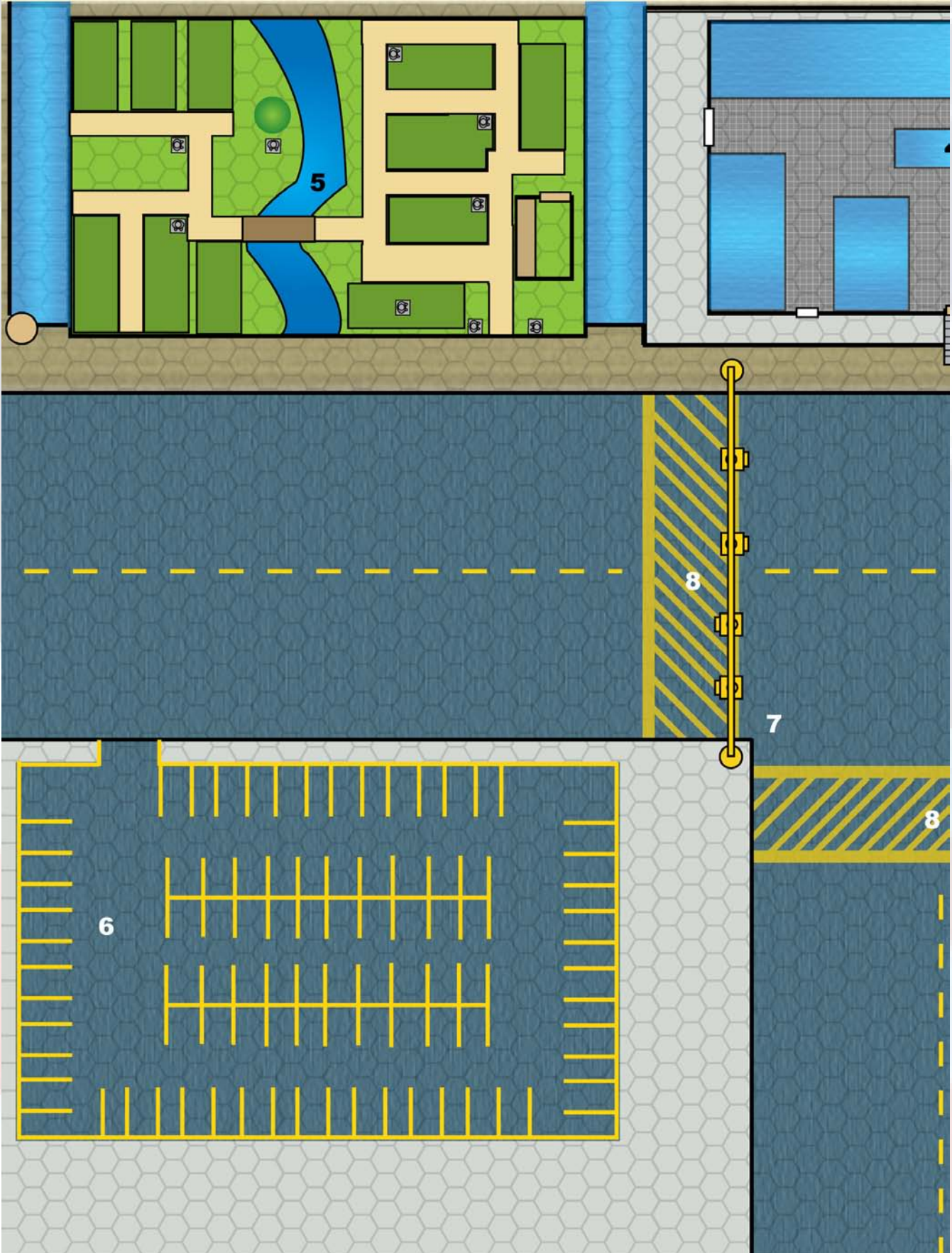
**"The office of vice-president does not have enough vice to give you her phone number, sir."**

"Mr. Foxbat! Mr. Foxbat! What exactly is your platform?"

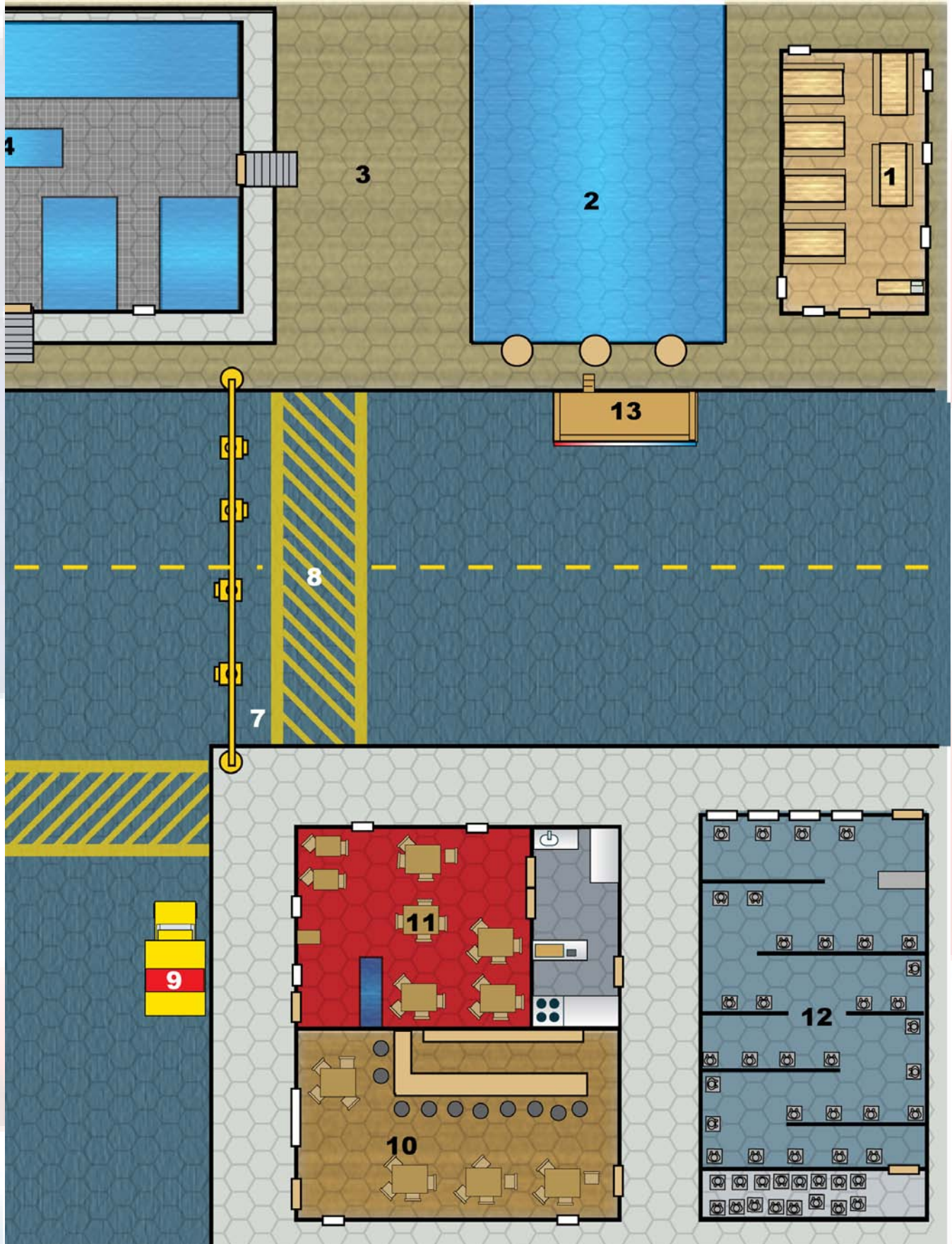
**"Well, it's made of plywood and metal, and it keeps me about six feet above you while I'm talking. My platform supports a podium with a microphone so that the people of America can hear me. You can hear me, right? Testing... testing?"**

# Map of the Downtown Speech

1 meter



1 meter



## Map of the Downtown Speech

**1) Karl's Krab Shack!:** Karl's Krab Shack has been a staple of the local downtown for over forty years, and the wooden building's white paint is starting to peel. However, inside, long wooden benches, and wide, broad tableare usually filled to the gills with hungry patrons stuffing themselves with crab cakes and soft shell crabs. The walls of the Krab Shack are only DEF 5, BODY 2, but tables on the inside are DEF 6, BODY 3. Karl Osterheim, the owner, is a chunky, heavysset man standing about six foot eight, with massive forearms and a low-slung gut. He is cheerful and pleasant to all of his many customers and sponsors crab-eating contests once a month.

**Plot Option:** Karl is really a highly intelligent talking ape in a "man suit." Precisely how this works is up to the GM. If Karl is injured during play, he will refuse hospitalization completely.

**2) Empty Docking Berth:** More docking berths exist on the other side of Karl's Krab Shack, but this one is conspicuously empty. From about 1,000 yards (330') out, on an angle from across the open dock area, Mechassassin will be taking his shot. Making a PER Roll at that distance is almost impossible, but Mechassassin's rifle should be able to see him. Foxbat's Combat Luck won't help him here; he must be aware of the attack, and the attack comes from far outside Foxbat's awareness range. (Wait a minute... Foxbat *has* an awareness range?) Directly in front of the empty docking berth is the podium where Foxbat will speak (Area 13).

**3) Open Dock Area:** This dock area extends out 4' past the edge of the map where it ends in a scenic view of the entire bay. The dock pylons have 10 DEF and 4 BODY, and the dock itself, while sturdy, has 5 DEF and 3 BODY. This entire structure is made of wood, and while difficult to set aflame due to the fact that it is mostly ensconced in water, can burn if exposed to plasma or fire powers.

**4) Seaquarium:** This is the local aquarium for the observation and study of marine species. The Seaquarium is one of the finest examples of its kind in the world and contains several endangered specimens which are currently being studied before being released into the wild. The outer walls of the Seaquarium are DEF 10, BODY 7, and inside are several large tanks maintained by skilled workers and scientists. The curator, Doctor Lynn Delancy, is one of the most renown experts on fish, particularly piranhas, in the entire world (KS: Piranhas 16-).

**Plot Option:** Dr. Delancy is actually a mad scientist who has been genetically tampering with her piranha specimens. Damage to the Seaquarium releases swarms of piranha/flying fish hybrids into the air, giving the PCs and their friends yet one more thing to deal with.

**5) Miniature Golf:** This is a miniature golf course featuring the mightiest and most important superheroes in the world as props. Hopefully you'll have room on your eighteen-hole miniature golf course for the PCs, of course, who may be surprised if knocked back far enough to be staring at wooden sculpted images of themselves. The miniature golf course is manned by Herbert Wixmorden and his family, a frumpy group of superhero fans. They have no useful skills. Displays of heroes defeating villains dominate the golf course. If the person playing the hole is successful, usually the wooden villain most appropriate to that hero falls over and a flag is raised. Displays have a DEF of 3 and a BODY of 2, and aren't very sturdy. The miniature golf course is built out over the ocean and is fenced off from it by a four-foot-high, 5 DEF, 3 BODY concrete rail.

**6) Parking Lot:** This is an open parking lot with computerized meter operator machines. Meter operator machines have 4 DEF and 3 BODY. A two-foot chain link fence surrounds the parking lot. It's a standard 2 DEF, 2 BODY fence.

**Plot Option:** Under the parking lot is the secret base of a villain in your campaign. Yes, the villain does fund his evil schemes with money from the automated parking system above. Damage to the lot causes him to emerge enraged from his base and engage *everyone* – hero, villain, and undead president alike.

**7) Traffic Light Arrays:** Each of these traffic light arrays directs traffic to move. They are massive, bulky structures with 8 DEF and 5 BODY. However, they are also extremely awkward. Assign a -3 OCV penalty to anyone who tries to use the arrays as weapons. They are considered aerodynamic and unbalanced unless a PC thinks to remove the traffic lights from the main mass of metal.

**8) Crosswalks:** The crosswalks are not special, other than the fact that the traffic lights are triggered when cars come within a certain distance of the crosswalks. As the area currently has no traffic and has attracted a large crowd of Foxbat supporters and detractors, this may serve to alert the players if they are paying attention to the traffic lights.

**9) Taco Hell Roving Taco Stand:** This parked van/truck is the transport and delivery system for the undead presidents. It is *not* a real taco stand, as indicated in the section on investigating the undead presidents. However, it is also closed down. As it is a food-service vehicle, Foxbat's limited Secret Service group has not had time to search it. (Note: Technically, this violates the 800-foot radius rule that the Secret Service uses, but the four Secret Service Agents assigned to Foxbat don't have time to search everything unless massive danger to Foxbat has already been proven in these circumstances.) The van is a standard van out of *The Ultimate Vehicle*; modify the statistics for the van if the PCs are more powerful to include sensor sweep shields, a lead-lined vehicle to stop X-ray vision, and so on.

**10) Bait, Tackle and Beer:** This is an upper-class, touristy bar with a fisherman's theme. Normally, business is quiet and smooth and real fishermen don't come in here, but today, the bar is packed with reporters, journalists, and politicians eager for a chance to chat and discuss Foxbat's chances. The owner of Bait, Tackle and Beer is Alan Cardonez, a man who has never gone fishing in his life. He is, however, a marketing research expert (PS: Marketing Research, 15-). If battle spills over into this location, innocents are going to get hurt. Bait, Tackle and Beer has DEF 5, 4 BODY walls.

**11) Moby Dicks:** This is one of the finest seafood restaurants in the city; however, under an agreement with Bait, Tackle and Beer, Moby Dicks does not serve alcohol. This surprisingly casual seafood location nonetheless finds many people here formally dressed after six. Moby Dicks is owned by Lyle Borghese who has his own fishing television show and has written several fishing books. Lyle hires only the finest seafood chefs in the world to work at Moby Dicks and rotates them out once per year, so a great chef gets to spend a single year in his restaurant. If one of the PCs is a great chef, allow him the position after several years of play. Moby Dicks has DEF 6, BODY 3 walls.

**12) Wax Museum:** This is a classic wax museum where everything is portrayed from famous people to large animals to a section on U.S. presidents. The curator of the Wax Museum is Erich Von Faustenberg, a history buff with a wide breadth of knowledge, especially on exhibits within the museum and the events surrounding the lives of those people (KS: History 15-). Erich is a man with a slight German accent who limps and walks with a cane. Some people may consider him a prime suspect to be the Undead Skull, but he isn't. The Wax Museum has DEF 8, BODY 4 walls.

**Plot Option:** Erich Von Faustenberg is an alias for one of the most powerful magicians in the world. But whether he is good or evil is up to the GM. Should security prove so tight due to the PCs efforts that the undead presidents' vehicle cannot get close to the event, it is possible that they could take the place of several of Von Faustenberg's dummies, thus hiding in plain sight.

**13) Podium:** This is where Foxbat is making his speech. Behind him are Charly, Harmonious Fist, and Leroy. In front of the podium is a crowd of people showing support for Foxbat. Whether this crowd is small or large depends on how silly the GM has decided to make the adventure. The actual podium itself is DEF 4, BODY 3, while the platform on which the podium stands has 8 DEF and 6 BODY. There is very little in the way of cover, and the podium is open to the air. The chairs are DEF 3, BODY 2. The Secret Service agents will position themselves at key locations. If there are more agents, simply place more on the board and use the same statistics for Manny, Joe, Raul, and Ted.



## Mechassassin's Plan

One of the sneakiest and dirtiest players in the game, Mechassassin rented a boat named “The Esperanto.” What Mechassassin won’t tell the PCs if they capture him is that he repainted four other boats in the marina of various shapes and sizes with that name. While it may be possible to locate Mechassassin before he has repainted the boats, it is unlikely that the PCs will be able to spot him late at night, swimming underwater, sneaking up to boats in the dark, and changing their names. If you *do* have a PC like this in your group, allow him to foil Mechassassin’s plan. Mechassassin will also repaint the Esperanto with the name of one of the other boats, forcing the PCs to spend additional time figuring out exactly which boat he rented and which boat he stole. By that time, Mechassassin hopes that it will be too late for the PCs to stop him from crippling Foxbat and putting him in the hospital.

Mechassassin is unaware that this is all part of DEMON’s plan to turn Foxbat into a martyr, making him even more popular than he already is. He only knows that his allies will attack the speech area, providing a distraction while he fires a crippling round into Foxbat. Mechassassin will be surprised that his allies are of the undead variety, but truth be told, he won’t really care. Super-assassinating is a strange business under the best of circumstances.

As the undead presidents leave the vehicle and attack the crowd, Mechassassin will fire a single long-range shot at Foxbat and likely hit him, as the specialized gun he has purchased for this mission is more than sufficient to cripple Foxbat. Use a Barrett Sniper Rifle from *Dark Champions* if you are feeling bookish; otherwise, simply use a gun with RKA 3d6, Armor Piercing, and No Range Modifier. This should be more than sufficient to hospitalize Foxbat after two shots at most; he is an armored target, but not that much of one.

Mechassassin is also prepared for Harmonious Fist and Leroy, the Awesome Exo-Skeleton Man. After he shoots, he will dive off the boat that is his sniper platform and blow it up, swimming away underwater to a place where he can slip away. Which boat Mechassassin picked is up to the GM; there is still a chance that by using process of elimination and speaking to the harbormaster that they might be able to locate the correct boat and stop him.

## A Bomb at the Felldrake

**Note: Do *not* run this section unless the PCs have a demolitions expert, they somehow managed to prevent the “assassination attempt,” one of the PCs has an amazing healer, or one of the PC heroes says, “Hey, what if there’s a bomb in the hotel?” If Mechassassin is successful, he will simply leave town... in a hurry. This is a Foxbat adventure — people shouldn’t be dying left and right, until the PCs know more.**

The Felldrake Hotel is an expensive luxury hotel, complete with a swimming pool, gym, two restaurants, a bar, and a lounge. The explosion of the boat remotely armed the bomb Mechassassin planted in the hotel – and it’s set to go off at 7 PM, just a few hours after the downtown speech.

The hotel manager is named Darius Manovich, and he is a thin, sharp-faced man wearing an impeccably tailored black suit. He loathes Foxbat and anything to do with him. He is, however, extremely protective of his hotel and will do anything the Player Characters ask him to if they think there is a reasonable chance that a bomb might explode there. As this part of the plan has no warnings attached to it, the heroes will be hard pressed to locate the bomb before the deadline, barring an unusual power like “Detect Explosives.” Darius also doesn’t like superheroes very much, but nevertheless, if he thinks there’s a chance they can keep the hotel from exploding, he will reluctantly accept their help. The manager will evacuate the building as swiftly as possible.

Mechassassin has planted the bomb in the basement of the Felldrake, right inside the heat vents that lead from the massive furnace. This will ensure a superheated blast of compressed air that may, in fact, ignite, causing anything that is left after the explosion goes off to have a possibility of being set on fire. The nature of the bomb should depend on your campaign world. If you have a more conventional game, Mechassassin assembled the device himself from conventional parts. If you have a game world where superweapons designers are common or you wish to run a plot involving one, that person should have made the bomb.

Locating the bomb is fairly difficult unless the characters already have a good idea where it would be. Characters with Demolitions may roll it at -3 to determine where Mechassassin or someone equally skilled might plant a bomb. Alternatively, a Deduction roll at -5 might also suffice. Once the heroes have figured out that the bomb is in the basement, they can

search further for the actual location. As the heroes move about the basement, try to create a sense of tension by running things in combat time or making them roleplay exactly how they look for the bomb. Once the heroes get to the furnace and see the bomb, they should be suitably horrified.

Disarming the bomb is very difficult. It is a high-grade explosive device built with mercury switches and two backup deadman switches. Attempting to disarm this bomb all at once is nearly impossible; assign a roll of -10 to the Demolitions roll if anyone attempts such a mad action. If the hero succeeds, warn the player that other bomb makers also use multiple-stage devices and let him know how close he came to blowing the whole team up. If the bomb explodes, this does RKA 5d6 Explosion and destroys the building. Do not forget that after this, the entire building will come down on the heads of the PCs, regardless of whether or not the building was evacuated first. If they didn't evacuate the building, hundreds are likely dead, and the PCs' reputations will be in the garbage for months to come. Foxbat will be horribly injured, but he will likely survive, as will Harmonious Fist and the Awesome Exo-Skeleton Man. It is very likely that Charly will not make it, unless one of the aforementioned heroes is either with the candidate or Foxbat and his cronies save her. If the PCs can save the innocents from the building at this point, don't award them any additional Experience Points; they should have known better than to play around with a bomb.

Using superpowers to remove the bomb is possible but complicated. Because the bomb has two deadman switches, it is very likely that unless the heroes isolate each switch and disarm the switches simultaneously with the trigger, the bomb will go off. If the heroes can figure out a way to do this, allow them three Demolitions rolls at -4. Failure at any of them means the bomb goes off. This is still very risky. However, there are ways to make this a lot easier. Certain kinds of superpowers can, in fact, help things out a great deal.

*Force Wall:* Surrounding the bomb with a hugely powerful force wall can stop the explosion cold, if the roll is poor or the bomb does minimal damage to the building. This is an excellent option if the PCs have no way of disarming the device.

*Ice Powers:* Freezing the mercury switches is an exceptionally successful means of handling much of the bomb-defusing logistics. Allow a character with ice powers and the foresight to think of this to eliminate all penalties for disarming the bomb.

*Area Effect, Fine Manipulation Telekinesis:* Holding the mercury switches in place has the same effect as the above, only the hero should have to make EGO Rolls each Phase to keep things stable. Start with a standard EGO Roll and give a penalty of -1 to the character for every increment on the Time Chart. The hero must roll on each of his Phases.

*Teleportation:* A hero can teleport away with the bomb. Of course, this requires that he be present when the bomb arrives (and explodes). The danger of appearing inside some sort of populated area (unless your heroes are powerful enough to teleport into space) should dissuade most heroes from this action, unless they thought this might happen beforehand and already have a contingency set up to deal with it.

*Transformation:* Turning the bomb into cheddar cheese or something else is also possible, though if your heroes have that kind of power, should they really be playing this scenario?

*Call the Bomb Squad:* In some campaigns, heroes may be smart enough to pick up the phone. If they do this, how the bomb squad responds is up to you, but if none of the PCs have the necessary Skills or Powers to get rid of the bomb, this shows courage, intelligence, and that Normals can be heroes, too.

There are numerous other innovative methods of allowing the PCs to defuse the bomb; however, you should allow the PCs to be creative and clever without robbing them of their dignity. If the bomb does explode, the PCs have a major tragedy with hundreds of deaths on their conscience. Alter the way the media treats them for quite a while.

## Interview with Mechassassin

If the PCs catch up with Mechassassin and manage to capture him, Mechassassin will immediately clam up. He has 20 points worth of “Code of the Mercenary” and he will obey that code to the maximum extent possible. Consider Mechassassin’s thoughts about his “attempt on Foxbat’s life” to be deep, hidden thoughts for purposes of Telepathy. Mechassassin was only supposed to seriously cripple Foxbat, though he doesn’t know why he was hired to do so.

Mechassassin doesn’t know who hired him; he generally works through proxies and anonymous messages. He is well aware at this point that he was working with undead creatures, though he really doesn’t know anything about them either. It’s not important to the completion of his mission, and his money was wired in advance to one of his many offshore bank accounts.

Here’s what Mechassassin did know: After being contacted, he traveled to Ulysses S. Grant Federal Penitentiary where he met Warden Solomon Hardingdale, an agent of whoever hired him. Warden Hardingdale subsequently took him to his home where he watched as the undead presidents shambled into a van. Mechassassin was then instructed to drive to an abandoned warehouse in the campaign city where he left them. He knows that one of the creatures (probably undead Warren G. Harding) somehow knew how to drive and that they were supplied by his employer to provide a distraction. Mechassassin will not volunteer this information under any circumstances; the PCs must pry it from his mind or bribe him with something, perhaps a large number of high-tech components from the PC armored hero.

## Investigating the Undead Presidents

Needless to say, undead presidents make poor interview subjects for most heroes. As destroyed undead presidents don’t have the ability to be interviewed by most PCs, it is likely that they will reveal no additional information. However, the corpses might. A skilled forensic pathologist (Criminology at -6, Forensic Medicine at -4, and other related Complementary Skills at -4) will eventually be able to discover the identities of the dead bodies from fingerprints, dental records, and other such information. This should take a long time, as the bodies of the tuyeueras are already missing their legs below the knees and the heroes have probably done a smashup job on the tuyeueras themselves. Run a couple of the Foxbat for President Plot Seeds while the heroes compile data.

The dead bodies appear to be locals of the town of Postlethwaite, Pennsylvania, not far from the Ulysses S. Grant Federal Penitentiary. From dental records or other means, the heroes can identify some of the corpses as the family of Warden Solomon Hardingdale, the warden of the penitentiary. Known for being a stern, gruff, and portly man, Hardingdale is apparently aware that his family is missing, having reported them as such over a year ago. While the tuyeueras are all manifestly male, one of them changes into a dead female\* upon destruction.

Acquiring Hardingdale’s address at this point is easy. Before his transformation into an undead, he was a public servant of the Pennsylvania government; a simple look in the phone book\*\* should reveal it for our heroes.

If the van is investigated, careful searching of the hole under the doorframe will reveal a copy of the serial number (which was filed off on the dashboard). The vehicle is registered to the Ulysses S. Grant Federal Penitentiary.

The heroes must visit Postlethwaite, Pennsylvania in order to discover more about the mystery of the undead presidents, at both the Warden’s house and the penitentiary. The stakes will then be higher than ever, as the PCs will have to get back to the campaign city and save Foxbat before he is sacrificed to summon a mighty god of evil.

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\* Hardingdale was already a DEMON Brother, and did not need to be specially selected as a bureaucrat. He *volunteered* the use of his entire family, so that there would be extra tuyeueras around.

\*\* As a precautionary measure (in cases of stalkers and violent, revenge-driven criminals), members of law enforcement, including judges and wardens, typically keep their listings withheld. But in this sleepy Pennsylvania town, the old-fashioned warden never thought to do so.

## A Visit to a Prison Warden

The clock is now ticking as the heroes leave the city. Unless they leave someone behind in the campaign city to keep an eye on Foxbat, DEMON will successfully kidnap the wounded Freddy from his hospital bed. However, the heroes need to come out to Postlethwaite or they will have no idea of the actual scheme of DEMON, much less the fact that they are being manipulated by the Undead Skull. When the heroes visit Solomon Hardingdale, the prison looks completely normal. This is an incarceration facility for Normals; however, if you think the scenario would be spiced up by making a combat more difficult, you can add a skilled Martial Artist among the prisoners. Feel free to use Green Dragon or any other martial artist villain with no powers who made an enemy of the PCs.

Unfortunately for our heroes, Warden Solomon Hardingdale has been dead for over a year, and although he is cloaked in an illusion, Warden Hardingdale is actually undead William Howard Taft, the largest undead president ever. In his the restroom adjoining his office, he has an enormous bathtub to accommodate his prodigious girth. This fight should be easy, but the heroes will also have to fight off numerous prison guards, especially if they are not particularly persuasive or capable of revealing Hardingdale's new undead state. That could change this encounter with an undead president into a difficult situation where the guards have shotguns loaded with slug ammunition (see *Dark Champions*) but do not have enough defenses to handle the heroes' attacks. Use the prison guard sheet for John Lieberman from *Everyman* (page 42).

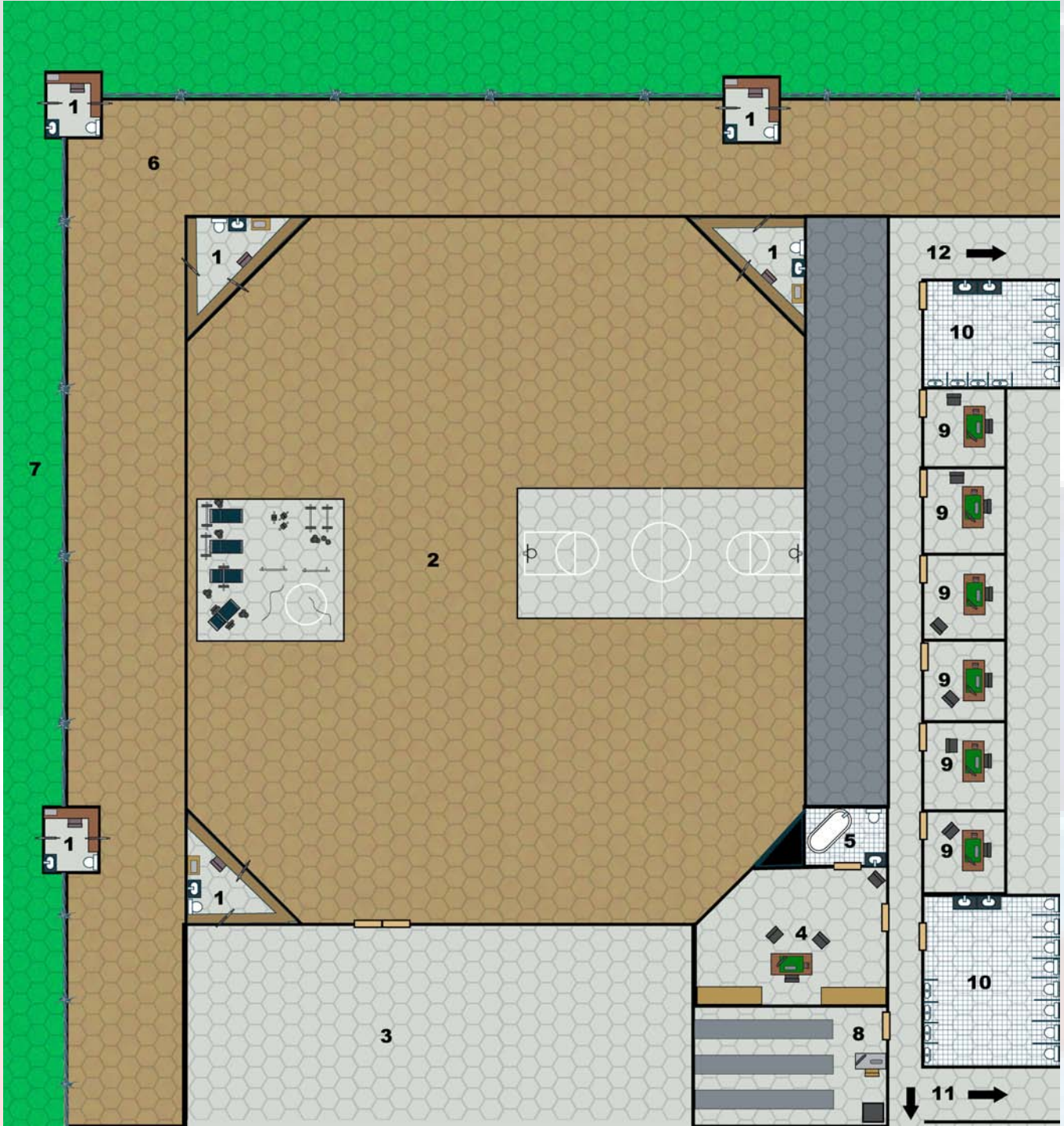
Hardingdale will not give the heroes any useful information, no matter how many clues or pieces of evidence they present him. He politely defers to his superiors in Pennsylvania government and says that he will look into it. There are many ways to reveal Hardingdale as an undead. A number of pictures of the achievements of William Howard Taft line the walls, and Hardingdale looks suspiciously like the largest president ever. He is heavy, portly, and wide, and the heroes should have a fair idea when they get there that not everything is on the up and up.

While a magician might be able to remove the illusion, there are other clues that a clever PC might pick up on:

- An enormously heavy man with no refrigerator in his office? How does he stay so large?
- Hardingdale/Taft doesn't walk so much as shuffle. If the heroes can figure out a way to get him to walk around, they'll notice that he shambles similarly to the undead presidents they fought in the campaign city.
- A PC with an Enhanced Sense in the Smell Group will smell the odor of something long dead with a successful PER Roll.
- On the desk, the heroes will notice that all of the prison warden's documents are written by hand instead of typed on a computer and that the documents are signed William Howard Taft and not Solomon Hardingdale.
- The excessively large traditional bathtub in the adjacent bathroom should allow PCs with a KS: American History to realize that a similar bathtub was crafted for William Howard Taft. The bathtub is an accurate replica down to the last detail.
- There is dust on the telephone (PER Roll at -1).

Hardingdale/Taft will be aware of the heroes' presence as soon as they enter and will have them sent up to his office in an attempt to lure the heroes into a deadly trap whereby they are forced to fight the prison guards, thus allowing him to destroy the heroes' reputations and possibly escape. He will not allow himself to face the heroes alone if it is at all possible. He will also set the prison into lockdown mode by giving the order to do so, thus placing the entire prison on alert only seconds after the heroes enter his office. The evil warden will attempt to grab a physically weak hero and hurl him into the prison yard through the window which is far more fragile than it would appear. Once that happens, inmates will likely attack the hero, guards will attempt to subdue inmates, and in general, a huge amount of chaos will occur, likely resulting in a riot unless the PCs stop it. The heroes must be careful not to harm the prison guards lest they ruin their reputations. Once combat among the prisoners begins, it will be very difficult to stop. Use three prison guards per hero (two DEMON Brothers if you choose the prison guards as DEMON Brothers option), otherwise, containing the riot will be nearly impossible, and hundreds will probably be hurt very badly or killed.

# Map of Hardingdale's Prison



○ 1 meter

## Map of Hardingdale's Prison

This map is a cross-section of a prison rather than the whole thing. Prisons, except superprisons, are incredibly vast affairs spread out over several acres of land. This map represents the necessary part of the prison to running *Foxbat for President* and most of the potential areas where PCs might encounter conflict, as nothing is likely to occur until the PCs enter Warden Hardingdale's office. It should be noted that Hardingdale looked enough like Taft in life to keep the impersonation going without needing a second Shape Shift effect. If this is unsatisfying to your sense of common sense, replace the prison guards with DEMON Brothers and make the whole prison run by DEMON. That makes this fight twice as deadly, however, and if you use this option, it is likely that a lot of prisoners will get killed.

**Notes on the Prison:** The outer wall is beyond area 7 and contains guards with high-powered rifles at key junctures. They are assumed to be out of range for the purposes of this scenario. Area 6 is the gateway and outer fence which is normally electrified (2d6K). All outer prison walls are 10 DEF, 6 BODY, and all inner prison walls are 8 DEF, 6 BODY.

Doors are DEF 7, BODY 5, and are capable of being locked from the outside and the inside. If the prison goes on lockdown, all hallways become barred and doors lock.

**1) Guard Towers:** These guard towers rise 20" above the ground and are 12" above the point of Solomon Hardingdale's office. Each tower contains a single guard armed with a high-powered rifle (if you have *Dark Champions*, use the statistics for a Heckler and Koch GS3G/1, otherwise, use a 2d6+1 RKA with No Range Modifier) and provides +3 DCV against anyone firing at them from an angle that does not contain higher ground. Each tower has 10 DEF and 6 BODY.

**2) Prison Yard:** The yard itself contains a basketball court, a weightlifting area, and other places where prisoners may congregate in small groups. The guards have a completely clear line of fire into the yard and won't hesitate to open fire on groups of rioting prisoners unless told by "Hardingdale" that the heroes are the enemy. The walls of the yard are high and difficult to scale, with no visibility to the outside world; this is a maximum-security facility. The yard walls and guard towers surrounding them are DEF 12, BODY 8, and are much tougher than the surrounding ones on the outer wall.

**Basketball Court:** The basketball poles are 6 DEF, 5 BODY. The single bleacher here has seen better days, but if a PC actually manages to lift the unwieldy object, it has a whopping 2 DEF, 9 BODY.

**Iron Weights:** Most of these weigh between 10 and 100 kilograms. These objects are difficult to completely destroy, but a single hit should remove the modifiers for "Aerodynamic" and "Balanced" if thrown thereafter. A typical weightlifting machine has 5 DEF and 11 BODY and requires a 30 STR to lift comfortably.

Weight	DEF	BODY
10	3	3
25	4	4
50	5	6
100	6	8

**3) Yard Transfer Area:** This area has two exits, one into the prison cell blocks located beyond the prison offices and one to the outside world that has two sets of doors between an exit and entry area. Neither of these exits is shown, though the one to the cells is underneath Area 8. The entrance to the prison yard in the north wall is guarded by two prison guards, though if the heroes are exceptionally tough, these guards should be replaced with DEMON Brothers.

**4) Hardingdale's Office:** This is a reasonably well-appointed office, with hardwood floors covered by a nice carpet, two large comfortable cabinets, and a thick wooden desk, all done in a style from the early 1900s. If the PCs ask anyone about this, Hardingdale paid for the new furnishings out of his own pocket. The details of evidence are listed above; however, this room has several notable features. The desk is a tough 6 DEF and 5 BODY, while the two chairs opposite it are 4 DEF and 4 BODY. Hardingdale's chair is a 5 DEF, 3 BODY high-backed wooden chair designed to support his weight. The most important detail of this room, however, is the trap.

