

A sourcebook for

**PULP
HERO**

MASTERMINDS & MADMEN



ROB HUDSON

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An Enemies Book for *Pulp Hero*

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DEDICATION

I'd like to dedicate this book to three women that had the most to do with my working on it: my mother, Elizabeth, without whose years of hard work I wouldn't be here to write it at all; my wife, Mary Ann, without whose love, patience, and understanding I wouldn't have gotten three words written; and my friend, Shelley, who convinced me that if I wanted something badly enough then I could do anything.

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INTRODUCTION

What's a good hero without a great villain to oppose him? Sometimes half the fun in an adventure scenario — whether it's for *Pulp Hero* or some other genre — is the fiendishness, wickedness, and clever plots of a truly interesting villain. The right villain can make an otherwise bland adventure into something exciting and fun. But creating villains can take a lot of effort. The amount of thought, creativity, and work with the *HERO System* rules to get an intriguing villain “just right” requires time and energy, and not every GM has time and energy every week.

To save you that work and create a common group of adversaries for *Pulp Hero* gamers everywhere, *Masterminds And Madmen* presents dozens of crooks, villains, mad scientists, and crimelords for use in your games. Although these characters are tied (at least loosely) to the Hero Games Pulp-era game setting, adapting them to your game takes little or no effort — just change the background, and perhaps the name, and you're ready to go. Rearranging organizations, making characters more or less powerful, and similar changes are also a snap. The *Campaign Use* section of each character sheet has suggestions along these lines.

Masterminds And Madmen has three chapters. The first, *Masterminds*, features master villains capable of giving just about any group of Pulp heroes fits: the insidious Dr. Fang and his Legion of Crime; crimelords like the Crimson Wraith and Iron Claw; deadly menaces like the Skymaster and the mysterious Geistkapitän.

Chapter Two, *Fiendish Organizations*, has groups of adversaries to oppose your team of heroes. It includes the shadowy profiteers of the Cabal, the Coletti Mob, the evil Cult of the Nine Degrees, and the freaks of the Frankenstein Mob.

The largest chapter in the book is the third one, *Solo Villains*. It features enemies who work by themselves, or whom you can team together as you see fit. Here you'll find everything from lowlife private eyes, to swindlers and con men, mad scientists armed with world-threatening Weird Science devices, junior-grade masterminds and crimelords, jungle princesses, Nazi and Bolshevik spies and saboteurs, pirate queens, cat burglars, and mob hitmen.

In this book you'll find villains built on fewer points than starting Pulp heroes, and some built on hundreds more. Sometimes it's not possible to define a villain properly on 150 Character Points, and it's preferable to build a villain *right* rather than to follow rigid point restrictions or nebulous concepts of “points efficiency.” Villains, after all, aren't the central focus of the campaign, so you don't have to worry as much about campaign standards as you do with PCs (who are *always* on center stage) when creating them.

As an enemies book, *Masterminds And Madmen* is designed primarily for use by GMs. If you're not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM's permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains' character sheets.

chapter one:



MASTERMINDS

DOCTOR FANG SHEN

DOCTOR FANG SHEN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
25	INT	20	14-	PER Roll 14-
25	EGO	40	14-	ECV: 8
25	PRE	20	14-	PRE Attack: 5d6
12	COM	1	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	3		Total Characteristics Cost: 113

Movement: Running: 6"/12"

Cost Powers END

75	<i>Concealed Carried Devices:</i> Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Focus (all slots must have at least -½ of this Limitation; -½), Powers Can Only Be Changed In A Laboratory (-½) var			
45	<i>The Voice That Commands:</i> Mind Control 8d6, Area Of Effect (voice range [see <i>Fantasy Hero</i> , pages 133-34]; +1), Reduced Endurance (½ END; +¼); Incantations (orders must be loud and obvious; -¼), No Range (-½), Requires A PRE Roll (no Active Point penalty, is subject to Skill Versus Skill Contests; -¼) 4			
9	<i>Hypnotic Gaze:</i> Mind Control 8d6; Hypnosis Only (cannot achieve full range of Mind Control effects; -½), Concentrate (0 DCV throughout activation; -1), Extra Time (1 Turn; -1¼), No Range (-½) 4			
	<i>Martial Arts: Chin Na Kung Fu</i>			
	Maneuver OCV DCV Notes			
4	Block	+2	+2	Block, Abort
4	Escape	+0	+0	35 STR vs. Grabs
3	Joint Lock/Grab	-1	-1	Grab 2 Limbs, 30 STR for holding on
4	Knife Hand	-2	+0	HKA 1d6 (1½d6 with STR)
4	<i>Tien-Hsueh Strike</i>	-1	+1	3d6 NND(1)
8	+2 Damage Classes (already added in)			

12	<i>Always Has An Escape Plan Ready:</i> Luck 12d6; Only To Avoid "Certain Death" (-1), Extra Time (at least 1 Hour, and often longer; -3) 0
10	<i>Inscrutable:</i> +20 PRE; Only To Protect against Presence Attacks (-1) 0
2	<i>The Years Are Nothing:</i> Life Support (Longevity: ages at one-fourth normal rate) 0

Perks

50	Well-Connected and 47 points' worth of Contacts around the world
10	Membership: Head of the Legion Of Crime
15	Wealth: Filthy Rich All the Followers, Bases, and other resources he needs

Talents

5	Eidetic Memory
10	Resistance (10 points)
5	Simulate Death 16-

Skills

6	+2 with Martial Arts
25	+5 with Intellect Skills
3	Analyze Scientific Knowledge 14-
3	Bureaucratics 14-
3	Breakfall 12-
3	Criminology 14-
3	Disguise 14-
3	Demolitions 14-
3	Forensic Medicine 14-
4	Forgery (Documents, Art Objects) 14-
3	High Society 14-
3	Interrogation 14-
9	Inventor 17-
3	AK: China 14-
3	Mechanics 14-
3	Mimicry 14-
7	Oratory 16-
3	Paramedic 14-
3	Persuasion 14-
5	PS: Physician 16-
5	PS: Surgeon 16-
5	PS: Brain Surgeon 16-
3	PS: Scientist 14-
3	Riding 12-
3	Streetwise 14-
3	Systems Operation 14-
4	TF: Riding Animals, Common Motorized Ground Vehicles
4	WF: Small Arms, Common Melee Weapons
7	Weaponsmith (Firearms, Missiles & Rockets, Chemical Weapons, Biological Weapons, Incendiary Weapons, Energy Weapons) 14-
3	Linguist

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Given his resources and abilities, whatever he needs							
Clothing: See Appearance							

- 3 1) Language: Arabic (idiomatic, Mandarin Chinese is Native)
- 3 2) Language: Burmese (idiomatic)
- 4 3) Language: Cantonese (imitate dialects)
- 3 4) Language: English (idiomatic)
- 3 5) Language: French (idiomatic)
- 3 6) Language: Fukienese (idiomatic)
- 3 7) Language: German (idiomatic)
- 3 8) Language: Hakka (idiomatic)
- 3 9) Language: Hindustani (idiomatic)
- 3 10) Language: Italian (idiomatic)
- 3 11) Language: Latin (idiomatic)
- 3 12) Language: Mongolian (idiomatic)
- 3 13) Language: Nepalese (idiomatic)
- 3 14) Language: Russian (idiomatic)
- 3 15) Language: Spanish (idiomatic)
- 3 16) Language: Thai (idiomatic)
- 3 17) Language: Wu (idiomatic)
- 3 Scholar
- 3 1) KS: The Academic World 15-
- 2 2) KS: The Business World 14-
- 3 3) KS: Chinese Healing 15-
- 3 4) KS: Chinese History 15-
- 3 5) KS: Chinese Philosophy 15-
- 2 6) KS: Kung Fu 14-
- 3 7) KS: The Legion Of Crime 15-
- 3 8) KS: The Medical World 15-
- 3 9) KS: The Scientific World 15-
- 2 10) KS: Western History 14-
- 2 11) KS: World Criminals 14-
- 3 Scientist
- 5 1) SS: Anatomy 17-
- 2 2) SS: Anthropology 14-
- 2 3) SS: Biochemistry 14-
- 2 4) SS: Biology 14-
- 2 5) SS: Botany 14-
- 2 6) SS: Chemistry 14-
- 2 7) SS: Electrical Engineering 14-
- 2 8) SS: Genetics 14-
- 2 9) SS: Linguistics 14-
- 2 10) SS: Mathematics 14-
- 2 11) SS: Mechanical Engineering 14-
- 5 12) SS: Medicine 17-
- 2 13) SS: Metallurgy 14-
- 2 14) SS: Optics 14-
- 2 15) SS: Pharmacology 14-
- 2 16) SS: Physics 14-
- 2 17) SS: Psychology 14-
- 5 18) SS: Surgery 17-
- 2 19) SS: Veterinary Medicine 14-
- 2 20) SS: Zoology 14-

Total Powers & Skills Cost: 549

Total Cost: 662

75+ Disadvantages

- 5 Distinctive Features: Lambent Violet Eyes (Easily Concealed; Noticed And Recognized)
- 10 Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Detectable By Large Group)
- 20 Hunted: various law enforcement agencies 11- (As Pow, NCI, Capture)
- 15 Hunted: Captain Battle and the Science Police 8- (As Pow, NCI, Capture)
- 15 Psychological limitation: Honorable, Always Keeps His Word When It Is Given (Uncommon, Total)
- 15 Psychological Limitation: Enjoys Matching Wits With Opponents (Common, Strong)
- 15 Psychological Limitation: Chinese Patriot (Common, Strong)
- 25 Psychological Limitation: Driven To Subjugate Or Eliminate All Non-Asian Peoples (Very Common, Total)
- 10 Reputation: "The Demon Doctor," head of the Legion Of Crime 11- (Extreme)
- 10 Social Limitation: Minority (Frequently, Minor)

452 Experience Points

Total Disadvantage Points: 662

EXAMPLE GADGETS FOR CONCEALED CARRIED DEVICES POOL

Cost Power

- 15 *Explosive Pellets:* Energy Blast 5d6, Explosion (+½); IAF (-½), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Flare Pellets:* Sight Group Flash 5d6, Explosion (+½); IAF (-½), Range Based On STR (-¼), 6 Charges (-¾)
- 15 *Gas Pellets:* Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate immunity]; +1), Area Of Effect (One Hex; +½); IAF (-½), Range Based On STR (-¼), 6 Charges (-¾)
- 12 *Smoke Pellets:* Darkness to Sight Group 3" radius; IAF (-½), Range Based On STR (-¼), 6 Charges (-¾)
- 10 *Oil Slick Pellets:* Change Environment 8" radius, -4 to all DEX-based Rolls to move on/through; IAF (-½) Only Affects Characters Moving On The Ground (-¼), Range Based On STR (-½), 6 Charges (-¾)

OTHER NAMES FOR DR. FANG

At various times and places, Dr. Fang has been called many things by the people who stand against him and the ones who serve him. While he knows of all of these alternate names, and privately finds amusement in some of them, only the bravest or most foolhardy risk his wrath by using some of them to his face:

Lord Fang

The Demon Doctor

Master Of The Thousand Hells

The Mad Mandarin

Satan's Surgeon

The Revered Doctor

Demon Prince Of Ximeng

Hand Of T'ai Shan (the Chinese god of life, fate, destiny, and death)

The Devil With The Amethyst Eyes

Aka Manah (a Persian demon of vile thoughts and discord)

Background/History: The spark which lit the flame that is Fang Shen, the Demon Doctor, was struck in the ancient past, when a mysterious civilization (perhaps the Lemurians; see *Hidden Lands*) created a group of scrolls made of thin sheets of flexible metal. Inscribed on the sheets were scientific, maybe even mechano-mystical, secrets unlike any the world has seen since. Somehow the scrolls survived their creators' downfall, or were lost. They ended up in a cave in the mountains of what would become central China.

The scrolls languished there for thousands of years. In the early nineteenth century, a young Chinese scholar exploring the caverns for interesting rock formations found them at long last. Fascinated by the strange scrolls and the unknown writing on them, the scholar, a physician and patriot named Fang Shen, took them home to study. After several years of hard work he deciphered the writing system and was amazed to see the wonders the scrolls described... and excited at the possibilities they represented for his country if he could unravel their secrets. He pored over them again and again, absorbing all the knowledge they had to share, as well as everything that he could learn from more mundane sources. He even went so far as to travel to Western lands to learn from their universities so he could build the foundation he needed to understand the secrets contained within the scrolls. He pushed himself to the limits of human capacity, honing his intellect and will until he had mastered science after science and the knowledge within the scrolls — or some of it, at least — was within his grasp.

He quickly discovered that many of the instructions and theorems the scrolls contained made absolutely no sense — they were apparently based on a scientific system or principles he had not yet grasped. Other processes depended on sources of power or materials the scroll's writers had thought so obvious that they were only named without further explanation or description, or appeared so absurd in the light of his scientific training he was forced to conclude they'd been added solely to throw readers off the track. Even with those problems, however, the information he gained was enough to place him decades, perhaps even a century or more, ahead of others in many fields of science and medicine. His goal achieved, he pondered how best to help China with his newly-won knowledge... and received a sign that showed him the way.

That sign was the Western invasion of China in 1840 during the Opium Wars. As the British seized Chinese cities and forced the Empress to submit to foreign decrees, Fang's patriotism grew into outrage. As time went on and he saw the decline of his country's power and people as more and more Western powers influenced or controlled China's internal and external affairs, his outrage became boiling anger... and a determination to revenge the wrongs done to his homeland and people. Knowing that to act officially was to bring further disaster down on China, he determined to act in secret against those he perceived as her

enemies. He turned his prodigious intellect and will toward laying the groundwork for the organization that would come to be known as the Legion Of Crime. He started small, but in a frighteningly short span of time the Legion was sufficiently large and well-organized to pose a threat to the Western powers he intended to wage war against. He held off on declaring that war until after the turn of the century, when the defeat of the Boxer Rebellion, which he had in part secretly helped to fund, proved to him China would not be able to defend herself for many decades to come.

The Legion Of Crime officially began operations in 1902, spreading tentacles through the shadows of the underworld to encircle the globe. Within a few years, as he engineered plot after plot against the Western powers, officials on several continents came to a growing awareness that the Legion's master, the shadowy Dr. Fang, was a power to be reckoned with. Some of his plans succeeded, some failed, but even in failure there was always the sense there was more to come — a feeling Dr. Fang was only too happy to transform into reality. He released deadly plagues, engineered social unrest, and backed corrupt political candidates as ways of weakening the Western powers. He was not, as some have suggested, responsible for the Stock Market Crash of 1929, although he did contribute heavily to political candidates who backed the institution of Prohibition with the certain knowledge of the chaos and corruption the Volstead Act would create in America. Any plan to bring down China's enemies and allow her to resume her rightful place at the head of the world's powers was worth considering and attempting.

The existence of his daughters, Li Lian and Ming Wei, was first made known to the world in 1928. With their ready and deadly assistance, Dr. Fang moved his plans to the next level, since he no longer had to maintain day-to-day control of the Legion's activities and could instead devote himself to the downfall and destruction of his enemies. The addition of Lok Shing to the Inner Circle of the Legion in 1932 completed the development of the Circle's modern structure, presenting the world with a threat so great that most simply refused to believe in its scope — ignoring the fact that just because they don't believe in the Legion doesn't mean the Legion didn't believe in them.

Personality/Motivation: A fervent Chinese nationalist, Dr. Fang felt the shame and humiliation of seeing his beloved homeland humbled and cast into the dirt by the Western powers on a deep, personal level. He views each new outrage not just as an act committed against his country, but a direct attack on his person as well. He became determined to right the wrongs done to China and return tenfold all of the suffering she had been forced to endure. Fueled by his incomparable will, that determination came to dominate his life, and was the impetus for the formation of the Legion Of Crime, the greatest criminal organization in the world today. Everything he does somehow traces back to that single motiva-

Masterminds And Madmen ■ Chapter One

tion, and he will do or dare almost anything in the pursuit of his goal. He considers the British and the Japanese to be the two most hated enemies of China: Britain for her past role in the domination of the country, and her possession of Chinese territories; Japan for her invasion and occupation of the Chinese homeland in the pursuit of her own imperial ambitions. America, the sleeping lion, is a close third, as Fang recognizes the danger she represents were she to come to life and seek to exert her power. Consequently, he aims most of his plots at one of those three nations, although there is no Western power that has escaped his attentions completely.

Doctor Fang deals ruthlessly with those who oppose him when he must, but finds the intellectual stimulation he gains from matching wits against opponents of the proper caliber to be so satisfying that he purposefully avoids simply murdering them in their homes or executing them when they fall into his hands. Instead he devises fiendish traps and impossible situations, then places or lures his opponents into them to see if they're worthy of further attention. Even his general plans are designed to allow adversaries the chance to halt them if they're clever enough, although having done so, they may sometimes find they wish they had not. No matter how hopeless a situation Dr. Fang engineers might appear to be, there's always at least one way out of it if the victims are clever (or lucky) enough to find it. An inescapable trap is, after all, no true test of an opponent, and Dr. Fang enjoys the game of pitting his cleverness against his enemies too much to cheat himself of a victory that way.

While willing to perform the most despicable acts in the pursuit of his goals, Dr. Fang is honorable in the sense that his word is inviolate. If he promises something, then it is fact, no matter what the situation or the personal cost involved in making good on that promise. Consequently, he's reluctant to make promises or to give his word, and while doing so will restrict himself to single, narrow statements, since he knows a promise must stand until the end of his days, and perhaps beyond. He will, however, promise more broadly if the situation requires it (for example to save his life, or the lives of his daughters, or as a reward to an exceptional opponent).

Despite, or perhaps because of, his scientific genius, Dr. Fang is incapable of understanding, much less utilizing, magic. He regards any claims of mystic powers or belief in the supernatural as foolish, and simply assumes any evidence of them to be the result of science (although possibly of a type with which he is unfamiliar). He considers his fellow countryman, Dr. Yin Wu (see *The Dragon Mandarin*) not to be an immortal sorcerer or mystic, just an accomplished scientist who's also discovered the secret of longevity and who cloaks his skills with a veneer of false mysticism to appear more mysterious and enigmatic to those who serve or oppose him. If confronted by magic, or mystic events, he explains them away scientifically... after

DOCTOR FANG SHEN PLOT SEEDS

A newly-founded charitable organization begins to set up soup kitchens around New York City, feeding hundreds, perhaps thousands of unemployed and homeless people every day. When some of those people go mad and begin to attack people on the street in berserk frenzies, exhibiting unnatural strength, investigations lead back to the soup kitchens... and the discovery Dr. Fang is secretly funding them. Why is he doing this, and what sinister plans does he have with Thanksgiving fast approaching?

A character with scientific renown slowly begins to notice odds slips in behavior by his friends and loved ones. When he investigates, he discovers evidence that suggests that many of his closest companions have been replaced with well-trained duplicates who are spying on him and stealing his scientific work for Dr. Fang. Have the friends really been replaced, or is Dr. Fang setting the character up for a potentially devastating tragedy when he confronts the supposed duplicates?

Whispers reach the characters of a fabulous treasure hidden in a lost temple in the jungles of India, a treasure of such value that Dr. Fang and Akash Varmandali are both rumored to be racing to gain control of it: *the Fire of Heaven*, a bejeweled bronze dagger supposedly forged in the flames of a falling star. Doctor Fang wants to subject it to metallurgical analysis and replicate the alloy that lets the blade cut steel, and Akash Varmandali wants to use a legend surrounding the destiny of the Fire's possessor to raise an army of followers and sweep himself to total power in India. When the characters are approached by Dr. Fang to act on his behalf as the lesser of two great evils, what will they do?

all, there is so little he cannot do with technology that his skills appear to be magic themselves.

Quote: "You have foiled me once again, Captain Battle, but mark this well: you may stop my plans many times, but I need succeed only once to sweep your arrogant race from the globe and return it to its true masters."

Powers/Tactics: Despite the fact that he leads the most powerful criminal organization in the world, knows scientific secrets denied to other men, and possesses enough wealth to make the emperors of old look poor, the greatest weapons Dr. Fang has are his incredible intellect and indomitable will. He is, simply, one of the greatest — he will not claim the title of *the* greatest until the world is at his feet — scientific minds in the world, perhaps of all time. His knowledge spans almost every discipline known to man, delves into places most men would fear to go, and emerges stronger than before. He's capable of feats of scientific invention generations ahead of most of the current scientific community thanks to his study of the ancient scrolls that started him on his path to power and all he has learned since then. Only the most advanced thinkers can understand his greatest inventions, and even fewer can duplicate or neutralize them. His greatest achievements are in the medical field,

where his abilities are virtually unmatched by any other physician. He can perform advanced brain surgery, mutate living organisms almost at will, and significantly retard the aging process.

Doctor Fang augments his already magnificent scientific knowledge with processes and formulae stolen from the best scientific minds in the world. He uses any means necessary to acquire what he wants, from theft, to blackmail, to murder. He dislikes killing other scientists, particularly ones intelligent enough for him to steal from, but if they must die so he can acquire the information he needs, then die they shall. Ideally, he prefers to kidnap a scientist and a close family member so he can use the loved one as a hostage and a way to apply pressure. Favorite ways of doing this include injecting the loved one with a poison that requires regular doses of an antidote to stave off a horrid, lingering death, or the threat of performing his trademark surgery on them and making them into a Legionnaire, but he knows endless variations on this theme.

While no coward, Dr. Fang has little use for personal combat as a means of settling issues. He's a capable, although unexceptional, student of *Chin Na* Kung Fu, and practices regularly to ensure physical health, but he has not been forced to engage an opponent in actual combat for a decade or more. If expecting a threat of that nature, he makes sure to have a good selection of concealed weapons and gadgets so he can depart should it become necessary, summon as many Legionnaires as needed, and defend himself if he must. He may also bring along Lok Shing or one of his daughters if that seems prudent. Only the most extreme situations would cause him to endanger his plans for the future of the Legion and risk both his own life and the lives of both his daughters simultaneously. If forced by extreme measures to engage in physical combat, he Blocks attacks until he has an opening for a *Tien-Hsueh* strike or a chance to immobilize an opponent with a joint lock (so he can use the hapless victim as a shield).

Doctor Fang's primary method of direct conflict resolution is to employ the *Voice That Commands*, a technique that combines a careful modulation of his voice, an exquisite sense of timing, the sheer force of his personality, and his masterful knowledge of the human psyche to allow him to issue commands to anyone or everyone within the sound of his voice, even enemies. A sufficiently strong opposed will can resist the commands most of the time, but even that is no guarantee. He normally restricts himself to simple commands that alter the situation in his favor ("Drop that pistol, Captain") as opposed to more complex orders that may confuse things further or take too long to utter. Failing that, he'll attempt to turn the force of his will on opponents in another fashion by utilizing the power of his focused gaze and voice to ease them into a hypnotic trance. If that works, he has many options with which to bedevil his now-helpless opponent.

Doctor Fang has returned from seemingly certain death on a number of occasions, each time explaining his survival as the result of a pre-planned escape route, a surgically-altered duplicate substituted at the last minute, or some other cunning plan that ensured his survival. He never goes anywhere without having at least two or three escape plans (and often more). Having learned enough from the ancient scrolls and his own researches to develop a process that greatly extends his lifespan, he guards himself well — he doesn't take foolish risks because he knows he can afford to be patient. As a side effect the treatment turns the subject's eyes a startling lambent violet. Most people assume the color is a family trait shared by the Doctor and his daughters, but anyone receiving his anti-aging process develops it.

Fang's plans vary widely, but all have at their core both a connection to his desire to see the non-Asiatic races of the world cast down and the distinction that they're always deeper than they appear. Every action has a purpose, but that purpose is never the one that's most obvious, and each success — or failure — leads to a new stage of the plan. It's not unknown for opponents to thwart every aspect of a plot Dr. Fang has enacted... only to discover in the end that their seemingly hard-won victories were actually defeats. Even his deathtraps follow this theme, with the most obvious method of escape often plunging the victim into still-greater danger. For example, a pit trap might lead to a slide that tosses a character out over an underground pool containing a pair of hungry sharks, with an apparently-forgotten ladder dangling near the exit point of the chute... except that the rungs of the ladder are really sword blades sheathed in fragile balsa wood that will break away, terribly gashing the hands of anyone trying to grab them before precipitating them into the pool with their ability to defend themselves impaired... and the blood driving the sharks into a frenzy.

Resources: Fang Shen's resources are many and varied. Chief among them is the Legion Of Crime (also known in some circles as the Legion Of Evil), a shadowy organization that has spread all over the world since it began over thirty years ago. It is arranged with hundreds of small enterprises and businesses — not only criminal ones, but otherwise legitimate ones maintained as fronts and sources of profit — at the bottom, all grouped by global region. These assets report to an umbrella organization over them, which in turn reports to another above it, and so on. While many of the members of the Legion know exactly who they're working for and serve him with unquestioned loyalty, some Legion agents aren't aware that they are, in fact, members of the Legion — they think they belong to a smaller business, gang, or regional crime group. Several tongs and triads, a pair of European crime rings, and at least one American mob are secretly part of the Legion, as are numerous smaller groups

around the world. Li Lian controls Legion activities in Asia and Africa, Ming Wei has authority over Europe and the Americas, and Lok Shing is a roving troubleshooter who goes wherever he's needed. In practice, this means he spends most of his time assisting Ming Wei with affairs in America and Europe, as her territories require the most attention. At the head of the pyramid, unquestioned master of the Legion, is Dr. Fang himself. In the unlikely event of his death, he has left instructions which make it clear that he expects Li Lian to assume control of the Legion and carry out his plans.

The manpower under Dr. Fang's control is almost unlimited. He controls the 16,000-individual strong rank-and-file of the Legion Of Crime, which encompasses individuals of all walks of life and levels of society, in every corner of the world, regardless of nationality, as well as the 2,000 elite Legionnaires who serve as his and his daughters' personal troops. Beyond that, he can arrange through intermediaries to hire as many men as he needs, wherever he requires them, for however long he might need them.

With the vast fortune he's amassed both personally and as the leader of the Legion Of Crime, there's virtually nothing Dr. Fang cannot purchase, and even less he cannot steal if it's not for sale. His wealth is not limited to business interests alone; the resources he controls include vast quantities of precious metals and gems, works of art, and other valuables. But he regards his wealth as secondary to the true currency of the powerful — knowledge. He seeks to gather as much information as possible, with the result that his massive files often contain secrets and information on individuals both powerful and insignificant.

Doctor Fang maintains three primary hidden bases from which he directs the Legion and plans the return of China as the preeminent power in the world. The first is his primary residence and laboratories, located in a remote valley in the Kuku Nor province of China. This includes the headquarters of the Legion Of Crime, the training grounds for the Legionnaires, and his primary storehouses of material wealth. The next is a smaller residence and base in the remote hills of northern Scotland, from which he directs his plans against the hated British Empire and oversees Legion operations in Europe. The third is a base of equal size to Scotland's in a remote private sanatorium in upstate New York that caters to the wealthy, which offers him a vantage point to oversee operations against the growing giant of America. In addition to those primary facilities, through layers of obfuscating corporate ownership and false names he owns hundreds of properties usable as temporary bases and at least one residence in every major city on the globe, although many of those are used by Li Lian, Ming Wei, and Lok Shing more often than by Dr. Fang himself.



Relations With Others: Doctor Fang sees little to be gained in working with others as an equal, because he recognizes few individuals as equals, and none as a superior. If approached by someone who seeks to become his “partner” or “ally,” Dr. Fang would be willing to enter into a temporary partnership for the accomplishment of a single specific goal he approved of, but would never agree to a permanent arrangement. Among the few with whom he would consider a partnership of convenience are Dr. Yin Wu and Akash Varmandali. Other individuals, particularly Westerners, might be allowed to *think* they'd entered into a partnership with him, but they'd soon enough find themselves consigned to Dr. Fang's dungeons when their usefulness passed... and that assumes they were unlucky enough to survive his displeasure, for the lucky ones he simply kills.

Campaign Use: As appropriate for a Pulp mastermind, Dr. Fang is suitable for an incredible variety of storylines ranging from archaeological expeditions to lost cities, to urban criminal activities, to Weird Science threats. His goal to destroy or subjugate the Caucasian races he blames for China's downfall could lead him into almost any sort of scenario... although given his penchant for labyrinthine plans, it might not become apparent to the characters until much later that his was the hand set against them.

To make him a more powerful opponent in general, increase the power he can bring to bear against the characters by adding more specialized Followers, additional named henchmen, vehicles, and other resources he needs to provide an adequate threat or challenge. To make him a less powerful general opponent, reduce the numbers of same, eliminate one of his bases, and reduce the power level of his named henchmen. To make him a more powerful personal threat, beef up his physical Characteristics, and/or give him more Martial Arts maneuvers (and some Extra Damage Classes and Combat Skill Levels) so that he's more than a match for any PC in HTH Combat. To lessen the personal threat he poses, reduce or eliminate his Gadget Pool.

As a Hunter, Dr. Fang is both incredibly dangerous and perplexingly enigmatic. He Hunts characters personally only when they've proven themselves worthy of his time and interest by successfully defeating first Lok Shing, and then both Li Lian and Ming Wei, on several occasions each... but once they've done so, he'll Hunt them without fail. He has incredible patience and will devise complex plans to test a Hunted character on as many levels — mental, physical, social, moral — as possible. The idea is that if the characters are skilled enough to oppose him, then by discovering their limits and what drives them, he can make his plans to subjugate the peoples they represent the best and brightest of that much better.

Appearance: Thanks to his experiments in age retardation, Dr. Fang appears to be a Chinese man in good physical condition between 40 and 50 years of age. He has slightly greying black hair worn in a traditional Manchu braid, a thin moustache that falls to the edges of his jaw, and eyebrows that slant upwards at a sharp, almost unnatural angle. A side effect of the process that halts his aging has turned his eyes a lambent violet. He normally dresses in the robes and round, brimless hat of a Manchu court official, but eschews the long fingernails associated with some members of that class to make the operation of his scientific instruments easier. He never carries a visible weapon, but always has several small, concealed devices — smoke pellets and the like — on his person to assist in escapes should it be necessary.

LI LIAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
8	PD	5		Total: 11 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	2		
40	END	0		
30	STUN	0		Total Characteristics Cost: 98

Movement: Running: 10"/20"
Swimming: 4"/8"
Leaping: 6"/12"

Cost Powers **END**

Martial Arts: Resplendent Dragon and Shou Chih T'ien T'ang Kung Fu

Maneuver	OCV	DCV	Notes
4 Dragon Snatches Prey	-1	+1	Disarm, 45 STR to Disarm
3 Dragon's Tail Brushes The Ground	+2	-1	8d6 Strike; Target Falls
3 Hsu Pao's Twisting Reversal	+0	+1	7d6 +v/5; Target Falls
3 Inescapable Grasp Of The Heavens	-1	-1	Grab Two Limbs, 45 STR for holding on
4 Storm Clouds Enfold The Sky	+0	+0	11d6 Crush, Must Follow Grab
5 Swooping Dragon Maneuver	+1	+0	7d6 + v/5; FMove
4 The Dragon's Claw	-2	+0	HKA 1d6+1 (2d6+1 with STR)
4 The Fist Of The Scarlet Dragon	+0	+2	9d6 Strike
5 The Golden Dragon Strike	+1	+3	7d6 Strike
4 The Moon Dragon's Shining Scales	+2	+2	Block, Abort
4 The Sublime Avoidance	--	+5	Dodge All Attacks, Abort
4 Use Art with Blades, Dragon Staff, Polearms, and Staff			
16 +4 Damage Classes (already added in)			

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33	<i>Hands Like Lightning</i> : HA +5d6, Area Of Effect (One Hex Doubled; +¾), Selective (+¼); Hand-To-Hand Attack (-½)	5	4	Language: English (idiomatic)
5	<i>Master Of The Dragon Staff</i> : Autofire (2 shots; +¼) for up to 5 DCs/25 Active Points of melee weapons, Reduced Endurance (0 END; +1); OIF (any dragon staff of opportunity; -½), Only With Dragon Staff (-1)	0	3	Language: Japanese (completely fluent)
13	<i>Blow Slipping</i> : Physical Damage Reduction, Resistant, 50%; Must Be Aware Of Attack (-¼), Requires A DEX Roll (-¾), Does Not Work Against Dim Mak (-¼)	0	3	Language: Mongol (completely fluent)
8	<i>Swift Runner</i> : Running +4" (10" total)	1	3	Paramedics 12-
2	<i>Strong Swimmer</i> : Swimming +2" (4" total)	1	4	PS: Sensei 13-
2	<i>Dragon Soars Through The Clouds</i> : Leaping +3" (6" forward, 3" upward); Requires An Acrobatics Roll (-½)	1	4	PS: Cooking 13-
9	<i>Supreme Balance</i> : Flight 8"; Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼)	1	3	PS: Go 12-
2	<i>The Years Are Nothing</i> : Life Support (Longevity: ages at one-fourth normal rate)	0	5	Rapid Attack (HTH)
	Perks		3	Riding 13-
8	Membership: Inner Circle of the Legion Of Crime		3	Sleight Of Hand 13-
	Talents		3	Stealth 13-
6	Combat Luck (3 PD/3 ED)		3	Tactics 12-
17	Combat Sense 14-		3	Teamwork 13-
	Skills		4	TF: Riding Animals, Common Motorized Ground Vehicles
15	<i>My Kung Fu Is Strong</i> : +5 with Martial Arts		7	WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Dragon Staff
10	<i>Your Kung Fu Is Weak</i> : +4 HTH; Requires An Analyze Style Roll (-½), Only Applies Versus Targets Against Whom Character Has Made A Successful Analyze Style Roll (-½)			Total Powers & Skills Cost: 308
10	+2 with Agility Skills			Total Cost: 406
3	Acrobatics 13-			75+ Disadvantages
7	Analyze Style 14-		5	Distinctive Features: Lambent Violet Eyes (Easily Concealed; Noticed And Recognized)
3	Breakfall 13-		10	Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Detectable By Large Group)
3	Climbing 13-		20	Hunted: various law enforcement agencies 11- (As Pow, NCI, Capture)
10	Defense Maneuver I-IV		10	Hunted: Dr. Fang and the Legion Of Crime 8- (Mo Pow, NCI, Watching)
4	AK: Asia 13-		15	Psychological Limitation: Blind To Father's And Sister's True Nature (Common, Strong)
4	AK: China 13-		15	Psychological Limitation: Code Of The Chinese Master (Common, Strong)
3	KS: Kung Fu 12-		20	Psychological Limitation: Honorable (always keeps word, protects and honors family at all costs) (Common, Total)
6	KS: The Martial World 15-		5	Reputation: Dr. Fang's deadly and honorable daughter, 8- (Extreme, Known To Limited Group)
3	KS: Dr. Fang's Operations 12-		5	Rivalry: Professional (with other martial artists, to see who is the best)
4	Language: Cantonese (Native, Mandarin is Native)		10	Social Limitation: Minority (Chinese) (Frequently, Minor)
			20	Social Limitation: Subject To Orders (Very Frequently, Major)
			5	Social Limitation: Woman (Occasional, Minor)
			191	Experience Points
				Total Disadvantage Points: 406

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Notes
Dragon Staff						
Staff	+0	—	4d6 N	—	—	8
Claws	+0	—	½d6 K	1d6-1	—	8

Armor

None

Gear: Usually little, since she has servants to carry it for her, but given her father's resources she can have just about any gear she needs for a mission.

Clothing: See Appearance

LI LIAN PLOT SEEDS

After several encounters with the heroes, one of which leads at least some of them to owe her a debt of honor, Li Lian discovers her sister is missing. Lacking the skills to discover Ming Wei's whereabouts on her own, and suspecting a betrayal from within the Legion, she contacts the PCs and informs them that she's calling in the debt. She requests that they locate her sister, rescue her from whatever difficulty has befallen her, and return her safely. What has happened to Ming Wei? Or is the missing sister really Li Lian, and this is Ming Wei posing as her to arrange her sister's rescue?

A character returns home to discover Li Lian waiting for him with an intricately carved jade box in her hands. She explains the box is a gift from her father in recognition of an honored foe. It contains something the character will need at an unspecified future time, at which time it will open automatically. Until then, it must stay in the character's home and remain unopened, for to open it before the time of need will prove to be as great a disaster as the one it is offered to prevent. Will the character accept? What threat would prompt Dr. Fang to offer such a gift to an enemy — or is it another insidious trap of some sort?

Continued on next page

Background/History: The oldest of Dr. Fang's twin daughters, Li Lian ('beautiful daughter of the sun') was born in the years before the Great War to the carefully-selected woman Dr. Fang chose to bear his children. She grew to be a tall and beautiful girl. She flourished under the strict training regimen her father designed for his daughters, developing an athletic grace and power that exceeded even her father's expectations. When her father took her and her sister to the remote Temple of the Dragon for further training in the obscure and ancient art of Resplendent Dragon Kung Fu, she was overjoyed at the new challenges the training represented. She thrived on the constant physical trials and tests the monks put the two children through, outstripping her younger sister by greater and greater margins as time went on.

Li Lian mastered the teachings of the monks with a skill and speed that brought smiles to their faces, and then moved on to the more advanced teachings most students twice her age could not master. She continued to improve as time went on, outstripping even some of the monks with her sheer skill. By the time her father called her home from the Temple to join him and her sister in running the Legion Of Crime, she had progressed to the mastery of the Dragon Staff, Resplendent Dragon Kung Fu's specialty weapon. Since departing the Temple, she has spent time studying the style of her father's elite Legionnaires, although her level of mastery in it does not yet equal that of her primary style.

Doctor Fang officially made Li Lian a member of the Council of the Legion Of Crime in 1930 — one of the rare instances when her sister succeeded at something earlier than she did. Since then, she has overseen Legion operations across Asia and Africa, where her physical prowess stands her in greater stead than in the more urbane capitals of the Western world. It is a challenging task, but one at which she intends to excel as she has at all others.

Personality/Motivation: The single most powerful motivation in Li Lian's life is her sense of honor. Under the code taught her by her father and the monks who raised her, she must respect, honor, and protect her family above all else, and always keep her word. Her devotion to this code is so absolute that she won't allow herself to see that the rest of her family is not as honorable as she is. She loyally



follows her father's commands, believing him to be a stern but honorable man who seeks to save the world from itself. She considers her sister a lonely but honorable woman who's missing some vital spark in her life and seeks it in places and ways Li Lian believes are incorrect. Li Lian even willingly accepts punishments for things Ming Wei does if she feels the punishment is more than Ming Wei can bear. Even were she to discover or be shown the truth about her family, she would still be compelled to protect and honor them just as strongly — but she would attempt to dissuade them from dishonorable actions.

Li Lian's preoccupation with honor bleeds over into her martial skill as well. She never refuses a challenge to honorable combat, although she may send Legionnaires or other individuals against a challenger first to ensure that they're worthy to receive her attentions. Despite her skills and focus on the martial arts, she respects intelligence and honorable behavior, the two traits she most strongly associates with her father, in opponents more than pure martial skill. Raw fighting ability comes in a distant third, but she still seeks to prove her superiority in that arena by challenging other fighters she deems worthy.

Li Lian doesn't believe her father would leave control of the Legion and the continuance of his plans to her in the event of his death, as she sees herself as unworthy of such an honor. But if he dies, she'll learn otherwise, and regardless of her

personal feelings will honor his memory and last request by assuming control of the Legion and continuing her father's plans for the world with just as ruthless a hand as his.

Quote: "If the correctness of my father's actions cannot convince you, then perhaps my skill as a warrior will."

Powers/Tactics: Unlike her sister, Li Lian is a straightforward fighter — she rarely, if ever, resorts to tricks and stratagems to win fights. If possible, she studies an opponent and uses her *Your Kung Fu Is Weak* power to gauge a foe's skill, then engages him in the best way to win the fight. She fights single powerful foes with her Martial Arts and dragon staff; against groups of lesser opponents she relies on her *Hands Like Lightning* maneuver. If attacked with firearms she goes on the defensive (*i.e.*, she allocates most of her Combat Skill Levels to DCV) and attempts to close with her opponent to disarm him, or simply withdraws and awaits a better opportunity to attack. If specifically challenged to one-on-one combat or competition, she willingly negotiates terms and abides by them.

When leading the Legion, Li Lian's plans resemble her personal tactics. She comes straight at an adversary with the forces at her command, then seeks to separate her more dangerous foes from their allies and companions so she can easily deal with them. Her goals are straightforward, with none of the careful, layered planning her father and sister employ. She doesn't use underhanded or dishonorable tactics, but as a skilled tactician and warrior she's willing to employ misdirection and feints to distract an opponent.

Campaign Use: Li Lian is the honorable warrior and dutiful daughter who serves a master (her father) faithfully and doesn't see the evil he commits. If the PCs convince her that she's serving evil, they may persuade her to assist them to prevent her father from dishonoring himself, although she'll never allow them to cause him (or her sister) any actual harm — if they do, she will take revenge. She might make a suitable romantic interest for a hero who's both honorable and a skilled enough fighter to be her equal... provided her paramour can understand and accept that her devotion to her family is unshakeable.

To make Li Lian more powerful, increase her DEX to 20, give her more Martial Maneuvers, and give her some appropriate martial arts powers from the examples in *The Ultimate Martial Artist*, pages 119-134 and *Ninja Hero*, pages 29-42. To make her weaker, reduce her DEX to 15 and SPD to 3, and remove her Damage Classes, *Your Kung Fu Is Weak* power, and either her Combat Luck or Damage Reduction.

Li Lian won't Hunt characters unless on the orders of her father, or they cause true harm to her sister or father. In either case, if left to her own devices, she's direct and honorable in her approach unless her target shows himself to be without honor, in which case she strikes without warning while accompanied by as many Legionnaires as necessary to ensure victory. If Hunting on the orders of her father, she follows whatever instructions or plans he gives her as interpreted through the lens of her honor.

Appearance: At 5'7", Li Lian is exceptionally tall for a woman in the Thirties, let alone a Chinese woman, and moves with an athletic grace that accentuates her undeniable beauty. Her age is indeterminate, anywhere from her late teens to her early thirties. She wears her black hair long, down to her mid-back when unbound, but normally keeps it braided. She has the same violet eyes as her father, a side effect of the age retardation process he developed. She rarely wears makeup. Unless requested otherwise by her father, or required to navigate Western society, she dresses in loose-fitting traditional Kung Fu outfits of silk and cotton.

Continued from last page

Doctor Fang informs Li Lian that the time has come for her to marry and provide him with an heir. He instructs her to select three men she feels would make a fit husband; he will also select three. He plans to make all six compete in a series of contests of physical and mental ability around the world, with the winner becoming her husband. Not wishing to disobey her father, but hoping to marry for love, Li Lian selects one or more of the PCs whom she considers capable of winning, but honorable enough to refuse her hand due to prior commitments or a desire to win her honorably.

**MING WEI
PLOT SEEDS**

In a confrontation with the characters, Ming Wei is exposed to an experimental gas developed by her father that reverses her natural inclinations, making her as good and selfless as she once was evil and wicked. What will the characters do when she offers to help them... and backs it up by providing information on her father's plans that allows them to dismantle several plots and operations to prove her sincerity? Is it another trick, or has she genuinely changed? If she has, what will they do when they realize the gas is beginning to wear off?

Ming Wei discovers that her sister Li Lian and a character have begun a clandestine romance. Unable to bear the thought of her sister having something she cannot take away or destroy, Ming Wei begins to romance the same character... while pretending to be Li Lian. She tells him the woman the character's been seeing is really her wicked sister Ming Wei, who learned of her feelings for the character and determined to destroy their chances for a future together. She insists the character keep their time together a secret, even from his allies, to prevent any chance of a slip that might alert the false Li Lian to his knowledge of her vile plan until they're ready to confront her sister....

Continued on next page

MING WEI				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
17	CON	14	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
6	PD	3		Total: 9 PD (3 rPD)
3	ED	0		Total: 6 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	2		
38	END	2		
30	STUN	2		Total Characteristics Cost: 97
Movement:		Running: 8"/16"		
		Swimming: 3"/6"		
Cost Powers		END		
<i>Martial Arts: Resplendent Dragon, Midnight Dragon, and Shou Chih T'ien T'ang Kung Fu</i>				
Maneuver	OCV	DCV	Notes	
4 The Dragon's Claw	-2	+0	HKA ½d6 (1d6+1 with STR))	
3 Dragon's Tail Brushes The Ground	+2	-1	4½d6 Strike; Target Falls	
4 The Fist Of The Ebon Dragon	+0	+2	2½d6 Strike	
5 The Midnight Dragon Strike	+1	+3	2½d6 Strike	
3 Hsu Pao's Twisting Reversal	+0	+1	2½d6 + v/5; Target Falls	
4 The Moon Dragon's Shining Scales	+2	+2	Block, Abort	
4 The Sublime Avoidance	--	+5	Dodge All Attacks, Abort	
5 Dragon Bites Its Tail	+0	+1	23 STR vs. Grabs; 4½d6 Strike	
4 Touch Of The Dragon's Tail	-1	+1	2d6 NND(1)	
6 Use Art with Blades, Dragon Staff, Polearms, Staffs, Fingernails, and Hand Of Heaven				
61 <i>Mistress Of Many Venoms: Variable Power Pool (Poison Pool), 50 base + 25 control cost; Only For Poisons/Drugs (-¼), Can Only Be Changed In Quarters (-½), Variable Limitation (every slot must have -1 worth of Limitations; -½)</i>			var	
13 <i>Pay Attention To Me: Mind Control 10d6; Effect Ends Immediately If Anyone Directly Threatens Target (-½), No Range (-½), Only Works On Men (-¼), Set Effect (pay attention only to me, ignore other non-threatening activity going on around you; -1), Requires A Seduction Roll (-½)</i>			5	

5	<i>Chemically-Strengthened Fingernails: HKA 1 pip (½d6 with STR)</i>	1
5	<i>Now You See Me...: Teleportation 8"; Can Only Teleport To Places Character Could Normally Go (-½), Must Cross Intervening Space (-¼), No Noncombat Multiple (-¼), Only To "Vanish" When No One Is Looking (-½), Requires A Stealth Roll (-½)</i>	2
2	<i>The Years Are Nothing: Life Support (Longevity: ages at one-fourth normal rate)</i>	0
4	<i>Lithe And Athletic: Running +2" (8" total)</i>	1
1	<i>Lithe And Athletic: Swimming +1" (3" total)</i>	1

Perks

30	Contacts and Favors: 30 points' worth from men around the world
8	Membership: Inner Circle of the Legion Of Crime
20	Followers: trained poisonous centipede, trained capuchin monkey (both built on 75 Base Points)

Talents

6	Combat Luck (3 PD/3 ED)
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Skills

20	+4 with Interaction Skills
4	+2 OCV with Hand Of Heaven
6	+2 with Martial Arts
3	Acrobatics 13-
3	Acting 13-
3	Animal Handler (Primates, Mutated Insects) 13-
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
3	Concealment 13-
3	Contortionist 13-
3	Conversation 13-
3	Disguise 13-
7	High Society 15-
3	KS: The Business and Financial World 13-
3	KS: Dr. Fang's Operations 13-
2	KS: The Martial World 11-
2	KS: Midnight Dragon Kung Fu 11-
2	KS: Resplendent Dragon Kung Fu 11-
2	KS: <i>Shou Chih T'ien T'ang Kung Fu</i> 11-
4	Language: Cantonese (Native, Mandarin Chinese is Native)
4	Language: English (idiomatic)
3	Language: French (completely fluent)
3	Language: Japanese (completely fluent)
3	Language: Hindustani (completely fluent)
3	Lockpicking 13-
3	Persuasion 13-
4	PS: Singing 14-
5	PS: Dancing 15-
3	Riding 13-
5	SS: Chemistry 15-
6	SS: Pharmacology/Toxicology 16-
3	SS: Psychology 13-
3	Security Systems 13-
7	Seduction 15-
3	Sleight Of Hand 13-
3	Streetwise 13-

EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Notes
Hand Of Heaven	+0	—	Notes	—	—	12
Walther PP	+0	+0	1d6	1d6-1	8	7

See page 24

Armor

None

Gear: Usually little, since she has servants to carry it for her, but given her father's resources she can have just about any gear she needs for a mission.

Clothing: See Appearance

- 3 Stealth 13-
- 5 TF: Common Motorized Ground Vehicles, Riding Animals, Small Motorized Boats
- 8 WF: Common Melee Weapons, Common Martial Arts Weapons, Small Arms, Dragon Staff, Hand Of Heaven

Total Powers & Skills Cost: 359

Total Cost: 456

75+ Disadvantages

- 5 Distinctive Features: Lambent Violet Eyes (Easily Concealed; Noticed And Recognized)
- 10 Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Detectable By Large Group)
- 20 Hunted: various law enforcement agencies 11- (As Pow, NCI, Capture)
- 10 Hunted: Dr. Fang and the Legion Of Crime 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Selfish Hedonist (Common, Total)
- 15 Psychological Limitation: Jealous and Vain (Common, Strong)
- 15 Psychological Limitation: Manipulative (Common, Strong)
- 5 Reputation: Dr. Fang's lethal and manipulative daughter, 8- (Extreme, Known To Limited Group)
- 5 Rivalry: Professional (with all other beautiful women, to prove herself the most desirable of them all)
- 10 Social Limitation: Minority (Chinese) (Frequently, Minor)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 5 Social Limitation: Woman (Occasional, Minor)
- 241 Experience Points

Total Disadvantage Points: 456

EXAMPLE POWERS FOR MISTRESS OF MANY VENOMS POWER POOL

Cost Power

- 11 *Breath Of The Sleeping Dragon:* Major Transform 1d6 (normal person to person in virtually undetectable suspended animation, heals back normally), Continuous (+1), Uncontrolled (power continues to affect target until all Charges expended; +½) (37 Active Points); IAF Fragile Expendable (easily spilled or diluted drug, ingredients are Difficult to obtain; -1), No Range (-½), Limited Target (humans; -½), 8 Charges (-½)
- 16 *Fingernail Venom:* HKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Fingernails Must Do Body (-¼), No STR Bonus (-½), 4 Charges (-1)
- 10 *Universal Antidote:* Dispel Poison 10d6, two Powers simultaneously (the RKA and Drain CON of the poison; +½) (45 Active Points); IAF Fragile Expendable (easily spilled or diluted drug, ingredients are Difficult to obtain; -1), No Range (-½), 1 Charge (-2)
- 20 *Vertigo Gas Cigarette:* Drain DEX 2½d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Area Of Effect (One Hex; +½), Personal Immunity (+¼) (50 Active Points); IAF (-½), Gestures (-¼), 6 Charges (-¾)
- 20 *Fear Gas Cigarettes:* Drain PRE 2½d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Area Of Effect (One Hex; +½), Personal Immunity (+¼) (50 Active Points); IAF (-½), Gestures (-¼), 6 Charges (-¾)

Background/History: The younger of Dr. Fang's daughters by scant minutes, Ming Wei ("Bright Moon") lived up to the name her father gave her from an early age, becoming the darker reflection of her sister. Like Li Lian, she was raised according to their father's plan and grew into a tall, beautiful, athletic woman. Like her sister, she was presented to the monks at the Temple of the Dragon and trained in Resplendent Dragon Kung Fu from childhood. But unlike her sister, she found no joy in athletic pursuits. To her they, like everything, were a contest in which there would be a winner and a loser — and all too often as she and Li Lian grew older, the loser was Ming Wei. She grew embittered at her consistent defeats and sought ways in which she might excel where her sister did not. She soon decided her talents lay in the shadows, not the light where her sister dwelled.

Continued from last page

A bachelor PC begins to find things going much easier for him in matters of business as long as he's not dating anyone. Rivals are disgraced by revelations of misconduct and immoral behavior, business deals he knew had slipped through his fingers suddenly reverse themselves, and investments pay off handsomely when new discoveries are made by companies the character owns or invests in. As soon as he becomes socially involved with anyone, however, the trend reverses and his own companies suffer. Investigations yield hints that members of the Legion Of Crime may be responsible, members known to be under the control of Ming Wei. Why is she doing this? Is it a strange form of courtship, or is there some darker, more sinister reason?



Having thus found her place in the world and at her father's side, she took on the tasks her sister could or would not, and accomplished them with ever-increasing skill. She trained herself in the arts of stealth, seduction, and poison until there were few anywhere on Earth who could match her. She twisted the teachings of the monks from her childhood in directions they had never intended until her Kung Fu was no longer their style, but one unique to her. She even studied the style of her father's elite Legionnaires to incorporate elements from it into her own.

Ming Wei officially joined her father on the Inner Council of the Legion Of Crime in 1928, two years before her sister did, and rapidly rose in responsibility until she was overseeing operations across Europe and the Americas by 1930. Since then, she has continued to serve while enjoying the best that life in the West has to offer her, always with an eye out for the best way to advance her father's (and her own) interests at the same time.

Personality/Motivation: Ming Wei is, first and foremost, all about Ming Wei. Hedonistic and self-centered, she follows her father's commands as much out of respect for the power her position at his side gives her as the fact that she's his daughter. She cares only for power — financial, social, and physical — and since she's found no one who possesses it in greater quantities than her father, she continues to serve him. So skilled an actress is she that even Dr. Fang doesn't realize her truest loyalty is only to herself. If she were to discover a position that offered her greater power than what she currently possesses, she'd consider switching allegiance without looking back. Her backup plan in case of failure is to explain to her father that she was trying to subvert the other organization or position to his will.

Ming Wei is a jealous and vain woman — she's well aware of the power her appearance and talents give her over men, and doesn't want to share that influence with anyone else. She enjoys the knowledge that other women's looks will fade while hers remain thanks to her age retardation treatment. She dislikes anyone who draws attention away from her, or makes her appear inferior in some way, especially her hated sister, Li Lian. She resented the fact that Li Lian always surpassed her in the physical contests the monks tested them with — until the day she realized that Li Lian, driven by her sense of duty and honor, would go to any lengths to protect her, even to taking punishment in her place. From that moment on, Ming Wei's future was set as she devised a scenario after scenario to torment her sister and silently exulted as Li Lian stoically accepted punishment for things she'd never done. Ming Wei finds the fact that her sister, despite knowing about Ming Wei's dishonorable behavior, considers herself bound by the codes of honor and familial devotion to protect her to be one of the most delightful ironies imaginable. The thrill of seeing her sister take the blame for her actions has never diminished, but Ming Wei takes care never to put Li Lian in a position where she'd be honor-bound to withdraw her protection or would be likely to die.

Were Ming Wei to discover that her father planned to leave control of the Legion Of Crime to her sister in the event of his actual demise, his hold over her would probably break. She'd turn on him without a second thought, seeking the assistance of (and an alliance with) the greatest of his enemies.

Unlike her more stoic, ascetic sister, Ming Wei enjoys the pleasures life has to offer. She surrounds herself with the finest things her father's influence and money can provide, dines on the choicest of foods, and enjoys the attentions of the most handsome and interesting of men.

Quote: "My father's plans for your captured friends? Why would you want to know about them, when the ones I have for the two of us are so much more... interesting?"

Powers/Tactics: Although a capable fighter, Ming Wei is not the equal of her sister in physical combat, and she knows it. If forced into a physical engagement she makes every effort to escape,

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including hiding behind cover, using distractions (including her *Pay Attention To Me* ability), and exploiting any other advantage she can muster. If possible, she breaks Line Of Sight just long enough to use her *Now You See Me...* ability to “mysteriously vanish.”

If she can't flee or create a distraction, Ming Wei fights defensively, preferring to pick at opponents with maneuvers that provide a DCV bonus. If she's impersonating her sister, she fights exactly like Li Lian does (including avoiding the use of maneuvers from Midnight Dragon Kung Fu, her own personal variation of Resplendent Dragon Kung Fu). While trained in many weapons, she's best with the Hand Of Heaven (the traditional weapon of the Legion), and often has a concealed version on her person or nearby, just in case. Unlike her sister, she's proficient with firearms and carries a small automatic pistol, although it often serves no purpose other than to be surrendered to an opponent to make him feel more at ease.

Ming Wei's actually deadlier out of combat than in it thanks to her vast stock of poisons and toxins (though given time and reason, she could bring poisoned weapons to the battlefield...). She's particularly fond of coating her chemically-hardened fingernails with poison so she can kill or drug someone with just a scratch. She also favors drops she can slip into someone's drink when they're not looking, and poisoned perfumes and lipsticks to which she's immune.

Ming Wei has two “pets” that help her with her missions. First, she possesses a small stock of poisonous centipedes mutated by her father's experiments to become deadlier than any normal insect. She's trained these animals to home in on specific scents (normally transferred on letters or cards, or sprinkled on clothing or linens) and deliver their deadly poison to anyone who smells of them. She puts a centipede near its target with the help of her trained Capuchin monkey, who can scale sheer buildings while carrying a wicker basket holding a centipede, open a window, release its deadly cargo, and after the job is done retrieve the centipede and depart. (The monkey can also distract her opponents with thrown fruit, slip into a building to filch small objects, and the like.) The centipede's bite leaves a distinctive red mark much like a lip-print, referred to by those who know of such things as the “Ximeng Kiss” after the city where the first victims of the creatures were found. Ming Wei uses these centipedes only when instructed to by her father, as their mark symbolizes his displeasure. (For a character sheet for the centipedes, use the Assassin Beetle found on page 7-8 of *Monsters, Minions, And Marauders*, or adapt one of the normal venomous spider write-ups found on page 182-83 of *The HERO System Bestiary*. The character sheet for the monkey is on page 171-72 of *The HERO System Bestiary*, but add several skills such as Lockpicking and Animal Handler (Poisonous Centipedes) to reflect its unique training.)