**Trap:** The floor is wired into the room's power grid, and while N-Ray vision may observe the wires built into the floor, it is unlikely that most PCs will detect it. Hardingdale's first action will be to trigger the electrical shock device built into the floor from under his desk, which will deal 4d6 of NND electrical damage (defense is being grounded, having electrical powers, or hardened rED) to all characters in the room. If the PCs lack Danger Sense, this will do 2x STUN as if it were a surprise attack. Locating the trap is a Security Systems roll at -5, but the PCs do have to say they're looking. Deactivating the trap is only a roll at -2. Hardingdale will then behave as in the tactics section above, informing the guards of the PCs' hostility and fighting to the bitter end.

**5) Hardingdale's Bathroom:** The most obvious feature of this bathroom is not the classic wood paneling or the classic portraiture of prisoners on the walls. One of the largest bathtubs ever made rests in the northeast corner, taking up two full hexes and weighing over 1500 pounds. The cast-iron tub has 9 DEF and 10 BODY, and makes a potent weapon for PCs hurling it around. Getting it out the door of the bathroom might be somewhat difficult, however. Other than this, it's just a bathroom. Careful examination of the bathtub will reveal several dead skin samples belonging to Solomon Hardingdale.

**6) Inner Fence:** This barbed wire fence is electrified (2d6K). It has 3 DEF and 2 BODY. In a higher-powered game, feel free to increase the amount of damage the fence can do to compensate for the abilities of the PCs.

**7) Outer Yard:** The outer yard is not entirely detailed here, but about 30' off the edge of the map is another electric fence that surrounds the entire compound with similar guard towers. This is a flat, open fire zone. It is estimated that some 24 rifle shots will travel towards a PC on every Phase in which the guards can shoot. This can bring down even the toughest hero in *Champions* even if it's only one or two STUN at a time, so the player should probably be informed that running, flying, or leaping across the area if things turn hostile is not the smartest move.

**8) Records Room:** This room is filled with dozens and dozens of locked file cabinets with combination locks. These cabinets are built to be fairly tough and have 5 DEF and 3 BODY. In this room is also a computer and server mainframe that is linked to the rest of the computers in the prison network. If the PCs wish access to the information of any individual prisoner, they must go through the warden to do so. This room is locked with a security-code door (Security Systems at -3 to unlock). The computer desk has 5 DEF and 2 BODY, while the server object itself has 3 DEF and 4 BODY.

**9) Offices:** Each of these offices belongs to an officer of the prison who may or may not be a DEMON Brother, Morbane, or other operative depending upon the needs of the scenario. Turning the prison functionaries into DEMON forces doubles the deadliness of this encounter because of tactical positioning. It is not recommended that the PCs face a Morbane here. Each office has a desk and chair, along with a telephone and a computer. Desks have 5 DEF and 2 BODY, and the chairs have 3 DEF and 2 BODY.

**10) Staff and Guest Lavatories:** These bathrooms are spotless and well kept. If the PCs require the use of urinals or toilets as removable weapons (this will shut down water pipes throughout the prison) a urinal has 3 DEF and 4 BODY, while a full toilet has 4 DEF and 5 BODY. The sinks are built into the wall and are not removable.

**11) To Cells:** Traveling down this hallway leads to the cells which are not depicted on this map.

**12) To Helipad:** Traveling down this hallway leads to the upper floor helipad, which has four prison guards and its own checkpoint station. This area is also not covered here.

## Warden Hardingdale's House

Warden Hardingdale's house is on a quiet road in rural Pennsylvania, away from most civilization. This scenario assumes the heroes visited the prison first and that they have already defeated Hardingdale. If they have not, Hardingdale will call the police and tell them that a group of superpowered vigilantes may be prepared to attack him. Heroes should either have to face government supers, agents of UNTIL, or whatever the GM feels would appropriately respond to this level of threat for a high-level public servant.

At this point *Foxbat for President* ceases to be any kind of comedy and, instead, becomes something much darker.

Inside the house is a scene of long ago gruesome carnage. Warden Hardingdale's foyer is surprisingly clean, although a horrid, moldering scent hangs in the air, of musky blood and horribly dried flesh. As the heroes move into the living room, spread out on the floor is a scene that could easily have come from a horror movie. A teenage boy's corpse is spread on the living room floor, his entrails arranged in a pattern to spell "William Howard Taft." This is Warden Hardingdale's son, Timothy. There is blood all over the carpet, and there are spatters on the walls, chairs, and floor. There is a horrified grimace on the face of Timothy Hardingdale, his eyes open wide in death. A skilled detective (Forensic Medicine at -2) can determine that Timothy was kept conscious during his dismemberment and disembowelment, and probably forcibly held down by hand. The body is in the center of some sort of mystic circle, where the symbols lining the mystic circle are interspersed with the seal of the office of the president.

This really is a case where it is better to let the detective character in the group use his skills, rather than allow someone to use Retrocognition. This sacrifice occurred twelve months ago, requiring a PER Roll at -11 to successfully observe. Should someone be unlucky enough to do so, this is a scene of horrid, graphic violence where a young man is held down by his own father and several DEMON agents and brutally sacrificed on the floor of his own home with his mother and brothers watching, tied and unable to help. These sacrifices are acts of absolute evil, and gazing into it should not go unscathed.

Solomon Hardingdale's wife was sacrificed in the kitchen and his two fifteen-year-old boys in the television room, in exactly the same manner. These areas contain the same types of magic circles and places where there were obvious bloodstains in the center of the circle. A Forensic Medicine roll at -3 will tell the heroes that the Hardingdales were likely kept prisoner for a number of days before being sacrificed,

likely by the warden himself. Hard lines in the floor indicate that the legs of the wife and two of the children were brutally hacked off by some sort of large edged weapon (a machete, if they succeed by an additional 2).

Inside the house, the heroes may also find pictures of the warden and his family, which look distressingly normal, including the usual scenes of little league uniforms, group photos of the family, wedding pictures, and the like. Other than the fact that Hardingdale was a DEMON agent, he led an amazingly normal life up until the moment that he sacrificed his family, and himself, to trap the souls of undead presidents in the bodies of tuyeweras.

The basement contains several stone idols with mirrored mouths shaped like jaguars and a complex necromantic laboratory. Twenty-five sets of human legs are stacked neatly against the wall, including the legs of Solomon Hardingdale's wife, family, and distressingly enough, his own. Resting neatly on a bloodstained altar is a large thick series of stone tablets detailing the creation of tuyeweras. Tuyeweras are powerful undead that are normally used to guard tombs but are frighteningly efficient in their jobs as hunters of the living when given the right commands.

The stone tablets also detail the process by which someone may summon the god Tezcatlipoca to Earth, by sacrificing the servants of the Foxbat god. Assuming that other sacrifices of similar worth are also given up to the unholy god of the smoking mirror, upon the sacrifice of a servant of the Foxbat god in conjunction with the proper ritual, the deity is brought to Earth immediately. Unfortunately for your PCs, the tablets are written in ancient Aztec and are composed of pictographs. A skilled archaeologist (SC: Archaeology at -4) or a skilled cryptographer (Cryptography at -6) can decipher these things with time and effort. The base time for this endeavor is one month. Unfortunately, while the PCs are out in the middle of Pennsylvania, things are speeding towards a horrible conclusion, and they don't have as much time as they think, especially not a month. Remember that investigating the documents is difficult because they are difficult to transport. (Stone tablets are not known for their light weight and ease of portability.) While the heroes could simply take pictures of them, any occult research related to the tablets regarding their mystic energies or powers will have to be conducted in an appropriate mystic environment – either a lab devoted to the occult or the basement itself.

While the heroes have been investigating Warden Solomon Hardingdale, Foxbat is being kidnapped out of his hospital bed by the very agents who intend to sacrifice him, unaware of the Undead Skull's sinister plan.



If your PCs really like combat, eight undead presidents occupy the house which they will defend to the best of their ability. This is a tough battle for most PC groups, and the tuyeneweras have the advantage of mounting a concerted defense and being able to

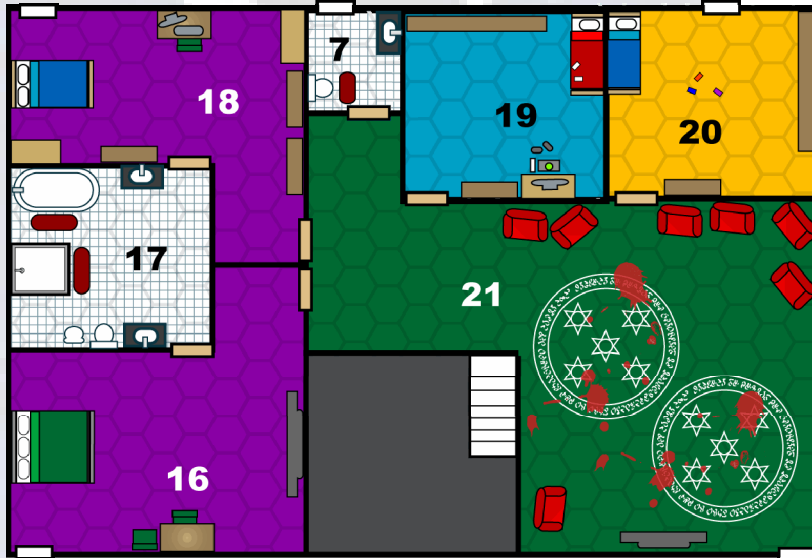
observe the PCs as they approach. This has the opportunity to destroy a lot of evidence, so be sure to assign the appropriate penalties if large portions of the house, or all of it, are wrecked.

## Map of Hardingdale's House



# Map of Hardingdale's House

## SECOND FLOOR



1 meter

## BASEMENT



## Map of Hardingdale's House

Solomon Hardingdale's house is a standard wooden home with walls of 4 DEF and 3 BODY. While durable, it is not terribly structurally sound. DEMON has relied on innocuousness. Unless otherwise stated, dressers have 5 DEF, 3 BODY and chests of drawers have 4 DEF, 2 BODY.

**1) Road:** This is Highway 331, a somewhat isolated stretch of road in Pennsylvania. At the edge of the road, at a gap in the fence, is a post office box. The post office box has rusted shut. All mail, it seems, is passed through the mail slot in the door.

**2) Driveway:** This wide, irregular gravel driveway leads up to the garage (Area 15) and the porch and steps (Area 4). Gravel is loose and somewhat sharp; if people have powers that require a thrown Focus of Opportunity, the driveway gravel suffices for this purpose.

**3) Yard:** This is an ordinary, large, fenced-off Pennsylvania yard. The ownership of the property goes beyond the fence, but the lawn is not mowed and the grass is not cut beyond the fenced-in area.

**4) Porch and Stairs:** This is a staircase that leads up to a door with a mail slot. Next to the door is a short front porch. The stairs are made of wood supporting slate slats. If combat should break out in this area, a slate slat has 6 DEF and 1 BODY. Any use of a slat as a weapon immediately shatters it upon impact.

**5) Foyer:** This wide open foyer has entrances into the living room, the dining room, the guest room, and the coat closet. There are stains of blood on the floor here, and the smell of mold and death is strong. From the foyer, the heroes can see the torso of one of the Hardingdale boys lying in the middle of a magic circle in the living room. Refer to the investigative text above. There is a mirror in the foyer with 1 DEF and 1 BODY and a small stand-like table with 2 DEF and 3 BODY.

**6) Coat Closet:** This is a moldy, dusty coat closet filled with moldy, dusty coats. None of them have been worn in a very long time. If the heroes visit the house before they visit the prison, this is an additional clue that Hardingdale may not be truly alive anymore.

**7) Bathrooms:** This house has several bathrooms located throughout it. They were all well kept up, though now there is a thick layer of dust on all the floors and mirrors. The toilet has 4 DEF and 5 BODY. The sinks in the bathrooms are not built into the wall, and have 4 DEF and 3 BODY.

**8) Library:** Solomon Hardingdale's library contains a large number of books on mysticism and the occult, as well as the usual selection of thrillers, novels, and how-to books. Those perusing any of Hardingdale's occult texts will realize that this man was a capable occultist, well read in a variety of diverse fields. Anyone trying to use Hardingdale's library to figure out any occult-related facts about Foxbat's demon-worshipping secret backers or about the scenario itself gains a +1 bonus to Skill Rolls while doing so. There is a flat table (3 DEF, 3 BODY) with a few esoteric books on it as well.

**9) Guest Bedroom:** This guest bedroom has a functional bed covered with dust that has 5 DEF and 5 BODY. This is a classic featherbed. Destroying the bed will produce a cloud of feathers that grants a -1 OCV penalty to everything in a 1" radius of the bed's impact. There is a dresser and chest of drawers here.

**10) Pool Room:** This room has a standard pool table in it, along with two wooden benches and some folding chairs. The pool table has 5 DEF and 7 BODY, while the benches have 4 DEF and 3 BODY. A folding chair has 2 DEF and 1 BODY. Currently, the pool table isn't racked.

**11) Pantry:** This room is filled with dusty jars and cans, on which most of the expiration dates have passed. In one corner is a large pile of boxes containing Herozone Super Ring Dongs which have a half-life of the solar system's expected heat death. No one's sure what's in them, but everyone's been eating them for years.

**12) Living Room:** This large open living room looks out on the back yard and is the central room of the house. It contains two large couches (DEF 4, BODY 8), a stone coffee table (DEF 6, BODY 5), and four plush, stuffed chairs (DEF 3, BODY 4). There is a large television set in the lower western corner of the room.

A teenage boy's corpse is spread on the living room floor, his entrails arranged in a pattern to spell "William Howard Taft." There is blood all over the carpet, and there are spatters on the walls, chairs, and floor. The body is in the center of some sort of mystic circle, where the symbols lining the mystic circle are interspersed with the seal of the office of the president.

**13) Kitchen:** This standard home kitchen contains a cooking area with a stove, oven, dishwasher, and a variety of typical household appliances. A small table rests against one wall. The stove is an electric range, and the house is heated by oil, so turning on the gas to blow up the house will be an ineffective tactic. The kitchen table has 3 DEF and 3 BODY. The dishwasher, which is much heavier, is not built-in and has DEF 4 and BODY 8. The dishwasher is currently empty. Spread out on the floor of the kitchen are several sheets of paper covered with writing in an ancient script (Aztec). Anyone who speaks Aztec can easily understand this as a complex ritual which somehow summons the souls of former U.S. presidents and traps them in the bodies of tuyeweras.

**14) Dining Room:** This large room contains a massive dining room table with enough room for twenty people. (The most people that ever sat here were nineteen: the Hardingdale Family, a Morbane, and twelve DEMON Brothers, most of whom were active in the Pennsylvania area. They were also the ones who performed the sacrifices.) The dining room table has 6 DEF and a massive 15 BODY; it's very heavy and has seven leaves. Also in the dining room are twenty chairs, each of which is fairly heavy with a DEF of 5 and a BODY of 3. Against one wall is a silverware cabinet filled with silverware, plates, and serving materials. This awkward monstrosity has a DEF of 4 and a BODY of 4.

**15) Garage:** Inside the garage are two dust-covered vehicles, a 1984 Honda Civic and a 1973 Dodge Dart on wheel blocks. The Dodge still can't move, though. There is a toolbox, covered with dust and almost never used.

**16) Master Bedroom:** This large bedroom contains a king bed, a desk, chairs, and a moderately-sized television. The king bed is DEF 4, BODY 9, a massive piece of antique hardwood furniture that probably has never left this room. The desk and chairs are similarly old. The desk has a DEF of 5 and a BODY of 7, while the chair has a DEF of 5 and a BODY of 4. All of these objects have cast-iron fittings and metal bolts.

**17) Master Bathroom:** This bathroom contains a similar bathtub to the one on the prison map, above. This cast-iron bathtub has 9 DEF and 10 BODY. This bathroom has a separate shower and two sinks, one on each side. There's even a bidet. The bidet has DEF 4, BODY 4 and is easily wrenched free due to loose tiling.

**18) Bedroom:** This bedroom on the other side of the master bedroom is just as large, but not nearly as well furnished. This room has a queen bed with a DEF of 5 and a BODY of 6 and two small chests of drawers with a DEF of 3 and a BODY of 3. This room is filled with books on sports and the various sciences, and includes a thick pile of college applications on the cheap desk (DEF 3, BODY 2). There is a computer on the desk. There isn't any useful information on it, though the occupant of this room was downloading a fair amount of pornography.

**19) Bedroom:** This bedroom contains a twin-size bed and a variety of video-gaming gear, including the Mindzapper 2000 video-interaction helmet. The twin bed has a DEF of 4 and a BODY of 5, while the gaming system is easily destroyed. There is an extensive collection of posters of various supervillains on the wall. Choose supervillains appropriate to your campaign, especially if there's one the PCs don't like.

**20) Bedroom:** This much more traditional bedroom contains a twin-size bed (see above) and a variety of model rockets hanging from the ceiling, along with a great deal of model rocketry equipment. The walls are covered with posters of aeronautics and aviation, and the room's ceiling is painted with the constellations. (Careful observation of the ceiling will reveal that several of the constellations are drawn in alignment with various occult themes, with a PER Roll at -2.)

**21) TV Room:** This room's dominant feature is a large 52" television set, complete with a home theatre system. The chairs in the room (DEF 4, BODY 3) have been cleared aside for a large pair of ritual circles in the center. There is a significant amount of blood on the carpet here in four large pools, two in each circle.

**22) Basement:** This area is described in more detail in the investigation section above. There are twenty-five stone tablets surrounding the outside of the basement, ringing a sacrificial stone table and a stone table covered with sacrificial and ritual implements. The stone tables are DEF 7, BODY 8. They are massive chunks of natural, irregular basalt. The stone tablets stand five feet high each, are DEF 5, BODY 5, and are covered with Aztec symbols. The scent of blood is hot and musky here. It is clear, even without an ounce of detective work, that horrible things have taken place here. Behind each stela is a small canopic jar filled with the internal organs of the people who have been turned into tuyeweras. Destroying the jar has no effect immediately, but if the tuyewera housing the slain victim is destroyed, the soul trapped inside goes to whatever fate awaits it.

## Stealing Foxbat

While the heroes are out of town, the DEMON cell attempts to kidnap Foxbat out of his hospital bed late at night. If, however, the heroes are smart enough to post additional guards on Foxbat's room (or if the heroes have incredible teleportation powers), there may be a massive battle during the attempt. For that purpose Foxbat's hospital floor is mapped out here. DEMON will send four teams of DEMON Brothers to kidnap Foxbat plus four Morbanes. This is a massive strike force, and if the PCs are split up, it is unlikely that the heroes will be able to succeed against it. You can handwave this part of the scenario if the heroes properly investigated everything.

The DEMON agents' plan of attack is to sneak in through the elevators and the stairs and secure the main corridor while "escorting" a subdued Foxbat into an unmarked van five floors below. (Actually they're going to throw him out of the window. But, hey, he's sedated – and there's an air magic Morbane there to catch him.) This plan assumes that the DEMON forces are far better equipped than the Secret Service and far better protected. If the Secret Service in your game world is tougher than usual, add more Morbanes, demons, and other creatures to bring the assault up to speed. DEMON does not care about civilian casualties except insofar as it keeps their members out of prison, so they will be careful not to slaughter civilians unless those civilians directly interfere with their plans. Use the stats for Manny, Joe, Raul, and Ted for Secret Service agents present.

Foxbat is assumed to be sedated during this encounter, although Harmonious Fist and Leroy are not. Leroy is, however, asleep in the room next to Foxbat, in his Awesome Exo-Skeleton. The DEMON Brothers and their Morbane allies are all trained in teamwork and have the Teamwork skill at 14-. This makes the encounter far more dangerous without significantly increasing the number of opponents.

Allow the PCs to decide where they are, what they're doing, and so on. The GM decides whether a daytime or nighttime assault would be more beneficial to the DEMON side. If you are so inclined and all the PCs are not there, you can allow the players to run Harmonious Fist and Leroy, and other players to run the DEMON agents. There are a total of 32 DEMON agents and 4 Morbanes. Three Morbanes go with a team of 9 agents each, one for each team, while five agents remain behind on the ground to protect the Morbane below.

The breakdown of DEMON agents is as follows:

- Morbane #1: Standard Morbane
- Morbane #2: Standard Morbane
- Morbane #3: City Magic Major, Illusion Magic Minor
- Morbane #4: Elemental Magic Major, Other-World Magic Minor

Morbane #4 is protected by five Super Powered DEMON Brothers and waits outside the hospital while the others go in. Choose Super Powered DEMON Brothers appropriate to your PC group. DEMON isn't stupid and won't send a group that will be ineffective.

Each of Morbanes 1-3 has a single Super Powered DEMON Brother and eight rank-and-file DEMON Brothers of the GM's choosing. If the PCs gasp about how much force this is and they haven't figured out what DEMON is up to or they have a colossal amount of teleportation powers, just tell them that it must be a really big plan and cackle evilly.

Unorthodox combat methods are possible. If there is a roadblock, an exceptionally strong DEMON agent may simply fling Foxbat through a window and hope that people below will catch him. Determine what type of assault will be best for your game. Some GMs may prefer to run this encounter during rush hour with thousands of people around in order to create the most chaos and threaten the most innocents, while others would run it commando-style late at night when guards are fewer. If the GM has access to the online supplement that contains every Morbane combination possible, it would be wise to choose at least one Morbane with Major City Magic if you want to make the scenario harder. It is not recommended that all three Morbanes have Major City Magic; the PCs will likely be wiped out if this is the case. One Morbane should also have Major Transportation Magic. While it's not as effective for their plan if Foxbat is simply spirited away, it is a tertiary last resort. All the DEMON agents and Morbanes have a subvocalization High Range Radio under their hood and robes. Magic doesn't mean stupid; they can and will talk to each other. Remember that DEMON has to fight Leroy and Harmonious Fist in addition to the PCs, which is why there are so many people here.

## The DEMON Agents' Plan

First, a trio of unmarked black vans pulls up across the street directly under Foxbat's window.

The DEMON agents, armed to the teeth, move towards the front door of the hospital and the exit doors on the sides. If any of the heroes are outside, combat will occur here. The DEMON agents will coordinate attacks, targeting the characters that can generate the most firepower first. The DEMON agents will simply blast open the hospital doors and charge up the stairs, while the third group of agents enters the elevator bank and shoots anyone who dares to oppose them. The City Magic Morbane and his team will walk straight into the hospital through the front doors. A Morbane with Major Elemental Magic remains below under Foxbat's window. His entire purpose is to catch Foxbat once they blow a hole in the window from above.

(Why above? Why wouldn't the Morbane just blow a hole in the window from the ground below? Well, True Believers, this may seem stupid, but the Morbanes really don't care about any of Foxbat's associates. The Morbanes also know that Foxbat is completely crazy. Therefore, blowing a hole from below is a last resort. Why would one want to make it obvious that he's being kidnapped when he might be able to make it look like Foxbat jumped out the window to avoid being kidnapped? Remember, the scenario is dependant on the idea that Foxbat has *good* press and that people are starting to believe that this man *could* be president. DEMON sabotaging the symbology of their own sacrifice would be mystic stupidity.)

The elevator door opens, and the DEMON agents charge out into the corridor from both sides, effectively trapping heroes, orderlies, and others in a corridor of doom. Anyone moving back and forth down the corridor will be shouted at to get down, and the DEMON agents will proceed towards Foxbat's room. Anyone who does *not* get down (heroes, Foxbat's minions, an ornery orderly the GM might

throw in because the NPCs are really tough) will be the subject of massed wand fire. The DEMON agents will attempt to make their way down to Foxbat's room, blow a hole in Foxbat's window, and toss the heavily sedated villain to the Elemental Magic Morbane below.

Run the combat normally. If the PCs win the day, fantastic – Foxbat is saved. Try kidnapping Foxbat again later using a single Morbane with Major City Magic and a well-aimed mace, preferably when the PCs aren't around.

As soon as Foxbat is out the window, the DEMON agents will proceed back the way they came. No DEMON agents take the elevator; they all run down the stairs as quickly as possible, barring still-conscious heroic resistance. The DEMON agents in this scenario are there to kidnap Foxbat. They aren't interested in *coup de-gracing* or killing downed heroes. While that's a big feather in an agent's cap, it's not worth life in prison when your plan is to get in, kidnap Foxbat, and get out. Plus, True Believers, once again, it's a Foxbat story. People shouldn't be dying left and right during the actual action. If any of the PCs are still conscious by the time this occurs, the vans will all line up and periodically rearrange themselves **while** DEMON agents fire spells and wands out the back. Enacting a dramatic game of "the shell game" while

the heroes give chase is an awesome ending to this part of the adventure, assuming that the PCs aren't already mashed flat.

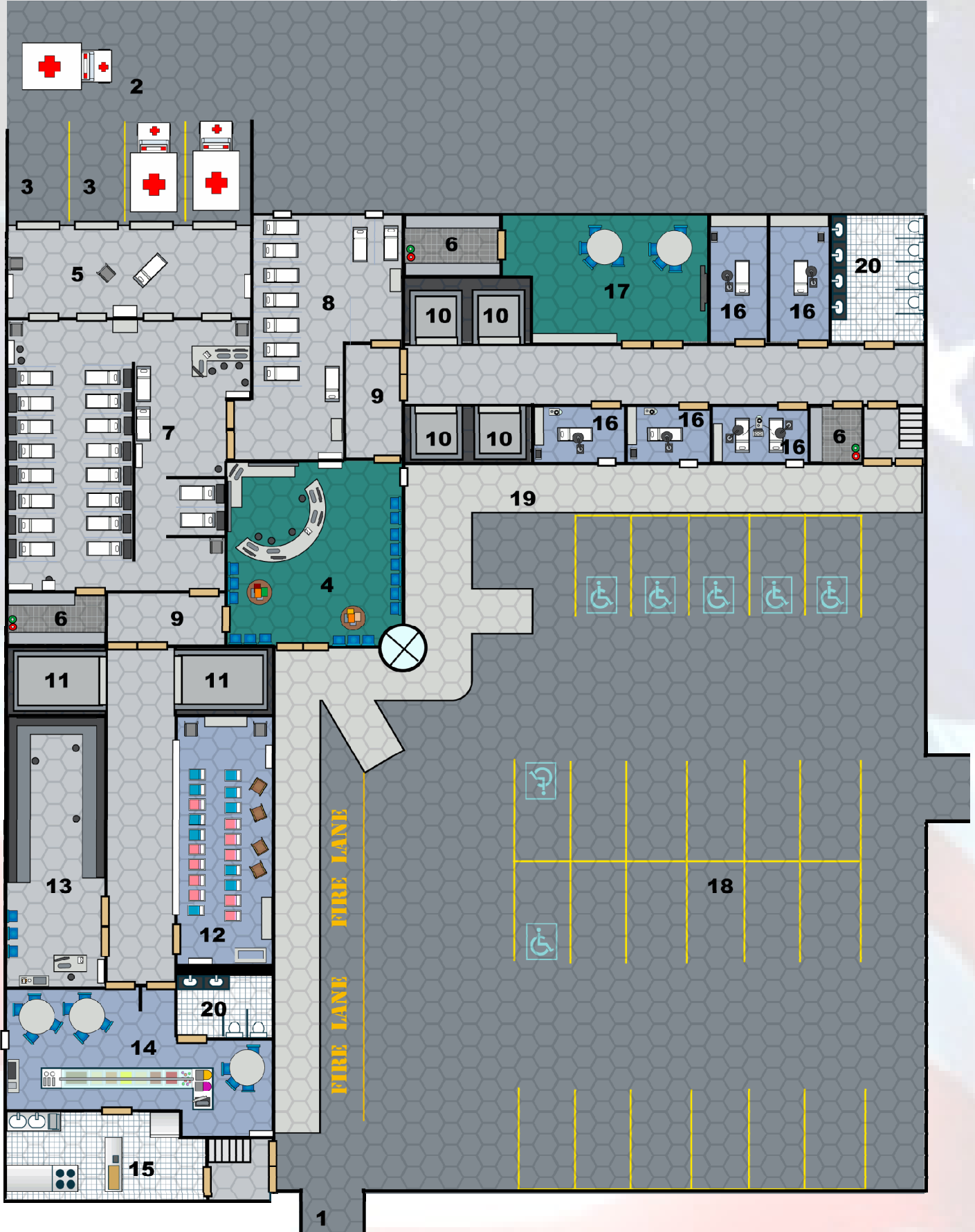
If all goes as planned, Foxbat's been captured, and the heroes will discover that the DEMON agents here have all been brought in from other cities (cities from the other side of the country, large cities on another continent, and so on) and that they know nothing of the operation beyond kidnap Foxbat and get out, plus the drop point. What plan could be so sinister that DEMON cells all across the nation are willing to work together and sacrifice their best combat troops? If any Morbanes are captured, see page 36: **Where, Oh, Where, Has My Foxbat Gone?**

### Fighting in a Hospital

Fighting in a hospital is extremely dangerous. Missed shots can hit patients or personnel. There are innocents in the area 24 hours a day. The villains don't care about these people. However, heroes may not be able to use their powers to the fullest. Fire suppression is at a premium; people who generate a lot of heat may activate the sprinkler system, turning their powers off. A stray shot could hit a tank of oxygen, potentially causing a fire hazard or even an explosion. This is possibly the single worst place for a super battle one could imagine. There are sedatives and syringes filled with unusual things that could affect heroes or villains alike. Keep these things in mind while running this encounter. It's very easy for people to get hurt. On the bright side, at least the characters are already in the hospital.

# Map of the Hospital (Ground)

1 meter



# Map of the Hospital (Floors 2 - 6)

1 meter

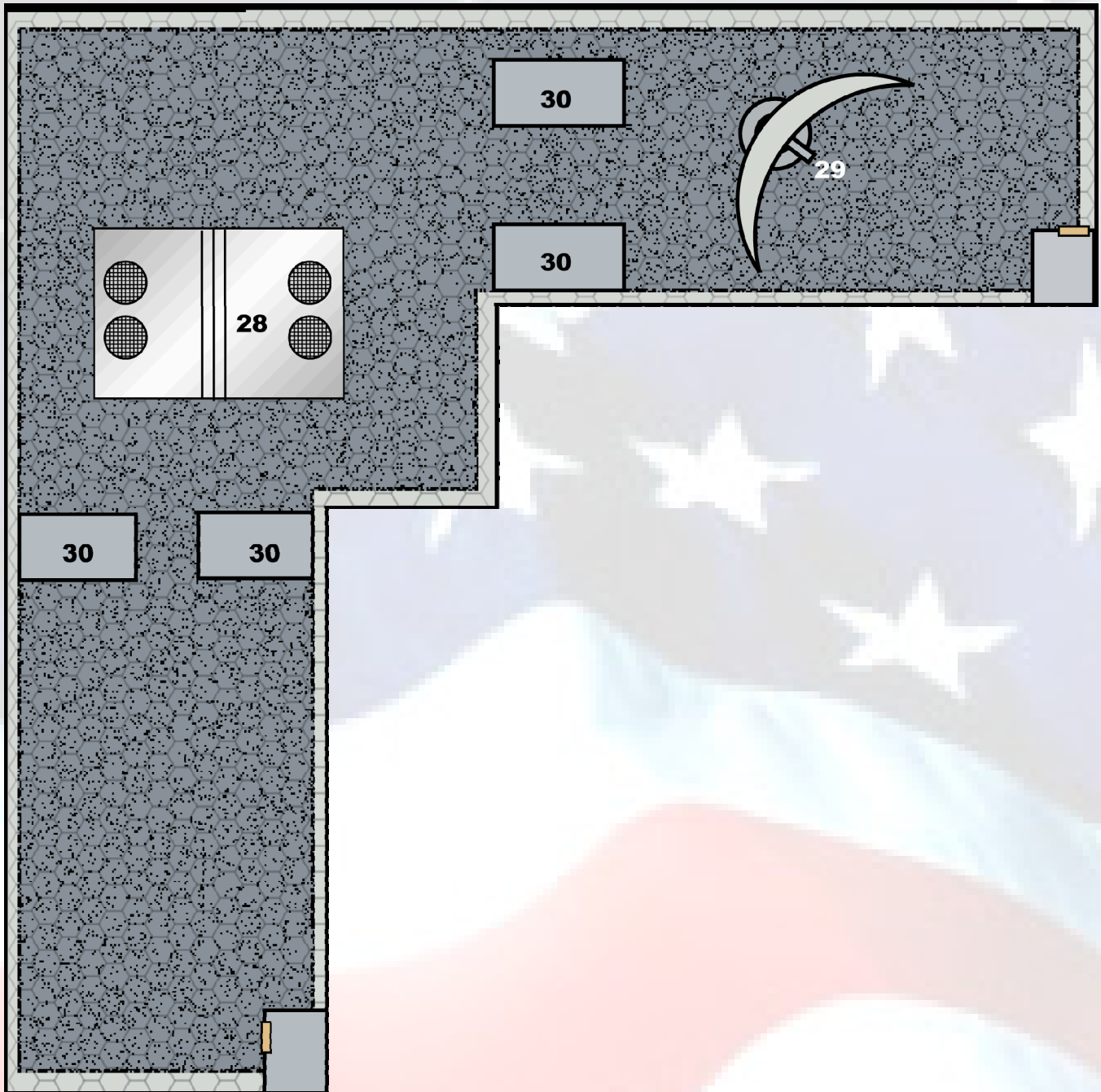


## Hospital Notes

Most hospitals, this one included, are built to withstand major earthquakes and other disasters. The outer walls have 12 DEF and 8 BODY, as do floors/ceilings. Inner walls have 7 DEF and 5 BODY. Standard doors have 5 DEF and 3 BODY. It's not an easy place to smash through. The basement of the hospital is not detailed. Mobile gurneys have 4 DEF and 3 BODY. Hospital beds have wheels. Each of these heavy objects has 5 DEF and 7 BODY. There are some locations that are on multiple floors, such as the emergency stairwells, the elevators, and the bathrooms. They retain the same number markings as those on the first floor. All of the windows in the hospital are DEF 4, BODY 3. They are composed of extremely thick glass, and are designed to keep patients from jumping out the window. Beyond the glass, outside the windows, are thick metal bars that are DEF 4, BODY 4. This is another tactic designed to keep patients from jumping out the window.



# Map of the Hospital (Roof)



## Map of the Hospital

**1) Road Access:** Due to the size of the maps, the road is not actually mapped here, but these driveways lead to the street where the DEMON vans are parked.

**2) Ambulance Access:** This road narrows and drives down to the street, around the corner from where the DEMON vans are parked.

**3) Ambulance Bays:** The hospital has four ambulance bays which may or may not be occupied at the GM's discretion. Ambulances are statted in *The Ultimate Vehicle*. The ambulance bays have sliding doors that lead into the ambulance preparation area. These doors have 3 DEF and 2 BODY.

**4) Reception Area:** This is a large reception area that encompasses the front of the hospital along with the entrance. The front is occupied by two swinging doors and a revolving door. The swinging doors have 5 DEF and 3 BODY, while the revolving door has 7 DEF and 6 BODY. However, dealing even one point of BODY to the revolving door locks it in place and it can no longer rotate. There are several rows of chairs here. All of the chairs are cheap plastic with 2 DEF and 2 BODY. Above the rows of chairs are a row of video monitors. The monitors have 3 DEF and 5 BODY. The dominant feature of the room is a large semicircular desk behind which two nurses sit, working on their computer screens. The desk is a colossal, heavy affair, requiring a 35 STR to lift, and has a massive 9 DEF and 12 BODY. Two hospital orderlies and a security guard are usually present in the reception area.

**5) Ambulance Arrival/Emergency Room Prep:** This is the area where ambulances unload and paramedics clock in, handle supply switches, and load people onto and off gurneys. Recessed into the back of the area are four sliding doors with security-code locks, in the event of something being released into the public atmosphere. The sliding doors have 8 DEF and 10 BODY, and the security-code lock requires a Security Systems at -5 to bypass. There are several small cabinets along the wall with first-aid kits and a combination-locked safe with six defibrillators in it.

**6) Cold Storage:** These areas have a lower refrigeration temperature and are regulated to keep certain things at specific temperatures (blood packets, specific drugs, an organ temporarily awaiting transplant). Feel free to insert convenient drugs which may help the heroes if the battle is going poorly or hinder the hero with his Susceptibility/Vulnerability if the battle is going too well. The doors to the refrigeration areas are security-code locked with a Security Systems at -3 necessary to gain entry.