Ming Wei is at her most dangerous when she relies on her natural beauty, charm, and knowledge of psychology to manipulate those around her. She's a master of the casual touch, the glance that takes

one's breath away, and the smile men would literally die for. She can attract and hold the attention of all but the strongest-willed men with only a smile and look. Few men that can say that they've resisted her charms when she chose to apply them.

Campaign Use: Ming Wei can serve several different roles depending on the needs of your campaign: as a known quantity, the dark counterpart to her sister, a villainess who plots and schemes on her own while assisting her father with his plans; as Dr. Fang's secret weapon, her existence unknown to all (possibly even her sister); or even as an internal rival for control of the Legion Of Crime, a plotter against her father and sister. As a possible romantic interest she makes an intriguing choice, in some ways more so than her sister, since she has no compunctions about betraying her family — or anyone else — if she becomes convinced doing so is necessary to protect the man she's chosen. But on the other hand, the odds of her becoming (and remaining) truly devoted to anyone other than herself are mighty slim....

To make Ming Wei more powerful, increase her STR to 15, DEX to 20, CON to 15, and add two Damage Classes and several Combat Skill Levels with her Martial Arts. Alternatively, expand her *Pay Attention To Me* power into *Cinematic Flirting* (*Dark Champions*, page 141) and give her a defensive or stealth-related martial arts power, or even a Dim Mak variant as discussed on pages 123-24 of *The Ultimate Martial Artist*. To weaken her, eliminate her *Mistress Of Many Venoms* VPP and replace it with individual poisons or drugs purchased separately, remove her Combat Luck and *Pay Attention To Me* power, and reduce her Skill Levels with Interaction Skills.

Unlike her sister, Ming Wei is likely to Hunt characters outside of instructions from her father. A woman she feels might be a rival for the affections of someone she's chosen, men who've rejected or spurned her, individuals who have foiled her plans, and men showing an interest in her sister — any and all might be targets for her to Hunt (as, of course, would be anyone who defeats or humiliates her). As a Hunter she tailors her approach to the individual, approaching each target in what seems to her the best way. This rarely means direct physical confrontation; instead she tries to find ways to break up relationships, make trusted allies and associates seem traitorous, and so on.

Appearance: Like her identical twin Li Lian, Ming Wei is a very tall, lithe, Chinese woman of exceptional beauty who might be any age between 18 and 30. She wears her hair the same length as Li Lian's, but tends to wear it loose rather than braided. She has the violet eyes shared by all who receive her father's life extension process. She normally wears clothing that is both more finely made and more flattering to her figure than her sister does and moves with a seductive grace Li Lian does not possess... except when in the presence of her father or impersonating her sister, in which case she dresses and moves identically to Li Lian.

LOK SHING PLOT SEEDS

One of the characters is approached by a popular film star known for her work in romantic comedies and her glamorous off-screen romances. The actress explains that she's being followed everywhere she goes by men she describes as "thugs" and that a large, oddly-dressed Asiatic keeps appearing and chasing them away, but leaves before she can speak to him. Will the characters help her put a stop to this before someone gets hurt? And why is Lok Shing, if it is Lok Shing, acting so oddly?

Lok Shing discovers that a local representative of the Legion Of Crime has begun to go into business for himself, using Legion resources to finance his stock manipulations and cushion his losses. Rather than simply kill the man outright, he decides to let the characters do it for him, which will cover up the man's crime and keep Lok Shing from being blamed for letting the embezzlement happen on his watch. He starts leaving clues designed to lead the characters into conflict with the embezzler.

In an attempt to earn the gift of *The Years Are As Nothing*, Lok Shing decides to eliminate several individuals who are under Legion Death Warrants, including one or more of the PCs, Ikeda Hideo, and several wanted criminals who have defied the Legion. He lures his targets to a carefully-prepared, isolated location in the mountains, traps them with an avalanche to seal the roads in and out, and begins to try and pick them off one by one. Can the characters put aside their differences to work with criminals and a known enemy to escape?

LOK SHING

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
19	CON	18	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
9	PD	6		Total: 12 PD (3 rPD)
5	ED	1		Total: 8 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	4		
40	END	1		
40	STUN	4		Total Characteristics Cost: 87

Movement: Running: 9"/18"

Cost Powers **END**

Martial Arts: Iron Horse Wrestling

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Break Bone	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Choke	-2	+0	Grab 1 Limb, 2d6 NND(2)
4 Crush	+0	+0	8d6 Crush, Must Follow Grab
4 Escape	+0	+0	35 STR vs. Grabs
3 Grab	-1	-1	Grab 2 Limbs, 30 STR To Hold On
3 Kick/Punch	+1	+0	6d6 Strike
3 Slam	+0	+1	4d6 +v/5, Target Falls
4 Head Butt	+2	+0	6d6 Strike
13 <i>Iron Horse Breath:</i>			RKA 1d6, Area Of Effect (One Hex Accurate; +½); OIF (liquor of opportunity and appropriate flame source; -½), Limited Range (2"; -¼) 2
15 <i>Very Tough Customer:</i>			Physical Damage Reduction, Resistant, 25% 0
6 <i>Sprinter:</i>			Running +3" (9" total) 1

Perks

5 Membership: The Legion Of Crime (Inner Circle Troubleshooter)

Talents

3 *Raised On Koumiss:* Environmental Movement: no penalties for intoxication
6 Combat Luck (3 PD/3 ED)

Skills

9 +3 with Martial Arts
5 +1 with Agility Skills
3 Breakfall 12-
3 Climbing 12-
3 Defense Maneuver I
1 Gambling (Card Games) 8-
3 Interrogation 13-
2 AK: China 11-
2 AK: United States 11-

1 KS: American Cinema 8-
1 KS: American Cowboy Culture 8-
1 KS: American Gangster Culture 8-
2 KS: Card Games 11-
2 KS: Dr. Fang's Operations 11-
2 KS: Iron Horse Wrestling 11-
3 Language: Mandarin Chinese (completely fluent; Mongolian is Native)
3 Language: Cantonese (completely fluent)
3 Language: English (completely fluent)
5 Riding 13-
3 Stealth 12-
7 Survival (Arctic/Subarctic, Mountains, Desert, Temperate Plains) 11-
3 Tracking 11-
3 TF: Camels, Common Motorized Ground Vehicles
4 WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 155

Total Cost: 242

75+ Disadvantages

10 Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Detectable By Large Group)
20 Hunted: various law enforcement agencies 11- (As Pow, NCI, Capture)
10 Hunted: Dr. Fang and the Legion Of Crime 8- (Mo Pow, NCI, Watching)
20 Psychological Limitation: Wants To Become Immortal (Common, Total)
15 Psychological Limitation: Overconfidence (Common, Strong)
15 Psychological Limitation: Fascinated With American Culture As Portrayed In Films (Common, Strong)
5 Reputation: Dr. Fang's enforcer, 8- (Extreme, Known To Limited Group)
10 Social Limitation: Minority (Mongolian) (Frequently, Minor)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
42 Experience Points

Total Disadvantage Points: 242

Background/History: Lok Shing is a man on a mission: to become immortal. Ever since his childhood in Mongolia, where he first heard the stories of the Chinaman who came every three years to recruit the strongest young men of the tribes to serve him, he's pursued that goal. The stories claimed the Demon Doctor knew the secrets of the ancient Chinese alchemists and never grew old, and that he rewarded his most faithful servitors with the same immunity to the passing of time. Lok Shing looked at the old men, shriveled and weakened by time as they sat in the flickering firelight, and vowed that he would never be as they were. He trained himself fiercely, wrestling every opponent — even bears — until there was no one who could defeat him. When he was old enough to present himself at the Chinaman's next appearance, he boldly announced that he was the one the Chinaman had come for, and no other need apply. Such

EQUIPMENT						
Weapon	OCV	RMod	Damage	STUN	STR Min	Notes
Darn Do	+0	—	1d6+1	1d6-1	—	12
Thompson SMG	+0	+0	2d6-1	1d6	30	14 AF5
Pistol	+0	+0	1d6+1	1d6-1	7	8
Armor						
None						
Gear: Whatever he needs for his current mission or assignment						
Clothing: See Appearance						

was his reputation that no one did, and so he entered the service of Dr. Fang.

Lok Shing was too useful to become a simple Legionnaire. Doctor Fang instead gave him extra training and assigned him to function as bodyguard to Ming Wei. Lok Shing served loyally for five years in his post, protecting his charge with a determination that earned him a promotion to occasional unsupervised assignments. His devotion and attention to detail at those tasks won him a further promotion to a position as the chosen troubleshooter for the Inner Circle... a job he intends to hold for as long as it takes to earn him the immortality he seeks.

Lok Shing's current assignment is to assist Ming Wei with Legion operations in the United States and Europe — her territory contains the most complicated Legion operations and she simply isn't physically capable of being everywhere at once. He's proven to be an exemplary assistant, and has dealt with problems so efficiently that the Legion's income and influence in those territories is at an all-time high. His presence is so pervasive in some areas that members of the Legion request his assistance when they see difficulties on the horizon, rather than waiting for Ming Wei or her father to notice the problem and assign Lok Shing to deal with the situation.

Personality/Motivation: The single most powerful motivation driving Lok Shing is his desire to not grow old and become a withered shadow of himself. It pushed him to master the skills necessary to attract Dr. Fang's interest and notice, and it pushes him to follow the Demon Doctor's instructions with an attention and care that have brought him to the brink of earning the very reward he seeks. He will do nothing that might endanger his chances now that his goal is in sight, and will perform any task his masters request of him, as long as the task doesn't involve certain death. He's ruthless, relentless, and utterly without concern for the suffering his actions cause, so long as his masters are pleased and he moves another step closer to eternity.

His service to Dr. Fang and the Legion has been nothing but a series of successes to date, and that, coupled with his own pride, has made him overconfident. He assumes he's capable of more than he may actually be, and doesn't seem to regard failure as a possibility. This makes him unwilling to deviate from an established plan and inclined to rely on his raw physical power to compensate for any situation he encounters that the plan doesn't address. If he reaches a point where he's convinced

he can't make a plan work, he'll push a bit further, and if he meets with no success he'll back off and contact his masters for further instructions.

Lok Shing's most visibly defining character trait is his fascination with American culture as portrayed in films. He first encountered movies while assigned to Ming Wei as a bodyguard, and instantly became caught up in their portrayal of America as a land of cowboys, gangsters, helpless heroines, and comedic figures. He follows the Hollywood news and gossip columns as regularly as possible and watches as many movies as he can — two or more a day, if his duties permit. He even owns a collection of his favorites and a projector to show them on. Lok Shing regularly uses lines from his favorite films when he has the chance, although not always in appropriate situations. He also tends to dress like his film heroes in appropriate areas. For example, if the heroes encounter him in the American West, he'll wear cowboy garb; if he's in a large city, he dresses like a gangster. He has outfits that range from the typical white Southern planter's suits, to Eskimo garb, to tuxedos and wears them all at the "appropriate" times and places.

Quote: "I never give a sucker an even break." <bone snaps> "See? It's crooked."

Powers/Tactics: While he's skilled with a variety of weapons, and uses whatever's required by the situation or his plan, Lok Shing is most dangerous when he can grapple with his opponents. His mastery of Iron Horse Wrestling, an obscure and brutal Mongolian style that emphasizes close-in, no-holds-barred maneuvers, makes him a foe that few would care to face. If possible, he immediately closes with an opponent and attempts a Grab, followed by a Crush or Head Butt maneuver to set them up for a Slam. If pressed by multiple opponents, he tries to remove them from the fight as quickly as possible, starting with the opponent he considers weakest. Failing that, he retreats.

Lok Shing has one special attack, the Iron Horse Breath. To use it, he needs a mouthful of liquor and a flame (he normally carries a lighter for this purpose). He spits the liquor at his opponent while setting the spray alight with the flame, creating a fiery burst that covers a fairly large area. Since this is something of a one-shot trick, he reserves it until the moment he thinks it will help him the most, such as providing a distraction to set up an escape.

While not stupid, Lok Shing isn't the brightest of Dr. Fang's servants. He normally relies on instructions given to him by his three superiors



in the Legion's Inner Circle. He scrupulously follows any instructions given, since he wants to prove himself useful enough to receive the gift of *The Years Are As Nothing* while he's still young enough to enjoy it. This includes stopping Legionnaires from shooting or seriously injuring opponents unless he has instructions to kill them. He knows Dr. Fang will forgive a simple fist-fight that results in someone getting knocked out, but killing without permission is another thing entirely — one never knows what plans the Demon Doctor may have that require specific individuals to remain alive.

Campaign Use: Lok Shing is the member of the Legion's Inner Circle the characters are likely to meet first. Fortunately, he's the easiest to deal with, since he's a straightforward guy who's almost always following someone's instructions rather than making plans of his own. He can be played for a certain degree of humor, but he's not a buffoon, and characters who treat him as such should be reminded just how dangerous he is.

To make Lok Shing more powerful, increase his DEX to 18 and his SPD to 4, improve his Damage Reduction to 50%, and add whatever Combat Skill Levels, Martial Maneuvers, and/or Extra DCs you need to make him a credible threat. To weaken him, reduce his STR to 15, and remove his Damage Reduction and Iron Horse Breath powers.

Lok Shing normally Hunts heroes only on the orders of Dr. Fang, Li Lian, or Ming Wei, and follows his orders carefully. If not issued specific instructions, he normally

adopts whatever straightforward plan of attack he thinks will work, usually something from a film he's recently seen (leading to oddities like a gangster-style tommy gun drive-by in the middle of an Alaskan mining town), but he's capable of surprisingly astute planning if he applies himself.

Appearance: A powerfully-built Mongolian man in his late twenties, Lok Shing stands just over six feet tall, wears his black hair in a braid in unconscious imitation of his master, and often has the dark shadow of a beard and moustache on his jaw. He has black eyes and scowls frequently. He normally wears clothing appropriate for whatever American subculture he's working with, from cowboy garb and a Stetson, to a pinstriped suit and fedora, to a white planter's suit and hat — and thus often cuts a bizarre figure. His language is peppered with quotes from popular American cinema, frequently misspoken or used in odd ways.

YING HU SHI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
6	PD	3		Total: 6 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 46

Movement: Running: 7"/14"

Cost Powers **END**

Martial Arts: Shou Chih T'ien T'ang Kung Fu

Maneuver	OCV	DCV	Notes
4 Intervening Heavenly Palm	+2	+2	Block, Abort
3 Inescapable Grasp Of The Heavens	-1	-1	Grab Two Limbs, 25 STR for holding on
5 Kick	+1	-2	7d6 Strike
4 Knife Hand	-2	+0	HKA ½d6 (2DC)
4 Cloud Fist Punch	+2	+0	5d6, Strike
4 Storm Clouds Enfold The Sky	+0	+0	7d6 Crush, Must Follow Grab
3 Use Art with Blades, Clubs, and Hand Of Heaven			
45 <i>Feels Less Pain:</i> Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%			0
2 <i>Swift Runner:</i> Running +1" (7" total)			1

Perks

2 Membership: The Legion Of Crime (Elite Legionnaire)

Skills

- 8 +1 with All Combat
- 3 +1 with Hand Of Heaven
- 3 Breakfall 12-
- 3 Climbing 12-
- 3 Concealment 11-
- 2 KS: *Shou Chih T'ien T'ang Kung Fu* 11-
- 2 Language: English (fluent conversation; Mandarin Chinese is Native)
- 3 Lockpicking 12-
- 2 PS: Legionnaire 11-
- 2 PS: Servant 11-
- 3 Shadowing 11-
- 3 Stealth 12-
- 3 Streetwise 12-
- 2 TF: Common Motorized Ground Vehicles

- 8 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Melee Weapons, Small Arms
- 18 Other Skills and abilities of the GM's choice

Total Powers & Skills Cost: 144

Total Cost: 190

75+ Disadvantages

- 5 Distinctive Features: surgical scar on head (Easily Concealed; Noticed And Recognizable)
- 10 Hunted: The Legion Of Crime 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Amoral (Common, Strong)
- 25 Physical Limitation: conditioned to obey Dr. Fang, his daughters, and Lok Shing unquestioningly (All The Time, Fully)
- 25 Social Limitation: Subject To Orders (Very Frequently, Severe)
- 35 Experience Points

Total Disadvantage Points: 190

Background: The *Ying Hu Shi*, the Shadow Tiger Warriors, are Dr. Fang's elite corps of assassins and spies — the shock troops of the Legion Of Crime. They're deployed only under the direct orders and supervision of Dr. Fang, Li Lian, Ming Wei, or Lok Shing (each of whom has a permanent cadre of Ying Hu Shi assigned to him and can call for more from the main body living in China).



EQUIPMENT

Weapon	OCV	RMod	Damage	STUN	STR Min	Notes
Hand Of Heaven	+0	—	Notes	—	—	12 See page 24
Knife	+0	+0	1d6	1d6-1	—	8 Can Be Thrown

Armor
None

Gear: As appropriate for current mission

Clothing: See Appearance

The Ying Hu Shi come from two sources: faithful volunteers from the ranks of the Legionnaires who wish to serve Dr. Fang more directly; and individuals who have earned his displeasure and are involuntarily inducted into the ranks as a way to mitigate their failure and offer some measure of useful service by way of atonement. Regardless of what their lives were like before, they receive special training at the Legion's secret headquarters in Kuku Nor... which is also where Dr. Fang operates on their brains to ensure their loyalty, obedience, and greater than normal immunity to pain.

Doctor Fang normally assigns the newest Ying Hu Shi, fresh from their surgery and in need of training, to Lok Shing and various other instructors. Once they've been taught how to deal with the Legion's enemies, they usually enter the service of Li Lian or Ming Wei, who have the largest detachments under their control. Doctor Fang's cadre consists of the most experienced and well-trained Ying Hu Shi, any of whom would unhesitatingly lay down his life at the Mad Mandarin's slightest whim.

Personality/Motivation: The brain surgery performed on all Ying Hu Shi makes them totally incapable of disobeying any order given them by Dr. Fang, his daughters, or Lok Shing. In the event of conflicting orders, Dr. Fang's orders supersede all others, and his daughter's orders supersede Lok Shing's. A conflict of orders between his daughters causes the Ying Hu Shi to hesitate for a Full Phase before defaulting to either the order given him by the daughter to whom he is assigned, or to the last order received. It's possible to trick a Ying Hu Shi by imitating the voice of one of his masters, but not easy — a character has to make a Mimicry roll at -4 to properly duplicate the sonic triggers used in Ying Hu Shi conditioning (and of course, that assumes the character's already highly familiar with the voice he's trying to imitate).

The other trait that all Ying Hu Shi share — a side effect of Dr. Fang's nerve-deadening surgery (see below) — is the loss of conscience and moral sense. A Ying Hu Shi is unconcerned with the consequences of his actions as long as Dr. Fang and his other masters are pleased.

Powers/Tactics: The Ying Hu Shi fight using a style of Kung Fu distilled from the established traditions that Dr. Fang has dubbed *Shou Chih T'ien T'ang*, or Hand of Heaven Kung Fu. It's designed to work well in the close quarters of alleyways and interior rooms where the Ying Hu Shi so often have to fight. The style also teaches the use of blades, clubs, and its signature weapon, the Hand Of Heaven — a long, braided leather cord with a weight woven

into one end. A trained wielder can use it to deliver punishing blows, capture an opponent by wrapping it around him, or strangle him. A Ying Hu Shi normally wears his Hand looped about the waist as a belt, but versions exist that are disguised as purse straps, animal leashes, or even the decorative braid on a doorman's uniform.

The surgery Dr. Fang performs on the Ying Hu Shi deadens certain nerve clusters, making a Ying Hu Shi into a nearly unstoppable fighting machine because he feels little or no pain from the shock of injuries. This trait sometimes betrays a Ying Hu Shi who's undercover, since he won't register pain when suffering small injuries (such as when someone accidentally spills coffee on him). Thanks to Dr. Fang's supreme surgical skills, the Ying Hu Shi retain their normal sense of touch otherwise.

Appearance: The typical Ying Hu Shi is an athletic man who wears black coolie-style clothing. He has a bald, shaved head that displays a distinctive Y-shaped surgical scar high on the left side of his forehead. Some Ying Hu Shi are allowed to grow hair to cover the scar to blend in more easily while in disguise, and to dress appropriately for the country and situation they're in. Few of the Ying Hu Shi are women, and almost all of them work undercover.

THE HAND OF HEAVEN

- 26 *Hand Of Heaven:* Multipower, 52-point reserve; all OAF (-1)
- 1u 1) *Clenched Hand:* HA +3d6, Reduced Endurance (0 END; +½); OAF (-1), Hand-To-Hand Attack (-½), STR Minimum (12; -½), Real Weapon (-¼) plus Stretching 2", Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)
- 1u 2) *Enfolding Hand:* Entangle 3d6, DEF 3, Reduced Endurance (0 END; +½); OAF (-1), Lockout (-½), Range Based On STR (-¼), 1 Recoverable Charge (-¼)
- 1u 3) *Strangling Hand:* Energy Blast 3d6, NND (defense is rigid armor on the neck or Life Support [Self-Contained Breathing]; +1), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½), Must Target Head Location (-¾), Must Follow Successful Grab (-½), Lockout (-½) plus Stretching 2", Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)

THE SKYMASTER

THE SKYMASTER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
21	DEX	36	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
24	PRE	18	14-	PRE Attack: 5d6
14	COM	2	12-	
8	PD	5		Total: 14 PD (6 rPD)
4	ED	0		Total: 10 ED (6 rED)
4	SPD	9		Phases: 3, 6, 9, 12
8	REC	2		
40	END	0		
40	STUN	7		Total Characteristics Cost: 140

Movement: Running: 6"/12"

Cost Powers END

Cost	Powers	OCV	DCV	Notes	END	
	<i>Martial Arts: Boxing/Fisticuffs</i>					
	Maneuver					
4	Block	+2	+2	Block, Abort		
4	Bob And Weave	+0	+5	Dodge, Abort		
3	Clinch	-1	-1	Grab Two Limbs, 35 to STR for holding on		
4	Cross	+0	+2	7d6 Strike		
4	Disarm	-1	+1	Disarm, 35 STR to Disarm roll		
5	Hook	-2	+1	9d6 Strike		
3	Jab	+2	+1	5d6 Strike		
3	Throw	+0	+1	5d6 +v/5; Target Falls		
8	+2 Damage Classes (already added in)					
15	<i>Master Pilot: +10 DEX; Only For Flying (-1)</i>					0
10	<i>Master Pilot: +2 SPD; Only For Flying (-1)</i>					0
13	<i>Force Of Personality: +20 PRE; Only To Make Presence Attacks (-½)</i>					0
8	<i>Eyes Like An Eagle: +4 with Sight Group PER Rolls</i>					0
9	<i>Eyes Like An Eagle: +6 PER versus Range Modifier for Sight Group</i>					0
30	<i>He Always Comes Back: Luck 12d6; Only To Avoid "Certain Death" (-1)</i>					0
	Perks					
2	Anonymity					
80	Bases: 4 Bases built on up to 350 points each					
50	Well-Connected and 47 points' worth of Contacts in aviation, business, and the military around the world					

60 Followers: The Airmada, 500 Followers built on 75 Base Points

5 Fringe Benefit: Membership (leader of the Airmada)

15 Money: Filthy Rich

157 Vehicle: Skyfortress Cumulus (plus associated aircraft)

Other Bases, Vehicles, and Followers as needed

Talents

3 Bump Of Direction

12 Combat Luck (6 PD/6 ED)

22 Danger Sense (immediate vicinity, out of combat, sense, intuitional) 13-

Skills

12 +6 OCV with Biplane Weapons

17 *Deft Jinking: +4 DCV, Usable By Other (any Vehicle of up to 8,000 kg; +2); Only For An Aircraft Skymaster Is Flying (-2), Requires A Combat Piloting Roll (-½)* 0

6 +2 with Boxing/Fisticuffs

9 +3 with Pistols

10 +2 DCV

13 Aerobatics 18-

7 Analyze Aircraft Performance 15-

7 Analyze Piloting Skill 15-

3 Breakfall 13-

3 Bribery 14-

3 Bureaucrats 14-

3 Combat Driving 13-

13 Combat Piloting 18-

3 Concealment 13-

3 Cryptography 13-

5 Disguise 14-

3 Electronics 13-

3 High Society 14-

5 Inventor 14-

6 KS: Aircraft Of The World 16-

5 KS: The Aviation World 15-

2 KS: Boxing 11-

4 KS: The Financial World 14-

6 KS: History Of Aviation 16-

3 KS: The Military/Mercenary/Terrorist World 13-

2 Language: French (fluent conversation; English is Native)

3 Language: German (completely fluent)

2 Language: Italian (fluent conversation)

2 Language: Spanish (fluent conversation)

3 Language: Skymaster Codetalk (completely fluent)

3 Mechanics 13-

4 Navigation (Air) 14-

3 Oratory 14-

- 3 Paramedic 13-
- 3 Persuasion 14-
- 7 PS: Aircraft Designer 17-
- 8 PS: Pilot 18-
- 5 SS: Chemistry 15-
- 5 SS: Metallurgy 15-
- 7 SS: Aeronautic Engineering 17-
- 5 SS: Mechanical Engineering 15-
- 5 SS: Physics 15-
- 5 SS: Meteorology 15-
- 5 Shadowing 14-
- 3 Stealth 13-
- 3 Streetwise 14-
- 5 Systems Operation 14-
- 5 Tactics 14-
- 4 TF: Small Planes, Large Planes, Balloons & Zeppelins, Basic Parachuting
- 4 WF: Small Arms, Biplane Weapons, Knives

Total Powers & Skills Cost: 787

Total Cost: 927

75+ Disadvantages

- 5 Distinctive Features: Skymaster Uniform (Easily Concealed; Noticed And Recognizable)
- 5 Enraged: if questioned or disobeyed (Uncommon), go 8-, recover 14-
- 15 Hunted: other masterminds and world conquerors 8- (As Pow, NCI, Capture/Kill)
- 20 Hunted: various air forces 11- (As Pow, NCI, Capture)
- 15 Psychological Limitation: Must Be Master Of The Skies (Common, Strong)
- 25 Psychological Limitation: Bent On World Domination (Very Common, Total)
- 15 Psychological Limitation: Regards Non-Pilots And Persons Not Connected With Aviation As Inferior (Common, Strong)
- 20 Reputation: would-be world-conqueror and master of the air, 14- (Extreme)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 718 Experience Points

Total Disadvantage Points: 927

Background/History: The history of the man who would become the Skymaster is so shrouded in mystery there's no doubt he's made extensive, deliberate attempts to obscure it. Observable evidence gathered since his first appearance in the last years of the Twenties has yielded little more than the obvious: he appears to be between thirty-five and forty-five years of age, moves like a trained athlete, and he has great charisma when he chooses to apply it. Any other physical features that might provide further information are obscured by his mask and his skill with disguise.

No less an observer than Captain James Battle has said publicly on several occasions that he's never met a mind with a keener grasp of aviation science and mechanics. This implies formal education in the subject, but no school has produced faculty or students who recall such a man among them. Others who've encountered him have commented on his grasp of scientific fields outside the aviation arena such as physics and chemistry, but investigation into those fields hasn't yielded any clues either. His level of knowledge is too great to come from self-instruction, meaning he either deliberately hid his potential from his instructors and classmates or he had anyone who learned too much about him killed.

Following his only known encounter with the Skymaster, the Raven confided to Federal Agent Sam Spivey that he believed the Skymaster, whoever he was, was an American, and likely came from the Midwest based on the way he modulated certain syllables while speaking. But he cautioned Spivey against taking that judgment at face value, since it was possible the Skymaster deliberately pitched his voice to provide a false lead.

Almost all other information about the Skymaster's past has come from the Skymaster himself, making it suspect at best. At various times, and to various individuals ranging from a young boy watching through a fence as planes took off and landed in San Francisco to famed aviatrix Liz Murdock, he's told different stories regarding his identity, past, and origins. One time he claimed he was the greatest ace of the Great War... but that he wasn't allowed to count his victories because he was a secret operative working for the American government. Another of his stories was that he's a self-taught pilot and engineer who chose to show the world the power of his designs when the aviation establishment refused to recognize his genius. Once he said he grew sick of the wasted lives as untrained boys were thrown into planes and sent up to die during the War and determined to put a halt to it by ensuring that he controlled the skies and who flew in them. Perhaps the most outlandish tale is that he was raised in secret from childhood by men hand-picked by his father using a system that guaranteed his development was superior to other men. Jim Battle has pointed out that several of the stories aren't mutually contradictory, so perhaps several, or even all, of them could be true. Other investigators regard this notion as fanciful at best.

What is not fanciful is the Skymaster's history of attempted world conquest. From his first appearance in 1928 — when he systematically threatened national landmarks and monuments across the globe with destruction by bombing — he's made

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	0	2d6-1	1d6	7	9	Carries two

Armor

None

Gear: Parachute, telescope

Clothing: See Appearance

no attempt to obscure his eventual goal. He abandoned operations that had no motive save the accumulation of cash in 1929, having apparently secured sources of funding sufficient to finance his plans. At the close of that year, he had planes simultaneously overfly national capitals around the world and play recordings that announced he would henceforth renounce mere theft, since he regarded the world beneath his feet as already his, and explained that he intended to claim his "realm" at the first available opportunity. World opinion was generally that of amusement and disbelief at his monumental ego, and his threats were dismissed out of hand.

Skymaster waited exactly four months to the day from his announcements before launching an aerial invasion of Madagascar in April 1930 that placed him in charge of the French colony island for 37 days until a surprise attack by French naval forces and a loose alliance of pilots from across the Pacific Rim threw him out. Five months later, while world governments still believed him to be in a state of disarray following the failure of his Madagascar venture, he attempted to seize control of the Territory of Hawaii from the United States by means of an aerially-sprayed gas that affected the motor control centers of the human brain, rendering those affected unable to stand, let alone oppose him. On that occasion, he was defeated by a small band of adventurers who'd been in an underwater cave during the initial gas attack; they destroyed his planes on the ground in advance of the American Navy's assault.

For the next five years, Skymaster returned again and again, each time being defeated only by narrow margins. He debuted his current advanced aircraft in 1932. He followed that with the public unveiling of his powerful Skyfortress Cumulus later the same year when he used it to stage an attempted overthrow of British rule in Hong Kong by isolating the island and systematically sinking any ship and shooting down any aircraft that approached. In 1933 he revealed his Lightning Cannon, which he first demonstrated on April 4 by using it to destroy the US Navy airship *Akron* off the New Jersey coast. He demonstrated his capacity to conduct high-altitude bombardment in 1934 during an attempt to capture King George V of England and exchange his freedom for control of the Trinidad and Tobago



archipelago. He has not revealed any major new technological developments since then, but it's probably just a matter of time until newer, better planes take to the skies in his name. In capitals around the world men lie awake at night, worrying what new force the Skymaster will bring to bear when next he makes his presence known.

Personality/Motivation: The Skymaster is driven by the conviction that he's the man best suited to be the master of the world, a belief so strong that it has literally consumed his life and existence. He brooks no questioning of that belief and no challenges to it; his will is absolute and unshakeable in that regard. His every waking thought sooner or later leads back to the conquest of the world.

In conjunction with his unyielding desire to conquer the world, he believes he is, and must continue to be, the unquestioned Master Of The Air. If anyone challenges his aerial supremacy, he must act to crush the threat. He strives to have the most advanced aircraft in the world at his command, and is always developing (or stealing) new technologies to maintain his edge. He considers himself the greatest pilot in the world and is willing to prove his superiority whenever and wherever necessary. He may require a challenger to prove himself against one or more of his men before facing him, but all challenges are answered in some fashion.

The Skymaster has a fierce temper. He keeps it tightly in check on most occasions, but when anyone defies him or challenges him to his face he

sometimes lashes out at the source of his anger. He recovers quickly, but during the moments he's not in control he's capable of acts of incredible violence and destruction. Insults or challenges to his destiny of conquest, his personal ability as a pilot, or his mastery over the skies may all provoke such a response, although the more personal the attack, the more likely it is to arouse his wrath.

The Skymaster is totally fixated on the subjects of aviation and world conquest; he's almost unable to talk about anything else. He believes only other pilots, or people connected to aviation in some way, are worth his time and attention. He treats everyone else as if they were simply not there, leaving them to his underlings. If he must acknowledge their presence, he speaks to them using the "royal we" mode of speech and keeps the conversation curt and short. With members of the Aviation World he can be a surprisingly gregarious conversationalist and host... within his limits.

Quote: "Once you've mastered the skies, the rest of the world is at your feet."

Powers/Tactics: Without exception, the Skymaster's plans all have at their core the placement of another stepping-stone on his path to world domination. While there are few, if any, forces that can match him in the skies, he knows he still needs facilities on the ground as a base for the majority of his planes, so his first goal is to establish a secure, permanent base of operations. His ideal headquarters would be an island or geographically-isolated location where his enemies cannot easily bring their armies to bear against him, but which is close enough to a major land mass to allow his aircraft to commence operations. He feels he has little to fear from naval forces, which are easily spotted and sunk before they can threaten him, and he has no fear of any current national aerial force. Placement of the installation close to major shipping lanes or significant natural resources is also a consideration. Once he establishes a headquarters, fortifies it, and constructs an industrial base, he intends to launch a war of conquest.

The rest of the Skymaster's schemes focus on direct attempts to conquer individual nations and/or the world. All of his plans have an aviation element, whether that's the use of aircraft as delivery systems for a new weapon, as the means with which to steal technological secrets for use in manufacturing weapons, or as instruments of conquest. To save himself the trouble of rebuilding his conquered territories, he often devises plans that place national leaders, parliaments, congresses and the like under his control. He tries to avoid direct conflict with national air forces, less for fear they will stop him than out of a desire not to waste the lives of the pilots who would fly against him, but he'll order the Airmada into action without a thought if needed. He has nothing but scorn for land and sea forces and deals with them as quickly and brutally as possible.

Skymaster avoids taking the Skyfortress into combat at low altitudes to prevent her being attacked and damaged by ground- or ship-based artillery, something he knows his super-zeppe-

lin cannot withstand. He prefers to take out any threats to her before initiating the main thrust of any attack, if possible through a swift air-raid or a surprise blast from the Lightning Cannon. In aerial combat, he usually leaves command of the Airmada to Sky Marshal Von Hagen so he can fly his personal ship, the SK-4A, high above the battle and watch it unfold, only intervening if a pilot shows enough skill to be considered worthy of his attention.

As one of the pre-eminent pilots — if not *the* pre-eminent pilot — in the world, the Skymaster has the ability to make any aircraft fly as if it were almost alive, pushing it to the limits of its designed capacity. He often mocks his opponents by imitating their own flying style, the better to point out their inadequacies before he destroys them. He usually restricts himself to the use of his machine guns when dealing with an opponent, but if he find himself at a disadvantage due to a lucky hit on his aircraft, or opposed by more than one opponent, he utilizes the 37mm cannon that fires through his propeller hub. If necessary or expedient, he lets an opponent gain the trailing position behind him, deploys his Incendiary Cloud Projector against him, and then either escape to fight another day or turns on his opponent. Like Von Hagen, the Skymaster tries to spare the lives of skilled pilots who fly against him, since anyone capable of truly challenging him will obviously find a place of respect and honor in the Airmada once the messy business of conquest is completed.

If forced into more personal combat — an unlikely event given the rarity with which he's actually on the ground — Skymaster prefers to fight defensively and wear his opponent down before delivering a finishing blow. He has no compunctions about simply shooting a foe if possible, although he's less likely to do this against a fellow pilot. Under most circumstances, he simply avoids the issue entirely by having a squad of men from the Airmada accompany him on the ground to deal with such threats.

The Skymaster possesses a finely-honed survival instinct that serves him well. He has an uncanny knack for spotting dangers, avoiding traps, and escaping or neutralizing threats. Time and again it's been thought certain death had claimed him, only to have him return once more with an incredible tale of survival against the odds.

Resources: The Skymaster is one of the richest men in the world, even if the sources of his wealth remain a mystery to his future subjects. His raids to accumulate money in the late Twenties amassed the capital he needed to build the secret infrastructure that generates the money needs to keep his campaign for global domination going. He has gold mines in the mountains of South America, a diamond mine in South Africa, plantations in the Caribbean, timber interests in the American West and the Pacific Rim, oil concessions in Arabia, and many other business interests worldwide that he secretly owns.

SKYMASTER PLOT SEEDS

A series of raids against universities by the Skymaster's men isn't an unusual event — but the fact that they're stealing materials dealing with archaeological investigations into the Phoenician, Egyptian, and Aztec cultures instead of technical information is. What is he after that requires such information? Why does he keep trying to kidnap a prominent archaeologist/adventurer who, rumor claims, has visited at least one lost civilization deep in the African jungle? Is it a simple desire to accumulate lost treasure that drives the Skymaster, or is there something else, something more sinister, at the center of his plans?

Word of an experimental radar device that would allow governments to track his Skyfortress reaches the Skymaster, and he decides he must have it to devise a way to counter it. He stages an attack on two military airfields to establish a pattern, then attacks the airfield where testing is occurring as a distraction while some of his men sneak in and steal the plans. Only after his men return does he realize some of the most important parts of the plans are missing... because they're only in the head of the scientist who designed the device. The inventor in question is wandering lost and stricken with amnesia from the concussion of one of the Skymaster's bombs. The race is on to locate and retrieve him...

While enmeshed in another adventure, the characters see an aerial battle that culminates in one of the aircraft being shot down. Upon investigating, they find a dying man in the wreckage wearing a tattered uniform they recognize as that of the Skymaster's mechanics. He lives long enough to thrust a scrawled map at them and gasp out, "Wilkinson... Secret Service... Sumatra... Skyfortress... Nimbus..." and then expires. The characters are now faced with a dilemma: is the adventure they're currently involved in more globally threatening than the prospect of Skymaster having a *pair* of Skyfortresses at his command? Should they abandon their current course of action and attempt to locate and stop the launching of Skyfortress Nimbus? Or is this a trick being played on them by their current foe?

The Skymaster maintains four secret bases around the world: one in a mountain valley in the northern reaches of Canada that has the mills and heavy equipment to make repairs and upgrades to his Skyfortress and planes; one in the depths of the Australian Outback, which also contains the industrial base necessary to repair and refurbish his ships; a smaller facility hidden in the Swiss Alps from which he watches over Europe; and one on a remote plateau in Central Africa where he retreats to develop new plans and design new aircraft and the weapons to mount on them. He also has dozens of refueling depots scattered around the world in out-of-the-way locations where the Skyfortress can take on supplies, and numerous airstrips suitable for landing his men's planes undetected in the event he must deploy them on the ground.

His *Airmada* consists of 500 well-trained pilots ready to fly whenever he needs them, although the full number rarely see action outside of his major attacks. He also employs thousands of technicians, mechanics, scientists, welders, and other craftsmen and support personnel around the world, as well

as hundreds of spies who watch important figures in the military, industrial, and aviation sectors. If there's anything he's short on, it's men trained purely as ground troops — he has just 800 soldiers around the world, but he thinks that when the time is right, more can be had for the asking. In addition to his Skyfortress and the planes aboard it, he maintains enough of his advanced aircraft at his bases to allow his entire Airmada to get into the air with a 50% surplus for rapid replacement in case of attrition, as well as any number of outdated and experimental craft.

Relations With Others: The Skymaster does not get along well with others. He views the world as his and his alone to conquer and rule by right. He considers all other masterminds capable of affecting the world on a global scale, such as Dr. Fang and Akash Varmandali, as enemies and rivals. He monitors their activities as best he can and tries to spoil their plans if he thinks they have a chance to succeed (he'll even team up with heroes, if necessary). He views the growing Nazi power in Germany as little threat at the moment, but keeps a close eye on the developments there — especially in the fields of aviation. As Germany grows into more of a threat, Skymaster may find it necessary to wage a private war against the Third Reich to prevent too rapid an advancement and cut off a threat to his own plans of world domination.

Campaign Use: Skymaster is a mastermind of the first order, capable of threatening world order, toppling governments, and conquering nations if he sets his mind to it. His anonymity lets you tailor his true identity to best suit your campaign — or you could leave him a faceless threat who bedevils the heroes again and again as new claimants to the title of Skymaster arise as fast as the old ones are knocked down. He's best suited for adventures with wide-ranging consequences; he and his minions do not rob banks without some ulterior motive. Whatever his plans are, they always involve, in some way, his desire to be the unquestioned master of the skies.

To make the Skymaster a more powerful threat, increase the DEF of his Skyfortress to 12, add another 10" Flight, and give it more specialized weapons such as a Ball Lightning setting for the Lightning Cannon. You could also increase the capability of the Airmada's planes to the standards of World War II fighter aircraft (*The HERO System Vehicle Sourcebook* has many examples to draw from, and of course you should also improve his personal plane so it remains better than those of his men). To make him more personally dangerous, replace his Colts with Electropistols (*Pulp Hero*, page 322) and convert his DCV Levels into Combat Skill Levels with All Combat. To weaken him, remove the Lightning Cannon from the Skyfortress, reduce the number of anti-aircraft positions mounted on it, and remove the Autofire from its internal bomb rack. (Similarly, you may want to decrease the effectiveness of his pilots and their planes, and remove the Incendiary Cloud Projector from his plane.) To make him less effective

personally, remove his *Master Pilot* and *He Always Comes Back* abilities and his Danger Sense, and reduce his Combat Skill Levels and Skills.

Like all master villains, Skymaster has dozens of things that demand his attention at any given moment, which prevents him from Hunting a character or group of characters full-time. Characters who possess, or are involved with, advanced aviation technology will always be at least Watched in case they can contribute to his arsenal, but it's only when he decides he *must* possess such technology, or when the PCs have thwarted his plans several times that he will actively mount a campaign against them. As a Hunter, Skymaster prefers direct confrontation to stealth and guile (though he can use both if need be). He's more likely to have the character attacked in the air and forced down or escorted to the Skyfortress, strafed while on the road, or the like than he is to trifle with complex plans for vengeance.

Appearance: The Skymaster is a man of average height, with a trim, powerful build and an athletic grace when he moves. He always appears in his uniform, a more tailored version of the reinforced black leather outfit issued to his men, and always wears his combination mask and flight helmet. His version of the uniform has lightning bolts at the shoulders, calves, and wrists, and his belt is shaped like a lightning bolt with a cloud as the buckle. His mask has two lightning bolts that sweep up and back from the nose across his eyes, and leaves his mouth and chin bare. For social occasions, such as a dinner with captured foes aboard the Skyfortress, he has a "dress" version of his uniform tailored from black cloth. No one currently living has seen the Skymaster's true face and knows it; if he must appear without his mask, he always wears a disguise. His personal weapon of choice is the Colt 1911A1; he carries two, one in a flap holster on each hip.

AIR MARSHAL LOTHAR VON HAGEN

Val	Char	Cost	Roll	Notes
18	STR	8	12-	Lift 200 kg; 3d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
16	INT	6	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
16	PRE	6	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	2		Total: 9 PD (3 rPD)
4	ED	0		Total: 7 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
35	STUN	4		Total Characteristics Cost: 94

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Cinematic Brawling

Maneuver	OCV	DCV	Notes	END
4 Block/				
Chin Block	+2	+2	Block, Abort	
4 Disarm	-1	+1	Disarm, 38 STR to Disarm Roll	
4 Eye Gouge	-1	-1	Sight Group Flash 5d6	
5 Fist-Grab	+1	+1	Grab One Limb, Block	
4 Low Blow	-1	+1	3d6 NND(3)	
4 Punch/				
Backhand	+0	+2	7½d6 Strike	
5 Roundhouse	-2	+1	9½d6 Strike	
3 Tackle	+0	-1	5½d6 +v/5 Strike; You Fall, Target Falls	
8 +2 Damage Classes (already added in)				
2 Use Art with Clubs and Blades				
15 <i>Tough As Nails:</i> Physical Damage Reduction, Resistant, 50%; Requires A CON Roll (-¾), Character Must Be Aware Of Attack (-¼)				0
6 <i>Eyes Like An Eagle:</i> +3 with Sight Group PER Rolls				0
6 <i>Eyes Like An Eagle:</i> +4 PER versus Range Modifier for Sight Group				0

Perks

4 Fringe Benefit: Membership (Skymaster's Air Marshal)

Talents

6 Combat Luck (3 PD/3 ED)
5 Resistance (5 points)

Skills

8 +4 OCV with Biplane Weapons
6 +2 with Cinematic Brawling
5 Aerobatics 14-
5 Analyze Piloting Skill 13-
3 Breakfall 13-
3 Combat Driving 13-
7 Combat Piloting 15-
3 Concealment 12-
3 KS: Aircraft 12-

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- 3 KS: The Aviation World 12-
- 3 KS: The Military/Mercenary/Terrorist World 12-
- 3 Language: English (completely fluent; German is native)
- 2 Language: French (completely fluent)
- 3 Language: Skymaster Codetalk (completely fluent)
- 3 Mechanics 12-
- 4 Navigation (Air) 13-
- 4 PS: Pilot 15-
- 6 PS: Instructor 15-
- 5 Shadowing 13-
- 3 Stealth 13-
- 3 Streetwise 12-
- 5 Systems Operation 13-
- 5 Tactics 13-
- 7 Teamwork 15-
- 3 TF: Small Planes, Balloons & Zeppelins, Basic Parachuting
- 4 WF: Small Arms, Biplane Weapons, Knives

Total Powers & Skills Cost: 194

Total Cost: 288

75+ Disadvantages

- 5 Distinctive Features: scars around right eye (Easily Concealed; Noticed And Recognizable)
- 5 Distinctive Features: Skymaster Uniform (Easily Concealed, Noticed And Recognized)
- 10 Hunted: Skymaster 8- (Mo Pow, NCI, Watching)
- 20 Hunted: various air forces 8- (Mo Pow, NCI, Capture/Kill)
- 15 Psychological Limitation: Gunslinger Mentality (Common, Strong)
- 15 Psychological Limitation: Aviator's Code (Common, Strong)
- 15 Psychological Limitation: Loyal To Skymaster (Common, Strong)
- 10 Reputation: Skymaster's Air Marshal, 11- (Extreme, Known To Limited Group)
- 5 Rivalry: Professional (with other pilots, to prove himself the best)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 93 Experience Points

Total Disadvantage Points: 288

Background/History: Lothar Von Hagen should have been an ace, and would have been one, except that he had the misfortune to down his fifth, sixth, and seventh enemy planes in a four-on-one aerial battle that was his finest moment in the air... on the day Germany surrendered. His squadron leader refused to file the paperwork, and his squadron mates all told him there was no point to it — the war was over and no one

cared that he was an ace now. No one, that is, but Lothar. Flying was the only thing he'd ever been truly good at, and without the recognition and means of testing himself against equals that it gave him, he was adrift, without purpose.

In the years following the war he found opportunities to fly again, small wars and mercenary engagements that provided just enough purpose to keep him going... but not enough to feel truly fulfilled. He found that by training other pilots he raised his marketability, so he threw himself into the role of piloting and aerial combat instructor for warlords and small governments from China to South America. He ensured that the pilots he trained were the best they could be, never telling them it was because he knew sooner or later he would fly against them and he wanted his opponents to be capable, dangerous foes. No other kind was worth testing himself against.

His life changed in the early months of 1930 when he answered a call for pilots put out by a wealthy industrialist and philanthropist in Hudson City who sought to assemble an impromptu air force to do battle with the self-styled Skymaster and his men to prevent the mastermind from carrying out a threat to bomb the waterfront if a ransom wasn't paid. Lothar expected little from the job, but it offered a chance to test himself against pilots who, rumor had it, were supposed to be among the best in the world. He took to the air with the rest of the rag-tag squadron the industrialist had assembled hoping to find a challenge and prove himself once more. He found that the Skymaster's men were good pilots, better than most, but Lothar wanted more: the Skymaster himself. Lothar sought him out, challenged him with a burst from his Vickers — and found himself in the fight of his life. For a full forty-five minutes the two men duelled in the sky over Hudson City, long after the rest of the battle had ended, until the Skymaster finally got the upper hand when a ricochet shattered the right lens of Lothar's goggles, blinding him with blood, and allowing the Skymaster to finally get a finishing shot in on Lothar's engines. Beaten and exhausted, but prouder than he'd ever been in his life, Lothar saluted the Skymaster as his plane spiraled into the dark waters of Owl Bay.

A month later, after Lothar had recovered from his injuries, a man came to him at the bar where he spent his nights. He talked of flying, of the brotherhood shared between the knights of the air, and of his belief that the control of the skies meant one controlled the ground beneath them. Lothar listened, asked questions, and told the man of his disappointment at the end of the war and his need to test himself against the best. Long before the bar

AIR MARSHAL LOTHAR VON HAGEN PLOT SEEDS

While the characters fly against the Airmada, Lothar — correctly or not — identifies one of the character's flying styles as that of the lone pilot who escaped him on the last day of the Great War. Now every time that character takes to the air, Lothar is there to challenge him, even going to the extent of appearing from nowhere to down other opponents who might rob him of his victory. Finally he delivers a challenge to meet him at a deserted airfield, alone, where the two opponents will take to the air in exact replicas of the planes they flew in the War to see who's the better pilot and finish what they started so many years ago. Will the character agree?

Lothar loses a series of aerial engagements to a PC over time without defeating him in return. Some time later, he appears at the hero's doorstep, luggage in hand, and proclaims that since he cannot defeat the character, he must serve him as he has served the Skymaster. As long as the PC treats him honorably and does not press Lothar for details that would be damaging to the Skymaster, he seems to serve loyally. Is it a trick? What will the character do with his new henchman? And what will the Skymaster do to get him back?

Word of a new, advanced airplane design reaches Lothar, and he decides that with the plans (or the prototype aircraft) he'll finally be able to defeat the Skymaster. Soon the PCs are caught in a three-way battle for the plans and prototype as the Skymaster, Lothar's secretly-employed agents, and foreign spies all set their sights on them.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	

Armor

None

Gear: Parachute, binoculars

Clothing: See Appearance

closed for the evening, Lothar knew who he was talking to, and what his answer would be to the one question the Skymaster had yet to ask him.

As the Skymaster's Air Marshal, Lothar supervises the training of the Airmada, making its members the best pilots he can so that they carry out their orders with superb efficiency. He plans operations, leads some personally, and is the first to challenge the greatest of the Skymaster's enemies when they take to the air against him. He might not be the greatest pilot alive, but he serves the man who is, and that's enough definition to his life. For now.

Personality/Motivation: Lothar's motivations are more complex than those of the men he commands, most of whom simply fly for the considerable salary the Skymaster pays. He wants to prove himself the best pilot in the world, and to satisfy his sense of duty to the only pilot he's flown against that he couldn't beat. That, coupled with his almost unbreakable will, drives him to new heights each time he takes to the air. He tests himself against pilot after pilot to prove he is the best, accepting and issuing personal challenges even when it's not prudent to do so to prove, to himself if no one else, that he is indeed the best. He sometimes seeks out especially skilled pilots he's heard about to challenge them. To date, the only pilot he has never been able to best is the Skymaster, despite having challenged him no less than twenty times. Lothar privately dreams of the day when he can finally beat the Skymaster and claim his place at

the head of the Airmada, but until then, he bides his time, tests himself against the best opponents sent against his master, trains the Airmada, and improves his skills for the next duel.

Lothar fights his duels honorably and fairly; a victory won through trickery and deceit is not worth speaking of. He honors opponents who meet him courageously on the field of battle; allowing them to withdraw when it's clear they cannot continue, withholding killing shots when there's no need for one, and following his foes down to ensure that they land safely. Sometimes he even drops food and medical supplies to especially skilled opponents after he shoots them out of the sky, and no honorable pilot he's dueled has ever been lost for lack of a call being placed to the closest individuals able to rescue him. Conversely, he deals ruthlessly with any pilot who acts or fights dishonorably.

Quote: "G-5, G-7, G-9, peel off and take down the Ford Trimotor before it escapes. All other G-Squadron planes strafe the airfield by the numbers. I will handle the fighter who made it into the air."

Powers/Tactics: In the air, Lothar normally allows the Airmada pilots under his command to engage the enemy individually to gauge his opponents' skills. Once he identifies the real threats, he assigns three-plane units to quickly pick off the weaker opponents and clear the skies, then two-plane units to combat more skilled opponents, and finally challenges the best of the opposing

pilots himself. If a specific mission calls for it, he assigns aircraft to ground attack roles against targets designated by the Skymaster, but he has no taste for such things himself.

Against a pilot he deems worthy of a personal challenge, he spends a few rounds sizing up his opponent and flying defensively before he begins to attack in earnest. Lothar is an excellent pilot who understands his own limits and those of his aircraft; he knows when he can push his plane, and when he can't. He fights aggressively, keeping as close to his opponent as possible to deny him use of his guns and maximize the effectiveness of his own, but he's pilot enough to know when that strategy won't work.

Campaign Use: Lothar is the archetypal mastermind's lieutenant: strong, skilled, tough in a fight, and loyal to his leader (until the opportunity to supplant him arises...). He should be the



Masterminds And Madmen ■ Chapter One

first non-faceless opponent the characters encounter when they face the Airmada, and they should both fear and respect him for his skills and intelligence long before they meet the master he serves. In campaigns where the Skymaster is too powerful an opponent, you could substitute Lothar for him with just a little reworking.

To make Von Hagen tougher as an aerial combatant, increase his number of Combat Skill Levels with Biplane Weapons, raise his Piloting and Aerobatics skills, and add an ability like the Skymaster's *Deft Jinking* ability. To make him tougher personally, increase his STR to 18, his CON to 20, his innate PD to 8, and perhaps add some Extra DCs or Combat Skill Levels with his Cinematic Brawling.

To make Lothar a weaker opponent in the air, reduce or eliminate his levels with Biplane Weapons, reduce his SPD to 3, and lower his Piloting and Aerobatics skills. To make him a weaker opponent personally, lower his DEX to 16, his SPD to 3, and remove his Damage Classes with Cinematic Brawling and his *Tough As Nails* Damage Reduction ability.

Because of his Disadvantages, Lothar frequently and constantly Hunts pilots of sufficient skill to challenge him. If a character meets the basic qualifications, Lothar will typically Hunt him on an 8- (his duties as the Skymaster's Air Marshal prevent him from Hunting more frequently). As a Hunter, Lothar is honorable and relentless in his quest to seek personal combat with the target; he won't endanger innocents or resort to underhanded tricks, preferring to challenge the character openly. Rarely does he seek to kill an opponent unless his quarry behaves dishonorably; defeating the foe is enough, and there's always the chance he'll learn enough to fly against him again another day.

Appearance: Air Marshal Lothar Von Hagen is a tall, handsome man in his late thirties with an athletic build, light brown hair, and blue eyes. He has several scars in an arc around his right eye which he earned when a pair of goggles shattering during his epic duel with the Skymaster. He normally wears the uniform of the Skymaster's men, with the addition of a pair of lightning bolts on the shoulders and at the wrists to designate his status as Air Marshal. Like the Skymaster, he has a "dress" version of his uniform that he wears on formal occasions. When not in uniform, he wears clothing appropriate to the situation. His personal sidearm of choice is the Mauser M32.

AIRMADA PILOT

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 150 kg; 3½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
30	STUN	4		Total Characteristics Cost: 42

Movement: Running: 6"/12"

Cost	Powers	END
7	<i>Brawler:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
4	<i>Eyes Like An Eagle:</i> +2 PER with Sight Group PER Rolls	0

Perks

3 Fringe Benefit: Membership (Airmada pilot)

Skills

4 +2 OCV with Biplane Weapons
 5 Combat Pilot 13-
 3 Concealment 11-
 3 KS: Aircraft 12-
 2 KS: The Aviation World 11-
 2 KS: The Military/Mercenary/Terrorist World 11-
 3 Language: Skymaster Codetalk (completely fluent)
 3 Mechanics 11-
 4 Navigation (Air) 12-
 4 PS: Pilot 13-
 3 Shadowing 11-
 3 Stealth 12-
 3 Streetwise 12-
 3 Systems Operation 11-
 2 TF: Small Planes, Basic Parachuting
 4 WF: Small Arms, Biplane Weapons, Knives

Total Powers & Skills Cost: 65

Total Cost: 107

75+ Disadvantages

5 Distinctive Features: Skymaster Uniform (Easily Concealed; Noticed And Recognizable)
 10 Hunted: Skymaster 8- (Mo Pow, NCI, Watching)
 15 Psychological Limitation: Amoral And Greedy (Common, Strong)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 125

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	0	2d6-1	1d6	7	9	
Knife	+0	+0	1d6	1d6-1	—	8	Can Be Thrown

Armor

None

Gear: Parachute, binoculars**Clothing:** See Appearance

Description: The Skymaster recruits his men from the ranks of disenchanting military and mercenary pilots all over the world. Who you were, what you did, and what trouble you were in for doing it mean nothing to the Skymaster — all he cares about is that you can fly, and fly well. He employs agents to keep an eye on flying circuses, air shows, and military discharge reports in search of the best pilots he can recruit, trains them rigorously, and then has them hone their skills against one another in live combat exercises until only the best of the best remain.

If left to their own devices, the Skymaster's men break off into individual dogfights, turning the sky into a twisting tangle of one-on-one aerial duels as they seek to prove themselves superior to their individual opponents. Dangerous as they are individually, they're far deadlier under the direction of a squadron leader, the Air Marshal, or the Skymaster himself, when they make well-coordinated attacks against enemy aircraft or ground positions. Their skill in squadron maneuvers, coupled with their superior aircraft, is what makes the Airmada the most feared force in the air.

Airmada pilots have no set appearance aside from being (a) in good shape, and (b) neither exceptionally short nor exceptionally tall so that they require no modifications to the cockpits of their planes to fly them. Most are men, but the Skymaster has a squadron of female pilots under his command — one of the deadliest in his Airmada. All pilots must learn both the Skymaster's special code-language and English if they don't know it already (for foreign pilots, add English to their character sheet).

All Airmada pilots wear the standard uniform of Skymaster's men: a black leather pants and jacket outfit, matching gloves and boots, and a leather flying helmet with goggles. Out of their planes, his pilots carry a handgun — the Colt 1911A1 is standard issue, but many pilots exchange it for a personal choice — and a knife, although heavier weapons are sometimes issued for specific purposes.

SKYFORTRESS CUMULUS**Val Char Cost Notes**

22	Size	110	160" x 80"; -22 KB; -14 DCV
120	STR	0	Lift 400 ktons; 24d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
32	BODY	0	
7	DEF	15	
3	SPD	5	Phases: 4, 8, 12

Total Characteristic Cost: 145**Movement:** Flight: 23"/92"**Abilities & Equipment****Cost Power** **END****Propulsion Systems**

25	<i>Advanced Motorized Lighter-Than-Air Vehicle:</i> Flight 23", x4 Noncombat; Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight in use, only affects environment near propellers; -¼), Cannot Move Backwards (-¼), Limited Maneuverability (-½), 1 Continuing Fuel Charge (easily-obtainable fuel, 1 Week; -0) [1cc]
-12	<i>Can Only Fly:</i> Running -6" (0" total)
-2	<i>Can Only Fly:</i> Swimming -2" (0" total)

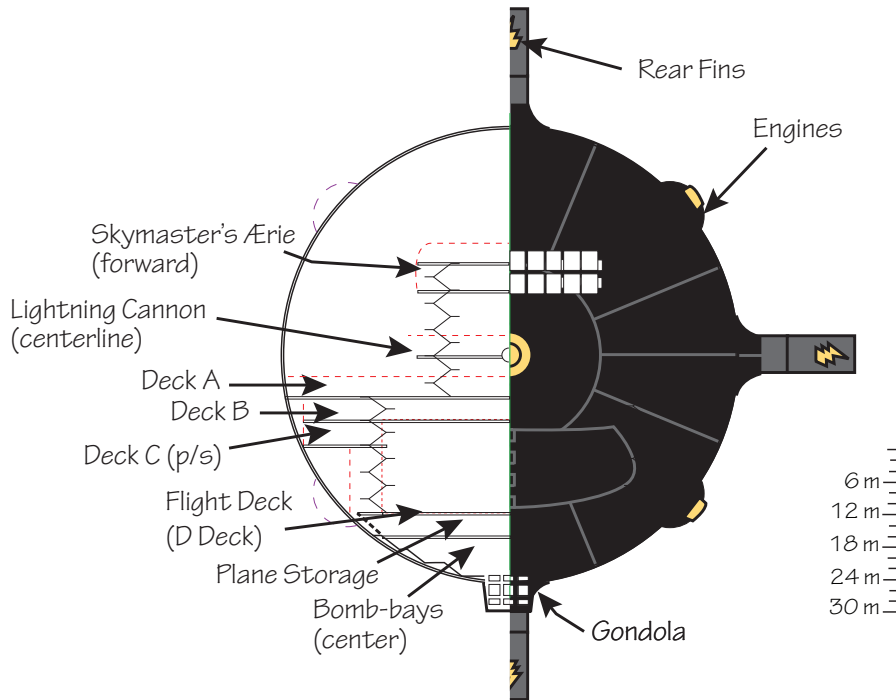
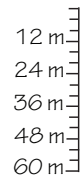
Tactical Systems

28	<i>Static Discharge Lightning Cannon:</i> Energy Blast 14d6, Penetrating (+½), Line Of Sight (+½); OIF Bulky (-1), Crew-Served Weapon (4 crew; -½), Extra Time (1 Turn; -1¼), 3 Charges (-1¼) [3]
54	<i>Dual 12.7mm Machine Gun Air Defense Gun Emplacement:</i> RKA 3d6, Autofire (8 shots; +1), 850 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (180 Degrees in one direction; -¼), Real Weapon (-¼) [850]
15	<i>Dual 12.7mm Machine Gun Air Defense Gun Emplacement:</i> Seven more Air Defense Gun Emplacements (total of 8) [850]
82	<i>Internal Bomb Rack:</i> RKA 4d6, Explosion (-1 DC/2"; +¾), Autofire (5 shots; +1½), 60 Charges (+½); OIF Bulky (bomb launcher; -1), Real Weapon (-¼), Dropped (-½) [60]
11	<i>Aircraft Launch Assist/Arrest System:</i> +9 Size; Only For Air Vehicle Takeoff/Landing Purposes (-2), Requires A Combat Piloting Roll (by pilots taking off or landing; -½), No Figured Characteristics (-½) 0
35	<i>Cloud Generator:</i> Sight Group Images, -5 to Sight Group PER Rolls, Increased Size (160" radius; +2), Reduced Endurance (0 END; +½); Set Effect (cloud cover around self; -1), No Range (-½) 0

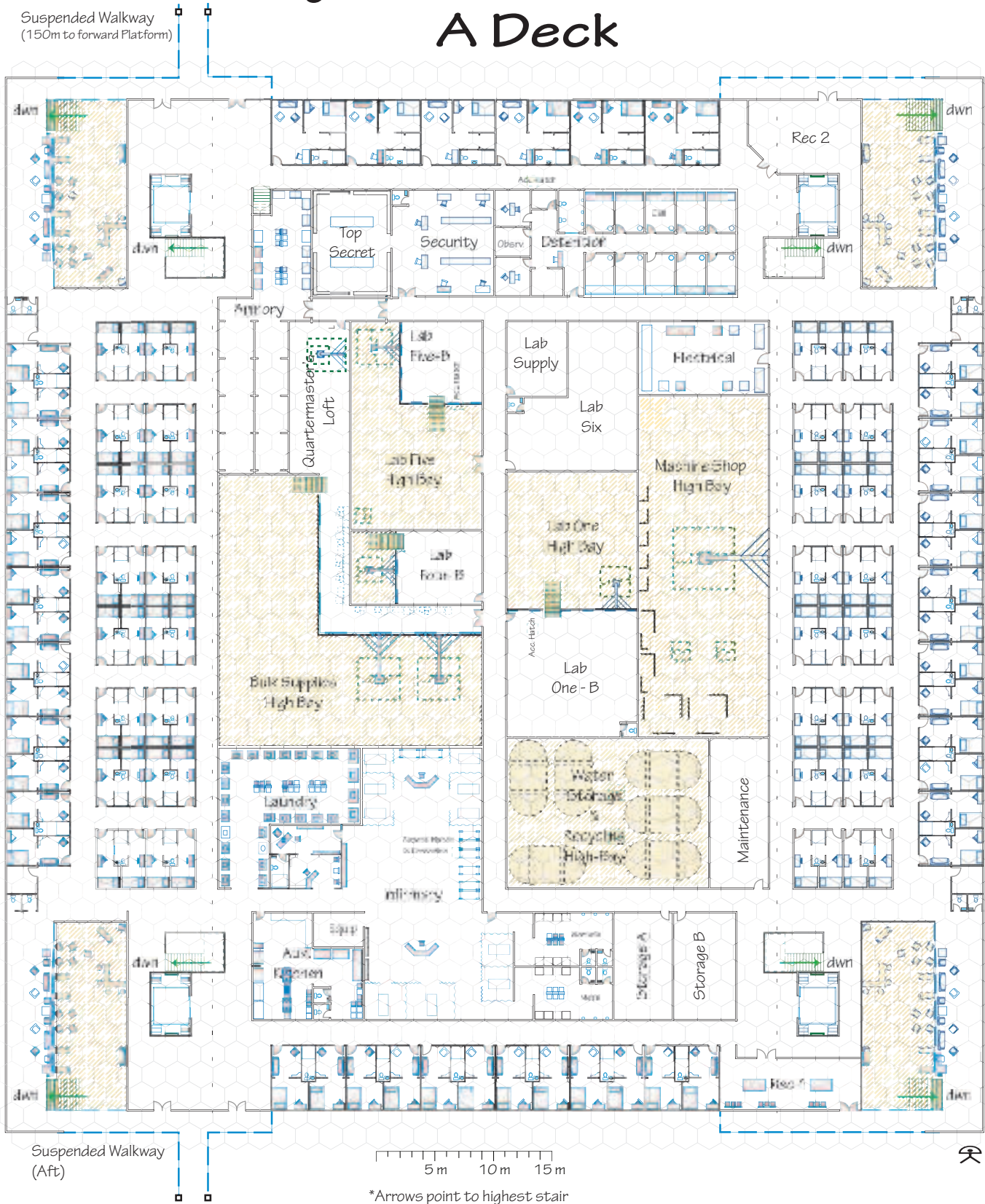
Skyfortress *Cumulus*



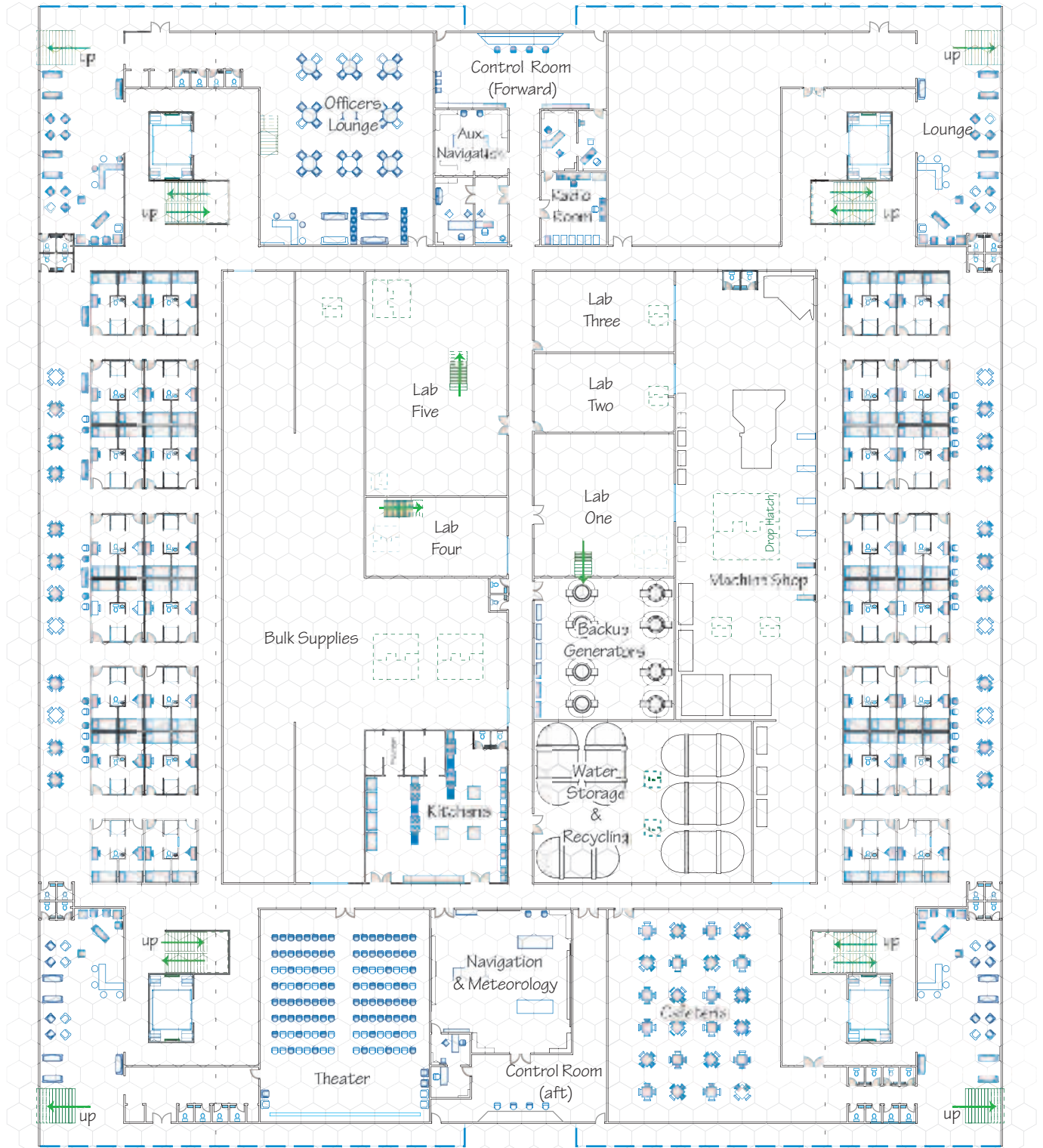
500 meters long, 82.5 meters in circumference



Skyfortress Cumulus A Deck

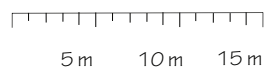


Skyfortress Cumulus B Deck



Flight Deck Line

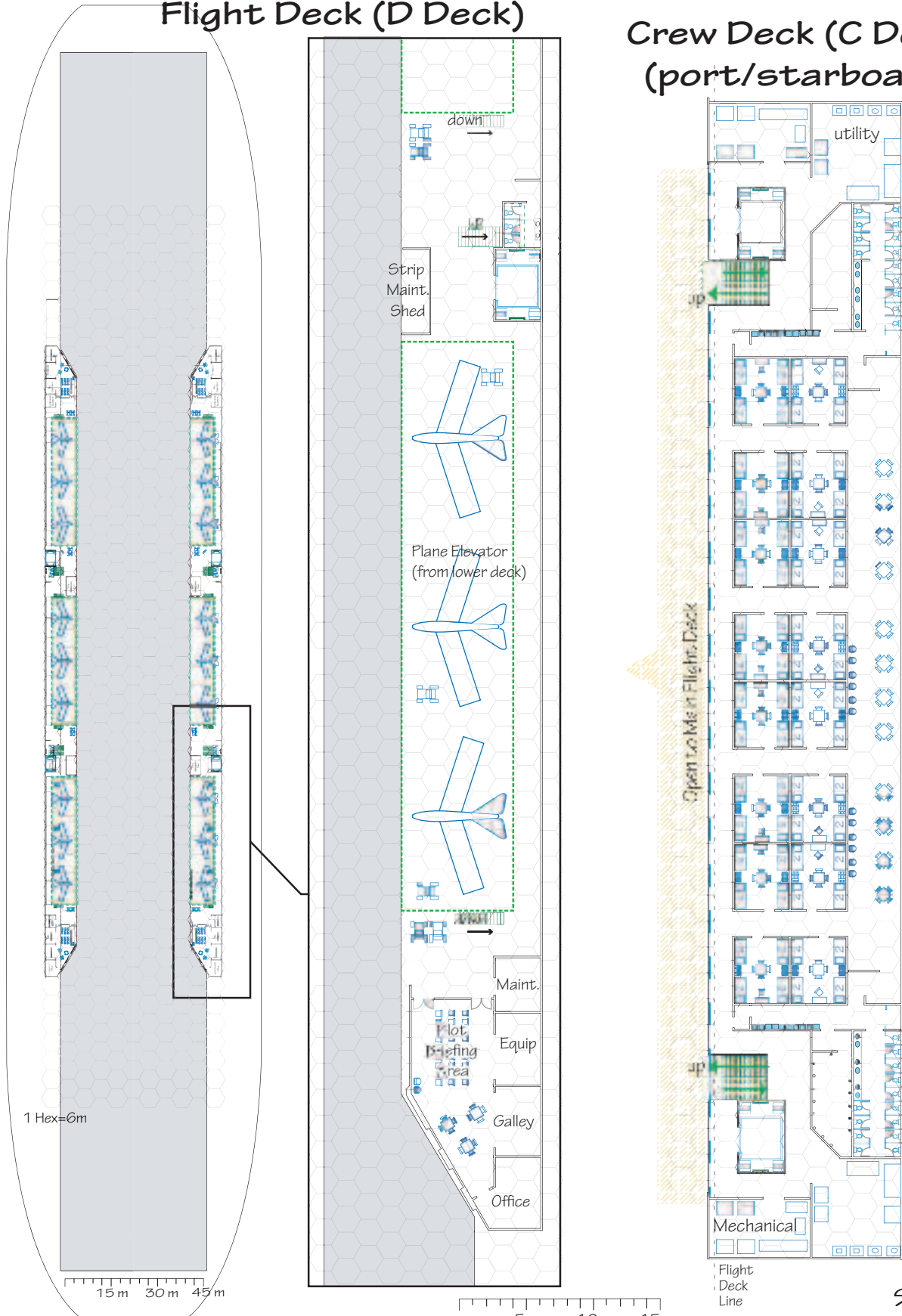
*Arrows point to highest stair



Skyfortress Cumulus

Flight Deck (D Deck)

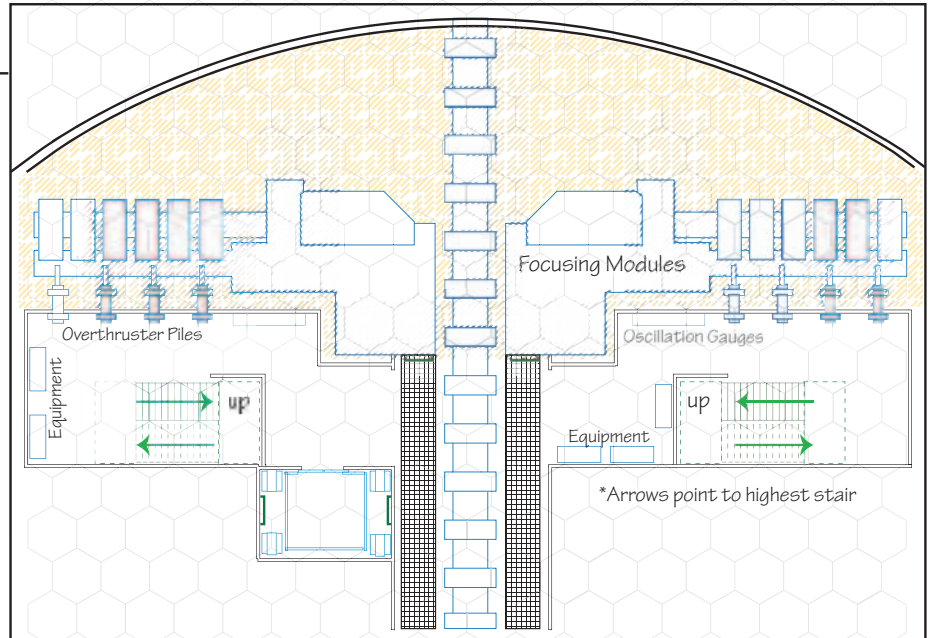
Crew Deck (C Deck) (port/starboard)



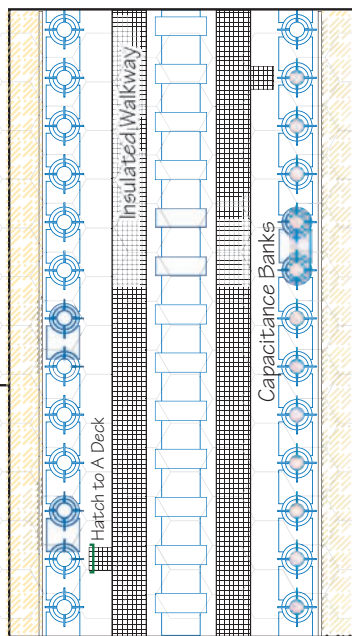
*Arrows point to highest stair

Skyfortress Cumulus Centerline (Above A Deck)

Cannon Maintenance
(1 1/2 deck up from A)

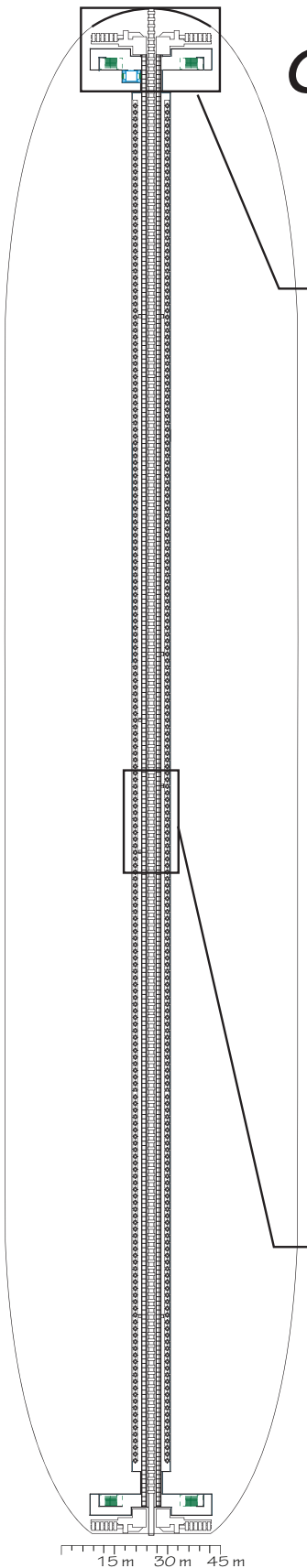
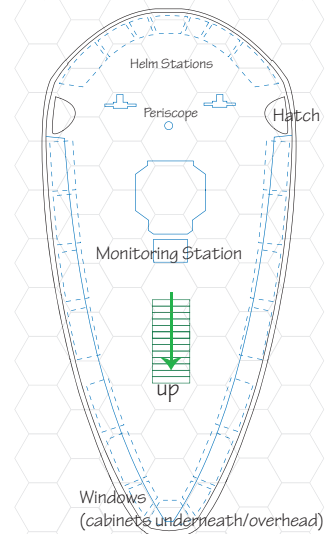


Central Corridor



5 m 10 m 15 m

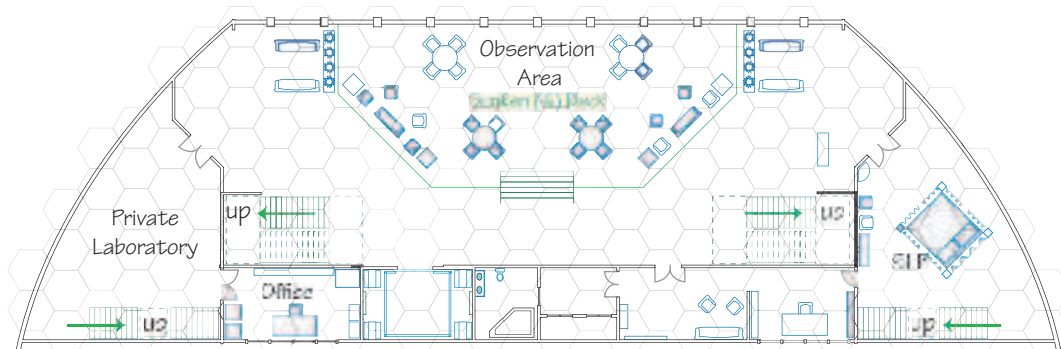
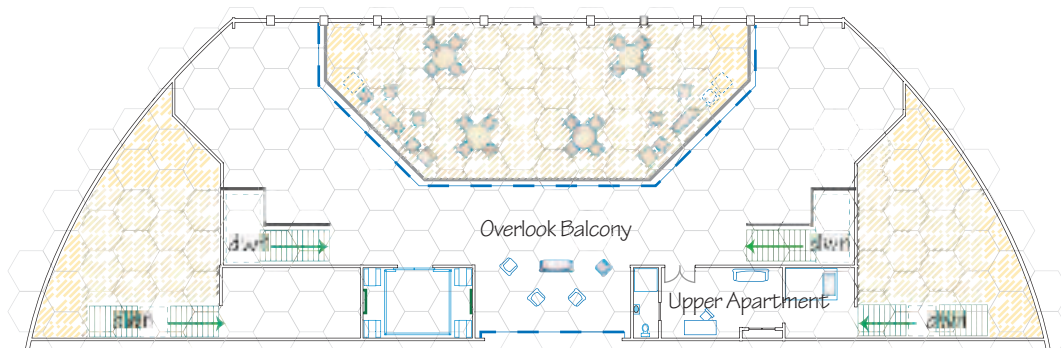
Gondola (underslung)



15 m 30 m 45 m

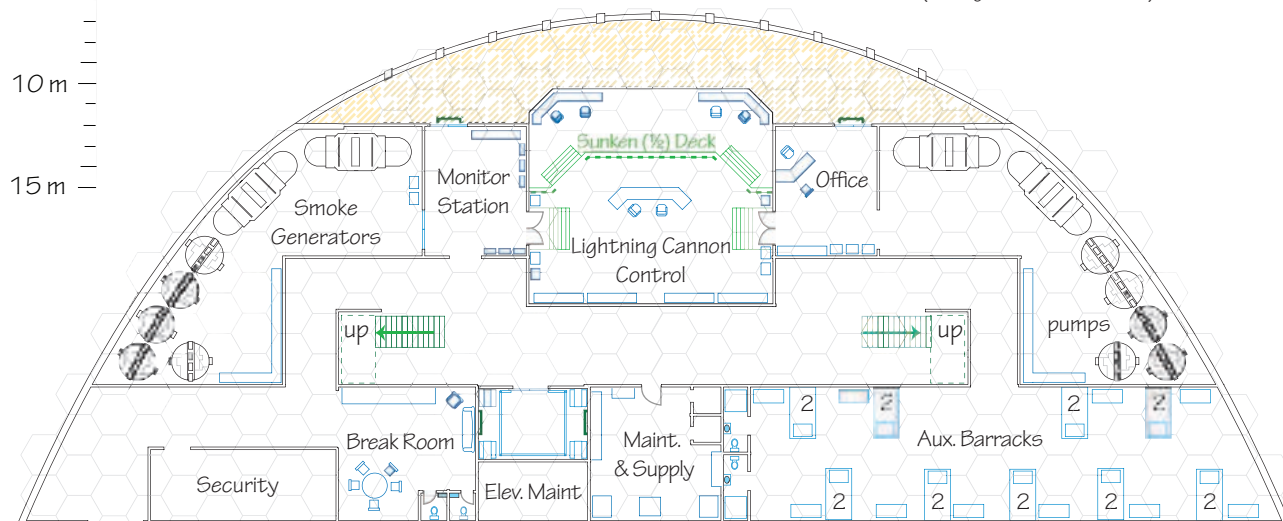


Skyfortress Cumulus Forward & Aerie



4 flights from Deck A
(2½ flights Above Centerline)

5 m
10 m
15 m



Suspended Walkway
(150m to Main Section of Deck)

*Arrows point to highest stair



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Operations Systems

- 4 *Radio*: Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well as Radio Group (-¼) 0

Personnel Systems

- 14 *Sealed Environment*: Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum) 0

Skills

- 4 *Advanced Bombsight*: +2 OCV with Internal Bomb Rack

Total Abilities & Equipment Cost: 258

Total Vehicle Cost: 403

Value Disadvantages

- 25 *Distinctive Features*: Skymaster's Airship (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 378/5 = 76

ADDITIONAL VEHICLES

Cost Vehicle

- 18 *SK-1 Fighter*: 1 SK-1 Fighter
 30 *SK-1 Fighter*: 64 more SK-1 Fighters (65 total)
 33 *SK-4A Fighter*: 1 SK-4A Fighter

Description: The Skymaster's mobile base of operations is his gigantic airship, the Skyfortress *Cumulus*. Appropriately for the Lord Of The Air, Skymaster used the best elements of every airship previously designed, the technical advice of the scientists in his employ, and his own not inconsiderable genius to design and create the largest air vehicle the world has ever seen for his home.

The basic form of the Skyfortress is traditional: a cylindrical body with rounded ends and stabilizing rear fins. The body contains many compartmentalized internal gasbags for lifting power, but the additions and modifications — as well as the sheer size — of the Skyfortress clearly set it apart. The traditional gondola-style control cabin is faired directly into the bottom of the hull and the eight engines are not only arranged differently from traditional airships, but have aerodynamic fairings as well. The hull itself is not fabric, but a lightweight, flexible Bakelite compound that provides greater strength and eliminates the dangers of fire that the traditional doped fabric airship hull presents. The use of helium drawn from the Skymaster's private helium wells in a remote part of Canada reduces the danger of fire further. As with his planes, the Skymaster has painted the exterior of the airship a non-reflective black with lightning bolt insignia on the tail fins and engine cowlings. There are armored glass view ports in many places along the sides of the airship, and two-thirds of the way up the front of the craft is a wide swath of glass that allows the

Skymaster to look out at his domain from inside his personal lounge. But the most glaring difference from a regular airship is the launching bay for the Skymaster's squadron of planes. Twin doors made of dozens of articulated Bakelite panels can be ratcheted into wells on either side to create an opening wide enough for three of his squadron to land simultaneously through the front of the airship. A twin door opens at the rear of the airship, creating a continuous landing strip that runs the length of the Skyfortress and allows a like number of planes to take off simultaneously.

The Skyfortress is extremely well armed, as the Skymaster does not expect the world to bow down before him without a fight. It carries a complement of 64 SK-1 fighters divided into five squadrons of 12 planes, plus four SK-1 fighters that fly patrol around the airship in pairs that rotate out every four hours to keep the pilots fresh. There's another SK-1 fighter assigned to Sky Marshal Von Hagen, and a single SK-4A fighter — the Skymaster's personal craft. In addition, the airship has eight air defense gun emplacements allocated forward top, forward bottom, forward starboard and forward port, with an identical arrangement aft, and carries a rapid-release bomb rack with an advanced bombsight of Skymaster's own design; the rack holds sixty 1,000-pound bombs for use in ground bombardment. The Skyfortress's most well-known and terrifying weapon, however, the Static Discharge Lightning Cannon, is mounted on a rail that wraps around the center of the airship. It harnesses the static charge that collects on the hull of the Skyfortress and stores it in a capacitor bank where it can be unleashed like a bolt of lightning sent down from the heavens to blast the Skymaster's enemies. To prevent his craft from being spotted instantly, the Skymaster has installed a cloud generator that wraps the Skyfortress in a concealing cloud formation.

The landing of planes is assisted by a series of nets and restraining devices as well as the speed of the Skyfortress, which requires that the pilot only throttle down to 100 miles per hour to match the airship's speed and let the safety devices slow and stop him. Launching is even easier, as the 100-mile per hour speed of the craft and the wind flowing through the airstrip make take-offs extremely easy. Workmen and aircrew use tether lines to ensure their safety, although most pilots disdain such things as they board and disembark their craft.

The Skyfortress is 1,050 feet (160") long, has an operational ceiling of 30,000 feet and a top speed of approximately 103 miles per hour, giving it a range of over 17,000 miles on a single load of fuel. The Skymaster has fuel depots hidden away in isolated spots around the world to allow him to refuel when needed, so the Skyfortress is rarely encountered with less than five days' worth of fuel on hand at any given time.

SKYMASTER SK-4A

Val	Char	Cost	Notes	
6	Size	30	4" x 2.5"; -6 KB; -4 DCV	
25	STR	-15	Lift 800 kg; 5d6 HTH [0	
16	DEX	18	OCV: 5/DCV: 5	
17	BODY	1		
6	DEF	12		
3	SPD	4	Phases: 4, 8, 12	
Total Characteristic Cost: 50				
Movement: Ground: 6"/12"				
Swimming: 0"/0"				
Flight: 40"/160"				
Abilities & Equipment				
Cost	Power			END
Propulsion Systems				
34			<i>Advanced Propeller-Driven Biplane:</i> Flight 40", x4 Noncombat; Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight in use, only affects environment in front of vehicle; -¼), Stall Velocity (21"; -¼), Takeoff/Landing (-1), 1 Continuing Fuel Charge (easily obtained fuel, 4 Hours; -0) [1cc]	
-2			<i>Can Only Fly:</i> Swimming -2" (0" total)	
Tactical Systems				
34			<i>37mm Cannon (Nose Mounted):</i> RKA 5d6, +1 Increased STUN Multiplier (+¼), 20 Charges (+¼); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward; only on same horizontal level; -1), Real Weapon (-¼) [20]	
38			<i>Dual 12.7mm Machine Guns (Nose Mounted):</i> RKA 3d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 520 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward; only on same horizontal level; -1), Real Weapon (-¼) [520]	
11			<i>Incendiary Cloud Projector (Rear Mounted):</i> RKA 1d6, Area Of Effect (10" Cone; +1), Continuous (+1), Penetrating (+½); OIF Bulky (-1), Activation Roll 14- (-½), Real Weapon (-¼), No Range (-½), Limited Arc Of Fire (60 degrees behind aircraft; only on same horizontal level; -¾), 4 Continuing Charges lasting 1 Turn each (-½) [4]	
Operations Systems				
4			<i>Radio:</i> Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well as Radio Group (-¼) 0	

Personnel Systems

14	<i>Sealed Environment:</i> Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum) 0
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Skills

4	<i>Highly Maneuverable:</i> +2 with Flight
4	+2 OCV with Dual Machine Guns

Total Abilities & Equipment Cost: 141**Total Vehicle Cost: 191**

Value Disadvantages

25	<i>Distinctive Features:</i> Skymaster's Personal Fighter (Not Concealable; Causes Extreme Reaction [fear])
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Total Disadvantage Points: 25**Total Cost: 166/5 = 33**

Description: The Skymaster's personal plane is, like the planes issued to his pilots, an advanced-design biplane with a metal body, slightly slanted wings, and a supercharged engine that makes a distinctive, high-pitched whine. It's painted a flat, non-reflective black color with yellow lightning bolts along the engine cowling and tail, but it bears additional lightning bolt insignia along the upper wing surface and has no letter/number designator. Unlike the planes issued to his men, the cockpit of the SK-4A has a clear armored glass canopy that covers the pilot and allows the craft to be pressurized and heated.

Specialized tuning and constant maintenance make the SK-4A even more maneuverable and stable than the rest of the Skymaster's aircraft. The finely-tuned supercharged engine draws less fuel than even the SK-1, giving it a range unheard of for aircraft. It's armed with 12.7mm machine guns, a 37mm cannon that fires through the propeller hub, and a special weapon that takes the place of the bomb each SK-1 carries: a projector that releases a chemical-laden cloud to the rear of the aircraft and touches it off, creating a fan-shaped mass of flame that engulfs anyone who dares to fly too close to him. When it's released, pursuing pilots can avoid the incendiary cloud by succeeding with a Combat Piloting Roll at a penalty equal to the pursuing aircraft's DCV modifier; for the remainder of the turn that it's in existence, the cloud presents a deadly aerial obstacle that pilots have to be sure to fly around. Skymaster can also use the cloud to start fires on the ground by flying low and discharging it.

The SK-4A is larger than the craft the Skymaster's men fly at 25 feet, and weighs more at 965 kg. It can sustain a maximum speed of almost 180 mph; its maximum flight ceiling is 24,000 feet. It carries just the pilot.

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SKYMASTER SK-1

Val Char Cost Notes

5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
20	STR	-15	Lift 400 kg; 4d6 HTH [0]
16	DEX	18	OCV: 5/DCV: 5
17	BODY	2	
4	DEF	6	
3	SPD	4	Phases: 4, 8, 12

Total Characteristic Cost: 40

Movement: Ground: 6"/12"
Flight: 35"/136"

Abilities & Equipment

Cost Power

END

Propulsion Systems

- 30 *Advanced Propeller-Driven Biplane:* Flight 35", x4 Noncombat; Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight in use, only affects environment in front of vehicle; -¼), Stall Velocity (17"; -¼), Takeoff/Landing (-1), 1 Continuing Fuel Charge (easily obtained fuel; 3 hours; -0) [1cc]
- 2 *Can Only Fly:* Swimming -2" (0" total)

Tactical Systems

- 29 *Dual 7.9mm Machine Guns (Forward Mounted):* RKA 2d6+1, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 520 Charges (+1); OIF Bulky (-1), Limited arc Of Fire (0 degrees forward; only on same horizontal level; -1), Real Weapon (-¼) [520]
- 13 *250-Pound Bomb:* RKA 3d6, Explosion (+½); OAF Bulky (externally-mounted bomb; -1½), Dropped (-½), Real Weapon (-¼), 1 Charge (-2) [1]

Operations Systems

- 4 *Radio:* Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well as Radio Group (-¼) 0

Skills

- 2 *Highly Maneuverable:* +1 with Flight
- 2 +1 OCV with Dual Machine Guns

Total Abilities & Equipment Cost: 78

Total Vehicle Cost: 118

Value Disadvantages

- 25 *Distinctive Features:* One of Skymaster's planes (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 93/5 = 18

Description: The standard craft issued to the Skymaster's pilots is an advanced-design biplane with a light metal body, slightly slanted wings, and a supercharged engine that makes a distinctive, high-pitched whine. They're painted a flat, non-reflective black with yellow lightning bolts along the engine cowling and tail. Each plane has a letter and number designator (A-17, D-05, and so on) that indicates which of the Skymaster's squadrons it comes from. The Skymaster orders the numbers changed occasionally, and sometimes selects higher ones than are strictly accurate to make estimating the number of planes in his command more difficult.

The SK-1 is highly maneuverable and stable, making it more nimble and a better firing platform than most craft in the sky. Each comes equipped with forward-firing twin 7.9mm machine guns and a single 250-pound demolition bomb. The supercharged engine draws less fuel than most power plants its size, giving the planes 33% more range than a standard craft of the type despite the higher weight of the metal body.

The SK-1 is a few inches longer than 20 feet, and weighs 800 kg. It can sustain a maximum speed of 160 mph; its maximum flight ceiling is 22,975 feet. It carries just the pilot.

CRIMSON WRAITHE

THE CRIMSON WRAITHE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
5	PD	2		Total: 7 PD (2 rPD)
3	ED	0		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
26	END	0		
28	STUN	0		Total Characteristics Cost: 66

Movement: Running (Secret Identity): 0"/0"
 Running (Crimson Wraith): 6"/12"
 Swimming (Secret Identity): 1"/2"
 Swimming (Crimson Wraith): 2"/4"
 Leaping: 0"

Cost	Powers	END
40	<i>Wraith Gun:</i> Multipower, 90-point reserve; all slots OAF (-1), 12 Charges for entire Multipower (-¼)	[12]
4u	1) <i>Weakness:</i> Drain STR 6d6, Ranged (+½); OAF (-1)	
4u	2) <i>Feebleness:</i> Drain CON 6d6, Ranged (+½); OAF (-1)	
4u	3) <i>Clumsiness:</i> Drain DEX 6d6, Ranged (+½); OAF (-1)	
4u	4) <i>Paralysis:</i> Drain SPD 6d6, Ranged (+½); OAF (-1)	
4	<i>Robes Of The Crimson Wraith:</i> Armor (2 PD/2 ED); OIF (-½)	0
17	<i>Shroud Of The Crimson Wraith:</i> Invisibility to Sight Group, Persistent (+½), 1 Continuing Fuel Charge (lasts 3 Hours, easily refueled; +¼); Extra Time (10 Minutes to activate; -1)	[1cc]
-12	<i>Wheelchair Bound:</i> Running -6" (0" total)	
-1	<i>Wheelchair Bound:</i> Swimming -1" (1" total)	
-3	<i>Wheelchair Bound:</i> Leaping -3" (0" total)	
7	<i>Energized Legs:</i> Running +6" (6" total), 1 Continuing Fuel Charge (lasts 3 Hours, easily refueled; +¼); Extra Time (10 Minutes to activate; -1)	[1cc]
1	<i>Energized Legs:</i> Swimming +1" (2" total), 1 Continuing Fuel Charge (lasts 3 Hours, easily refueled; +¼); Extra Time (10 Minutes to activate; -1)	[1cc]

2 *Energized Legs:* Leaping +3" (3" forward, 2" upward), 1 Continuing Fuel Charge (lasts 3 Hours, easily refueled; +¼); Extra Time (10 Minutes to activate; -1) [1cc]

Perks

5 Money: Well-Off

Skills

4 +2 OCV with Wraith Gun

3 Concealment 13-

3 Electronics 13-

3 High Society 13-

3 Inventor 13-

3 CK: Hudson City 13-

4 KS: Hudson City Current Events 14-

3 KS: The Industrial World 13-

1 KS: US Army 8-

3 Language: French (completely fluent; English is Native)

3 Mechanics 13-

3 PS: Engineer 13-

2 PS: Physician 11-

2 SS: Anatomy 11-

3 SS: Electrical Engineering 13-

2 SS: Medicine 11-

3 SS: Physics 13-

3 Shadowing 13-

3 Stealth 12-

3 Systems Operation 13-

2 TF: Common Motorized Ground Vehicles

2 WF: Small Arms

Total Powers & Skills Cost: 134

Total Cost: 200

75+ Disadvantages

15 DNPC: Jeff Fowler (butler/valet/nurse) 8- (Incompetent)

15 Hunted: HCPD 8- (Mo Pow, NCI, Limited Geographical Area, Imprison)

15 Psychological Limitation: Compelled To Commit Red-Themed Crimes (Common, Strong)

15 Psychological Limitation: Vengeful (Common, Strong)

15 Psychological Limitation: Code Versus Killing (Common, Strong)

15 Social Limitation: Secret Identity (Daniel Ross) (Frequently, Major)

35 Experience Points

Total Disadvantage Points: 200

Background/History:

Doctor Daniel Ross, son of a prosperous factory owner, was training as an electrical engineer until his studies were interrupted by the Great War. Rising to the rank of Captain, he served his country well. Upon his return to the States, he completed his studies, went to work at his father's factory, and married his college sweetheart, Elaine Lindsey. By the time the Great Depression began, Daniel and Elaine had two children (George and Kathleen) and a third on the way. Times were hard but they got by... until their youngest, Bobby, contracted polio. Medical bills almost bankrupted the young family, but Daniel's father helped out as best he could. Then the factory burned to the ground in a mysterious fire that claimed the elder Ross's life and left Daniel himself crippled from the waist down. Faced with mounting medical bills, Ross found a job in the Research and Development department of an electrical engineering firm.

Over the next year, disaster again visited the Ross family. While crossing a street, Bobby and George were struck and killed by a speeding driver. Kathleen contracted a fatal case of influenza; Elaine, weakened by stress and her own illness, died quietly in her sleep. Daniel threw himself into his work. Then one day, a miracle occurred. While he was working on an experiment involving modulation of electrical waves, one of the charged wires brushed against his dead right leg. And it moved.

Ross became obsessed with his experiment, spending all his time at work, until late one evening he stumbled across the correct frequency modulation to energize his useless legs, and enable him first to stand, then to walk. Ecstatic over his discovery, he went to tell his boss, Wayne Dowdy. He found Dowdy on a catwalk high above the deserted factory floor. When he spoke, Dowdy turned. He'd heard a voice... but he couldn't see anyone! Unnerved, he began to back away. Ross, uncomprehending, followed him, still trying to explain his great discovery. Dowdy kept backing away until his legs struck a weak catwalk railing and he plunged to his death on the factory floor below. It was only then that Ross realized his discovery, while enabling him to walk, also rendered him invisible.



Horrified at what had happened to Dowdy, but knowing that he'd be blamed for the death if he notified the police, Ross loaded his equipment and his now-unneeded chair into a truck and then ransacked Dowdy's office, looking for anything of value. In a drawer, he discovered the patents Dowdy had obtained for things he, Ross, had invented, and notations of the profits they'd generated. Angered by Dowdy's greed (since none of the profits had been passed on to him), Ross forged documents transferring the patents to him and took all the cash from the safe. Then he started an electrical fire and left the building. He just made it back to his apartment when he learned the other drawback of his process: its effects only lasted three hours.

Armed with his equipment and sufficient funds, Ross rented a small warehouse, hired a helper named Jeff Fowler, and began refining his process. Although he was unable to make the process last longer than three hours, he discovered a way to treat fabric so it wouldn't become invisible under the process. Any fabric so treated, no matter what color, reflected only the red light waves. Embittered by what he felt society and fate had done to him, Ross decided to embark on a career of revenge. And what better way to avenge himself on the people who took everything from him than to take from them?

CRIMSON WRAITHE PLOT SEEDS

After a robbery at a local museum, the Crimson Wraith discovers that one of the paintings his men took is actually a forgery! He checks into things and finds that one of the curators is secretly selling works of art to wealthy collectors on the black market and replacing the originals with copies. Outraged at being tricked, the the Crimson Wraith and his men descend on the curator to catch him red-handed and turn him over to the police, buying a little good publicity in the process. The curator, however, protests that some of the paintings he's charged with stealing weren't replaced by him. Did the Crimson Wraith pick up a fee for his good deed, or is the curator trying to muddy the waters?

After the characters get a bit too close to him in his most recent escapade, the the Crimson Wraith decides it's time to give them something else to think about. He has some of his men follow them for a few days to see where they go, then plans a series of crimes designed to tie the characters up in red tape by leaving clues that point to one or more of them being responsible for the crimes. Can the characters extricate themselves, or will he tie them up long enough to commit another big crime?

Football legend Harold "Red" Grange is coming to Hudson City as part of a promotional tour for the young National Football League, and the Wraith decides the opportunity for a kidnapping-and-ransom scheme is too good to pass up. He snatches the former star out of his hotel room and demands one dollar for each of the 65,000 "red-blooded" football fans that watched Grange play in the Illinois-Penn State game of 1925. Can the characters stop him without letting the aging but determined and athletic Grange try to escape?

Personality/Motivation: The Crimson Wraith is a bitter man, uncaring and untrusting. The only person he has any kind feelings toward is Jeff Fowler, now his butler/valet/nurse. His men are no more to him than tools, to be used and discarded if necessary. He has no friends or loved ones, and involves himself with people only for the purpose of learning who has what possessions. Ross wishes to take as much as he can from as many as he can, motivated not by greed but the pleasure of seeing his victims suffer.

His compulsion to commit crimes with a red-based theme or link is as much a simple desire to be distinctive as it is a way of venting his frustration at his condition and the limitations his cure places on him. He's not fanatical about following it, but he does enjoy finding ways to commit new and different crimes that have the color linkage, and slips references into conversation to amuse himself. He wears red robes, drives a red car as the Wraith, and so on.

Because of the amount of death that has haunted him in his personal life, the Crimson Wraith refuses to take a life, even in the commission of his crimes, and does not allow his men to do so either. His Wraith Gun, based on the same principles as the process that allows him to walk, lets him disable people without killing them.

Quote: "I'm the Crimson Wraith, you fool! Perhaps you've... read... of me?"

Powers/Tactics: As the Crimson Wraith, Ross seeks revenge on anyone who has the things he does not (wealth, position, family, and so on) by taking their material possessions away from them. He favors "theme crimes" linked to the color red and its various shades. For example, he'll steal a famous ruby necklace, rob the offices of the Communist party, hold up the annual "Burgundy Ball," steal the payroll for Cardinal Industries, and the like. He rarely employs violence in his crimes; no one's ever been killed by the Wraith or his men. He plans his crimes on a tight timetable because of the limited amount of time he can remain mobile. He quickly abandons a crime that's become too complicated or hampered to stay on schedule.

Additionally, the Crimson Wraith employs a second group of thugs led by Enrico Calavieri to commit non-theme crimes. While the police pursue the Crimson Wraith for stealing a particularly fine ruby, his men clean out a bank vault. While the Crimson Wraith robs the Red Rose Parade, his men rob a diamond exchange. He finds it vastly amusing that no one has yet figured out that his "Crimson Crimes" are a *red herring*.

The Crimson Wraith has no real skills in personal combat; he relies on his Wraith Gun to resolve such issues. With it he can sap an opponent's strength, weaken him, afflict him with a sort of palsy that leads to great clumsiness, or even slow or stop his movement. No matter what setting he uses, the Wraith Gun fires a red beam of light.

Relations With Others: The Wraith has little interest in associating with other masterminds, although he might hire individuals willing to meet his orders about lack of deadly force, such as the Frankenstein Mob. He doesn't engage in disputes with other masterminds unless they directly interfere with his operations, in which case he will make them the focus of a few "Crimson Crimes" to enact revenge.

Resources: While Daniel Ross has enough wealth to live comfortably, he lacks the financial resources of most other masterminds. As the campaign progresses, he'll invest his stolen funds in better equipment and expand his ability to contract for additional men. Assume he adds roughly a point of permanent Money every six months his plans go unchecked until he reaches 10 points, the practical ceiling for his foreseeable criminal income.

The Crimson Wraith currently employs 20 men, half under his direct control for his "Crimson Crimes" and half under Enrico's control. There are occasional crossovers between the two groups depending on the needs of individual crimes, but the number is not likely to increase unless he encounters stiffer opposition than he has thus far.

Daniel Ross lives in a brownstone just north of Little Italy, and the Crimson Wraith makes his lair in a warehouse along the northern edge of the waterfront.

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Campaign Use: The Crimson Wraith can fulfill the niche for a lighter-toned mastermind (since he isn't interested in killing anyone), played for outright laughs, or retooled as a more deadly opponent if needed. One interesting idea would be to have Enrico Calavieri discover his employer's secrets after the characters defeat Dr. Ross and step up to the plate as the Crimson Wraith II, starting a serial dynasty of villains with slightly different agendas but the same equipment and identity.

To make the Crimson Wraith more powerful, have the process add 10 Character Points' worth of STR, DEX, and CON to him, give him a few brawling maneuvers, and a few more Combat Skill Levels with his Wraith Gun, and perhaps outfit him with a small Gadget Pool. To weaken him, reduce the power of the slots in the Wraith Gun or eliminate it completely.

Ross's vengeful nature means he'll readily take to the concept of Hunting characters who get in his way. He's not interested in killing them, but he'll set them up as victims of his "Crimson Crimes," humiliate them when possible, and otherwise make them rue the day they crossed his path.

Appearance: Daniel Ross is a rather non-descript man in his late thirties with hazel eyes, dark hair touched at the temples with gray, and a small moustache. Being confined to his chair has contributed to his upper body strength, so his arms are quite muscular. He wears fine quality but unassuming clothes, and always has a lap rug to cover his (assumedly) withered legs. He always speaks quietly, with well modulated, slightly world-weary tones. As the Crimson Wraith he uses special devices to overcome his handicap. The Wraith stands 6'4" tall thanks to his thick-soled special shoes, and his weight is undeterminable under his flowing scarlet robes. His hands are covered in red gloves, and under the hood his face is... not there. His voice is deep and booming, his movements theatrical, and his presence commanding.

DONALD "TRACK" LATHAM

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12
12	EGO	4	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
16	COM	3	12-	
6	PD	4		Total: 12 PD (6 rPD)
2	ED	0		Total: 8 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	4		
30	END	5		
30	STUN	5		Total Characteristics Cost: 67

Movement: Running: 6"/12"

Cost Powers **END**

<i>Martial Arts: Cinematic Brawling</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 20 STR to Disarm Roll
4	Punch/Backhand	+0	+2	4d6 Strike
5	Roundhouse	-2	+1	6d6 Strike
3	Tackle	+0	-1	2d6 +v/5 Strike; You Fall, Target Falls
5	<i>Knows How To Push A Machine: Aid Running 2d6; Only Works On Ground Vehicle The Character Is Currently Driving (-1), Requires A Combat Driving Roll (-½), Costs Endurance (-½), 4 Charges (-1)</i> [4]			
18	<i>It Looks Worse Than It Is: Armor (6 PD/6 ED)</i> 0			

Perks

1 Reputation: Hell Of A Driver (in Hudson City underworld and race circles) 11-, +1/+1d6

Talents

3 Bump of Direction

Skills

7 Combat Driving 15-
 3 Conversation 12-
 2 Gambling (Card Games) 12-
 3 AK: Hudson City 12-
 3 KS: Automobiles 12-
 3 Mechanic 12-
 2 Navigation (Land) 12-
 3 PS: Race Driver 12-
 3 Stealth 13-
 3 Streetwise 12-
 2 TF: Common Motorized Ground Vehicles
 2 WF: Small Arms

Total Powers & Skills Cost: 83

Total Cost: 150

DONALD LATHAM PLOT SEEDS

A major cross-country road race is being held in the area, and Donald wants to compete so badly he can taste it, even though he knows he's barred from competing again. He plans to find a driver of about the right size, knock him out, and replace him for the race, just to prove that "Track" Latham still has it. After that scheme works, he starts repeating it. The characters have to track him down and stop him from assaulting more drivers.

One of the characters is approached by a woman claiming to be Donald's latest ex-girlfriend. She offers to give them information that might lead to his capture in return for a little money to get started somewhere far away from Hudson City. There's just one problem: she's a redhead. Named Ruby. Who sings at the Vigna Rosso Club (Red Vine Club) in Little Italy. Is it another one of the Crimson Wraith's schemes, or is it all just a coincidence?

A grateful heiress rescued from a terrible fate by the characters rewards them with a powerful new high-performance automobile to help in their adventures. The car comes equipped with bulletproof tires, an armored body and windows, and possibly even a device like a smokescreen generator or caltrop-dropper. The vehicle is an enormous help to the characters — until Latham sees them in it and plans to steal it. How will they get it back and stop him from making the Crimson Wraith's men's getaways even more certain?

75+ Disadvantages

- 15 Hunted: HCPD 8- (Mo Pow, NCI, Limited Geographical Area, Imprison)
- 15 Psychological Limitation: Has To Win When Driving (Common, Strong)
- 10 Psychological Limitation: Doesn't Trust Women (Common, Moderate)
- 5 Reputation: womanizer, 11- (in Hudson City underworld)
- 5 Reputation: dishonest racer, 11- (in auto racing circles)
- 20 Social Limitation: Subject to Orders (Very Frequently; Major)
- 5 Experience Points

Total Disadvantage Points: 150

Background/History: Donald "Track" Latham was at the top of his game five years ago: he was one of the winningest professional race drivers in the country, he had a beautiful fiancée, Esther Madison; and he was about to break into the European

driving circuit — and then it all came undone in a single afternoon. Minutes before the race that would clinch the deal for him to drive for the Bugatti racing team, he received a desperate visit from a frantic and tearful Esther. She told him her father was being held by members of a local mob for nonpayment of some gambling debts he'd foolishly run up, and they were going to kill him unless Donald agreed to throw the race and let them clean up on bets made on the second-best driver.

There was only one problem — while Donald was a fantastic driver, he was lousy when it came to throwing races. The other drivers knew, the race officials knew, and fully half the spectators — including the Bugatti team scouts — knew. The bookies, unfortunately for them, didn't know until after Esther's accomplices had collected on enough bets to allow them — and most importantly her — to skip town with enough money to ensure she didn't have to find another mark for years to come. With no fiancée to corroborate his story and no

missing father to testify, Donald was left holding the bag.

His place on the Bugatti team gone, his reputation destroyed, and bookies hounding him to replace the money even as the police watched him to see when he would try and meet his "confederate," he had no choice but to accept when the Crimson Wraith offered him a way out. He didn't have to throw any more races, all he had to do was drive like the winner he was, and the Wraith would pay off the bookies and help him find the woman who had taken it all away from him. Donald leaped at the chance.

"Track" Latham was back, but this time his speedway wasn't a dirt track outside of town, but the asphalt-covered streets of Hudson City.

Personality/Motivation: "Winning is everything" sums up Latham's attitude toward driving and life. He'll push a car to its limits and beyond, bump opponents and send them into ditches, take risky chances, and anything else he can think of to come out on top in a race — or something he perceives as a race. He's a good

**EQUIPMENT**

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Pistol	+0	+0	1d6	1d6-1	6	8	

Armor

None

Gear: Toolkit**Clothing:** See Appearance

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driver and knows it, but he simply cannot stand to lose. Every loss is another reminder that he isn't as good as he thinks he is.

After his experience with Esther, Latham distrusts all women, feeling they're all out to do him wrong. That doesn't mean he enjoys spending time with them any less, so he leaves a trail of soured relationships behind him. He's acquired something of a reputation in the Hudson City underworld for it, which, oddly enough, doesn't seem to reduce the number of women who seem happy to go out with him — at least for a little while.

Quote: "I'll lose them at the bridge, boys — I can see them raising it now. Hold on to your hats!"

Powers/Tactics: Calling Donald Latham a dirty driver is an understatement. He'll win straight-up if he can, but if the issue starts to appear in doubt, out comes the bag of dirty driving tricks. That usually results in a string of damaged and wrecked cars in his wake, though he's rarely caused serious injuries or death. He knows how to use a car as a weapon, and will do so if forced, although he's really not interested in killing anyone — he just wants to be the winner.

In a gunfight, Latham simply gets out of the way and waits for the shooting to stop — if he can't leave entirely. He's more at home in a brawl, but doesn't have a lot of real skill to back up his experience and natural ability. If he finds himself in one, he tries to use his speed to stay out of an opponent's reach and slip in punches until he spies an opening for a Roundhouse.

Campaign Use: Latham is the driver characters should grow to hate every time they see him behind the steering wheel of the Crimson Wraith's getaway car. For some characters, stopping him may even take a back seat to beating him often enough to prove themselves the better driver.

To make Latham more dangerous, give him a version of *I Can Fly Anything You've Got!* tailored for ground vehicles, and some Combat Skill Levels with Brawling. To make him less dangerous, remove his Brawling maneuvers entirely and eliminate his *It Looks Worse Than It Is* and *Knows How To Push A Machine* powers.

Latham would Hunt characters he felt could really test his driving skill — he'll challenge them to race after race to prove himself the best, or enter races to do so.

Appearance: Donald Latham is a tall, attractive man in his late twenties, with dirty blonde hair and a thin moustache. He dresses in a coat and tie, but prefers a driver's cap to a fedora. He wears a leather jacket and gloves when driving, but doesn't wear gloves at other times unless ordered to by the Crimson Wraith.