**7) Emergency Room:** This large emergency room is filled with computers, medical beds, and surgery cubicles. There is a series of computers along one wall where patients' vital statistics and medication needs can be called up or files opened for individuals who have just been brought in. There are usually 10-20 doctors, nurses, and patients total in the emergency room, along with several residents. All doors to this room are swinging, but because this is a superhero world, the doors can be covered with a hermetically-sealed stainless steel door that has 12 DEF and 7 BODY. If a virus were to get out, the emergency room will automatically lock itself down and seal off the area from the outside world. Bypassing a security-code lock is required to get into or out of the emergency room after the lockdown activates. The lockdown is controlled from the security offices directly, so Security Systems at -8 or an appropriate superpower is necessary to enter the emergency room once the lockdown is active. Medical computers are specially reinforced; these devices have 5 DEF and 3 BODY. There is a ring of pipes along the outside wall delivering oxygen to this room. A large enough attack capable of melting the pipes and/or igniting the oxygen will deal a RKA 4d6 Explosion from the point of destruction. The pipes have 3 DEF and 4 BODY. This room will likely be filled with innocent people at all times, unless the PCs have found some way to swiftly evacuate the hospital.

**8) Trauma Recovery:** This room is where patients who have just been removed from the emergency room wait for room assignments or until they are out of the surgical danger zone. This room is filled with people who are largely sedated, unconscious, or under the influence of various muscle relaxant-type chemicals. There is another line of reinforced computers against one wall. Another ring of oxygen pipes circles the room. (See the Emergency Room description for details.)

**9) Access Corridors:** These access corridors possess the same 12 DEF, 7 BODY doors that cover the emergency room from all angles with the same security-code locks. Just like the entrances to the Ambulance Arrival/Prep Room, these doors are hermetically sealed when closed also.

**10) Elevator Banks:** These are normal elevators for guests, visitors, visiting doctors, and the like. The elevators are not large enough to accommodate the hospital beds but can accommodate a gurney in a pinch. The elevator doors are DEF 6, BODY 6.

**11) Stretcher Elevator Banks:** These elevators are for patients in hospital beds who can't be put onto a gurney or who, for medical reasons, need to be taken to the operating rooms with all of their equipment. Superheroes who are larger than normal or who can't be peeled completely out of their costumes also fall into this category. These elevator doors are tougher than the other bank at DEF 8, BODY 6.

**12) Maternity Ward:** This area is also security-code locked at a -6 penalty. The door of the maternity ward is DEF 8, BODY 6, as is the thick sheet of glass which can be viewed along the inner hallway. Inside are dozens of babies in cribs. Two nurses maintain the maternity ward at all times. If Foxbat should somehow be mysteriously healed, he will try to kiss *all* the babies, regardless of how difficult it is to get inside. Most babies will cry\* at being kissed by Foxbat. Babies are fragile, and shouldn't be allowed in combat situations. If they are, either your villains are extremely cruel or your PCs are extremely dumb.

**Plot Option:** One of the babies is somehow important to a PC, or is the subject of the mysterious plans of mystics, geneticists, or other forces beyond the scope of this adventure.

**Plot Option:** One of the babies is being watched over by an ape in a woman suit. (See Karl's Krab Shack on page 14. She's his sister.)

**13) Security Offices:** These security offices are security-code locked with a Security Systems roll at -4 necessary to get in. There are always two security officers on duty in here, and there are security cameras for every room in the hospital. All the equipment is built into the wall and requires a Security Systems roll at -4 to disable. Monitor bays have 3 DEF and 5 BODY. Acquiring video information from the security system is made with a -3 penalty. All of the automated doors in the building, including the elevators, can be overridden from here.

**14) Cafeteria:** This area is filled with tables and chairs for patients and doctors. The same kitchen services both the patients upstairs and the hospital staff. Non-patients and staff have to pay, but patients have their charges added to their bill. Cafeteria tables have 5 DEF and 3 BODY, and chairs have 2 DEF and 1 BODY. This area is adjacent to the kitchen.

**15) Kitchen:** This well-stocked hospital kitchen has its own exit to the stairwell. It is patrolled by health inspectors every day and cleaned repeatedly to prevent the spread of disease. All fixtures are bolted to the floor or the walls, and food is cooked before being placed into large trays that are distributed to the cafeteria in Area 14. If a hero requires knives for any reason, the kitchen is full of them, along with various other cooking implements. The propensity for a massive food fight between the PCs and Foxbat's minions exists, of course, depending on circumstances, so feel free to allow PCs to sneak into the kitchen and resupply.

**16) Specialty Surgery:** These areas are filled with equipment related to various surgical disciplines. Much of this equipment is very heavy and most of it is either bolted to the floor or incredibly massive. Most such objects have DEF and BODY scores of 8-10/7-12 respectively, assuming the PCs have the ability to lift such heavy objects and get them through the door. These areas represent a variety of disciplines from plastic surgery to neurosurgery. None of these areas have a specialty in superpowered medicine.

**17) Doctors' Lounge:** This large area is where the doctors and other employees relax. There is a row of heavy-looking vending machines along one wall. Each vending machine is DEF 5, BODY 7. All the chairs are DEF 2, BODY 2, and the tables are DEF 3, BODY 4. The rightmost vending machine sometimes doesn't function and regularly eats money.

**Plot Option:** The rightmost vending machine is a robot spy for Mechanon. The powers and abilities of the vending machine are up to the GM.

**18) Parking Lot:** This large parking lot is where people leave cars while they are in the hospital visiting. Most check-in patients don't leave their cars in the hospital lot. The parking lot has no security for entering or exiting, and is open to the public. The GM should populate the lot with compacts, subcompacts, motorcycles, vans, and SUVs as he sees fit.

**19) Walkway:** This walkway leads from the parking lot up to the entryway doors. Simple analysis of the plants on the hospital side of the walkway will reveal that they are plastic, with 2 DEF and 2 BODY. They aren't really too good for breaking people's falls either.

**20) Bathroom:** This bathroom has a large number of handicapped accessible stalls. A urinal has 3 DEF and 4 BODY, while a standard toilet has 4 DEF and 5 BODY. The sinks are built into the wall and are not removable.

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\* most grown women, too

## Floors 2-6

**21) Hospital Room:** Each of these hospital rooms has two hospital beds, two television sets mounted in the corners of the room, and a bathroom. Place Foxbat in one of the rooms on the fifth floor. Select the room that will make the encounter the most fun for your PCs. The television sets have 4 DEF and 3 BODY but are easily removed from their wall mountings.

**22) Employee Lounge:** This floor has a doctors' lounge similar to the one on the first floor. However, the tables here are a little more solid at 6 DEF and 3 BODY, and the chairs are plusher at 2 DEF, 4 BODY. There is a row of vending machines and a microwave here, whereas on the first floor lounge, there is no microwave.

**23) Nurses' Office:** This large office contains two desks and two chairs, each with a computer that is password locked. These offices contain refrigerated units containing each patient's daily doses of drugs and pharmaceutical combinations. The desks are DEF 4, BODY 4, and the chairs are DEF 2, BODY 3. The refrigerated units require a Security Systems roll at -3 to get into, and the computers themselves require a Security Systems roll at -1.

**24) Television Room/Patient Recreation Area:** This is the area where hospital patients gather to relax and watch television, talk about their ailments, and spend time outside of their rooms. There are two large couches here facing a 52" television set in the corner. The couches are DEF 3, BODY 8. There are several chairs about the room, which are plush and comfortable (DEF 3, BODY 5), and several small, low tables with magazines on them (DEF 2, BODY 3).

**25) Waiting Area:** This large area is where visitors wait to meet patients. There are two large couches, one on each side of the room, each with 3 DEF and 6 BODY, and several chairs that are not nearly as well appointed as the ones in the patient recreation area. On the low flat tables in front of the couches are magazines and novels, everything from Don Maloney's classic *Defender Unbound* to "Modzilla Strikes!," a monthly magazine that theorizes about fashion for giant rampaging monsters. It also includes tips for smaller people on how to dress up like giant rampaging monsters.

**26) Floor Station:** This floor station has two chairs in which two nurses typically sit. There are two computer stations and heaps of paperwork. The floor station desk is ridiculously heavy, weighing in at 5 DEF and 15 BODY, but, yes, a hero can lift it and/or throw it if they are strong enough. This is a non-aerodynamic, unbalanced object, as it is awkward and extremely bulky. PCs who attempt to use this as a club take a -4 penalty to OCV due to a lack of balance. The chairs at these stations are DEF 3, BODY 3. If no one is at the floor station, the computers require a Security Systems roll at -3 to get into.

**27) Offices:** These offices are for doctors who work at the hospital. Each office is normally locked. Inside each office are a desk that is DEF 4, BODY 5, and three chairs that are DEF 3, BODY 3. All offices are carpeted. Each office also contains a bookshelf (DEF 2, BODY 3) that is covered with medical books from whatever discipline is practiced by the doctor whose office it is. The GM is encouraged to make up his own medical staff and decide whether or not any of them are present.

## Hospital Roof

**28) Air Conditioning Unit:** This is a colossal air-conditioning unit that regulates the temperature in the summer for the hospital. Regrettably, despite its great size, the unit is somewhat fragile, having 4 DEF and 15 BODY. Significant damage to this unit will create poor ventilation. This has the possibility of activating health conditions for people within the hospital. The unit is too large to be lifted or remain cohesive without Telekinesis, and it requires a Telekinetic STR of 40 to do so.

**29) Satellite Dish:** This large satellite dish pumps satellite television and internet into and out of the hospital. It is a massive, heavy object, weighing in at DEF 9 and BODY 15. It is balanced but still non-aerodynamic. Using the satellite dish (that requires a 35 STR to lift) as a Frisbee is not recommended.

**30) Elevator Banks:** These structures contain the operating mechanisms and pulleys for the elevator systems below. The cables have 7 DEF and 6 BODY, while most of the gears and mechanisms are considered to be DEF 8, BODY 5. The grill is locked, but the lock is easy to pick (standard Lockpicking roll). Destroying a set of cables or gears (one per elevator) means that elevator doesn't go up and down anymore, since the emergency brakes will lock the elevator in place. This will trigger all sorts of alarms and possibly a security lockdown from the security center if enough of the elevators are shut down at once.

## Where, Oh Where Has My Foxbat Gone?

There are a number of different means of finding Foxbat once he has been kidnapped. These methods are listed below. Your players may be able to locate Foxbat through other methods, like Mind Scanning, but it's important, as a GM, to ask the PCs if they *really* want to be in Foxbat's mind first.

**The Stone Tablets:** Deciphering the stone tablets may take a while if the PCs use SS: Archaeology. Use the Time Chart a little differently for this Skill if you have to, based on how dramatically appropriate you want to make Foxbat's sacrifice. The base time for deciphering the tablets is *one month*, as they contain weird runes and pictographs that don't actually match most languages, and even Universal Translator carries the same penalty as the archaeology skill. Work backwards along the Time Chart, depending on how much time the PCs want to spend. Of course, if they have an Aztec-themed mystic PC, they can move immediately to the final battle. The NPCs, of course, should know this and be prepared to sacrifice Foxbat immediately if such is the case.

The ritual is so long and complicated that it takes months to complete, but the ritual also indicates that mystic power is accumulating every time Foxbat makes a speech and that the route of Foxbat's appearances has been taken advantage of to gather mystic power from the adulation of everyone's favorite flying mammal. The center of the ritual appears to be a restored brownstone in the upper class section of town, belonging to Karl Von Stroheim. Investigating Karl Von Stroheim is easy; it only takes a basic Computer Programming roll to confirm that this name doesn't exist as an American citizen. A simple Deduction roll will confirm that Karl Von Stroheim has the same initials as Kerry Van Statten. What a surprise!

**Interrogating Captured Morbanes:** This is difficult but not impossible. Remember, Morbanes are regularly exposed to horrid creatures with tentacles and call slaving monsters with fangs, scales, and demonic powers "friend." It's difficult to find a threat that a Morbane will find credible. "Your masters have a low tolerance for failure" is irrelevant. If the captured Morbane is unable to find a way to escape, his soul is surely doomed, to be consumed by whatever nefarious horrors exist beyond the barriers of the normal world. If one of your PCs is "Repentance Man" or something similar, gives a phenomenal speech, rolls well on Persuasion, and convinces the Morbane to give up black magic and that only the true power of righteousness can save him at a -5, then this will get the heroes the information about the brownstone below. Otherwise, all Interrogation rolls for the Morbanes are at -7. The actual DEMON agents know nothing about the brownstone – only the drop point. They cave a lot more easily. (Interrogation rolls at -3 or Persuasion at -3. Removing the DEMON agents from the presence of the Morbanes reduces this to -2.)

**Hitting the Streets:** The drop point is located in a rundown section of town, not far from the seediest of dilapidated slums. The only people who live in this area don't pay rent because most of the buildings are only semi-habitable. Finding someone who may have seen what happened requires a Streetwise roll at -4. Getting the information from the DEMON agents above is also a possibility, assuming that the PCs managed to capture the driver of one of the vehicles. Once the PCs reach the drop point, they need to find a witness or witnesses who saw them pass off Foxbat and to what. This will be difficult, but a PER Roll at -3 will find that there is a homeless man in a nearby alleyway that saw the car that picked up Foxbat. His memory is foggy, however, unless plied with drink (Persuasion roll at -1) or telepathically probed (EGO 8). The homeless man's name is Randall Ironside, though this should cause PCs a considerable amount of consternation and hopefully a brief snicker. Irons saw the trucks drive up and deposit the sedated, half-drooling Foxbat on the ground, then several DEMON agents, a Morbane, and Kerry Van Statten stuffed him into a Volkswagen which drove off with a single black van escorting it towards the upper-class section of town. Only two DEMON agents were in the Volkswagen with Foxbat, while Van Statten, the two Morbanes, and the rest of the DEMON agents rode in the van. (Adjust these numbers if the heroes really trashed the DEMON agents at the hospital.

If the PCs make a Streetwise roll at -3, they can locate the general area in which Foxbat was dropped off, but finding the chop shop where the Undead Skull left the Volkswagen is a Streetwise roll at -5. Locating the chop shop is easy; however, locating the pieces of the vehicle is rather hard. The mechanics here are hard-working members of a local criminal organization and may be armed with a few pistols, a rifle, and a shotgun at the GM's discretion. These men are no match for the heroes, nor should they be. They are largely mechanics and will surrender as soon as the PCs enter the garage. The mechanics, if asked, will identify Kerry Van Statten as the man who brought the Volkswagen to the thieves with a simple Persuasion or Interrogation roll. (There's just no honor among thieves anymore) If one of the heroes has a street gang DNPC, he might be here, creating an effective problem for that hero. If any of the heroes has Retrocognitive Clairvoyance power, he may be able to use it on the remaining parts of the Volkswagen using the standard Time Chart modifiers. A successful roll at -7 indicates the location of the brownstone belonging to Karl Von Stroheim.

Door-to-door questioning in the upper-class section of town may also be effective (High Society at -1 to -5) in locating Foxbat. Asking questions of the local rich in the area of the brownstone will require a little politeness and kind conversation. Fortunately, the idle rich are just bored enough to allow superheroes into their homes without a fuss. Eventually, the heroes will make their way to the home of Olivia Beck, a bored middle-aged woman with nothing to do.

**Olivia Beck:** Olivia Beck is a middle-aged woman in her mid-40s who is still blonde, still beautiful, and still chasing handsome men half her age. (Choose a PC hero for Olivia to be taken with.) Olivia, once fascinated by someone, doesn't give up easily. She is easily the sort of person who will threaten to jump off high buildings unless her new paramour arrives, and may even go so far as to arrange a kidnapping by one of the heroes' enemies if she thinks it will win her the kind of love she thinks she deserves. Olivia is aware of Karl Von Stroheim's purchase of the house across from hers, and she's noticed strange people who aren't nearly so well heeled entering the building late at night. How perfectly strange that now a handsome stranger should arrive to rescue her from these dangerous ruffians.

Olivia may be a little unhinged, but she is really just lonely and, unfortunately, has a lot of money with which to encourage her delusions. If, for some reason, a PC should return Olivia's affection, she is completely faithful to him and marries him as soon as possible. The PC acquires 5 points of Wealth unless he is ridiculously wealthy himself. He must pay the Experience Point cost. Olivia is all too happy to protect the hero's secret in such a case and is thrilled to have everything she ever wanted in a man. Isn't true love grand, even if she is a little crazy?

**Background Checks:** Heroes or nearby NPCs with a KS: Supervillains roll should be allowed to make a roll at this point. Karl Von Stroheim is the real name of a German necromancer from World War II who could put his head on people's bodies and was no longer alive at the time of the war. Dubbed "The Undead Skull" by the press, Von Stroheim has been a relentless foe of truth, justice, and the American way ever since. If the heroes roll well enough on this roll, you can tell them a little bit about the Undead Skull and the sorts of things he likes to do to people. The heroes should be told that he is essentially a skull that rests atop the bodies of others while he preserves their heads elsewhere, but not the process by which he keeps his victims alive and retains access to their knowledge. That should come as a rude surprise if they haven't encountered the Undead Skull before.

## A Rumble in the Concrete Jungle

### Election Day

This is the final battle of *Foxbat for President*. Ideally, your PCs should arrive on election day during the hours of vote counting, though if DEMON thinks the heroes are onto them and know where they are, the ritual will begin at once, slowly gathering all the power of various mystical synergies built up into the strange obsidian altar. Foxbat will be on the altar in the cavern beneath the basement of the Von Stroheim home, although he will be screaming and calling for help when the heroes arrive. (Make his pleas for help as silly as possible; this is still an adventure where he's running for president. Be sure to include his promise to buy the heroes a delicatessen if elected: it warms the cockles of the author's heart.)

The remaining Morbanes and DEMON agents guard the ceremony throughout the house. There are a total of twenty-four DEMON Brothers, four Super Powered DEMON Brothers, and two Morbanes in the final encounter, plus the Undead Skull. This may seem like a lot, but remember to adjust for casualties encountered elsewhere in the adventure if you feel the NPCs are too tough for your heroes. There are also four tuyeweras, all lacking the Shape Shift of undead presidents, and Theodore Roosevelt, the toughest undead president of them all! This makes for a total of thirty-five opponents, making this battle exceptionally deadly. This is an extremely difficult fight, and your heroes may not win unless they fight intelligently, disable fast-moving opponents, and concentrate their firepower. If the PCs feel they may be outmatched, feel free to have Leroy and Harmonious Fist come along. They won't be pleased at having been beaten up and kicked around by DEMON, and will be itching for some payback.

*Note for the GM:* Remember that the villains are skilled and capable, and use teamwork. The Undead Skull will not stop the ritual until Foxbat is either A) rescued or B) dead. If the ritual is disrupted or Foxbat is rescued, the Undead Skull joins the combat at once.

## DEMON Tactics

DEMON will attempt to fight a holding action here. Under no circumstances will they allow the ritual to be interrupted. When they are this close to victory, they will reveal themselves for the mad, fanatical cultists they truly are. They will throw themselves in front of shots to delay the heroes or prevent the rescue of Foxbat, and create false withdrawals to force the heroes into ambushes and traps within the house. Unorthodox tactics by the heroes will likely be necessary to save the day. Run these DEMON agents like crack commando squads because they are the best troops DEMON has to offer. Unusual powers like Tunneling, Teleportation, and other methods of getting to the basement quickly are very useful in this scenario, enabling PCs to isolate the DEMON agents in key locations like stairwells and corners.

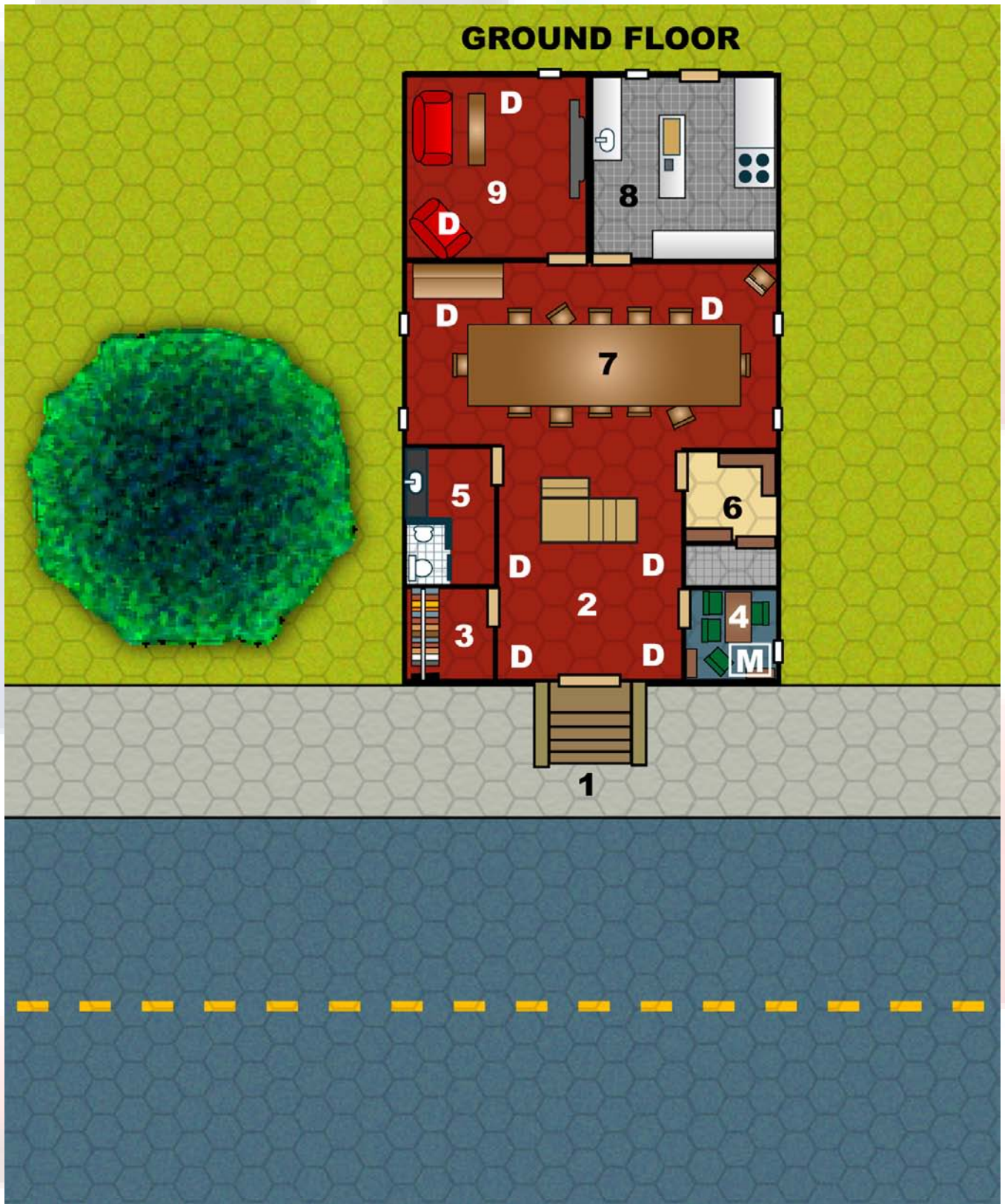
Morbanes will supplement the agents by using their powers to confuse, distract, and relocate heroes, creating illusionary sacrifices or victims which may actually be DEMON agents waiting to fire. Morbanes will withdraw to the ritual area if not defeated, so it's imperative that the PCs disable the Morbanes quickly.

## Brownstone Notes

The brownstone is designed to be representative of a standard brownstone typical to most East Coast cities and Chicago, all of which share the Cornelius Vanderbilt model of land development. If you feel this does not match the architecture of the location in which your game is run, please feel free to modify the map or use a different building. The outer walls are all DEF 6, BODY 5, and the inner walls are all DEF 4, BODY 4. The windows are DEF 2, BODY 2, but they are covered by steel grilles with DEF 5, BODY 3. All locations for DEMON agents are at the start of combat; once it begins, they should react. This is a dynamic, flowing combat, and once the PCs engage the enemy, there will be no rest until either the last opponent is defeated or the PCs generate a severe lack of opponents. If you feel the adventure is not tough enough, you can add a standard Demonhome in between the cavern and the brownstone – but this will probably be too much combat even for the toughest groups of heroes.

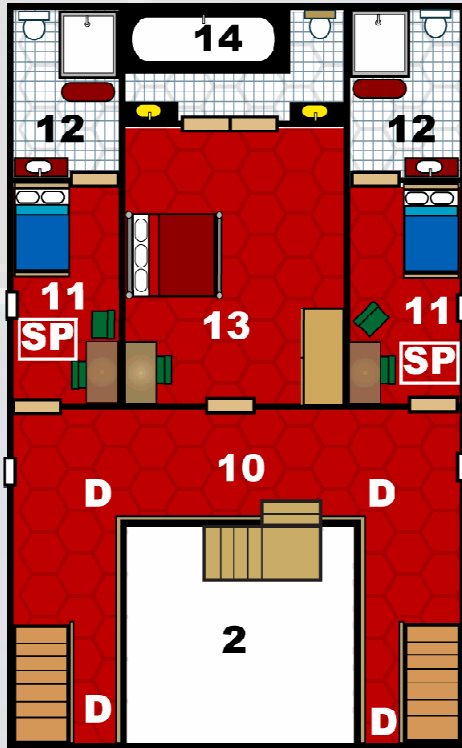
# Map of the Brownstone

⬡ 1 meter





### SECOND FLOOR



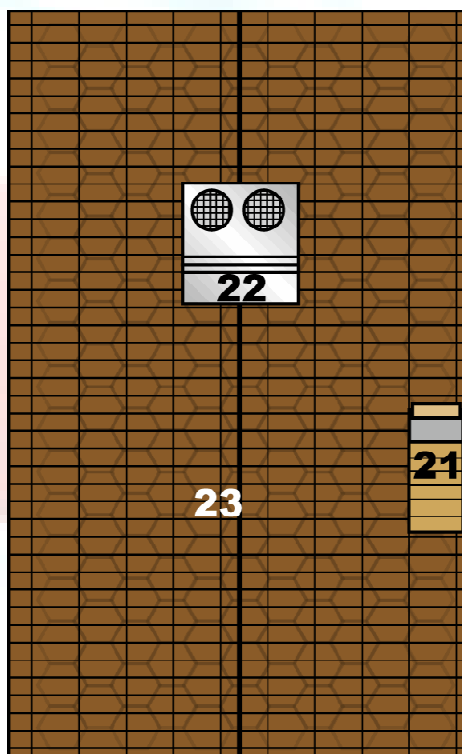
### THIRD FLOOR



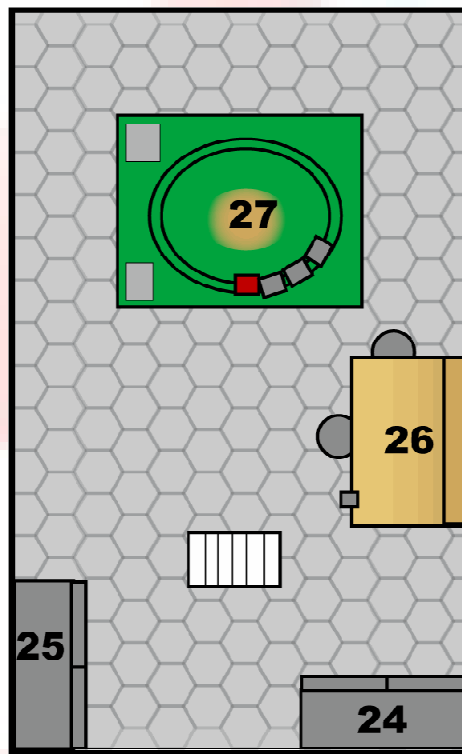
1 meter

**D= DEMON BROTHER**  
**SP= SUPER DEMON BROTHER**  
 = POSSIBLE EXTRA

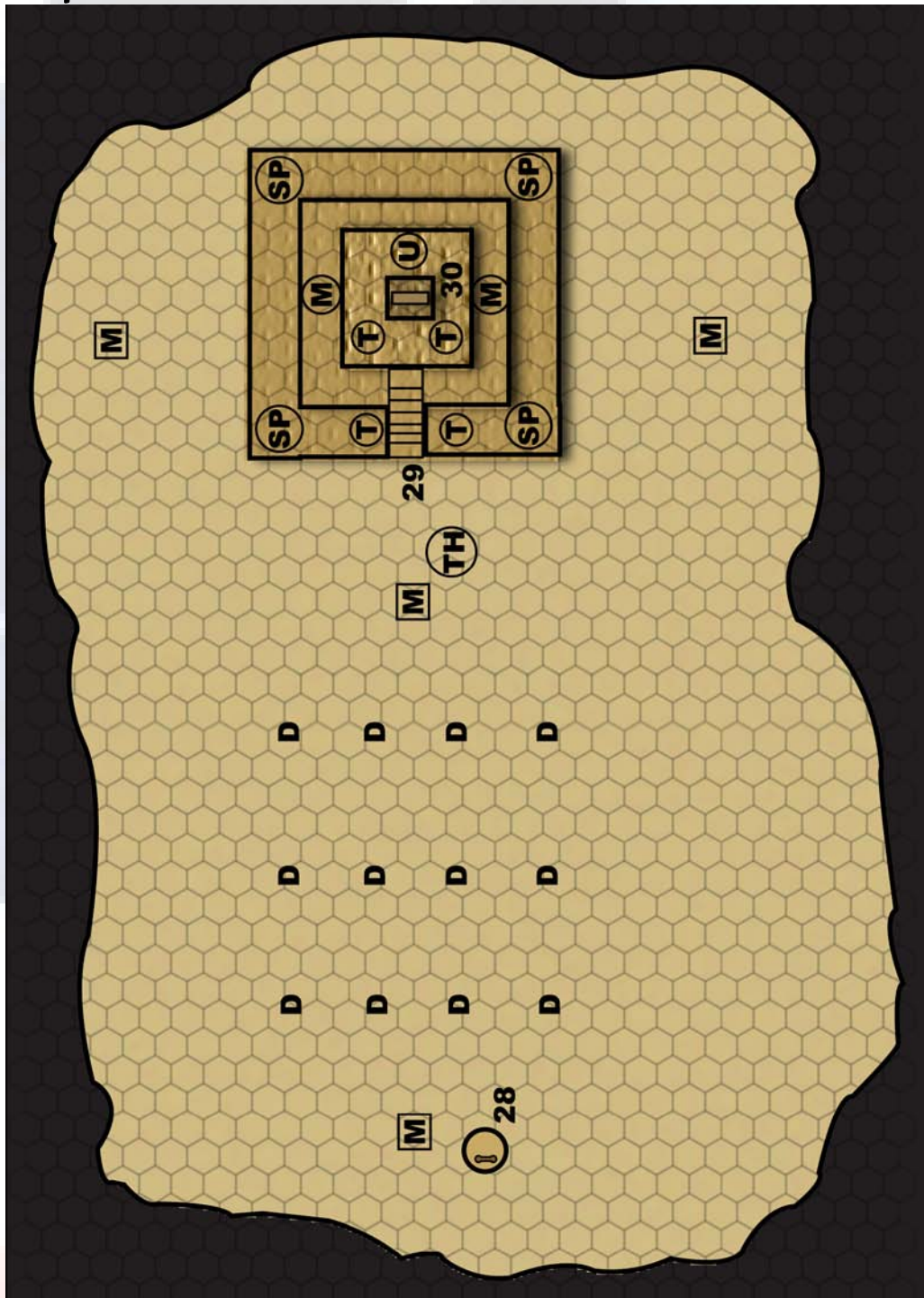
### ROOF




### BASEMENT



# Map of the Secret Cavern



**U= UNDEAD SKULL**  
**T= TUYAWERAS**  
**TH= THEODORE ROOSEVELT**  
**M= MORBANE**  
**D= DEMON BROTHER**  
**SP= SUPER DEMON BROTHER**  
**□ = POSSIBLE EXTRA**

 1 meter

## Map of the Brownstone

**1) Stairs:** These stairs lead up into the brownstone. There is nothing unusual about them; however, should the PCs get bogged down in a firefight of some sort outside, they do provide cover from the wings of the street. Assign a -2 OCV penalty to anyone trying to shoot at targets from an angle towards the stairs and a -4 to anyone firing at someone through the stone railings. The front door is DEF 5, BODY 4, and locked with a good deadbolt (-3 to Lockpicking).

**2) Foyer:** This foyer has an overhanging balcony (Area 10). If the DEMON agents are given a chance to mount some sort of concerted defense against a frontal assault, they will take firing positions behind cover on the balcony above. The left staircase leads downstairs, while the rightward one leads up to the balcony. This is a large, open, spacious area, lit by a large chandelier (DEF 2, BODY 7). Yes, this was put in just so swashbuckling PCs could swing from it. Normally, during the ritual, there are four DEMON Brothers in this room. The stairway to the upper level has brass fittings and is excessively ornate. The DEMON Brothers will move to the balcony to hold higher ground if they are the victims of a frontal assault.

**3) Coat Closet:** This is an ordinary coat closet. It contains a huge number of coats at the moment, primarily because DEMON is conducting a massively evil ritual in the hidden sub-basement. The coat closet also contains a DEF 4, BODY 2 metal hat rack. This is either a throwable object which is balanced but non-aerodynamic, or it can be used as a staff for people who possess the “Use Art with Staffs” Weapon Element of Martial Arts.

**4) Office:** This office contains a desk, a set of three chairs, and two bookcases. All of the books are frighteningly mundane, with titles involving accounting and other practices best left to the imagination of tax collectors. The desk is an antique rolltop affair with 3 DEF and 3 BODY, while the stout wooden chairs are 3 DEF and 4 BODY. The bookcases are 2 DEF and 2 BODY objects. There is usually a Morbane in this room.

**5) Washroom:** This is a standard washroom with a sink, a toilet, and a bidet. The floor is covered with plush carpeting, and the area is excessively luxurious. Oak paneling and ornate mirrors line the walls. The toilet and the bidet have DEF 4 and BODY 4. This washroom is excessively clean, as are all other bathroom areas in the brownstone.

**6) Storage:** This area contains numerous boxes and refrigeration units containing foodstuffs in excellent condition. They are not security locked, and there is nothing unusual about this area. However, it is an excellent place to hide for DEMON agents sensing an assault by heroes in order to flank them in the dining room.

**7) Dining Room:** This large, oak-paneled, shag-carpeted dining room is a testament to Victorian-era sensibilities involving dining rooms. There is a huge oak table dominating the center of the room, which is DEF 4, BODY 12. There is a cabinet against one wall containing fine china. The cabinet has 3 DEF and 2 BODY. There are usually two DEMON Brothers in this room. They will flip the table over if surprised and fight a holding action here, attempting to draw the heroes away from the ritual going on beneath them. There is also a large grandfather clock here, which is indestructible. It is much heavier than it should be, requiring a 40 STR to lift. The secret of the grandfather clock is up to the GM; however, in deference to the classics, a plot option is included below.

*Plot Option:* The grandfather clock is a gateway to a pocket dimension containing a powerful demon.

**8) Kitchen:** This is a typical expensive kitchen, complete with every possible appliance one might imagine. Characters with Focus of Opportunity as a Limitation should be allowed to make liberal use of this here. There is a kitchen table that is DEF 4, BODY 7. Unfortunately, the cooking counters are all built into the wall; however, a large number of utensils hang from the ceiling in one of the corners. There is a back door leading to a parking area for all the brownstones on the block.

**9) Sitting Room:** This is a room with a couch, a loveseat, a coffee table, and a large television set. There are two DEMON Brothers here, watching television, unless the enemies have been alerted. The couch is DEF 3, BODY 8, the loveseat is DEF 3, BODY 6, and the coffee table is DEF 2, BODY 3. The room is plushly carpeted, much like the dining room and the washroom.

## Second Floor

**10) Balcony:** This area contains a brass-fitted railing as well as three sets of doors leading to bedroom suites. The railing goes all the way around. Unfortunately, it also creates a zone of clear fire which the DEMON Brothers will be all too happy to take advantage of. The railing is DEF 3, BODY 3. There are usually four DEMON Brothers here.

**11) Bedroom:** Each of these rooms is a well-appointed bedroom with a bed (DEF 3, BODY 5); nice, if not excessively plush carpeting; a desk (DEF 3, BODY 6); and two chairs (DEF 3, BODY 3). The rooms are still oak paneled, and each of these rooms leads into a bathroom beyond. Each of these rooms is home to a Super Powered DEMON Brother; unfortunately, they are downstairs conducting a ritual, unless taken by surprise. Start them here if the PCs have gained the advantage of surprise.

**12) Bathroom:** These well-appointed, oak-paneled bathrooms contain a toilet, shower, and sink. The toilet and sink have DEF 3, BODY 4 each, if forcibly removed from their fittings. Like other bathroom areas, this is excessively clean.