ENRICO CALAVIERI

Val	Char	Cost	Roll	Notes
15	STR	5	12	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
8	PD	5		Total: 11 PD (3 rPD)
5	ED	1		Total: 8 ED (3 rED)
3	SPD	2		Phases: 4, 8, 12
7	REC	0		
36	END	0		
40	STUN	8		Total Characteristics Cost: 76

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Dirty Infighting

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 40 STR to Disarm roll
4 Eye Gouge	-1	-1	Sight Group Flash 4d6
4 Kidney Blow	-2	+0	HKA ½d6 (2DC)
4 Low Blow	-1	+1	2d6 NND(3)
4 Punch	+0	+2	5d6 Strike
5 Roundhouse	-2	+1	7d6 Strike

Talents

6 Combat Luck (3 PD/3 ED)

Skills

3	+1 with Pistols
3	+1 with Martial Arts
10	<i>Always Takes Cover:</i> +4 DCV; Only When Using Concealment (-1), Proportional Use (see text; -0)
3	Breakfall 13-
3	Combat Driving 13-
3	Fast Draw (Small Arms) 13-
2	Gambling (Horse Racing) 12-
3	AK: Hudson City 12-
3	KS: Hudson City Underworld 12-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 12-
3	Tactics 12-
3	Teamwork 13-
2	TF: Common Motorized Ground Vehicles
4	WF: Small Arms; Common Melee Weapons

Total Powers & Skills Cost: 89

Total Cost: 165

ENRICO CALAVIERI PLOT SEEDS

An older Italian man in the dress of a merchant seaman steps in and lends the characters a hand in a back alley brawl somewhere exotic and overseas. His presence tips the tide in their favor, but he collects a lethal wound in the fight. As he lies dying, he recognizes someone's accent as being from home, and makes the characters promise to fix the one thing he regrets most in his life: his failure to stay and look after his wife and boys back in Hudson City. He gasps out his name — Ansalmo Calavieri — and those of his wife and children back in Hudson City — Maria, Enrico, and Enzo — then passes away. What do the characters do? And what will Enrico do when he discovers someone is asking around after him?

Enrico's younger brother, Enzo, finds a new idol: one of the characters. He starts to follow his new hero around, begins to dress like him, and is always underfoot trying to help the character out. Enrico isn't happy about the shift in loyalties, but he believes the character might be a better choice for his brother's future, so he bides his time and waits to see what the character does. How does the character react? What will Enrico do if he finds himself on the opposite side of a situation from the character — and Enzo?

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A big race is coming up and the Crimson Wraith is planning a theme robbery that involves stealing Red Lightning — the horse Enrico *knows* is going to win, especially if he helps out. He can't collect big if the nag's sitting in a hideout somewhere, but he can't openly sabotage his boss's plans either. He decides to try to let someone else — the PCs, of course — take the blame for messing up the Wraith's plan. When the plan starts and the characters abruptly show up in the middle of it like they always do, why would anyone think he'd been the one to make that anonymous phone call? And does anyone notice that all the other horses are acting a little sluggish after the inevitable brawl?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	+0	2d6-1	1d6	7	9	Carries two
Blackjack	+0	+0	2d6 N	—	—	5	

Armor

None

Gear: Usually none, unless the Crimson Wraith's outfitted him with something for a specific job**Clothing:** See Appearance**75+ Disadvantages**

- 15 DNPC: Enzo Calavieri (younger brother who idolizes him) 11- (Normal)
- 15 Hunted: HCPD 8- (Mo Pow, NCI, Limited Geographical Area, Imprison)
- 15 Psychological Limitation: Tough Guy (Common, Strong)
- 15 Psychological Limitation: Can't Turn Down A Wager (Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 10 Experience Points

Total Disadvantage Points: 165

Background/History: Enrico grew up in the worst of the slums in Little Italy. His size and appearance guaranteed him a job in one of the few careers open to men from his background — crime. While it wasn't the career his mother wanted for him, it paid well enough for him to support her and his younger brother after his father signed on with a freighter and vanished. He stayed away from the established

crime families, both as a regular employer and an opponent. The odds were against you that way. Better to be your own boss, to pick and choose the jobs you took, than depend on someone else to handle all the details for you. The money wasn't as good in the short term, but the prospects for being able to retire were better if you could keep your head on straight and play the long odds.

Working his way up the ladder of professional, unaffiliated muscle wasn't easy, but Enrico put his nose to the grindstone, and by the time he was in his early thirties he'd done well enough that he'd made a name for himself in a few circles. He had a small gang that followed him from job to job, could ask for better wages than what common thugs would receive, and had started to think thoughts about getting out of the rackets — and then his mother passed away, leaving him the only family his younger brother, Enzo, had. Before she died, she made him promise that Enzo, who'd always idolized his older brother, wouldn't wind up in the rackets like Enrico had, that Enrico would see to it that his brother went to school and made something of himself.

That promise, and the sudden responsibility of caring for his brother combined with the need to get the money to send Enzo to school, forced Enrico to do something he hadn't planned or wanted to: accept an offer of continued employment from one of the "costumed idiots" that he'd always thought were such fools. The money this "Crimson Wraith" offered was just too good to pass up given his situation.

Personality/Motivation: Some people pretend to be tough guys to make themselves into something bigger than they really are. Enrico isn't pretending. He's a genuine cigar-smoking, wisecracking, punch-throwing, hard-drinking tough guy. From his walk to the way he wears his hat, he advertises it to anyone who knows what to look for. He doesn't like to back down, always has some snappy patter ready to cover himself if he has to, and doesn't mind throwing a punch or two to make sure that an opponent understands he's serious. Keeping up appearances occupies a lot of his attention.

Enrico has a gambling problem. If someone offers him a good bet — or at least one he thinks he has an even chance of winning — he's hard-pressed to turn it down. He's gotten into some trouble over that habit in the past, but he wins often enough that he hasn't had to worry too much. He likes to play the ponies, and often slips racing references into his conversation.

Enrico is protective of his younger brother, Enzo, who's idolized him since he was only a boy.



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Now Enzo's fifteen and starting to take a real interest in Enrico's work, which bothers his older brother. Even without the promise he made to their mother, Enrico didn't want Enzo turning out like him, and he spends a good deal of his free time trying to make sure that doesn't happen.

Quote: <cracks knuckles> "The Wraith says you got to go down, see? We can do it easy or hard — and I'm betting on hard."

Powers/Tactics: Enrico isn't a dummy — he knows guns kill people. Since he doesn't want to be dead, he prefers to handle things without using them, and insists the men he works with do the same. He may draw his .45 automatic and use it to cover people or sap someone upside the head with it, but he's not looking to start any gunfights if he can help it. The odds are against you in a gunfight, and he knows it.

His *Always Takes Cover* power reflects his interest in not getting hurt when things do descend into gunplay. He gets behind something protective as soon as he can when the bullets start to fly. Whenever he takes cover he gains +1 DCV for each -1 OCV penalty his opponent suffers from Concealment to a maximum of +4.

In a fistfight, Enrico's much more willing to take chances. He fights offensively, opening with a Roundhouse if he can get the drop on his opponent at the start, otherwise trading punches and making use of improvised weapons like furniture without bothering to defend himself unless he starts to get hurt. In that case, he spends more time using the Block maneuver and tries to slip in an Eye Gouge or Low Blow to make it easier to take an opponent down.

Campaign Use: Enrico is professional muscle. What makes him interesting is that he's smart professional muscle. He'll ambush characters, sap them from behind, hold them at gunpoint, or have his men brawl with them all while trying to avoid actually starting a gunfight. If that's what the characters want, he can do that too, but it isn't good business. He's in a good position to be turned away from his career in crime and against the Crimson Wraith if the heroes learn they can use his younger brother as a lever.

To make Enrico tougher, raise his STR to 18, his PD to 8, and give him a few more Combat Skill Levels. To make him weaker, reduce his DEX to 15 and eliminate his *Always Takes Cover* power.

Enrico doesn't hold grudges, and won't Hunt characters — even ones that put a bullet into him — unless they injure or kill Enzo. In that case, all bets are off. He'll Hunt them until one of them is dead. If ordered by the Crimson Wraith, he would also Hunt characters, but he'd restrict himself to nonlethal ambushes and beatings in that case.

Appearance: At 6'3" and 230 pounds, Enrico Calavieri looks every inch the professional muscle that he is. He has short dark hair, dark eyes, a Mediterranean complexion, acne scars, and a nose that's been broken one too many times. He dresses in dark suits and a fedora, but buys most of his clothes off the rack so he can simply dispose of them after a fight, which means they usually don't fit well, given his size.

GEISTKAPITÄN

GEISTKAPITÄN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll 12-
17	EGO	14	12-	ECV: 5
16	PRE	6	12-	PRE Attack: 3d6
12	COM	1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
30	END	1		
25	STUN	2		Total Characteristics Cost: 60

Movement: Running: 6"/12"
Swimming: 5"/10"

Cost Powers END

7	<i>Advanced Diving Gear:</i> Life Support (Self Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour, easily refueled; -0) [1cc]
3	<i>Strong Swimmer:</i> Swimming +3" (5" total) 1

Perks

50	<i>Hidden U-Boat Pens:</i> Four 200-point Bases in hidden spots around the world
20	<i>Contacts:</i> 20 points' worth in black markets around the world
45	<i>Die Undeadmatrosen:</i> 125 Followers built on 50 Base Points each
77	<i>Das Geisunterseeboot:</i> Modified WWI U-boat plus torpedoes (see below)
10	<i>Money:</i> Wealthy

Talents

3	Environmental Movement: Aquatic Movement (no penalties in water)
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Skills

12	+4 with Submarine Weapons
9	+3 with Combat Piloting, Navigation (Marine), and Analyze Shiphandling
3	Analyze Shiphandling 12-
3	Bureaucrats 12-
7	Combat Piloting (Submariner) 14-
3	Electronics 12-
3	High Society 12-
3	Inventor 12-
4	Language: English (idiomatic; German is native)
3	Language: French (completely fluent)

3	Mechanics 12-
2	Navigation (Marine) 12-
5	PS: Submarine Commander 14-
3	Systems Operation 12-
3	SS: Mechanical Engineering 12-
3	SS: Submarine Design 12-
7	Tactics 14-
6	TF: Large Military Ships, Large Motorized Boats, SCUBA, Small Military Ships, Small Motorized Boats, Submarines
3	WF: Small Arms; Submarine Weapons

Total Powers & Skills Cost: 300

Total Cost: 360

75+ Disadvantages

20	Hunted: various navies and coast guards 8- (Mo Pow, NCI, Capture/Kill)
15	Psychological Limitation: Wartime Naval Officer's Code (Common, Strong)
20	Psychological Limitation: Sworn To Hurt/Destroy The Allies Who Destroyed His Germany (Common, Total)
10	Reputation: undead sub commander still fighting the Great War, 11-
5	Rivalry: Professional (with other submarine commanders and naval officers)
15	Social Limitation: Secret Identity (Viktor Kleist) (Frequently, Major)
200	Experience Points

Total Disadvantage Points: 360

Background/History: Viktor Kleist graduated from Germany's naval academy at the top of his class in 1918, ready to take to sea and do battle with Germany's enemies as his father and grandfathers had before him for six generations — and saw his family tradition sink beneath the waves along with the Kaiser's ambitions as Germany was forced to surrender by the coming of the Americans. Humiliated by his country's defeat, he was further humiliated by the draconian terms of the Treaty of Versailles the Allies imposed on his homeland. Helpless to fight back, to do anything, he swallowed his outraged pride and accepted his final assignment as a naval officer: to help supervise the destruction of the fleet he had trained and dreamed to serve in.

In the scrapyards of Great Britain he watched as machines sliced the proud vessels that had defended his homeland into bits and fed them to the furnaces. He found he could take no more. If his country could not fight back and defend itself, then he, at least, would fight back for it. He considered his options, laid the groundwork for his campaign. He decided to save one of the vessels slated for destruction, smuggle it

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	
Armor							
None							
Gear: Pocketwatch, telescope, compass							
Clothing: See Appearance							

away, and captain her to fight the war his country had lost. Of all the ships present, it was the U-boats that most struck fear into the Allies, so it was from among them he made his choice. He selected a U-boat of the most modern design, forged papers, paid bribes, and the vessel simply vanished. The records said it had been scrapped, when in fact it quietly slipped out to sea.

Kleist sailed the vessel to a secret smuggler's harbor known to his family and dry-docked it while he assembled the crew he needed to conduct his private war. Finding seamen in desperate need of work and with no love for the Allies in post-War Germany was simple. Although obtaining the supplies he needed was more difficult, by 1923 he had enough crew and supplies to set to sea. To avoid the danger of identification, he created the identity of the *Geistkapitän* (Ghost Captain) and his *Geistunterseeboot*, or "Ghost Submarine." Planning his raids carefully, he sank over three dozen vessels flying the flag of the Allied nations over the next few years without being detected. But then his family's fortunes ran dry and he faced another dilemma: how to support his private war. After a brush with an American destroyer that almost ended with his submarine being sunk, he again dry-docked the vessel and began to rethink his campaign.

The answer was simple enough: he would make the Allies support the war for him. He shifted his priorities to attacking and sinking merchantmen carrying cargoes he could sell on the black market to finance his war. To that end he made numerous structural and internal improvements to the *Geistunterseeboot*. It took seven years to complete the modifications to the submarine in secret and retrain his crewmen in the skills they needed, but when they were done, the *Geistkapitän* and his *Undeadmatrosen* once more sailed the oceans in search of revenge on — and profit from — the Allies' shipping.

Personality/Motivation: The driving force behind the creation of the *Geistkapitän* was Kleist's shame at the defeat handed his country by the Allies in the Great War, and the even stronger shame he felt at the conditions contained within the Treaty of Versailles imposed on Germany. Kleist conceived of the *Geistkapitän* as a way to revenge himself — and Germany — on the nations that had stripped Germany's pride from her at the close of the war. He'll go to almost any length to hurt the former Allied nations (particularly the US and Great Britain): sinking their commercial and military vessels; targeting their naval war heroes for death; stealing naval secrets and technology to help advance his war or pro-

vide an edge to his submarine.

In keeping with his training, *Geistkapitän* adheres to the wartime code of a proper German naval officer of his generation. He restricts his attacks to military and non-passenger civilian shipping, allows non-resisting crewmen to evacuate target vessels when possible, and provides aid to survivors in the water where doing so doesn't endanger his vessel or crew. He keeps his word when it's given to an equal (*i.e.*, another officer or social equal) and treats enemy combatants with reserved respect unless they show themselves to be unworthy of such dignified treatment by dishonorable behavior. But ultimately he's a man at war and understands he can't rigidly adhere to all elements of his code, especially with opponents as dishonorable as the Allies (and for proof of their dishonorable natures he need only look to the harsh terms of the Treaty of Versailles).

The piracy to which *Geistkapitän* has turned has revitalized his family's fortunes, a turnaround he prefers to attribute to overseas investments made after the war. The expense of keeping his men well-paid, the *Geistunterseeboot* running, and his hidden bases around the world supplied is high — only through piracy can he afford to continue. He has not, to date, struck at a target that falls outside his rules of engagement for the monetary value of its cargo, but were straits dire enough, he might rationalize such a measure.

Geistkapitän has followed the rise of Germany again with interest, and sees much that he admires in Chancellor Hitler's Third Reich, but he has not offered his services to the new government of his homeland. In part he fears Hitler will offer him up as a sacrifice to the Allies to demonstrate goodwill, but he also finds himself uneasy with some aspects of Nazi doctrine, philosophy, and conduct and wonders just what place he'd have in Hitler's navy should he be accepted. Events might force him to ally with the Third Reich or elements within it — he knows certain elements in the halls of power are aware of him and his private war — but for now he continues his crusade in the manner he sees fit.

Quote: "From the ghost of a country comes the ghost of a captain to fight her battles from beyond the grave... Fire One."

Powers/Tactics: The *Geistkapitän* is a canny, experienced submarine commander with over a decade's experience at stalking and sinking ships. He's patient, resourceful, tricky, and knows how to get the maximum performance from both his ship and his crew. He stalks a chosen target for days if necessary to achieve the right conditions, strikes suddenly, and then fades away like his namesake.

GEISTKAPITÄN PLOT SEEDS

A ship carrying valuable artifacts from one of the characters' adventures vanishes *en route* to her destination in a mild storm. In the search that follows, no sign of the vessel appears — but several months later, one of the characters receives a message from a contact that artifacts known to have been on the missing ship have surfaced on the illegal antiquities market in Marrakech. How did they get there, and who's responsible for the loss of the ship they were on?

Someone — or something — is sinking the offshore gambling ships anchored just outside the twelve-mile limit off the California coast. The local mob suspects the Chinese tongs are looking to expand out of Chinatown, and the tongs in turn accuse the mobs of sinking several boatloads of immigrants brought over to work in their sweatshops and brothels. The only witnesses are a group of Chinese children found in a lifeboat who claim that a *wái guò rén*, or foreigner, who was also a *ch'ing-shih*, or vampire, plucked them from the sea in his magic boat of rotted iron and saved them. Can the characters get to the bottom of things before a war starts on the streets of California's cities between Chinese and American gangsters?

It's a foggy night in Hudson City, one of the worst on record, when one of the characters gets a call from a friend who served in the Navy during the Great War. He's shaky and terrified, swearing he's just seen a ghost on the Stewart River — the ghost of a U-boat he helped sink during the War — and

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he swears it and its ghostly crew are coming for him because of what he did. Just what did he do... and is the Geistkapitän really coming for him, or is there another reason he's sailing up the Stewart River in the fog?

Against a merchantman, he normally activates his radio jammer and then takes one of two approaches. First, he surfaces and uses his deck gun to force the crew to evacuate the vessel, boards and loots it, and then sinks it with further fire from the deck gun. Second, he fires on it with torpedoes and returns to salvage it with divers later. He does not give military targets the opportunity to surrender; he simply sinks them. In both cases, he uses his fog generators to make returning fire difficult and to emphasize the otherworldly nature of his "disguise."

If operating ashore or boarding a vessel, Geistkapitän disguises his crew as drowned, undead sailors with a similar appearance to the one he uses as the Geistkapitän and issues them appropriate weapons. He plans missions to minimize contact with opponents, sometimes having the men utilize their diving gear to approach a vessel and board her rather than risk bringing the submarine into water too shallow to offer any protection. If operating ashore, he never comes so far inland that a waterway isn't at hand for the men to escape through. Ashore or at sea, Geistkapitän always tries to leave evidence behind that supports his presentation of himself and his men as drowned seamen seeking revenge: damp footprints; a scrap of seaweed found only in the deep ocean; a sighting of his men filing out of the water in silence as if they've marched ashore from the depths.

If forced to do so, Geistkapitän would allow his submarine to be destroyed and set about acquiring

another, either by building it from the extensive collection of parts he's stockpiled in his bases or theft from another party. If a newer, more advanced submarine became available, he would certainly consider stealing it or its designs for his own use (or would try to sabotage it to prevent anyone else from possessing it).

Geistkapitän is no personal combatant and he knows it. He carries a Luger when appearing as the Geistkapitän, and uses it without compunction on opponents, but he prefers to escape to the ocean and evade pursuit via his advanced diving gear.

Resources: Geistkapitän's predations on the world's shipping have revitalized the Kleist family fortunes, making Viktor a wealthy man. Despite that wealth, he lacks the virtually unlimited funds available to men like the Skymaster and Akash Varmandali, making conservation of resources an issue for him. He can support his war at the current level without strain and even replace his submarine if necessary, but to support a fleet of submarines requires more financial resources than he can commit without impoverishing himself. Geistkapitän's contacts in the world's black markets are extensive and allow him to dispose of cargos swiftly and untraceably for the most part, although there are occasional items that prove too distinctive to vanish easily.

Geistkapitän has hidden U-Boat pens spread around the world to facilitate his ability to strike at the shipping of the former Allied Powers from any location and at any time. He occasionally retires a base and constructs a new one to prevent too many sightings of the Geistunterseeboot and to keep investigators from recognizing a pattern of appearances. Currently he has bases located in a Norwegian fjord with access to the North Sea and British shipping; a hidden smuggler's cave 150 miles north of Hudson City along the American coast, allowing access to the American East Coast and American shipping; an old Barbary Pirate castle on the North African coast, allowing him access to Africa and the Mediterranean and all the shipping conducted there; and a small island in the southern part of the Aleutian Islands chain, giving him access to the American West Coast and the Pacific Rim.

Assisting him in his private war is a group of over a hundred mercenary sailors that Geistkapitän calls the *Undeadmatrosen*, or "undead sailors," men recruited from the former submarine forces and surface navy of Germany. Most serve strictly for the money, having little or no interest in Geistkapitän's war, but there are some German patriots within the ranks whose determination rivals that of their leader. Only 40 of these men are at sea on any given occasion, with the rest spread between the hidden bases as replacements in the event of casualties and to allow crew to rotate off the submarine to prevent fatigue and stagnation from setting in. Geistkapitän also employs a number of spies to keep track of shipping for him and locate likely targets. Those men serve primarily for the money; they know little or nothing beyond the occasional voice on the phone and envelopes of cash delivered in the mail, and thus cannot threaten Geistkapitän if captured.



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Relations With Others: Because of the focused nature of his private war, Geistkapitän rarely comes into contact with others. He's aware of the existence of individuals like the Skymaster whose exploits are public enough to make the news, but sees little in common with them. His actions in sinking shipping have not, to date, brought him into conflict with anyone like the Iron Claw or Dr. Fang, and were they to do so he'd likely feel little or no concern. To avoid his predations, all they have to do is not ship materials on vessels chartered through the former Allied nations.

If properly approached by someone with similar or sympathetic goals, Geistkapitän would be willing to cooperate in an individual operation, or a series of short-term operations, that allowed him to sink more of the former Allies' shipping than he could manage alone. As long as he felt he and his goals were being treated with respect, he would be a loyal ally for anyone wishing to see American, British, and French naval vessels or shipping — whether in general, or with regards to specific vessels — sent to the bottom of the seas.

Campaign Use: Geistkapitän is suited for a number of types of scenarios, from Horror-themed ones, to straightforward adventure, to espionage and crime-fighting. He can appear anywhere there's ocean access — or even in the middle of the ocean — and adds a naval element to campaigns that might have overlooked it before.

To make Geistkapitän a more powerful threat, increase the capabilities of his submarine, giving it more advanced homing torpedoes, add a device that creates fear through resonating sound waves to further follow his ghostly theme, and increase the point-base of his Undeadmatrosen to make them more dangerous as well. To make him more dangerous on a personal level, increase his physical Characteristics, give him some Boxing or Fencing maneuvers, and add a few Combat Skill Levels. To make him a weaker threat, remove the Radio Jammer and Fog Generator from the submarine, and reduce the amount of Followers he has.

See above for general information on how the Geistkapitän Hunts ships. He only Hunts individuals who were decorated naval veterans in the service of the Allies during the Great War, or who are connected to the design, manufacture, and testing of naval technology. Characters who interfere with his operations will, of course make his list, but unless they become so much of a nuisance that they endanger his war he'll only strike at them when opportunity presents itself.

Appearance: The Geistkapitän is a tall, unearthly, spectral figure with glowing eyes. Strips of rotting flesh hang from his swollen, bearded face. He speaks in a distorted voice as if his lungs were partially filled with water. He wears the waterlogged and decaying garb of a Great War U-boat captain, and carries a Luger. When not wearing his disguise, Viktor Kleist is a man in his early forties of only slightly taller than average height, slender in build, and in excellent shape. He has brown hair and blue eyes, is clean-shaven, and does not normally go armed.

DIE UNDEADMATROSEN

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
13	DEX	9	12-	OCV: 5/DCV: 5
10	CON	0	11-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
5	REC	0		
20	END	0		
24	STUN	0		Total Characteristics Cost: 30

Movement: Running: 6"/12"
Swimming: 3"/6"

Cost Powers END

7	<i>Advanced Diving Gear:</i> Life Support (Self Contained Breathing); OIF (-½), 1 Continuing Fuel Charge (1 Hour, easily refueled; -0) [1cc]	
1	<i>Practiced Swimmer:</i> Swimming +1" (3" total)	1

Skills

2	+1 OCV with weapon of choice
3	Combat Driving 12-
1	Language: English (basic conversation; German is Native)
1	Language: French (basic conversation)
1	Language: Italian (basic conversation)
3	Mechanics or Systems Operation 12-
2	Navigation (Marine) 12-
1	PS: Submariner 8-
3	Stealth 12-
4	TF: SCUBA, Small Motorized Boats, Small Rowed Boats, Submarines
3	WF: Small Arms, Submarine Weapons

Total Powers & Skills Cost: 32

Total Cost: 62

50+ Disadvantages

5	Distinctive Features: Undeadmatrosen Uniform (Easily Concealed; Noticed And Recognizable)
20	Social Limitation: Subject to Orders (Very Frequently; Major)

Total Disadvantage Points: 75

Description: Geistkapitän's men, the *Undeadmatrosen* or "undead sailors," are all veterans of Germany's naval forces during the Great War, whether the surface navy or the U-boat fleet. They serve Geistkapitän willingly — whether for the chance at revenge for Germany's defeat and humiliation, gratitude at being able to earn a living for themselves and their families, or simple greed.

Geistkapitän requires that they all learn to speak English, French, and Italian to understand the language of their enemy when they encounter him, ensures that they're all trained swimmers and skilled in the use of

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Luger P-08	+1	+0	1d6+1	1d6-1	8	8	
Mausers C96	+0	+0	1d6+1	1d6-1	10	10	
Mausers M98	+0	+1	2½d6	1d6	5	14	

Armor

None

Gear: Depends on the mission, but always looks old and sea-corroded**Clothing:** See text

their advanced diving gear, and has instituted a program of cross-training so that every man under his command has some ability in various naval skills. Some members are more skilled than others at various tasks, and like any group of sailors, almost all of the Undeadmatrosen possess skills in other areas to help while away the time at sea, such as woodcarving or playing an instrument. (In game terms, you can pay for these with the 12 points each Undeadmatrosen hasn't spent.)

The basic uniform of the Undeadmatrosen is that of a sailor in the German navy of the Great War, altered in a similar fashion to Geistkapitän's to make it appear the individual is an undead revenant from the sea floor. Each Undeadmatrosen has slightly different makeup; many of the sailors make it a point of pride to try and have the most realistic and gruesome appearance they can manage. Individual crewmen carry weapons issued to German naval forces during the War, including Lugers, "broomhandle" Mausers, boarding cutlasses, and Mauser Model 98 rifles.

DAS GEISTUNTERSEEBOOT**Val Char Cost Notes**

15	Size	75	32" x 16"; -15 KB; -10 DCV
85	STR	0	Lift 3.2 ktons; 17d6 HTH [0
12	DEX	6	OCV: 4/DCV: 4
25	BODY	0	
9	DEF	21	
3	SPD	8	Phases: 4, 8, 12

Total Characteristic Cost: 110

Movement: Ground: 0"/0"
Swimming: 10"/20"

Abilities & Equipment

Cost	Power	END
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Propulsion Systems

3	<i>Propeller-Driven Vessel:</i> Swimming +8" (10" total); Limited Maneuverability (-½), No Noncombat Movement While Submerged (-0), Side Effects (propeller does 2d6 Killing Damage to anyone coming in contact with bottom stern of vehicle, occurs automatically, only affects environment around vehicle; -¾), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Month; -0) [1cc]	
-12	<i>Aquatic Vehicle:</i> Ground Movement -6" (0" total)	

Tactical Systems

79	<i>80mm Deck Gun:</i> RKA 7d6, +1 Increased STUN Multiple (+¼), 220 Charges (+1); OIF Bulky (-1), Cannot Fire While Craft Is Submerged (-½), Limited Arc Of Fire (360 Degrees Above Craft; -¼), Real Weapon (-¼) [220]	
40	<i>Fog Generator:</i> Darkness to Sight Group 10" radius; IIF Bulky (-¾), No Range (-½), Real Weapon (-¼), 4 Continuing Charges lasting 5 Minutes each (removed by wind or rain; -0) [4cc]	
29	<i>Broadband Radio Static Generator:</i> Change Environment 4" radius, -4 to Radio Group PER Rolls and Systems Operation Rolls, Multiple Combat Effects, MegaArea (1" = 1 km; +¼), Reduced Endurance (0 END; +½); OIF Bulky (-1), No Range (-½) 0	

Operations Systems

11	<i>Submersible:</i> Life Support (Self-Contained Breathing; Safe Environment: High Pressure) 0	
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- 3 *Bulkheads*: Life Support (Self-Contained Breathing); Partial Coverage (about one-sixth of ship, see text; -2) 0
- 11 *Periscope*: Clairsentience (Sight Group), Reduced Endurance (0 END; +½); OIF Bulky (-1), Fixed Perception Point/Limited Range (perception point can be anywhere from 1"-8" above center of sub; -¾) [0]

Total Abilities & Equipment Cost: 164

Total Vehicle Cost: 274

Value Disadvantages

- 25 Distinctive Features: Ghostly, haunted U-Boat (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 249/5 = 50

ADDITIONAL VEHICLES

Cost Vehicle

- 7 *Fische des Todes Torpedo Launchers*: 1 Death's Fish torpedo
- 20 *Fische des Todes Torpedo Launchers*: 11 more torpedoes (total of 12)

Description: The "Ghost Submarine" used by the Geistkapitän was formerly known as the U-167, a *Mittel U*-Class submarine rescued from destruction in the post-war scrap yards after Germany's surrender by bribes and the substitution of an equivalent weight of scrap metal in the smelters. One of the last U-boats designed and produced during the War, it's 218 feet (33.5") long, has a beam of 21 feet (3"), and is 26 feet (4") high at the conning tower. It has a range of 9,000-11,000 miles on the surface and 56-80 miles submerged, and may dive to a depth of 215 feet (33"). The submarine can achieve a top speed of 19 miles per hour on the surface and 10 miles per hour submerged, but rarely travels at such speeds to maximize performance and time at sea. It has four forward and two stern torpedo tubes, and carries a crew of 35.

Geistkapitän has made extensive modifications to the craft's engines and internal workings to increase available space, improve performance, and maximize the craft's utility as a salvage vessel. The U-167's original deck armament of one 80mm gun and one 105mm gun has been reduced to just the 80mm cannon to make room for a large dorsal airlock that leads directly into a cargo hold for storing salvage and allowing multiple crewmen to exit simultaneously in diving gear. He added a fog generator so the sub can create its own fogbanks to aid in attack and escape. He's made numerous cosmetic alterations to the exterior of the vessel to help foster the story that it's a haunted craft, sunk in the War and now crewed by dead men seeking revenge. These include simulated battle damage, phosphorescent highlights, false seaweed clinging to parts of the vessel, and more. Seen moving in out of the fog in poor light, it's an impressive and frightening sight.

FISCHE DES TODES TORPEDO

Val	Char	Cost	Notes
5	Size	25	3.2" x 1.6"; -5 KB; -3 DCV
10	STR	-25	Lift 100 KG; 2d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
15	BODY	0	
4	DEF	6	
5	SPD	25	Phases: 3, 5, 8, 10, 12
			Total Characteristic Cost: 46

Movement: Ground: 0"/0"
Swimming: 10"/20"

Abilities & Equipment

Cost	Power	END
3	<i>Compressed Air Engine</i> : Swimming +12" (14" total); Only Straight Line Travel (-2), 1 Continuing Fuel Charge (easily-obtained fuel; 1 Minute; -¾) [1cc]	
-12	<i>Only Swims</i> : Ground Movement -6" (0" total)	
24	<i>Explosive Warhead</i> : RKA 6d6, Explosion (+½); No Range (-½), 1 Charge which Never Recovers (-4)	1

Total Abilities & Equipment Cost: 15

Total Vehicle Cost: 61

Value Disadvantages

- 10 Physical Limitation: Can Be Missile Deflected By Target Vehicle (Infrequently, Greatly Impairing)
- 15 Physical Limitation: Propulsion System Leaves Bubble Trail, +2 to visual PER Rolls to spot (Frequently, Greatly Impairing)

Total Disadvantage Points: 25

Total Cost: 36/5 = 7

Description: A modified version of torpedoes used by Germany during the Great War, the Death's Fish torpedoes carried by the Geistunterseeboot are 21 feet (3") long and weigh 1,400 kg. They're propelled by a compressed air jet fed by a reservoir within the torpedo and lack any internal guidance mechanisms (the firer has to aim them by sight). The bubble trail left by the torpedo is easily spotted in daytime and may allow a targeted ship to dodge the torpedo if seen soon enough. Geistkapitän tries to avoid firing them unless he's certain of a hit or it's dark enough outside that the bubble trail has a good chance of going undetected.

THE IRON CLAW

THE IRON CLAW

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
13	BODY	6	12-	
19	INT	9	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
19	PRE	9	13-	PRE Attack: 4d6
14	COM	2	12-	
5	PD	3		Total: 9 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
28	END	0		
28	STUN	3		Total Characteristics Cost: 72

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>The Iron Claw:</i> Multipower 22-point reserve, all OIF (-½)	
1u	1) <i>Iron Fist:</i> HA +3d6, Reduced Endurance (0 END; +½); OIF (-½), Hand-To-Hand Attack (-½)	0
1u	2) <i>Iron Claw:</i> HKA 1d6 (1d6+1 with STR), Reduced Endurance (0 END; +½); OIF (-½)	0
2	<i>The Iron Claw:</i> Armor (4 PD); OIF (-½), Real Armor (-¼), Limited Coverage (Location 6, right hand; -2)	0
3	<i>Padded Costume:</i> +4 PD; IIF (-¼)	0

Perks

1	Fringe Benefit: License To Practice Law
3	Fringe Benefit: Stewart County Prosecutor
2	Fringe Benefit: Local Police Powers
2	Reputation: crusading anti-crime prosecutor (in Hudson City) 11- +2/+2d6
2	Reputation: ruthless crimelord (in Hudson City underworld) 11- +2/+2d6
30	Well-Connected and 27 points' worth of Contacts in law enforcement, judicial, civic government, and social circles
7	Money: Wealthy

Talents

5	Resistance (5 points)
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Skills

9	+3 with Iron Claw
9	+3 with Oratory, Persuasion, and PS: Prosecutor
3	Acting 13-
3	Analyze Legal Case 13-
3	Bureaucratcs 13-

3	Combat Driving 12-
3	Conversation 13-
3	Criminology 13-
3	Deduction 13-
3	High Society 13-
3	Interrogation 13-
3	CK: Hudson City 13-
4	KS: Civil Law And Procedure 14-
4	KS: The Courthouse World 14-
4	KS: Criminal Law And Procedure 14-
4	KS: Hudson City Police Department 14-
4	KS: Hudson City Politics 14-
4	KS: The Law Enforcement World 14-
3	KS: Organized Crime 13-
4	KS: The Political World 14-
3	Language: French (completely fluent; English is Native)
3	Language: Latin (completely fluent)
3	Oratory 13-
3	Persuasion 13-
3	PS: Prosecutor 13-
3	PS: Attorney 13-
3	Seduction 13-
3	Streetwise 13-
3	Transport Familiarity: Common Motorized Ground Vehicles, Small Wind-Powered Boats
3	WF: Small Arms, Iron Claw

Total Powers & Skills Cost: 183

Total Cost: 255

75+ Disadvantages

10	DNPC: Lisa Wilson (wife) 8- (Normal, Unaware of Social Limitation: Secret Identity; Useful Non-Combat Position or Skills)
20	Hunted: HCPD 8- (Mo Pow, NCI, Imprison)
10	Hunted: The Raven 8- (As Pow, Imprison)
20	Psychological Limitation: Ruthlessly Ambitious (Very Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Psychological Limitation: In Love With/Protective Of His Wife (Common, Strong)
10	Reputation: ruthless rising crimelord 8- (Extreme; among law enforcement)
20	Social Limitation: Secret Identity (Micah Pierpoint Wilson) (Frequently, Severe)
61	Experience Points

Total Disadvantage Points: 255

Background/History: In the beginning, there was the Plan.

Micah Pierpoint Wilson, only son of a middle-class couple from Hackensack, New Jersey, conceived of the Plan during his freshman year at Harvard, as he pushed himself through on the scholarship he'd earned. He looked at the individu-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
.38 revolver	+0	+0	1d6	1d6-1	6	8	No serial number
Shotgun	+0	+0	2½d6	1d6	5	12	2H, AE1, 20" range, RR, RP

Armor
None

Gear: In his Secret Identity, a briefcase, legal papers, and perhaps a legal text or two; as the Iron Claw, usually none, but as needed for his current mission.

Clothing: See Appearance

als around him and realized he was smarter than they were. He came to the conclusion that if he were, indeed, so much smarter than the best and brightest Harvard could find, the men who'd lead the country in the coming decades, then he needed to be the one in the White House giving them orders. Over the course of his first Thanksgiving break, he sat down and worked out the Plan that would get him there.

The first step was to graduate at the top of his class, which he accomplished easily. The second was to attend Harvard Law School on scholarship; he graduated second in his class. The third was to select an important northeastern city from which to launch his career. He judged New York and Boston to be too crowded, and so chose Hudson City as the location that best suited his needs. He moved there and joined a small but exclusive law firm, selecting it based on the number and type of influential clients it would allow him to meet. As planned, within two years he'd met, romanced, and married a beautiful young woman: Lisa Haskell, the only child of a wealthy local construction magnate. Eight years after that, his circle of friends and contacts were urging him to run for County Prosecutor, and the next step in the Plan was complete.

After he won the election thanks to campaigning by his friends and the unfortunate revelation that the incumbent's two top assistants had been taking bribes from the Correse mob, he was ready to take the next step in the Plan: a dual life. By day he was Micah Wilson, crusading anti-crime prosecutor, working hard to smash the mobs that infested Hudson City and endangered the lives and welfare of the citizens who'd elected him. By night, he became the Iron Claw, Hudson City's newest underworld mastermind, slowly spreading his influence by warring on other mobsters and absorbing the remains of the gangs he demolished in court.

His dual identity served a dual purpose: first, it let him build up the personal wealth he'd need later in his career without having to depend on the unreliable stock market or the slow growth of a business; second, it provided him with a final nail to drive into the coffin of the underworld. When the time is right, and he's gathered most of the underworld under the banner of the Iron Claw, he plans to turn the forces of law and order loose on his own organization and personally lead them on the forays that will smash organized crime in Hudson City and propel him forward to the Senate... and then the Oval Office.

Personality/Motivation: Micah Wilson is a driven man. First and foremost, he has a sense of personal ambition strong enough to carry him all the way to the White House and ruthless enough to conceive of his Plan to become the Iron Claw as a means to that end. He decided on that goal and mapped out a plan to obtain it while he was in college, and hasn't wavered from it for a single day since then. His time in law school, his career as an attorney, and winning the office of County Prosecutor are all steps along that path, and he'll allow no one and nothing to impede him as he moves forward. He'll destroy lives, ruin careers, kill, and grind anyone necessary into the dust to keep his Plan moving along at the proper pace.

Along with his ambition, he has enough overconfidence to think he can actually succeed with his Plan. He considers himself smarter than everyone else around him... and his plans to be too deep for others to decipher and too certain for anyone to stop. He manipulates others into doing his work for him without a second thought, sure in the belief that they'll never realize what's happening until it's too late — and perhaps not even then.

The one unpredictable factor that's entered the equation is his love for his wife, Lisa. Their marriage was originally simply another step in his Plan — a good candidate needs a beautiful and loving wife, beautiful and loving children, and a frisky dog — but somewhere along the way her open and sincere affection and support for him is something he's grown to cherish, and even return. Their romance is one of the favorite topics among the young, unmarried ladies in Hudson City social circles; many young women hope to meet and marry someone who will care for them as much as Micah obviously does for Lisa. He'll do almost anything to protect her from harm and keep her from discovering the truth about his dual life.

Quote: "Somebody once told me Justice is blind. That's wrong — she isn't blind, she only sees the things she wants to."

Powers/Tactics: As an opponent, the Iron Claw is intelligent and ruthless, preferring to arrange things so others do his dirty work for him. He likes to set up situations where two groups he wants to eliminate are at each other's throats — that way, no matter which one of them wins, he also gains. He plans operations carefully and deviously, using misinformation and planted rumors to accomplish as much as possible to minimize the amount of actual conflict his minions have to engage in. Every mobster or criminal organization he can eliminate



via the police, or through the manipulation of private individuals like the PCs, helps to advance his political career and increase the control he has over the Hudson City underworld as he assimilates the remnants of their mobs under the mantle of the Iron Claw.

Personally, the Iron Claw is not a skilled combatant. He's in good shape, but he's never learned any formal fighting techniques. He practices with the symbol of his identity in private so he can use it to deliver a powerful punch or a potentially lethal slash when using the claws, and he knows how to fire guns, but that's about it. He normally carries a .38 caliber revolver with the serial numbers removed (he has several) so he can drop it without fear of having it traced back to him, but if expecting trouble, he also has a shotgun available. If forced to fight, he does whatever he must to escape at the first opportunity and protect his identity.

Resources: The Iron Claw is in the unique position of having two completely different — and mutually opposed — sets of resources to draw upon. On the one hand, he has the full force of the law at his disposal, with all of the power and reach that his position as the Stewart County Prosecutor provides him. Micah Wilson can have people investigated, tie up their properties and finances with red tape, and make their lives a living hell in hundreds of ways by applying the legal system against them — and of course there's always his influence over the HCPD. Thanks to his position and connections, he

also has plenty of pull with city government, local businesses, and the highest levels of Hudson City society.

On the other hand, he has the power only a criminal mastermind can muster at his beck and call. The Iron Claw can marshal the forces of the underworld to do his bidding, commission murders, commit robberies, and engage in any other criminal activity imaginable. His influence in the shadow of the underworld mirrors Wilson's power in the light.

He's wealthy in both identities, although not as wealthy as he will become as his plans progress (give him another point of Money every 6-8 months that his plans go unopposed) and spends a certain amount of his time arranging for the money gained through his illegal activities to be funneled through layers of false companies so he can access it in his legal identity. Micah Wilson owns a mansion in the Westhurst section of Hudson City, inherited on the (entirely natural) deaths of his wife's parents. The Iron Claw makes his lair in a portion of one of Hudson City's Victorian-Era pneumatic tube subway stations buried and forgotten after the Independence Day Fire of 1895.

Relations With Others: The only "other" in Micah Wilson's life is his wife, Lisa. Everyone else is merely a tool he might use to advance the Plan (until they break or otherwise lose their value and have to be discarded, of course). He has no interest in joining forces with anyone or in cooperating to reach a goal unless it's clearly understood that he's in charge and the only acceptable outcome is the one he desires. Even then, he can't be trusted to keep bargains or deals for a second longer than he feels it's convenient to do so. He orders the deaths of underlings and allies as easily as those of criminals opposing his rise to power, then tries to find a way to use those deaths to advance his plans.

The Iron Claw has drawn the attentions of Hudson City's oldest and best-known vigilante, the Raven. To date there's been nothing more than opening skirmishes between the Midnight Brigade and the Claw's minions, but the Raven has his eye on the underworld, seeking signs of the Iron Claw's operations.

Campaign Use: The Iron Claw is designed to be a long-term threat and opponent for the PCs. He'll become their friend as the crusading County Prosecutor, assist them against the forces of evil, and race yachts against them in the regatta — all the while absorbing the remnants of the mobs they crush into his own organization, infiltrating his minions into their companies, and planning their destruction as part of his plan to launch himself into the political circles he has set his sights on.

To make the Iron Claw more powerful, give him a Martial Art (Iron Claw Fighting), some Combat Luck, and enough Combat Skill Levels to pose a serious threat. To weaken him, remove the HKA slot from his Multipower and reduce the number of Contacts he has access to.

As a Hunter, the Iron Claw attempts to set targets against each other in the hope of eliminating

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two threats with one blow. Failing in that, he tries to eliminate a target through attacks made by criminal minions (which he can blame on another foe to gain something extra for his efforts). Only if both of those fail will he frame the characters for a crime and “regretfully” bring the force of the law against them as Micah Wilson.

Appearance: The Iron Claw wears a suit, trench coat, fedora, and a mask that covers his entire face except for his eyes, all in black. He wears a black leather glove on his left hand, and on his right wears the Iron Claw, an articulated metal gauntlet made of black-enameled steel. He wears lifts in his shoes to make his height 6’0”, and has his costume padded so he looks heavier than he really is. Micah Wilson himself is an attractive, slender man who stands 5’10”, dresses in tailored clothing appropriate to his station and career, and has sandy brown hair, blue eyes, and a slightly weathered complexion from time aboard his yacht.

IRON CLAW PLOT SEEDS

One of the characters starts to get a little bit too close to the Iron Claw. In response, the Claw arranges for someone to approach him and claim to be a reporter with information about the Claw. He seeks the character’s protection from the Claw’s hired killers. Once he’s safe, he asks the character to help him set up a meeting with County Prosecutor Wilson to hand over his evidence. Prosecutor Wilson vows the reporter will be safe and asks the character to help protect him... all the while planning to have the character killed by the “reporter” he “valiantly guards.” Then Wilson can use the character’s death to push for stronger anti-crime measures.

A renegade faction of the Morelli Family, headed by Antonio “Crash” Morelli, defies an order from Antonio and declares war on the County Prosecutor after a series of successful arrests and convictions decimates their ranks. Micah Wilson and his wife are attacked while leaving a society party at the Ferranti Auditorium; Lisa is shot and gravely injured. Micah redoubles his efforts to destroy the Morelli Family while also turning the full force of the Iron Claw upon them. Micah asks the characters for their assistance — and at the same time, Antonio secretly approaches the characters with an offer to give up both the shooters and the men who ordered the shooting and to help them in their battle with the Iron Claw if they can convince Micah to back off. What do they do?

The Coletti Mob begins to make attempts to expand their operations to places outside New York City — specifically, the Hudson City waterfront. Rather than confront them directly, the Iron Claw arranges for evidence of Coletti’s plans to reach the PCs so they’ll take care of his enemies for him. Then he turns around and leaks the information about what the characters are doing to the Coletti Mob. No matter who wins when the shooting stops, he plans to come out ahead.

PADRAIG O’FLAHERTY

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
				Total: 4 PD (0 rPD)
6	PD	4		Total: 6 ED (0 rED)
4	ED	1		Phases: 4, 8, 12
3	SPD	2		
5	REC	0		
26	END	0		
30	STUN	8		Total Characteristics Cost: 58

Movement: Running: 6”/12”

Cost Powers **END**

<i>Martial Art: Boxing</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 30 to STR for Holding On
4	Cross	+0	+2	4d6 Strike
5	Hook	-2	+1	6d6 Strike
3	Jab	+2	+1	2d6 Strike
20	<i>Expert Bomber: Find Weakness 11- with Explosives</i> 0			
Perks				
1	Membership: IRA			
3	Membership: Iron Claw’s Lieutenant			
Talents				
3	Absolute Time Sense			
3	Lightning Calculator			
Skills				
3	Analyze Building Structure 13-			
3	Breakfall 13-			
3	Bribery 11-			
3	Climbing 13-			
3	Concealment 13-			
3	Contortionist 13-			
9	Demolitions 16-			
3	Electronics 13-			
3	Mechanics 13-			
3	Stealth 13-			
3	Streetwise 11-			
4	Language: Irish (idiomatic; English is Native)			
2	AK: Hudson City 11-			
2	AK: Ireland 11-			
2	AK: London 11-			
3	KS: Architecture 13-			
3	KS: Explosives 13-			
3	KS: Irish History 13-			
3	KS: Irish Republican Army 13-			
2	KS: Boxing 11-			
3	KS: Hudson City Underworld 13-			
3	SS: Civil Engineering 13-			
3	SS: Chemistry 13-			

PADRAIG O’FLAHERTY PLOT SEEDS

One of Padraig’s old friends from the IRA comes to Hudson City and the pair goes out drinking. One thing leads to another, and suddenly Padraig finds himself trapped into helping his pal rob a few banks to help finance the “lads back home” — something he knows the Iron Claw will never approve of. Desperate to keep from losing his connections back home, he does the only thing he can think of and leaks information on the plot to the characters, hoping they’ll break it up before he has to choose which master he serves.

One of the Italian crime families attempts to sabotage the St. Patrick Day’s Parade as part of a territorial dispute with the local Irish mobs. Forbidden to interfere personally by the Iron Claw, but outraged at the disruption of the traditional celebration, Padraig decides to manufacture a supply of bombs for the Irish mobs. Soon the characters are dealing with bomb-tossing Irishmen and machine-gun toting Italians in the middle of a holiday celebration.

In the aftermath of an attack on the city by the Skymaster, the authorities discover a number of unexploded aerial bombs scattered around Irish-town. The first attempt to disarm one ends in disaster and levels a square block of small businesses thanks to new, complex anti-tampering innovations the Skymaster has installed. Padraig approaches one of the characters with an offer to disarm the bombs... in return for a favor he’ll call in later. Will the characters accept? If they do, what will Padraig want when the favor comes due?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt New Service	+0	+0	1d6-1	1d6-1	6	10	
Dynamite	+0	RBS	5d6 NX	—	6	—	

Armor

None

Gear: Bombmaking equipment, cigarette lighter**Clothing:** See Appearance

- 2 TF: Common Motorized Ground Vehicles
- 4 WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 127**Total Cost:** 185**75+ Disadvantages**

- 15 Enraged: when faced with anti-Irish sentiment/stereotyping (Common), go 8-, recover 11-
- 20 Hunted: FBI 8- (Mo Pow, NCI, Imprison)
- 20 Hunted: Scotland Yard 8- (Mo Pow, NCI, Imprison)
- 15 Psychological Limitation: Fascinated by Explosions (Common, Strong)
- 15 Psychological Limitation: Alcoholic (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently; Major)
- 5 Experience Points

Total Disadvantage Points: 185

Background/History: The son of a Dublin University history professor, Padraig O'Flaherty grew up proud of his roots and his country, and angry at the British for their imposition of foreign rule over portions of his homeland. At a young age he joined the IRA, where he discovered his talents with explosives and his love of the work they did. He held off on actual fieldwork for the IRA until he'd earned degrees in chemistry and civil engineering, but from there it was only a short distance to making use of those talents in the service of his country. Shortly thereafter, his picture adorned police station walls across Ireland, England, and Scotland.

When things became too warm for him in the British Isles, he followed the traditional path of wanted IRA members and journeyed to America. There he found out his training and talents didn't translate well into making a living — at least not an honest one. He considered joining up with one of the Irish mobs, but it was the Iron Claw who found him first with an offer Padraig couldn't resist: become not a common soldier, but the Claw's top lieutenant, the one who'd help him run his day-to-day criminal affairs. Him, an Irishman. Imagine that. Padraig O'Flaherty, right-hand man to a criminal mastermind. Maybe America was the land of opportunity after all.

Personality/Motivation: Padraig is an artist. The fact that dynamite is his paintbrush, the world is his canvas, and explosions are his masterpieces changes nothing as far as he's concerned. To him, his explosions are works of art as varied and exciting as any collection of Old Masters paintings could ever be. He always watches his own work given the chance, and even makes sure to be one of the spectators whenever there's demolitions work going on at construction sites. He once took the train all the way to Colorado to watch some mining engineers blow the top off of a mountain, and

pronounced the experience, “Almost as good as meeting Saint Paddy himself.”

Padraig is an odd mixture of traditional ethnic Irish stereotypes and a resistance to same. He drinks too much, is a little hot-tempered, likes to brawl at the drop of a hat, talks in a brogue, sings Irish folk songs, waxes nostalgically about the “Ferocious O’Flahertys and their contribution to Irish history, and is a card-carrying member of the IRA. But he resents Irish stereotyping strongly enough that he sometimes starts brawls over it. He believes only the Irish have the right to make fun of the Irish.

Padraig works for the Iron Claw partly because the money is very, very good, partly because many of the people he gets to see gunned down or blown up are from other ethnic crime groups that ostracize, exploit, or try to eliminate the Irish mobs, and partly because thing are a little too hot for him back home in Ireland after an incident involving a few sticks of dynamite and a police official’s car. His job as the Iron Claw’s lieutenant is a big step up for him, and he’s secretly proud the Claw chose an Irishman for the job as opposed to an Italian or one of the local hoods. That pride motivates him to do a good job.

Quote: “What’s that ye say? Two car loads o’ police and that Raven-fella behind us?” <lights fuse> “Begorra, ’tis nothing a little party favor won’t fix.”

Powers/Tactics: While he’s a skilled boxer, Padraig hasn’t practiced enough to be truly dangerous — he usually regards fistfights as nothing more serious than a difference of opinion, and smiles and jokes as he trades blows. He uses Jabs and Crosses for the most part, Blocking when necessary and reserving a Hook for use against a stunned or unsuspecting opponent. He carries a pistol, normally a .45 Colt New Service that appears almost comically large in his hand, but isn’t especially skilled with it.

What he *is* skilled with are explosives — making them, planting them, disarming them, and using them. His brag that he can “bring

down a building without disturbing the birds in the trees next to it” really isn’t too far from the truth. He has an absolute genius for the trade, and he knows it. He considers it a matter of pride that he never uses more explosive than he needs to get the job done, and always tries to limit the effects of any bomb he plants to the smallest area possible to get the job done. He normally carries several sticks of dynamite that have been fused to be lit and thrown, and if he expects trouble may have more and bigger explosive devices available. Given time, he tries to plant explosives in advance of a crime or mission, set to drop power poles, trees, and the like to assist in get-aways. He’s even planted bombs on bridges and inside civic buildings for the specific purpose of trading their location and disarming sequence in return for his being set free if captured.

Campaign Use: Padraig is the archetypal ethnic henchman, with many of the stereotypical traits associated with his Irish heritage. He’s loyal to his employer, but not suicidally so, and much smarter than most folks give him credit for after he starts speaking in his thick brogue.

To make Padraig tougher, increase his STR and CON to 15, his PD to 7, and give him a few Combat Skill Levels with Boxing and Thrown Bombs. To make him less dangerous, reduce his DEX to 15 and remove some or all of his Boxing maneuvers.

While he really isn’t the sort to Hunt anyone of his own volition, Padraig might make an exception for someone who relentless ran down the Irish or whom he thought was a match for his explosives skills. If ordered to by the Iron Claw, he would, of course, Hunt a designated target. In either case, he pursues his quarry by planting explosives in the character’s car, home, place of business, and so on, until he accomplishes what he set out to do.

Appearance: Padraig O’Flaherty stands a slender, scrappy 5’4”, with red hair and green eyes. He always dresses nattily, stopping just before he becomes flashy, and always has a four-leaf clover tucked into the band of his fedora for luck.

AMANDA BOYD

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [2]
13	DEX	9	12-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
4	PD	2		Total: 4 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
4	REC	0		
20	END	0		
20	STUN	1		Total Characteristics Cost: 30

Movement: Running: 6"/12"

Cost	Powers	END
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10	<i>Hands Off, Buster!</i> : HA +3d6; Hand-To-Hand Attack (-½)	1
5	<i>She's Got Moxie</i> : +10 PRE; Only To Resist Presence Attacks (-1)	0
6	<i>Nose For News</i> : +2 to PER Rolls with all Sense Groups	0

Perks

2	Deep Cover: Amanda Boyd
1	Fringe Benefit: Press Pass
4	Fringe Benefit: Iron Claw's Henchman
1	Reputation: up and coming <i>City News</i> reporter (in Hudson City) 11- (+1/+1d6)
20	Well-Connected and 17 points' worth of Contacts in Hudson City

Skills

6	+2 with Conversation, Lipreading, and Hearing PER Rolls when eavesdropping
3	Bureaucratics 13-
3	Bribery 13-
3	Combat Driving 12-
3	Concealment 12-
3	Conversation 13-
3	Criminology 12-
3	Deduction 12-
3	High Society 13-
6	AK: Hudson City 15-
4	KS: Hudson City Current Events 13-
4	KS: Hudson City Society 13-
4	KS: Hudson City Underworld 13-
4	KS: The News World 13-
1	Language: Italian (basic conversation; English is Native)
3	Lipreading 12-
3	Lockpicking 12-

3	Persuasion 13-
2	PS: Dancer 11-
4	PS: Reporter 13-
2	PS: Research 11-
3	Seduction 13-
3	Shadowing 12-
3	Stealth 12-
3	Streetwise 13-
3	TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
1	WF: Pistols

Total Powers & Skills Cost: 135

Total Cost: 165

75+ Disadvantages

15	Psychological Limitation: Ambitious (Common, Strong)
10	Psychological Limitation: No Respect For The Privacy Of Others (Common, Moderate)
5	Reputation: "It's that girl reporter from <i>The City News</i> ", 11- (among people with something to hide in Hudson City)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
15	Social Limitation: Harmful Secret (Frequently, Major)
5	Social Limitation: Woman (Occasional, Minor)
20	Experience Points

Total Disadvantage Points: 165

Background/History: Amanda Boyd was born and grew up in Dayton, Ohio, the daughter of factory-worker parents who both worked hard to give her the opportunity to make something more of herself than they had. Possessed of intense curiosity and a gift for writing, as a young adult she penned a series of articles about the local factories that exposed corruption and inhumane working conditions there. Those stories got her offers from several papers, but the one she chose was *The City News* in Hudson City.

Within a week of her arrival in Hudson City, she had published a story on a city councilman taking kickbacks. Two weeks after that she had an expose on a confidence ring preying on elderly women. Two weeks later she wrote a story about a reporter at a rival paper who was taking bribes to slant his stories. Her editors were happy, the publisher was happy, and Amanda was happy.

And then came the Iron Claw. One night he arranged a meeting with her. After only a few words, she discovered he knew the truth about her: her entire past was a lie, a fabrication to

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Browning Baby	+0	-1	1d6	1d6-1	6	6	

Armor

None

Gear: Notepad and several pencils, purse, compact

Clothing: See Appearance



hide the fact that she was passing as someone and something other than what she really was. Amanda hadn't been raised in Dayton — she was born in Winchester, Virginia. Her parents not only weren't factory workers named Boyd, but were never married at all; her mother was a beautiful but unwise maid in the home of a wealthy family, and her father was the family's oldest son. When Amanda's birth and features revealed the affair, her father's horrified parents dismissed her mother instantly and packed her off to the Midwest with a stipend and instructions to tell no one who the child's father was. They had plans for their son's future, and those plans didn't include a socially and racially unacceptable wife and a mixed-race daughter.

Faced with the Iron Claw's knowledge of her true origins and his threat to make that knowledge public, she became one of his henchmen. In exchange for his never revealing her secrets, she gave him access to her contacts, skills, and abilities. She turns information over to him before using it in her stories, investigates people for him, and all the while hopes she can find a clue to the real identity of the man who has her in his thrall and free herself without having her career ruined.

Personality/Motivation: Amanda is determined to make a success of herself, and that determination leads her to take chances a less driven individual might think twice about. She'll crawl out

on fire escapes to eavesdrop on mobsters, pay off telephone switchboard operators to know who her target's called (or been called by), pose as a hat-check girl to get the scoop on who a city councilman is seeing on the side, hide in the trunk of a car to find the location of a killer's hideout, and so on. She isn't blindly willing to risk her life for no reason, but the lure of a good story is difficult for her to resist.

Amanda has little respect for the privacy of others, an odd contradiction considering the secrets she keeps. She listens to obviously private or even just interesting-looking conversations as a matter of course when working a story. She casually goes through someone's office desk drawers while waiting to interview him. She listens in on phone calls, collects notes and letters out of people's trash, and even spies on people in their bedrooms if that's what it takes to get the one piece of information she needs to bump someone else to page three. She has no personal interest in what the people she's watching are doing — she simply wants to know if they're talking about or doing something she can turn into a headline.

Quote: "The public has a right to know — but before they can know, I have to know."

Powers/Tactics: Amanda isn't a fighter. She flees from violent confrontations if possible, though she's willing to use a handy vase or flower pot to

AMANDA BOYD PLOT SEEDS

While investigating possible corruption in the factories along the waterfront for information the Iron Claw wants, Amanda discovers dozens of immigrant workers held in virtual slavery, their children as hostages. She knows she cannot defy the Iron Claw, but she cannot allow the people she found to be exploited like this either. Her solution is to arrange for a piece of a bill from the factory with the words “Help Me” written on it to be slipped into a character’s pocket and let them do the work she cannot.

A charming middle-aged southern gentleman makes an appearance in Hudson City society, rapidly winning a place among the most elite circles. From statements he makes and a certain resemblance, Amanda suspects this is her father and begins to investigate him, looking for some secret she can use to destroy him. Is she correct, or is it a case of mistaken identity? In either case, how far will she go to destroy the man she believes abandoned her as a child?

A member of the city council is taking bribes from the mob to influence votes on zoning and other issues. Knowing Amanda’s reputation, he’s afraid she’ll find him out. He decides to take care of her first and puts out a contract on her life using killers from out of town. The Iron Claw, not wishing to lose so valuable a servant, sets his men against her assailants to buy time to locate the one who hired them, catching the characters — and Hudson City — in the middle of a crossfire with Amanda at the center. Can they locate the reason for the sudden war and stop it before Amanda — or anyone else — is killed?

blindsides someone who’s fighting a hero trying to protect her. She carries a Baby Browning .25 ACP in case of real trouble.

As the Iron Claw’s spy, she’ll do her best to get the heroes to depend on her by helping them out with information, tips, or her investigative skills. She will, of course, want to write stories for *The City News* about their adventures, but she’ll be willing to leave some things out if asked

as a way of ingratiating herself with them. Of course, everything she learns makes it way into the Iron Claw’s files.

Amanda would be willing to play along with a character who made romantic overtures to her, although she’s not so cold-blooded that it couldn’t become more than an act if things go well. For such a character, she might even try to hold back items of information from the Iron Claw.

Campaign Use: Amanda is the Iron Claw’s ace-in-the-hole against the PCs. Under his orders, she’ll infiltrate the group and do her best to become so useful that the heroes confide in her and give her access to the information the Claw can use. In true Pulp tradition, she could become a romantic interest for one of the characters, leading to an opportunity to turn the tables on the Iron Claw — providing, that is, the character can get past her dark secret himself.

To make Amanda more powerful, raise her STR to 10, her CON to 13, give her a few Combat Skill Levels with her *Hands Off, Buster!* power. To weaken her, remove her *Hands Off, Buster!* power and her Skill Levels.

Amanda will Hunt characters without much provocation, because that’s what she does, even without the Iron Claw’s blackmail. She normally limits her activities to an 8-, and of course is only interested in gathering information and digging up stories, not attacking them physically. If the characters make it personal, she’ll up the ante by publishing stories that contain information they’d rather not have revealed, or actively attempt to trap them in some sort of scandal.

Appearance: Amanda Boyd is a beautiful young woman in her early twenties with stylishly short dark brown hair, brown eyes, and a slender but curvaceous figure. She dresses in fashionable but professional clothing unless she’s working on a story undercover, in which case she wears whatever she feels is appropriate for the situation.

chapter two:



FIENDISH ORGANIZATIONS

THE CABAL

Membership: The Cabal currently has seven members (out of a historical maximum of thirteen), referred to by the number that corresponds to the chair they sit in at meetings, plus three selected troubleshooters collectively referred to as the Fates (and individually as Clotho, Lachesis, and Atropos).

Background/History: The Cabal came into being during a casual conversation between three men in an exclusive club in Hudson City in the winter of 1845. Shipping magnate Harrison Delmar, wealthy broker Charles Horton, and industrialist Vincent Grove all belonged to the same club, but barely knew one another. By chance they struck up a conversation about how current events were affecting their respective businesses. One topic led to another, and from that conversation the three discovered they were all alike in two important respects: they wanted to accumulate more wealth; and they were not overly concerned about breaking the law to do so. Mutual cooperation to achieve their goals seemed the answer to their problem, and the Cabal was born.

As they began to pool their resources, it quickly became apparent that the more members their conspiracy had, the more wealth the group could amass through more ongoing operations. They began to recruit like-minded men of wealth under the guise of forming their own exclusive club, The Elite. By 1854, the Cabal had swollen to 13 members and was threatening to collapse under its own weight when one of the newer members, lumber baron Jonathan Bryce, proposed that the Cabal adopt a more formal set of practices to prevent infighting and bickering. Outvoted, the original three members acquiesced, and the Cabal reorganized.

The new structure served the Cabal well during the following years — the chaos of the Civil War and the boom of Westward expansion. But the Cabal also created its own nemesis in the form of Major Lazarus Adams. Adams, a cavalry post commander with an excellent war record, violently opposed the Cabal's efforts to start an operation in the area his post controlled. In retaliation, the Cabal destroyed the post, killing everyone there except Adams, and left him to die of exposure after making it appear Indians had done the deed. But Adams didn't die. The man who walked out of the desert to declare war on them was more a force of nature than anything human.

Almost singlehandedly, Adams identified Cabal operation after operation and destroyed them like a whirlwind. He sank riverboat gambling palaces, broke up bands of raiders, dynamited illegal mines, and cost the Cabal literally millions of

dollars in lost revenue and damages. In the process, Adams was personally responsible for the deaths of nine Cabal members and the permanent maiming of two more. Unused to violence directed at their persons, the Cabal members were at a loss — every plan they launched to destroy Adams failed. Even making Adams's unscrupulous brother a member of the Cabal didn't work; Adams treated him no differently than any other Cabal member. Ultimately, all the Cabal could do was to step up recruiting and place a bounty on Adams's head, hoping someone would claim it.

In the summer of 1882, with no warning whatsoever, Adams abruptly switched tactics on his enemies. Instead of attacking them physically and directly, he retreated to his extensive Southern holdings and began to wage war on them economically with all the skill and determination he'd brought to bear on them previously. (Common belief among the Cabal is that it was the death of his lover and occasional companion Emelie Dubois the previous year at the hands of a Cabal assassin that caused the shift.) Since the Adams, and after his death his son Logan Adams, have brought another seven Cabal members to financial ruin, literally turning them and their families out into the streets with nothing but the clothes on their backs.

Organization And Structure: Under the 1854 revision's structure, membership in the Cabal was fixed at thirteen. Each member had the right to select his successor subject to a confirmation vote by the rest of the membership. In the event of a member's death without such selection the Cabal would fill the position by consensus, first looking at the deceased's immediate family, and then widening the search if no suitable candidate was available there. Each member has one vote, and there would be a rotating Chairmanship that also had an extra vote only used to break a tie. The Chairmanship rotated every 12 months, moving one seat clockwise at the conference table at the Elite Club in New York. Access to Cabal resources was handled by vote, with the stipulation that access came at a price: the Cabal member had to pay a percentage of his profits from the operation to the Cabal. At the end of the year, when the Chairmanship rotated, the Cabal's accounts were balanced and any profits divided up equally between the Cabal members. All Cabal members must be white Americans. Only six women have belonged to the Cabal, and all were exceptional individuals.

By 1935, the Cabal has shrunk to a mere seven members due to attrition and the continuing threat of Logan Adams's opposition. It no longer

Masterminds And Madmen ■ Chapter Two

maintains a large force of on-call mercenaries, relying instead on a few trained men who recruit any additional force needed. The members take great pains to avoid confrontation with any opposing force, be it physical or economic. The Elite Club has long-since been opened up to other, non-Cabal, members to provide camouflage for the group and an additional source of income. But despite this seeming weakness, an inevitable side effect of the war between the Cabal and Adams is that the current Cabal is a smarter, more streamlined organization thanks to the Darwinian process, and enjoys more actual power and wealth than at any point in its history.

Group Relations: One goal drives the Cabal: the pursuit of wealth. Its members aren't interested in taking over the world, acquiring political power, or any other grandiose scheme; they simply wish to increase their personal wealth to the greatest degree possible. Individual members might have other goals — almost to a man they bitterly hate Franklin Delano Roosevelt — but the Cabal as a whole is all about greed.

The Cabal has traditionally gotten along well for the most part, with their mutual avarice able to keep the group on an even keel as long as things go reasonably smoothly. The internal conflicts that have appeared mostly existed during the Cabal's larger membership days and have essentially vanished in the face of Logan Adams's ongoing economic threat (not to mention the threats posed by Captain Battle and other such "meddling adventurers"). The current members each have individual goals and desires outside the accumulation of wealth, of course, but none are willing to sacrifice everything to destroy Logan Adams — in that respect, Lazarus correctly judged them. There is a small degree of oneupsmanship between them, but all are aware that they're more powerful together than alone.

Tactics: Every dirty business trick ever invented, and then some. The Cabal knows them all and likely invented a few. A typical Cabal operation has at its core the accumulation of wealth in some form. It may be land, resources, an insurance scam, a valuable idea or industrial process, the ruination of a competitor, stock market manipulation/fraud, or even something as simple as acquiring a large amount of cash or securities in a robbery. Whatever the operation, there's money in it somewhere for at least one member of the Cabal.

While it operated more openly in the past, the Cabal of the Thirties is much more concerned with exposure thanks to the increased levels of communication in society. Its members work quietly through their agent on the scene, and only the most important schemes have more than one agent attached to them. The agent handling the mission has a great deal of latitude in how he carries it out, as long as he succeeds and the Cabal's existence isn't revealed. Individual agents have different tactics, but none of them are flashy, melodramatic individuals. They're there to do a job, nothing more.

THE CABAL PLOT SEEDS

A friend of the characters, a financier who's always enjoyed robust health, begins to slowly sicken with what his physicians claim is malaria, even though he insists he's never been to any country where he could contract the disease... because he's allergic to quinine, the drug used to treat it. As a very big financial deal draws near, one the PCs are a major part of, his symptoms grow worse, distracting him from the transaction. Now there's no doubt it's malaria. Can the characters figure out that the Cabal deliberately infected him, and can they help him stay focused long enough to make the deal work and save their own fortunes as well as his? Can the PCs find a cure?

While escorting a shipment of art objects from one museum to another across country by train, the PCs notice a suspicious figure examining the train at an early stop, but fail to catch up with him as the train departs. Twice more they spot him examining cars from a distance, and once, when the train is forced to make an emergency stop to avoid a car on the tracks, they see someone apparently timing the train's deceleration. As the train approaches a series of trestles spanning deep Rocky Mountains canyons, they spot an airplane paralleling the train, and see the glint of binoculars from it. Can they convince the conductor and engineer to stop the train before it reaches the already-mined bridge ahead? What do they do when they discover that the crates they're escorting are filled with average-quality copies of the artifacts they're supposed to guard?

A PC with a penchant for blondes comes across one in need of a rescue from an inebriated and overly amorous would-be suitor at a large social function. The young girl is beautiful, distraught, and somewhat embarrassed at her not-quite-in-fashion clothing as she introduces herself as Amaryllis Sheldon, a newcomer to Hudson City from Memphis, Tennessee. She latches onto her rescuer, asking him if he'd be her escort to prevent such things from happening again... and, when the evening is over, thanks him with a kiss. She's at several more parties over the next few weeks, and gradually shows every sign of being interested in something more serious than occasional meetings at parties. But bad things start to happen as their relationship becomes deeper: automobile accidents; encounters with thugs; gunshots in the dark. Is she the target of the Cabal's ire, and if so why? Is it a Cabal plot to drive "Amaryllis" (Chamomile Albright) and the character together faster so she can spy on him? Has Logan Adams caught up with her at just the wrong (or right) moment? Or is something else going on?

Campaign Use: The Cabal is designed to be the unseen mover behind other events. With their focus on secrecy and monetary gain its members are a refreshing change of pace from world-shaking threats and masked villains for the average adventurer. Since it has copious resources and numerous enforcers (each with his own ways of getting things done), it might be quite some time before the characters realize they're encountering different facets of the same organization.

If you have PCs, DNPCs, or prominent NPCs with financial interests that cross those of the Cabal, the group may target them for schemes to enrich the Cabal, adding a personal touch to the

threat the Cabal poses. Characters with the right financial background might already be unsuspecting members of the Elite Club. For a different twist, the Cabal might front for a group of characters through a shadow agent and use them as a tool against Adams and their other enemies.

To make the Cabal tougher, add additional members up to the charter-allowed maximum of 13, and increase the ability and number of their troubleshooters. To weaken them, reduce the number of members and the resources available to them.

The Cabal Hunts characters who thwart their operations, although it will normally restricts itself to financial attacks lest it create another adversary who'll come back to haunt them. If it does Hunt a PC, he can expect his businesses to fail, loans to be denied, competitors to gain critical information about new products, and so forth, but without a single identifiable individual that seemed to gain from his misfortune.

MEMBERS OF THE CABAL

ONE: JACQUELINE EASTON

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

Abilities: Bureaucratics 13-; Conversation 13-; High Society 13-; CK: Hudson City 13-; KS: The Business World 12-; KS: High Finance 12-; KS: Cabal Operations 13-; KS: Wealthy Eligible Bachelors 13-; KS: Fashion 12-; Persuasion 13-; Riding 11-; Seduction 13-; PS: Businesswoman 14-; TF: Equines; Traveler and 12 points of City and Area Knowledges of “the right places”; Well-Connected and 35 points’ worth of Contacts in business and society circles; labor unions, and transportation; Money (15 points)

75+ Disadvantages: Age: 40+; Distinctive Feature: Black Hair With Single White Streak; Hunted: Logan Adams 8-; Psychological Limitation: Vain, Afraid Of Growing Old; Psychological Limitation: Greedy; Social Limitation: Secret Identity (Jacqueline Easton), Social Limitation: Woman

Notes: As a young woman, Jacqueline married the elderly patriarch of an old Boston family with extensive investments, planning to outlive him. When he passed on a few years later, assisted by the effort of keeping up with a wife fifty years younger than he was, she inherited his wealth — and his position in the Cabal. Her money primarily comes from investments in other companies. She’s spent much of the time since the Great Crash rebuilding her finances, and by 1935 is wealthier than she was before the Crash.

Now in her late forties and as beautiful as ever, she’s easily capable of passing for a woman a decade younger. Her formerly raven-dark hair has grown a single streak of white that she allows others to believe is an affectation rather than an actual condition. She has a long string of younger lovers, but won’t consider marriage to anyone who’s not younger than she, and of lesser social standing and financial worth that she possesses, but were the right man to come along — and she knows who all of them are — she might not fight too hard to resist.

Easton leads the Cabal faction that wants to move strongly against Logan Adams and destroy him. As of 1935 she’s the current Cabal Chairman (it passes to Danielson next) and the only current “third generation” member.

TWO: GEOFFREY DANIELSON

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

Abilities: Bribery 13-; Bureaucratics 13-; Persuasion 12-; CK: Hudson City 11-; CK: New York City 11-; High Society 12-; KS: The Business World 12-; KS: Cabal operations 13-; KS: The Industrial World 13-; KS: High Finance 12-; KS: Steel Industry 13-; PS: Businessman 13-; Well-Connected and 20-points worth of Contacts in financial and industrial circles; Money (15 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Psychological Limitation: Extremely Greedy; Psychological Limitation: Ruthless; Reputation (ruthless businessman) 11-; Rivalry (with other industrialists); Social Limitation: Secret Identity (Geoffrey Danielson)

Notes: Danielson is 55 and a self-made millionaire. A mid-range steel magnate with ties to a variety of industrial interests, he’s the greediest of the current members... and the one most likely to betray another for profit if he thinks he can escape detection. Since his source of wealth crosses over into most other members, he’s constantly worried about maintaining his position.

Thin and intense, Danielson wears glasses and suits that were slightly dated before the Great Crash, and combs his thinning hair over a bald pate. He maintains no real level of activity in social circles, preferring to concentrate on his business interests. He’s married and has one son, who appears to be shaping up into a suitable heir for both his father’s businesses and seat on the Cabal.

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THREE: GENERAL ALFRED SCOTT

13 STR	13 DEX	13 CON	13 BODY
10 INT	10 EGO	13 PRE	10 COM
5 PD	3 ED	3 SPD	6 REC
26 END	27 STUN		

Abilities: Bureaucratics 13-; High Society 12-; Stealth 12-; Tactics 12-; TF: Common Motorized Ground Vehicles; WF: Small Arms; KS: Cabal Operations 12-; KS: United States Army 13-; KS: United States Politics 12-; KS: The Mining Industry 13-; PS: Mining Magnate 13-; PS: Army Officer 13-; SS: Military History 12-; Languages: German and French (fluent conversation); Well-Connected and 20-points worth of Contacts in military and governmental circles; Money (10 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Psychological Limitation: Distrusts European Governments; Psychological Limitation: Greedy; Social Limitation: Secret Identity (General Alfred Scott)

Notes: General Scott is a retired Army general in his late fifties with extensive Western mining interests inherited from his father, a previous Cabal member (he's one of two second-generation Cabal members currently active). He has designs on cornering precious metals mining in America, first in the West, and then working his way East.

In better physical shape than some of the men he commanded during the Great War, Scott keeps himself fit with regular exercise, careful diet, and younger women that he meets secretly to prevent his wife of 25 years from discovering his chronic infidelity. He has two sons, both in the Army, and a daughter who's married to a junior congressman from New York.

Scott keeps a careful eye on the American political scene and is toying with a run for the Senate in the next election. He plans to trade on his political and military connections, his solid military record from the Great War, and the assistance of the Cabal to launch a second career in politics.

FOUR: DEVON FELLOWS

10 STR	10 DEX	12 CON	10 BODY
16 INT	15 EGO	15 PRE	12 COM
3 PD	3 ED	2 SPD	4 REC
24 END	21 STUN		

Abilities: Bribery 12-; Bureaucratics 13-; CK: San Francisco 12-; Combat Driving 12-; Forgery (Art Objects) 13-; High Society 12-; AK: Pacific Rim 12-; KS: Cabal Operations 13-; KS: The Shipping World 13-; KS: The Business World 12-; KS: Art World 13-; Navigation (Marine) 12-; Persuasion 12-; PS: Shipping Magnate 13-; TF: Small Wind-Powered Boats, Small Motorized Boats, Large Motorized Boats; WF: Small Arms; Languages: Spanish and Japanese (fluent conversation); Well-Connected and 30-points worth of Contacts in the shipping, social, and art communities; Money (10 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Psychological Limitation: Fanatical Art Collector; Psychological Limitation: Greedy; Rivalry (with other shipping magnates); Social Limitation: Secret Identity (Devon Fellows)

Notes: Fellows is the owner of a San Francisco-based shipping empire that reaches across the country and into Mexico and the Pacific Rim. His companies ship goods by train, ship, truck, and occasionally airplane — whatever's needed to get the cargo to its destination. His employees have a certain rough reputation and accusations (never proven) have been made that they're not opposed to sabotaging rival operations, or even outright piracy.

In his late forties, he's married to a woman half his age and is very active in the San Francisco social scene. The pair of them spend most nights at one social function or another when he's not away on business. He collects art, his special passion being paintings and sculptures by obscure Renaissance artists. His large collection contains several works thought lost during the Great War and recovered through less than legal means.

FIVE: FRANKLIN TREBODIAN

9 STR	10 DEX	9 CON	9 BODY
14 INT	12 EGO	14 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
18 END	19 STUN		

Abilities: Bureaucratics 13-; CK: Hudson City 11-; Conversation 12-; High Society 12-; KS: The Industrial World 13-; KS: The Business World 13-; KS: European Politics 12-; KS: High Finance 12-; KS: Cabal Operations 14-; Persuasion 12-; PS: Businessman 12-; Languages: French, German, and Russian (all fluent conversation); Well-Connected and 18-points worth of Contacts in the industrial and business community; Money (10 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Psychological Limitation: Hates Logan Adams; Psychological Limitation: Greedy; Social Limitation: Secret Identity (Franklin Trebodian)

Notes: Based in the field of heavy industry, Trebodian has plants that manufacture engines, machine tools, and anything else that brings a healthy profit. He sells equipment overseas at a prodigious rate, caring nothing about what the heavy industry he helps establish will be used for. He has more overseas interests than any of the other Cabal members, and is carefully watching the political situation in Germany and other countries in the hopes of a war that will allow him to expand his interests.

Nearing 50, he's newly remarried after being a widower for several years. He has one daughter from his first marriage, a pretty, vivacious, and intelligent socialite who always seems to slip away from the grasp of any serious suitor. His new wife, almost 20 years his junior, plans to expand the family as soon as possible to secure her place.

Trebodian is a second-generation Cabal member. He holds a special grudge against Logan Adams for driving his brother into ruin and suicide seven years ago. He regularly agitates for the Cabal to try to assassinate Adams again, a suggestion that to date has always been voted down as not being cost-effective.

SIX: SHERMAN ROBERTSON

13 STR	12 DEX	13 CON	10 BODY
14 INT	12 EGO	14 PRE	10 COM
4 PD	3 ED	3 SPD	6 REC
26 END	24 STUN		

Abilities: HA +2d6; Luck 2d6; Bribery 12-; Bureaucrats 12-; CK: Chicago 12-; Gambling (Card Games) 13-; High society 12-; Mechanics 12-; Stealth 11-; Streetwise 12-; KS: Cabal Operations 13-; KS: The Business World 12-; KS: Construction World 14-; KS: Contract Law 13-; PS: Construction Magnate 12-; TF: Common Motorized Ground Vehicles; WF: Small Arms; Well-Connected and 16 points' worth of Contacts in construction, business, and political circles; Money (10 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Psychological Limitation: Success-Minded; Psychological Limitation: Greedy; Social Limitation: Secret Identity (Sherman Robertson)

Notes: Robertson is the Cabal's newest and most rapidly-rising member. He made his money in the post-War construction boom after getting a start during the Great War by building military bases under contract. He's looking forward to an increase in governmental contracts when the European war he feels is inevitable begins. He's started buying up land in likely areas in anticipation of the government's need (and has chosen well); he plans to make a killing selling it to Washington.

Unmarried to date, the 47-year-old Robertson has begun to look for a woman that he feels has the correct mental and physical traits to be the mother of his children — preferably a son — but is uncertain about the time needed to devote himself to a marriage. Lately, he's begun to consider the possibility of simply locating an appropriate woman and either persuading her to bear his children and then vanish with a generous endowment, or eliminating the persuasion and endowment parts and simply father his children on her and then eliminate her.

SEVEN: JAMES HUNT

10 STR	10 DEX	11 CON	10 BODY
14 INT	12 EGO	14 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
24 END	21 STUN		

Abilities: Bribery 13-; Bureaucrats 13-; High Society 12-; Languages: German and French (both fluent conversation); PS: Financier 13-; PS: Banker 13-; Trading 13-; CK: Hudson City 12-; KS: Cabal Activities 12-; KS: Cult Activities 11-; KS: High Finance 12-; KS: The Business World 12-; KS: The Banking Industry 13-; Well-Connected and 10 points' worth of Contacts in legal and illegal business circles; Fringe Benefit: Prince in the Cult of the Nine Degrees; Money: Wealthy (12 points)

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Distinctive Feature: Cult Robes; Psychological Limitation: Amoral and Greedy; Rivalry (professional; with other Cult Princes and Cabal Members); Social Limitation: Secret Identity (James Hunt/Prince Of The Cult Of The Nine Degrees)

Notes: One of the few independent banking magnates to survive the Crash of 1929, Hunt has financial interests all over the country, either owning banks outright or possessing partial or controlling interests in them. Hard-hit by the Crash, he recovered through a series of investments his fellow Cabal members consider nothing short of miraculous.

Hunt is the only member of the Cabal to belong to another conspiratorial group — the demon-worshipping Cult Of The Nine Degrees (see page 82). He uses the Cult's influence to expand his personal wealth in ways that the Cabal will not allow or approve. The other members of the Cabal are aware that he dabbles in the occult, but not that the cult he belongs to has actual supernatural power. His dual membership has not caused any conflicts of interest... yet.

THE FATES**CLOTHO: DOCTOR CREIGHTON THORNTON**

10 STR	15 DEX	14 CON	12 BODY
14 INT	13 EGO	14 PRE	16 COM
4 PD	3 ED	3 SPD	6 REC
28 END	24 STUN		

Abilities: Fencing (Cut, *Fleche*, Lunge, Parry, Riposte, Slash, Thrust, Void); +4 versus Hit Location Penalties; +2 HTH; Bureaucrats 12-; Forensic Medicine 13-; High Society 12-; KS: Cabal Operations 13-; KS: The Medical World 12-; KS: The Tennis World 12-; Languages: Latin (fluent conversation), Italian and French (basic conversation); Paramedics 13-; PS: Physician 14-; PS: Pharmacologist 13-; PS: Surgeon 14-; PS: Tennis Player 14-; SS: Anatomy 14-; SS: Chemistry 12-; SS: Immunology 12-; SS: Medicine 14-; SS: Pharmacology/Toxicology 13-; Seduction 12-; WF: Small Arms, Blades

75+ Disadvantages: Distinctive Feature: Style; Hunted: Logan Adams 8-; Hunted: The Cabal 11- (Watching); Psychological Limitation: Devoted To Hypatia; Psychological Limitation: Loyal To Cabal; Social Limitation: Secret Identity (Doctor Creighton Thornton); Social Limitation: Subject To Orders

Notes: Thornton is a Harvard-trained medical doctor with specialties in pharmacology and surgery who formerly had an established practice in Chicago. He and the daughter of one of his patients, Hypatia Vincent, fell in love and began an affair with each other, only to have her father discover it and forbid them to marry. There was a quarrel, Hypatia's father struck her, and Creighton killed him with a fountain pen through the eye. The couple panicked and attempted to cover it up, but the truth came out. When the police came for them, Hypatia surrendered to buy time for Thornton to flee, reasoning that her sentence would be less than his. Thornton regretfully did as she asked and went into hiding... from which the Cabal rescued him and put him to work.

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Creighton is a good-looking man in his late thirties with dark blonde hair and blue eyes. He dresses and moves more like a dancer than a physician. His paramour, Hypatia, is still in prison; he anxiously awaits her release, since the Cabal has promised him they can be together under its protection as long as he serves it faithfully. Although his license has been revoked, he's an excellent physician and surgeon, and has considerable skill in crafting drugs for specific purposes. His knowledge of anatomy makes him dangerous in a fight, but he has no real taste for direct conflict unless there's no other choice. The Cabal calls him in to arrange for people to become sick or die without leaving any traces that hint at its involvement.

LACHESIS: RICHARD BRADLEY

15 STR	15 DEX	15 CON	12 BODY
13 INT	12 EGO	13 PRE	10 COM
5 PD	3 ED	3 SPD	6 REC
30 END	30 STUN		

Abilities: Boxing (Block, Clinch, Cross, Hook, Jab); +3 with Boxing; Analyze Structure 13-; Analyze Vehicle 13-; Analyze Terrain 13-; Bureaucratics 12-; Climbing 12-; Combat Driving 12-; Demolitions 13-; Electronics 12-; KS: The Engineering World 12-; KS: Cabal Operations 12-; KS: US Army 11-; Lockpicking 12-; Mechanics 14-; PS: Engineer 13-; SS: Civil Engineering 13-; SS: Electrical Engineering 13-; SS: Geology 13-; SS: Mechanical Engineering 13-; Security Systems 13-; TF: Common Motorized Ground Vehicles; WF: Small Arms

75+ Disadvantages: Distinctive Features: Style; Hunted: Logan Adams 8-; Hunted: The Cabal 11- (Watching); Psychological Limitation: Loyal To Cabal; Psychological Limitation: Meticulous Planner; Social Limitation: Secret Identity (Richard Bradley); Social Limitation: Subject To Orders

Notes: A former engineer and Army officer, Bradley was one of the many officers caught by the army's downsizing at the end of the Great War. He retained his position in the military but knew his career would never advance past the rank of Captain in peacetime, so he made plans to ensure a future for himself without a General's pension. His plan, to conspire with a contractor to use sub-standard materials in a military building project and pocket the difference, was discovered. He was cashiered out of the Army and entered the service of the Cabal after one of General Scott's contacts recommended him.

Bradley is a tall, dark-haired, athletic fellow in his early thirties; with the look of a man who spends time outdoors. An excellent engineer, he favors the use of mechanically-oriented or otherwise impersonal solutions to the missions the Cabal sends him on — failed brake lines on an executive's car, factory accidents that are anything but, avalanches that delay construction projects, and so forth. Because of his original plan's failure, he's obsessive about planning now.

ATROPOS: CHAMOMILE ALLBRIGHT

10 STR	17 DEX	14 CON	10 BODY
15 INT	14 EGO	16 PRE	18 COM
5 PD	3 ED	3 SPD	6 REC
28 END	25 STUN		

Abilities: Dirty Infighting (Block, Dodge; Escape; Eye Gouge; Kidney Punch, Low Blow; Punch, +2 DCs, Use Art with Knives); +5 with Garrote; +2 with Dirty Infighting; Acting 14-; AK: Southern United States 12-; Bribery 13-; Concealment 13-; Conversation 14-; Disguise 12-; High Society 13-; KS: Cabal Operations 11-; KS: Fashion 13-; Language: English (imitate accents); Lockpicking 13-; Persuasion 15-; Riding 12-; Seduction 14-; Shadowing 13-; Stealth 13-; TF: Equines, Common Motorized Ground Vehicles; WF: Small Arms, Knives, Garrote

75+ Disadvantages: Distinctive Feature: Beautiful, Seductive Woman With A Southern Accent; Hunted: Logan Adams 8-; Hunted: The Cabal 11- (Watching); Psychological Limitation: Amoral And Ruthless; Psychological Limitation: Loyal To Cabal; Social Limitation: Woman; Social Limitation: Secret Identity (Chamomile Allbright); Social Limitation: Subject To Orders

Notes: Originally from Georgia, Chamomile grew up in a small, poor community north of Atlanta certain of only two things: she wasn't going to be trapped in that small town her entire life; and men are fools she can wrap around her little finger. She matured quickly... and grew jaded just as fast as she learned to use her beauty and charm to get the things she wanted. A Cabal spy spotted her in Charleston in 1929 cutting a swath through a series of wealthy suitors. He recruited her when one of those suitors pushed a little too hard for Chamomile to give him something more than a smile and some pretty words in return for his gifts and she strangled him with his own tie.

As amoral and ruthless as she is beautiful, Chamomile is a natural blonde in her early twenties with a face like an angel, an accent like honey, and a body to die for — as over a dozen men can attest. She prefers to use her charms to manipulate others into doing the Cabal's bidding, with a promise here and a wink there, and is the troubleshooter most often sent in when the Cabal believes social engineering will get it what it wants with the least amount of fuss. Despite that, she's the enforcer most likely to kill with her own hands, preferring to strangle her victims with their own ties.

THE COLETTI MOB

Membership: The Coletti Mob is a crime syndicate composed of hundreds of full-time members and numerous part-timers under the leadership of Vinnie “The Axe” Coletti (see *Pulp Hero*, page 399). Other notable members include Michael Warren, Carlo Manzoni, and Detective Lieutenant Arthur Corgan.

Background/History: The history of the Coletti Mob is, in many ways, the history of the man who founded it: Vinnie Coletti. He started out as a simple thug in the organization of Alberto “Shotgun Bert” Falcone, but rapidly worked his way up the ranks of soldiers and into the core of the organization. When Shotgun Bert was gunned down in 1926 during a territorial dispute with rising Jewish gangster Herman “Two Time” Tannenbaum, Vinnie stepped in and took over after a brief “discussion” with the other three claimants for the position that left two of them dead and the third, Charlie “The Hook” Altobelli, on a train to the West Coast “for his health.”

Once that was settled, Vinnie consolidated the syndicate and started branching out. Where Falcone had stayed to the traditional protection, prostitution, and gambling rackets, Vinnie had wider aspirations. Under his leadership, the Colettis were soon involved in every crime in the book from racketeering to liquor smuggling, and their profits began to soar. Prohibition was very, very good for the syndicate, but by diversifying their operations, the Colettis avoided the problems many other mobs had when the good times ended.

Organization and Structure: Like most syndicates, the Coletti Mob is driven and held together by the will of a single individual: Vinnie “The Axe” Coletti. Because of Vinnie’s photographic memory, he doesn’t need as many helpers or assistants as most mob bosses — he can handle the record-keeping for the syndicate in his head. That may make for some problems for the next person to head the Colettis, but Vinnie doesn’t plan to step down anytime soon.

Below Vinnie are three men who comprise the senior management, as it were, of the Coletti Mob: Carlo Manzoni, Michael Warren, and Alvin Dake. Manzoni, the *capo bastone*, or underboss, is the number two man in the syndicate and manages many of the day-to-day activities. He enjoys Vinnie’s trust, or as much trust as Vinnie places in anyone other than himself. Roughly equal with Manzoni is Michael Warren, the *consigliere*, who handles all the important legal business for the Colettis, both legitimate and otherwise. Warren is careful to avoid any direct contact with the

syndicate’s illegal operations. Below both of them in actual power is Alvin Dake, the *contabile*, or financial adviser. Dake has no authority over the men and operations of the syndicate; he handles the accounting and money. Vinnie sees to it that Dake is well-protected to prevent anyone grabbing him and using his knowledge to hurt the Colettis. Of the three, Dake’s position is the least secure, since any accounting irregularity he cannot justify to Vinnie is a one-way ticket to sleeping with the fishes.

Below those three men, there are a number of *caporegime*, or captains, who command various operations. These include Anselmo “Salvo” Tocatti, Charles “Cold Charlie” Mudano, and Richard “Hammer Toe” Gaede. Each of the captains has five to ten “soldiers” he can call on to handle “rough stuff” without requesting more men from Manzoni. These gangs spend most of their time drumming up new “business,” collecting money, greasing palms, and keeping the wheels of the organization turning. There are also several individuals at this level who fall outside the normal chain of command, most notably Detective Lieutenant Arthur Corgan. Corgan’s connections to the Colettis are buried deep — only Vinnie, Manzoni, and Warren know he’s on the pad and handles situations for the syndicate like silencing witnesses and eliminating rival mobsters under the cover of his badge.

Group Relations: For a criminal organization that feeds on weakness and often employs brutal methods, the members of the Coletti Mob get along with each other in a professional, if occasionally uncivil, manner. Vinnie remains the unquestioned leader, though he keeps a careful eye on the members of his organization who might want to replace him and sometimes has to rule with a heavy hand. Carlo quietly bides his time until the inevitable happens and another mobster or some kook in a tuxedo and a mask gets lucky and makes a vacancy at the top for him to step in and take over. Michael Warren treats everyone in the organization — except Vinnie — with a thinly-veiled air of contempt, regarding them as uneducated cretins. Arthur Corgan looks out for his own best interests while making it seem like he’s really looking out for Vinnie’s.

Lower down the ladder, there are all the rivalries, dislikes, and outright hatreds you’d expect in an organization composed of professional criminals who are long on pride and greed and short on social skills. But they try not to let their problems escalate to the point that they come to Vinnie’s attention, since that’s a short route to the bottom of the East River. Most disputes at this level are settled with a beating... or the occasional murder that’s blamed on another gang or some outsider. Almost

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no one would willingly betray the Coletti organization; the fates of the few who have tried were terrible enough that no one except the most desperate man would consider it.

Tactics: The Colettis are an old-fashioned criminal organization and tend to approach situations with that mindset. They're a bit quicker than some other criminal groups to resort to strong-arm tactics, but not so much so that they have a reputation for senseless violence — they just know what a good motivational tool a visit from a few of “the boys” is, and see no reason to change a winning formula. Their reputation as tough customers is well-deserved and stands them in good stead on the streets and in the back alleys where much of their business is still done. Anyone who gets in their way can expect a single warning, two at most. The next encounter will involve several gentlemen “explaining” things to the hapless individual in a convenient dark alley. If another visit is required, it'll be the last time anyone ever sees the guy alive.

Campaign Use: The Coletti Mob is designed primarily for scenarios focused on crimebusting. Given the wide variety of criminal interests the Colettis have, virtually anything from racketeering, to smuggling, kidnapping, blackmail, or bank robbery can factor into an adventure. The syndicate makes a great ongoing adversary for a group of masked crimefighters, but you can work them into other types of campaigns by having vengeful dead men come back to life to seek out the mobsters who killed them, mad scientists hiring the Colettis to procure supplies and raw material (human and otherwise) for their experiments, encounters with Coletti men as the hired muscle for a crooked archaeologist out to loot the Lost City of Xincan-Hol, and so forth.

As written, the Coletti mob is the sort of large-scale opponent characters can destroy with hard work and a little luck. It's large, tough, and influential enough to be a serious threat to almost anyone, but still small enough that it can be dismantled by only a few individuals willing to make the effort.

To make the mob more dangerous, add more “named” individuals of an appropriate power level to the PCs, and increase the power level of the existing members if necessary. To reduce the power

THE COLETTI MOB PLOT SEEDS

Prohibition ended two years ago, and while there's some smuggling of illegal liquor in from Canada going on to avoid paying taxes on it, everyone else has cut back their operations. Why, then, is an informant telling one of the characters the Colettis are quietly asking around to see who's left of the old rumrunning crowd, and how soon they can start bringing cargo down from the Great White North? What is the mob planning to import... and why is that car slowing down as it passes? Hey, what's that sticking out the window?!

During a raid on another gangster's hideout, the characters see someone escape that they swear was Carlo Manzoni, one of Vinnie's right-hand men. What was Manzoni doing there, considering the bad blood they know exists between the Colettis and this mob? Maybe those whispers of a big job, one so big it'll take two or three mobs together to pull it off, aren't just informants blowing smoke after all. What's going on, and can the heroes find out in time to stop a crime so big even Vinnie Coletti needs help to pull it off?

There's a sudden power vacuum in town after Manfred “The Weasel” Steinmetz takes a swan dive out of a twelfth-floor hotel window when he walks in and finds someone besides his mistress waiting for him. The Colettis step in to fill the vacuum, but there are contenders from all sides as Steinmetz's territory goes up for grabs. Can the characters keep things safe for the ordinary citizens, force the battling mobs off the streets, and still track down the people responsible for Steinmetz's death?

of the organization, eliminate Corgan and reduce the number of general gunsels available to the organization, or arrange the underworld in your campaign to give the Colettis enough competition that they remain small due to attrition.

A character who's Hunted by the Colettis can expect to be shot at by gangsters riding past in the backs of cars, pipe bombs thrown through their windows, gunshots out of dark alleys, and every other traditional form of assault known to the mob. If the PCs might be useful to the organization, they can expect attempts at extortion from falsified witnesses and faked-up blackmail photographs in an effort to get them into Coletti's pocket.

MICHAEL WARREN PLOT SEEDS

Warren is contacted on the sly by someone who tells him he has the power to make him walk again — for a price: he has to betray Vinnie to his benefactor. Unwilling to risk everything on even this chance, Warren decides to set up an alibi by claiming he was kidnapped and replaced by a character with disguise skills who impersonated him to affect the betrayal. Now all he needs to do is arrange for one of the characters to take care of his bodyguard....

One of the characters moves in on a hot little number Michael has his eye on. Unable to compete with the character on the dance floor, and unwilling to make a scene that would ruin his chances with the girl, he schemes to handle things another way. He hires “Bats” Selden to break the character’s legs so he won’t be doing any dancing any time soon.

Everyone has skeletons in his closet, and Michael is no exception — he’s just not ready for one of them to get up and walk around. When the ghost of his dead mother starts to appear to him at night and chastise him for his crimes, he’s initially suspicious and skeptical, then increasingly worried and frightened. He knows Vinnie won’t help him, so he needs someone who will — the PCs. Is it really her ghost? Has some underworld enemy hired Professor Prospero to do a number on him? What will he agree to do in return for help?

MICHAEL WARREN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 125 kg; 2d6 [2]
8	DEX	-6	11-	OCV: 3/DCV: 3
10	CON	0	11-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	11-	
4	PD	2		Total: 4 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	2		Phases: 6, 12
4	REC	0		
20	END	0		
21	STUN	0		Total Characteristics Cost: 36

Movement: Running: 2”/4”

Cost Powers END

-8 *Polio Victim:* Running -4” (2” total)

Perks

- 25 Well-Connected and 22 points’ worth of Contacts and Favors within the legal system and police department
- 10 Follower: Bodyguard built on 50 Base Points
- 1 Fringe Benefit: License To Practice Law
- 3 Fringe Benefit: Membership: Coletti Family
- 5 Money: Well Off
- 2 Reputation: hot shot lawyer (in New York City) 14-, +1/+1d6

Skills

- 10 +2 with Interaction Skills
- 3 Acting 13-
- 3 Conversation 13-
- 3 Deduction 13-
- 3 High Society 13-
- 3 CK: New York City 13-
- 2 KS: Business Law 13-
- 2 KS: Civil Law 13-
- 2 KS: Criminal Law And Procedure 13-
- 2 KS: Legal Precedents 13-
- 2 KS: Real Estate Law 13-
- 3 Language: Italian (completely fluent; English is Native)
- 1 Language: Latin (basic conversation)
- 3 Oratory 13-
- 3 Persuasion 13-
- 3 PS: Attorney 13-
- 3 Scholar
- 2 WF: Small Arms

Total Powers & Skills Cost: 91

Total Cost: 127

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							

Armor
None

Gear: Briefcase, legal papers, pads of paper, fountain pen, pocket watch

Clothing: See Appearance

75+ Disadvantages

- 15 Hunted: NYPD 11- (Mo Pow, NCI, Watching)
- 5 Physical Limitation: polio victim; requires crutches to walk and cannot leap (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 10 Reputation: mob lawyer, 11-
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Disadvantage Points: 140

Background/History: Born into the lap of luxury, Michael Warren had everything — money, brains, looks, friends. Educated at the best schools money could buy, he was admitted to the Bar at the age of twenty-two and was looking at a flourishing career with a prestigious law firm. Then tragedy struck. First it was polio, which left his formerly athletic body partially paralyzed. His fiancée left him, his friends seemed to no longer have time for him. Then came Black Thursday. After the Crash, he watched as his father’s empire collapsed, abetted by the financial manipulations of his “friends” and partners. Destitute, Warren Sr. committed suicide. Michael’s mother died soon thereafter, her heart broken.

When Michael’s law firm, faced with rising expenses and falling profits, began “cutting back,” he was among the first young associates let go. Scrounging for cases, he began taking any and all clients — including the petty criminals who were ultimately his salvation. When he successfully defended one of Vinnie Coletti’s “made men” in a murder trial turned media circus, Michael came to The Axe’s attention. Now Coletti’s personal attorney, Michael Warren again has it all... including new friends, so the old ones had better watch out.

Personality/Motivation: Warren is out for revenge, and working for Coletti seems a good way to get it. He won’t violate the letter of the law, but he has absolutely no scruples about twisting, turning, and manipulating the spirit of the law to get what he — and his boss — wants. Outside the courtroom or the boardroom, he’s as personable a man as you’d want to meet. Inside, he’s a shark. He particularly delights in putting the screws to one of his former friends or his father’s former partners by carefully worded and strictly enforced contracts, slightly shady business deals, and the use of archaic and little known laws.

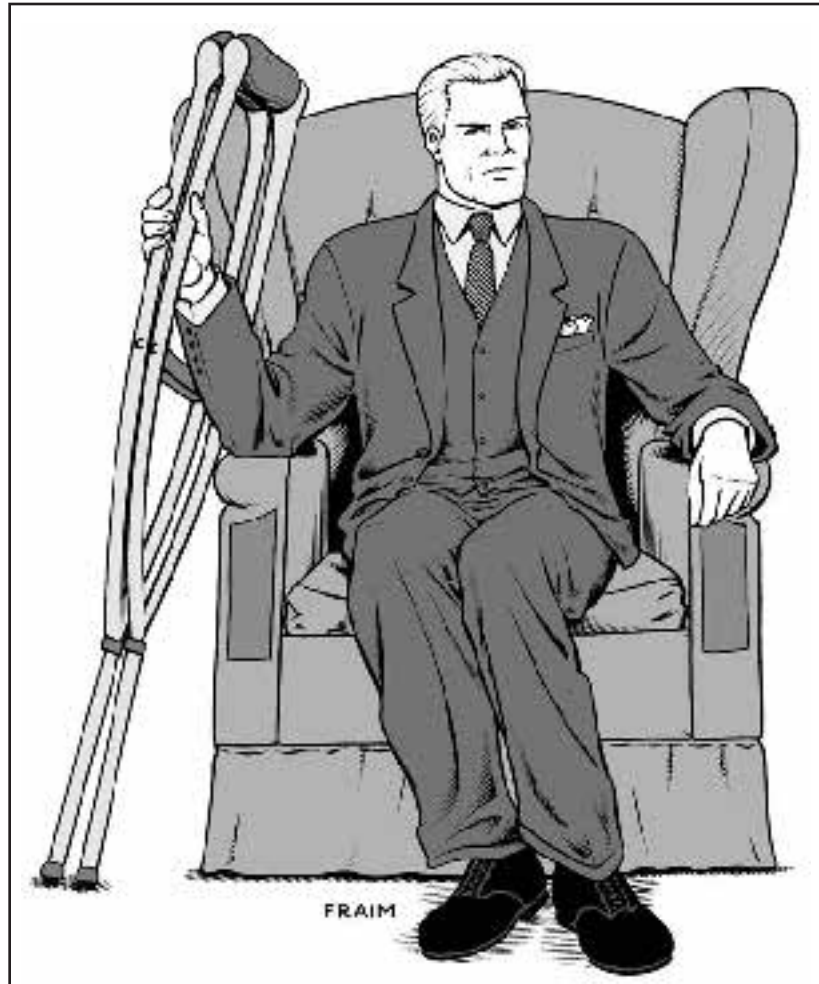
Quote: “No, it isn’t right and it isn’t fair. But fortunately for my client, this is a court of law, not justice.”

Powers/Tactics: Warren uses his legal skills as a weapon. He researches obscure legal precedents and twists existing ones into knives he can stick into an opponent, then smiles as they bleed time, money, and occasionally actual blood trying to remove them. He'll find a way to force the demolition of an enemy's house for zoning violations, have his restaurant closed down over an obscure health code violation, or the like. What he can do to the frequently murky financial situation of a globe-trotting adventurer is too terrible to think of.

In a physical altercation — assuming he can't shame his opponent out of fighting — Warren's more than happy to let his bodyguard fight his battles. In an extreme situation, he would turn to Vinnie for help in securing some outside muscle that couldn't be traced back to the Colettis.

Campaign Use: Mobsters need legal counsel to keep themselves out of prison, and Warren is just the man for the job. In his own way he's as ruthless and brutal as Vinnie Coletti — he'd just rather see someone squirming in a courtroom than sinking into the East River. He's a good hook for insight into the Coletti organization if the characters can find a way to turn him (helping him walk again might do it). He also makes a good template for a vicious attorney who's out to ruin or destroy people who slight him, even if you don't use him as part of the Coletti organization.

To make him more powerful, give him some more Contacts and Favors and increase his Skill Levels with Interaction Skills. To weaken him, reduce those things.



Warren Hunts people without much provocation. For the most part, his "pursuit" takes the form of legal traps and entanglements that hit the character when he least expects them, but he isn't above a more personal touch like having someone worked over if it seems to fit with whatever real or imagined slight he was forced to endure at the characters' hands.

Appearance: Michael Warren is an attractive man in his mid-thirties, with blond hair, green eyes and matinee idol looks. Although his legs are thin and wasted from polio (he requires two crutches to walk), his upper body is muscular and well-toned. He always dresses well, in expensively tailored suits, silk shirts and handcrafted shoes.

CARLO MANZONI PLOT SEEDS

Carlo discovers that one of Vinnie's bookies has put the fix in on the pennant race for the American League. Vinnie stands to make a killing, but Carlo wants the game to be clean, the way it's supposed to be. He arranges for a little information to reach the characters so they can take the blame for the hit to Vinnie's bottom line while Carlo enjoys the National Pastime.

Vinnie starts seeing a new dame, a real Georgia Peach with expensive tastes. Carlo's sure she's a golddigger at best and a plant by one of Vinnie's enemies at worst. Vinnie won't hear anything bad about the skirt, so Carlo has to find some other way to break them up without getting introduced to the business end of Vinnie's axe. Maybe some evidence suggesting she's spying on Vinnie for the characters will do it....

There's a war brewing on the streets of the Big Apple between "Two-Time" Tannenbaum's mob and the Colettis. Carlo decides to even things out a little bit after Two-Time brings in some outside shooters — he hires "Gats" Gruner to take out Two-Time's new muscle. Two-Time retaliates by bringing in some professional talent from Chicago, and things start to get out of control. That's when Carlo plays his ace and produces some blackmail information on a character's DNPC or loved one and tells the heroes he'll destroy it if they'll do him just one little favor....

CARLO MANZONI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
17	BODY	14	12-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
8	PD	5		Total: 11 PD (3 rPD)
3	ED	0		Total: 6 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
8	REC	4		
28	END	0		
32	STUN	0		Total Characteristics Cost: 92

Movement: Running: 6"/12"

Cost Powers END

Martial Arts: Dirty Infighting

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Eye Gouge	-1	-1	Sight Group Flash 4d6
4 Kidney Blow	-2	+0	HKA ½d6 (1d6 with STR)
4 Low Blow	-1	+1	2d6 NND(3)
7 <i>Always Shoots Twice:</i>			Autofire (2 shots, +¼) for any non-Autofire RKA built on up to 60 Active Points; OIF (non-Autofire fire-arm of opportunity; -½), Both Shots Must Be At The Same Target (-0), Requires A DEX Roll (-¾)

Perks

- 10 Contacts: 10 points' worth among the underworld
- 5 Membership: Coletti Family
- 4 Money: Well-Off
- 2 Reputation: made man (in the underworld) 14-, +1/+1d6

Talents

- 6 Combat Luck: 3 PD/3 ED

Skills

- 6 Targeting Skill Levels: +3 versus Hit Locations with Firearms
- 3 Breakfall 12-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 3 Combat Driving 12-
- 3 Criminology 12-
- 3 Fast Draw (Small Arms) 12-

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
S&W 1917	+0	+0	2d6-1	1d6	6	8	
Brass knuckles	+0	—	2d6 N	—	—	5	

Armor

None

Gear: Box of matches, several fine cigars

Clothing: See Appearance

- 4 Gambling (Card Games, Sports Betting) 12-
- 3 High Society 13-
- 3 Interrogation 13-
- 3 CK: New York City 12-
- 2 KS: Current Events 11-
- 3 KS: New York Underworld 12-
- 3 KS: Professional Baseball 12-
- 3 Language: Italian (completely fluent; English is Native)
- 3 Lockpicking 12-
- 3 PS: Mafioso 12-
- 5 Rapid Autofire
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 12-
- 3 Stealth 12-
- 3 Streetwise 13-
- 2 Survival (Urban) 12-
- 2 TF: Common Motorized Ground Vehicles
- 3 WF: Small Arms, Knives

Total Powers & Skills Cost: 131

Total Cost: 223

75+ Disadvantages

- 5 Distinctive Feature: always wears a black fedora with red band (Easily Concealed; Noticed And Recognizable)
- 20 Hunted: NYPD 8- (Mo Pow, NCI, Capture)
- 10 Psychological Limitation: Loyal To Coletti Family (Common, Moderate)
- 10 Social Limitation: Criminal Record (Frequently, Minor)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 83 Experience Points

Total Disadvantage Points: 223

Background/History: Carlo Manzoni has known what he wanted to be since he was a kid. The son of a poor grocer, as he grew up in Little Italy he saw who had the money and who didn't, who had the power and who didn't. The Mafia guys had it made. He would be a Mafia guy.

And so he set out to make his way in the Mafia. Running with a gang from childhood, he worked his way up from a street punk to a lieutenant in the gang, and then to the gang's leader. By the age of fifteen, he was living on the streets, his family having washed their hands of him. His rap sheet — and his reputation — grew as he did, and as he grew older, he made contacts with the mobs. He watched how they worked, how leadership changed hands, what each one could do for its members.

Finally, at the age of seventeen, he had his chance. During a shootout between two rival fac-

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tions, he saved Vinnie Coletti's life, taking a bullet himself in the process. Coletti came to visit him in the hospital and offered him a job. Carlo accepted it immediately. And just as he had in his gang, Carlo worked his way up through the ranks to the position he now holds — *capo bastone*.

Personality/Motivation: The Coletti “family” is just that to Carlo — his family. He's intensely loyal, putting Vinnie's needs and desires and then those of the family ahead of his own. He has grown cold and unfeeling over the years, and won't hesitate to kill anyone — friend or enemy, man, woman, or child — who gets in the way of Mr. Coletti's best interests. While he's a bit of a ladies' man, he's never allowed himself to be “trapped” in a formal relationship.

Carlo loves baseball, and particularly the New York Yankees. If encouraged, he can talk for hours about the team, its record, and its players — including the Sultan of Swat, Babe Ruth, and “that dirty little rat Jimmy Selden,” who lost them the '26 Series.

Although a lot of people think of him as a glorified thug, Carlo isn't stupid. In fact, he's smarter than his boss, a fact he takes some pains to conceal. He knows Mr. Coletti won't always be around. He's learned a lot by observing the inner workings of the syndicate, and when the day comes for a change in leadership, he intends to come out on top.

Quote: “Forget about jerking out your gat and throwing lead around like you were hitting fly balls. The Babe has the right idea: you take your time, call your shots, and always go for the centerfield bleachers.”

Powers/Tactics: Manzoni, like Vinnie, is an old-style mobster who came up from the streets, and he hasn't lost the hard edge that upbringing gave him. He's far enough up in the syndicate that he doesn't have to mix it up with people like he did in the old days, but he's as capable of doing so as he was over a decade ago when he ran with the toughest gangs in New York. In a fight, Carlo lets the torpedoes he has with him move in first while he takes cover. When the time is right he draws his gat, takes aim, and starts pumping lead into opponents. He always shoots for the chest and always fires twice, using his Targeting Skill Levels to ensure that any shot that hits strikes the chest. He aims for opponents with shotguns or tommy guns first, other guns second, and anyone closing on him last. He has a decent grasp of tactics and frequently calls out instructions to his men to maximize their effectiveness.

Campaign Use: The loyal lieutenant is a staple in the pulps, though more often on the side of the angels than the bad men. Carlo is the man the characters are going to have to turn, imprison, or rub out to get to Vinnie. And if they're not careful about it, they may discover that the Manzoni syndicate rising from the ashes of the Coletti mob they just



dismantled is more of a threat than their old adversary. Carlo already has plenty of experience in battling the characters, knows how they think, and will be gunning for them right from the start to keep them from doing to him what they did to Vinnie.

To make Carlo tougher, increase his DEX to 18, his CON to 16, add some more Dirty Infighting maneuvers, and give him some Combat Skill Levels with pistols to make his marksmanship more effective. To weaken him, remove his *Always Shoots Twice* power and his Combat Luck.

Carlo has better things to do with his time than Hunt characters unless they're causing a problem for Vinnie, in which case they're on his list. He's a patient opponent, willing to find the right time and place for an ambush — usually while the target is occupied with something else and won't see it coming until it's too late and the tommy guns are chattering away.