**13) Master Bedroom:** This well-appointed, plush, shag-carpeted master bedroom appears to be rarely used. It contains a king-sized bed, at DEF 5 BODY 9, with cast-iron fittings and a canopy, a large desk made out of teak (DEF 6, BODY 12), a tall teakwood cabinet in one corner that is DEF 5, BODY 4, and is padlocked. Breaking the padlock or picking it (Lockpicking at -3) reveals that inside the cabinet is a strange-looking container device, bubbling away with greenish liquid, supporting Kerry Van Statten's still alive, weeping, and begging head. The device is set on a little wooden platform with some buttons and dials. He is obviously half-insane. Nothing in all his years as a DEMON Morbane prepared him for this horror. He is incapable of speech, and if telepathically contacted, knows only that the Undead Skull is doing something unspeakable downstairs. Several other similar devices are inside the cabinet, empty of liquid.

*Plot Option:* If the heroes still don't feel sufficiently motivated to stop the Undead Skull's plan, add a second machine with the head of a DNPC inside.

**14) Master Bathroom:** This large, well-appointed bathroom contains a bathtub large enough to fit three people, a pair of gold-fitted sinks, and an oak-paneled ivory toilet. The bathtub is built directly into the floor; the sinks are DEF 2, BODY 4; and the toilet is DEF 3, BODY 4. The bathroom is beautifully tiled in black.

## Third Floor

**15) Drawing Room:** This is an upper-level gathering room with two small couches, a divan, a loveseat, and small paintings on the walls of Victorian gentlemen. The couches are DEF 4, BODY 6; the divan is DEF 4, BODY 5; and the loveseat is DEF 4, BODY 4. The floor and walls are oak paneled, and the area looks out on the front of the street through a large window.

**16) Guest Room:** This room is a well-appointed bedroom with a bed (DEF 3, BODY 5); nice, if not excessively plush carpeting; a desk (DEF 3, BODY 6); and two chairs (DEF 3, BODY 3). These are rooms where the Morbanes stay when in town. The Undead Skull doesn't like to keep them around for too long, lest his impersonation slip.

**17) Temperature-Controlled Wine Storage Area:** Many DEMON Brothers are ardent wine connoisseurs, so a room of the brownstone was devoted to the storage of rare and unusual vintages. This room is temperature controlled to be exactly 42 degrees at all times, and the door is always locked with a security-code lock (Security Systems at -2 to enter). If a hero is greedy (or a wine connoisseur himself) the collection is worth close to 300,000 dollars. The walls of this are DEF 7, BODY 7, and contain high-tech refrigeration and temperature units. The wine is fragile. Exposing the bottles to combat will lead to lots of misery for the DEMON Brothers or for any sophisticated PC.

**18) Guest Room:** See location 16

**19) Guest Room:** See location 16.

**20) Display Hall:** This area contains several paintings hanging on the walls, some of which are worth a great deal of money. Choose paintings appropriate to your game. The hall contains five sculptures of various characters in the GM's world. They are exquisitely designed, perhaps well designed enough to be used for sympathetic magic, mind control, or the like. They are all life-size. Each statue has DEF 7 and BODY 10, and is made of solid steel.

*Plot Option:* One or more of the statues actually are superheroes from your game world, frozen in time by DEMON's nefarious magics.

## Roof

**21) Rooftop Access:** This area is the entrance to the roof. The door is locked with a security-code lock (Security Systems at -3 to open), and the door itself is 7 DEF, 3 BODY. The stairs lead down to the third floor.

**22) Air-Conditioning Unit:** This air-conditioning unit is constantly in operation, and has 5 DEF and 6 BODY. The air-conditioning unit performs two functions: it keeps the area at a reasonable temperature, and it regulates the temperature of the Wine Storage Area (Area 17). If the air-conditioning unit is disabled, the wine will go bad much more quickly.

**23) Roof:** This roof is covered with water-repellent tarred shingles designed to slough off and keep water away from the building. The area rises slightly in the middle to keep things away from the air-conditioning unit. As the building has cable television, there is no antenna on the rooftop. If the heroes alert DEMON prior to the assault for some reason, two DEMON Brothers will be relocated to the roof for aerial observation duty.

## Basement

**24) Storage Cabinets:** These storage cabinets contain tools and equipment for working on hardware and electrical wiring within the house. They are not security-padded. The cabinets have 3 DEF and 3 BODY. A hidden lever behind these cabinets (PER at -5) slides the model train set aside to reveal a hidden tunnel and ladder descending straight down. PCs who open the tunnel will hear chanting coming from below...

**25) Storage Cabinets:** These storage cabinets contain tools and equipment for working on model trains. This cabinet is security-code locked (Security Systems at -2 to unlock). The cabinets have 3 DEF and 3 BODY.

**26) Model Train Work Area:** It is obvious that this area is designed for the painting and assembly of model railroad cars, along with the design of terrain for model train sets. Someone has been very meticulous in this practice for many years, though currently nothing is in the middle of being assembled. The table has a DEF of 3 and a BODY of 5.

**27) Model Train Set:** This model train set is extremely ornate, complex, and must have been incredibly difficult to build. Disrupting it is very easy, but the table it is placed on must be very heavy indeed, having 9 DEF and 9 BODY. N-Ray vision sees through the table easily, revealing the hidden shaft beneath, but moving the table aside requires a STR of 45. The model train set is three levels high, with different trains running back and forth on it to various points.

## Ritual Area

**28) Secret Ladder Shaft:** This 2-meter wide shaft with a ladder built into it extends down for 30 meters. The ladder releases a catch when someone reaches the bottom, sliding more ladder down into the ritual area below. This area can become a deadly fire zone if the heroes are not careful and don't get down the tunnel quickly. With DEMON agents and Morbanes attacking them from both sides, the PCs had better have a fantastic plan to get out of danger.

**29) Underground Cavern:** This large underground cavern is the source of DEMON's ritual to call Tezcatlipoca to Earth by sacrificing the representative of Tezcatlipoca's enemy, Foxbat, who now has thousands of loyal followers! The area is dimly lit by hazy lights and there is a faint smell of incense in the air, with a ziggurat at the back of the cavern about the size of a large shed. There is a faint sheet of sand and dirt over the cold stone of the cavern, and the villains will be prepared to engage the heroes and sacrifice themselves. Note the starting positions of NPCs.

When the PCs emerge into the area, start combat immediately. DEMON probably won't be surprised unless the PCs have a really good idea where to look and a way to transport the whole team in instantaneously. The cavern is large but slightly unstable. Any Move Through or Knockback that deals more than 15d6 of damage to the walls will cause the cavern to collapse on everyone, dealing an equal amount of damage to the amount of Knockback damage dealt on an 8- every time such an effect occurs. The DEMON Brothers will concentrate firepower while spreading out to minimize the effectiveness of using Spreading, use Teamwork, and soften the heroes up for the slowly advancing tuyeweras, undead Theodore Roosevelt, the Super Powered DEMON Brothers, and the Morbanes. The Undead Skull will continue his ritual until Foxbat is rescued.

If combat lasts four Turns, Tezcatlipoca arrives as the Undead Skull sacrifices Foxbat. The Super Powered DEMON Brothers and Morbanes will work to confuse and harry tough targets, fighting as hard as they can to keep the PCs away from the ziggurat. They will use all of their power to stop the heroes, as angering Tezcatlipoca is surely fatal anyway. Little do they know that the Undead Skull intends to use the ritual to steal the god's power for himself. If the heroes capitalize on this fact and can make a persuasive argument, allow the Morbanes to make a KS: Occult roll to realize the correctness of this position. Then all hell will break loose as everyone tries to get to the Undead Skull before he sacrifices Foxbat and becomes one of the most powerful beings in the world.

**30) The Ziggurat:** This small ziggurat (2 meters high per level) resting at the back of the cavern has 12 DEF and a massive 40 BODY. Many of the most powerful beings in the combat are standing on it at the start. The Undead Skull's Force Wall will probably prevent immediate rescue of Foxbat, and the other Morbanes and DEMON Brothers will intervene to protect the caster in any case; providing that it is not revealed that the Undead Skull has betrayed DEMON. Destroying the ziggurat interrupts the ritual, but this may take quite a few shots. The villains will gleefully defend the ziggurat against attack, even throwing themselves in the way if it looks like the ziggurat might be destroyed. On the altar at the center of the ziggurat is Foxbat, presided over by what looks like Kerry Van Statten, though if hard pressed, he will revert to his Undead Skull head while still on Van Statten's body and curse the heroes while they all look on in horror. All the while, Foxbat will be howling and screaming, making promises to the PCs and DEMON about what he can offer for sparing him. Be as silly as possible; this is likely Foxbat's last day as a presidential candidate, one way or the other.

## Foxbat Lives!

The heroes have saved The Mighty Foxbat from an awful fate and the world from the deadly evil Tezcatlipoca. The world is grateful. The government is grateful (mostly; they did save Foxbat, after all). The voters are grateful... well, for saving them from Tezcatlipoca anyway. At least Charly, Harmonious Fist, and the Awesome Exo-Skeleton Man will be happy that Foxbat is alive. Your PCs, however, may live to regret it. If the Undead Skull escapes, the PCs should be on the lookout. The only thing worse than Foxbat as president is the Undead Skull posing as Foxbat in the Oval Office or posing as one of the other presidential candidates. This aftermath is not covered in the text of this adventure, but it is certainly easily revised for it.

## Foxbat Dies!

If Foxbat is killed during the course of the final battle to prevent Tezcatlipoca from coming to Earth, Tezcatlipoca is summoned to the spot. Use the character sheet from *Arcane Adversaries* for this angry and highly violent deity. Run the combat normally and do not allow the heroes any time to rest. Remember that summoning Tezcatlipoca with blood sacrifice allows him access to his *entire* Variable Power Pool. Against a group of wounded and exhausted PCs, he will probably kill them all, unless the GM has a reason to allow them to survive. If the Undead Skull is still conscious, he will steal the power of Tezcatlipoca, turning the god into a headless body, while he uses his newfound godly powers to wreak havoc on the world. Amplify the Undead Skull according to the "To Make the Undead Skull More Powerful" write-up on his sheet later in this adventure. If, for some reason, the heroes have done something special that benefited Tezcatlipoca in your campaign, he slays most of the Morbanes and DEMON agents instead and spares the PCs, returning to the place from whence he came to await his next summoning.

## Foxbat Loses

It is likely that Foxbat will lose the election. After all, his signatures were fraudulently obtained through Mind Control, he's extremely popular only by virtue of the fact that the other candidates stink, and he's a total loon. Whoever gets elected in November, sadly, it likely won't be The Mighty Foxbat. Foxbat is, unfortunately, the victim here. He remains free from jail to cause mayhem and abuse your PCs. Daring heroines should watch out. Foxbat will once again be trying to capture them in glorious photographs in the buff.

Until four years later....

## Foxbat WINS?

If, for some reason, the courts move far more slowly in your game world and Foxbat remains in the race, he might somehow acquire enough votes to become president. In this unlikely event, Foxbat remains president for roughly 100 days while the legislative branch fiendishly schemes to get rid of him and yet are forced to approve all of his policies, including the onerous salary cut they are forced to take. On day 101, both the House and Senate unanimously vote to impeach Foxbat, despite Charly's vigorous defense of Freddy. Charly is similarly impeached despite her natural intelligence, stunning good looks, and professional demeanor. Whoever is the Speaker of the House becomes president. Foxbat may seek revenge against the government, but of course, this is the loony revenge of a madman. How dangerous could it be?

Alternatively, if you really want to shake your campaign up, Foxbat could become the *best* president America has ever had. Charly figures out a way to balance the budget! Foxbat becomes a hero for lowering the salaries of grossly overpaid public servants! He brokers a lasting peace in the Middle East and ushers in a golden age of American bipartisanship. Foxbat is reelected four years later, serves his second term with distinction, and then retires from supervillainy to write his best-selling memoirs.

Yeah, right. You know that mask is back on the moment he's out the door. Go get 'em, masked man of this and that and the other thing. Only you, The Mighty Foxbat, deserve to rule the world... or buy some nice fajitas... or something....

## Never the End....

## Minions of Foxbat!

As every other criminal mastermind has agents to do his bidding and powerful superbeings to obey his every command, Foxbat, too, has those who serve him. This awesome legion of might serves the master villain from his not-so-secret mansion base in California, carrying out his every whim... well... most of the time. Okay. Maybe not *most* of the time.

Foxbat has worked hard to cull his agents; his training program is awesome, his recruiting means mysterious. All who serve his Master Plan are the best of the very best, the elite of the elite, the... people he found while doing things he really shouldn't have been doing in the first place. You may think that Foxbat's might comes from strength in numbers, but he prefers quality over quantity. He could have had legions of robots, but instead, he has four agents. He could have had armies of brontosaurus men, but he's only got four lousy agents. He could have had just about anything that was better than this, even the Legion of Substitute Giant Monsters Under Five Foot Ten, but he's only got four lousy, stinking agents! Just four (sob...), only four... (sniffle... whimper...).

You might think that supervillains would gladly join the master villain's schemes and jump at the chance to be a part of something, but alas, his superpowered allies number only two. Still, the might of Leroy, the Awesome Exo-Skeleton Man, and the unbridled martial arts skills of Harmonious Fist are frightening to behold! The world shall tremble beneath their awesome might! All shall be cowed at their incredible power! None shall stop them from... picking up coffee and donuts in the morning.

And then there's Charly. Charly pretty much speaks for herself, as she always has, and keeps Foxbat from doing things he *really* shouldn't be doing. Of course, sometimes he gets away with it anyway.

**Minions of Foxbat Design Notes:** When these characters were originally designed, they used a lot of constructions that I was highly uncomfortable with. The Skill Levels bought through Foci were removed and replaced with the much simpler and easier to use "No Range Modifier" Advantage. In another update, the agents' sunglasses were replaced with spiffier and much less obvious contact lenses. All the agents except Charly have more armor. Some of them acquired more skills, while others changed a great deal.

## Advancing Foxbat

Some of you may be saying, "How does Foxbat pay for all this stuff?" Well, villains gain Experience Points, too, and since Foxbat is a base 350 character in *HERO System 5<sup>th</sup> Edition*, the author has spent Foxbat's 230 Experience Points that he's actually earned over the course of the author's game. These Experience Points are spent as follows. The Variable Power Pool gives Foxbat the ability to invent things like "The Dreaded Soda Decarbonation Machine" and "The Awesome Foxbat Corn Cannon." This also allows him to functionally borrow or steal the gadgets of his minions, even the Charlottiplier (whoops!). Foxbat doesn't pay points for his agents; they're full-fledged characters in their own right. Even though a lot of them are... well... kinda wrong.

### Powers

72 *The Dreaded Foxbat (F)Utility Belt:* Variable Power Pool, 60-point Reserve; OAF (-1), Only Change in a Lab (-1/2)

### Perks

50 Base: Foswell Manor and the Foxbatcave (250 points)

25 Vehicle: The Awesome Centipedemobile (125 points)

### Skills

10 +1 Overall Level

## Foxbat in Lucha Libre Hero

In the Lucha Libre Hero version of *El Foxbat Por El Presidente*, El Foxbat, Congenial Two-Faced Bad Mask Wrestler who is somewhat likable, is manipulated into running for president by El Muerto (the Undead Skull) and his cult of demon-worshipping masked wrestlers. Foxbat must become *el presidente*, and believes he will gain a new mask that will make him very powerful. In reality, El Muerto wishes to sacrifice Foxbat and gain the *El Presidente* Mask for himself! Replace all the American president tuyeweras with their Mexican equivalents.

Optionally, the Undead Skull (El Muerto) could steal the Lucha masks instead and replace their heads *and* masks with his.



## Agent One

**Background:** John Gennaro grew up in a large family in Queens, New York. His father was Italian, as was his mother, and he was the last of seven children. “Even though you’re last, don’t worry, son,” His father told him. “You’ll always be number one.”

John decided that if that was what his father said, then he could do no less than to try and prove him right. As the last of a family of seven children, his college prospects were less than exciting, and so he worked hard to excel at the thing that fascinated him most, robot design. John was very good at robot design, and he won several awards as a student for his extremely innovative focus on robotics. His parents were proud of him, and he got into MIT on an athletic scholarship for baseball. Number One at last.

John had played baseball in high school, and he was very good at it. John was so good that when he graduated MIT, he was drafted into professional baseball. Unfortunately, professional baseball lacked the rollicking atmosphere of MIT. The camaraderie of his fellow teammates was low, since many of them didn’t understand John because he was so smart, or required a translator because they didn’t speak proper English. John began swiftly to grow bored with baseball when all he could see was a paycheck. After a few years and a .368 batting average, he returned to MIT to work on his graduate degree in advanced robotics.

John built robots to do all sorts of things: Cleaning things... repairing things... investigating ladies’ things... John was forced to stop doing that after one of his robots had been found in the ladies’ shower at MIT, cleaning away while a video feed filmed. “I was catching rats,” he said, showing them the inside of the robot. There was, indeed, a freshly caught rat inside. But outraged women made him stop anyway. Later the rat was mysteriously found in a cage-like robot in one of the ladies’ dorms. The robot constantly repeated the words, “Hello, my name is Herman. Can you take me back to my locker room?”

John thought this was great fun, but his robotics professors told him that if there were any more stunts involving women or rats, he would be expelled. John sighed and finished his thesis. It didn’t look like there was much fun in robotics, either. John looked for a job in robotics, but all they wanted were people to make waldoes (robot arms) and repair assembly lines. Very few people were actually interested in his advanced level of skills.

Slowly, John drifted across the United States, moving from job to job, preferably in cities without

baseball fans, fans who really never forgave him for leaving the game and going back to school. A lot of people didn’t forgive John, including his parents. He barely had money to send letters, and they were always long and rambling affairs, filled with despair and emptiness.

John was down to his last dollar. He barely had enough money for the bus, and his stomach growled. He didn’t touch the money he made as a baseball player. That was for when he was old and couldn’t move anymore. He needed a job. He needed food. He needed fresh clothes. He saw the local Taco Hell and went inside. Two beefy tacos for a dollar... just what Mrs. Gennaro’s little boy needed. He walked inside, eager to sate his hunger.

Such was not to be. Inside, Foxbat was committing the crime of the century, pointing his Ping Pong Ball Gun at the manager. “Excuse me, sir!” He howled at the manager. “I said these tacos have no meat on them!” A clunky robot wheeled over two tacos with meat on them, and Foxbat began to eat them, chewing as the robot returned, bringing him more beefy tacos. “As a result of your incompetence, I, The Mighty Foxbat, will have my revenge! You will all be replaced by robots! A computer will run your store! BWAHAHAHAHAHHAAAAAAAAAAAAA!” The manager became confused. The computer practically ran the store now.

John was already fascinated by the robot and began walking over to it. This was a pretty good design, but he could make it better easily. He didn’t seem to care about Foxbat or that Foxbat was threatening to put everyone in the place out of work. “You know,” he said to Foxbat. “Your plan might work better if this robot wasn’t powered by an electric cord. I could design a better system for it and improve the programming so that it can replace all the employees.”

Foxbat blinked. This was unexpected! “Prove it,” he said. “If you can do that, you’ll be... you’ll be number one!” John looked over at the combo menu suspiciously. “Not *that* number one,” Foxbat said. “My number one agent! My sergeant-at-arms! My designer of Foxbat-abelia!”

John grinned and said, “No problem!” This was going to be much more fun than baseball or hunting rats in the MIT bathrooms. In less than fifteen minutes, during which time Foxbat ate forty tacos and developed a colossal stomachache, John had rigged the robot to operate on its own, using the manager’s car battery and some spare jumper cables, and reprogrammed its gyroscope. He swiftly got it up to speed and even got it to make him some super spicy tacos with extra beef which he ate. Foxbat, alas, was too full and clutching his stomach to be of use. He

and Foxbat swiftly exited stage left while the robot was busy piling the counter high with tacos.

“Excellent!” Foxbat grinned, still clutching his stomach. “My revenge is complete! Let all who defy my will tremble in terror!” He then let loose a ferocious belch. “You will be Agent One, the first of many!”

John joined Foxbat and helped him design his robots, gadgets, and other paraphernalia, making them more effective and easier to repair. While Foxbat didn’t find too many other agents, John enjoyed working for the crazy mastermind, and it certainly never lacked for interesting things to do, although dealing with Leroy and Harmonious Fist was anything but harmonious.

John smiled all the time. He was number one at last.

**Personality:** John just wants to have fun, and Foxbat is the most fun a guy like him can have. He has the chance to indulge all of his specialties, he’s not bored, and Charly is nice to look at when she comes by. John has a terrible crush on Charly, but the truth is that he simply doesn’t know how to approach a woman who is so brilliant as to be intimidating. John is all for parties, fast food, and pizza, and doesn’t seem to really have much interest in the arts or more liberal disciplines.

**Quote:** “Oh, that’s a really great piece of equipment you’ve got there! Mind if I have a look?”

**Powers/Tactics:** In combat, John seeks the most advantageous position and uses it to his tactical advantage. He’s a smart, cunning, capable engineer who seeks to place others in danger while not endangering himself. He takes cover, seeks the high ground, and runs away if his position is discovered. John loves robots, of course, and he will seek them out to examine if possible, though if the robot is too powerful, he’ll only get close enough for a good look... which is sometimes too close. John has a standard blaster rifle with a long-range targeting sight on it. He is the designer of the blaster rifles that all of Foxbat’s agents use.

**Campaign Use:** If the heroes need a robot, John can probably build it. Unfortunately, with Foxbat to get in the way, the robot might not do exactly what it is supposed to do or it might do something else entirely, especially if John hasn’t noticed Freddy poking around his lab too much. The robots John builds usually aren’t entirely under his control, and therefore, he doesn’t pay points for them in the standard design.

To weaken John, lower his physical scores, take away his sports star background, and remove his levels

with rifles. Take the Armor Piercing Advantage off the Energy Blast. Lower his Armor to 8 PD, 8 ED.

To make John tougher, give him four 350-point robot followers armed with non-lethal weapons and gear and increase his Science Skills and personal weaponry. Give him a Gadget Pool to reflect the other robotic devices he’s assembled. Raise his Armor to 12/12 and give him a 10/10 Force Field belt.

**Appearance:** John is a classically built athlete, physically well built and attractive, but who seems a little shy. He helped Charly design the contact lenses, but he didn’t tell her that everyone wound up with a pair. He wears custom-tailored suits designed by Antonio Sarvacci, a local tailor who learned his trade in Italy. He prefers dark colors and outrageous pinstripes, and always wears perfectly matching shoes. His handsome, blue-eyed appearance hides a keen mind, if a shy one.

## Agent One Plot Seeds

**Man and Machine’s Best Friend:** John designs some robot pets that wake up at night and rob people’s homes for Foxbat’s next Master Plan! What is Foxbat up to? Has he gone to the dogs?

**Robot Love:** Mechanon kidnaps John Gennaro and makes him build the Bride of Mechanon! What will it look like? What will Mechanon do? What will the heroes do, especially if the bride is as mean and powerful as Mechanon? Worse, what if it falls in love with one of the PCs instead?

**Superia!:** John builds a robot “heroine” called Superia, and it begins developing heroic attributes on its own. Unfortunately, she’s moody and temperamental when not being heroic, and doesn’t like being groped by Foxbat! Even worse, she’s willing to go to any length to put a stop to Freddy’s schemes! Can the PCs stop Superia from tearing up the town to get to Foxbat? Can the PCs save John from Foxbat’s wrath?

# Agent One



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Created by Steve Peterson, George MacDonald, and Bruce Harlick

**Agent One**

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll: 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
4	PD	0		Total: 14 PD (10 rPD)
4	ED	0		Total: 14 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
31	STUN	0		
				<b>Total CHA Cost: 88</b>

Movement:	Running:	7"/14"
	Leaping:	4"/8"
	Swimming:	2"/4"

Cost	Powers	END
24	<i>Blaster Rifle</i> : 6d6 EB, Armor Piercing (+1/2), No Range Modifier (+1/2); OAF (-1), 8 charges (-1/2)	[8]
24	<i>Armored Sheathsuit</i> : Armor (10 PD/10 ED); IIF (Sheathsuit, -1/4)	0
2	<i>Swift</i> : Running +1" (7" Total)	1
10	<i>Subvocal Microphone</i> : High Range Radio Reception/Transmission; IIF (-1/4)	0
8	<i>Cooldest Contacts Ever Made</i> : 10 points Sight Flash Defense; IIF (-1/4)	0
4	<i>Cooldest Contacts Ever Made</i> : IR Vision; IIF (-1/4)	0
4	<i>Cooldest Contacts Ever Made</i> : Nightvision; IIF (-1/4)	0
4	<i>Cooldest Contacts Ever Made</i> : UV Vision; IIF (-1/4)	0

**Skills**

Martial Arts:	Classic Comic Book	Martial Arts	Notes	
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge, Abort
5	Kick	-2	+1	8d6
4	Punch	+0	+2	6d6
3	Throw	+0	+1	6d6+v/5
8	+2 Damage Classes (added in)			
8	+1 with All Combat			
6	+2 with Rifles			
3	Breakfall 13-			
3	Electronics 13-			
3	Inventor 13-			
3	Mechanics 13-			
3	PS: Baseball Player 13-			
3	PS: Robotics 13-			
3	Scientist			
2	SS: Electrical Engineering 13-			
2	SS: Optics 13-			
4	SS: Robotics 16-			
3	Stealth 13-			
1	WF: Rifles			

**Total Powers and Skills Cost: 155****Total Cost: 243****75+ Disadvantages**

20	Hunted by VIPER 8- (Mo Pow, NCI)
20	Hunted by Evil Robotics Villain 8- (Mo Pow, NCI, Capture)
20	Normal Characteristic Maxima
10	Psychological Limitation: Crush on Charly (Common, Moderate)
15	Psychological Limitation: Fascinated by Robots (Common, Strong)
15	Psychological Limitation: Loyal to Foxbat (Common, Strong)
5	Unluck: 1d6
62	Experience Points

**Total Disadvantage Cost: 243**

## Agent Orange

**Background:** Five years old. Edward Cooper slipped in the mud trying to catch up to his older sister. Edward Cooper wanted to be fast. His sister laughed at him from down the street. “What’s the matter, Fast Eddie?” She teased. He picked himself up out of the dirt, and brushed himself off. Once again, he hit the ground running.

“I’ll be faster than you, Megan!” he said, chasing after her in hopeless determination. “One day! One day, you’ll see!” Edward Cooper had a need for speed. One day, he would leave his sister in the dust. He would be fast. Faster than anything.

Seven years old. Edward made up his mind to be a racing car driver as soon as he was old enough to drive a go-cart. He loved cars, loved the rich, hot thrumming sound of the engine under his hand. By the time he was fourteen, he was fixing vehicles, even though he couldn’t drive. He secretly spent time practicing, honing his skills, driving, while working at the local racetrack. And under controlled conditions, he drove. He drove so fast that the real world became a blur. His grades, his education, all those things meant nothing. Fast... fast was what he wanted. Edward’s parents were very disappointed in him. They were watching their son’s future slip away.

Seventeen years old. Edward passed his driving test on the first try. He began spending time practicing, late at night, using stockcars and his highly souped-up and modified junk heap. He began impressing local crews, and finally, the time came for his big tryout with Omaco Chemical, one of the largest chemical companies in the world. He drove like fire, his pedal to the metal the whole way around the track. He was the driver for the Omaco Star Special by lap five.

Edward Cooper was one of the finest racing car drivers in the world. His only rival experienced an explosive accident at the wheel of his vehicle and retired from racing to live in Seattle. His dominance of the sport was unchallenged. Pedal to the metal. Open throttle, loaded gas. Too fast. He had everything he wanted. But Fast Eddie Cooper still didn’t feel he was going fast enough. So he asked the people at Omaco Chemical to build him a car.

The car was built of an optimum weight, shaped and molded from an aluminum-alloyed steel core. The frame was bolted to its unique chassis, alloy wheels fortified with Quantex and attached to specially-designed tires that aerodynamically dispersed the air and vaulted it up over the aluminum frame. Edward

grinned. He would be the fastest man on wheels. Maybe the fastest thing ever.

He stepped into the driver’s seat and belted himself in, and he almost wept with the pleasure he felt when the engine turned over. He rocketed onto the racetrack at a phenomenal speed, the smell of burning rubber permeating the air. His wheels tore up tarmac as if he could see straight into his own future.

Eddie’s eyes opened wide and looked into a roaring wrath of flame. His dream was burning, and he was, too. The car spun over and over, jumping and growling, the tires grasping at air with an unholy scream. There was a roar of sound, and a slow passage of light to dark. Fast Eddie Cooper had never moved so slowly. He was sure that he was going to die. The last thing he thought of was how much faster he was than Megan. Twenty-five years old.

Eddie woke up, his eyes wide. His neck hurt, but everything below it was motionless. There was no sense of touch, no sense of his fingers, of his precious driving hands. His spinal cord had been severed in the accident, and there was no sign of where he was. The room was dark, and he couldn’t see very much. The only thing he could see was the open doorway and the man in the green suit. “Hello, Eddie,” the voice said. It was smooth, suave, sophisticated. The voice of a gentleman. “Do you know how much you’re worth to us?”

“My hands,” he managed. “I can’t feel my hands.” A long slow sigh escaped the lips of the man in the green suit.

“Eddie, you have to know that we spent a lot of money bankrolling your career. We also spent a lot of money on your accident.” Eddie whimpered, low and sorrowful. His life was bought and paid for. “You will likely die of a spinal infection, Eddie. There’s about a seventy percent chance you’ll die. So we’re dumping you into this vat of chemicals below you. You can’t see it, but they’re a rich orange color, sort of like lava lamps. Very fetching for a low-class speed freak thug like yourself. But if the chemicals are successful in mutating you, we’re sure that you’ll be of use to us... or at least your body reduced to chemical soup will be.” A cigarette lit, and there was a long slow yawn, and the Man in Green turned to make his exit.

Eddie screamed, wailing all the way into the vat of chemicals. As his head sank below the chemical level, he could hear the sounds of gunfire and erupting chaos. The chemicals began their work, sinking into his flesh. He could feel his fingers again, and he struggled, desperate for any chance at life. He wasn’t dying from the chemicals. He was just drowning.

Until the moment when there was a thunderous roar and a crash and he spilled out onto the floor to hear the words, “Now, *that* was a damn good

explosion, boss!” His eyes flickered open, half-dead from everything that had happened to him, crawling towards the massive black and gold boots of the Awesome Exo-Skeleton Man. “Looks like this boy got himself a whole mess of trouble! What’s this orange stuff?”

Foxbat looked down at Eddie, still covered in orange slime, and said “Who cares? Let’s get out of here before someone else gets here! Aren’t you that racing guy? And don’t you owe us your life? Where’s my eternal loyalty? My undying gratitude? My *cheeseburger*?”

Eddie blinked. “Oh, thank you,” he managed. “Get me out of here... please...” Eddie couldn’t go back to his old life. His family believed he was dead, and he was covered in orange slime. He began to fidget as Leroy and Foxbat took him out of that dark, cold laboratory. “I’ll buy you a cheeseburger... as many as you want.”

When Eddie recovered, he found that he could move faster than anyone or most cars. He was an incredible runner; his skinny little body could disperse energy and vibrate away from punches. That was a good thing; Leroy tried to hit him a lot. And he was fast, so fast that Foxbat could barely notice him sometimes and that Leroy couldn’t catch him after the one swing. He owed Leroy and Foxbat. They had saved him and given him a new life and a new purpose. Whatever they wanted, he would do. Foxbat wanted him to make the Centipedemobile go faster, and that was easy. But he didn’t need it. He was faster than it was. He bought Freddy cheeseburgers whenever he wanted them... it was worth it. Plus, he brought new meaning to the words “fast food.”

In honor of the chemical bath that he had taken, Foxbat christened him Agent Orange and made him his chauffer. It took Freddy a little while, and it wasn’t nearly as fast as Eddie would have liked. But he was faster than Megan. Faster than anything.

**Personality:** Eddie is hyperactive, eager to please, and loves to move fast. The faster he can do something, the happier he is. He is always interested in going out, having fun with Charly and John, and drinking coffee. Eddie loves coffee. The joy of driving has paled to him, but he still drives a car if he needs to and is effectively Foxbat’s chauffer. However, Eddie is bad at this job, as he is incapable of standing still for very long. Eddie is very protective of his sister Megan, even though she thinks that Eddie is dead, and often zips by in his chauffer’s outfit and shaved head to check in on her suburban life.

**Quote:** “I’mgonnarunyouragged!”

**Powers/Tactics:** Fast Eddie fights running battles as much as he possibly can. He can’t stay in one place for long, and so John and the others have taught him how to use this to his advantage. He stays at extremely long distances, firing his rifle and zipping about. Those who get close enough to hear him will realize that he slurs his words together, not because he’s drunk but because he is just that fast. Agent Orange will seek cover, look for safe locations, and hide as best he can, because that’s what John has taught him to do. He will eagerly risk getting into a better tactical position by moving there, and since he’s so fast, this is useful since the rifle only has eight shots and he has to make every one count. If Agent Orange discovers people conducting illegal experiments on human beings, he will do his best to either blow up their operation on his own, or, failing that, lead heroes to where the information can be discovered. For that sort of thing, Fast Eddie is willing to die trying, but under most circumstances, he will run away if he is in danger of being crippled or killed.

**Campaign Use:** Eddie is Foxbat’s loyal chauffer, friend, and gofer. If Foxbat needs chips or cheeseburgers, Eddie goes and gets them. If Foxbat’s agents must go into battle, then Eddie will back them up, even Leroy who he doesn’t get along with too well, despite having been saved by him. He can also be seen at racetracks as someone who can’t drive cars anymore or as a plot feeder for any plot involving human experimentation.

To weaken Agent Orange, reduce his Damage Reduction to 25% and lower his Armor to 8/8. Take the Armor Piercing off the rifle. Lower his NCM and reduce his Movement to 15”. Lower his SPD to 5 and his DEX to 20.

To make Agent Orange more powerful, increase his DEX to 33 and raise his SPD to 7. Give him a real Multipower of Super Speed tricks and increase the dice on the blaster rifle to 8 or even 9. Add 4 Combat Skill Levels, 15 points of Power Defense, and 4 BODY Regeneration. Increase his Damage Reduction to 75% and lower his Armor to 9/9. Raise his CON to 28 and his END to 70. Increase his Movement to a grand total of 30” plus consider adding a MegaScale effect to his types of movement.

**Appearance:** Eddie always wears a chauffer’s outfit when he’s on duty, complete with driving gloves, the old-style chauffer’s cap, the brass buttons, and the boots. It’s almost as if he stepped out of the 1930s. Truthfully, the Foswells hadn’t had a chauffer in so long the outfit was all they had, and Eddie happened to be the size of the last one. When Eddie is off-duty, he wears tee shirts and jeans, and spends most of his time working on the Centipedemobile and Foxbat’s

other vehicles. He hasn't told the others about the fact that this includes the tricycle in the closet. Eddie shaves his head and polishes it to a shine. He is slender and gangly, only not nearly as tall as Harmonious Fist.

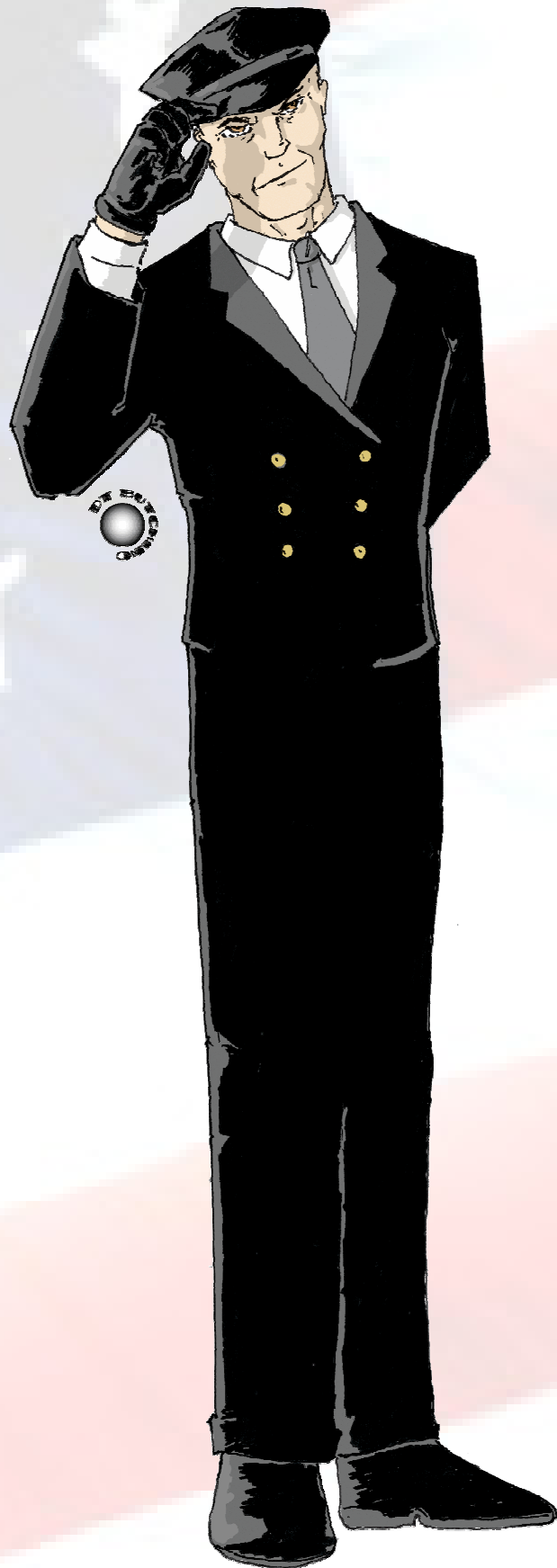
## Agent Orange Plot Seeds

**Drive:** Foxbat wants to steal an experimental car and turn it into a Foxbatmobile! And only Eddie can drive this magnificent machine! Will Eddie outfox the heroes while they deal with Foxbat's distractions?