Appearance: Carlo Manzoni is a relatively attractive while male of Italian descent in his late twenties. He stands 5'10" and weighs approximately 175 pounds. He has dark eyes and slicked back dark hair. Carlo always wears a suit — expertly tailored to cover the unsightly bulge of his gun — and his trademark black fedora has a red band, just the color of the carnation he generally wears in his lapel.

DETECTIVE LIEUTENANT ARTHUR CORGAN PLOT SEEDS

Corgan decides it wouldn't hurt to have some allies besides the Colettis, and figures the PCs are just the ticket. Now all he needs is a way to get them in his corner. Maybe if he follows them for a while, something will come up — and even if it doesn't, maybe they'll do something he can hold in reserve in case he needs a favor later.

Every informant in town knows Corgan isn't someone to mess around with unless you want to collect some bruises, but when stoolie after stoolie starts to turn up dead after Corgan has a chat with them, even the New York underworld wants to know what's going on. What do the characters do when a group of hoods approaches one of them for help and a promise to pay off in information? Is it Corgan or someone else? Either way, why is it happening?

There's a new Deputy Commissioner on the force, and he's cracking down on dirty cops all over town. Corgan figures the best way to keep off the new man's list is to make some big collars right away. He becomes a one-man army out on the streets, racking up enough arrests that a couple of mobsters decide he's got to go before their names make it to the top of Corgan's list. When the commissioner hears about it, he quietly asks the characters to "keep an eye on his man." Between protecting Corgan and the headlines they attract, the PCs are going to have their hands full.

DETECTIVE LIEUTENANT ARTHUR CORGAN

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
15	EGO	10	13-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
7	PD	4		Total: 7 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		Total Characteristics Cost: 64

Movement: Running: 7"/14"

Cost Powers END

Cost	Powers	OCV	DCV	Notes	END	
	<i>Martial Arts: Boxing</i>					
	Maneuver					
4	Block	+2	+2	Block, Abort		
3	Clinch	-1	-1	Grab Two Limbs, 33 STR for holding on		
4	Cross	+0	+2	6½d6 Strike		
5	Hook	-2	+1	8½d6 Strike		
3	Jab	+2	+2	4½d6 Strike		
4	Low Blow	-1	+1	NND(3) 3d6		
8	+2 Damage Classes (already added in)					
10	<i>Takes A Punch Well:</i> Physical Damage Reduction, 50%; Requires A CON Roll (-½), Character Must Be Aware Of Attack (-¼)					0
10	<i>Seen It Done Better:</i> +20 PRE, Only To Protect Against Presence Attacks (-1)					0
2	<i>Used To Chasing Punks:</i> Running +1" (7" total)					1
3	<i>Observant:</i> +1 to PER Rolls with all Sense Groups					0

Perks

13	Well-Connected and 10 points' worth of Contacts in law enforcement and the underworld	
2	Fringe Benefit: Local Police Powers	
3	Fringe Benefit: Police Rank (Detective Lieutenant)	
1	Fringe Benefit: Weapon Permit	
2	Reputation: tough, dangerous detective (in New York City) 11-, +2/+2d6	

Talents

3	Resistance (3 points)
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EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt Detective	+0	+0	1d6	1d6-1	6	9	
Shotgun	+0	+0	2½d6	1d6	5	12	2H, AE1, 20" range, RR, RP
Blackjack	+0	+0	2d6 N	—	—	5	

Armor

None

Gear: Badge, notepad, pencil

Clothing: See Appearance

Skills

9	+3 with Boxing
3	Bureaucratics 12-
3	Combat Driving 12-
3	Concealment 12-
3	Criminology 12-
3	Deduction 12-
5	Interrogation 13-
3	CK: The Bronx 12-
3	CK: Brooklyn 12-
3	CK: Manhattan 12-
2	CK: New York City 11-
2	KS: Boxing 11-
3	KS: The Coletti Mob 12-
2	KS: Criminal Law And Procedure 11-
4	KS: The Law Enforcement World 13-
2	KS: Local Politics 11-
5	KS: New York City Underworld 14-
4	KS: The Vice World 13-
3	Paramedic 12-
3	PS: Detective 12-
3	Shadowing 12-
3	Stealth 12-
5	Streetwise 13-
2	TF: Common Motorized Ground Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 163

Total Cost: 227

75+ Disadvantages

5	Distinctive Features: Badge (Easily Concealed; Noticed And Recognizable)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
10	Hunted: NYPD 8- (Mo Pow, NCI, Watching)
10	Hunted: Coletti Mob 8- (Mo Pow, NCI, Watching)
15	Psychological Limitation: No Regard For The Lives and Property Of Criminals (Common, Strong)
15	Psychological Limitation: Views Graft As "Just Part Of The Job" (Common, Strong)
5	Reputation: maverick cop, 11- (in the Law Enforcement World)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
5	Social Limitation: Harmful Secret (Occasionally, Minor)
57	Experience Points

Total Disadvantage Points: 227

Background/History: Arthur Corgan survived the Great War by being tougher than anyone the Germans sent over the wall against him, sometimes

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having to prove that with his bare hands. When he returned to New York, he kept on proving it by winning a Golden Gloves championship and six successive NYPD boxing championships.

His record as a street cop was excellent, particularly since he was willing to volunteer to take the beats others considered too dangerous. The crooks he encountered were just like the Germans he'd fought in the War, and he dealt with them the same way — the only way they understood. By the time he made detective, his reputation as a cop who made his own rules was well-established. He kept on using the same methods as he tracked down killers and thieves, earning him a mixed reception from his superiors and City Hall.

Corgan encountered Vinnie Coletti's operations as a beat cop, brushed up against them several more times on his way to detective, and finally made the decision that Coletti was smart enough to be the kind of man he was willing to accept payola from if the price was right. Coletti, pleased that it was to him Corgan turned when he finally "came to his senses," was happy to meet that price. Since then, Corgan's lived a double life, cleaning the streets of New York for the citizens he swore to protect — and taking Vinnie's underworld enemies out for him at the same time.

Personality/Motivation: Corgan is a tough man, doing a tough job, and he doesn't see any need to worry too much about the niceties. He roughs up informants, knocks hoods around without a second thought, and has little regard for the lives and property of the crooks who cross his path. His file has one of the best arrest and conviction records on the force, what may be the longest list of complaints filed against him in NYPD history, and definitely the longest list of criminals "killed while resisting arrest." If it weren't for the fact that he considers graft to be simply part of the business of being a police officer, he'd be hero material in his own right.

Corgan's smarter than most cops on the pad. He won't have anything to do with the normal corruption payoffs that take place in precincts all over the Big Apple (and has, in fact, broken up at least two small groups of corrupt officers). He takes his money from just one source: Vinnie Coletti. By restricting himself to a single source of payola, he minimizes the conflicts of interest that might arise and the chance that he'll be caught. Additionally, he restricts himself to providing a single service for that money: he removes other criminals that're getting in Vinnie's way, burying their deaths or arrests in the flood of other criminals he puts out of the way.

Quote: "Sorry about this Hickley, but you know the risks: you flew in for the hit and now you're gonna fly back out. Try not to wake the sleeping citizens on your way down."

Powers/Tactics: Corgan prefers to avoid gunplay — he tries to work in close where his boxing skills give him an edge in almost any confrontation. He's not afraid to take a few punches, and he threw out the Marquis of Queensbury rules a long time ago. These days, he prefers to be the one to start any fight he's going to be in, usually with a Low Blow

or Hook when his opponent isn't expecting it. After that, even the toughest gungsel is usually incapable of doing much in the way of fighting back, which is just fine with Corgan.

Corgan typically carries a Colt Detective .38 revolver. If he expects a gun-fight, he also arms himself with a pump-action shotgun and a pocket full of shells (both buckshot and slugs) and plans to be the one to shoot first, even if that's through a door or out of an alley. In situations like that, he usually has several uniformed officers with him to increase his firepower.

Corgan's investigative skills are top-notch, and even though he solves more crimes by his knowledge of the underworld, its members, and information gained from his extensive list of informants, he can solve them other ways. Several hoodlums have made that mistake over the years, and all of them have regretted it... some more than others.

Campaign Use: Corgan is, to all outward appearances, the "Dirty Harry" of his day. He's tough, violent, and determined to make certain the people he goes after won't bother the citizens of New York. He could easily win friends among the PCs for his rough treatment of violent criminals, tough attitude on crime, and lack of respect for the rules. That will make the discovery of his corruption that much more unexpected and painful when he ultimately turns on them. The right group of heroes might draw him back to the side of Justice, and if so he'd make a powerful ally.

To make Corgan tougher, raise his STR to 15, make his *Can Take A Punch* Damage Reduction Resistant, give him some Combat Luck, and add a few more Combat Skill Levels and Extra DCs. To weaken him, remove his Damage Reduction and his *Seen It Done Better* ability.

Unless the characters are criminals, or act like criminals, Corgan isn't likely to waste time Hunting them unless they become such a problem for Vinnie that he's ordered to do something about them. If they fit the first profile, he comes after them with the same methods he uses on normal criminals. If the second, he's not quite so straightforward about things and tries to find some real crime the characters have committed so he can come after them from behind the shield of his police authority.

Appearance: Detective Lieutenant Arthur Corgan is a handsome, athletic man in his early forties who's just starting to go soft. He's 5'10" tall, weighs 175 pounds, and has brown hair and blue eyes. When he's uptown, he dresses in suits that are just inexpensive enough that no one thinks anything of it, but when out on the streets, he wears suits that are less well tailored. He always has a pair of gloves with him, just in case there's "work" to be done.



THE CULT OF NINE DEGREES

Membership: The Nine Degrees is composed of eight orders with 27 members and a Prince who leads the order, plus one Prince in control of the group for a total of 225 members. The cult constantly keeps an eye out for suitable new members, but only recruits them when a current member leaves the cult.

Background/History: The Cult of the Nine Degrees is the creation of its founder and ruling Prince, André von Dragonne. A former member of several occult societies in Europe, von Dragonne was disinclined to devote the long years of toadying and servitude necessary to reach a position of power in any of them. He stole several tomes and artifacts from his current master and fled to America, where he sold the artifacts to raise the capital to start his own cult. He planned well, determined to keep his organization large enough to satisfy his desire for power but small enough to avoid competing with larger groups. He wanted to enrich and aggrandize himself, not get involved in a shadow-war with other arcane organizations.

The Cult of the Nine Degrees attracted the attention of the Mystic World when it successfully summoned a minor demon on the first night of the full moon in 1931, bargained with it, and banished it back to the Pit — and then repeated the feat three months later, and again three months after that. Despite the dangers associated with such activities, the Cult established itself as a group of individuals who, while willing to perform acts that were definitely evil, were also smart enough to not overreach themselves and call up something they could not put back down. Since then, the Cult's proven to be less concerned with building a mystical power base and more interested in gathering mundane wealth and power — making it less of a concern for those who watch over occult menaces, and more of a threat for the civil authorities.

Organization and Structure: The Cult consists of nine orders, or degrees, based on the reverse angelic, or demonic, hierarchy put forth by Renaissance magician Cornelius Agrippa. At the top of the hierarchy, the sole occupant of the First Degree, stands André von Dragonne. He leads under the cult name and title of Prince Beelzebub — the Pseudothei, or “False God.” “Beelzebub” is the only name that any of the cult members or Princes (save one) know him by. Below him are eight equal individuals, all of whom have the title “Prince” whether they're man or woman. Each Prince leads a degree of 27 cult members and has a specific responsibility within the cult.

The eight degrees and their princes are:

The Second Degree: The Mendorium, or “Spirits of Lying.” They're led by Prince Python, and their job is to hide the cult's activities and crimes. They dispose of evidence, cover up crimes other Degrees have committed so no traces can lead authorities back to the cult, and lay trails that lead individuals investigating those crimes to enemies of the cult. Python is one of the two female Princes.

The Third Degree: The Inquitias, or “Vessels of Anger.” Led by Prince Belial, they're responsible for planning the cult's crimes. They perform the mundane research and planning needed for successful robberies and break-ins, select the appropriate sacrifices for the cult's summoning rituals, and identify possible targets for the Fifth and Ninth Degrees.

The Fourth Degree: The Revengers of Wickedness. Under the control of Prince Asmodeus, they're the only members of the cult other than Prince Beelzebub who actually deal with the occult — they assist Prince Beelzebub with the cult's genuine arcane ceremonies, train themselves to recognize and deal with any supernatural threats the cult might encounter, and ensure that individual members are trained and indoctrinated in the cult's beliefs and theological underpinnings.

The Fifth Degree: The Prestigators, or “Seducers.” Under the control of Prince Satan, these members are responsible for recruitment. They specialize in luring new members to the cult using any methods available — from simple friendship to more involved emotional, financial, and sexual appeals. There are a higher percentage of women in this degree than any other.

The Sixth Degree: The Aerial Powers, or the “Raging and Furious Powers.” Led by Prince Merizim, the Sixth Degree handles transportation for the cult. Merizim's degree maintains skilled drivers, and pilots, and vehicles of all sorts, for the cult's use. It also supplies a luxury car and trained driver to each of the Princes, save Beelzebub.

The Seventh Degree: The Furies, or the “Sowers of Mischief and Discord.” Controlled by Prince Apollyon, the members of this degree are the true soldiers of the cult. They conduct any operation which requires, or may require, combat with non-supernatural threats, provide a personal bodyguard to each Prince save Beelzebub, and stand ready to defend cult properties and rituals if needed. The Seventh Degree is entirely composed of men, all combat veterans of the Great War.

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The Eight Degree: The Criminators, or the “Culminators, Accusers, and Spies.” Prince Astaroth and the Eighth Degree are responsible for the cult’s internal security. They spy on the other members in both their cult and mundane lives, including the princes, and ensure that they remain loyal to the cult and thus to Prince Beelzebub. Astaroth is the second of the two female Princes, and the only Prince who knows Beelzebub’s identity.

The Ninth Degree: The Tempters, or the “Bad Genii.” Managed by Prince Mammon, this degree handles all of the cult’s financial affairs. It makes and manages mundane investments using the cult’s assets, fences stolen goods, arranges to purchase assets in support of the cult’s goals, and disburses funds to the other Degrees as needed.

Group Relations: While there are occasional disagreements within the cult hierarchy at the level of the Princes, there are few (if any) internal conflicts within the rank and file. The average cult member, whatever his motivations for joining, belongs to an organization that possess actual proof of, and control over, the supernatural, and promises to use that power for his benefit when the Infernal Powers rise up to claim the world as Their own. There may be minor dislikes or issues between individual members, but they’re no more serious than those found in any organization composed of over two hundred individuals. Everyone’s aware of the constant scrutiny of the Eighth Degree and the consequences of acting against the cult’s best interests.

Despite not knowing each other’s identities, the individual Princes have a more disharmonious relationship than the regular cultists — they frequently argue over the use of cult resources, specific spheres of authority, and the like. While none of them has been foolish enough to try to oppose Prince Beelzebub directly since he dealt with an attempted coup by the previous Astaroth and Satan in 1933 in front of the other Princes at their All Hallows Eve meeting, both Python and Belial have their eyes on his position.

Even without direct opposition to Prince Beelzebub, the Princes have plenty of things to quarrel over. Princes Mammon, Merizim, and Belial act as a group and mutually support each other in council meetings, as do Princes Apollyon, Satan, and Python. Asmodeus and Astaroth do not ally themselves with either faction; they support whichever faction best represents their interests, or stand alone when neither does, but always unhesitatingly side with Prince Beelzebub no matter what. Cynics in both of the two main factions suggest that Astaroth does so because she has a personal interest in Prince Beelzebub, one that he encourages because of the information her degree provides him. They’re divided on why Prince Asmodeus supports Beelzebub so loyally, but most suspect it’s either a strong sense of self-preservation, some kind of a spell Beelzebub placed upon him, or possibly blackmail. Beelzebub leads the cult with a firm hand; he tolerates internal dissent with something of an amused air as long as the security and efficiency of the cult aren’t threatened.

The Cult doesn’t have strong ties to any other group or groups, and doesn’t interact with other organizations. By keeping the cult’s excursions into the Mystic World curtailed and narrowly defined, Prince Beelzebub hopes to avoid clashes with larger and more powerful groups (such as the Circle of the Scarlet Moon, described in *Arcane Adversaries*, or DEMON, featured in the book of the same name) — clashes that would inevitably lead to his group’s (and his own) destruction. That same attitude also prevails with regards to mundane groups. There are inevitable points of contact, such as when the Ninth Degree arranges for the disposal of stolen goods, but they’re kept to a minimum. Most mystically-oriented groups that are aware of the Cult believe it to be little more than a crime syndicate wrapped in occult trappings; those who know the true depth of the Cult’s involvement with the Descending Hierarchy consider it to be a small threat when compared to groups like the Scarlet Moon. Thanks to the efforts of the Second Degree, the few law enforcement authorities that know about the Cult consider it nothing more than a bunch of loonies with distasteful, but harmless, ideas.

Tactics: Despite any internal issues between the Princes, the Cult members as a whole work very well together. When they conduct an operation of any kind, from researching the background of a potential new member, to robbing a bank, to sacrificing to the Cult’s infernal masters, it’s normally a well-planned and rehearsed activity. Individual members from the different Degrees are placed in temporary groups to form the best team available for the job, then reabsorbed back into their respective degrees when the task is complete. The Cult’s size assists with this — it’s small enough that every member below the level of the Princes knows one another, at least a little. Despite their concealing robes, some Cult members form friendships, and two couples have met and married because of their involvement with the Cult.

All situations involving mundane physical conflict are resolved by the members of the Seventh Degree, which inevitably leads to their having the highest membership turnover of any of the degrees. Apollyon treats any situation within his degree’s area of responsibility as a military operation, and employs military-style tactics in resolving it. His men operate in nine squads of three, with members trained to support one another in a fight and squads trained to support other squads with suppression and covering fire. The Seventh Degree makes use of non-military small arms, usually pistols and tommy-guns, and a particularly nasty type of fire bomb that spreads a clinging, burning chemical paste when it shatters.

Non-physical conflicts are handled by the Second Degree. Python favors blackmail over other approaches to control a situation, and has yet to find someone she cannot manipulate with this approach. If the forces of the Third Degree can find no scandal to use against an opponent,

SEVENTH DEGREE FIRE BOMBS

RKA 1d6+1, Armor Piercing (+½), Explosion (+½) (40 Active Points); OAF (-1), Range Based On STR (-¼), 6 Charges (-¾) (total cost: 13 points) **plus** RKA 1 point, Continuous (+1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (16 Active Points); OAF (-1), Linked (-½), Range Based On STR (-¼), 6 Charges (-¾) (total cost: 5 points). Total cost: 18 points.

Objects set afire by a bomb keep burning until the fire uses all available fuel, it consumes all the available oxygen, or it's extinguished by an outside agency. If another flammable object touches the flames, it too catches afire, spreading the blaze.

she and her Degree simply manufacture one with the assistance of the Fifth Degree. If they cannot get leverage directly against an opponent, they target his family and friends instead. Affairs, framed murders, financial scandals — everyone has something he cannot stand to have known, or someone he'll protect from destruction.

Occult threats, though infrequent, do occur, and protecting the Cult from them is the province of the Fourth Degree. Because of the taint Cult members carry on their souls, many supernatural entities can detect that they're involved in dark acts and may seek to exploit that connection. Asmodeus trains his Degree to watch for the tell-tale signs of supernatural activity and the methods of discerning what type of opponent they face. While none of them possesses actual powers, they're all knowledgeable in the occult and know how to defend themselves and others from threats such as ghosts, curses, zombies, possession, werewolves, vampires, and demons.

If the Cult believes it's encountering organized opposition, it first turns to Belial to gather information about its adversary. Once Belial's done his job, Beelzebub turns the situation over to either Apollyon or Python to resolve depending on which approach seems the best. Beelzebub will only become personally involved if it appears Apollyon and Belial cannot handle the situation — something they try to avoid for fear Beelzebub will replace them for incompetence. This may cause them to wait too long to request help and thus get in over their heads. If necessary, the entire Cult can mobilize to oppose a threat, but conflict on this scale would likely mean the destruction of the Cult (due to a raising of its profile, if nothing else), so Beelzebub will be reluctant — but not suicidally so — to agree to it.

Cult Operations: The Cult operates much like what some members of the Mystic World believe it to be: a crime syndicate. It commits robberies, blackmails wealthy individuals, kidnaps people for ransom, and performs other crimes designed to earn a profit. Monies from the crimes go into the Cult's coffers, and from there, portions are spread among the members in the form of cash or physical assets. The Princes, of course, receive larger shares than the rank and file, and Beelzebub gets the largest share of all. Funds retained by the Cult are used to expand Cult holdings and assets under the premise that the more powerful the Cult is, the better it can protect its members when the Descending Hierarchy comes to claim mankind.

In addition to mundane criminal activities, the Cult performs actual occult ceremonies. It summons a minor demon through human sacrifice every ninety days, bargaining for small favors in return for the soul of the sacrificial victim — usually female and with no family or connections to notice her absence — and a chance to partake of human fleshly delights. Beelzebub restricts summonings to a handful of demons he's familiar with and that are within his abilities to control, but even a minor demon from

the Pit can grant favors and possesses powers that are nothing short of miraculous to the other members of the Cult. All cultists attend these ceremonies unless excused by Beelzebub himself, something that he's willing to do for legitimate reasons (such as not disrupting an ongoing operation), but not for ones he considers frivolous.

The other rituals and ceremonies the Cult conducts, both as a whole and in meetings of the individual degrees, reinforce the Cult's worship of the Princes their leaders represent and extol the glories of the Descending Hierarchy. In the hands of someone with real power or mystic talent, they would be more powerful, but Beelzebub carefully prunes any such people from the Cult as soon as he identifies them... often at the next sacrificial ceremony.

Aside from occult rituals, the Cult holds monthly meetings, and each degree holds smaller meetings as ordered by its Prince. Apollyon and Asmodeus call meetings for training more frequently than the other Princes, and Astaroth arranges to receive regular reports from her degree individually to keep the spread of information restricted. The Princes meet monthly at a secret location owned by the Cult to plan activities and report on ongoing operations; they always wear their identifying robes during these meetings. Beelzebub enters last, after all the others — he watches their arrivals via a concealed peephole to make sure they're not planning to attack him.

The Fourth Degree trains the membership in the Cult's ideological and theological beliefs though basic indoctrination classes, as well as more advanced instruction for members who wish a more in-depth knowledge of the occult and the Descending Hierarchy. The basic theology of the Cult is this: the Rapture has already occurred, and the people who live on Earth have been abandoned by the Powers of Light. The Cult points to the horrors of the Great War, the Crash of 1929, the Influenza Epidemic of 1917-18, and the Great Depression as examples of the Descending Hierarchy's toying with man. It predicts there will be more, and greater, horrors to come. Loyal service to the Cult will be rewarded by the Cult extending its protection to its members and their families, shielding them from the worst of the torments the Descending Hierarchy inflicts on man. In practice, this is accomplished through the distribution of cash gifts and the exertion of Cult influence to make certain that members receive promotions or better jobs, access to better medical care for their families, and so on. The quarterly summoning rituals, however, provide a means to achieve more far-reaching results (such as curing diseases and conditions untreatable by current medical technology).

The Cult holds the numbers three and nine in special significance, and they tend to show up in both subtle and non-subtle ways in both the Cult's plans and individual member's lives. The Cult, for example, has nine princes who fall into three power blocs, the degrees all have three times nine members, operations are planned with either three or nine members in most cases, and sacrifices are held every three months or

CULT OF THE NINE DEGREES PLOT SEEDS

The characters stumble across several Cult operations and mark themselves as opponents to be dealt with. The members of the Third Degree start to dig into the character's backgrounds looking for leverage... and if they cannot find something, they take steps to manufacture it. What do the characters do as they are, one by one, blackmailed with secrets from their past, trapped into situations that could ruin them, or find their loved ones so trapped — and are asked not for money or favors, but to simply turn a blind eye to what appears to be a group of common criminals?

In the middle of an occult-themed adventure, a character's DNPC loved one or devoted Follower suddenly exhibits knowledge of the occult and how to defend against it that he's never revealed before. He refuses to talk about it afterwards, making excuses that would be believable if his knowledge didn't seem so in-depth. If the characters persist or start to investigate, the NPC begs them to stop "before it's too late." Under duress, the NPC confesses that he joined a cult that taught him the knowledge, and the Cult uses its influence to protect him and his friends and loved ones from the dark forces at work in the world. Surely, they say, the characters did not believe that all those miraculous escapes from death were merely just random chance? It was the power of the Cult protecting them in return for the NPC's faithful worship. Could this be true?

Astaroth begins to suspect Python wants to establish a more... personal... relationship with Beelzebub to increase the power of her faction. Rather than oppose her directly and create problems that might lead to a power struggle, she decides to follow another course of action and begins to look around for an outside solution to the problem — the characters. Astaroth carefully crafts clues that point to Python as being a professional "cleaner" who covers up crimes committed by others for a fee. Then she arranges for the PCs to discover the clues, hoping they'll deal with the situation for her. As a second layer to the plan, she has clues pointing to Belial as the plot's instigator ready and in place.

ninety days. Individual members may have three children, or live on the ninth floor of a building, or plan social events such as weddings and parties to occur on dates like the third or the eighteenth. Days or numbers divisible by both three and nine are considered especially propitious.

Cult members come from all walks of life and maintain (more or less) normal lives outside their Cult activities. Some regard attending ceremonies the same as a normal person would attending services at the neighborhood church (human sacrifices notwithstanding) and conduct many of the same activities, down to the serving of home-cooked meals for fellow Cult members on occasion. Within the Cult, the nature of individual members varies widely — doctors may find themselves worshipping next to hired killers or housewives. Some degrees attract more individuals of a certain type than others, though. The members of the Seventh

Degree, for example, all almost uniformly come from the ranks of former and active-duty military personnel and professional criminals. The Second Degree is drawn from people with skills or positions useful for covering up Cult activities (reporters, policemen and police officials, local politicians, and so forth). Members of the Ninth Degree deal with financial matters in their mundane life — they're bankers, professional fences, and stock-brokers. The ranks of the Fifth Degree contain individuals who specialize in persuading others, including attorneys, prostitutes, and not a few members of society's higher ranks.

During Cult rituals and ceremonies, members wear black robes with an inverted cross on the hood — their eyes look out from either side of the long arm, and the opening of the hood's mouth is situated inside the short arm. Princes wear identical robes, with the exception of their hoods, which have a symbol appropriate to the member of the Descending Hierarchy they represent. Individual degrees vary as to whether they require members to wear their robes at meetings. The Seventh Degree never does, the Eighth Degree always does, and the others vary depending on the nature of the meeting. Cultists do not wear their robes while committing crimes, instead substituting a simple black hood to conceal their identities.

Campaign Use: The Cult of the Nine Degrees is suitable for just about any kind of story imaginable — Crimebusting, Horror, Globetrotting Adventure, and more. The members commit mundane crimes for the characters to solve, assemble and enact conspiratorial cover-ups and plots to enrich themselves, use occult powers and perform occult rituals, and traffic in artifacts and books of arcane significance. For more fantastic-themed games, they could even come into conflict with a supernatural entity or another supernatural group, creating a supernatural counterpart to the traditional gang war.

To make the Cult more powerful, increase the membership of the Cult by raising the number of people in the individual degrees to 36 or 45, give each Prince a single mystic power tied to his degree's responsibilities, and add a distinctive power to the rank-and-file members like those on pages 168-169 of *The Ultimate Mystic*. In this case, increase Beelzebub's power so he can still dominate the Princes if need be. To weaken the Cult, reduce the membership to 18 individuals per degree and increase the amount of time between demonic summonings.

The Cult as a whole doesn't Hunt characters unless they make themselves into an opponent that simply cannot be ignored. In that event, all the degrees are marshaled against them. After the Third Degree has gathered the necessary information, the characters will find not only themselves, but also their friends, family, and allies, under physical, financial, social, and, if Prince Beelzebub considers it necessary, spiritual, assault.

BEELZEBUB PLOT SEEDS

Beelzebub learns there were other secrets encoded into one of the occult tomes he sold years ago — secrets that might affect his own plans. He begins a quiet search for the books that leads him to one of the heroes (or a hero's DNPC). His first attempts at acquiring the work are offers through discrete intermediaries to purchase the volume. When that fails he turns to more expansive offers, then surreptitious theft, and finally armed robbery. Can the characters discern the pattern and stop him from acquiring the book and a greater mastery of the Black Arts?

A treasure beyond compare falls into Beelzebub's hands: a map leading to a spring in the Amazon that wipes the years from anyone that bathes in it... and prevents them from growing old again. Knowing he lacks the expertise to arrange and conduct an expedition to the wilds of the Amazon himself, he approaches one or more of the PCs and offers to finance an expedition if they'll help him find the spring. He explains privately that he fears his age makes him unable to properly plan a future with Esmeralda — with the spring's influence he can be the man she deserves. He's willing to share the spring with them if they insist (and keeps his word as long as he and Esmeralda are allowed to use it first). Will the characters agree to make the journey with Beelzebub? What dangers await them?

Continued on next page

BEELZEBUB

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
17	INT	7	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
4	PD	2		Total: 10 PD (6 rPD)
4	ED	1		Total: 10 ED (6 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	6		
30	END	1		
30	STUN	6		Total Characteristics Cost: 84
Movement: Running: 6"/12"				
Cost Powers END				
21	<i>Calling The Fallen:</i> Summon one demon built on up to 1,000 points, Expanded Class (members of the Descending Hierarchy or their minions; +½); OAF Expendable Fragile Bulky Arrangement (magic circle, sacrificial victim, and large variety of ritual implements, Very Difficult to obtain; -2½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Hour; -3), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires Multiple Users (9 Ritualists; -1), Requires A Summoning Roll (no Active Point penalty; -0), Side Effects (unconstrained demon can attack caster; -1), Window Of Opportunity (sacrificial rite must be performed during the proper hour, which occurs once every three months; -2¼), 1 Charge (-2) [1]			
5	<i>Apollyon's Shield:</i> Armor (6 PD/6 ED); IAF (watch fob talisman; -½), Concentration (0 DCV during activation; -1), Extra Time (1 Minute to activate; -¾), Incantations (throughout activation; -½), 1 Continuing Charge lasting 1 Day (+0) [1cc]			
11	<i>Merizim's Shield:</i> Missile Deflection (all physical projectiles), Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Infernal Enchantment roll; +½); IAF (enchanted pocket watch; -½), Requires An Infernal Enchantment Roll (-½) 0			
3	<i>Astaroth's Knowledge:</i> Detect Name 12- (no Sense Group) 0			
Perks				
15	Well-Connected and 12 points' worth of Contacts in business and social circles			
5	Fringe Benefit: Leader of the Cult of Nine Degrees			
20	Followers: Two 150-point followers (one bodyguard, one chauffeur) built on 75 Base Points			
6	Money: Wealthy			

1 Reputation: important social figure and occasional amateur detective 11- (in Hudson City) +1/+1d6

Skills

9 +3 with Persuasion, Trading, and Seduction

3 Acting 13-

3 Analyze Magic 12-

3 Bureaucratics 13-

3 Conversation 13-

2 Cryptography 13-; Translation Only (-½)

2 Forgery (Documents) 12-

3 High Society 13-

3 Scholar

3 AK: Europe 12-

3 KS: Arcane And Occult Lore 13-

3 KS: The Cult Of The Nine Degrees 13-

3 KS: Demonology 13-

3 KS: European Mythology And Folklore 13-

2 KS: The Financial World 12-

3 KS: Infernal Enchantment 13-

3 KS: The Mystic World 13-

3 KS: Occultism 13-

3 KS: The Spirit World 13-

3 KS: Summoning 13-

3 Language: English (completely fluent; French is native)

4 Language: Flemish (idiomatic)

4 Language: Latin (idiomatic)

3 Language: Hebrew (completely fluent)

3 Oratory 13-

3 Persuasion 13-

11 Power: Infernal Enchantment 16-

9 Power: Summoning 15-

3 PS: Summoner 12-

3 PS: Black Magician 12-

3 Seduction 13-

5 Spell Research 13-

3 Trading 13-

2 TF: Common Motorized Ground Vehicles

2 WF: Pistols, Blades

Total Powers & Skills Cost: 211

Total Cost: 295

75+ Disadvantages

5 Age: 40+

5 Distinctive Features: Cult Uniform (Easily Concealed; Noticed And Recognizable)

10 Distinctive Features: Tainted Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)

5 Hunted: Internal Cult Rivals 11- (Less Pow, NCI, Watched)

10 Hunted: Infernal Masters 8- (Mo Pow; NCI; Watching)

20 Psychological Limitation: Self-Centered And Amoral (Common, Total)

10 Psychological Limitation: Deceptive (Common, Moderate)

15 Social Limitation: Secret Identity (André Von Dragonne) (Frequently, Major)

140 Experience Points

Total Disadvantage Points: 295

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
.38 Pistol	+0	+0	1d6	1d6-1	6	8	

Armor

None

Gear: Ritual and mystic paraphernalia appropriate to the situation, lighter

Background/History: Patience might be a virtue, but it wasn't the strong suit of the man who'd become known as André von Dragonne, a minor member of one of the occult societies that flourished in Europe during the Roaring Twenties. Frustrated with his lack of advancement in the Belgian occult society he'd joined, his obvious talents overshadowed by his lack of social standing, family connections, and wealth, he determined to seek fortune and position in the same place generations of Europeans had: America. He stole a set of occult tomes from his mentor, murdered the man and his wife and torched their house to cover his tracks, then took passage on a freighter and vanished into the melting pot that was America.

From the tomes André learned a ceremony for the summoning of demons and called his first member of the Descending Hierarchy. He explained his master plan to the demon: he would form a cult to worship nine Princes of the Descending Hierarchy, use it to spread all manner of wickedness, and then, when the time was right, offer up the entire cult to the Princes they served in return for his own freedom from their service, leaving him with the power and wealth he desired and no debts to the rulers of Hell. The demon departed, laughing at André's audacity and nerve, to consult with its masters. Three months later, after an exhausting ceremony, André had his answer. He left the ritual circle with a smile.

He sold his stolen tomes for the money he needed to enact his plan, invested the money in stocks a demonic adviser suggested, and reaped a windfall in the post-war boom of the Twenties. He chose Hudson City as the site for his home because it was large enough to support all of his activities without notice and would do nothing but grow larger in the years to come. He settled into the business and social scene as if he'd been born there and began laying the groundwork for the Cult in the mid-Twenties. He called the first formal meeting of the Cult on the first full moon of 1928. Since then, the Cult has grown slowly but steadily, and his power and wealth have grown with it. After he crushed a rebellion within the Cult's ranks two years ago, he began a quiet affair with the woman he installed in the place of the former Prince Astaroth to ensure that he maintained control over the Cult's internal security.

While the time when he must pay his debt is not yet here (and the Cult's not yet large enough to pay it in full), André can see that day coming, perhaps within the next decade, and plans to ensure that nothing goes wrong. He has, however, lately begun to wonder if there might be a way to — safely, of course — take Esmeralda with him when he sacrifices the Cult to the Descending Hierarchy.

He isn't certain that he wants to yet, but the idea has a certain growing... interest... to it.

Personality/Motivation: In brief, Beelzebub cares for nothing other than himself. If sacrificing innocent young women to the demons of Hell advances his cause better than any other plan he can derive, then that's what he'll do. He's not opposed to simple, legal, or morally correct plans for self-advancement; he just has no qualms about planning and enacting the most heinous acts if they're what's required to ensure his success. He's capable of liking other people, enjoying their company, and even being friends with them — and then casually ruining or killing them, if necessary. He'll even exploit his relationship with Esmeralda this way if he must, though she's perhaps the only person on Earth he'd try to avoid destroying unless there was truly no other choice.

Beelzebub is deceptive by nature: he clouds the truth, hides information, and gives false impressions about himself, his actions, and his motives almost without thinking. He doesn't necessarily lie while doing this — he might just reveal facts selectively — but he can spin the most elaborate fabrications if he has to.

Years of staring the literal denizens of Hell in the face have left Beelzebub with an almost unnatural ability to remain calm and collected in the face of virtually any circumstance. He always retains his composure, and strives to be suave and urbane no matter what the situation. He never panics or becomes overly emotional, even in situations where it might be appropriate for him to do so. He hasn't lost the ability to express strong emotions; it's just difficult for him to do so after he's seen so much.

Quote: “In answer to your somewhat crude question, “What in Hell is going on here?” I must answer, “Why, nothing, sir.” But if you give me a moment, I'll see what I can do to oblige you.”

Powers/Tactics: Beelzebub has no interest in physical confrontation. He didn't spend two decades learning how to summon demons to get his eye blackened like a common street ruffian. If he encounters a situation as André von Dragonne and he cannot resolve it using his persuasive skills, he lets his bodyguard cope with any sort of physical violence, withdrawing from the scene with a cool, disdainful air at the first opportunity. If pursued, he instructs his chauffeur to lose the pursuers or drive to the nearest police station. Individuals who assault him publicly will be faced with the full force of the law as only the wealthy and powerful can focus it. If faced with violence as Beelzebub, he lets Cult members shield and fight for him if necessary while he retreats, trusting to the power of his defensive talismans to protect him against anything

Continued from last page

While at an exclusive party, André suddenly doubles over in pain. He recognizes the symptoms as part of a Voodoo attack, but has no idea who's attacked him, or why. Knowledgeable characters may detect subtle signs of the attack, but he'll pass the incident off as a case of food poisoning and depart — only to contact the characters later that evening and ask for their assistance. Investigation reveals the culprit to be from a small cult of Voodoo worshippers just established in the area that are the focus of one of Esmeralda's amateur investigations. Will the characters help save Beelzebub? And what is the Comtesse investigating that brought this attack about?



that gets past his defenders. Only as an extreme last resort would he attempt to shoot or stab someone.

Lacking true talent as a spellcaster, Beelzebub relies on minor gifts of power from infernal entities, or crafts items enchanted with infernal power that are bound to his will. His defensive talismans are attached to the same watch chain and can be taken from him with a Grab maneuver, providing that their function can be discerned (though they're both Personal Foci). Their protection manifests subtly: they make attacks seem to strike only glancing blows or miss by inches.

Beelzebub's one true power is a minor gift bestowed by a minion of Astaroth just before he enacted the plan that led to the creation of the Cult of the Nine Degrees. Whenever he invokes the power, an invisible demonic spirit whispers the name of the individual he's looking at into his ear. The power only functions on individuals within 1" of him, but works through obstructions such as masks, disguises, or the Cult's concealing robes. He normally uses the power when meeting new people, but keeps what he learns secret for tactical advantage.

Campaign Use: Beelzebub is designed to provide characters with an occult and Horror-themed opponent who isn't quite what they'd expect. Calm, urbane, and well-spoken, he's about as far from the traditional Pulp image of the shrill-voiced, dagger-waving cult leader as one can imagine. He can interact with them socially and in business, even befriend one or more of them or possibly share an adventure with them through one of Esmeralda's

"cases," without revealing that he has a darker — literally Satanic — side until the time is right.

To make Beelzebub more physically powerful, increase his DEX to 18, and give him a few Fencing maneuvers and a sword-cane. To increase his mystical threat, add additional powers either granted to him by his Infernal masters, or focused through an item enchanted with his Infernal Enchantment skill. To weaken him, remove Merizim's Shield and his Skill Levels.

Beelzebub has no real interest in Hunting characters unless they threaten his plans. Their stopping the occasional Cult activity means nothing to him, but the destruction of the Cult itself is another thing entirely. If the characters reach the point where he believes they're becoming too dangerous, he'll turn the power of the Cult against them, always leading from behind the scenes, never directly confronting the characters unless forced to do so.

Appearance: André von Dragonne is a good-looking, although more distinguished and charismatic than truly handsome, man in his early forties. He stands 5'10" tall, and weighs 170 pounds, with piercing grey eyes that remind some viewers of glacial ice, an speaks with a Cultured, European accent. His black hair is touched with grey at the temples. He dresses exclusively in steel grey suits, charcoal grey shirts with onyx cufflinks, and black ties striped with silver. He wears a silver pocket watch with obsidian inlay on a black enameled chain. When conducting ceremonies as Beelzebub, or at meetings of the Princes, he wears the traditional Cult robes. The symbol on the face of his hood is that of a fly, with the head pointing upwards.

THE OTHER EIGHT PRINCES

PRINCE PYTHON

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

Abilities: Acting 12-; Conversation 12-; High Society 12-; Languages: French and German (both fluent conversation); Persuasion 12-; Seduction 13-; PS: Trophy Wife 13-; CK: Hudson City 11-; KS: Who's Who In Hudson City Society 12-; KS: Who's Who In Hudson City Business 12-; KS: Cult Operations 11-; Well-Connected and 10 points' worth of Contacts in social and business circles; Fringe Benefit: Prince of Cult Of the Nine Degrees; Money: Wealthy

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Craves Power; Rivalry (professional; with Beelzebub); Social Limitation: Secret Identity (Rhonda Carroll)

Notes: Rhonda Carroll is the young trophy wife of millionaire industrialist R.J. Carroll. She was seduced into the Cult because of the power it promised her, power she craves to ensure that she never has to return to the poverty and helplessness that were her lot before R.J. found and wooed her.

Masterminds And Madmen ■ Chapter Two

She knows the identities of Apollyon and Satan and suspects the identity of Belial. The symbol on the hood of her robe is a wyrm Oroboros with the hood's eye slits looking out from within the circle.

PRINCE BELIAL

10 STR	12 DEX	12 CON	10 BODY
13 INT	10 EGO	15 PRE	10 COM
3 PD	2 ED	2 SPD	4 REC
24 END	23 STUN		

Abilities: Bribery 12-; Bureaucrats 12-; High Society 12-; Languages: Latin, French (both basic conversation); Oratory 13-; PS: Attorney 12-; CK: Hudson City 12-; KS: Hudson City Politics 12-; KS: Hudson City Code 12-; KS: Contract Law 12-; Well-Connected and 8 points' worth of Contacts in business and civic government circles; Fringe Benefit: Prince of Cult Of the Nine Degrees; Fringe Benefit: City Attorney; Fringe Benefit: License To Practice Law; Money: Well Off

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Greedy; Rivalry (professional; with Beelzebub); Social Limitation: Secret Identity (Forrest Barnett)

Notes: Forrest Barnett is the City Attorney of Hudson City, giving him a degree of power over the awarding of city contracts and the settlement of cases brought by and against the city. He joined the Cult out of greed, and having seen the wealth it can generate he wants to take it over to make that wealth his. He knows the identities of Merizim and Mammon, but not those of any of the other Princes. The symbol on the hood of his robe is two angels, back to back, head down.

PRINCE ASMODEUS

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

Abilities: Bureaucrats 12-; Cryptography 12- (Translation Only); Languages: Latin, English, Greek, Arabic, German (all fluent conversation); Oratory 13-; PS: Professor 12-; CK: Hudson City 11-; CK: Paris 11-; KS: Anthropology 13-; KS: Arcane And Occult Lore 8-; KS: European Folklore 12-; KS: Occultism 13-; 8 points' worth of Contacts in academic circles; Fringe Benefit: Prince of Cult Of the Nine Degrees; Fringe Benefit: Doctorate in Anthropology; Fringe Benefit: Tenure; Money: Well Off

75+ Disadvantages: Age: 40+; Distinctive Feature: Cult Robes; Psychological Limitation: Obsessed With The Occult; Social Limitation: Secret Identity (Dr. Aristide Vartan)

Notes: A respected figure in academic circles, Dr. Aristide Vartan is a tenured professor in Hudson City University's Anthropology Department. He was lured to the Cult by the simple process of an offer to let him learn the truth about the occult topics he's written so many papers on. He follows Beelzebub loyally because of the knowledge he

gains from him. Vartan doesn't know the identities of any of the other Princes, nor does he care to. The symbol on the hood of his robe is a ram's head, with the ram's eyes as the hood's eye openings.

PRINCE SATAN

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

Abilities: Bribery 12-; Bureaucrats 12-; Gambling (Card Games) 12-; High Society 12-; Language: Italian (idiomatic); Oratory 13-; Persuasion 13-; Seduction 13-; Streetwise 13-; WF: Small Arms, Blades; PS: Pimp 12-; AK: Tocacci Family Territory 12-; CK: Hudson City 12-; KS: Prostitution Rackets 12-; KS: Hudson City Underworld 12-; KS: Hudson City Mafiosi 12-; KS: The Vice World 12-; 10 points' worth of Contacts in underworld circles; Fringe Benefit: Made Man; Fringe Benefit: Prince of Cult Of the Nine Degrees; Money: Well Off

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Ambitious And Power Hungry; Rivalry (Professional, with other Princes); Social Limitation: Secret Identity (Guillermo Vascaro)

Notes: One of the current up-and-comers in the Tocacci mob, Guillermo "Pretty Boy" Vascaro joined the Cult to advance his own and his gang's fortunes, in that order. Vascaro knows the identities of Python and Apollyon, and secretly lusts after Python. The symbol on the hood of his robe is a western style dragon's head; the dragon's eyes are the hood's eye openings.

PRINCE MERIZIM

13 STR	13 DEX	13 CON	13 BODY
10 INT	10 EGO	13 PRE	10 COM
5 PD	3 ED	3 SPD	6 REC
26 END	27 STUN		

Abilities: +2d6 Hand Attack (Brawling Expertise); +2 with Block, Punch, and Kick; Bribery 12-; Bureaucrats 12-; High Society 12-; Language: German (idiomatic); Oratory 13-; Persuasion 13-; Streetwise 12-; WF: Small Arms; PS: Union Leader 12-; AK: New Jersey 12-; CK: Hudson City 13-; KS: Union World 12-; KS: Hudson City Union Politics 12-; KS: Occultism 11-; KS: Nazi Ideology 11-; 6 points' worth of Contacts in labor union and transportation; Fringe Benefit: Union Leader; Fringe Benefit: Prince of Cult Of the Nine Degrees; Money: Well Off

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Loyal To Nazi Cause; Rivalry (Professional, with other Princes); Social Limitation: Secret Identity (as German spy)

Notes: Fred Mannheim leads the Hudson City transportation unions, making him one of the guys everyone wanting to move anything through the city must deal with. He's also a German spy. Unlike the other Princes, he didn't join for reasons of personal advancement, but to gather information

for Germany and seek to twist the Cult to serve German ends. The symbol on the hood of his robe is a cloud with two eyes of flame.

PRINCE APOLLYON

15 STR	14 DEX	15 CON	13 BODY
10 INT	10 EGO	13 PRE	10 COM
7 PD	3 ED	3 SPD	6 REC
30 END	29 STUN		

Abilities: +2 with Ranged Combat; Dirty Infighting (Block, Disarm, Punch, and Throw); Bureaucrat-ics 12-; Climbing 12-; High Society 12-; Language: German and French (both fluent conversation); Demolitions 12-; Stealth 12-; Tactics 13-; Team-work 12-; WF: Small Arms, Blades; PS: Soldier 12-; AK: United States 12-; CK: Hudson City 12-; KS: Famous Battles Of History 12-; KS: Military/Mercenary/Terrorist World 12-; KS: Army Regulations 12-; 8 points' worth of Contacts in military circles; Fringe Benefit: Military Rank (Army Captain); Fringe Benefit: Prince of Cult Of the Nine Degrees; Money: Well Off

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Sadist; Rivalry (Professional, with other Princes); Social Limitation: Secret Identity (Captain John Engle)

Notes: Stationed at Fort Houke 30 miles outside Hudson City, Captain Engle is in charge of training for the men stationed there. His methods are harsh and not for the weak, but he produces men who know how to work together and fight as a team. He trains the members of the Seventh Degree the same way. A closet sadist, Engle's reasons for joining the Cult have as much to do with it allowing him an outlet for his darker urges as any wealth it brings him. He knows the identities of Princes Python and Satan. The symbol on the hood of his robe is a locust, head down.

PRINCE ASTAROTH

8 STR	13 DEX	13 CON	10 BODY
13 INT	13 EGO	15 PRE	18 COM
4 PD	3 ED	3 SPD	5 REC
26 END	22 STUN		

Abilities: +2 to PER Rolls with all Sense Groups; Acting 13-; Conversation 13-; Criminology 13-; Deduction 13-; High Society 12-; Languages: Spanish, Italian, and French (all fluent conversation); Stealth 13-; Shadowing 12-; Seduction 13-; WF: Pistols; PS: Actress 12-; PS: Socialite 13-; PS: Singer 13-; CK: Hudson City 13-; AK: Hudson City 13-; KS: Cult Of The Nine Degrees 13-; KS: Entertainment World 12-; KS: Hudson City Society 12-; KS: Mystic World 11-; KS: Occultism 12-; 6 points' worth of Contacts in entertainment and social circles; Fringe Benefit: Comtesse; Fringe Benefit: Prince of Cult Of the Nine Degrees; Money: Well Off; Reputation: former actress/widowed socialite turned amateur detective 11- (in Hudson City and the Entertainment World) +1/+1d6

75+ Disadvantages: Distinctive Feature: Cult Robes; Psychological Limitation: Devoted To Beelzebub; Rivalry (Professional, with other Princes); Social Limitation: Secret Identity (Comtesse Esmeralda de Pléaux)

Notes: An actress with a minor but memorable career in musicals in the mid-to-late Twenties, Esmeralda left the silver screen when she met and married a French nobleman, the Comte de Pléaux, in 1928. Widowed a year later by an airplane crash, she became a fixture in Hudson City society. She soon turned to amateur detective work to relieve her boredom and loneliness, a career that led her to meet André and fall in love with him in the early Thirties. She joined the Cult to assist and protect him, hoping to draw him back from the darkness she sees as having trapped him. She knows the identities of all the other Princes. The symbol on the hood of her robe is a coiled serpent with a crown of flames.

PRINCE MAMMON

10 STR	10 DEX	11 CON	10 BODY
14 INT	12 EGO	14 PRE	10 COM
2 PD	2 ED	2 SPD	4 REC
22 END	21 STUN		

Abilities: Bribery 13-; Bureaucrat-ics 13-; High Society 12-; Languages: German and French (both fluent conversation); PS: Financier 13-; PS: Banker 13-; Trading 13-; CK: Hudson City 12-; KS: Cabal Activities 12-; KS: Cult Activities 11-; KS: High Finance 12-; KS: The Business World 12-; KS: The Banking Industry 13-; Well-Connected and 10 points' worth of Contacts in legal and illegal business circles; Fringe Benefit: Prince in the Cult of the Nine Degrees; Money: Wealthy

75+ Disadvantages: Age: 40+; Hunted: Logan Adams 8-; Distinctive Feature: Cult Robes; Psychological Limitation: Amoral and Greedy; Rivalry (professional; with other Cult Princes and Cabal Council Members); Social Limitation: Secret Identity (James Hunt/Prince Of The Cult Of The Nine Degrees)

Notes: One of the few independent banking magnates to survive 1929, Hunt has financial interests all over the United States. He recovered from the Crash through a series of investments his fellow Cabal members considered nothing short of miraculous. He's the only member of the Cult Of The Nine Degrees to belong to another conspiratorial group — the Cabal (see page 68) — but he uses the Cult's influence to expand his personal wealth in ways the Cabal won't allow or approve. His dual membership has not caused a conflict of interest... yet. He joined the Cult purely as a way to further increase his wealth, and cares nothing for what it does as long as he keeps getting richer. The symbol on the hood of his robe is a pile of gold coins wreathed in flame.

THE FRANKENSTEIN MOB

Membership: Five members out of an original six, each with a nickname that in some way reflects his deformity: Big Frank, The Corpse, Nails, Hunch, and Scareyes.

Background/History: The Frankenstein Mob was born as an idea in the mind of Big Frank on a fog-shrouded bridge as he contemplated throwing himself off into the mist and the waters below. Trapped in a body that was betraying him, isolated from his chosen profession and his family, he felt he had nowhere to go but down — until he watched a car swerve to avoid him as its headlights illuminated his hideous features. He suddenly realized there was somewhere else to go, a place he could acquire the money he needed to support his family, where his features would be an asset, not a hindrance: the underworld. He studied his new profession carefully, recruited others with useful skills that were going to waste because of ailments or deformities beyond their control, and embarked on a new life.

The Mob started small, with six members.

Waxman (a former actor afflicted with a skin disease that made his flesh appear to “run”), the sixth and last to join, was ejected in 1933 when he wouldn’t stop challenging Big Frank’s decisions. The remaining five proved successful enough as a group that by 1935 they were well-known in criminal circles but few law enforcement ones (thanks to Big Frank’s policy of not taking flashy, public jobs). The Mob’s best at persuasion through terror — getting people to do whatever the Mob’s employer wants through a program of fear, intimidation, and injury — but also performs robberies, and would even murder for hire if it felt it could get away with it and there wasn’t much chance of someone seeking revenge.

Organization And Structure: Big Frank runs the Mob with a firm — but not brutal — hand. He’ll listen to suggestions and ideas while an operation’s in the planning stages, but once the plan is set, he allows no improvisation except at his command. The other four follow his orders with minimal complaint (if Big Frank places one of them in charge of part of an operation, they defer to the temporary leader). Big Frank knows his people, and never assigns them to tasks they cannot accomplish or that they have personal objections to.

Group Relations: The Mob is small enough that the members all know each other well, and in many ways they act more like a family unit than a criminal group. The nature of their various deformities and ailments has cut them off from mainstream society, so they’ve grown to depend on each other to replace those lost bonds. As a result, they’re strongly loyal to one another, with only a few points

of contention — mostly centered on Nails. Hunch and The Corpse are both in love with her and compete for her attentions in small ways when the group is not actively working, but neither of them wants to make an overt move and find himself on the receiving end of one of Nails’s fits (or, perhaps worse, ejected from the group as a disruptive influence). The group as a whole is protective of Nails, regarding her as the only member of the “family” who has a chance at rejoining mainstream society, and this sometimes causes issues with the planning and execution of missions.

While working, the Mob’s members try to conduct themselves as professionally as possible... though some of them are better at that than others. The Corpse, with his military background, is usually disciplined and efficient, while Nails is the worst of the lot. Most of the members will abandon their current assignment to assist or save another member who’s seriously threatened, and all of them will react with violence to anyone seriously harming one of the Mob.

The Frankenstein Mob’s relations with other organizations are distant at best. Most of the individuals or groups that have employed them are uncomfortable with the Mob on a personal level no matter how much they respect them professionally. The Mob rarely has to look for employment, and never for long, but it has only a few repeat customers. The Mob avoids taking contracts that require it to come into opposition with large groups (or powerful individuals with violent reputations), which limits its job market somewhat but keeps it safe from acts of reprisal. Once hired, the Mob is loyal to its employer for the duration of its contract, unless it discovers it was set up or lied to.

Tactics: While on a mission, the Mob follows the guidelines Big Frank worked out when he first decided to go into crime. For a normal contract, where the Mob only has to persuade someone to do something, the “Mobsters” study their target (often with the assistance of private detectives who never know who they’re really working for). Once Big Frank has determined the best avenue of approach, they follow a standard course of action: isolate the target; threaten verbally; threaten with force against property; threaten with non-lethal force against individuals; threaten with deadly force. The Corpse, Big Frank, and Hunch are all intimidating enough to settle most contracts without going further than step two. Other tactics that work well include: a visit from Scareyes to the target in a dark house where the power’s been cut; Nails slicing up clothing or clipping off bits of hair from a target;

THE FRANKENSTEIN MOB PLOT SEEDS

The classic Frankenstein Mob plot: someone, somewhere, wants one of the characters to do something, and contracts with the Mob to make it happen. The characters may notice that they're being followed and observed, but the private detectives doing the legwork can't help them as they never actually meet the individual who hires them, just speak to him on the phone. Even if the characters stop the detectives, sooner or later the Mob starts to make its move. What do the characters do when faced with threats that strike at their darkest fears?

Someone claiming to represent Dr. Fang contacts the Mob and offers to cure them of their various afflictions if they will undertake one mission for the Demon Doctor: the terror-induced murder of a United States Senator. Big Frank is sorely tempted, as are most of the others, but Nails finds the idea so repugnant that she secretly contacts the characters to stop the crime, promising to tell them everything she knows *if* the characters promise not to hurt or capture the other members of the Mob. Will the characters agree? Is Dr. Fang really behind the plot, or is someone else using his name to set the Mob up for the crime?

One of the characters makes a new friend while sparring at the gym — another boxer of similar size and superficial appearance who works at the Italian embassy. The man is a thief in his spare time and has stolen a valuable ruby from an important family. The family knows only that the thief is of such-and-such a size and build and boxes well, and that he left a torn receipt from a specific gym behind in a struggle with the family patriarch. The family hires the Frankenstein Mob to regain the ruby and teach the thief a lesson — but the Mob identifies the wrong man as the thief. Can the characters convince the Mobsters that they've made a mistake?

revealing that Hunch has been visiting the target's children and reading them stories at night; or having The Corpse call the target on the phone at odd hours with his ruined voice.

In combat, the Mob tries hard to keep the situation under control and in close quarters, since only The Corpse has any real skill in Ranged Combat. Big Frank takes the lead and directs the Mob when possible. The Corpse gets behind cover and provides support fire for the others, particularly Nails and Big Frank. Big Frank assists where he can with either his pistol or direct attacks that use his Strength to best advantage (such as pushing things over on opponents to pin them or grabbing them to hold for another member to strike). Hunch tries to close on an opponent to use his strangling skills to best effect, or teams up with another member of the Mob to finish off a pinned opponent. Scar-eyes tries to use any darkness available to negate his weakness versus Ranged attacks and attacks with his sword-cane. Nails uses her claws sparingly and tries to trip, push, or shove opponents unless or until she's frightened, injured, or suffers one of her fits, in which case she attacks the nearest opponent, ripping at him until he drops. The other members of the Mob will stay out of her way and do their best to keep her from being injured until the fit passes.

Campaign Use: The Mob makes an interesting diversion from the normal opponents in a Pulp Hero game in that they're not out to take over the world, steal expensive items, or kill hundreds of innocents to accomplish a goal. They normally just want their targets to do one certain thing and then they'll leave them alone. Their emphasis on deformity, fear, and abnormality makes them suitable for plenty of different types of adventures, including Crimebusting, Horror, and Weird Menace.

The Mob is already strong in close-in combat, so to make it more dangerous, add another member who has skill with Ranged Combat. To weaken the Mob, remove a member, probably The Corpse or Nails, and/or reduce the individual members' abilities.

The Mob only Hunts characters if contracted to do so by an employer, or if the characters kill or harm one or more of the members. It uses the same procedure outlined above.

DR. FRANKLIN “BIG FRANK” PESCARELLI

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
16	INT	6	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	4		Total: 11 PD (3 rPD)
5	ED	1		Total: 8 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 86

Movement: Running: 6"/12"

Cost Powers **END**

20	<i>Hands Like Hams:</i> HA +4d6; Reduced Endurance (0 END: +½); Hand-To-Hand Attack (-½)	[0]
13	<i>I Know What Frightens You:</i> Telepathy 8d6, Reduced Endurance (0 END; +½); Extra Time (1 Week; -4½), Character Must Closely Study Subject's History, Movements, And Responses To Situations During Activation Period (-½), May Only Learn The Target's Fears (-1), Does Not Provide Mental Awareness (-¼), Requires A Deduction Roll (-½) plus Telepathy +6d6, Reduced Endurance (0 END; +½); same Limitations as above, plus Only To Achieve +20 "Target Cannot Detect Telepathy" Modifier (-½)	0
10	<i>Damaged Nerve Endings:</i> Physical Damage Reduction, Resistant, 25%; Stun Only (-½)	[0]
9	<i>Damaged Nerve Endings:</i> Armor (3 PD/3 ED)	[0]
5	<i>I've Seen Scarier Things:</i> +10 PRE; Only To Protect Against Presence Attacks (-1)	0

Perks

1	Fringe Benefit: License To Practice Medicine
2	Money: Well Off

Skills

10	+2 HTH
3	Bureaucratics 13-
3	Combat Driving 12-
3	Conversation 13-
3	Deduction 12-
3	High Society 13-
3	Interrogation 13-
2	CK: Houston 11-
2	CK: Hudson City 11-
3	KS: The Medical World 12-
3	Paramedics 12-
3	Persuasion 13-
2	PS: Physician 11-
4	PS: Psychologist 13-
2	SS: Medicine 11-
4	SS: Psychology 13-

3	Shadowing 12-
3	Stealth 12-
3	Streetwise 13-
2	TF: Common Motorized Ground Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 126

Total Cost: 212

75+ Disadvantages

15	Distinctive Features: Acromegalic (Concealable With Effort; Causes Major Reaction [fear])
25	Dependent NPC: Wife And Children 8- (Incompetent; Unaware Of Character's Criminal Career; Group DNPC)
5	Hunted: private detective hired by his wife 8- (Less Pow, Find)
5	Physical Limitation: Large Hands (-2 to OCV with firearms and to DEX-based rolls involving fine manipulation) (Infrequently, Slightly Impairing)
20	Psychological Limitation: Protective Of His Family (Common, Total)
15	Psychological Limitation: Fascinated By The Causes And Mechanisms Of Fear (Common, Strong)
32	Experience Points

Total Disadvantage Points: 212

Background/History: Franklin Pescarelli was on top of the world. He was young, handsome, had a wife and two beautiful daughters, and owned the most successful private sanatorium in the southwestern US. The wealthy and powerful came to him in droves to rest, recuperate, and let Dr. Pescarelli help them overcome the fears and anxieties that preyed on their minds. His success rate was phenomenal, and his patients sang his praises to their friends, bringing him more patients and more success.

And then came the day his wedding ring didn't fit any more. Frank immediately tested himself to find out why. He learned he had acromegaly, a pituitary glandular ailment that caused uncontrolled growth in extremities, distorted its victims' faces, and ultimately killed them after making them into sideshow freaks. He agonized about telling his family, but after a simple test when he showed his youngest daughter a picture of someone in the advanced stages of the disease and so terrified her that she didn't sleep well for nights, he knew what he had to do.

He arranged for the sale of the sanatorium, shifted the money into a trust fund to care for his family, wrote a letter to his wife explaining that he had to leave but would be in touch with her as soon as possible... and vanished. He wandered the West Coast for a time, writing letters and making calls until his voice changed too much and his fingers could no longer hold the pen correctly. His wife, desperate to find him, hired private detective after private detective, but Frank avoided them all.

Then came the Crash and the destruction of the securities that were the basis of his family's trust fund. His wife had to take a job as a nurse to support the children, and Frank, despondent over his inability

BIG FRANK PLOT SEEDS

The private detective Big Frank has watching his family reports that his wife is packing up his family and appears to be planning to move — to Hudson City. Frank is torn between relief at being able to see his family more easily and worry that their proximity will sooner or later reveal the truth about him and his condition to them. He grows more anxious when he discovers his wife has taken a job working for a company owned by one of the Mob's previous targets. Big Frank hires someone he knows he can trust to keep his word — a PC — through the mail to find out what's going on. Is it a coincidence, or has his former target learned something Big Frank doesn't want him to know? What might the character learn that could prompt a visit from Big Frank and the Mob?

Big Frank's acromegaly begins to advance more quickly than he expected, making him desperate to find a cure (or at least a treatment that slows it down). He hides the advancing condition from the rest of the Mob and begins to research cures he would never have considered, leaving behind him a trail of broken and battered quacks and con men as he looks for someone who can help him. Can the characters figure out what's happening and catch up with him before someone is killed... or worse yet, Big Frank turns to the likes of Dr. Jennings Petrie for a cure?

Continued on next page

Continued from last page

A series of women have been attacked near the waterfront. No one has been seriously hurt — yet — but it's only a matter of time. The man they all describe certainly sounds like Big Frank: big and looming, huge hands, distorted features, a deep voice — except that Big Frank knows he's not the man doing it. What will he do to prove his innocence and keep his reputation in the underworld from being besmirched — or better yet, how can he get the characters to do it for him?

to help them, found himself standing on a bridge in Hudson City, looking through the fog at the waters below him and thinking it would be so much easier to just step off and end it all. Then a car pulled up, the driver obviously about to ask if he needed help — and swerved away as Frank's distorted features were illuminated in the headlights.

Frank suddenly realized there was still a way to provide for his family. He couldn't be a doctor or help people like he'd done before — but he could scare them. Someone, he knew, would pay good money to know what scared people... or to have them scared. And no one knew more about fear than Frank.

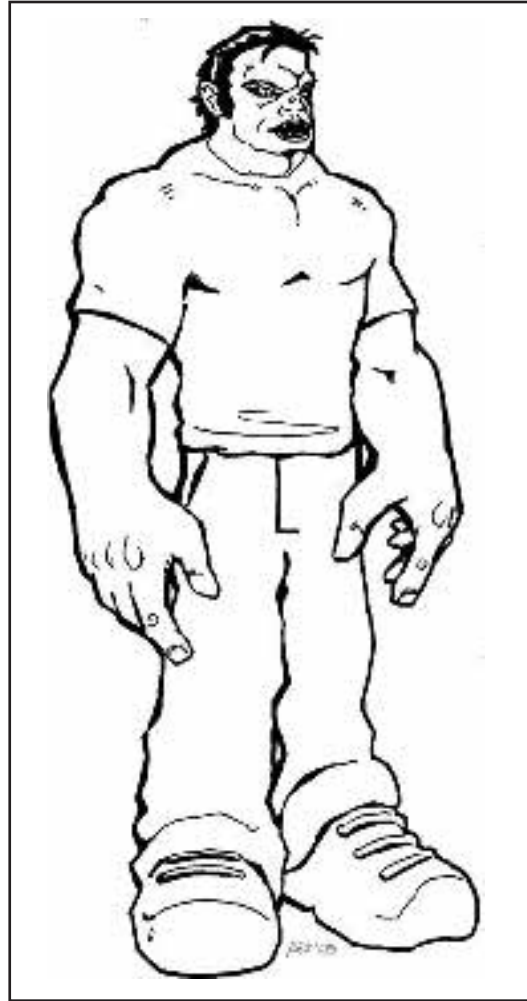
Personality/Motivation: Big Frank's primary motivation is to protect and provide for his family — including protecting them from himself and his appearance. He'll do anything, even kill or pervert his medical skills, to keep them safe. He's adopted the Mobsters as a surrogate family and protects them too, although not quite so obsessively as he shields his wife and children. In small ways he tries to help them learn to accept and deal with their fears — he remembers being a healer instead of a monster, and wants to give them the best chance he can to have a normal life after he's gone.

Big Frank's other interest is his study of, and fascination with, fear. He knows his own fears, but the fears of others, the dark little terrors that hide inside the minds of the people around him, attract him like a candle flame attracts a moth. He likes to talk about fear and the changes it causes in people, and will do so if given the opportunity, dissecting the most horrific terrors with a calm, clinical detachment.

Quote: "A little fear is a healthy thing, my friend. Here, have a second helping."

Powers/Tactics: Although a large and powerful man, Big Frank depends on brute strength to get the job done in a fistfight. His outsized hands can deliver punishing blows, and his desensitized skin and nerves keep him from feeling much pain. In a fight, he closes to the target who appears the least likely to withstand much punishment, hits him until he drops, and then moves to the next most fragile opponent. He knows how to use a gun and will if he has to, but most firearms require adjustments before he can use them properly with his outsized hands, so he rarely carries one unless he thinks he'll need it and The Corpse has had a chance to modify it for him.

Big Frank's true genius is discovering the root causes of a person's phobias and anxieties. With sufficient research material and a week's intensive study, he can make accurate, penetrating guesses about a person's fears. He used to employ that



knowledge to devise treatments for his patients, but he now turns his ability to darker uses: once he identifies what scares an opponent, he exploits that fear to persuade him to doing whatever his employer wants done.

Campaign Use: Big Frank is an example of the Pulp adage that the outer man reflects the inner man. The changes in his appearance brought on by his affliction have twisted him, turning him towards deeds and paths he'd never have considered before, slowly making him into the monster he appears to be. Scenarios that involve him will likely also force the PCs to confront the things they fear (and might serve as an impetus to buy off or buy down a Psychological Limitation). He'd even work for a character to identify the inner fears of a villain if the price was right.

It's quite possible the heroes could redeem Big Frank — he's not really a hardened criminal (yet), just a man driven to desperate acts by despair over the changes to his appearance. He'd much rather be

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							

Armor
None

Gear: As necessary for the current job

Clothing: See Appearance

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a doctor again if he could, and if given a chance to fix his features would gladly take it unless the risk was so great he was afraid he might not be around to support his family anymore. He'd also want the rest of the Mob to get help, too; it's his responsibility to look out for them. If the PCs help him and his friends, he'll become their valuable ally for life.

To make Big Frank more dangerous, increase his STR to 25 and his SPD to 4, improve his Damage Reduction to 50%, and/or decrease the amount of time he has to spend in research to discern a target's fears. To weaken him, eliminate his Damage Reduction and his Armor, and increase the needed research time to two weeks.

Big Frank wouldn't Hunt a character outside of a Mob contract unless he felt the character was endangering his family somehow, or if he found someone who seems to be completely fearless. In the first case, he'll do whatever he must to eliminate the threat to his family, if possible using his knowledge of the target's fears to ensure success. In the second situation, he'd want to subject the target to all sorts of involuntary (or even voluntary) experiments to test their courage.

Appearance: Big Frank is a tall, powerful man standing 6'3" and weighing 225 pounds; he has black hair and blue eyes. His features are distorted by the disease from which he suffers: his hands and feet are abnormally large; his jaw line has lengthened and thickened; and his forehead has grown heavy, almost Neanderthalic, in appearance. His teeth are too widely spaced thanks to jaw growth, and his voice has a deep, hollow booming quality thanks to alterations in his throat and sinus cavities. He dresses in ill-fitting, inexpensive clothing, with a fedora jammed down on his head and a coat to try and disguise his appearance.

NED "THE CORPSE" MADDEN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 [3]
17	DEX	21	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
6	PD	3		Total: 6 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	13		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 70

Movement: Running: 6"/12"

Cost Powers END

90	<i>Mowing 'Em Down:</i> Area Of Effect (8" Radius; +1½) and Selective (+¼) for any Autofire firearm built on up to 90 Active Points, Reduced Endurance (0 END; +½); OIF (any Autofire firearm of opportunity; -½), Must Use Maximum Number Of Autofire Shots And Can Hit Only One Target Per Shot (-¼), Not While Targeting (-½)	0
7	<i>Oh Dear God!:</i> +15 PRE; Only To Make Offensive Presence Attacks (-1)	0
4	<i>Knows How To Make An Entrance:</i> Teleportation 6"; Requires A Stealth Roll (-½), Only To "Vanish" When No One Is Looking (-½), Can Only Teleport To Places The Character Could Normally Go (-½), No Noncombat Multiple (-¼)	1

Skills

8	+4 OCV with Thompson SMGs
8	<i>Covering Fire:</i> +5 OCV; Only With Autofire (-1), Only To Counteract Suppression Fire OCV Penalties (-1)
5	Accurate Sprayfire
3	Acting 13-
3	Climbing 12-
3	Combat Driving 12-
5	Concentrated Sprayfire
3	Fast Draw (Firearms) 12-
2	KS: US Army 11-
5	KS: Famous Plays 14-
3	Mechanics 11-
3	Oratory 13-
5	Rapid Attack (Ranged)
5	Rapid Autofire
5	Shadowing 12-
5	Skipover Sprayfire
3	Stealth 12-
3	Streetwise 13-
3	Tactics 11-
3	WF: Small Arms, General Purpose/Heavy Machine Guns

Total Powers & Skills Cost: 184

Total Cost: 254

NED "THE CORPSE" MADDEN PLOT SEEDS

The Corpse learns that one of his old rivals on the stage — a man with inferior acting skills — is coming to Hudson City as part of a successful touring company... in a role Ned pioneered. Enraged, he writes a series of letters to his old rival, threatening dire consequences if he performs in Hudson City. When his rival calls Ned out for a face-to-face meeting on stage, what will The Corpse do?

While out on a job, Ned discovers that a local union leader, Fredrich Mannheim, is secretly spying for the Germans — the same people who made him into a monster. Rather than turn him in, he follows Mannheim to several Bund meetings and identifies as many members as he can. Once he thinks he's got enough of the rats identified, he declares hunting season open and starts to mow them down one by one the same way he did the German soldiers that he fought back in the War, saving Mannheim for last. Suddenly the Frankenstein Mob and the Cult of the Nine Degrees are at war...

Finally fed up with Big Frank's restrictions, Ned walks out on the Mob and starts a new career as a torpedo-for-hire. He's highly skilled, lethal, and very expensive — and he doesn't care who he's hired to kill. When one of the characters' enemies sends him after them and the lead starts flying, what are they going to do?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Thompson SMG	+0	+0	2d6-1	1d6	30	14	AF5
Colt M1911A	+1	0	2d6-1	1d6	7	9	Carries two

Armor

None

Gear: As appropriate for the current mission**Clothing:** See Appearance**75+ Disadvantages**

- 20 Distinctive Features: corpseslike appearance and ruined voice (Concealable With Effort; Causes Extreme Reaction [fear])
- 20 Enraged: when someone mocks his appearance (Common), go 11-, recover 11-
- 15 Psychological Limitation: Considers Himself A Monster (Common, Strong)
- 15 Psychological Limitation: Only Finds Solace In Violence (Common Strong)
- 5 Social Limitation: Appearance Prevents A Normal Life (Occasionally, Minor)
- 10 Vulnerability: 2 x BODY from Gases (Uncommon)
- 94 Experience Points

Total Disadvantage Points: 254

Background/History: The Madden family of actors had been the toast of the American theatre for almost a hundred years when young Ned Madden made his Broadway debut in 1914. Tall, attractive,

suave, debonair, and talented, Ned was hailed as the rising young star of the stage, the Edmund Kean of his day. Each performance was sold out, each new role seemed to have been created especially for him.

When the Great War began he bravely signed up and shipped out for France. In the trenches he learned he was as much an artist with the rhythm of a Thompson submachine gun as he was with the Bard's iambic pentameter. Killing came as easily to him as the rhymes of Gilbert and Sullivan.

Then Ned became the star attraction of his own personal freak show. He and his men were ordered to take out a machine gun nest guarding a crossroad necessary for the Allied advance. Under cover of darkness, the doughboys crept close enough to the nest to lob in grenades, intending to cut down any survivors with their machine guns. It was a good plan. But like all plans, it didn't survive contact with the enemy.

The machine gun emplacement was guarding not only the crossroad, but also a cache of experimental toxic gas. When the grenades exploded, so did the gas canisters. The billowing yellow clouds rolled down across Ned and his fellow soldiers, burning their skin, eating away at their flesh, scald-

ing their lungs. The last sound Ned heard was his friends screaming.

Ned awakened in a base hospital wrapped in bandages like an Egyptian mummy. He could hear the nurses talking quietly and their words horrified him. "I hear he was a famous actor. He won't be on stage any longer, not looking like that." "I saw him when they brought him in; I've never seen anything like that — not even burn patients." "The doctors say he doesn't have much of a chance; it might be a blessing if he didn't pull through."

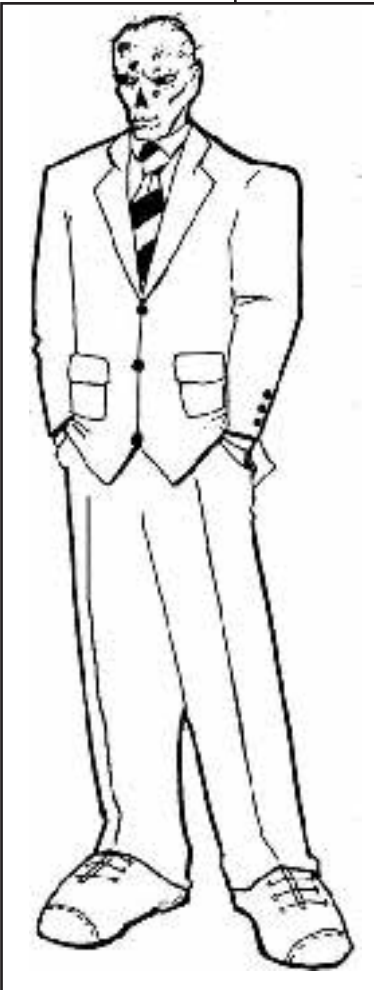
But Ned *did* pull through. Day by day he grew stronger, healing almost through force of will. Determined to return to his life, Ned fought the infections, the weakness, the pain. Within a week he was taking his first tenuous steps. His throat raw, he never spoke above a whisper, but the doctors assured him his voice would return. And then they removed the bandages.

When the nurse fainted, Ned knew his life would never be the same. The doctors refused to allow him to see a mirror, but he knew. Years of applying make-up had taught his fingers to see his face as clearly as his eyes, and his fingers told him his once-hand-some face, was now a ruin. His skin was shriveled, his eyebrows patchy and his nose... his nose was *gone*, the cartilage and skin burned away leaving only two naked holes feeding air into his sinuses. He looked like a corpse... and yet he lived.

Ned returned to the United States and attempted to pick up his life. His career, of course, was gone. He couldn't go back to the stage; no one could stand to look at him. He couldn't even do voice work; the doctors had been mistaken, his voice was also ruined. The only work he found was what the Army had trained him for — violence. He hired out as muscle, both to terrorize and to hurt people. And he found he enjoyed it.

He wandered from town to town, and one day found himself in a small bar in Hudson City. When he approached the bar to order his drink, one of the patrons snarled, "Go sit with the other freak in the back." Taking his beer, Ned did just that. The "other freak" was a tall man with an elongated jaw and huge hands, the first person who had looked Ned square in the face without shuddering since his injury. He introduced himself as Dr. Frank Pescarelli and, after talking to Ned for several hours, made him an offer.

Personality/Motivation: Ned hates almost everyone... and himself more than anyone else. The only joy he gets is causing fear in others, through either actual violence or the mere threat of it. The only people for whom he feels anything resembling friendship



Masterminds And Madmen ■ Chapter Two

are the other members of the Frankenstein Mob. While he's in love with Minnie and completes with Hunch for her attention in many small ways, he takes no concrete steps for fear of rejection (or, worse, being cast out of the group).

Of all the Mob, The Corpse is the closest to learning to accept what he's become and revel in it, which makes him doubly dangerous. He often slips out and goes for walks in the late evening as Scareyes does, although he deliberately seeks out the alleys behind bars and former speakeasies so he can get the small satisfaction of seeing drunks do a double-take and then scream and wobble away or pass out cold after seeing his face.

Quote: "Boo!"

Powers/Tactics: The Corpse is the Frankenstein Mob's ace in the hole, the one true killer in the organization. His skill with a tommy gun is nothing short of phenomenal, allowing him to open fire into a crowded room and hit only the targets he's aiming at, or to provide Suppression Fire that's as accurate and deadly as most shooters' aimed fire. He's a good tactician, and frequently tries to gain elevation or some other advantage to make his job easier.

Second only to his ability to kill is his ability to terrify and terrorize. His sudden appearance, coupled with the horror that his voice has become, are enough to make even the most strong-willed individual blanch with fear. He specializes in phone calls late at night, and in actual visitations in shadowy rooms and hallways to deliver warnings and threats, appearing and disappearing with all the flair of the master thespian he once was.

Campaign Use: Of all of the Frankenstein Mob, The Corpse is the one least likely to be rehabilitated and the one most likely to kill without being instructed to because of his attraction to violence as an emotional outlet. It's possible he might even break away from the Mob and embark on a career as a solo hitman.

To make The Corpse more powerful, raise his DEX to 18 and give him the *Machine Gunner From Hell* or *Corridor Of Death* abilities, and/or some Targeting Skill Levels. To weaken him, remove his *Mowing 'Em Down* power.

The Corpse isn't likely to Hunt anyone unless they consistently mock his appearance or he's ordered to. As a Hunter he's a deadly opponent who won't play around: he'll identify a killing zone, wait for the character to enter it, and then cut him, and anyone else in the way, down.

Appearance: The Corpse looks like a walking, talking corpse. The gas that destroyed his appearance and voice in the War burned off his nose, ate away his hair and eyebrows except for a few scraggly patches, and turned his skin into a shrunken, yellowish-green travesty that has the occasional open sore on it. His voice is a rasping, gargling horror from beyond the grave. He dresses in impeccable suits, and wears gloves, a fedora, and a trenchcoat with the collar turned up to hide his appearance as best he can.

MINNIE "NAILS" HARPER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 5/DCV: 5
12	CON	4	11-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
8	PRE	-2	11-	PRE Attack: 1½d6
16	COM	3	12-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
24	END	0		
24	STUN	0		Total Characteristics Cost: 23

Movement: Running: 6"/12"

Cost Powers END

10	<i>Nails Like Claws:</i> HKA 1 point (½d6 with STR), Penetrating (+½), Reduced Endurance (0 END; +½)	0
7	<i>Berserk Fury:</i> +10 STR, Only When Berserk (-½)	2
14	<i>Berserk Fury:</i> +7 DEX, Only When Berserk (-½)	0
13	<i>Berserk Fury:</i> +10 CON, Only When Berserk (-½)	0
8	<i>Berserk Fury:</i> +12 PRE, Only When Berserk (-½)	0
7	<i>Berserk Fury:</i> +1 SPD; Only When Berserk (-½)	0
17	<i>Berserk Fury:</i> Physical Damage Reduction, Resistant, 50%; Only When Berserk (-½), Requires A CON Roll (no Active Point penalty; -¼)	0
4	<i>Moves Like An Animal:</i> Running +3" (9" total); Only While Berserk (+½)	1

Talents

4	Combat Luck (3 PD/3 ED); Only When Berserk (-½)
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Skills

10	+3 HTH; Only While Berserk (-½)
3	Animal Handler (Birds, Bovines) 11-
2	CK: Hudson City 11-
2	CK: Los Angeles 11-
2	KS: Current Cinema 11-
2	KS: Popular Music 11-
2	PS: Cook 11-
2	PS: Waitress 11-
3	Rapid Attack (HTH); Only While Berserk (-½)
7	Shadowing 13-
7	Stealth 14-
3	Tracking 11-

Total Powers & Skills Cost: 129

Total Cost: 152

MINNIE "NAILS" HARPER PLOT SEEDS

Nails finds herself attracted to a PC who was polite and kind to her, but is too shy to come out and say anything to him. She begins to follow him around, doing her best to remain unseen, and tries to help him out in small ways without getting close enough to any action to accidentally trigger a Fury. What will the hero do when he figures out the identity of his guardian angel? If he and Nails do start to see each other, not only does he have to watch out for her fits, but he'll have to beware the overly-protective other members of the Mob, some of whom have feelings for Nails themselves.

One of the characters is contacted by a distraught woman who wants them to locate her missing daughter: Minnie Harper. The woman says an old family friend saw Minnie in Hudson City. She says that Minnie's father is gravely ill; she wants Minnie home in case the worst happens. What she doesn't tell the heroes is that the doctor who cured Minnie as a child, Dr. Jennings Petrie, is holding the rest of the family hostage until Minnie return so he can examine the results of his handiwork. Can the characters locate Minnie and get her home before the deadline, then rescue her from Dr. Petrie before he "improves" on his work and makes her into one of his pet monsters?

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Minnie starts to black out more and more frequently and is terrified that she's doing "bad things" during those times. When reports of people being killed and torn apart by a "wild animal" start to make the news, she's sure she knows what those bad things are. Big Frank and the others assure her that she's not doing anything during those times, but Minnie isn't certain they'd tell her the truth if it meant her leaving the Mob. She turns to a PC who seems honorable or trustworthy and asks for help. Is she the one responsible, or is something else entirely?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear:							Purse, compact
Clothing:							See Appearance

75+ Disadvantages

- 5 Distinctive Features: thick, razor-sharp fingernails (Easily Concealed; Noticed And Recognizable)
- 40 Enraged: Berserk when scared, angry, or hurt (Common), go 14-, recover 8-
- 15 Hunted: Dr. Jennings Petrie 8- (Mo Pow, Capture/Experiment Upon)
- 15 Psychological Limitation: Shy (Common, Strong)
- 15 Psychological Limitation: Wants A "Normal" Life (Common, Strong)
- 10 Psychological Limitation: Code Versus Killing (Common, Moderate)
- 5 Social Limitation: Woman (Occasional, Minor)

Total Disadvantage Points: 180

Background/History: Minnie Harper's parents, whose families had farmed the California countryside for four generations, were vaguely concerned when their only daughter fell ill the summer of her twelfth year. Minnie had always been a healthy child, not suffering from the normal rounds of childhood diseases. The local doctor couldn't find any reason for the fever and listlessness, and her parents became more and more worried. When Minnie lapsed into a coma later that week, her mother decided to take a drastic step. She had heard that a doctor had bought the old Lewis place, so, taking her unconscious daughter with her, she made the trek out to the remote mansion. She pleaded with the man, promising anything if he'd save Minnie's life. The doctor was hesitant at first, but finally agreed to take the young girl into his care. A week later, he returned Minnie to her parents, as lively and rambunctious as ever. The Harpers were overjoyed, and have thanked God in their prayers every night since then for sending Dr. Petrie to save Minnie.

Years passed, and Minnie grew to womanhood. At seventeen, her beauty and quiet gentleness began to attract the attention of young men, but her innate shyness mostly kept them at bay. But after he saw her at the Thanksgiving Harvest Dance, one man wasn't taking no for an answer. John Bates was the son of the local banker, home from college for the holiday. He thought Minnie was just the diversion he needed from the boredom of small town life. Using lines practiced on older girls, he sweet-talked Minnie into letting him walk her home. On the way, John found a conveniently lonely stretch of road to make his move. It was a fatal mistake.

Minnie's parents found her sitting on the front steps, covered in blood and in shock. Mister Harper searched the road into town and found John's body. His throat had been torn out, and his face and body

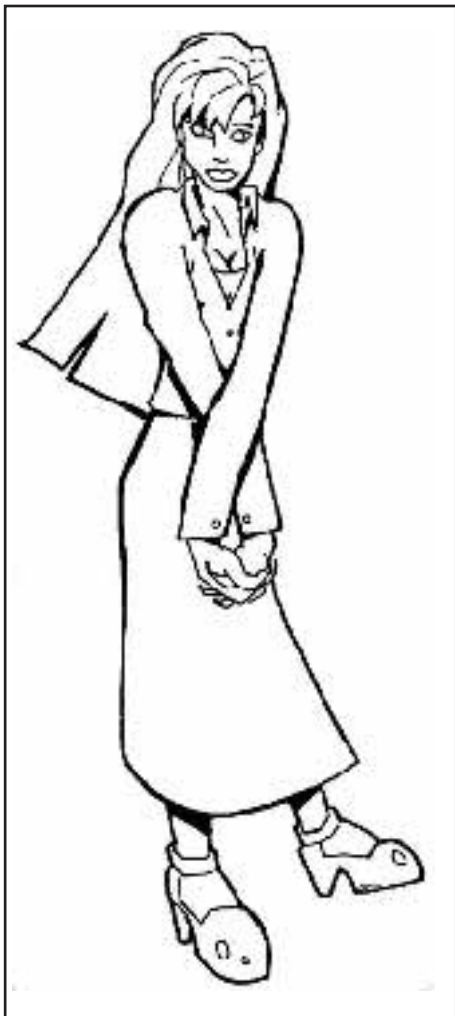
were slashed. He was only recognizable by the letterman's sweater he wore. Mrs. Harper was unable to get Minnie to talk about the experience, and the whole matter was accepted as a wild animal attack. Minnie was considered lucky to have survived.

Minnie moved to Los Angeles after graduating high school. Getting a job as a waitress was easy enough, although the hours were long. She missed the bus one night due to late hours, and had started to walk the fifteen blocks home when one of her patrons pulled up next to her in his car. "Do you need a lift, miss?" he asked. Though nervous, Minnie was tired, and the ride home was tempting. When the man turned down the wrong street and came to a stop, Minnie knew it had been a mistake. He reached for her; her scream was the last thing she remembered before waking up next to his corpse. As with John Bates, his throat had been torn out, leaving her with blood-covered hands. She staggered the last few blocks home, cleaned up, and packed. The man at the bus station sold her the last ticket on the next bus east.

Arriving in Hudson City a week later, an exhausted and frightened Minnie began her search for help. The local doctors couldn't explain what was happening to her. She was down to her last few dollars when she met Frank Pescarelli. Curiously not put off by his grotesque appearance, she began talking with him and found out he was a psychiatrist. During their conversation, he noticed the unusual quality of her fingernails. Minnie explained that they'd been that way since a childhood illness. After running a few tests, Pescarelli discovered her nails were strong and tough enough to scratch wood or metal, and rend flesh. Big Frank thought about it a moment before offering Minnie a job in the group he was putting together. In return, she'd never have to worry about unwelcome advances again. Minnie took a day to think it over, and then returned with her answer.

Personality/Motivation: Minnie is a sweet, shy girl who really wants nothing more than to find someone to love, settle down, and make a life with. She spends a lot of her free time in theaters watching movies — especially romantic comedies — and listening to music while wishing things were different for her and wondering if she'll ever find that special someone. She dislikes violence in general, and killing especially, although she's willing to admit that there are times when it's an acceptable answer, such as in defense of someone you love.

Working for Big Frank has allowed her to earn the kind of money she never could have working as a waitress or store clerk. With this money she hopes to someday buy a little cottage,



settle down, and raise a family. However, with her extreme reactions to physical intimacy, that dream may be beyond her grasp — at least until she overcomes her shyness.

Quote: “Ummm... hi. I’m here to... uhhh... threaten you.”

Powers/Tactics: Since she can’t really engage in any form of rational thought during combat, Minnie’s tactics are very simple. Once she goes Berserk, she moves directly to the closest individual — enemy, Mobster, innocent bystander, it doesn’t matter — attacks with her claws until he drops, and then moves on to the next closest target, pursuing them as necessary, until she runs out of opponents or snaps out of her fury. Members of the Mob, or other individuals that she trusts or cares for, stand a better chance of bringing her back to herself before a Berserk has run its course, but even then it’s a sometimes chancy proposition. Several times Big

Frank has had to grab her and struggle to hold her still long enough for Minnie to come back.

When she’s in the throes of what she calls one of her “Furies,” Minnie becomes stronger, faster, and tougher. Even when she’s calm, Minnie’s fingernails, the source of her nickname, can score brick and wood, tear flesh and clothing, and even scratch softer metals. They grow at an accelerated rate; she has to use a metal file every few days to keep them in check. Big Frank has investigated why they grow at that speed and are that strong, but had to admit the science of it was beyond him. They appear normal for the most part, although closer examination will reveal them to be thicker and more powerfully anchored than normal nails, and to have more of a triangular cross-section than a normal person’s.

Campaign Use: Minnie is the member of the Frankenstein Mob who simply doesn’t belong there. She’s the most normal person in the group, has the greatest chance of being able to re-enter normal society, and has the most problems dealing with the things the Mob does. If approached properly, particularly by a handsome male character, she could be persuaded to help bring the rest of the Mob in as long as she received trustworthy assurances that they’d be helped and not killed or made into the victims of a public spectacle.

To make Minnie more powerful, increase the base damage of her nails to ½d6 (1d6 with STR), and give her a few “Instinctive Fighting” maneuvers. To weaken her, removing the *Penetrating Advantage* on her nails and reduce the Characteristic boosts she gains when Berserk.

Minnie won’t Hunt anyone with intent to do them lasting harm unless they were to hurt her family back in California, kill one of the Mob without provocation, or to attack her or a loved one and threaten the normal life she longs for after she’s found it. In those cases, she’ll use her general inobtrusiveness (the source of her high Shadowing and Stealth rolls) to remain unnoticed and follow her quarry until an appropriate moment, and then let her anger and fear bring out the monster inside her.

Appearance: Minnie is a beautiful young girl about 19 years old, with long, dark brown hair and blue eyes. She’s a bit taller than average at 5’8”, has a slender, shapely build for her height, and has very thick, strong nails on her fingers. She dresses in modest, simple outfits, usually in dark colors, and has a very skittish and shy demeanor. When she goes berserk, her features twist and become almost bestial, and she moves and growls like an animal.

CALVIN "HUNCH" BARNETT PLOT SEEDS

The child of a wealthy industrialist has vanished from his hospital room, and the father begs the characters to help recover him. People mention seeing *something* climbing around on the side of the building the night of the disappearance. But the other children in the ward refuse to talk to the PCs when they start asking questions about the mysterious figure. What's going on?

A successful young businessman named Jerry Brantley comes to the PCs for help, saying that his life is being threatened by a madman if he doesn't follow certain instructions. The instructions, when they arrive, seem more designed to publicly embarrass and humiliate Brantley than cause him any real physical damage. Can the characters figure out what's going on?

A new series of adventure stories is taking the town by storm. The author is reclusive and will see no one, including his publisher. There's nothing unusual about reclusive authors, but this one seems to know just a little too much about the activities of the PCs, and has included some thinly disguised versions of some of their exploits in his latest book....

CALVIN "HUNCH" BARNETT

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
16	BODY	12	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	10-	
6	PD	2		Total: 6 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
34	STUN	0		Total Characteristics Cost: 71

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Wrestling

Maneuver	OCV	DCV	Notes
3 Grab	-1	-1	Grab Two Limbs, 28 STR for holding on 7½d6 Crush, Must Follow Grab
4 Crush	+0	+0	Grab One Limb, HKA ½d6 (1d6+1 with STR), Disable
5 Joint Break	-1	-2	
28 <i>Necksnapper:</i>			HKA 2d6, NND (defense is rigid rPD on the neck, or anything else that prevents the neck/head from being twisted and turned the right way; +1), Does BODY (+1); Must Target the Head (-1), Must Follow Grab (-½), No Strength Bonus (-½), Requires a Strength Roll (no Active Point Penalty; -¼)
30 <i>Choking Grasp:</i>			Energy Blast 3d6, NND (defense is having rigid rPD on the neck or Life Support [Self-Contained Breathing]; +1), Continuous (+1); No Range (-½)
1 <i>Surge Of Strength:</i>			+5 STR; Increased Endurance Cost (x5 END; -2), Nonpersistent (-¼), Only When Pushing (-1), Requires An EGO Roll (-¾)

Talents

4 Double-Jointed

Skills

9	+3 with Grab, Necksnapper, and Choking Grasp
9	Acrobatics 15-
3	Acting 12-
7	Breakfall 14-
9	Climbing 15-
3	Concealment 12-
3	Contortionist 12-
3	KS: Fairy Tales And Legends 12-
7	Mimicry 14-
5	PS: Storyteller 14-
3	PS: Writer 12-

3	Security Systems 12-
3	Shadowing 12-
3	Stealth 12-
5	Streetwise 13-
2	Survival (Urban) 12-
2	TF: Common Motorized Ground Vehicles
7	Ventriloquism 14-
3	WF: Common Melee Weapons, Garrote

Total Powers & Skills Cost: 164

Total Cost: 235

75+ Disadvantages

10	Distinctive Feature: Hunchback (Concealable With Effort; Noticed And Recognizable)
15	Psychological Limitation: Loyal To Big Frank (Common, Strong)
15	Psychological Limitation: Protective Of Children (Common, Strong)
15	Psychological Limitation: Shy (Common, Strong)
105	Experience Points

Total Disadvantage Points: 235

Background/History: Calvin Barnett's childhood was not a happy one. Abandoned at the age of three on the steps of a New York church by highly religious parents who saw his developing deformity as a sign of the Devil, he ended up in a state-run orphanage. When his twisted spine, shortened legs, and elongated arms made it impossible for him to play everyday games with so-called "normal" children, he fell back on his mind to provide himself with entertainment. The younger children didn't seem to mind what he looked like when he told them stories he made up, tales of imprisoned princesses and cursed princes, of vile sorcery and magical creatures.

Finding a worn dime novel in the trash when he was thirteen opened Calvin's eyes to a wider world of mystery, world travel, and heroes who righted wrongs with nothing more than their wits and a pair of ready fists. He began writing down his stories of adventure, hiding them away from the others. Until Jerry Brantley found his treasure.

Jerry was fifteen, and a troublemaker since the day he was born. His favorite sport was abusing the younger children, and his preferred target was Calvin. Late one night after lights out, he produced the closely written papers and proceeded to taunt Calvin with them. Threatening to destroy the papers, he forced the younger boy to beg on his knees for them in front of everyone. Even as Calvin abased himself, Jerry produced a forbidden book of matches and set fire to the precious stories anyway, laughing as the ashes drifted down over Calvin's tear-stained face. As Jerry stood there, gloating, Calvin just... snapped. Shaking off several boys who tried to hold him, he lunged for his tormentor, wrapping his hands around his throat and squeezing until the boy stopped moving. Screams from the other children brought the headmaster; Calvin, horrified at his deed, fled the orphanage into the night.

Three days of riding the rails brought the half-starved boy to Dubuque, Iowa. Fortune smiled on him then. He found Veranza's Fabulous Circus... or rather, the carnies found him sleeping in the straw

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							

Armor
None

Gear: Usually none, but sometimes climbing gear or tools needed to defeat alarms

Clothing: See Appearance

behind the threadbare big top after gorging himself on the day's leftover stale popcorn. They took pity on him and adopted him as one of their own. For the next ten years, Calvin had it pretty good, or as good as life with a pennyante circus gets. Then the owner/ringmaster fell ill and the circus closed. Calvin was on the streets again.

Having learned several useful skills from the circus folk, he fell into petty thievery to keep from starving. He didn't know it at the time, but breaking into Frank Pescarelli's room was another life-changing event.

Calvin was hoping to find something worth selling on the street, but instead found someone who understood him as no one else ever had. He began working for Big Frank that night, and hasn't looked back since.

Personality/Motivation: For all his Lon Chaney-esque looks, Calvin Barnett has a brilliant mind. He enjoys music and art. His great passion is writing. But Big Frank didn't hire him for his mind, so he plays the part of a thuggish, half-human monster when called upon to do so. In fact, he'll do pretty much anything Big Frank asks of him; he's incredibly loyal to the man who rescued him from his worthless life and treats him with simple human dignity.

Quote: "Is good you say no. Hunch can play now."

Powers/Tactics: The physical deformity that defines people's perception of Hunch gives him extraordinary shoulder and arm strength. His circus training allows him to climb just about anything with ease, imitate voices, throw his voice, and survive long falls. These abilities make him the perfect creeping menace, one who can scare people into agreeing with whatever Big Frank demands of them. But if necessary, Hunch can use his strength to crush the life from those who refuse to comply with the wishes of the Frankenstein Mob. He'd rather frighten people into following orders than actually hurt them, but he won't hesitate to get into a physical altercation if he must. His one weakness is that he won't harm or unnecessarily frighten children.

In a fight, Hunch quickly closes with opponents and Grabs them. Once he can get his powerful hands on a man's throat, it's normally only a matter of seconds before his opponent is unconscious or dead. If confronted with guns, Calvin retreats and awaits a better opportunity to strike. If a child's been threatened or hurt, he won't hesitate to take action, even in the face of gunfire.

Campaign Use: Hunch is the most loyal of the Mob — the member least likely to turn on Big

Frank in a pinch. His habit of climbing up the sides of hospitals, orphanages, and other buildings so he can tell stories to the children inside provides opportunities to encounter him outside the normal activities of the Mob, and might give clever characters a wedge to try to convince him to break away from the Mob.

To make Hunch more powerful, raise his DEX to 18, his SPD to 4, and give him some more Wrestling maneuvers and a few Combat Skill Levels. To weaken him, reduce his STR to 15, and remove either or both of his *Choking Grasp* and *Necksnapper* abilities and give him a few standard Wrestling maneuvers to replace them.

Calvin would only Hunt someone that harmed or killed children, or that went out of his way to humiliate him, as Jerry Brantley did years ago. In the former case, he would simply slip into his target's home and kill him in his sleep; in the latter, he'd attempt to return that humiliation to his target.

Appearance: Calvin Barnett would have been a tall man had the unnatural curvature of his spine not bent his body to its whim. He stands 5'5" and weighs 195 pounds. His shoulders and arms are enormous and thickly muscled. His hair is dark brown; his eyes blue. When in the "Hunch" persona, he purposely widens his eyes and glares madly at his intended victim, growling like an animal. Outside of work, he has an intelligent look and the voice of the storyteller he is. He normally dresses in black slacks and turtlenecks in either persona.



JUSTIN “SCAR-EYES” HOWARD PLOT SEEDS

Scareyes decides a tournament that two of the fencing *salles* in Hudson City are holding is just the place to test himself, so he signs up under an assumed name. What he wasn't counting on was the fact that when a fencer no one recognizes comes out of nowhere and starts to dominate the tournament, someone's going to notice. Add in the fact that the mystery fencer never takes his fencing mask off, and there's a news story in the making. What will he do to stop things before they get out of hand?

While out walking in LeMastre Park late one night, Scareyes encounters a young woman who doesn't seem frightened of him. Intrigued, they talk for a while before he realizes that she's blind. The two of them seem to hit it off, and he begins to teach her to see the world the same way he does. But when a series of robberies begin to take place around the city on nights that he's not seeing his new lady friend, he begins to worry that she's using her new talent for criminal purposes. How will he correct the situation?

One of the quacks who made off part of Scareyes's fortune in return for a phony blindness cure makes the news talking about a new scientific discovery that will help find a cure for a rare childhood neurological disorder “with just a little more funding.” Enraged, Scareyes sets out to take revenge on the man. Terrified, the con man turns to the characters for help in protecting himself and his “process” from a madman who wants to doom all those children....

JUSTIN “SCAREYES” HOWARD

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
13	CON	6	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
14	PRE	4	12-	PRE Attack: 2½d6
14	COM	2	12-	
7	PD	5		Total: 7 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
5	REC	0		
26	END	0		
27	STUN	3		Total Characteristics Cost: 63

Movement: Running: 6"/12"

Cost Powers END

Martial Arts: Saviolo School Fencing

Maneuver	OCV	DCV	Notes
5 <i>Ballestra</i>	+2	-2	Weapon +4 DC, Half Move Required
3 <i>Cut</i>	+2	+1	Weapon
4 <i>Ceduto</i>	+0	+0	+15 STR To Escape Binds
5 <i>Lunge</i>	+1	-2	Weapon +4 DC
4 <i>Parry</i>	+2	+2	Block, Abort
3 <i>Pasata Soto</i>	+2	+2	Weapon + Foe's v/5 Strike, Response to Ballestra, Fleche and Lunge
4 <i>Riposte</i>	+2	+2	Weapon +2 DC, must follow Block
5 <i>Thrust</i>	+1	+3	Weapon
4 <i>Void</i>	0	+5	Dodge Versus All Attacks, Abort

32	<i>Cinematic Blindness Compensation:</i> Spatial Awareness, Increased Arc Of Perception (360 Degrees), Range	0
4	<i>Sharp Ears:</i> +2 PER with Hearing Group	0

Perks

1	Money: Well Off
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Talents

3	Lightning Reflexes: +2 DEX for All Actions
---	--

Skills

9	+3 with Fencing	
5	+1 DCV	
7	+3 DCV; Only When Fencing (-½), Costs Endurance (-½)	1
3	Conversation 12-	
3	Defense Maneuver I	
3	High Society 12-	
2	CK: Hudson City 11-	
2	KS: Criminal Underworld 11-	
2	KS: Fencing 11-	
2	KS: The Olympics 11-	

3	Language: French (completely fluent; English is Native)
4	Language: Italian (Idiomatic)
5	Rapid Attack (HTH)
3	Stealth 13-
10	Two-Weapon Fighting (HTH)
2	WF: Blades, Off Hand

Total Powers & Skills Cost: 142

Total Cost: 205

75+ Disadvantages

15	Distinctive Feature: horribly scarred face and eyes (Concealable With Effort; Causes Major Reaction [fear])
25	Physical Limitation: Blind (All The Time, Fully Impairing)
15	Psychological Limitation: Obsessed With Rebuilding His Fortune (Common, Strong)
15	Psychological Limitation: Gunslinger Mentality (Common, Strong)
60	Experience Points

Total Disadvantage Points: 205

Background/History: Born to a wealthy Boston family, Justin Howard developed a love of fencing. Indulging their son's every whim, his parents allowed him to travel to Italy to study with a traditional Saviolo School in Florence. Learning at a pace that amazed not only his fellow students but also his instructors, he soon mastered the art.

Determined to display his incredible majesty to the world, Justin competed for and won a spot on the US Olympic fencing team. But one day he came upon a car accident where a young girl was trapped in her burning car. He wrenched the door open and carried her to safety... but when he returned to check the car for passengers, it exploded. Flaming debris struck him in the face and knocked him unconscious.

When he awoke three days later in a hospital, it was to a world of darkness. The doctors told him his sight would never return. Judging by his fiancée's reaction, it was a blessing that Justin could no longer see his face. Shattered, Justin locked himself away from the world, allowing no one to see his horribly scarred visage. He traveled the world desperately seeking a cure for his blindness, and although he depleted his not-inconsiderable personal fortune, he never found one. But while he was fumbling for an errant whisky bottle one night in a fit of deepest despair, Justin learned something wonderful. He couldn't see, but he could “see.” Somehow his other senses had sharpened to the extent that he could “feel” the room around him, could hear the echo of his own breathing off the walls, could sense the position of physical objects. It wasn't quite as good as sight, but it would do.

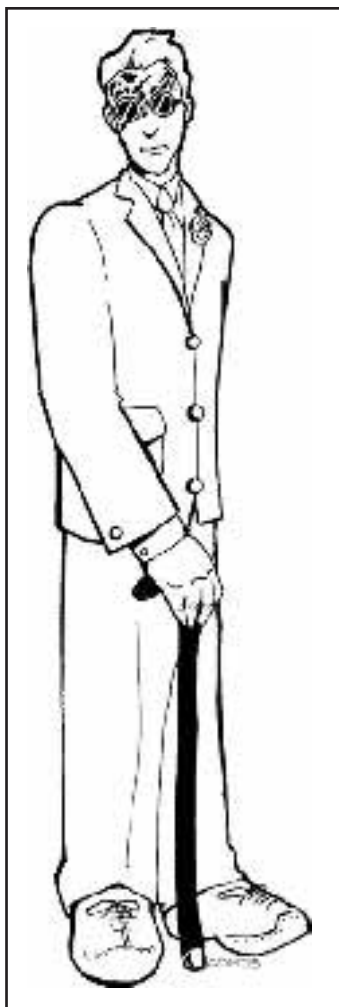
During his wanderings, Justin had met a man named Frank Pascarelli. He was the only one who'd treated Justin decently, neither taking pity on him nor trying to exploit him. Recognizing a kindred spirit, Justin tracked Big Frank down, showed him what he could do, and earned himself a spot in the Frankenstein Mob.

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sword-Cane							
Blade	+1	—	1d6	1d6-1	—	10	
Sheath	+0	—	3d6 N	—	—	10	
Dagger	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown, carries 2
Armor							
None							
Gear: Blade sharpening and cleaning kit							
Clothing: See Appearance							

Personality/Motivation: Scareyes is a very bitter man. The world has wronged him, and he intends to have his vengeance by making everyone he can miserable. Unable to earn a living any other way, he now depends on his skill with the sword to support himself and to rebuild his fortune.

Quote: “They have eyes but they do not see — at least, not in the dark. Didn’t your mother teach you to be afraid of the dark? She should have.”

Powers/Tactics: An extremely talented fencer, Scareyes can hold his own against the best in the world despite being blind. His offense might not be the best, but his defense is virtually unbeatable. Assisted by his remaining senses, he can deflect swords and other weapons, sidestep other attacks he senses coming, and otherwise avoid attacks with a graceful ease that opponents find annoying. He’s also phenomenally quick, and uses that to his advantage to attack and move back out of range before many opponents can muster a defense. That, coupled with his ability to fight in total darkness with no handicap, makes him an opponent to be feared when he gets to choose his ground. He prefers to fight with his sword-cane, and normally wields the metal-lined shaft of the cane in his left hand to use as a parrying implement and club.



Campaign Use: Scareyes is the only member of the Mob the PCs could simply buy off with cash. He’s not really loyal to the group so much as he is interested in rebuilding his fortune and proving himself superior to others.

To make Scareyes more dangerous, raise his DEX to 20, add Combat Luck, give him +2 Extra DCs with his Fencing, and add some more Combat Skill Levels. To weaken him, remove his Lightning Reflexes and his DCV Levels.

Scareyes might Hunt a character who was a noted swordsman to prove his superiority. He’ll try to confront the target when no one else is around to interfere.

Appearance: Scareyes is 6’2” tall and wiry, with an athlete’s body and light brown hair. If it were not for his horribly scarred face, he’d be an attractive man. He dresses nattily, in well-made tailored suits with a flower in the lapel, and is never without his walking stick that serves as both a prop to lull others into believing his blindness is more debilitating than it is and as a repository for his sword-cane. With his fedora shadowing his face, from a distance his scars are invisible; once one draws closer, however, the burn scar across the upper half of his face can be seen.

DEATH TO AMERICA!

To help you get started using the fiendish villains in *Masterminds And Madmen*, here's a scenario involving several of them.

The Red Sickle (page 167), high priest of Bolshevism, wants to weaken three of the greatest enemies of Communism — America, Germany, and Nationalist China — while at the same time aiding the Communist movements in those three countries. To achieve this goal he's concocted an intricate scheme that pits several powerful villains against each other... and, of course, the PCs, who quickly become embroiled in the chaos as they try to figure out what's going on and protect America from the scourge of the Red menace!

In the Red Sickle's view, the most powerful man in China, and the greatest threat to the Chinese Communists, isn't Chiang Kai-shek — it's Dr. Fang Shen (page 6). Therefore, weakening Dr. Fang and his organization, the Legion of Crime, helps the Chinese Communists. The best chance of weakening Dr. Fang is to engineer a confrontation between him and those meddling heroes in the hopes of eliminating Ming Wei, Lok Shing, or other powerful members of the Legion.

But indirectly attacking Dr. Fang is not enough! He must also strike blows against America, and if possible Germany as well — and at the same time strengthen the Communist movements in those countries and China. To help his scheme succeed, he has made a deal with Fred Mannheim, an important union leader in Hudson City (and, unbeknownst to the Red Sickle, Prince Mammon of the Cult of the Nine Degrees [page 89]). After the Red Sickle succeeds with his plan, the unions will ensure that his secret cargoes of weapons make it safely onto ships heading for Germany and China. There his Bolshevik allies will receive them and store them for use in the coming World Revolution.

To launch his plan, the Red Sickle leaks word to both Dr. Fang's people and der Dunkeladler (page 126) that there's a top-secret weapons development project going on at Hammersmith Industries in Hudson City. Hammersmith is a major defense manufacturer and one of the linchpins of America's military contracting system, so it's perfectly plausible that it would be doing such research. According to the Red Sickle's carefully-planted rumor, Hammersmith scientists are secretly working with Dr. Jennings Petrie (*Pulp Hero*, page 401) to develop a special remote-controlled "plane-bomb" that can be used to attack an enemy from great distances away.

Of course, this story is false. Hammersmith manufactures lots of weapons, but mostly ordinary ones like guns and grenades. The Red Sickle plans to use the cover of his pawns' attack on the Hammersmith plant to sneak in and steal a lot of weapons (which he'll then ship to his Communist brethren, as described above). Along the way he'll sabotage the factory as much as possible... though of course he's hoping the fight between his pawns will completely wreck the it.

Naturally, both Dr. Fang and the ace German spy want to get their hands on the plans or prototype for the plane-bomb. But they're not the only ones who hear the rumor. The Skymaster (page 25) keeps his ears open for all sorts of information about aviation, and he's not about to let anyone but himself have "plane-bombs" or similar technology. He's the Lord of the Air, they should be his to command! So he's preparing a two-pronged strike involving several Airmada planes in the air and thugs hired from the Coletti Mob (page 74) on the ground in an attempt to steal the Hammersmith plans and prototype for himself. And of course all these rumblings in the underworld have gotten back to the PCs somehow.

When the Red Sickle spreads a follow-up rumor that the government is about to move the plane-bomb project to Washington, all the players prepare to attack. On the same night, four forces plan to rob the Hammersmith Industries plant:

- Lok Shing will lead a group of Ying Hu Shi warriors and other Legion thugs, with Ming Wei remaining close by to observe and make sure everything goes right

- Der Dunkeladler is sending in Maximilian Krieger (page 151) and some Bundist storm-troopers (use the Gangster character sheet from page 407 of *Pulp Hero*) to obtain the goods; he plans to fly overwatch in Gerta and support his men as necessary

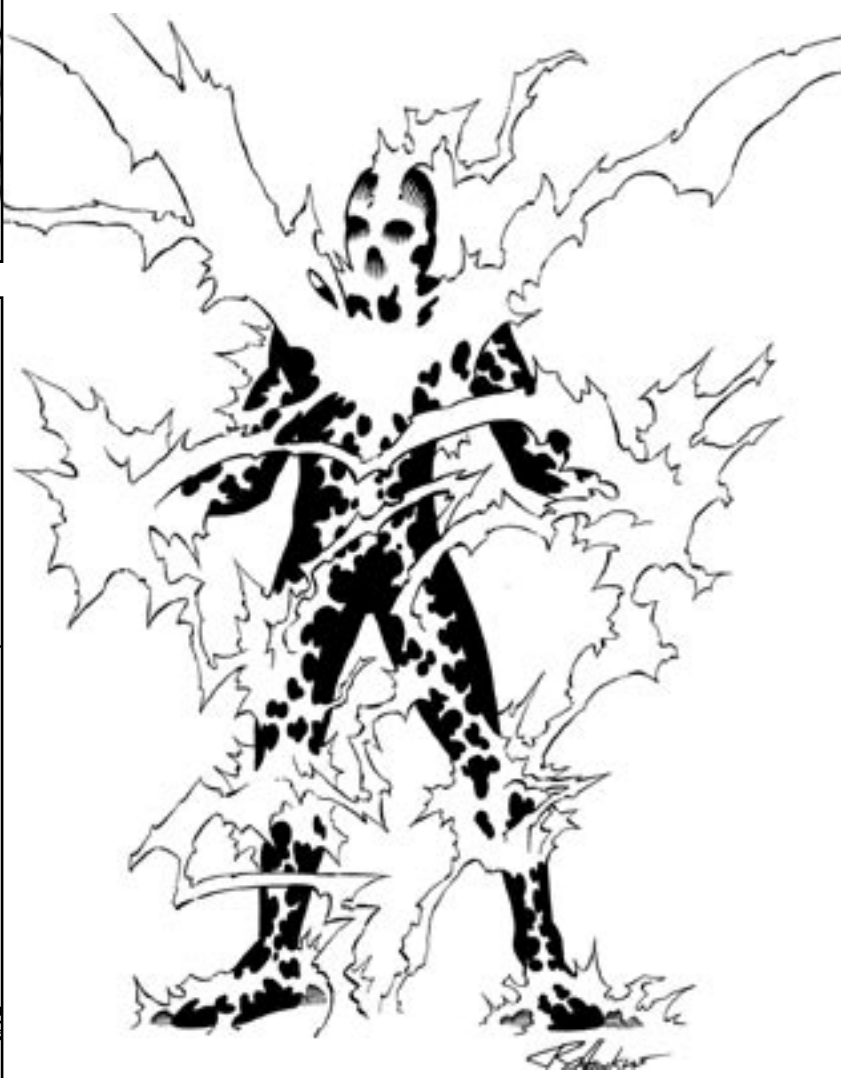
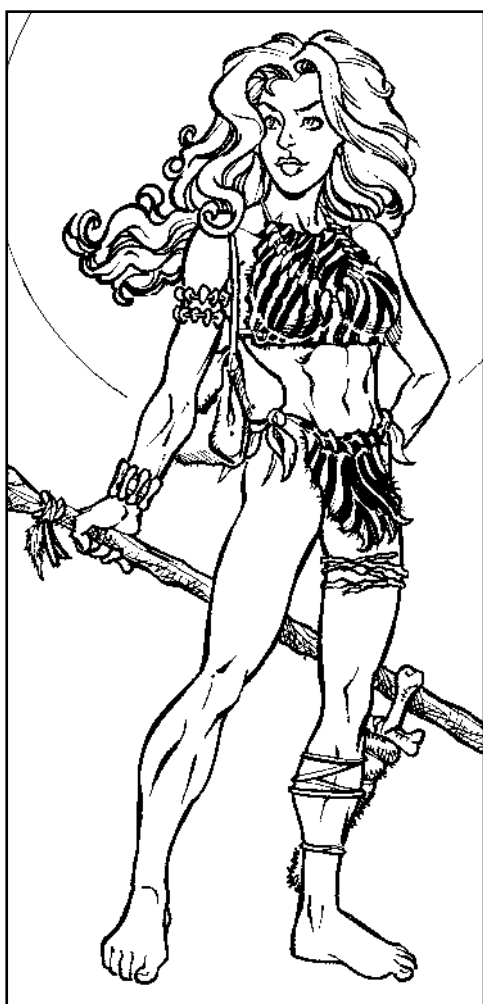
- four Airmada pilots and a group of Coletti thugs (use the Gangster character sheet from page 407 of *Pulp Hero*) aim to get the plans for the Skymaster

- the Red Sickle and his minions (use the Gangster character sheet from page 407 of *Pulp Hero*) will be nearby, several buildings over from the main action, stealing guns and committing acts of sabotage

And the PCs are going to walk right into this mess! They may have a hard time just figuring out who's who, and who they should attack. While a furious gunfight/fistfight rages on the ground, der Dunkeladler duels the Airmada pilots in the air above the factory (and perhaps a PC aviator gets involved in that battle). Let the battle play out, emphasizing Pulp heroics, non-stop action, and daring maneuvers. At some point, give the heroes a chance to notice the Red Sickle's men escaping with the stolen guns. If possible, the Red Sickle may take Ming Wei hostage to "protect" himself, though that's only likely to make the Legion of Crime ally with the heroes to defeat him.