**Number One with a Bullet Train:** Eddie decides he just has to try driving a bullet train and travels to Japan with Foxbat and his crew. But it's not enough for him to ride it. He has to *drive* it. Only he doesn't know how and neither does any other member of Foxbat's organization. Can the heroes stop an out-of-control train filled with passengers when a sudden stop might kill everyone on board?

**Ordinary Lives:** Eddie stops in to check on his sister every so often, but this time, when he arrives at her ordinary suburban home, Megan Cooper has gone missing. Can Eddie find his sister? Can the PCs save Megan before Eddie runs them all ragged?

# Agent Orange



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Created by Steve Peterson, George MacDonald, and Bruce Harlick



# Agent Orange

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 16 PD (10 rPD)
6	ED	3		Total: 16 ED (10 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
8	REC	4		
30	END	0		
30	STUN	1		
				<b>Total CHA Cost: 108</b>

**Movement:** Running: 26"/416"  
 Leaping: 3"/6"  
 Swimming: 2"/4"

Cost	Powers	END
82	<i>Super Speed Running:</i> Running +20" (26" Total), 0 END (+1/2), 16x NCM	0
30	<i>Super Evasion:</i> Physical Damage Reduction 50%, Resistant	0
30	<i>Super Speed Energy Dispersion:</i> Energy Damage Reduction 50%, Resistant	0
24	<i>Blaster Rifle:</i> 6d6 EB, Armor Piercing (+1/2), No Range Modifier (+1/2); OAF (-1), 8 Charges (-1/2)	[8]
24	<i>Chauffer Sheathsuit:</i> Armor (10 PD/10 ED); IIF (Sheathsuit, -1/4)	0
10	<i>Subvocal Microphone:</i> High Range Radio Reception/Transmission; IIF (-1/4)	0
8	<i>Cooler Contacts Ever Made:</i> 10 points Sight Flash Defense; IIF (-1/4)	0
4	<i>Cooler Contacts Ever Made:</i> IR Vision; IIF (-1/4)	0
4	<i>Cooler Contacts Ever Made:</i> Nightvision; IIF (-1/4)	0
4	<i>Cooler Contacts Ever Made:</i> UV Vision; IIF (-1/4)	0

## Skills

- 3 Traveler
- 2 1) AK: San Francisco 12-
- 2 2) AK: San Diego 12-
- 2 3) AK: Sacramento 12-
- 2 4) AK: Portland, Oregon 12-
- 2 5) AK: Seattle, Washington 12-
- 2 6) AK: New York 12-
- 2 7) AK: Boston 12-
- 2 8) AK: Baltimore 12-
- 2 9) AK: Washington, DC 12-
- 7 Combat Driving 16-
- 3 KS: Racing 11-
- 11 Mechanics 15-
- 5 PS: Race Car Driver 16-
- 1 WF: Rifles

**Total Powers and Skills Cost: 268**

**Total Cost: 376**

## 200+Disadvantages

- 10 DNPC: Megan Cooper 8- (Normal)
- 25 Enraged: Viewing Human Experimentation (Go 14-, Recover 8-, Uncommon)
- 20 Hunted by VIPER 8- (Mo Pow, NCI)
- 10 Physical Limitation: Hyperactive (Frequently, Mild)
- 20 Psychological Limitation: Needs to Move Fast (Common, Total)
- 15 Psychological Limitation: Loves Fast Cars (Common, Strong)
- 15 Psychological Limitation: Devoted to Foxbat (Common, Strong)
- 15 Social Limitation: Secret Identity [Edward Cooper]
- 5 Unluck: 1d6
- 20 Vulnerability: 1 1/2x STUN and BODY from Chemical Attacks
- 21 Experience Points

**Total Disadvantage Cost: 376**

## Agent X

**Background:** “Hey, Dumbrowski! Could you do something smart for once?” The jeers followed Victor all the way back to the locker room. Victor “Big Vic” Dumbrowski was teased all the way through high school, and sometimes, he would make mistakes. Big mistakes. If it wasn’t for his football skills, he probably wouldn’t have made it into college. It was just always easier to be dumb and to be what people expected of him.

Victor knew there wasn’t much life after college for him, though he was fairly good at mechanical engineering. Unfortunately, Victor didn’t test well, and his only hope was professional sports while he tried to finish up his degree on the side. Thanks to his massive frame and his ability to keep almost anything he wanted out of his way, he drove his team from the center position toward the end zone, blocking all the way.

The goal line stand was the last football play of Victor Dumbrowski’s life. As he shoved forward and the quarterback sneaked the winning touchdown into the end zone, his knee hammered down onto the Astroturf with a sickening crack, and all 335 pounds of his body weight made his knee twist, effectively breaking it. Victor Dumbrowski stared up at the hot California sun, sobbing as they carried him off the field. It wasn’t the pain. It was that he didn’t know what to do with his life.

Victor spent the next two years in physical therapy paid for by the college. Winning bowl games netted more advertising money than the initial treatments, so much of his rehabilitation was covered. Unfortunately, he still needed to walk with a cane. He couldn’t work, his disability payments were next to nothing, and if the rehabilitation therapy stopped, he would likely be doomed to live in a wheelchair for the rest of his life.

Desperate to walk again, he turned to a brilliant young doctor, Charlotte Dunbar. Charlotte told him that with a combination of endoskeletal implants and regenerative organisms, he would be able to walk again and live without pain. Victor asked her if the treatments were dangerous. Dr. Dunbar assured him that they weren’t. However, there were complications. For one, the treatments were entirely untested. For another, he would have to be sedated for thirty-six hours. It took Victor five seconds to sign Dr. Dunbar’s waiver. It was the fastest decision he ever made in his life.

Victor Dumbrowski emerged a new man. He felt stronger, faster, and healthier than he ever had in his life. There were the sounds of gunfire and people

shooting. There was a man in his face, pointing a rifle. In sheer terror, Victor punched him, and the man fell. He ran and punched his way out the back while loud screaming and yelling erupted from the front. He didn’t know about Doctor Dunbar or if she survived, but he knew he could walk and run again. He was stronger than he’d ever been. He owed her, and he owed whoever saved his life with all that shooting.

Victor called Charlotte the next day to see if she was alive. “Oh, my god, Victor,” she managed. “You have to help me. My neighbor is really sick, and I need you to pick up some things from a drugstore. Just come to this address and I’ll get you a shopping list. It worked, right? I know it did. I just know it.” Victor cheerfully acknowledged that it worked, and he would be happy to walk to the store for the doctor.

Eight hours later (he got a little lost) Victor arrived at Foxbat’s mansion, carrying a large backpack. Doctor Dunbar had given him a list of prescriptions and told him of a supermarket where he could fill them. Victor returned with the prescriptions, and through the door, he could see a gleaming suit of armor stalking through the house. Was that the Awesome Exo-Skeleton Man? “Uh. Doctor Dunbar?” He said, managing a tough question in his head. “Why are you working for a supervillain? Isn’t that the Exo-Skeleton Man?”

Charlotte sighed. “You had better come in,” she said and led Victor into a large bedroom. In the bedroom was Foxbat with bandages on one of his legs, one of his arms, and more bandages wrapped around his chest. She almost hated to admit what she was about to say, but she said it anyway. “This is the man who saved your life.” Victor’s face gleamed with excitement.

“So you’re Foxbat?” he said, managing a smile. “Thanks, Mr. Foxbat, but I really don’t think I should be shaking your hand right now. I might crush it.” He gently patted Foxbat on the only remaining good shoulder he had. Foxbat winced anyway. “Thanks, man. You saved my life. I’m eternally grateful.” Foxbat was still wincing.

“Are you super strong?” He asked Victor through a haze of drugs, his grin beginning to widen.

“Looks like,” Victor replied, curious as to what Foxbat was driving at.

“Well, seeing as I saved your life without ever meeting you, it must be fate that you’re here now. So I hereby christen you Agent X, in honor of these prescriptions, and hope that you’ll use your super strength in the service of my Master Plan!”

Victor shrugged. It was better than flipping burgers at Kwikkee Burger. “So what do I have to do? I can fix your stuff.” The Masked Marvel that was Foxbat oohed excitedly. Foxbat put Victor to work at

once! Charlotte Dunbar then proceeded to have a shouting match with Freddy, which ended with the sobering words, “He wants to be here, Charly! I can’t stop him from bed!”

And so it was that Victor Dumbrowski became Agent X, strongest of Foxbat’s agents. With his shockwave punches and incredible toughness, he could almost stand up to a superhero for a little bit, long enough for Foxbat to achieve the goals of his Master Plan, anyway. For now, Agent X is content to work for Foxbat, and he’s never been happier.

**Personality:** If Victor is not helping Foxbat with one of his many schemes, he is usually found repairing Foxbat’s equipment or having a beer with John. Victor is a giant teddy bear, normally gentle and kind, except during games of pickup football and superhero combat, where he is resolute, tough, and likes to take point whenever Leroy is elsewhere. Victor doesn’t like anyone hurting or attacking his friends, so if any PC shoots first, it is likely to be Victor who will shoot second. He very much enjoys watching Foxbat come up with his schemes and is always eager to help, as long as it’s something fun. And Victor is all about fun, despite his huge frame and troubled origins.

**Quote:** “Ey! Keep away from my toolkit, youse guys!”

**Powers/Tactics:** Victor has two tactics. From far away, he shoots people. From nearby, he just moves up to them and punches them. Victor isn’t concerned with cover or, for that matter, with whether he’s near or far. He will rely on his own innate toughness to draw fire, which sometimes results in a lot of pain. Fortunately, Victor slowly regenerates, so he remains unworried about being killed. Typically, Victor doesn’t like to shoot anyone and will never shoot an innocent if he can at all avoid it. However, tough superheroes and other superpowered opponents will draw his wrath and gunfire quickly.

**Campaign Use:** Agent X is Foxbat’s muscle, plain and simple. If Foxbat requires a combat punch, he will bring Agent X along. Other places Agent X might be encountered are the supermarket, the local bar, or the street. Now that Victor can walk again, he walks everywhere he can. Even though he can’t run as fast as Eddie, he loves his full range of mobility and rarely drives anymore.

To weaken Victor, take the Armor Piercing off the blaster rifle, and lower his total Defenses to 15/15. Lower his AP STR to 25, and remove one Combat Skill Level.

To make Victor more powerful, increase his STR to 45 and reduce the END cost on it by half. Double the Armor Piercing and reduce the END cost on that

by half. Increase the power of the blaster rifle and add 10 points to his PD and his ED. Raise his CON to 30. Add three levels with HTH.

**Appearance:** Vic has taken a liking to John’s suits, designed by local tailor Antonio Sarvacci, and wears custom-tailored clothing in preference to all other things. It’s a good thing, too, because Victor is a colossal man and probably could never wear clothes off the rack other than exercise gear. He prefers blacks, navies, and dark greys and very much enjoys the “thug bodyguard” look. He prefers simple dark ties, and all of his shirts are white. He usually wears plain black dress shoes but will sometimes wear cordovan shoes with navy. He towers over other people at a massive six foot, five inches, and with his surgical implants, he weighs close to 400 pounds. He has broad shoulders and a narrow waist, and poor Antonio has to make all of Victor’s shirts, too, so thick and brawny are his arms. Victor has no neck to speak of.

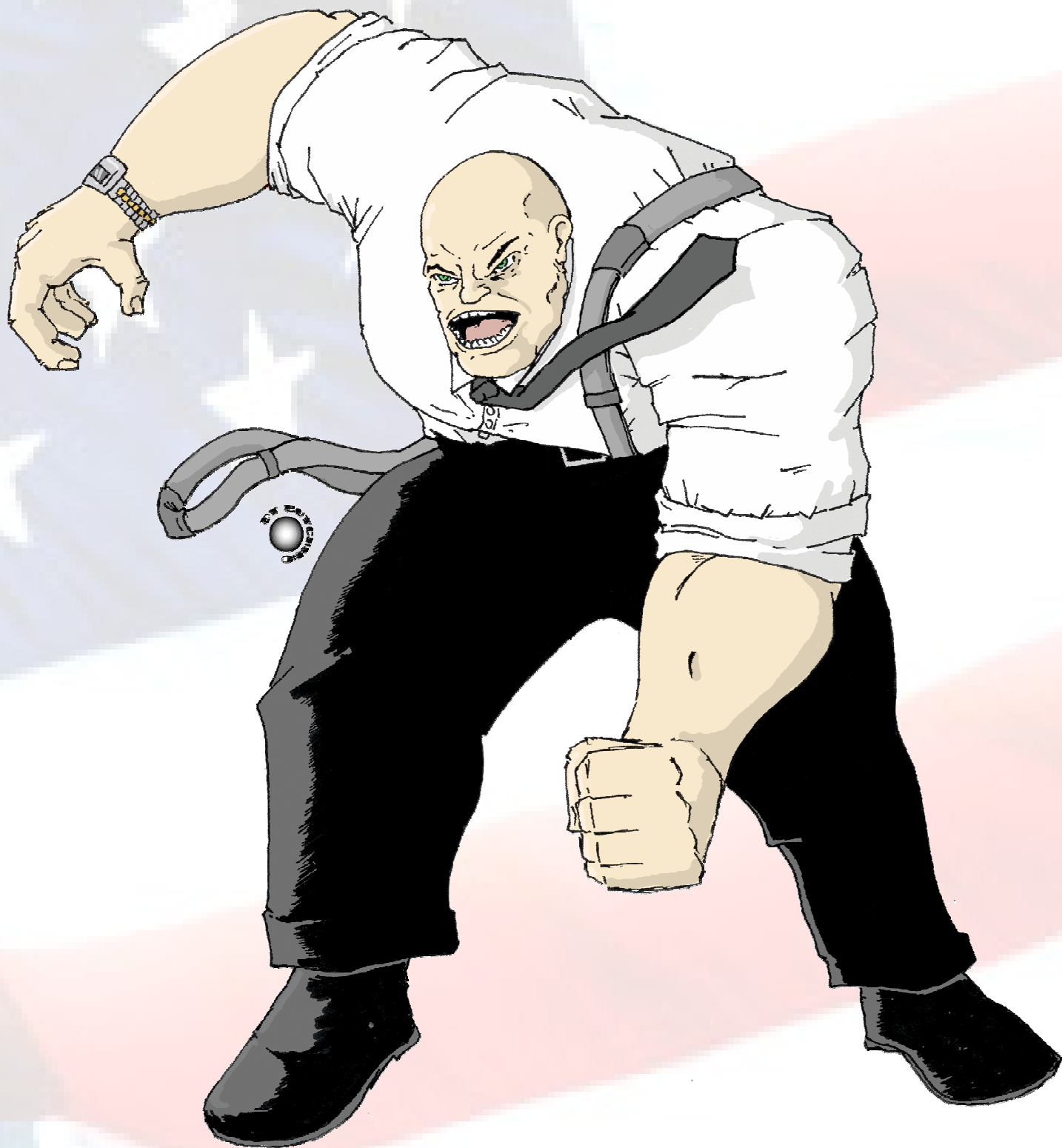
## Agent X Plot Seeds

**Dumb and Dumber:** Victor discovers that he needs an additional class and that he didn’t officially graduate from college. Can the heroes help him pass math?

**Regeneration Days:** Someone kidnaps Big Vic in order to discover the secret of his regeneration and to gain access to Charly’s experiments firsthand. Can the heroes save him? Can the heroes survive the villain and Foxbat’s loony rescue scheme?

**Xenobowl:** Aliens have determined that if Vic’s knee didn’t break, he would have been the greatest football player ever. Fortunately, there’s still a sport that he can play on other planets, Augmented Xenobowl! Vic is kidnapped by aliens to play Xenobowl, and then alien gangsters start fixing the games! Can the heroes find where Vic is in the galaxy, stop the gangsters, and get Vic out of his extremely permanent contract?

# Agent X



Created by Steve Peterson, George MacDonald, and Bruce Harlick

# Agent X

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3.2 Tons; 7d6 HTH [3]
17	DEX	21	12-	OCV: 6/DCV: 6
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll: 11-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
15	PD	8		Total: 25 PD (10 rPD)
13	ED	8		Total: 23 ED (10 rED)
4	SPD	13		Phases: 3, 6, 9, 12
12	REC	0		
46	END	0		
45	STUN	0		
				<b>Total CHA Cost: 128</b>

**Movement:**

Running:	9"/18"
Leaping:	10"/20"
Swimming:	2"/4"

Cost	Powers	END
17	<i>Shockwave Punch:</i> Armor Piercing on STR	2
24	<i>Blaster Rifle:</i> 6d6 EB, Armor Piercing (+1/2), No Range Modifier (+1/2); OAF (-1), 8 Charges (-1/2)	[8]
30	<i>Implanted Endoskeleton:</i> Armor (10 PD/10 ED)	0
6	<i>Improved Leg Muscles:</i> Running +3 (9" Total)	2
3	<i>Reconstructed Knees:</i> Leaping +3" (10" Total)	2
10	<i>Subvocal Microphone:</i> High Range Radio Reception/Transmission; IIF (-1/4)	0
8	<i>Coolest Contacts Ever Made:</i> 10 points Sight Flash Defense; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> IR Vision; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> Nightvision; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> UV Vision; IIF (-1/4)	0
10	<i>Bioregulator Implants:</i> Regeneration (1 BODY per Turn)	0

## Skills

- 16 +2 with All Combat
- 6 +2 with Weaponsmith, Electronics, Mechanics
- 3 Electronics 11-
- 3 Mechanics 11-
- 4 PS: Football Player (DEX-based) 13-
- 4 Weaponsmith (Firearms) 12-
- 2 WF: Small Arms

**Total Powers and Skills Cost: 158**

**Total Cost: 286**

## 200+Disadvantages

- 20 Hunted by VIPER 8- (Mo Pow, NCI)
- 15 Psychological Limitation: Protective of Friends, Especially Foxbat (Common, Strong)
- 15 Psychological Limitation: Doesn't Want to Hurt Anyone (Common, Strong)
- 5 Unluck: 1d6
- 15 Vulnerability: 1 1/2x STUN from Electricity
- 14 Experience Points

**Total Disadvantage Cost: 286**

## Penhurst

**Background:** Fitzwilliam Glenville Goldthwaite Penhurst IV was a butler, as his father was and his father's father was before him. They had served the Foswell family for over a hundred and twenty years, and Fitzwilliam was raised in the tradition of butling by his father, just as his father's father had.

Unfortunately, he had to spend a great deal of time caring for the Foswell's young son, Freddy. Freddy had the attention span of a three year old, even when he was eight, and ten, and twelve. Fitzwilliam had to spend extra time taking care of Freddy's clothing, his socks, and his idle messes. He did not, however, have to take care of Freddy's comic book collection. Freddy kept that in pristine condition, a fact for which Penhurst was grateful beyond all measure.

Penhurst tried to keep the house in immaculate order, despite Freddy playing superhero and running up and down all over everything. His bland demeanor was comforted by the fact that one day, Freddy Foswell would be an adult and grown up, and be as worthy of his service as his fine upstanding parents were. But Penhurst was constantly disappointed in Freddy. It was no matter. Penhurst still worked for Freddy's parents.

When Freddy was seventeen, the Foswells died in a horrible automobile accident. Apparently, they had refused to sell an important piece of real estate to someone called the Man in Green. Shortly thereafter, in the confusion over the distribution of goods, the Foswells lost everything. Freddy couldn't read any more comic books; he was without purpose. Penhurst tried to comfort young Freddy, but Freddy mentioned that he would have to be cunning like a fox and stalk like a bat or something of that nature. Penhurst bore Freddy's dementia with the usual stoic demeanor to which his family was accustomed.

As Freddy got older and his training regimen progressed, Penhurst began to develop hope. The boy was in better physical shape. Hopefully, he would become more mentally well adjusted, also. Penhurst prayed each day that such would come to pass. However, it was not to be. Freddy remained as crazy as he had been since his parents' death.

When Freddy became Foxbat, Penhurst's duties became more complex. He had to learn how to bail Freddy out of jail, keep Freddy healthy, and dress Freddy's wounds. And there were a lot of wounds, especially from all the women Freddy went after. Penhurst was a haggard, exhausted man and none too young, either.

As Foxbat acquired minions and henchmen, Penhurst grew more relaxed, although he was uncomfortable and somewhat disgusted with the low-class people that Foxbat surrounded himself with. Perhaps that nice Charlotte Dunbar would give Freddy some pointers on how to adjust to real society and become civilized. And perhaps that dreadful Leroy would buy some new shoes. And that strange tall man they called Harmonious Fist, there was simply nothing harmonious about him at all. Penhurst was now butler to the zoo.

Still, a lifetime of service pleased Penhurst. If his family could survive this group of malcontents, they could survive anything.

**Personality:** Penhurst is a typical English butler, stoic, quiet, and reserved, without displaying an ounce of emotion. Sarcasm, however, is hardly beyond him, and while Charlotte understands precisely how Penhurst feels, she also knows that it is categorically impossible for her to do anything about it. Families of butlers are like that. While Penhurst knows that Foxbat is completely insane, he is, by his own butler's oath, powerless to do anything about it.

**Quote:** "Sir, that is not a Mighty Foxbat Laser Cannon. That... is a tea cozy."

"Your breakfast, sir. But was it really necessary to make a pepperoni quiche? My arteries quail at the thought of such hardening."

"Bwah-ha... no... never... it simply doesn't work for me."

**Powers/Tactics:** Penhurst has no powers and only one tactic: Extricate oneself from the situation as swiftly as possible, if not by diplomacy, then by running away. Penhurst is simply a butler, albeit an intelligent and subtly sarcastic one. Nothing fazes Penhurst, however. He has simply been trained to ignore the unusually impressive and the weird, and to remain stoic at all times.

**Campaign Use:** Penhurst can be gently used to point out the absurdity of Foxbat's situation, whether by allowing the PCs to rescue him and having them take him home or by having the PCs meet Freddy in his home, only to watch Penhurst at work and being subtly disappointed with his entire lot in life. Penhurst can also show up at the local supermarket or any other place where the PCs might be, and go about his usual shopping chores. He is an ideal kidnap victim, because he is unlikely to cave in to the demands of villains, while shouting phrases like, "Unhand me, you uncivilized flying ruffian!"

In low-powered campaigns, halve Penhurst's defensive presence.

In high-powered campaigns, double Penhurst's defensive presence.

**Appearance:** Penhurst is a tailcoat-dressed butler with a bowtie and a white dress shirt in his late fifties to early sixties. He has a little bit of a paunch at his age, but his tuxedos are also designed by Antonio Sarvacci. He has piercing blue eyes, an immaculately combed head of shock-white hair, and a somewhat handsome, if jowly, face. He wears thin gold glasses and is never without an umbrella when outdoors. He never fails to wear black shoes and always carries a pocketwatch, the same pocketwatch as his great-grandfather.

## Penhurst Plot Seeds

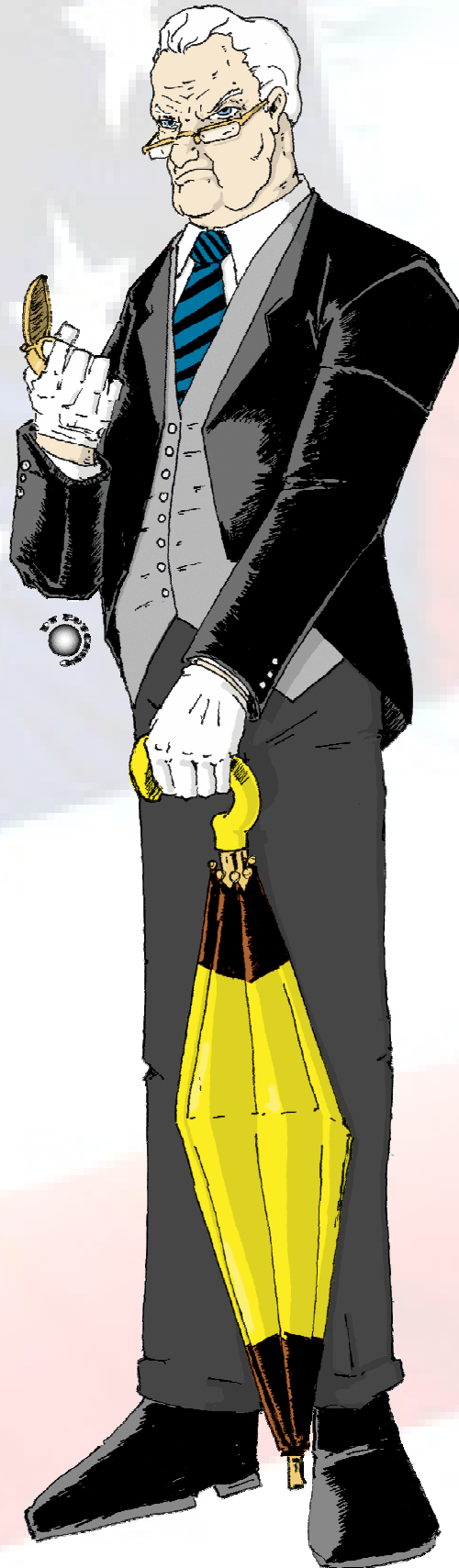
**Milk Run:** Penhurst can't get milk for the household, so Foxbat concocts a scheme to kidnap an entire herd of cattle from a local ranch! Can the heroes save the cattle? Can they convince Foxbat there's nothing wrong with the local supermarket?

**Stroll:** Penhurst goes out for a stroll, and villains try to kidnap him! Can the heroes save Foxbat's butler from his many enemies? What if they have a legitimate grievance?

**Tuxedo Crisis:** Penhurst's new tuxedo is ready, but Antonio Sarvacci has been robbed, along with all of his custom clothing! Vic is outraged! Penhurst is outraged! John is outraged! Foxbat *must* have revenge! Can the PCs get to the internet auctioneers before Foxbat? What will happen to the auctioneers if Foxbat gets there first?

**Penhurst Plot Option:** If your campaign is a little more serious or darker, consider this plot option. There is no Penhurst anymore. Penhurst is long dead. Foxbat died long ago. They were both slain by the monstrous act of the thing that now wears Penhurst's face. Foxbat is a robot, commanding humans who do not know the truth. Now, behind the placid, emotionless mask of Foxbat's butler, Mechanon plots against the world...

# Penhurst



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Created by Steven S. Long

**BlackWyrn Games**



# Penhurst

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll: 14-
15	EGO	5	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
				<b>Total CHA Cost: 50</b>
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		

**Movement:**

Running:	6"/12"
Leaping:	2½"/5"
Swimming:	2"/4"

Cost	Powers	END
10	<i>Butler Servicing:</i> Telekinesis (10 STR), Fine Manipulation, Reduced Endurance (0 END, +½); Only to Not Spill Anything (-2), No Range (-½)	0
10	<i>Totally Unflappable:</i> +20 PRE; Defensive Only (-1)	0
3	<i>Butler Alertness:</i> +1 to All PER	0

## Skills

- 2 Animal Handler (Horses) 12-
- 3 Bribery 12-
- 7 Bureaucratics 14-
- 5 Conversation 13-
- 5 High Society 13-
- 3 KS: History of Butling 13-
- 3 Linguist (English Native)
- 3 1) Dutch (Like Native)
- 3 2) French (Like Native)
- 3 3) German (Like Native)
- 3 4) Spanish (Like Native)
- 3 Lipreading 13-
- 5 Paramedics 14-
- 3 Persuasion 12-
- 5 PS: Butler 15-
- 4 PS: Chef 14-
- 7 Stealth 14-

**Total Powers and Skills Cost: 90**

**Total Cost: 140**

## 75+ Disadvantages

- 20 Psychological Limitation: Loyal to the Foswell Family (Common, Total)
- 20 Normal Characteristic Maxima
- 15 Psychological Limitation: Must Be Polite to Everyone (Common, Strong)
- 15 Psychological Limitation: Believes in the Superiority of the Upper Classes (Common, Strong)
- 5 Experience Points

**Total Disadvantage Cost: 150**

## Charly

**Background:** Charlotte Dunbar was disappointed. Her parents made her go out and play with Freddy Foswell again. He was nice enough, but he was obviously more interested in the way things were in comic books. It wasn't that Freddy was boring; it was just that she'd rather be studying medicine, especially the part about recombinant genetics. Mendel was brilliant for his time. Playing superhero in the grass was boring, especially when Freddy decided he had to save her from elves or mad geniuses or something.

By the time she was ten, she told her parents that high school was boring and that she wanted to go to college. She became disappointed when they told her she had to finish. Charlotte wanted to go to medical school. It was the dream of her entire life. She became petulant and gloomy until she finished high school, then she blew away her professors at Berkeley with her thesis on reconstructive genetics when she was just fourteen years old. Unlike many of her brilliant youthful contemporaries, however, Charlotte wanted to be a doctor more than anything, but no medical school in the country would let her apply.

Charlotte was heartbroken. She didn't want to have to wait to go to medical school. She already knew her thesis would work. She was right. She was always right. She began working on getting a PhD in psychology to improve her bedside manner in the meantime, and had to attend dreadful social events constantly. She was the talk of the town. But as time wore on, she wasn't so interested in talking, especially when Freddy started taking an interest in her. If only he wasn't so... juvenile. And that "Let me show you just how I go around the world" comment? So infantile. Fortunately, Freddy had plenty of interest in other girls. Dumber girls.

Charlotte got into medical school as soon as she could, but, of course, there were additional barriers. For one thing, she was too young to actually perform operations on people, so she was continually thrown into advanced classes where she could study even more complex subjects until she was old enough for a real residency. This didn't really satisfy her either, but she settled until she was eighteen years old.

Charlotte went through medical school in a year and a half and began working on machines, devices, and engineered technologies designed to repair all sorts of physical stress injuries, soon becoming something of a local celebrity. She even helped local sports stars for free after critical stress fractures to prove her research was correct. Charlotte even developed a process to regrow tooth enamel and

regenerate teeth completely, but she lacked subjects with missing teeth to perfect the research. (This allows the PCs to cause Foxbat as much dental work as they want without making Freddy in dire need of dentures.)

Charlotte was twenty years old, and she frightened doctors twice her age. Unfortunately, not all of the city medical board's personnel were on the up and up, and several of them supplied surgery, drugs, and medical services to the Man in Green. Charlotte became one of his prime targets, promising the other doctors who he was working with that she wouldn't be a threat to their careers or their research. With a brilliant young woman under his control and the ability to regenerate his troops, he would become one of the most dangerous men in the world and get that exo-skeleton back from that cad who stole it, Foxbat!

Unfortunately, fate had other plans for the Man in Green. While trying to kidnap her, the Man in Green's agents were interrupted by a wounded Foxbat who stumbled into the room and gassed them, shouting "Can't you see I'm wounded here?" Then he promptly collapsed in a heap, having already battled the fifteen other agents outside and not being in very good shape. Meanwhile, outside the medical research facility, Leroy and Harmonious Fist were counting coup on the remaining thugs. Charlotte thought that Foxbat might have trouble breathing, so she removed his mask.

It was Freddy Foswell. Freddy Foswell was Foxbat? Her next door, jerky neighbor who grabbed her butt when he was sixteen and she was fourteen? And now he was a crazy supervillain? Charlotte couldn't believe it but began using some of her revolutionary treatments to heal Freddy's body while sounds of combat wound down outside. Foxbat began to regain consciousness and reached for his mask.

"Sit down, Freddy," she said firmly. "Your ribs are broken and you shouldn't be moving."

Foxbat reached for his mask... it was gone. No! He wasn't Foxbat... he was only Freddy Foswell, disenfranchised and bankrupt former millionaire! He failed to notice that he was still wearing the rest of his Foxbat suit. "Charlotte?" He croaked through the bandages on his chest. "I'm... I'm sorry I groped you when I should have done this!" Freddy French-kissed Charlotte Dunbar with all the warped passion that Foxbat could muster, and she pushed him away.

"You're bleeding, you idiot!" She said, thinking how disgusted she was. She had kissed Foxbat. Who was Freddy Foswell. Who was Foxbat. "Now sit down and rest, or I'll sedate you some more." Freddy reached for her waist and was promptly sedated some more. When Leroy and Harmonious Fist burst in, Freddy was waving and smiling. "Look, guys," he said, twitching a little bit in his drugged-out stupor. "My old friend Charly's back." He might have had a friend like

that back then. Or he might not have. Or wished he had.

“You might wanna come with us,” Leroy said calmly. “Because I’m taking the main man out of here and I’m not taking no for an answer.”

“You can’t move him, you morons!” Charlotte said. “He’ll bleed again, and then I’ll have to fix him again.”

“You’re the doctor, right?” Harmonious Fist asked, not really asking at all. “If you can do that in a few seconds, you don’t really belong out there in this professional world with them. You belong with us.”

Charlotte didn’t really think that she could, but Harmonious Fist was already shouting, “Glorious Journey of Jonathan Livingston Seagull,” and dragging her off. All she could do was make a strange “awp” sound as she was dragged into the Centipedemobile and straight to Foxbat’s headquarters – to the house next door to her own.

Charlotte called out from her job for four days to repair Foxbat’s broken ribs, reset his nose, and told him not to move four hundred and thirty-six times, and then after all that, Foxbat called her into his office. He explained that she couldn’t tell anyone what had happened or he would have to erase her mind using the awesome power of the Foxbat Mind-Erasing Machine.

Charlotte reached out and slapped him! She called him an ingrate and shouted, “How dare you! Your goons kidnapped me after I set your ribs, I slaved over your stoned body for four days, and you have the nerve to try and use a mind-erasing machine on me? Freddy Foswell, how can you be so cruel!?”

Foxbat stepped back for a moment. No one knew he was Freddy Foswell. How could his old friend Charly know he was Freddy Foswell? “Uhm...” he managed. “Maybe we can make a deal?”

“This is the deal,” she said sternly, knowing just how much trouble she was in while surrounded by Freddy and his gang of superpowered weirdoes. “I don’t do anything illegal, ever. I’m not ruining my life for these guys or your crazy nutjob plan to rule the cheese factories of the world! If you need medical attention, just ask! I’ll be happy to help you, the same as I would anyone else.”

“But I don’t want to take over the cheese factories of the world!” Foxbat said. “I shall rule by subduing the entire panda population of Earth! Think of it! It will be glorious!”

Charlotte wilted for a moment. Freddy Foswell really was Foxbat. He was completely insane. If only she could find a way to cure him. If only... Never mind. Even if he was cured, he would still be a lecherous, perverted jerk. Still, it was better than research. But someone had to keep Freddy from

killing himself, blowing himself up, stapling himself, and guide him towards mankind’s bright and glorious future.

Charlotte became Charly to Foxbat and his gang. She still doesn’t do anything illegal (well, apart from harboring known fugitives), and Foxbat and his gang never ask her to. Unfortunately, Foxbat sometimes steals her chemicals and devices to make Foxbat bombs and other Foxbat gadgets. When Freddy comes back from his latest villainous venture in these cases, she redresses him sharply and he promises never to do it again... and again... and again.... She became Foxbat’s romantic shoulder to cry on, his confidante, his (shudder) friend. Still, maybe there was hope for Freddy Foswell.

As time went on, Charlotte got more resourceful, and she began building devices to protect herself and escape from Foxbat’s enemies. It was only right. Freddy got her into this – she needed to be able to get out of it. She hungrily evaluated situations and tried to find ways of getting out of them, not realizing that her real superpower was her intelligence which she devoted to finding means of surviving superpowered enemies.

Charlotte wants to be Foxbat’s vice-president to make the world a better place – and to prevent Freddy from accidentally releasing viruses, offending alien races, or starting World War III in a clumsy moment with the DefCon football. He probably won’t get elected, but under the right circumstances, the American people might learn a thing or two. And that would be worth it to bring about a new age for all mankind.

And that kiss wasn’t really so bad, if you thought about it for a few moments... right? Not bad for the girl next door. Not bad at all.

**Personality:** Charlotte, or Charly is as she called by Foxbat and his minions, is a continual optimist. Unfortunately, she’s also one of the most brilliant minds on Earth and believes that she’s always right about everything. She could never make a mistake, so hanging out with Freddy and his little group of supervillains just to keep them from causing infinitely more damage must be the right thing to do. Saving people and keeping them from harm is what life is all about. Mankind has a glorious future, and she’s just the person to bring it about, one step at a time, the right way, the kind way, the non-lethal way. It’s simply impossible that she could make any sort of mistake. Because she believes that goodness exists in everyone, deep down, she tries to concentrate on bringing about the most good from Foxbat’s actions. But she is unwilling to admit that she really craves a serious romantic relationship. She often uses her considerable

wealth from her medical practice to help people who are Foxbat's accidental victims and donates to charities frequently around town.

**Quote:** “Freddy Foswell! A bioenergy regulator is not a toy!”

“Boys, there's nothing to fight about here! Now everyone calm down and don't touch the knobs or dials, or Leroy's exo-skeleton won't be nearly so exo-skeletal. Not those knobs, you pervert!”

“Is that a virus you're coming down with, (Name of Hero), or are you just happy to see me?”

“Freddy, did she knock your teeth out *again?*”

**Powers/Tactics:** The first thing that Charlotte wants to do in combat is get out. She's not a combatant, she's not a hero or a villain, and she knows it. She keeps a long-range laser pistol on her person in case she can't get away, but most of her devices are sedatives, medical gear, chemical smoke grenades, and other chemical weapons that are non-lethal and completely safe. Charlotte will try to escape first, and if she can't escape, she'll keep running while she keeps shooting. If Foxbat steals anything from her Gadget Pool, which he does every couple appearances or so, place the words “The Amazing Foxbat (Name of Device)” in order to get what he introduces it as. She has glare-resistant contacts, and her mutant powers of super-intelligence are mainly devoted to keeping her out of close-range fighting, and indeed, any fighting at all. Even Charly's high COM score is a subtle representation of her super-intellect. She just knows how to present herself in the most beautiful light at all times, subtly shifting to make herself magnificent without even really realizing it. She can have all kinds of unique medical powers and abilities through her gadget pool and list of sciences.

**Campaign Use:** Charlotte means well and makes a great romantic interest for a PC, if a PC can get around her strange life. The fact that she's probably MUCH smarter than he is and the fact that she won't give up on Foxbat and his minions while trying to lessen their level of damage can produce no end of baggage for a romantically inclined hero. If one of the heroes suffers a crippling injury that can't be fixed by normal means, perhaps the heroes will run into Charly at the medical center where she works, using advanced technical methods that they will have to sign waivers to be able to use. If a villain infects a hero with a rare disease or afflicts them with unusual surgery, Charly is an excellent individual to visit to put things right.

To make Charly less powerful, lower the Gadget Pool to 40 Active Points, reduce the level of the hyper-intelligence powers to half of what they are, lower her INT to 20, and reduce all of her skills appropriately.

To make Charly more powerful, increase her Gadget Pool to 90 Active Points, increase the level of all of her hyper-intelligence powers by 1.5, and add several other powers out of the *UNTIL Ultimate Powers Book* to make her seem even more brilliant. Raise her INT to 33, and add more Sciences, Skills, and Languages.

**Appearance:** Charly has a perfect heart-shaped face with a slight dimple in her chin, radiant blue eyes, and black hair cut in a sharp pageboy with the front of her hair in a rich, sinuous wave. She is so beautiful that most men can't help but turn and look at her, her sharp, elegant, athletic figure looking magnificent in almost anything. No one can figure out how she does it. When she is hanging out with Foxbat and his gang of crooks, she usually wears soft wool pants and a blouse with a white lab coat over it. Around town, she wears the most fabulous designer dresses and fashions, always looking her best.

## Charly Plot Seeds

**Amok is a Noun:** An evil third-world dictator captures Charlotte, demanding that she share with him the secrets of her scientific genius and advance medicine to a new level in his nation. Unfortunately, the dictator is also working with a supervillain who specializes in genetic manipulation. Can the PCs survive the monsters that Charly helped breed? Can the heroes save Charly?

**Panacea:** A group of cultists decide that Charly is the new Jesus and mob her clinic, demanding that she heal their wounds and claiming that she is a new messiah. Are they just obsessed fanatics, or is something more sinister in the works?

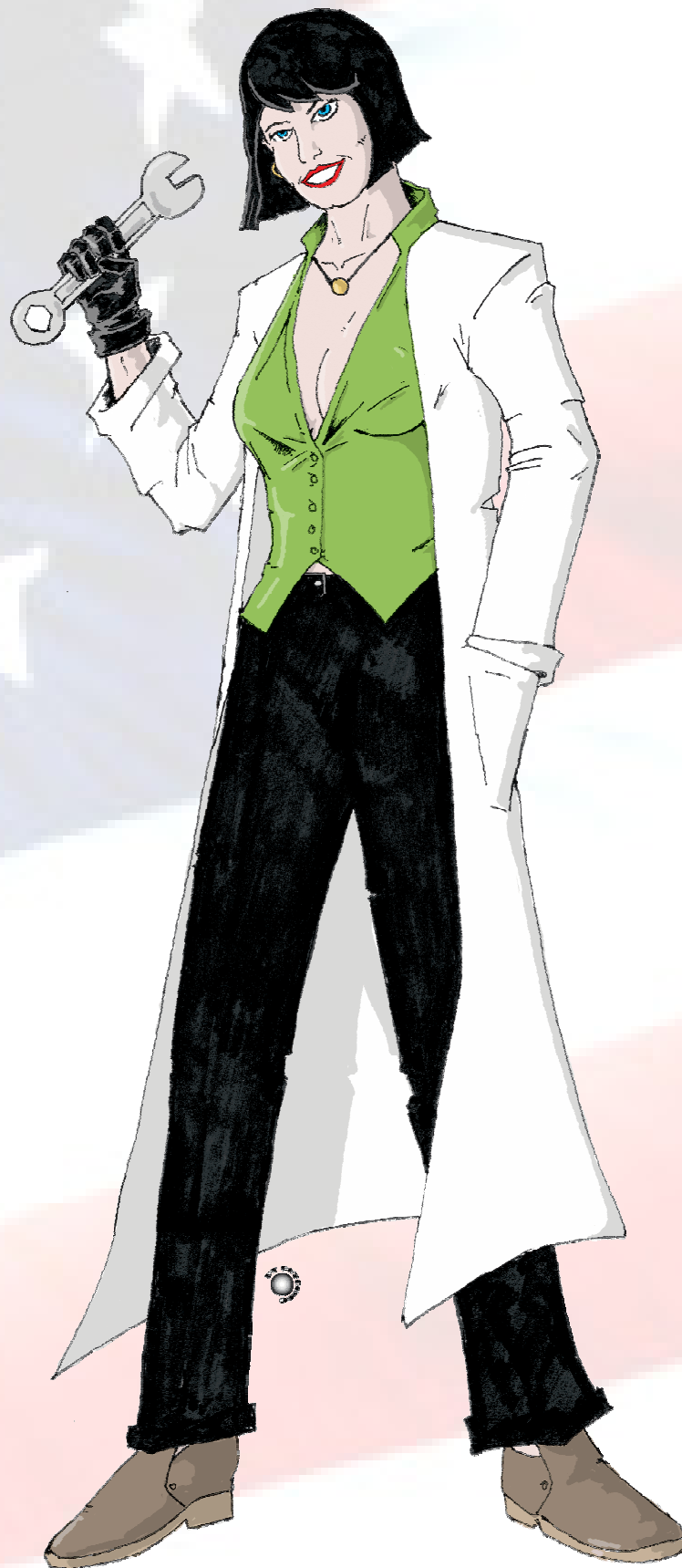
**Return to Sender:** One of Charly's shipments of experimental compounds is stolen by drug lords. Only they don't know how to properly mix them and create some new superpowered beings. Only these superpowered beings aren't interested in anything but payback against the drug lords. Even worse, they're slowly dying from what the criminals did. And their revenge is taking lives. Can the PCs get the vengeance-obsessed vigilantes to turn themselves in? Can they get the mutated test subjects to Charly in time to save them? Can the PCs save the drug lords? Should they?

**Virus:** A supervillain kidnaps Charly and tries to get her to design a lethal virus that will kill millions. Charly refuses. The heroes must save Charly before she is forced to build a lethal bioweapon or is killed by her captors.

## Charly's Gadget Pool

- 25 *Laser Pistol:* 3d6+1 RKA; OAF (-1), 16 Charges (-0)
- 20 *Grease Grenades:* Suppress Running 6d6, Area Of Effect (Radius, +1); OAF (-1), 4 Charges (-1)
- 19 *Charlottiplier:* Images to Sight Group, 8" Radius, -5 to all PER Rolls; Set Effect (only images of Charly, -1/2), 2 Charges Lasting 1 Minute (-1) [If Foxbat uses this device, it still projects an image of Charly and people still see Foxbat. Whoops.]
- 19 *Sedative Injector:* Drain CON 3d6 + EB 2d6 NND (+1), Continuous (+1); No Range (-1/2), OAF (-1), 3 continuing Charges of 1 minute Duration (-1/2), Defense is being immune to drugs, toxins, and poisons, Hardened Defenses, or a Force Field
- 6 *Perfect Bandage:* 2d6 BODY Aid; Only Up to Starting Values (-1/2), 4 Charges (-1), OAF (-1)
- 20 *Weakness Grenades:* Drain STR 2d6, Area Of Effect Radius (+1), Ranged (+1/2), 2x Area (+1/4), Personal Immunity (+1/4); OAF (-1), 4 Charges (-1)
- 20 *Stunstick:* EB 6d6, NND (electrical; defense is being grounded or ED Force Field, +1); No Range (-1/2), OAF (-1), 8 charges (-1/2)
- 20 *Invisibility Belt:* Invisibility to Sight and Hearing, No Fringe; 1 Fuel Charge Lasting 1 Hour (-1/4), IAF (Belt, -1/2)

# Charly



Created by Steve Peterson, George MacDonald, and Bruce Harlick

# Charly

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
12	BODY	4	11-	
23	INT	13	15-	PER Roll: 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
28	COM	9	15-	
6	PD	4		Total: 15 PD (9 rPD)
6	ED	3		Total: 15 ED (9 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	2		
26	END	0		
30	STUN	7		

**Total CHA Cost: 110**

**Movement:**

Running:	6"/12"
Leaping:	2"/4"
Swimming:	2"/4"

**Cost Powers** **END**

72	<i>Gadget Pool: Variable Power Pool, 60-point Reserve; OAF (-1), Change in a Lab (-1/2)</i>	0
20	<i>Smarter than a Gunslinger's Aim: +6 DCV; Costs END (-1/2)</i>	3
14	<i>More Intelligent Than an Incoming Missile: 6" Teleport, Trigger (Attacked by Area Effect Attacks, Automatically Resets, +1/2); Must Cross Intervening Space (-1/4)</i>	2
33	<i>Able to Outthink Machines in a Single Leap of Logic: Telepathy 10d6 [Machine Class of Minds]; Concentration (-1/2)</i>	5
8	<i>Cooler Contacts Ever Made: 10 points Sight Flash Defense; IIF (-1/4)</i>	0
4	<i>Cooler Contacts Ever Made: IR Vision; IIF (-1/4)</i>	0
4	<i>Cooler Contacts Ever Made: Nightvision; IIF (-1/4)</i>	0
4	<i>Cooler Contacts Ever Made: UV Vision; IIF (-1/4)</i>	0

**Perks**

- 1 Licensed MD
- 10 Wealth (Multimillionaire)

**Talents**

- 18 Combat Luck (9 PD/9 ED)
- 5 Eidetic Memory
- 6 Speed Reading (100x)

**Skills**

- 16 +2 with Gadget Pool Combat
- 12 +4 Range Skill Levels with Gadget Pool
- 3 +1 with all Science Skills

- 3 Acting 13-
- 3 Analyze Technology 14-
- 3 Bugging 14-
- 3 Computer Programming 14-
- 5 Cramming
- 3 Deduction 14-
- 3 Demolitions 14-
- 3 Electronics 14-
- 11 Gadgeteering 18-
- 3 High Society 13-
- 3 Inventor 14-
- 3 Linguist (English Native)
- 3 1) French (Like Native)
- 3 2) German (Like Native)
- 3 3) Italian (Like Native)
- 3 4) Spanish (Like Native)
- 3 Lipreading 14-
- 3 Mechanics 14-
- 9 Paramedics 17-
- 3 PS: Doctor 14-
- 3 Scientist
- 2 1) Bacteriology 14-
- 2 2) Biology 14-
- 2 3) Biophysics 14-
- 2 4) Chemistry 14-
- 2 5) Genetics 14-
- 2 6) Inorganic Chemistry 14-
- 2 7) Medicine 14-
- 2 8) Molecular Biology 14-
- 2 9) Optics 14-
- 2 10) Psychology 14-

**Total Powers and Skills Cost: 329**

**Total Cost: 439**

**200+ Disadvantages**

- 5 Distinctive Feature: Incredibly Beautiful (Easily Concealed)
- 20 Hunted by VIPER 8- (Mo Pow, NCI)
- 10 Hunted by Doctor Brutal and the Alliance of Evil 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Believes in the Basic Goodness of Mankind (Very Common, Strong)
- 15 Psychological Limitation: Knows She's Always Right (Common, Strong)
- 15 Psychological Limitation: Protective of Foxbat and His Minions (Common, Strong)
- 20 Vulnerability: 1 1/2x STUN and BODY from Chemical Attacks and Poisons
- 134 Experience Points

**Total Disadvantage Cost: 439**

## Leroy, the Awesome Exo-Skeleton Man!

**Background:** Leroy “Sugar Snake” McGowan grew up in one of the worst slums in America, the third of six children in a fatherless family. His mother Rhonda tried to take care of them all and brought them to church every Sunday, but the environment in which they were being raised slowly began to disintegrate the McGowan family from within. Leroy robbed his first jewelry store when he was twelve and pawned the money to get enough to feed his family. He joined a gang of toughs called the “Sons of Africa” and although they weren’t really into African-American activism, he did learn a whole lot about life on the streets.

Leroy was arrested for the first time on his fourteenth birthday. He spent three months in a juvenile detention center, and when he got out, he was dragged home by his mother, her fingers on his ear the whole way. After four hours of shouting about how she was embarrassed, she made him a nice dinner and sent him to bed. Leroy was back on the streets in weeks. With nowhere to go and few job prospects for African-Americans in low-income areas, Leroy worked hard along with the Sons of Africa to rule the streets, but eventually, on Leroy’s sixteenth birthday, he was arrested again, this time for armed robbery.

Leroy was tried as an adult in one of the usual trials that are orchestrated to crack down on street crime. Because his juvenile records were sealed and inadmissible, he was sentenced to only five years in prison. When he turned eighteen, he was released for good behavior. He returned home to his mother who made him a nice dinner and made him promise to do better next time.

He strived to do better, leaving the gangs and getting a huge pay raise working for the Man in Green. Life as a super minion was a lot more painful, but he had better body armor and more exciting weapons. He was beaten up by a couple of superheroes, but managed to escape from them. The mysterious Man in Green not only paid his hospital bills, but he saw that Leroy’s mother was well taken care of. But Leroy needed still better weapons. And one day, he swore he’d get them.

On Leroy’s twenty-third birthday, he was arrested again. Superheroes came to the base of the Man in Green and defeated him, his friends, the Man in Green, and the Man in Green’s genetically-augmented fuzzy white cat. The superheroes loaded everything into the vehicles for the authorities, along with the Man in Green’s awesome exo-skeleton, and. Leroy was going up the river. He was going to be a three-time loser. If only he had been wearing the exo-skeleton

instead of the Man in Green, he would have been able to save his fellow agents, trash the superheroes, and emerge a winner. Leroy wanted to be a winner more than anything. But his time was up.

There was a large explosion from outside the van, and it tipped over with a heavy thump. Foxbat’s Centipedemobile had collided with the police van, precisely as the master villain had planned. Clearly, Foxbat was a genius. Leroy knew that he had been rescued by a true prince of crime.

“Watch where you’re going, you maniacs!!” Foxbat howled. “You ran a red light! I’ll show you how to drive safely! Police! HAH!” Foxbat leaped madly into the police van and beat the SWAT team senseless. Leroy realized that he was the only one in the back still conscious. He crawled to the door, pushed it open, then crawled around the corner, blood dripping from the corner of his mouth. He thought he was going to die. His rescuer was looking down at him.

“Hey,” Foxbat said, his voice completely serious. “Can you drive better than these guys?”

Leroy gave Foxbat a thumbs-up sign. “If it’s got wheels, I can drive it.”

“How about legs?” Leroy’s face fell a little bit.

“Sure,” he said, eager to get out of there. Anything had to be better than jail time. Foxbat helped him up, and, after they loaded the Man in Green’s exo-skeleton into the van, Leroy drove the Centipedemobile to Foxbat’s hideout. It wasn’t easy, but Foxbat huffed and griped the whole way about the police and how all he got out of the van was a lousy exo-skeleton that he couldn’t even wear.

“I can wear it,” Leroy said. “I saw the Man in Green use it.”

Unfortunately, one of the components had been secretly removed by one of the heroes. (In the Champions Universe, choose Defender or Nighthawk. In your own campaign, choose an appropriate hero.) Foxbat needed a plan and lured the heroes to a charity function for small children after informing several members of an enemy supervillain team that they would be there. There were no small children, just some inflatable dolls with big tickets taped to them that spelled out the word “Suckers!” A massive battle ensued, and Foxbat sneaked into the heroes’ base and reacquired the component. Foxbat was elated! He had his very own superpowered minion! Sure, Leroy was good at cleaning up and driving him around and repairing the Centipedemobile, but with Leroy on his side, Foxbat would be awesome! A force to be reckoned with!

Foxbat christened Leroy “The Awesome Exo-Skeleton Man!” and Leroy felt powerful for the first time in his life. He was a supervillain. He really was



awesome! Sure, Foxbat was a little crazy, but Foxbat saved him from the man and he owed him.

Leroy slowly became obsessed with the exo-skeleton. He resolved to learn everything he could about exo-skeletons, armored people, and powered armor. He kept the exo-skeleton clean and shiny, while his normal clothes became threadbare and a little worn. He called his mother every Sunday, though he didn't tell her she was the mother of a supervillain. He was pretty sure his mother knew and loved him anyway.

Leroy became Foxbat's righthand gun. When Foxbat is alone, he's crazy. When Foxbat is backed up by Leroy, things turn a little more hazardous. Leroy's exo-skeleton is one of the most dangerously designed weapons in the world, and the people who made it want it back. The police want it back. The Man in Green wants it back. But in the meantime, Leroy is the Awesome Exo-Skeleton Man.

Heaven help us all.

**Personality:** Leroy is a loving tribute to every blaxploitation film ever made. Leroy hero-worships Foxbat, which means that in some ways, he's almost as crazy as the main man himself. Under most circumstances, some people might consider this racism of a sort, but Foxbat doesn't know what racism is! Other than that, Leroy is fairly normal for a criminal with an exo-skeleton. He calls his mother often, but never on Sunday morning when she is in church. Leroy is very protective of his mother, and a hero who is trying to save Leroy's mother from local criminals may find himself face to face with Leroy and his awesome exo-skeleton. Calling Leroy a momma's boy is the equivalent of calling Leroy out for a fight, though. Leroy almost never does anything on his own. Except protecting his mother from local toughs and other supervillains who are out to get Foxbat, he is content to be Foxbat's henchman. Leroy may, however, hunt other heroes who have exo-skeletons, powered armor, or the like, seeking to prove himself their superior.

**Quote:** "Now you will face the wrath of the Awesome Exo-Skeleton Man! And I... am... that man!"

"Yo! I got your exo-skeleton *right here!*"

"The Sugar Snake's gonna kick yo' !@#\$\$%#@!"

**Powers/Tactics:** Leroy unloads his most powerful attacks right away. Completely unafraid to shoot things, he wades in front of Foxbat and blasts away with his mighty exo-skeleton. As the exo-skeleton is very well defended indeed, Leroy is incredibly dangerous, perhaps more so when his shots miss. Leroy's armor has massive defenses, as well as being

bulky and extremely heavy, and the armor is treated to be resistant to attack. Leroy softens up opponents with his biggest attacks, and then, if possible, moves in to finish them off physically. If he's knocked them too far back though, he just keeps shooting. Leroy has an Energy Blast for almost everyone, and he's not afraid to use them. The exo-skeleton, however, conducts electricity a little too well. If Leroy's mother is threatened, he will likely attack that opponent mercilessly. Mentioning Leroy's mother and saying she wouldn't like what he is doing works once. The second time, Leroy will beat the hero (or the ally of that hero) to a pulp for talking about his mother.

**Campaign Use:** Leroy is meant to be Foxbat's muscle, plain and simple. While other heroes may choose to engage Foxbat directly, they will have to go through Leroy first. Leroy relishes this role, as he enjoys using his exo-skeleton to pound people into the pavement. As time goes on, Charly and Foxbat should continue to upgrade and repair the exo-skeleton, making it tougher, faster, and stronger. Leroy will pit himself against any other device-based character without a moment's thought, and may hunt heroes who try to conceal their "exo-skeletal" nature.

In a lower-powered game, reduce Leroy's Exo-Skeleton Multipower to 55 Active Points, remove his Combat Skill Levels, and reduce his defenses to 18/18 and 25% Damage Reduction. Remove his Special Senses and take away one or two of the Multipower slots, especially the Torpor Gas.

In a higher-powered game, raise Leroy's Exo-Skeleton Multipower to 90 Active Points, increase the Damage Reductions to 50% apiece, and add 10 points of PD and ED Armor. Add more unusual Multipower slots that affect Characteristics and add 15 points of Power Defense. Increase the abilities of the sensor suite and add three more Combat Skill Levels with the Multipower. Increase his DEX to 26 and his SPD to 6.

**Appearance:** Leroy is an enormous, well-built, 6'4" African-American male, wearing an equally enormous gold and black exo-skeleton. The exo-skeleton faceplate only covers his eyes and jawline most of the time, leaving his substantial "afro" rising above it. If Leroy activates his Life Support power, his hair is suddenly sheared off by the moving parts, leaving him almost bald. The exo-skeleton used to be green, but Leroy painted over that so that his enemies wouldn't be able to recognize it or him. In the exo-skeleton, his hands are covered with thick massive gauntlets to protect his hands from the huge oversized wrist blasters. His torso and his legs and arms are covered with thick, bulky parts and layers of heavy armor. The exo-skeleton is always in perfect condition. Leroy makes sure.

Out of costume, Leroy wears threadbare plaid shirts, undershirts, and beat-up old jeans, with worn combat boots on his feet.

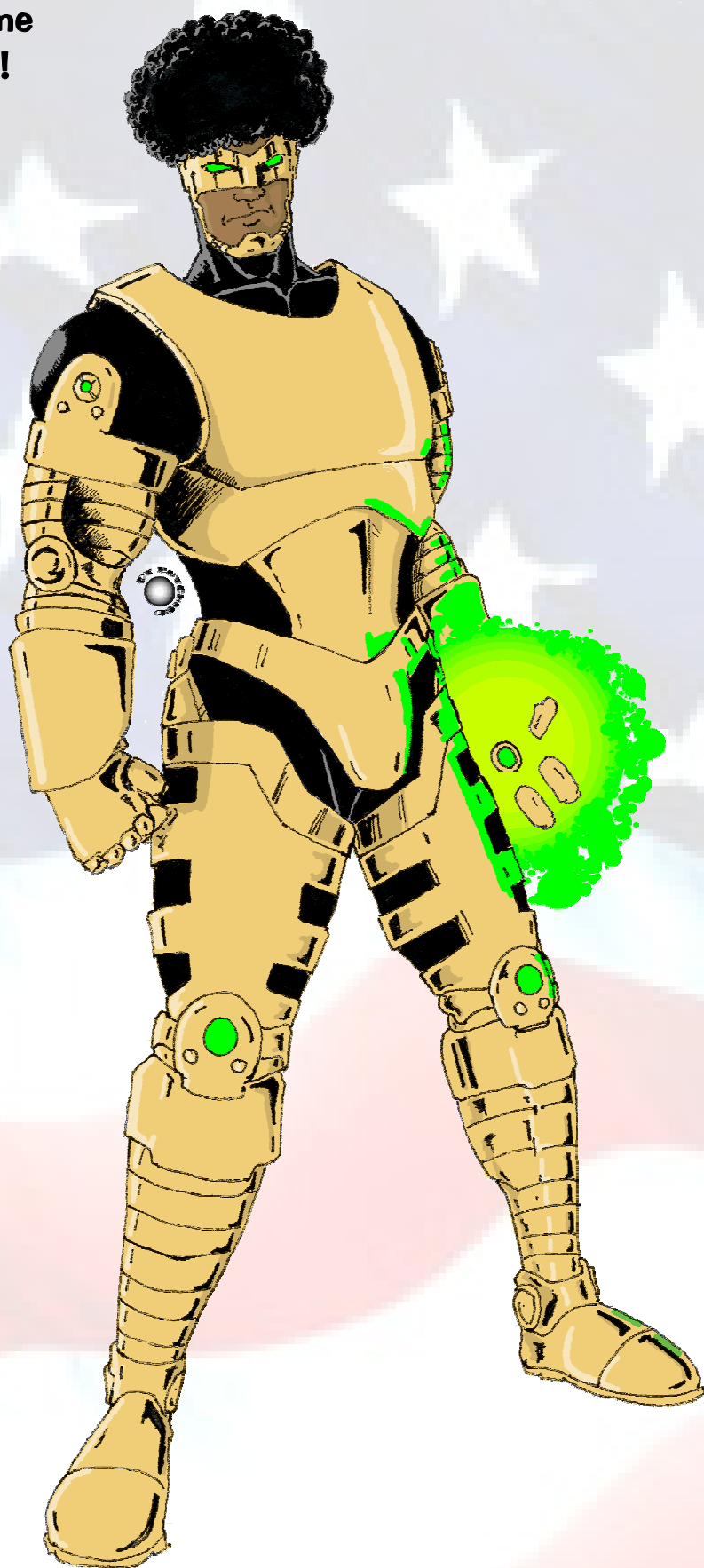
## Leroy, the Awesome Exo-Skeleton Man's Awesome Plot Seeds

**Leroy's Big Score:** Leroy's family has run afoul of mobsters who want to take over Leroy's neighborhood, and Leroy decides to take the mobsters down. Should the PCs get involved? And on whose side? Will Leroy try to steal the mobster's money? Of course, he will!

**Momma's House:** A supervillain who wants to get at Foxbat takes Leroy's mother hostage, and when the heroes show up, Leroy needs the heroes to help him save her. Will the heroes help Leroy rescue his mother, or arrest him?

**The Awesome Exo-Skeleton Man vs. The Vampires from Planet X:** Leroy's neighborhood is beset by what he believes is a supernatural evil. People in the neighborhood are being drained of blood. Foxbat doesn't know anything about magic, and Leroy begins investigating the crime one broken nose at a time. Can the heroes discover the source of the blood drainings? Or is it merely a scam designed to separate Leroy from the main man, Foxbat?

# Leroy, the Awesome Exo-Skeleton Man!



## Leroy, the Awesome Exo-Skeleton Man!

Val	CHA	Cost	Roll	Notes
20/35	STR	17*	19-	400 kg/25 Tons; 4d6/7d6 [3]
15/20	DEX	22*	13-	OCV: 5/7 /DCV: 5/7
18	CON	16	13-	
17	BODY	14	12-	
13	INT	3	12-	PER Roll: 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
4	PD	0		Total: 24 PD (20 rPD)
4	ED	0		Total: 24 ED (20 rED)
3/4	SPD	12**		Phases: 4, 8, 12 / 3, 6, 9, 12
8	REC	0		* OIF (-1/2), No Figured (-1/2)
36	END	0		** OIF (-1/2)
50	STUN	14		<b>Total CHA Cost: 119</b>

Movement:	Running:	15"/30"
	Leaping:	18"/36"
	Swimming:	2"/4"
	Swinging:	20"/40"

Cost	Powers	END
47	<i>Wrist Blaster Pods of the Awesome Exo-Skeleton Man:</i> Multipower, 70-point Reserve; OIF (-1/2)	0
4u	1) <i>Rocket Burst:</i> EB 9d6, Armor Piercing (+1/2); 12 Charges (-1/4), OIF (-1/2)	[12]
5u	2) <i>Concussion Rounds:</i> EB 14d6; 12 Charges (-1/4), OIF (-1/2)	[12]
5u	3) <i>Shockwave Rounds:</i> EB 8d6, Double Knockback (+3/4); 12 Charges (-1/4), OIF (-1/2)	[12]
3u	4) <i>Shatterdart Shells:</i> RKA 2d6+1, Armor Piercing (+1/2), Penetrating (+1/2); 12 Charges (-1/4), Only vs. Machines or Foci (-1/2), OIF (-1/2)	[12]
4u	5) <i>Bombshell Rounds:</i> EB 9d6, Explosion (+1/2); 12 Charges (-1/4), OIF (-1/2)	[12]
3u	6) <i>Torpor Gas:</i> EB 2d6, Area Of Effect (2" Radius, +1), NND (LS: Self-Contained, +1); 12 Charges (-1/4), OIF (-1/2) <b>plus</b> Drain DEX 1d6, Area Of Effect (2" Radius, +1), Ranged (+1/2), 12 Charges (-1/4), OIF (-1/2)	[12]
20	<i>Grapple Gun of the Awesome Exo-Skeleton Man:</i> Multipower, 40-point Reserve; OIF (-1/2), Lockout with Rocket Pods (-1/2)	0
2u	1) <i>Rope Line:</i> Swinging 20"	0
2u	2) <i>Rope Lasso:</i> Entangle (4 DEF/4d6 BODY); 8 Charges (-1/2)	[8]

45	<i>Awesome Exo-Skeleton:</i> Armor (18 PD/18 ED), Hardened (+1/4); OIF (-1/2)	0
10	<i>Compressing Concussion Resistor:</i> Physical Damage Reduction 25%, Resistant; OIF (-1/2)	0
10	<i>Energy Refractive Coating:</i> Energy Damage Reduction 25%, Resistant; OIF (-1/2)	0
12	<i>Reactive Muscle Wire Accelerators:</i> Running +9" (15" Total); OIF (-1/2)	2
7	<i>Boot Boosters:</i> Leaping +11" (18" Total); OIF (-1/2)	2
12	<i>Boot Grips:</i> Clinging (35 STR); OIF (-1/2)	0
5	<i>Oxygen Recycler:</i> LS: Self Contained Breathing; 2 Charges Lasting 5 Minutes (-1/2), OIF (-1/2)	[2]
3	<i>Multivision Goggles:</i> IR Vision; OIF (-1/2)	0
3	<i>Multivision Goggles:</i> Nightvision; OIF (-1/2)	0
3	<i>Multivision Goggles:</i> UV Vision; OIF (-1/2)	0
4	<i>Telescopic Eyepiece:</i> +4 Telescopic Vision; OIF (-1/2)	0
7	<i>Optic Shields:</i> Sight Flash Defense; 10 points, OIF (-1/2)	0
7	<i>Radio Transmitters:</i> High Range Radio Reception/Transmission; Flashed as Radio and Hearing (-1/4), OIF (-1/2)	0

### Skills

Martial Arts:	Classic Comic Book Martial Arts Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge, Abort
4	Punch	+0	+2	11d6
4	Kick	-2	+1	13d6
3	Throw	+0	+1	9d6+v/5
8	+2 Damage Classes (added in)			
8	+1 with All Combat			
10	+2 with Multipower			
3	Breakfall 13-			
4	Combat Driving (Cars, Centipedemobile) 13-			
3	Electronics 12-			
4	KS: Exo-Skeletons and Powered Armor 13-			
3	KS: Foxbat 12-			
3	Mechanics 12-			
3	Stealth 13-			
3	Streetwise 13-			
3	Survival (Urban) 12-			
3	Systems Operation 12-			

**Total Powers and Skills Cost: 300**

**Total Cost: 419**

**200+ Disadvantages**

- 10 DNPC: Rhonda McGowan 8- (Normal)
- 20 Hunted by FBI 8- (Mo Pow, NCI)
- 20 Hunted by VIPER 8- (Mo Pow, NCI)
- 20 Psychological Limitation: Hero Worships and is Totally Loyal to Foxbat (Common, Total)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 10 Psychological Limitation: Must Have the Best Exo-Skeleton in the World (Uncommon, Strong)
- 5 Rivalry: All Other Exo-Skeleton/Powered Armor Characters
- 10 Unluck 2d6
- 30 Vulnerability: 1½x STUN and BODY from Electricity
- 79 Experience Points

**Total Disadvantage Cost: 419**

## Harmonious Fist

**Background:** Public Enemy Number Thirteen. Harmon Finster was the youngest renegade against the Computer and the Wizeden Triad ever recorded. Caught spray painting “Rock and Roll will save the world!” on an image of the Wizeden Triad when he was five, Harmon had been marked by the Triad and their time computer ever since. Harmon fled into the slums, away from his family who betrayed him to the Wizeden Triad’s chanting army. He was on the run for ten years. Sheltered by his fellow gang members, Harmon grew up very large, as most vat-grown children were. He grew more difficult to conceal, and eventually, on a mission to release captive fellow members from the Harmony Tubes, Harmon was captured. He was fifteen years old.

Harmon was brought before the Wizeden Triad and their Great Harmonizer, and it was used on him. It was only the beginning of his punishments. After he was harmonized, the computer selected a new classification for Harmon. He would become a student. Harmon accepted his fate with gloom. Only the upper classes could listen to rock and roll. There was a time when it used to be for everyone. He was not worthy. He bid goodbye to his fellow captured gang members. He would never see them again. The Triad even let him keep his Flaming Skull badge, the mark of his gang, to show him that the ways of the Wizeden Triad were great.

Harmon was not a very good student. He drifted from department to department and excelled at very little. Although he was in great physical shape and was an enormously tall boy, he was not very good at basketball. It was decided by several of the instructors that he should study martial arts at the Great Academy of Harmony. Should he succeed, Harmon would be judged loyal at last and allowed to listen to rock and roll. Harmon wept with joy. A second chance was his.

Harmon was the greatest martial artist they had ever seen. He breezed through his basic classes in only a year and his undergraduate classes in only two more. Within another year, he was teaching classes of undergrads, and he was ready for his doctorate by the time he was twenty-one.

Harmon wanted to bring creativity back to martial arts. In order to achieve this goal, his thesis was to document his travel back in time to the age of superheroes, many of whom were mighty martial artists who were more creative than anyone. Several advisers, including Harmon’s own, were in favor of this, while a slightly larger number claimed that this was treason. A massive debate ensued among his

advisers. Since they were martial artists like him, Harmon waited for the fight to end. When the battle ended, everyone was a pummeled, bloody mess, and his adviser stood triumphant! Creativity would be returned to martial arts!

Harmon learned English and trained for his trip to the past. He was not allowed to learn as much history as he would have liked, but what he did know would have to do. He was prepared for his thesis. He would be allowed to listen to rock and roll. He stepped into the timelaunch. A technician activated the timelaunch device.

Harmon appeared in the age of heroes. Unbeknownst to Harmon, his adviser had been reported for treasonous use of state materials and had been subjected to the Great Harmonizer, followed by genetic reconstitution. Harmon’s thesis was declared illegal, and his genetic recall marker deactivated. Since he was in the past and had a history of treasonous creativity, the Computer decided that it was best that he stay there. Harmon Finster could never go home.

When he arrived, he arrived in the middle of a superpowered battle. A masked man was surrounded by twenty heavily armed men with truncheons. “They must be martial artists,” he thought. Harmon became excited! He was going to get to do research right away! Leaping into action, the graduate student delivered a blow to the midsection of one, a kick to the jaw of another, and tore through the police in less than ten seconds.

“Thanks,” Foxbat said cheerily. “I was wondering when you’d show up to aid my Master Plan!” Master Plan? Harmon was confused. The masked man must be someone important. But who?

“Who are you?” Harmon asked, the groggy policemen moaning and twitching on the ground.

“Who am I?” Foxbat said as he began walking towards the Centipedemobile. “I’m The Mighty Foxbat, the greatest...” He stopped to think for a moment. “Villain ever to walk the earth! One day, the candy corn factories of the world will be mine to do with as I please!”

Harmon was confused again. Only the upper classes got to eat candy corn. Clearly, some of the history books were wrong. It didn’t matter as long as he got to do more research. “So you’re Foxbat,” He paused. “Foxbat, the Destroyer of Worlds?” He had read something about that in the history books.

“Destroyer of Worlds? Yeah! That must be it!” Foxbat said, holding open the door of the Centipedemobile for Harmon. “Let’s run off, shall we?”

And so it was that Harmonious Fist entered the Centipedemobile and became a member of Foxbat’s gang. It took a while for things to get sorted out, but

Harmon decided that he would help Foxbat. After all, the best way to fight superpowered martial artists is to hang around with a supervillain, right? Harmon chose the name Harmonious Fist. After all, the great Harmonizer told him that with everything unified, he would be able to listen to rock and roll. But in the age of heroes, he could listen to all the rock and roll he wanted.

In the meantime, the Time Police of the 27<sup>th</sup> century watched the situation with interest. Numerous problems could spring up. For one thing, they didn't know who the Wizeded Triad were or where they came from. For another, it seemed they were from a different timeline entirely. For a third, how important was Harmonious Fist? And would he ever get to go home?

**Personality:** Harmonious Fist exists for one purpose, to complete his doctoral thesis by trashing as many primitive martial artists as possible, learn their techniques, and rediscover creativity in the martial arts. Harmon is contemptuous of our modern martial artists, considering their improper delivery and sloppy techniques inferior to his future combination of styles and abilities. He will often abandon Foxbat's plans just to engage in hand-to-hand combat with another martial artist of any sort. This can be used against him rather easily. Harmonious Fist doesn't like Leroy because he needs an exo-skeleton to fight, but he gets along with just about everyone else, except other martial artists.

**Quote:** "So you think your martial arts are superior to mine? I have been taught every martial art that has ever been mastered! You now face Harmonious Fist! Defend yourself!"

"There is no power superior to the flying fists of the master! And I *am* your master!"

"You are a pale imitation of my student adviser! Perhaps you will be a worthy opponent in another twenty years!"

**Powers/Tactics:** Harmonious Fist leaps into combat against other martial artists at a moment's notice. It is the entirety of his existence. He has no set style or combat tactic, instead choosing to face his opponents with a variety of moves and techniques. Harmonious Fist fights to win. Against a non-martial artist, if he is forced to confront one, he will brutally mow his opponent down to get to a "real" martial artist-type opponent. Every time Harmonious Fist beats another martial artist, place another power into his VPP with a tacky name and a martial arts theme that he has learned from the encounter. This need not be something the character can actually do. Harmonious

Fist has several meditation techniques that defend him from various forms of assault, among them Mental Defense.

**Campaign Use:** If a PC is easily challenged by other martial artists, Harmonious Fist is a villain who should show up every few months to bedevil the PC. If any of your PCs have any martial arts at all, Harmonious Fist will eventually show up to challenge them. Other uses of Harmonious Fist include martial arts tournaments (which he will either participate in or interrupt) or scenes where he finds students who are picked on and teaches them martial arts.

In a lower-powered game, reduce Harmonious Fist's Power Pool to 45 Active Points, remove the Mental Defense and the armored jacket, and lower the Force Field to 5/5, his DEX to 23, and his SPD to 5. Subtract 3 Combat Skill Levels.

In a higher-powered game, increase the Power Pool to 90 Active Points, increase the Mental Defense to 25 points, increase his physical characteristics appropriately, and raise his DEX to 32 and his SPD to 8. Remove the Limitations on the SPD Transfer. Increase the Force Field to 20/20. Add 15 points of Power Defense.

**Appearance:** Harmonious Fist is a veritable giant of a man, a six foot ten, pale-skinned, gangly mass of limbs, jeans, and feet wrapped in a thick black trench coat that provides a small amount of body armor. His head is mostly bald with some spiky hair protrusions in various dye colors sticking up. He has long, gangly features, a pale complexion, and liquid brown eyes. His jeans are loose fitting, and he wears oversized combat boots on his feet.

**An Important Note about Harmonious Fist:** Harmonious Fist's original powers were mainly designed in the days before Jet Li, an American awareness of Wuxia, and many of the things that a true superpowered martial artist who has trained to fight superheroes for years might have. This version incorporates many of those newer ideas. His Variable Power Pool is filled with multiple maneuvers, many of which are non-Asian. The Fist is designed to know martial arts from all over the world. As with Bruce Harlick's old version, every time he defeats a hero, he should gain a new ability or technique to add to his Power Pool.

Harmonious Fist has no true Martial Arts maneuvers. Everything is done with the Variable Power Pool.

## Harmonious Fist Plot Seeds

**Crossover:** The Foxbat, Destroyer of Worlds, passes through a dimensional rift from Harmonious Fist's timeline and cannot believe how weak his counterpart has become! He captures Foxbat and plans to rework his brain into a mirror image of his own! Can the heroes rescue Foxbat and dispel this dimensional counterpart? And what will happen to Harmonious Fist's future if they succeed?

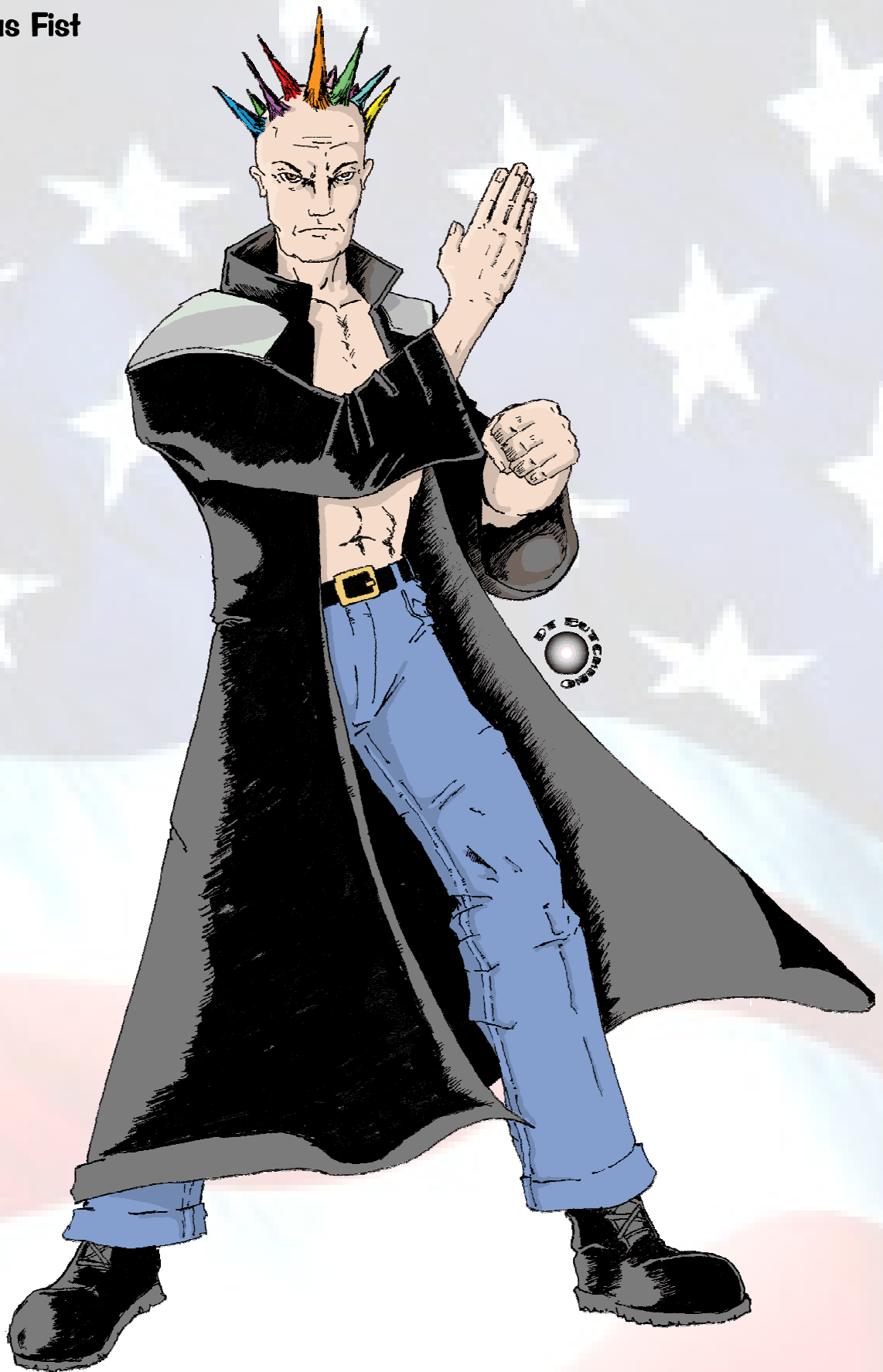
**My Kung Fu is Superior to Your Wedding!:** Harmonious Fist disrupts a live-on-TV wedding ceremony or the wedding ceremony of one (or two) of your PCs if he/they is/are the participants. Apparently, he has misread "marital" as "martial." Can anyone defeat the crazy villain before the ceremony is ruined? Or will someone find a way to convince him that he is underdressed? Will Harmonious Fist need a Marital Escape?

**Return to the Great Harmonizer:** The Wizeden Triad decides to kidnap Harmonious Fist, deciding that they need him after all! Agents of the Chanting Army appear in the heroes' timeline, and Harmonious Fist, the only man who might be able to help the heroes understand the threat, has gone underground! Can the heroes find him and save the timestream?

**The Tournament of Champions:** Harmonious Fist hears of a mighty tournament of martial artists and is determined to defeat them all before the tournament starts, thus becoming the only competitor!



# Harmonious Fist



Created by Steve Peterson, George MacDonald, and Bruce Harlick

## Harmonious Fist

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
27	DEX	51	14-	OCV: 9/DCV: 9
23	CON	26	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll: 14-
18	EGO	16	13-	ECV: 6
20	PRE	10	12-	PRE Attack: 4d6
12	COM	1	11-	
10	PD	6		Total: 26 PD (26 rPD)
10	ED	5		Total: 26 ED (26 rED)
6	SPD	23		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
80	END	17		
40	STUN	3		
				<b>Total CHA Cost: 183</b>

Movement:	Running:	10"/20"
	Leaping:	18"/36"
	Swimming:	2"/4"
	Flying:	20"/320"

Cost	Powers	END
103	<i>Every Martial Art Ever Created:</i> Variable Power Pool, 62-point Reserve; Zero Phase to Change (+1), Limited Special Effect: Martial Arts Abilities Only (-1/2)	var
10	<i>Steel Mountain Ironskin Training:</i> Damage Resistance (10 PD/10 ED)	0
45	<i>Last Second Evasion:</i> Force Field (10 PD/10 ED), Invisible to Sight Group (+1/2), Reduced Endurance (0 END, +1/2), Trigger (When Attacked, +1/4)	0
7	<i>Armored Jacket:</i> Armor (6 PD/6 ED); Activation 11- (-1), OIF (-1/2)	0
5	<i>Chi Gung Fortification:</i> Power Defense, 5 points	0
10	<i>Will of Iron Mountain Meditation:</i> Mental Defense, 14 points	0
19	<i>Million Monkey Leap:</i> Leaping +14" (18" Total), Accurate	4
8	<i>Athletically Trained:</i> Running +4" (10" Total)	2
10	<i>Subvocal Microphone:</i> High Range Radio Reception/Transmission; IIF (-1/4)	0
8	<i>Coolest Contacts Ever Made:</i> 10 points Sight Flash Defense; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> IR Vision; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> Nightvision; IIF (-1/4)	0
4	<i>Coolest Contacts Ever Made:</i> UV Vision; IIF (-1/4)	0

## Skills

48	+6 with All Combat
3	Acrobatics 14-
3	Acting 13-
3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
3	Contortionist 14-
5	Defense Maneuver I-II
3	Scholar
3	1) KS: History of Martial Arts Styles 12-
1	2) KS: History 11-
6	3) KS: Martial Arts Styles 16-
1	4) KS: Superpowered Martial Artists of the Age of Heroes 11-
4	Language: English (Earthnet Native)
3	Paramedics 12-
15	Power: Really Great Martial Arts Skills 20-
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-

**Total Powers and Skills Cost: 335**

**Total Cost: 516**

## 200+Disadvantages

10	Hunted by Temporal Police Force 8- (Mo Pow, NCI, Watching)
15	Hunted by Martial Arts World 8- (As Pow, Numerous but Come One at a Time)
20	Hunted by VIPER 8- (Mo Pow, NCI)
10	Physical Limitation: Doesn't Understand Primitive Past Cultures (Frequently, Slightly)
20	Psychological Limitation: Seeks Out One-on-One Combat with Other Martial Artists (Common, Total)
15	Psychological Limitation: Overconfidence (Common, Strong)
15	Social Limitation: Secret Identity [Harmon Finster, Grad Student from the Future]
211	Experience Points

**Total Disadvantage Cost: 516**

## Harmonious Fist's Variable Power Pool Examples:

40	<i>Punishing Blows of Nor-ris:</i> EB 4d6, Autofire x5 (+1/2), Reduced Endurance (1/2 END, +1/2), Armor Piercing (+1/2), Penetrating (+1/2); No Range (-1/2)	20	7	<i>Exhilarating Stance of Lee Duc Tho:</i> Change Environment, 1" Radius, -1 OCV, Hole in the Middle (+1/4), Personal Immunity (+1/4)	2
40	<i>Eternal Castigation of Lee Duc Tho:</i> EB 6d6, NND (Hearing Flash Defense, Hard Ear Coverings, or a Helmet, +1), No Range (-1/2)	6	7	<i>Furious Stance of Rocket Lee the Eternal Master:</i> Change Environment, 1" Radius, -1 DCV, Hole in the Middle (+1/4), Personal Immunity (+1/4)	2
40	<i>Relentless Strike of the Emerald Dragon:</i> HA +8d6, Reduced Endurance (0 END, +1/2); HA (-1/2)*	0	40	<i>Black Belt Freeman's Hood Sweep:</i> EB 6d6, Area Of Effect (1 Hex, +1/2), Armor Piercing (+1/2); No Range (-1/2)	6
60	<i>Reflecting Shield of the Resplendent Crane:</i> Missile Deflection vs. All Ranged Attacks, Reflection, At Any Target, +5 to Roll	0	20	<i>Writhing Coils of Sau Lin Kee:</i> +40 STR; Only for Grab Maneuver (-1/2), Only to Hold (-1/2)	4
40	<i>Sublime Strike of the Eternal Moon:</i> EB 8d6, Invisible to Sight Group (+1/2); No Range (-1/2)	6	21	<i>Unbelievable Prana of Savitar:</i> Transfer SPD 2d6, +8 Maximum, Returns 5 per Minute (+1/4); Only vs. Other Martial Artists (-1/2), Must Choose a Single Opponent (-1/2)**	4
45	<i>Internal Chi Gate Unbalancing of Hopak Kay:</i> DEX Drain 3d6, Returns 5 per Minute (+1/4), Reduced Endurance (1/2 END, +1/4)	2	56	<i>The Gate Doors Open As Yours Close:</i> Transfer END 3d6, Return 5 per Minute (+1/4)	6
20	<i>Shadowless Kick of Wo Hi Tam:</i> Stretching 2", Invisible to Sight Group (+1/2), Reduced Endurance (0 END, +1/2)	0	60	<i>Ngoto Mombasi's Rhino Stomp:</i> HKA 4d6 (5d6+1 with STR)	6
55	<i>Walking Among the Clouds:</i> Flight 20", 16x NCM	5	60	<i>Predator's Grace of Okonkwo:</i> HKA 2 1/2d6 (3d6+1 with STR), Armor Piercing (+1/2)	6
25	<i>Short Leg of Barus Li:</i> HA +10d6; Must Follow Block (-1/2), HA (-1/2)	5	16	<i>Suleiman's Blazing Turn:</i> Teleport 10", Must Cross Intervening Space (-1/4)	2
33	<i>Double Blow of Ho-Shan:</i> RKA 2 1/2d6 (Physical), Trigger (+1/4); Second Time the Target is Hit, No Range (-1/2)	5	17	<i>Hocuitl's Emerald Spin:</i> Aid DEX 1d6, Uncontrolled (+1/2), Continuous (+1); Must Make Half Move Every Turn (-1/2)	2
45	<i>Mobinder's Elegant Diaspora Prana:</i> Drain EGO 3d6, Returns 5 per Minute (+1/4), Reduced Endurance (1/2 END, +1/4)	2	24	<i>Jonathan Livingston Seagull's Glorious Journey:</i> Flight 15"; Only in Contact with a Surface Only (-1/4)	3
30	<i>Relentless Assault of Harmonious Awareness:</i> Ego Attack 6d6; No Range (-1/2), Based on OCV/DCV (-1/2)	6	20	<i>Glorious Evasion of Felipe Gonzales:</i> Change Environment, 32" Radius, -2 OCV; Must Move Around or Behind at Least One Object During His Half Move (-1/2), Not in Environments with No Obstacles (-1/4)	3
52	<i>Hammer on the Iron Will of Sawl Loo:</i> Drain Mental Defense 3d6, Returns 5 per Minute (+1/4), Armor Piercing (+1/2)	5	30	<i>Vituperative Strike of Rik Chae Nee:</i> EB 12d6 (Sonic); Increased Endurance (2x END, -1/2), No Range (-1/2)	12
24	<i>Dai-Kiri's Impervious Shield:</i> Force Wall (12 PD/12 ED); No Range (-1/2), Abort Only (-1)	6	40	<i>Unstoppable Hands of Hu-go:</i> EB 8d6, Affects Desolidified (+1/2), No Range (-1/2)	6
			30	<i>Impervious Retaliation of King Bong:</i> EB 12d6 (Physical), Must be a Retaliation/Counterattack (-1/2), No Range (-1/2)***	6
			25	<i>(Name of Martial Artist in your Campaign)'s Big Tuna Roll:</i> HA +10d6; User Falls Down in Adjacent Hex (-1/2), HA (-1/2)****	5

\* Harmonious Fist has a million names for this power.

\*\* This power may be too problematic for your game. If you run a game with a tight speed range, this power may literally make Harmonious Fist the most powerful martial artist in the entire world.

\*\*\* This is the fancy way of saying "Head Butt."

\*\*\*\* Pick the most inappropriate martial artist you can think of. If the target of the attack says "Wha...?" or something else similar, give Harmonious Fist a surprise maneuver bonus. In the Champions Universe, Nighthawk comes highly recommended for this role.

## Manny, Joe, Raul, and Ted

### The Secret Service Detail

**Background:** Manny, Joe, Raul, and Ted are typical, competent Secret Service agents. They are familiar with room sweeps, investigative techniques, making contacts, and have every bit of training the Secret Service gives their agents. Regrettably, because this is Foxbat and the Secret Service considers him a threat to national security, they have assigned four agents fresh out of the academy. Manny is in charge. He has six weeks more experience than the rest of them. If it is necessary for one of these four gentlemen to make a “rookie” mistake to move the plotline along, so be it.

Because Manny, Joe, Raul, and Ted are competent, they are also skilled at throwing themselves in the way of shots at Foxbat should the opportunity demand it. If this happens, they will likely die. When facing superweaponry, they are no different than any other innocent, and your heroes should be aware of this.

**Personality:** Secret Service agents on the job can have a wide range of personalities, but these four have the personalities listed below.

*Manny:* The grim leader wanna-be, Manny has every intention of protecting Foxbat to the best of his ability. He delegates authority to the others as if he were their drill sergeant. Unfortunately, the others don't always listen to Manny's directives, especially if they think they have a better idea.

*Joe:* Joe is the hotheaded one who is always the first one to jump in front of the “package.” He's on point, he knows it, and he loves it. This will change immediately the moment he sees one of the others (or a PC hero) get badly wounded or injured, and won't regain his composure until a hero gives him a pep talk about patriotism and his duty. If no heroes do, Joe will recover his bravery just in time to save one of the agents, Foxbat, or a PC from certain doom. “I... understand now...” THUD.

*Raul:* Raul is the levelheaded one who urges caution above all else. After everyone has scanned the room for bugs, Raul will search the room for bugs a second time. He is always checking behind things after the others have passed, making sure that no one is sneaking up from behind.

*Ted:* Ted is the laid-back surfer-type guy who wishes that Manny would relax and let the mission happen. Still a strong supporter of his country, Ted keeps telling the others to relax. “If it's time to take a bullet, man, then it's time to take a bullet.” Unfortunately, even though Ted graduated college, his maturity level stopped around high school. Ted is the party animal who keeps the others sane off-duty, takes

them to places to relax, and knows all the best places to “score babes.” He is also the one most likely to bond with Foxbat, creating even more problems for your heroes.

#### Quotes:

*Manny:* “All right, we've got a job to do, and we know what it is! Let's go!”

*Joe:* “No problem! I'll be right up here in the front!”

*Raul:* “Yeah, you go do that, I'll check behind us.”

*Ted:* “I'd rather be at a keg party, but sure....”

**Powers/Tactics:** The Secret Service agents use teamwork and skill to subdue opponents, will open fire on armed hostile targets, and are unafraid to call for backup. The Secret Service is a federal organization, and if a presidential candidate is in serious danger, they can and will use every available resource, including FBI, SWAT, and other agencies to combat the DEMON threat. Some of these agencies have very dangerous firearms, helicopters, and other equipment that can easily make life hell for ordinary DEMON agents. It is possible in certain large cities that DEMON may need even more resources than are listed here for the adventure to work. Don't hesitate. Just because they're federal agents doesn't mean they're patsies, stupid, or useless. Feel free to alter their language selection to fit your gameworld.

**Campaign Use:** The Secret Service, as well as Manny and the others, are a valuable addition to your campaign. If the heroes save them or make them look good, the agents will make excellent contacts in the future. If the heroes are involved in any case involving counterfeiting or money laundering, it's possible that the Secret Service will seek out the aid of the heroes, especially if some inexplicable method of counterfeiting bills has been used.

To make the Secret Service agents less powerful, prioritize their skills and divide them up to make them more specialized. Don't change anything else; these men and women are some of the best that America has to offer. Alter their Language selection or eliminate it.

To make the Secret Service agents more powerful, add high-tech gadgets, possibly out of the *Gadgets and Gear* sourcebook, or build devices yourself. Increase their DEX to 18 and their SPD to 4, and increase their STR and CON to 18. Add one or two more languages.

**Appearance:** Secret Service agents tend to wear dark-colored, two-button, single-breasted suits (easy to draw a firearm), sunglasses, a concealed firearm, and a radio. They must requisition additional equipment from the nearest office. For ease of play, descriptions for Manny, Joe, Raul, and Ted are listed below.

*Manny:* Manny is a short (5'6"), stocky, broad-chested barrel of a Secret Service agent. He has brown hair, brown eyes, and an olive complexion. He almost never relaxes, choosing to live his job in a constant state of awareness. When Ted can actually get him to relax, however, he's not that bad to be around.

*Joe:* Joe is a colossal 6'4" Secret Service agent, who weighs close to 300 pounds. A native of the American midwest, Joe played football in high school and he's not afraid to let anyone know it. Joe leads by example, whereas Manny leads because he's in charge. Enthusiastic to the point of obsession, his blond, close-cropped hair and blue eyes make him a natural poster boy.

*Raul:* Raul is a slender, 5'10" Hispanic man with dark hair, dark brown eyes, and an athletic build. He prefers crisp white shirts, never looks rumpled, and is always in the highest state of readiness. Unfortunately, Raul has the wisdom of "Don't go forward until you're sure of what's behind you," which many people interpret as cowardice. As a result, Raul gets a lot of flak.

*Ted:* Ted is always a little messy. His tie never fits quite right, his shirt is a little baggy, and he wears his pants too low. However, underneath this exterior lies a bodybuilding nut with the lithe build of a surfer. Ted doesn't do drugs, though a lot of people think he does with his California attitude. However, his shoes are always polished and shined to the highest degree.

## Secret Service Agent Plot Seeds

*Fed Games:* The Secret Service suspects that someone is tampering with the bureaucracy of the Federal Reserve and that it may be a rogue Secret Service agent. The heroes must find out who!

*Go Tell It on the Mountain:* The Secret Service suspects that someone in the government is working for a notorious supervillain, and that they think they can lure him to Mount Rushmore and get him to confess. As the villain or villains likely won't want this to happen, it's likely the Secret Service will want some heroes to help them take the fiend(s) into custody. Plus, it's a classic superpowered battle at Mount Rushmore! What more could your heroes ask for?

*Money! That's What I Want!:* The Secret Service uncovers a counterfeiting ring they can't expose, and they suspect some form of superpowers are involved. Manny, Joe, Raul, or Ted is sent to contact the heroes to get their help!

# Manny, Joe, Raul, and Ted

The Secret Service Detail



# Manny, Joe, Raul, and Ted

## The Secret Service Detail

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll: 12-/14-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 10 PD (6 rPD)
4	ED	1		Total: 7 ED (3 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
27	STUN	0		
				<b>Total CHA Cost: 43</b>

**Movement:**

Running:	8"/16"
Leaping:	4"/8"
Swimming:	2"/4"

Cost	Powers	END
10	<i>Standard Issue Firearm:</i> RKA 1½d6; 8 Charges (-½), OAF (-1)	[8]
7	<i>Bulletproof Vest:</i> Armor (6 PD/3 ED); Activation 12- (-¾), IIF (-¼)	0
4	<i>Athletic Training:</i> Running +2" (8" Total)	2
4	<i>Spotting Training:</i> +2 Sight PER	0
8	<i>Headpiece Radio:</i> High Range Radio Perception/Transmission; Flashed as Hearing and Radio (-¼), IIF (-¼)	0

**Perks**

- 3 Membership: The United States Secret Service

**Skills**

	Martial Arts: Hand-to-Hand	Combat Training	Notes	
	Maneuver	OCV	DCV	
4	Block	+2	+2	Block, Abort
4	Dodge	+0	+5	Dodge, Abort
3	Grab	-1	-1	Grab 30 STR
4	Strike	+0	-2	6d6
3	Throw	+0	+1	4d6 +v/5
6	+2 with all Firearms			
3	+1 with Martial Arts			
6	+3 to Dive For Cover/Interpose			
3	Breakfall 12-			
3	Bugging 12-			
3	Combat Driving 12-			
3	Concealment 12-			
3	Conversation 12-			
3	Fast Draw 12-			
3	Interrogation 12-			
3	KS: Counterfeiting Measures 12-			
3	KS: Secret Service Operations Procedures 12-			
4	Language: Spanish (Fluent, No Accent)			
3	Language: Arabic (Fluent w/Accent)			
3	Lockpicking 12-			
3	Security Systems 12-			
3	Shadowing 12-			
3	Stealth 12-			
3	Streetwise 12-			
3	Survival 12-			
3	Systems Operation 12-			
3	Tactics 12-			
3	Teamwork 12-			
2	WF: Small Arms			

**Total Powers and Skills Cost: 132**

**Total Cost: 175**

**75+ Disadvantages**

- 15 Hunted by the United States Government 11- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal to the Office of the President (Common, Strong)
- 10 Psychological Limitation: Patriot (Common, Moderate)
- 5 Rivalry: Other Government Agencies (Common, Professional)
- 15 Social Limitation: Subject to Orders (Frequently, Major)
- 40 Experience Points

**Total Disadvantage Cost: 175**

## Undead Presidents (Tuyeweras)

**Background:** The undead presidents are tuyeweras, invested with pieces of the souls of U.S. presidents summoned from whatever afterlives they go to in your campaign. A tuyewera is a gruesome creature with thick mummified skin, bloated eyes, long dragging arms, and its legs cut off just below the knees. The creatures are normally used as legendary tomb guardians to protect ancient treasures or other artifacts and rarely come out of tombs in such circumstances. However, once infused with the souls of presidents, the creatures actively seek he who attempts to despoil the calling of the nation's highest office... Foxbat.

In a gruesome ritual, DEMON or another evil religious organization creates these undead. In this particular case, due to the nature of the ritual, the undead creature assumes the form of the specified president until its destruction. It also sounds like the aforementioned president and considers the idea that Foxbat would dare to run for the highest office in the land an outrage.

The creatures are intelligent, though not as intelligent as many presidents were in life. They fight relentlessly until destroyed.

**Personality:** The undead presidents will act much like they did in life, with the exception of the fact that they hunger for the blood of innocents, despise Foxbat, and, of course, have no legs below the kneecaps, a fact that makes them very, very angry.

**Quote:** Sample undead president quotes are below:

*Undead James Buchanan:* "I wish I was in Dixie, huh... wait... I'm not supposed to say that."

*Undead Andrew Johnson:* "Vote Foxbat! And then *impeach* him!"

*Undead Grover Cleveland:* "I made it to the White House twice. But Foxbat never will."

*Undead James K. Polk:* "I kept every promise I ever made. And now I'm going to feed on your blood!"

*Undead Warren G. Harding:* "Wha??"

*Undead Franklin Delano Roosevelt:* "We have nothing to fear except Foxbat in the Oval Office!"

*Undead John F. Kennedy:* "Ask not what your country can do for you, ask what Foxbat in the Oval Office will do *to* you!"

*Undead Harry S. Truman:* "The Foxbat stops here!"

*Undead Richard M. Nixon:* "I'm still not a crook!"

Use your best judgment and pick whatever presidents you like as long as they are fun for your game.

**Powers/Tactics:** Undead presidents will shamle forward with a relentless shuffle, using their terror gaze to freeze their victims in fear before approaching them to feed on their life force and/or rip them to pieces. They are merciless undead and exist only to kill anything between them and Foxbat, as well as Foxbat himself. Undead presidents belong to the alien Class Of Minds. Exposing tuyeweras to the violent light of the sun causes them extreme damage, as they are servants of Tezcatlipoca, lord of the afterlife, night, and king of sacrifices.

**Campaign Use:** Tuyeweras have a lot of uses in various types of games. To use the tuyeweras without using them as undead presidents, remove the Presidential Bearing power and their presidential skills list, leaving only the Combat Skill Levels.

To make the tuyeweras less powerful, remove some of their automaton powers that prevent them from ceasing to function at 0 BODY and lower their Damage Resistance to 6 PD and 6 ED. Lower the Multipower to 50 points and make the HKA 1½d6. Lower the Power Defense to 5 points, and remove the Combat Skill Level. Subtract 2" of Running.

To make the tuyeweras more powerful, increase their PD and ED to 12 and give them 20 points of Power Defense. Add 15 points of Sight Flash Defense and increase their BODY score to 25. Make all their Defenses Resistant and give them 10" of Knockback Resistance. Add a Combat Skill Level and 2 more Levels with their Multipower. Increase their Multipower to 92 Active Points and all Powers in it accordingly. Do not increase their Movement; they still have no legs below the knees.

**Appearance:** Undead presidents look much as they did in their later years of life, only they are rigid and stiff, their preserved flesh resting stiffly under clothes similar to the clothes they wore in life. Their legs are very short, having been cut off just below the kneecaps. Their visible features appear to be covered with some sort of shiny resin.

Normal tuyeweras look like ordinary humans in a state of mummified preservation. They have clearly been mummified, their bodies covered in a thick, solid resin. They are not much different from undead presidents, except that their Psychological Limitations may be different.



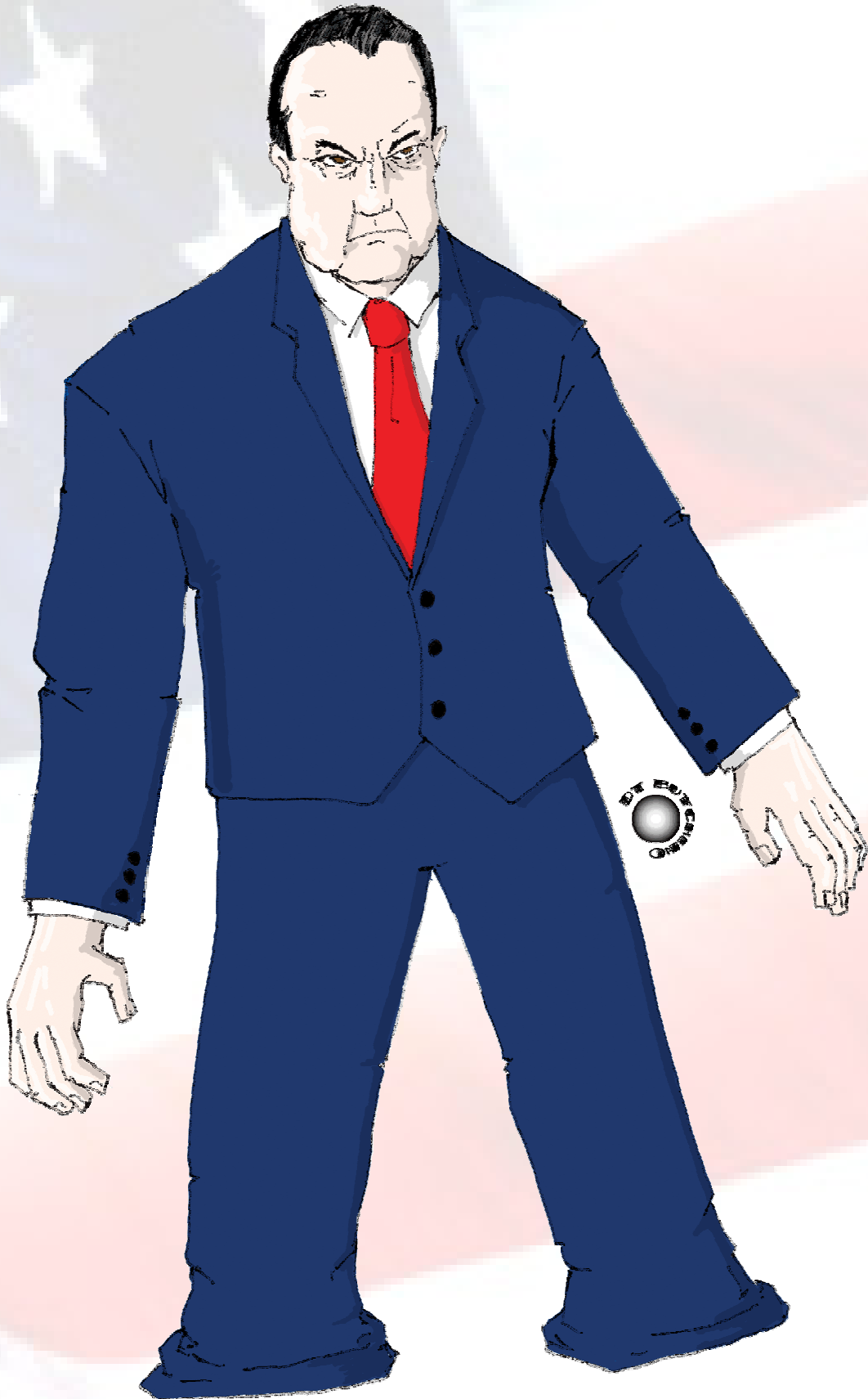
## Tuyewera Plot Seeds

**Legs:** Someone is leaving peoples' legs in dumpsters around the city. Is someone making tuyeweras, or is something more unpleasant going on?

**Return of the Natives:** A dealer in Native American art has been killed by mysterious means, the blood drained from his body and his private collection looted. All the signs point to a tuyewera. What was stolen, and why? Who is controlling it? Is it a tuyewera at all?

**Tomb of Chachipec:** In order to defeat a powerful mystic enemy from another dimension, the heroes must navigate the deadly tomb of an ancient Aztec priest. The tomb is guarded by cunning tuyeweras who operate traps, manipulate the highly tough and resistant magical tomb to foil the heroes, and try to feed on their life force. To run this scenario in *Pulp Hero*, use a single tuyewera.

# Undead Presidents (Tuyeweras)



## Undead Presidents (Tuyeweras)

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1.6 Tons; 6d6 HTH [3]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll: 11-
20	EGO	40	13-	ECV: 7
25	PRE	15	13-	PRE Attack: 5d6
2	COM	-4	9-	
8	PD	18		Total: 8 PD (8 rPD)
8	ED	18		Total: 8 ED (8 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	0		
60	END	0		
—	STUN	0		
				<b>Total CHA Cost: 205</b>

**Movement:**

Running:	6"/12"
Leaping:	6"/12"
Swimming:	2"/4"

Cost	Powers	END
62	<i>Blood Transformation:</i> Multipower, 62-point Reserve	0
4u	1) <i>Terror Gaze:</i> Mind Control 10d6, Telepathic Command (+1/4); Does Not Provide Mental Awareness (-1/4), One Command Only (Freeze in Terror, -1/4)	6
6u	2) <i>Feed on Blood:</i> Transfer BODY to STR 3d6, Return 5 per Minute (+1/4)	6
4u	3) <i>Filthy Claws:</i> HKA 2d6 (4d6 with STR), Reduced Endurance (0 END, +1/2)	3
60	<i>Unholy Corpseflesh:</i> Automaton Powers, Takes No STUN	0
15	<i>Corpse:</i> Does Not Bleed	0
24	<i>Unholy Toughness:</i> Damage Resistance (8 PD/8 ED)	0
30	<i>Magical Integrity:</i> Power Defense, 10 points	0
50	<i>Undead Traits:</i> Total Life Support	0
20	<i>Presidential Bearing:</i> Shape Shift to Targeting Sight and Hearing Groups into One President, Reduced Endurance (0 END, +1/2), Persistent (+1/2), Inherent (+1/4)	0

### Skills

6	+2 with Blood Transformation Multipower
8	+1 with All Combat
3	Bureaucratics 14-
3	Conversation 14-
3	High Society 14-
5	Oratory 15-
3	Persuasion 14-
3	PS: President of the United States 11-

**Total Powers and Skills Cost: 309**

**Total Cost: 514**

### 200+Disadvantages

15	Hunted by Monster Hunters Everywhere 11- (As Pow)
20	Hunted by the United States Government 8- (Mo Pow, NCI)
15	Psychological Limitation: Considers Foxtat a Disgrace to the Presidency (Common, Strong)
15	Psychological Limitation: Hungers for the Blood of Innocents (Common, Strong)
20	Psychological Limitation: Mimics Personality of Appropriate President (Common, Total)
10	Vulnerability: Light-based Attacks, 1/2x BODY
219	Experience Points

**Total Disadvantage Cost: 514**

## Theodore Roosevelt, the Toughest Undead President of Them All!

**Background:** Whereas all of the other undead presidents' souls were fragmented into various components, Theodore Roosevelt was too tough to be fragmented. The hardy soul of America's most adventurous and gun-slinging cowboy president was as tough as his body, and when the DEMON Morbanes summoned a piece of Theodore Roosevelt, they got the entire thing. Theodore Roosevelt is actually DEMON's biggest mistake, a relentless, implacable foe of all of America's foes, which not only includes Foxbat but also themselves.

When Theodore Roosevelt woke up in his undead body, he immediately attacked the Morbanes, and so, after managing to freeze Roosevelt in place, the Undead Skull crafted a binding ritual item which he used to take control of Theodore Roosevelt. Theodore Roosevelt knows that the Undead Skull controls him, but, if freed, he quickly changes sides, using his powers until the Undead Skull is defeated, at which point he will crumble to dust. Of all the undead presidents, Theodore is the toughest, the most powerful, and the most ready to resort to violence as a means of solving problems.

**Personality:** Whereas some more cowardly undead presidents such as undead James Buchanan or undead Andrew Johnson might cunningly freeze people as a first course of action, Theodore Roosevelt is all about charging directly into the heart of whatever troubling situation might exist. Eager to be in the thick of the action, he is frustrated and angry at being trapped in a corpse and will lash out at anything to relieve his fury unless he is freed.

**Quote:** "This is the roughest ride you'll ever have! Sorry about that."

"CHAAAAAAAAAAAAAAAAAAAAAAAAAAAAARGE!"

**Powers/Tactics:** Undead Theodore Roosevelt's tactics are much the same as other undead presidents with some notable exceptions. He charges ahead, leading the way with two-fisted strength and his sharp, relentless claws. He doesn't care about damage, bravely soaking it up, and will fight the toughest opponents with everything he has. Theodore loves a challenge. He will freeze people if they prove to be a significant threat, but just as he was in real life, Theodore Roosevelt as an undead prefers to be up close and personal, speaking softly and carrying a big stick. As a tuyewera, he retains the Vulnerability to light of others of his kind.

**Campaign Use:** If undead Theodore Roosevelt survives or the heroes find a way to allow him to survive, the heroes have a big problem, assuming they are capable of restoring Teddy to life. For one thing, it's going to be tough to survive in an America without a frontier, and he's already missing his legs. Dealing with a cranky ex-president who remembers the good old days of charging up San Juan Hill will be a tough job.

To make undead Theodore Roosevelt less powerful, lower him to the power level of a standard tuyewera above. Eliminate his extra Combat Levels and his levels with firearms.

To make undead Theodore Roosevelt more powerful, increase the Multipower to 105 Active Points, increase his Defenses to 14 rPD, 14 rED, and double his Power Defense. Increase his DEX to 26 and his SPD to 6. Do not increase his Movement; he still has no legs below the knees. Add two Levels with All Combat.

**Appearance:** Undead Theodore Roosevelt looks much as he did among the Rough Riders in life, albeit missing the cavalry saber, although he retains the scabbard at his waist. He wears a thick, flat-brimmed hat and thin, round-rimmed glasses despite the fact that they mean nothing in his undead state. His red, glowing eyes and wide nose rest above a thick, waxy mustache, and his thick sharp claws hang from his long, extended arms. His body is stocky and pudgy, and his thick waistcoat supports a revolver belt with twin revolvers. The belt supports a set of riding pants and riding breeches, and he wears a set of tooled leather cowboy boots on his upper thighs. He is never without a pocket watch, although this one is a replica of the one given to him by the City of New York during his time as police commissioner. He still, of course, retains the standard tuyewera waxiness and features.

# Theodore Roosevelt, the Toughest Undead President of them All!



## Theodore Roosevelt, the Toughest Undead President of Them All!

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 Tons; 8d6 HTH [4]
23	DEX	39	14-	OCV: 8/DCV: 8
35	CON	50	16-	
25	BODY	30	14-	
13	INT	3	12-	PER Roll: 12-
20	EGO	40	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	9-	
10	PD	21		Total: 10 PD (10 rPD)
10	ED	24		Total: 10 ED (10 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
15	REC	0		
70	END	0		
—	STUN	0		
				<b>Total CHA Cost: 271</b>

Movement:	Running:	6"/12"
	Leaping:	8"/16"
	Swimming:	2"/4"

Cost	Powers	END
75	<i>Blood Transformation:</i> Multipower, 75-point Reserve	0
5u	1) <i>Terror Gaze:</i> Mind Control 12d6, Telepathic Command (+1/4); Does Not Provide Mental Awareness (-1/4), One Command Only (Freeze in Terror, -1/4)	7
7u	2) <i>Feed on Blood:</i> Transfer BODY to STR 4d6, Return 5 per Minute (+1/4)	7
6u	3) <i>Filthy Claws:</i> HKA 2½d6 (5d6+1 with STR), Reduced Endurance (0 END, +1/2)	0/4
27	<i>Magically Augmented Revolvers:</i> RKA 4d6; OAF (-1), 12 charges (-1/4)	[12]
30	<i>Unholy Toughness:</i> Damage Resistance (10 PD/10 ED)	0
30	<i>Magical Integrity:</i> Power Defense, 10 points	0
60	<i>Unholy Corpseflesh:</i> Automaton Powers, Takes No STUN	0
15	<i>Corpse:</i> Does Not Bleed	0
50	<i>Undead Traits:</i> Total Life Support	0
29	<i>Presidential Bearing:</i> Shape Shift to Targeting Sight and Hearing Groups into One President, Reduced Endurance (0 END, +1/2), Persistent (+1/2), Inherent (+1/4)	0

### Skills

16	+2 Combat Skill Levels
6	+2 with Boxing and Wrestling Maneuvers
9	+3 with Blood Transformation Multipower

Boxing and Wrestling: Martial Arts				
Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort
4	Crush	+0	+0	16d6 Follows Grab
3	Grab	-1	-1	Grab 60 STR
5	Defensive Strike	+1	+3	12d6
5	Offensive Strike	-2	+1	16d6
4	Punch	+0	+2	14d6
3	Throw	+0	+1	12d6+v/5
16	+4 Damage Classes (added in)			
2	Animal Handler (Equines)	15-		
3	Breakfall	14-		
3	Bureaucratics	15-		
3	Conversation	15-		
3	Fast Draw	14-		
3	High Society	15-		
3	AK: The American West 1880-1912	12-		
3	KS: Political Figures of the Reform Era,	12-		
3	Language: French (Fluent with Accent)			
3	Language: Latin (Fluent with Accent)			
3	Language: Spanish (Fluent with Accent)			
2	Navigation (Land)	12-		
3	Oratory	15-		
3	Persuasion	14-		
3	PS: Cowboy	12-		
3	PS: Police Commissioner	12-		
4	PS: Speechwriter	13-		
3	PS: Writer	12-		
3	Riding	15-		
2	Survival (Temperate)	12-		
3	Tactics	12-		
3	Tracking	12-		

**Total Powers and Skills Cost: 473**

**Total Cost: 744**

### 200+Disadvantages

15	Hunted by Monster Hunters 11- (As Pow)
20	Hunted by the United States Government 8- (Mo Pow, NCI)
20	Physical Limitation: Controlled by the Undead Skull's Binding Amulet (Frequently, Fully)
15	Psychological Limitation: Considers Foxbat a Disgrace to the Presidency (Common, Strong)
20	Psychological Limitation: Mimics Personality of Teddy Roosevelt (Common, Total)
10	Vulnerability: 1½x BODY from Light-based Attacks
444	Experience Points

**Total Disadvantage Cost: 744**

## The Undead Skull

**Background:** It was the last battle of the Franco-Prussian War, and Karl Von Stroheim was ordered into battle. Karl was not a healthy or well man, but his family procured him a military commission in order to make a man out of him, as was commonly done in those days. Desperate to return to his life as a scholar, which his noble Prussian family disapproved of, his orders were to take his men and charge a hill of French cannons. Karl gave the order and charged forward, into the line of fire of the brutal firearms, which roared loudly, ripping and tearing flesh; crushing bone.

When the barrage was over, Karl Von Stroheim's men had taken the hill. He was a man, and he was a hero. His fingers clawed in the mud and muck, crawling over the corpses of many of his troops. His eyes were bloodshot and stinging with powder, and something rang in the base of his skull.

Karl Von Stroheim couldn't feel his right leg at all. He was slowly bleeding to death.

The army doctors amputated the lower half of what was left of his right leg. Karl would be an invalid for the rest of his life. He remembered the screaming, the awful screaming. His screaming. One day, Karl vowed, he would reap the true glory of the battle he waged that day. He would be the hero his family wanted.

Nobody in Karl's family wanted to see him when he came home. His glorious wounds were looked upon with disgust and shame. His fiancée left him for a French novelist, a man with two good legs. Karl's face twisted in rage when she told him. "In the old days, you harlot," he said, developing true anger towards the woman who had been promised to him. "In the old days, I'd be able to take your head for that."

Karl's mother told him to drink some more absinthe and relax. But Karl fantasized for two days about cutting off Ilsa von Mandelkraken's head. It occupied his every waking thought. The only things that kept him from doing it were his missing leg and the fact that she would not suffer nearly enough. Karl vowed that he would one day walk again and that he would take the woman back and make her love him desperately before he killed her. Consumed with bitterness, it was all Karl Von Stroheim had left.

Slowly, Karl researched primitive means of constructing artificial limbs, and all of them were utter failures. His research led him to the conclusion that no means of artificial limb construction currently existed that would satisfy his desire to walk, to make Ilsa and her lover suffer, to reap revenge upon the hated French, and avenge the shame he felt for his family.

Karl Von Stroheim had begun to descend into madness. He wanted to walk, to live life as a full man, and this became his singular obsession. His father died begging Karl to move on, but Karl refused, his lips shaking as he limped about, supported by an aching wooden crutch. His mother soon followed, weeping into the grave, begging Karl to forgive Ilsa and carry on the family name. With every death in his family, Karl would leave the room at their passing, to limp and curse their weakness, raging in hatred. The Von Stroheim family would go on.

It was not until three weeks after his mother's death that he realized that he was alone in a house with servants. Time and distance had ceased to flow normally for Karl during those weeks. People had begun to question the wisdom and sanity of the Von Stroheim family, especially when Karl began spending money on researches into the occult. He paid brave men to journey into distant jungles to return strange artifacts to him. Much of his family fortune was spent.

Slowly, several of Karl Von Stroheim's servants began to leave his service, questioning things they had seen, such as some of the books in his library, titles like *A Totemic Study of the Elusive Nature of the Spirits of Bone* and *A Treatise on the Possibility of True Necromancy*. Several of his servants spent several weeks at spas in Switzerland, recuperating from what they claimed were the ravings of a madman. One or two of them were never seen again.

Karl's researches into necromancy deepened his resolve, and slowly, he began to decipher the power of true magic. He began to cast spells, powerful spells that tampered with the body. A pity that one or two of his servants had seen them and he had to murder them. But, soon, he would walk again. If he could not walk in his own body, he would walk in the body of another. Karl had acquired several texts from Eastern Europe, including several about the legend of the Pennanggalan, a creature that separated its head from its body and attached it again in the morning. Karl believed that it was possible to replicate this effect without dying.

Unfortunately, Karl's ambition, as with many in his day and age, was greater than his skill. Years of research in getting to walk again had proven fruitless, and he was growing desperate, madly drawing incantations and circles on the floor of his library. Unwilling to wait, he cast his personally crafted ritual, drawing on the rites of ancient Atlantis, the terrible yawning doors of the gates of Mu, and the dreaded ritual of Kuldonnyx of Oin, that he had gone through a great deal of effort to purchase.

Karl Von Stroheim's hands crackled with power, and his eyes lit up, burning with strange eldritch fires. His body writhed and jerked in the carefully prepared

spell, his keening chant echoing through the mansion and radiating strange lights for almost a mile. Karl Von Stroheim's body crashed to the floor with a horrible, hollow thud. Karl was looking at his own body. His head floated in the air. He had done it! He was a Pennanggalan!

Karl flew to the mirror to view his achievement, and a horrible scream echoed through the mansion. No! His research could not have led him to this! It could not be! His body was an incinerated husk! And his face... his diamond glasses, needed to channel the ritual, had burned the chunks of diamond into his eye sockets where they remained, thick and horrible. His diamond eyes burned with a terrible light. There was no flesh, nothing inside his head. There was only bone. He was a skull! An undead skull!

Karl looked around, still levitating, his butler staring at him, and his eyes flashed with horrid purple light. His butler screamed and screamed as Karl found himself hungering to walk again, burning with the desire to be a full man. His butler screamed as the purple light shone out, and Karl watched in disbelief as his butler crumpled to the ground, the still breathing body and gasping head lying there. He flew forward, curious to inspect, and his neck glowed with the same horrible light, his neck then attaching to the butler's body, rising, walking in disbelief as his butler Rudolf stared back at him, only a head remaining. "I think, Rudolf," Karl said, "that your body will prove very useful to me." He could feel the butler's mind; he was capable of doing anything the butler could do. It was magnificent!

Strangely, Rudolf continued to scream.

It took ten years of research for Karl to find a way to keep the heads alive. Ten years of kidnapping travelers from France and listening for news of his Ilsa. His beloved Ilsa who he would make pay. He managed to discover from a few of his visitors that she had a son in the French army, and so, he began to plan, his mind intent on recovering the honor of the Von Stroheim family. Finally, his head preservation machine was ready. It kept the heads floating in a green liquid up to the chin, a liquid that magically conducted sound so that the begging of the heads inside could be heard. All of those who wronged the Von Stroheim family would pay. Ilsa would pay for bringing him to this.

Karl journeyed to France in the body of Marcel Terceau, a minor artist who knew Ilsa d'Geneve, as she was now known, and her son Jean. Karl smiled. Marcel was really back at the mansion, but Karl knew everything he knew. "Jean?" He said curiously in the bar, after spending two weeks making friends with him. "I have acquired an interesting device from America. Would you like to see it?" Jean d'Geneve was

always curious about American science and proved an easy victim, screaming in utter horror as he collapsed to the ground, watching as the horrid skull settled on his neck. "Your mother will never know the difference," Karl laughed, watching Marcel's body lie there on the floor of the hotel room, and slid Jean's head into the sinister apparatus, hiding it in the closet. He was an undead skull. It was enough.

Karl cried no tears when Ilsa died at his hands, begging for mercy as he told her everything he suffered through, cursing her name. He cried no tears when her son's body was found, stabbed to death, his head missing, by the side of the road in Tours. The honor of his family was avenged. It was 1912.

The First World War came, and Karl sat out the war, gloating in his mansion over his victory, lost in his research, stealing and preserving bodies as necessary to keep himself from going mad, to have sensation, to touch things and walk among men. He barely noticed that twenty years had passed until the emissary from Adolf Hitler arrived. The emissary explained to Karl that the government had noticed a large number of missing people, and that were it not for the Fuhrer's interest in mysticism, Karl would likely have to leave Germany. However, the emissary noted, if Karl was willing to devote himself to the cause of the Reich, there might not be a need for such unpleasantness. Karl could continue his research, as long as he continued to do his research for the Fuhrer and the Master Race.

Karl had no intention of allowing the emissary to know how far his research had proceeded, and candidly agreed to work for the Third Reich in a research capacity as a consultant. There were possibilities in this Reich. Perhaps, if this Hitler did rule the world, he could take the place of the pathetic little midget and rule in his stead. Karl was given a castle called Das Kriegeritterheim, renamed from its original name. The castle had originally belonged to Ilsa von Mandelkraken's family. Karl wasn't sure whether they appreciated the irony or not, but his revenge was complete at last. And this time, he didn't even have to work for it.

Some years passed and World War II began in earnest. Karl was given orders to attempt to use his magic to deal with these costumed fools who dared to oppose the Reich. He planned to conduct a ritual to raise a giant statue that would crush the heroes like bugs, but the Liberators stopped him with that accursed Americana herself knocking the head off the great stone humanoid. Many of his plans met with similar ends. He was always forced to teleport away, leaving a body behind, or skulk away in the night to meet with Nazi agents who would provide him with a conveniently kidnapped body.



Unfortunately, the Nazis began to lose the war, and money for Karl's research began to dry up. Frustrated, he began to collect the sorely wounded from Nazi infirmaries and animated them as various forms of undead to guard Das Kriegerritterheim. The Liberators were airdropped on his castle in May of 1945, and he was forced to abandon his plans, his research, and his new home. He was associated with the Nazi regime now. He would be hunted forever.

The Undead Skull, as he was now known, laid low for many years. The atrocities he had perpetrated along with the Nazi Regime would likely never be forgotten, and so he retreated into the depths of the Yucatan peninsula with a few of his trusted followers to explore the Mosquito Coast. Karl gambled that the public mindset would forget about him, but those accursed costumed heroes never forgot him and he found himself forced to occasionally foray out into the civilized world, where those heroes who had defeated him before somehow continued to place themselves in his way.

He researched the Central American forms of necromancy and became instrumental in resurrecting several local Central American legends in the midst of the jungle, though his followers dwindled to almost nothing and he was forced to capture several of the groups of tribesmen for slave labor. Slowly, he began to see that the world needed him. But an overlord needed power. And power did not come without making a few sacrifices. In the Undead Skull's case, that meant sacrifices of a human variety.

Once again, Karl became ambitious. He began to study ways to bring gods to Earth, to acquire additional mystic power for himself. He would do whatever it took to make certain that he would be safe. He would no longer be hunted. He would be content to pursue his research in peace. He began mastering his head-switching technique on the natives, using it more frequently to gather food and supplies. He researched new spells, all the while working on his master ritual to bring a god to Earth and gain the power of that deity. All the while, superheroes dogged his footsteps. Some members of the Liberators were still alive; they would sometimes find him, and he would have to flee.

It cost him many years of valuable time. By the time he was ready, it was the mid-1990s. The world was different. There were many superheroes and villains, different from the ones he used to know. All he had to do now was summon the god of the smoking mirror and find a way to steal his power. It took a while using proxies to convince DEMON that it was worth it to do so. And so it was that he discovered that DEMON had information he already knew: that the Foxbat was the ancient enemy of

Tezcatlipoca. But DEMON couldn't sacrifice Foxbat without him being a worthy sacrifice.

With the power of a god and his head on a god's body, the Undead Skull would be invincible. He would restore Ilsa to life and make her love him! He would make all who had opposed him, especially the Liberators, their relatives, and their descendants, pay! They had forced him to suffer in ignorance and hide from the world, but now a cosmic victory was in his grasp. And at last, Karl Von Stroheim understood why he was just a head. Just as the mind ruled over the rest of the body...

He was born to rule the world.

**Personality:** In the post-World War II era, the Undead Skull is a necromantic megalomaniac, possibly one of the worst foes your heroes will ever face. Ruthless, contemptible, and capable of being absolutely anyone, the Undead Skull is genteel, clever, and unafraid to flee combat while leaving a decapitated body behind that somehow manages to stay alive. He enjoys frightening heroes and using it to his advantage, and he is never without a group of servitor undead. He derives pleasure from domination, humiliation, slow, torturous revenge, and conquest. Nothing pleases him more than victory, though he often takes comfort in the fact that the look of shock on their faces at the body he is forced to leave behind grants him more than enough time for him to escape. The Undead Skull loves to gloat, especially if it will terrify a particularly righteous or religious hero.

**Quote:** "It seems that in order to get ahead, I must take yours. Please forgive my rudeness."

"I believe that you have... what are those words again? Oh, yes. 'Fallen into my trap.' So cliché, yet so apropos. Your wife will never know."

"Do you really think a bunch of stupid miscreants in colorful costumes can completely stop me?"

**Powers/Tactics:** The Undead Skull likes to replace important people, steal their money, and utilize it for his evil schemes. If he can't do that, he will replace anyone he believes is necessary to making his plan work and try to arrange events so that he doesn't have to have any two replaced people in any given place at one time. Since the beings he replaces don't retain their own powers\*, he may be able to look like them and mimic their personalities, but he can't be very successful at imitating anyone other than a mage. In combat, the Undead Skull does his best to use his abilities to turn his opponents against each other, as he is capable of withstanding massive amounts of

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\* In the case of Tezcatlipoca, the Undead Skull would cast a special ritual to allow himself to retain the god's powers.

punishment. He can always move into a dangerous location if sorely pressed, and threaten to leave the innocent body in a place where it will surely perish, leaving a still living head somewhere in the world. The Undead Skull's transformation can only be healed through a special sorcerous ritual that mystically reattaches the head to the body. If the PCs do not know the ritual, they will have to research one. Usually, people who survive the transformation and return are horribly traumatized, requiring extensive therapy. The possibility of rescuing the victims is always there. The Undead Skull can't actually kill his victims or he loses access to their skills, weakening him immensely. Currently, the Undead Skull wears an amulet that allows him to control undead Theodore Roosevelt, making him very reluctant to switch bodies. If undead Theodore Roosevelt is destroyed, the Undead Skull will begin to consider his retreating options.

**Campaign Use:** The Undead Skull works best posing as some other villain or pretending to work through another organization via infiltration. He is not well loved by his supervillain peers and inspires terror in superheroes everywhere. If one of your players gets captured by him, allow him to play the Undead Skull for a while until the heroes figure it out. The Undead Skull will try to choose a hero whose powers he can mimic easily. If he can't do that, someone close to the hero is always a convenient target or sometimes, an even better one.

To weaken the Undead Skull, reduce the maximum number of heads he can preserve, lower his Multipower to 60 Active Points, and remove several of the qualities from his Shape Shift. Lower his Damage Reductions to half and cut all of his special defenses in half as well. Lower his CON to 33, remove 2 Overall Levels and 1 Combat Skill Level. Lower his SPD to 5. Lower the overall dice of the Head Switch Transformation powers and make it take longer.

To make the Undead Skull more powerful, change his Multipower to a 90 point magical Variable Power Pool. Add a *second* Variable Power Pool that mimics the abilities of the person he is copying at the 150-point level. Double all of his special defenses and increase his normal defenses to 25/25. Add 2 Overall and 3 Combat Skill Levels. Raise his SPD to 8 and his DEX to 30. Raise his CON to a massive 55 and give him 120 STUN. Make the Head Switch Transformation powers Armor Piercing and Penetrating, so that he can get to anyone. Increase the Telepathic Mind Control to 24d6. He'll need all of it.

**Appearance:** The Undead Skull is normally a disembodied human skull with diamond eyes. He talks in a hollow voice that echoes in the ear like a charnel

house echoes. He can also talk and appear exactly as his target, or he can have his skeletal head on the body of whomever he chooses. From housewives to heroic victims, the Undead Skull can appear to be any of them, just waiting for the perfect moment to surprise the unsuspecting target with his true, skeletal-headed appearance.

## Undead Skull Plot Seeds

***The Great Switcheroo!:*** Undead Skull switches his head with one of your heroes' DNPCs! Unfortunately, it's not your hero that's the target of the Undead Skull's sinister plans. Can the heroes track down the Undead Skull and defeat his plan as he hops from body to body, storing them in his sinister lair?

***Head For the Hills!:*** In a small town in the midwest, people are disappearing and bodies walk without their heads. Is the Undead Skull involved, or are the heads involved in something even more unusual?

***Neck and Neck!:*** The Undead Skull is planning to replace two individuals simultaneously. Is this even possible? What will the heroes do if he succeeds? How many people can he occupy?

***The Space on Brahma's Body:*** Brahma, the Indian God of Creation, has four heads and a neck stump. The Undead Skull plans to place his head on that neck stump using powerful magic. Can the PCs get to the ritual objects before the Undead Skull? Or will he be able to rewrite the entire universe as he wishes?

# The Undead Skull

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
23	DEX	39	14-	OCV: 8/DCV: 8
38	CON	56	17-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll: 13-
23	EGO	26	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	9-	
12	PD	8		Total: 12 PD (12 rPD)
12	ED	4		Total: 12 ED (12 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
15	REC	6		
90	END	7		
60	STUN	16		
<b>Total CHA Cost: 236</b>				

**Movement:**

Running:	6"/12"
Leaping:	4"/8"
Swimming:	2"/4"
Flying:	20"/320"
Teleport:	20"/320"

Cost	Powers	END
40	<i>Head Switching:</i> Elemental Control, 80-point Powers	0
36	1) <i>Change of Head:</i> Shape Shift to Sight, Touch, Hearing, Smell/Taste, Mental, Limited Group of Shapes, Cellular, Instant Change, Makeover, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Can Only Shape Shift into Individual with Whom Mind Link is Active (-1/2)	0
26	2) <i>Skills of Mind:</i> Minor Transform 6d6, Limited Group of Special Effects (+1/4), Reduced Endurance (0 END, +1/2); Must Take the Time to Perform the Skill Normally (-1/2), Only Can Use the Power for Skills the Mind Linked Person Possesses (-1)*	0
17	3) <i>Headlink:</i> Major Transformation 2d6+1 [Attaches Self to Body of Decapitated Target, Body Acquires the Powers and Abilities of the Undead Skull], Continuous (+1), Reduced Endurance (0 END, +1/2); Extra Time (1 Turn, -1/4), No Range (-1/2)	0
21	4) <i>Sever Head:</i> Major Transform 2d6+1 [Separates Head from Body of Target, Keeps Head and Body Alive for an Hour, Head Must be Placed in Head Preservation Machine of the Undead Skull to Remain	

\* This power represents the Undead Skull's ability to replicate the skills of his victim without buying an illegal variable skill Pool, thus, the Undead Skull could write a scientific paper if he were mind linked to a scientist or perform a striptease if he were on the body of a stripper... try hard not to think too much about that one, true believers.

	Alive, Body Remains Alive Regardless, Makes the Target Unable to Resist Mind Link], Continuous (+1), Reduced Endurance (0 END, +1/2); Extra Time (1 Turn, -1/4)	0
43	5) <i>Freeze in Place:</i> Mind Control 15d6, Telepathic Command (+1/4); Set Command (Remain Immobile While Your Head Separates, -1/4)	9
25	6) <i>Thoughtlink:</i> Telepathy 9d6, Invisible to Mental Sense Group (+1/2), Reduced Endurance (0 END, +1/2); Only for Mind Linked Target (-1)	0
60	<i>Magic Spells:</i> Multipower, 75-point Powers; Head Must be on the Body of Another to Activate (-1/4)	0
6u	1) <i>Mystic Bolt:</i> EB 12d6, Reduced Endurance (1/2 END, +1/4)	3
6u	2) <i>The Blazing Bands of Bal-Hannoth:</i> Entangle (8 DEF, 4d6 BODY), Reduced Endurance (1/2 END, +1/4)	3
6u	3) <i>Gaze of Death:</i> RKA 4d6, Reduced Endurance (1/2 END, +1/4)	3
6u	4) <i>Boneshatter:</i> RKA 2d6, Armor Piercing (+1/2), Penetrating (+1/2), Reduced Endurance (0 END, +1/2)	0
6u	5) <i>Touch of Ghosts:</i> EB 10d6, Affects Desolid (+1/2)	7
6u	6) <i>Howling Hordes of Hulgashoon:</i> Drain CON 4d6, Ranged (+1/2), Returns 5 per Minute (+1/4)	7
5u	7) <i>Superior Reanimation of Deskor the Unrelenting:</i> Telekinesis (50 STR), Not vs. Items without a Bone Component (-1/2)	7
6u	8) <i>Ray of Binding:</i> Entangle (6 DEF, 4d6 BODY), Affects Desolid (+1/2)	7
6u	9) <i>Wall of Bones:</i> Force Wall (10 PD/10 ED), +5" Width, Reduced Endurance (1/2 END, +1/4)	3
6u	10) <i>Torturous Howling of Arnock:</i> 6d6 EB, NND (defense is Hard Ear Coverings or Hearing Flash Defense, +1), Reduced Endurance (0 END, +1/2)	0
6u	11) <i>Wave of Boneshards:</i> 10d6 EB, Armor Piercing (+1/2)	7
6u	12) <i>Baleful Bolts of Borenak:</i> 5d6 EB, Autofire x5 (+1/2), Armor Piercing (+1/2), Penetrating (+1/2), Reduced Endurance (1/2 END, +1/2)	3
2u	13) <i>The Glowing Gates of Galedar:</i> Teleport 10", Megascala (1"=1 km, +1/4); Leaves Body Behind (-1/2)**	2
6u	14) <i>The Lesser Gates of Galaedar:</i> Teleport 20", 4x Mass, 4x Noncombat Movement	4

\*\* Yes, this drops a still living innocent body with no head to the ground. If this doesn't disturb your PCs, nothing will.

6u	15) <i>Not There</i> : Invisibility to Sight, Hearing, and Smell Groups, and Magical Spatial Awareness Effects, No Fringe, Reduced Endurance (0 END, +1/2)	0
6u	16) <i>There!</i> : Teleport 10", Usable as Attack (+1 1/2), Ranged (+1/2), Reduced Endurance (1/2 END, +1/4), Trigger (When Danger Sense Activates from an Attack Aimed at the Undead Skull***, +1/4)	3
12	<i>Made of Bone</i> : Damage Resistance (12 PD/12 ED)	0
60	<i>Undead Resilience</i> : Physical Damage Reduction 75%, Resistant	0
60	<i>Skeletal Nature</i> : Energy Damage Reduction 75%, Resistant	0
15	<i>Magical Shielding</i> : Power Defense, 15 Points	0
14	<i>Jeweled Eyes</i> : Sight Group Flash Defense, 14 Points	0
10	<i>Wyrding Wards of Wakekandar</i> : Mental Defense, 15 Points total	0
50	<i>Eternal Unlife</i> : Full Life Support	0
37	<i>Levitating Skull</i> : Flight 20", 16x NCM; Lockout with Head Switching Powers (-1/2)	5
27	<i>Mystic Sight</i> : Spatial Awareness, 360°	0
20	<i>Exchange of Heads</i> : Mind Link with Any One Mind in the Same Dimension, One at a Time, Only with the Person Whose Body He Possesses (-1/2)	0
25	<i>The Dreaded Head Preservation Machine</i> : Immunity to Death from Head Not Being Attached to Body, Life Support: No Need to Sleep or Eat, Ranged (+1/2), Usable as Attack (Up to 64 Others, +2 3/4); OAF (Bulky, -1 1/2)	0
10	2 Floating Locations	

**Perks**

50	Base: Secret Necromancy Laboratory
97	Followers: 32 335-point Undead Followers (Tuyeweras without the Presidential Bearing Power)****
15	Wealth: Multibillionaire

**Talents**

22	Danger Sense 13- (Sense, Out of Combat)
4	Speed Reading

**Skills**

30	+3 Overall Levels
16	+2 with All Combat
10	+2 Range Skill Levels
3	Acting 15-
3	Bribery 15-
3	Bureaucratics 15-
3	Concealment 13-
3	Conversation 15-
3	Cryptography 13-
3	Deduction 13-
5	Defense Maneuver I-II
3	Disguise 13-
3	Forensic Medicine 13-
3	High Society 15-
3	Interrogation 15-
3	Scholar
3	1) KS: Ancient History of the Magical World 14-
3	2) KS: Bone Magic 14-
3	3) KS: Gate Magic 14-
3	4) KS: Ghost Magic 14-
3	5) KS: History 14-
3	6) KS: Ray Magic 14-
3	7) KS: Magical Research 14-
3	8) KS: Necromancy 14-
3	Linguist (German Native)
3	1) Arabic (Like Native)
4	2) Aramaic (Like Native)
2	3) English (Like Native)
2	4) French (Like Native)
3	5) Greek (Like Native)
3	6) Hebrew (Like Native)
2	7) Italian (Like Native)
3	8) Latin (Like Native)
4	9) Japanese (Like Native)
3	10) Russian (Like Native)
3	11) Spanish (Like Native)
3	Lipreading 13-
3	Mimicry 13-
3	Oratory 15-
3	Paramedics 13-
3	Persuasion 15-
3	Power/Necromancy (EGO-Based) 14-
3	PS: Necromancer 13-
3	PS: Researcher 13-
3	Riding 14-
3	Seduction 15-
3	Sleight of Hand 14-
3	Stealth 14-
3	Tactics 13-
3	Teamwork 14-
3	Trading 15-

**Total Powers and Skills Cost: 1088****Total Cost: 1324**

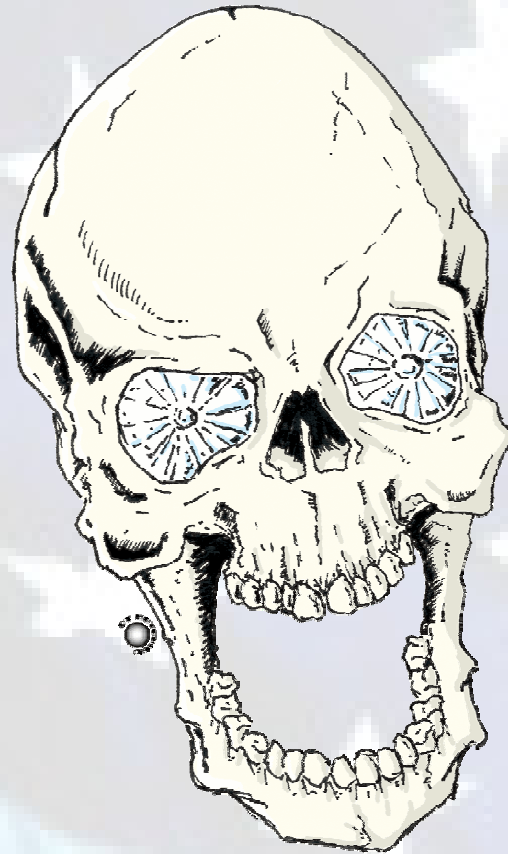
\*\*\* This Power allows the Undead Skull to move people just before they shoot at him. The result of this may be that the attack may harm other heroes instead, or worse, an innocent bystander.  
\*\*\*\* Feel free to replace his undead followers with other undead followers appropriate to your gameworld or whatever plan the Undead Skull has cooked up.

**200+Disadvantages**

- 15 Distinctive Feature: Skeletal Head with Jeweled Eyes (Easily Concealable, Causes Terror)
- 20 Hunted by Israeli Government 8- (Mo Pow, NCI)
- 20 Hunted by the U.S. Government 8- (Mo Pow, NCI)
- 15 Hunted by Still Living World War II Superheroes All Over the World 8- (As Pow)
- 10 Physical Limitation: When Flight Power is Active, Has No Arms or Legs (Infrequently, Fully)
- 15 Psychological Limitation: Enjoys Causing Fear (Common, Strong)
- 15 Psychological Limitation: Megalomania (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 20 Reputation: Vile Servant of Darkness and Former Associate of the Third Reich 14- (Extreme)
- 15 Social Limitation: Secret Identity [Karl Von Stroheim, the Undead Skull]
- 10 Vulnerability: 1½x STUN and BODY from Holy Attacks
- 954 Experience Points

**Total Disadvantage Cost: 1324**

**The Undead Skull**



# Make America Fun Again!

The Mighty Foxbat is a loony supervillain, who never really hurts anyone in his strange plans. Now, he's gotten enough signatures to allow him to run for the highest office in the land, still in his mask. While honored, the opportunity comes as a surprise to him. But then, who's *really* behind it, and *why*?

**Foxbat for President** is a **Champions** adventure for four to eight players at 350 to 450 points. It requires the **HERO System 5<sup>th</sup> Edition** rulebook, as well as **Conquerors, Killers, & Crooks**, and **DEMON: Servants of Darkness**.

Inside are detailed write-ups:

- classic Foxbat minions:
- Leroy, the Exo-Skeleton Man
- Harmonious Fist
- Charly
- Agents One, X, and Orange
- Secret Service agents
- the master villain behind it all

Inside are useful maps:

- a downtown street scene
- a suburban home
- a brownstone manor
- a hospital
- a prison yard
- a large cavern