Even if the Red Sickle succeeds, he's made himself some powerful enemies. The repercussions of this may spiral out for months and many game sessions as Dr. Fang, the Skymaster, Germany, and other players in the drama try to get revenge, find out if there really is such a thing as a "plane-bomb," and so forth.

chapter three:



SOLO VILLAINS

GILBERT ALLEN PLOT SEEDS

Gil has stumbled on the greatest land swindle in history: during the surveying that led to the boundaries being set between the state of New Mexico and the Arizona Territory, the surveyors made a 1° error because of an unknown deposit of magnetic iron ore. Not a big mistake, but when carried out along the entire length of the state, it makes a sizeable slice of land that's just sitting there, legally free for the taking, because the United States hasn't laid claim to it. Now all he needs is a buyer and he's set for life! Who does he know who'd like to possess his own private nation — within the boundaries of the United States?

Someone wants to own a particular ranch in Colorado, but the pretty young lady who owns it doesn't want to sell, so Gil is on the job. He does some digging into the history of the place and discovers an old local legend about someone called the Scarecrow who dressed up like one and went around killing and robbing folks at gun- and pitchfork-point during the 1870s. The original ran afoul of a gunfighter named Lazarus Adams in 1877, but the legend seems like a perfect way to scare the girl off her ranch so his client can pick it up for a song. Gil just needs someone to dress up and play the part and he'll be set.

Continued on next page

GILBERT ALLEN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
13	DEX	9	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	2		
20	END	0		
21	STUN	0		Total Characteristics Cost: 51

Movement: Running: 6"/12"

Cost Powers **END**

Perks

20 Followers: four hirelings built on 50 Base Points

10 Money: Wealthy

Talents

3 Bump Of Direction

Skills

15 +3 with Interaction Skills

3 Acting 13-

3 Bribery 13-

13 Conversation 18-

2 Forgery (Documents) 13-

2 Gambling (Card Games) 13-

3 AK: Western US 13-

3 KS: Real Estate Law 13-

3 Language: Spanish (completely fluent; English is Native)

3 Persuasion 13-

3 PS: Financier 13-

3 Riding 12-

3 Seduction 13-

3 Sleight Of Hand 12-

3 Streetwise 13-

2 TF: Common Motorized Ground Vehicles

2 TF: Riding Animals

3 Trading 13-

2 WF: Small Arms

Total Powers & Skills Cost: 107

Total Cost: 158

75+ Disadvantages

5 Age: 40+

15 DNPC: Millicent (daughter) 11- (Normal)

15 Psychological Limitation: Greedy (Common, Strong)

48 Experience Points

Total Disadvantage Points: 158

Background/History: Gilbert Allen was raised on his father's ranch in what's now the Oklahoma panhandle. In the 1870s, however, it was known as the "Public Land Strip" or "No Man's Land," an area where cattlemen established unregulated free-range ranches, appropriating grass and water without buying or leasing the state's land. The Allen ranch was one such ranch. Encompassing hundreds of acres, it was fertile and quite profitable.

Then came the squatters. Few of them attempted any serious farming (seed and equipment was too expensive, grain markets too far away). For the most part, they weren't much trouble, and if they were, Allen's ranch hands simply ran them off. Since it was public land and not part of any state, there were no homestead laws — the "owner" of property was simply the one with the most power.

In 1890 the Oklahoma Territory's Organic Act made the Strip part of Oklahoma Territory and established homestead rights. During 1890 and 1891, government surveyors partitioned the land into sections, and squatters who could verify their claims could receive up to three years' credit toward the homestead requirement of five years residency. Legalization of ownership also brought with it the possibility of mortgages for capital to purchase farm equipment, seed and building materials. Then came the railroad, land developers, and yet more homesteaders. Slowly but surely, the Allen Ranch dwindled as homesteaders carved out 160-acre plots one after the other. Finally, the Ranch was diminished to the 160 acres Allen Senior could himself homestead, which was not nearly enough to support a cattle ranching operation.

In the 1910s, something more profitable than cattle appeared on — or under — the Allen ranch: oil. Gil, having inherited the ranch — and its debts — a few years earlier, sold out and used the money to begin establishing his own empire.

The Homestead Act of 1862 said that any "family head" was entitled to 160 acres after fulfilling a five years residency and improvement requirement — or the family head could purchase the land for \$1.25 an acre after six months. In the early years of the new century, the allotment was increased to 640 acres. Gil used — and abused — that entitlement to slowly obtain ownership of thousands of acres of government land. Hiring "families" to homestead the property he wanted, after six months he would "loan" them the money to purchase the land, then pay off the "homesteaders" and "purchase" their land.

As the years passed, Allen discovered he enjoyed swindling the government. This led to a realization that he enjoyed swindling in general. The government, corporations, poor farmers — it was all the same to Gil. As long as one side wanted land and the other had it, he was never going to be out of a job.

Continued from last page

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt Peacemaker	+0	+0	2d6-1	1d6	6	9	
Winchester 70	+1	+2	2½d6	1d6	3	12	
Shotgun	+0	+0	2½d6	1d6	5	12	2H, AE1, 20" range, RR, RP

Armor

None

Gear: Rope

Clothing: See Appearance

Personality/Motivation: On the surface, Gil Allen is a genial sort, a gladhander, a man to whom strangers are just friends he hasn't met. Inside, however, Gil is a cold, hard schemer who would just as soon defraud you as look at you. He's greedy, and he's learned that money in the bank is better than land, cattle, oil, or timber (though he owns some of each, just in case the banks fail again). He hires out to corporations, railroads, ranchers, loggers, or anyone else who'll pay him to obtain land illegally or immorally. And he enjoys doing it.

The only thing Gil cares about more than money is his daughter, Millicent, a 20-year old brunette who lives Back East and attends a Big Eastern University. She keeps changing her mind as to what she wants to do with her life, but right now she's decided she wants to study languages. He spends a certain amount of time checking up on her and making sure the wrong kinds of young men don't stick around her too long, something that would be much easier if she wasn't as pretty as her late mother.

Quote: "My old pappy used to tell me that stocks rise and fall, banks come and go — but one thing never changes: people always need land and someone to get it for 'em. Good advice then and now."

Powers/Tactics: Gil Allen doesn't like violence, but if violence is what it takes.... well, he has men who work for him to do that. If he can buy your land at a pittance, swindle your land out from under you, or win it by cheating at cards, he'd prefer that, because when you get right down to it he'd rather outsmart an opponent than have to resort to crude tactics. It's simply more fun.

But if you refuse, or you're smart enough to see what he's up to, you'll learn it's true what they say: accidents do happen. It's a pity about your barn burning down, Mrs. O'Leary. Too bad that well's turned up poisoned, Mr. Brannon. What a tragedy your cattle are sick, Mrs. Sweeney. Maybe Gil can help you out....

Campaign Use: The pulps are full of people who want land someone else has, whether for mineral resources, water rights, lost ruins, or a hundred other things. Gil is the man who can get it for them when they can't manage it themselves due to time constraints, lack of ability, or insufficient ingenuity. He makes a good motivator for all sorts of adventures, or even someone for the characters to go to if they need to stop someone from getting their hands on some land — the challenge of swindling another

swindler might just appeal to Gil.

To make him more powerful, increase his physical Characteristics a few points, give him a few dice of HA to reflect some brawling experience from his younger days, and increase the power of his hired thugs. To make him weaker, remove one or two of his thugs or reduce/eliminate his Skill Levels with Interaction Skills.

Gilbert doesn't Hunt people unless they have land he's been paid to get or has decided he wants for himself. He'd make an exception in the case of someone he thought wasn't worthy of his daughter, but that's about it.

Appearance: Gilbert Allen is 5'8", muscular, and ruggedly handsome, with brown hair and green eyes. He always dresses well, but never overdresses when dealing with sellers, and wears cowboy boots even with his suits.

Gil's run into a snag in his latest job: the old man he's trying to drive off some land in Montana is a tough customer — tough enough that Gil's hired thugs aren't interested in tangling with him again. He needs someone ornery enough to handle the job and stupid enough not to look too closely at what's going on. Maybe that batch of folks who got in his way last year would do... he'd just need a way to make them think the landowner is a bad man (not too hard, considering he *is* a bad man), and a good-looking girl to plead with them for help and he's all set.



EL AZOR PLOT SEEDS

There's a new *alcalde* in town. Actually, it's one of the characters who's inherited or won some property in Argentina and has come down to inspect it. El Azor sets out to make the new landowner's arrival an event to be remembered — and profited from. He has a train robbery planned where he'll introduce himself to the character, followed by an appearance at the welcoming ball being thrown in the new landowner's honor, and that will carry him through until he sees if the character is going to bring in new cattle or reopen those old mines in the hills. It's good to be El Azor!

The characters are on an expedition to the southern part of the Andes in search of some Inca ruins. After a lengthy search, they find the ruins and discover that they aren't the only ones interested in the site: El Azor's there to locate a series of army paychests hidden away by soldiers who were subsequently killed during one of the many revolutions in the early Thirties. Can they all learn to get along, so everyone gets what he wants? And what about those soldiers coming up the mountain? Just what are they doing here?

Continued on next page

EL AZOR

Val	Char	Cost	Roll	Notes
14	STR	4	12-	Lift 175 kg; 2½d6 [3]
20	DEX	30	13	OCV: 7/DCV: 7
15	CON	10	12-	
15	BODY	10	12-	
16	INT	6	12-	PER Roll 12-
12	EGO	4	11-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	2		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	0		Total Characteristics Cost: 82

Movement: Running: 6"/12"

Cost Powers END

Martial Art: Whipfighting

Maneuver	OCV	DCV	Notes
4 Choke	-2	+0	Grab One Limb; 2d6 NND (2)
4 Disarm	-1	+1	Disarm, 24 STR to Disarm
5 Slash	-2	+1	Weapon + 4DC Strike
5 Snap	+1	+3	Weapon Strike
3 Trip	+0	+1	Weapon Strike +v/5; Target Falls

Martial Arts: Pistol Mastery

Maneuver	OCV/DCV/RNG	Notes
3 Defensive Shot	-1/+2/+0	Weapon Strike
3 Diving Shot	+0/+2/+1	Weapon Strike, Half Move Required, You fall
3 Leg Shot	+0/-1/+0	Weapon +2 DC, Throw
4 Quick Shot	+1/+0/+0	Weapon +2DC Strike
4 Ranged Disarm	+0/+0/+0	Disarm, 29 STR to Disarm
15 <i>Quick Fire:</i> Autofire (up to 5 shots; +½) for firearms built on up to 60 Active Points; OIF (any non-Autofire firearm of opportunity; -½), Cannot Use Targeting (-½) 3		

Perks

15	Follower: Hawk (see text)
1	Reputation: Gentleman Bandit 11- (Medium Sized Geographic Area), +1/+1d6

Talents

3 Bump Of Direction

Skills

12	+4 with Whip, Bolas, and Colt Peacemaker
8	Targeting Skill Levels: +4 versus Hit Location Penalties with Whip
20	+4 DCV
3	Acrobatics 13-
2	Animal Handler (Raptors) 12-
3	Breakfall 13-
3	Climbing 13-
3	Concealment 12-
3	Conversation 12-
3	Disguise 12-
3	Fast Draw (Whip) 13-
3	Fast Draw (Small Arms) 13-
3	Gambling (Card Games, Horse Racing) 12-
3	AK: Argentine Pampas 12-
2	Language: English (fluent conversation; Spanish is Native)
2	Navigation (Land) 12-
3	Paramedics 12-
3	Persuasion 12-
1	PS: Dancer 8-
2	PS: Rustler 11-
2	PS: Thief 11-
3	Riding 13-
3	Seduction 12-
3	Shadowing 12-
3	Sleight Of Hand 13-
3	Stealth 13-
2	Survival (Temperate/Subtropical) 12-
3	Tactics 12-
3	Tracking 12-
3	TF: Riding Animals; Small Motorized Ground Vehicles
5	WF: Small Arms, Whip, Bola, Lariat

Total Powers & Skills Cost: 188

Total Cost: 270

75+ Disadvantages

20	DNPC: Mother and two sisters 8- (Incompetent; Group DNPC))
25	Hunted: Police 11- (Mo Pow, NCI, Imprison)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
15	Psychological Limitation: Thrillseeker (Common, Strong)
15	Psychological Limitation: Gentleman Bandit (Common, Strong)
10	Reputation: gentleman bandit, 11-
15	Social Limitation: Secret Identity (Juan Miguel Alvarez) (Frequently, Major)
80	Experience Points

Total Disadvantage Points: 270

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Whip	+0	—	½d6	1d6-1	—	5	3" reach, can Grab
Bolas	+0	RBS	Spec	—	1	6	Entangle 3d6, 3 DEF
Colt Peacemaker	+0	+0	2d6-1	1d6	6	9	

Armor None

Gear: Rope, lighter

Clothing: See Appearance

Background/History: Juan Miguel Alvarez and his sisters Carmelita and Rosa were raised on his father's small cattle ranch northwest of Buenos Aires. It was a good life for a young man, and things were good economically, both for the Alvarez family and Argentina. Per capita income was rising, and the country was moving toward a true democracy. Juan learned all the necessary skills for a gaucho — riding, shooting, ranching, dancing, and the use of the whip and the bola.

Then came the Great Depression and the September 1930 coup. The new president, General Jose Uriburu, was a poor leader, ruling by decree, torture, and imprisonment. In 1932, General Agustin Justo was elected president. Although he distrusted Uriburu, he used similar governing tactics. His administration censored the press, intervened in the universities, and suppressed other political parties. Several revolts followed. Economic conditions forced the government to renegotiate various import and export treaties.

Beef prices dropped, grain prices rose, and the Alvarez family suffered. When Juan's father died in a riding accident, the responsibility for the family fell on the young man's shoulder. Determined to not lose the *rancho* which had been in his family for generations, young Juan began seeking alternative methods of financing. He'd always loved stories of noble thieves like Robin Hood, who stole from the rich to give to the poor. Since *he* was poor, he'd become a Robin Hood and give to himself! Inspired by his pet hawk, he created the "gentleman bandit" identity of *El Azor*. Dressed all in black and armed with his whip, bola and pistol, the bandito embarked on his life of crime.

Personality/Motivation: El Azor envisions himself as a gentleman bandit. He's gracious, polite, dashing, witty, uses the minimum amount of force necessary to get the job done, and is always polite to the ladies. He's been known to refuse to steal from the poorer passengers on a train, saying that he's only a poor man himself and won't contribute to another poor man's poverty. Inspired by the stories of the American Wild West, El Azor steals anything he sees as financially advantageous. With a lariat and running iron, he's increased his herds. Through train and bank robberies, he's paid off the mortgage on his family's rancho and even increased his holdings.

Since El Azor has gotten his family on a more stable financial footing, he's tried to give up his life of crime, but finds that he cannot. He's addicted to the thrill of the chase, the romance of his heroic bandit image, and cannot do without it.

Quote: "A sword, Señor? No, no, El Azor prefers the gun."

Powers/Tactics: El Azor is an intelligent bandit who plans his crimes carefully. He'll watch a herd of cattle for days, visit a bank several times, or travel a specific train route before committing his crime, making certain to identify likely places for dramatic entrances and exits and the like. He believes being prepared is the secret to success, and he wants to keep on with his string of successes as long as possible.



El Azor exploits the element of surprise whenever possible, using his whip or gun to disarm or disable any violent opponents, and his bola to immobilize any who attempt to escape. If necessary, he calls in his trained hawk, *Rayo* ("Lightning"), to snatch guns from hands, carry ropes across chasms, and the like. He is loathe to expose his friend to gunfire if he can help it, though. (For his Hawk's character sheet, see 136 of *The HERO System Bestiary*, and add the Battle-Trained and Smart templates from that book.)

El Azor's mastery of the whip is nothing short of marvelous. He can use his whip to disarm opponents, choke them into unconsciousness, or simply injure them. He's been known to flick buttons off of a shirt without injuring the man wearing it, and slice cigarettes and cigars out of the lips of the person smoking them without inflicting so much as a scratch. But he's no slouch with his pistol either. He can draw quickly, shoot accurately while on the run or even diving through the air, and fire so quickly he can come close to emptying his revolver in less than a second. He's also mastered the art of twisting out of the way of a bullet at the last second, a trick that never fails to amaze the locals and makes the authorities swear he's some kind of spirit or ghost. (In game terms, his Combat Skill Levels with DCV simulate this.)

Continued from last page

A pair of young women has made a splash in Hudson City society: two beautiful sisters from Argentina who are here to enjoy a visit to America and spend some of their wealthy family's money. Beautiful, charming, and flirtatious, they're the latest toast of the town — until something happens and suddenly, abruptly, they aren't returning calls or attending parties. And there are stories about a man dressed in black with a trained bird, a man who's on a rampage through the underworld, looking for something or someone. No, not the Raven — this man dresses like nothing anyone has ever seen, and he calls himself El Azor....

ACHMED BEN-ALI PLOT SEEDS

Something unthinkable has happened: Benny's been burglarized! His collection has been violated, and some of his most valuable pieces have been wrenched from their loving home on his estate. This is an outrage! Intolerable! Unthinkable! He needs someone to track down this thief calling himself Fafnir and bring back his stolen property. And when he needs something unpleasant, dangerous, and risky like that done, who else is he going to call but the PCs?

Benny is in love. Again. No, he really means it this time. Honest. There's just this one little problem... Hey! Where are you going? You have to help him; you're his friend, his only friend! If you'll just give him a few days of your time and help him out, he knows it'll work — he has this great idea that he got from a book he just read. Maybe you've heard of it? *Cyrano de Bergerac*?

Somewhere in the trackless Sahara is the Barrington-Smythe expedition: three good men, one woman, twenty bearers, and fifty camels and horses, all searching for the Oasis of Jinmiir and the buried city surrounding it. When the characters discover that another expedition, financed by individuals they know have connections to the Legion Of Crime, set out in pursuit of the unaware Barrington-Smythe party three days ago, there's only one man they can turn to to get a copy of the map Barrington-Smythe was following: Benny. But will they meet his price?

Campaign Use: Think of El Azor just like you would the villain in a western movie or serial. He robs banks and rains, rustles cattle, engages in bar fights, and makes the local law enforcement look like fools. He just does all of this in Argentina. While dressed like a gaucho. Accompanied by his loyal hawk. And with a Spanish accent. You can run him as a serious villain (in which case, despite his appearance, he's quite deadly), or for a more comedic touch (in which case he goes out of his way to make the characters look like fools), or, perhaps best of all, as a more middle-of-the-road figure who's a bit of both.

If your campaign's unlikely to take the PCs to Argentina, you can transplant El Azor to another country — such as Mexico, Brazil, or perhaps even the Southwest US — without much trouble. Just tweak his background a little to suit the new location, and get rid of his bola.

To make El Azor more powerful, give him a few Cinematic Brawling maneuvers and some Combat Luck. To weaken him, reduce his DEX to 18 and SPD to 3, remove some or all of his DCV Levels, and eliminate his Targeting Skill Levels.

El Azor isn't much of a Hunter... unless he decides a character would make a good dramatic nemesis for him so he can build up his legend a bit more. He's not really interested in killing anyone, though, and would only do that if someone harmed his family or Rayo.

Appearance: El Azor wears typical gaucho dress: *bombachas* (loose full pants), boots, a flat broad brimmed hat, and a poncho. Rather than the usual utilitarian garb of the standard gaucho however, El Azor's clothes are all black silk, richly embroidered in silver. His boots are tooled leather, ornately appointed in silver, and his hat is of the finest quality. He stands 5'8" tall and weighs about 190 pounds, with black hair and dark brown eyes.

Juan Alvarez dresses in much the same fashion, albeit in the more traditionally drab colors of the gaucho. When not working his rancho, he dresses in well-fitting but not terribly expensive clothing appropriate to the situation.

ACHMED "BENNY" BEN-ALI

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
14	PRE	4	12-	PRE Attack: 2½d6
8	COM	-1	10-	
5	PD	3		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	2		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost	Powers	END
5	<i>Unimpressed:</i> +10 PRE, Only To Protect Against Presence Attacks (-1)	0
4	<i>Observant:</i> +2 PER with Sight Group	0

Perks

1	Fringe Benefit: Passport
5	Money: Well Off
20	Well Connected and 17 points' worth of Contacts among wealthy art collectors, international black marketers, mid-level government bureaucrats, professional art thieves, unscrupulous museum directors, and the like

Talents

3	Lightsleep
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Skills

10	+2 with Interaction Skills
5	Bribery 13-
3	Bureaucratics 12-
4	Forgery (Art objects) 14-
3	High Society 12-
3	KS: Black Market Merchandise 13-
3	KS: The Art World 13-
3	KS: Works of Art 13-
3	Language: English (completely fluent; Arabic is Native)
3	Language: French (completely fluent)
3	Language: Persian (completely fluent)
3	Persuasion 12-
3	PS: Art Appraisal 13-
3	PS: Fence 13-
3	Riding 12-
3	Streetwise 12-
4	TF: Riding Animals; Common Motorized Ground Vehicles
3	Trading 12-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 106

Total Cost: 154

75+ Disadvantages

10	Psychological Limitation: Believes He's Much More Suave And Debonair Than He Is (Common, Moderate)
15	Psychological Limitation: Greedy (Common, Strong)

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Magnifying glass							
Clothing: See Appearance							

- 5 Reputation: black market art dealer, 11- (among law enforcement agencies)
- 10 Vulnerable: 2 x Effect from PRE attacks by females of COM 16+ (Uncommon)
- 39 Experience Points

Total Disadvantage Points: 154

Background/History: Achmed “Benny” Ben-Ali comes from a long line of graverobbers and antiquities thieves. Since he was a child he’s moved freely through the Egyptian underworld, buying and selling — and sometimes stealing — art objects and artifacts. Having seen several members of his family killed or maimed while robbing tombs in the hills of Egypt, Benny decided that letting others take the risks was a much better idea, so he began limiting his exploits to fencing and forgery. Setting up a shop in the souks of Cairo, Benny bought and sold minor artifacts and built up his network of contacts. During the Great War he took advantage of the increased presence of Europeans and Americans in the city to branch out into jewelry and art objects. Now he has a large estate outside Cairo and “friends” all over the world.

Personality/Motivation: Benny considers himself quite the cosmopolitan ladies’ man, but sadly for him, he’s wrong. He’s highly susceptible to feminine wiles and always believes the best of any woman, even after she’s deceived him. While he’s never been able to find the “perfect woman” (*i.e.*, one who’d agree to marry him), he continues to search. He loves beautiful things, and beautiful women are at the top of his list.

But most of all, Benny is greedy. Paper money is lovely, silver better, gems and jewelry better still, and gold best of all. He’ll lie, cheat, steal, or whatever it takes to accumulate more money. His dream is to acquire enough wealth to move to America, where he’ll live in a mansion with his beautiful wife and have society at his feet.

Quote: “Mr. Irons, what a pleasure to see you again! Have you come to your senses and decided to allow me to purchase the lovely Miss Murdock from you? I promise you a very good price.”

Powers/Tactics: Benny is useless in a fight. He’ll either buy his way out of it, or hire someone who’ll take care of it. If you have something he wants — an art object, a beautiful American blonde — he’ll try to purchase it. If unsuccessful, he hires someone who can acquire it for him. Repeat as necessary.

Campaign Use: Benny is the type of character who can be anything the campaign requires. If you need a financial backer for an expedition to the lost mines of King Solomon, contact Benny. If you need someone to hire a thief to steal art objects,

contact Benny. If you need someone who knows more about the seamy underside of the art world than any character is likely to want to, contact Benny. If you need to know the location of the auction of your stolen artifacts, contact Benny. If he doesn’t have them, he knows who does. Anything you need, Benny can get. For a price. And always, of course, at the risk he’ll sell you out to someone who pays even more....

To make Benny more powerful, give him more Contacts and Favors and perhaps a couple of large Turkish bodyguards. To make him less powerful, reduce the number of Contacts he has available and remove his Skill Levels.

Benny would not personally Hunt a character for any reason. He would, however, hire someone to if the character had something he wanted and wouldn’t sell it to him. In that case, the character could expect whatever tactics the individual Benny employs would normally use. However, Benny would never authorize the use of lethal force, because then he could never sell them something — or steal something else from them — later.

Appearance: Benny is short, about 5’4” tall, but weighs almost 250 pounds.

His stringy brown hair always looks unwashed, and even his brown eyes look faded. While he tries to dress in the finest of clothes, whether Middle Eastern or European, he cannot go longer than a few minutes before they become sweat-stained and rumpled. When at home, he generally wears the traditional *djellaba* (a richly embroidered and colorful robe), slippers, and a turban. If meeting with a European or American “client,” he dresses in a more Western style, in an impeccably tailored — but sadly rumpled — suit. The only concession he won’t make to Western dress is that he continues to wear his embroidered slippers, even with his suits.



OTHER NAMES FOR CIMBA JANAKADI

The jungle tribes have many different names for Cimba Janakadi, most with the same meaning as her Bantu dialectical primary name. Some variations include:

Simba Mwanamke (Swahili, meaning “lion woman”)

Zaki Ajuza (Hausa for “lion woman”)

Gida Jantu (Bantu dialectical form of “lion woman”)

Tamboi Janakadi (Another Bantu dialectical form of “lion woman”)

CIMBA JANAKADI				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	14-	OCV: 7/DCV: 7
20	CON	20	13-	
14	BODY	8	12-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
Total Characteristics Cost: 119				
Movement:		Running:	9”/18”	
		Swimming:	5”/10”	
		Swinging:	12”/24”	
Cost Powers		END		
<i>Martial Arts: Jungle Fighting</i>				
	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
4	Choke	-2	+0	Grab One Limb; 2d6 NND(2)
4	Escape	+0	+0	30 STR vs. Grabs
4	Evade	+0	+5	Dodge vs. All, Abort
4	Punch	+2	+0	5d6 Strike
3	Hold	-1	-1	Grab Two Limbs, 25 STR for holding on
3	Slam	+0	+1	3d6 + v/5; Target Falls
2	Use Art with Spears and Knives			
10	<i>One With The Jungle:</i> +20 PRE; Only Versus Animals (-1) 0			
5	<i>The Trees Are Her Highway:</i> Swinging 12”; OIF (vines and branches of opportunity; -½), Requires A DEX Roll (-¾) 1			
6	<i>Runs Like The Wind:</i> Running +3” (9” total) 1			
3	<i>Swims Like A Fish:</i> Swimming +3” (5” total) 1			
15	<i>Blessings Of The Jungle Gods:</i> Luck 3d6 0			
Perks				
25	Followers: Bagheera the leopard, Mowgli the monkey, and Colonel the elephant, each built on 75 Base Points			
Talents				
20	Animal Friendship			
3	Bump Of Direction			
6	Combat Luck (3 PD/3 ED)			
23	Danger Sense (out of combat, immediate area, intuitional) 15-			
Skills				
9	+3 with Jungle Fighting			
6	+3 OCV with Bow			
10	+2 DCV			
3	Acrobatics 13-			
3	Breakfall 13-			

3	Climbing 13-			
3	Concealment 12-			
3	Fast Draw (Spear, Bow, and Knife) 13-			
7	AK: Central Africa 16-			
7	KS: Jungle Animals 16-			
7	KS: Jungle Tribes 16-			
1	KS: Works Of Kipling 8-			
1	Language: English (basic conversation; Bantu is native)			
4	Language: Swahili (idiomatic)			
3	Mimicry 12-			
2	Navigation (Land) 12-			
3	Paramedics 12-			
7	PS: Huntress 16-			
3	Riding 13-			
6	Security Systems 15-; Only Works With Primitive/Natural/Jungle-Style Traps (-½)			
5	Shadowing 13-			
3	Stealth 13-			
6	Survival (Mountains, Temperate/Subtropical, Tropical) 12-			
9	Tracking 15-			
2	TF: Riding Animals			
4	WF: Common Melee Weapons, Common Missile Weapons			

Total Powers & Skills Cost: 260

Total Cost: 379

75+ Disadvantages

10	Hunted: Sir Jonathan Earle 8- (As Pow, Kill)			
15	Psychological limitation: Follows Code Of The Jungle (Common, Strong)			
15	Psychological Limitation: Hates “Civilized” People, Especially Germans (Common, Strong)			
20	Psychological Limitation: Sworn To Protect The Jungle And Its Inhabitants (Common, Total)			
15	Social Limitation: Unfamiliar With Civilization (Frequent, Major)			
5	Social Limitation: Woman (Occasional, Minor)			

224 Experience Points

Total Disadvantage Points: 379

Background/History: Marissa Thomas was born in 1913 to a missionary couple serving in the Belgian Congo. She lived there with her parents until the age of ten, when the missionary school was raided by a band of German soldiers who stayed in Africa after the end of the Great War and turned to banditry. Mrs. Thomas hid Marissa and so saved her life, but she couldn't prevent her daughter from witnessing the atrocities perpetrated by the soldiers on her parents and the villagers.

After the Germans left and the village was in flames, Marissa fled into the jungle, where she survived by watching and imitating the animals — eating the food they ate, drinking the water they drank, and hiding when they hid. Her constant companion was Rafiki, a yearling lion she rescued as an orphaned cub. His presence prompted the local tribes to give her the name *Cimba Janakadi*, or “Lion Woman.”

When Marissa was sixteen, civilization came

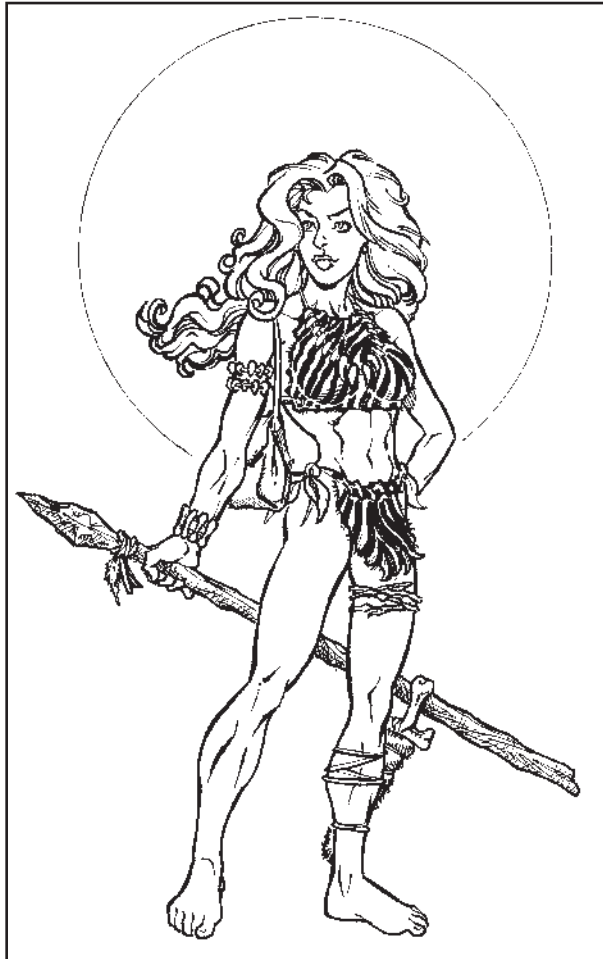
to the jungle again, as white men — workers and guards from a nearby hydraulic mining operation — brutally moved through the area, rounding up slaves to work their mining operation. As before, the representatives of civilization not only raided the villages and destroyed the land, they killed Rafiki, who died saving her life. Her mind could not stand the same loss again, and it retreated by deciding she was what the natives referred to her as: Cimba Janakadi, the vengeful jungle spirit.

Since then, Marissa has be-friended other animals, naming them from characters she dimly recalls in the stories that her mother told her: a leopard (Bagheera), a small monkey (Mowgli), and an elephant (The Colonel). She's declared her own private war on the white men she blames for the deaths of her loved ones and the destruction of her beloved jungle.

Personality/Motivation: The girl who was once Marissa Thomas has vanished, leaving Cimba Janakadi in her place. Where Marissa was weak and defenseless, Cimba is strong and deadly, able to protect both herself and her jungle. As part of that transformation, she's forgotten most of what she knew of civilized mores and ways. She lives like a free spirit in the jungle, existing from day-to-day with very little thought for tomorrow. If she's hungry, she finds food. If it rains, she finds shelter. She wears clothes only because she remembers her mother telling her she must, but even then just a few small scraps of zebra hide. Her speech, when she uses her almost-forgotten English, is halting and full of clipped declarative sentences. She's better with the native languages, speaking them fluently and knowing many dialects, but that's more

from hearing them than actual usage.

Cimba hates civilization and the white men she believes are its messengers. Her mind mingles them with the German soldiers who destroyed her family's compound in her childhood. The fact that she herself is one of them is completely lost on her. If confronted with this fact, she would look blankly at the speaker and proclaim that she is *Cimba Janakadi*, the spirit of the jungle, not one of the white killers from civilization. She'll explain away superficial similarities like skin and hair color by claiming the jungle took the most terrifying image it had — white killers — when it gave birth to her.



Having had her family taken from her twice now, Cimba's extremely protective of the new one she's made for herself. She won't allow harm to come to any of her animals, and will wreak a terrible vengeance on anyone foolish enough to hurt them. Her protection extends to the jungle as a whole and the natives who dwell within it, leading her to oppose virtually any attempts to develop land, establish mines or settlements, organize the natives into a regular work force, or lead safaris into her territory.

The "Code Of The Jungle" she follows is a basic and primal one. It holds that hunters should only kill what they need and never take more than the jungle can provide, that

killing to survive and protect others is good, and that even white men — except Germans — should be given one chance to show that they can change their ways before they must be killed. Kindness should be repaid with kindness, and injustice with vengeance.

CIMBA JANAKADI PLOT SEEDS

There's a plague spreading through the jungles like wildfire, literally depopulating some villages due to its virulence. A physician has finally arrived from Mombasa with a vaccine; now all someone has to do is guide him through the jungle to the villages not yet infected so he can vaccinate the natives and save hundreds, maybe thousands, of lives. But this means finding a way to get safe passage through Cimba Janakadi's territory — and somehow convincing her that Dr. Fritz Grüberman is really here to help the natives. But that's why they call them heroes, right?

While in a remote part of her territory, Cimba comes across an expedition that seems to be moving towards a portion of the mountains she's always avoided because of the city of the Metal Shirt Men who live there. They occasionally send parties of men in their funny metal shirts and hats into the jungles to capture animals, and can't be hurt with arrows. She's ready to let the two groups encounter each other and help the jungle take the survivors when she realizes the expedition has three children with it, one of them a girl with blonde hair that makes her remember things she'd forgotten long ago. The expedition leaders won't listen to her warnings until it's too late and the Metal Shirt Men have captured them. Cimba realizes she needs some help — quickly — to rescue the children. Perhaps those people she met some time ago? They weren't too civilized; they might do if she can find them in time.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Spear	+0	+0	1d6+1	1d6-1	—	8	Can Be Thrown
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown
Bow	+0	+0	1d6+1	1d6-1	15	9	

Armor
None

Gear: None

Clothing: See Appearance

Continued from last page

Cimba has been shot at and avoided traps set by natives and “civilized” men alike for years. But no one’s ever used gas before, and she falls into the waiting nets without realizing what’s happening. When she awakens, she’s in a metal cage in a dark room with many animals and the smell of the great salt lake all around her. A dirty little man keeps coming and shoving bits of food to her and saying things about how she’ll make him rich and his circus famous. Cimba doesn’t really understand that, but she’s willing to bide her time. Weeks later, Dennard’s Magnificent Circus opens in Hudson City with the first showing of its new act, “The Jungle Queen,” promising that “Hudson City has never seen anything like her!” When Cimba breaks loose, releases all the animals, and starts to lead them home, the advertising proves to be correct. Now she’s just got one problem... which way is home and how do she and her new friends get out of the Village Of The Big Stone Huts?

Quote: “Bad men come to jungle. Hunt Cimba Janakadi’s friends. Must be Germans. Cimba Janakadi hunt them back.”

Powers/Tactics: Cimba’s primary concern is the safety of the jungle and its inhabitants, animal and otherwise. But she’s no tactician — she tends to take a reactive stance, waiting until someone or something intrudes on her territory, then dealing with it. She always investigates and observes intruders from the safety of the jungle to determine if they’re “Germans” or not — “Germans” being her word for individuals who have no honor or morality and seek only to kill or destroy. If she judges them to merely be “civilized,” she’ll issue one warning in person and retreat to see how they respond. If they heed her warning, or otherwise give some sign that they might be capable of leaning “proper” behavior, she’ll restrict herself to “harmless” acts like minor sabotage against equipment and supplies, sending a band of monkeys to rampage through the group’s camp, dumping over canoes and laughing at the “civilized” folk as they thrash about in the water, scaring off native bearers with cries in the night, releasing captured animals from their cages, and so forth. Her “family” often helps with acts of this nature.

If she thinks the white men are “Germans,” or if they prove through their actions that they cannot learn “proper behavior” (by ignoring her warning completely or shooting at her, for example), her actions won’t be so “benign.” They’ll face arrows from out of the darkness, poisonous snakes dropped into tents, sabotaged bridges that collapse under loads, raw meat dropped into the river to attract crocodiles as they cross, and even elephant stampedes through their camp if she believes the Colonel and his friends will be safe from massed gunfire. As always, she tries to avoid endangering her family.

If forced to fight in person, Cimba uses a variety of moves learned from watching monkeys and other animals fight with each other, made all the more effective by her surprising strength and agility. She’s trained herself to use the weapons of the natives — the spear, the bow, and the knife. She won’t fight to death or capture, preferring to escape into the jungle to return for another attack later. She’s constantly on the watch, making it almost impossible to take her by surprise or ambush... as her persistent nemesis, Sir Jonathan Earle, has discovered on several occasions.

Cimba’s mastery over animals is almost magical — it’s one of the reasons the natives consider her to be a spirit made flesh. Even the most dangerous of creatures lets her walk up to it and place a hand on it without retaliation, or can be persuaded to do tricks or perform small tasks for her, some-

times with only the briefest of contacts. When using her *Animal Friendship* Talent, she talks to the animals as if they can understand her. Though she has no real power to speak with them, she’s a wild enough creature in her own right that there seems to be true communication going on.

For Cimba’s three animal Followers, use the appropriate character sheets from *The HERO System Bestiary* with the *Smart* template added.

Campaign Use: Cimba Janakadi is more like a force of nature than a human opponent. She’s the jungle of Africa made flesh to do battle with the despoilers who come to loot her treasures; a spirit who flits through the jungle and is gone, leaving only a memory to mark her passing. She opposes any project — good or bad — that threatens her territory, and kills anyone who fights her with a ruthlessness only those who understand the law of the jungle can comprehend. She could make a very interesting, exotic — and sometimes startlingly frank and open — romantic interest for the right character, though she could never completely leave the jungle... or have the jungle leave her.

To make Cimba more powerful, increase her STR to 18-20, give her another appropriate maneuver or two for her Jungle Fighting, and one or two Extra DCs. Alternately, you can add more “Jungle Lord”-style abilities such as a “Disappearing Act” Teleportation, a few more inches of Leaping, or a limited form of Invisibility that only functions in natural surroundings. To make her weaker, drop her DEX and CON to 15, and remove her Danger Sense and *One With The Jungle* abilities.

Since she’s a reactive threat, Hunting is something that Cimba Janakadi does frequently and with great skill. If an outsider enters her territory and cannot be persuaded to depart, she Hunts him, using the general plans outlined above. She prefers to try to have the jungle dispose of those that she Hunts, but she’s not opposed to doing the job herself if it seems right. She might be persuaded to depart her beloved jungle and carry a Hunt back into the wilds of civilization itself if the offense to her or the jungle were great enough.

Appearance: Cimba Janakadi is a tall, extremely athletic girl in her early twenties, standing 5’9” tall and weighing 148 pounds. She has long, curly blonde hair that’s usually tied back with a criss-crossed leather thong but sometimes allowed to fall free, emerald green eyes, and deeply tanned skin from living outdoors. She wears a rather abbreviated halter top and loincloth made from the tanned hide of a zebra Bagheera killed, and carries a knife strapped to one calf with thongs, a spear in one hand, and a bow and quiver of arrows slung across her back. There’s an air of wild, feral beauty about her that makes her unforgettable.

LA COLOMBE NOIR				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	11-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
4	REC	0		
24	END	0		
23	STUN	0		Total Characteristics Cost: 51

Movement: Running: 6"/12"

Cost	Powers	END
10	Luck 2d6	0

Perks

- 10 Well-Connected and 7 points' worth of Contacts in the black market and the underworld
- 1 Fringe Benefit: Passport
- 5 Money: Well Off

Skills

- 5 +1 with Interaction Skills
- 3 Acrobatics 12-
- 3 Acting 12-
- 3 Breakfall 12-
- 3 Climbing 12-
- 5 Concealment 13-
- 3 Conversation 12-
- 7 Disguise 14-
- 3 High Society 12-
- 3 KS: Gems And Jewelry Black Market 12-
- 3 KS: Museums Of The World 12-
- 3 KS: Possessions Of The Rich And Famous 12-
- 2 Language: English (fluent conversation; French is Native)
- 2 Language: Italian (fluent conversation)
- 7 Lockpicking 14-
- 5 PS: Thief 14-
- 5 Security Systems 13-
- 3 Seduction 12-
- 3 Sleight Of Hand 12-
- 3 Stealth 12-
- 2 TF: Small Motorized Ground Vehicles
- 1 WF: Handguns
- 3 Traveler
- 2 1) AK: Cote d'Azure 12-
- 2 2) AK: Europe 12
- 2 3) CK: London 12-
- 2 4) CK: Paris 12-
- 2 5) CK: Rome 12-

Total Powers & Skills Cost: 116

Total Cost: 167

75+ Disadvantages

- 20 DNPC: Clarisse Gaspard (younger sister, age 14) 8- (Incompetent, Unaware of Character's Social Limitation: Secret Identity)
- 20 Hunted: various law enforcement agencies 8- (Mo Pow, NCI, Imprison)
- 15 Psychological Limitation: Determined Not To Be Poor Again (Common, Strong)
- 10 Psychological Limitation: Thrillseeker (Common, Moderate)
- 10 Rivalry: Professional, with Fafnir (Rival is More Powerful)
- 15 Social Limitation: Secret Identity (Juliette Gaspard) (Frequently, Major)
- 5 Social Limitation: Woman (Occasional, Minor)

Total Disadvantage Points: 170

Background/History: Born in Avignon, France to Emile and Helené Gaspard, Juliette Gaspard enjoyed all the advantages someone raised in a loving, well-to-do family could. The addition of her younger sister Clarisse made her life even more complete. Unfortunately, in 1929 her father was arrested, convicted, and imprisoned for embezzling from the St. Etienne Trading Company, where he'd worked as a buyer and expert in Far Eastern antiquities. Between the reparations ordered by the courts and the Great Depression, the family lost everything. Emile died six months later, an apparent suicide. Forced into manual labor, Helené worked herself to death within a year. Now left with no money, no means of support, and a young sister to raise, Juliette fell back on what she considered to be her only talent: her beauty.

Several years (and gentlemen friends) later, Juliette took up with a petty crook and part-time second story man named Eriquer Corday. He taught her the profession, but the relationship fell apart when she proved more adept at it than he. Corday was caught during a robbery and sent to prison; Juliette changed her name and left town one step ahead of the *gendarmes*. Finding that stealing jewelry paid better than selling herself, she became *la Colombe Noir* (the Black Dove).

Personality/Motivation: Colombe Noir grew up with the benefits of money and is beginning to enjoy having it again. She likes attending the elite soirées so beloved by the young and wealthy, and has become a member of the "in crowd." At first meeting she gives the impression of someone out to have a good time, but that's not entirely true. There's a reason for the parties and travel — it's where the money is. She's determined to provide for herself and her sister so Clarisse never has to do the sorts of things she's had to.

Quote: "I'm always in the mood for a party!"

Powers/Tactics: Colombe Noir is a sneak thief who climbs walls and opens windows and safes to get what she's after. Juliette, on the other hand, travels with the wealthy dilettante set, one of the numerous pretty faces in jewels and furs who wander between Paris and London, Cote d'Azur and Monte Carlo. She's always on the arm of someone new, especially

LA COLOMBE NOIR PLOT SEEDS

The classic *la Colombe Noir* plot: a PC stores something valuable in his safe at home — and when he goes to retrieve it a week or three later, it's gone! Who did it? When did it happen? The character begins to work through a list of individuals who've been in his home recently, and comes to the lovely Juliette. No, it couldn't be her — who's next on the list?

Juliette returns home one night and discovers that Clarisse is missing! She becomes frantic. Then her phone rings and a guttural voice on the other end tells her Clarisse will be returned — unharmed — if she'll do just one small thing. There was a man at the party she attended tonight, surely she must remember him: the elderly British gentleman she danced with? He has something the voice wants: the plans to the Maginot Line. Juliette may be a thief, but she's no traitor. How can she work things out so she gets Clarisse back safe and unharmed, the plans stay in French hands, and the men who kidnapped her sister pay the price?

Everything has gone perfectly on her latest outing as the Black Dove, not a hitch. The jewels she came for are safe in her bag, and not even the wealthy family's dogs were aware she was there. So how did the man whose home she burglarized wind up dead in his study, next to the opened safe she closed behind her? Why is his sister swearing it was a woman dressed in a close-fitting black outfit who stabbed him to death? Juliette realizes she's going to have to clear herself before *la Colombe Noir* is branded as a murderess... or better yet, help someone else to do it so her secret remains safe.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Climbing equipment, lockpicks and other thieves' tools, fine linen gloves, makeup**Clothing:** See Appearance

if he's charming, pleasant to look at, and rich. She uses her position to learn anything she can about a current paramour's possessions... and then, once she's several young men safely away from him, robs him blind. Gems, paintings, statuettes, stocks, bonds — there's always something valuable she can turn into the money she needs to ensure that she, and more importantly her sister, are never poor again.

Juliette is an astute listener, skilled at drawing out information from people (a task made all the easier if they're a little on the inebriated side). The parties she attends are also a breeding ground for gossip, giving her clues to who might have potential blackmail material hidden in their safes next to the jewelry and stock certificates.

Campaign Use: Facing down the minions of Darkness is exciting, but sometimes characters want to spend some time in adventures that are somewhat less life-threatening, if no less

exciting in their own way. Colombe Noir is always looking for a handsome face to complement her pretty one and a strong arm to slip hers around — and her dual life makes knowing her that much more interesting. She's a ready-made romantic interest for an appropriate character, though convincing her that his intentions are actually honorable, and then convincing her she doesn't need to keep stealing from people, will take a bit of work.

To make Colombe Noir more powerful, increase her DEX to 18, her SPD to 4, give her a few extra inches of Running, and possibly some special abilities like Disappearing Act or Ultimate Climbing. To weaken her, reduce her DEX to 13, and remove her Luck.



Colombe Noir Hunts the characters' possessions, not the characters themselves. If someone wronged her in some way she'd make it a point to steal something he truly valued, and if she could use that to hurt them — through blackmail or the revelation of a Harmful Secret — she'd do it.

Appearance: Juliette Gaspard is a beautiful young Frenchwoman, 25 years old, who stands 5'3" and weighs 100 pounds. She has chestnut brown hair she wears in stylish waves, blue eyes, and wears clothing designed to catch and hold the eyes of her current — and future — gentlemen friends. In her alternate identity as le Colombe Noir (the Black Dove), she dresses in all in black in a scandalously tight acrobat's leotard, crepe-soled slippers, gloves, and a domino mask, and pulls her hair back into a tight braid that she darkens with a black water-soluble dye. She carries a black shoulder bag to hold her burglar's tools and loot.

IL CORRIDORE NOTTE				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
11	BODY	2	10-	
14	INT	4	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
14	PRE	4	12-	PRE Attack: 2½d6
16	COM	3	12-	
6	PD	3		Total: 6 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 51

Movement: Running: 6"/12"

Cost	Powers	END
6	<i>Working The Pedals:</i> Aid to Running 2d6, Trigger (+¼); Only Works On Ground Vehicle Character Is Currently Driving (-1), Requires A Combat Driving Roll (-½), 4 Charges (-1), Costs Endurance (-½) [4]	
4	<i>Perceptive:</i> +2 to PER Rolls with Sight Group	0

Perks

- 10 Contacts: 10 points' worth among European fences, petty bureaucrats, and so forth
- 1 Fringe Benefit: Passport
- 4 Money: Well Off
- 4 Reputation: Noted Italian race driver (among European racing fans) 11-, +2/+2d6

Talents

- 3 Bump Of Direction

Skills

- 6 +2 with Combat Driver, Mechanics, and Navigation (Land)
- 5 +1 with Interaction Skills
- 5 +1 with Ranged Combat
- 3 Acting 12-
- 3 Bribery 12-
- 3 Bureaucratics 12-
- 9 Combat Driving 15-
- 5 Concealment 13-
- 5 Disguise 13-
- 3 High Society 12-
- 3 KS: Black Market 12-
- 3 KS: European Underworld 12-
- 2 Language: English (fluent conversation; Italian is Native)
- 2 Language: French (fluent conversation)
- 2 Language: German (fluent conversation)

- 3 Mechanics 12-
- 3 Navigation (Land, Marine) 12-
- 3 PS: Racecar Driver 12-
- 3 PS: Smuggler 12-
- 3 Seduction 12-
- 3 Stealth 12-
- 3 Streetwise 12-
- 3 Trading 12-
- 6 TF: Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles, Small Motorized Boats, Small Rowing Boats, Small Wind-Powered Boats
- 3 WF: Small Arms, Blades
- 3 Traveler
- 2 1) AK: European Smuggling Routes 12-
- 2 2) CK: Berlin 12-
- 2 3) CK: Florence 12-
- 2 4) CK: London 12-
- 2 5) CK: Paris 12-
- 2 6) CK: Rome 12-
- 2 7) CK: Vienna 12-

Total Powers & Skills Cost: 141

Total Cost: 192

75 + Disadvantages

- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Psychological Limitation: Loves Auto Racing (Common, Strong)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 5 Reputation: European smuggler, 11- (among the European underworld)
- 5 Rivalry: Professional (with French race driver)
- 10 Social Limitation: Famous (Frequently, Minor)
- 15 Social Limitation: Secret Identity (Vittorio di Alberti) (Frequently, Major)
- 37 Experience Points

Total Disadvantage Points: 192

Background/History: Born the third son of a wealthy Genoese shipping family, Vittorio di Alberti was raised in the lap of affluence, if not luxury. He was an active and daring boy, but an indifferent scholar. He only graduated due to his innate intelligence and an ability to concentrate fiercely when absolutely necessary. He enjoyed boating and spent a lot of time on the water, often racing other boaters.

At age nineteen, on a visit to a cousin married into the great Ferrari family, Vittorio fell in love. He was allowed to drive a few laps around the Ferrari test track, and the racing team realized it had a prodigy on its hands. Vittorio was overjoyed to sign

IL CORODORE NOTTE PLOT SEEDS

Vittorio falls madly in love with a female DNPC or close female friend of a character. Purified by the power of true love, he reveals all to his new sweetheart and swears to reform. He begins by refusing to finish the delivery of a stolen art collection to a local crime boss. Will the characters aid him against his disgruntled client? (For extra credit, have him fall in love with a willing female character.)

The PCs need something or someone smuggled out of a small European country. One of their contacts recommends Il Corridore Notte — but can they trust him (especially if a character who's a racing fan recognized the driving techniques of one of his favorite drivers)?

One of his clients discovers the true identity of Il Corridore Notte and blackmails Vittorio into a smuggling run so risky that even he wouldn't normally consider it. He appeals to the characters for aid, spinning a story of cleverly manufactured evidence prepared by the blackmailer. Will they help save the reputation of one of Italy's premiere drivers?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Beretta 1935	+0	+0	1d6	1d6-1	7	8	

Armor
None

Gear: Racing helmet, auto mechanic's tools

Clothing: See Appearance

on as Ferrari's newest junior driver. After only two years, he was promoted to senior driver and rapidly gained fame on the European racing circuit. With five more years' experience and quite a few victories under his belt, he began planning to start a racing team of his own.

With the Great Depression spreading its gloom over Europe, financial backing was much harder to find than he had expected. Even his own family's interests had suffered and they had nothing to spare on such a speculative venture. Desperate to raise the money, Vittorio was one day approached by an old business acquaintance of his father. Signor Della Rozza explained that a client of his needed a small package transported into Switzerland, swiftly and "without any official entanglements." Thinking quickly, Vittorio told him that while he was much too busy to be of assistance, he knew a fine driver who just might be available for the right fee.... And thus, *Il Corridore Notte* (the Night Runner) was born.

With the payments for various smuggling jobs, Vittorio was able to start his own racing team. He remains on good terms with the Ferrari Company, often driving one of their automobiles. While he's won numerous races since going independent, he continues to accept "packages" because he's not yet able to finance his team from prize money alone.

Personality/Motivation: Il Corridore Notte loves racing automobiles. It's what he was born to do. The thrill of speed, of competing against other skilled drivers, and balancing on the edge of victory or disaster is what makes life worth living. Fame and adulation are quite fine — though demands from his enthusiastic fans can be annoying, some of those fans are attractive women — but the racing itself is what's really important.

Il Corridore Notte is not really an evil man, but he's very self-centered. His own desires are paramount. He doesn't consider himself greedy, since he needs the money for his racing team; his own lifestyle is comfortable, but less so than his family's when he was a boy. If pressed, he'd rationalize that he owes it to his fans to keep racing. He enjoys the speedy night drives and matching wits with border guards that his smuggling requires, but ultimately crime is just a means to the end of maintaining his racing team.

Il Corridore Notte retains some scruples — for example, he'd balk at murder, particularly if women or children were involved. While he's exchanged

shots with border guards once or twice, he has yet to kill or even wound anyone. However, if there's a chance his identity could be exposed, threatening his ability to race, he might be driven to commit some desperate act.

Quote: "In life — as in racing — what's behind you is not important!"



Powers/Tactics: Il Corridore Notte is a superb driver. His usual vehicle is a Bugatti 57 painted a dark navy blue. His ability to coax every last drop of speed from a vehicle, combined with his knowledge of cities and routes, make him an elusive adversary. His boating skills also stand him in good stead if he needs to transport some item to an island or up a river. In any confrontation, he tries to stay behind the wheel of a vehicle. He's not particularly skilled with firearms or fisticuffs, and has no interest in fighting. If necessary, he will abandon a package or a client rather than be captured.

Campaign Use: Il Corridore Notte serves best in chase scenarios. His driving skill should tax the characters to their limits, even if they have superior vehicles. He also makes an interesting rival for a character who fancies himself a great driver.

To make Il Corridore Notte more powerful, add some Combat Skill Levels and give him a special vehicle with a few gadgets. To weaken him, remove his *Working The Pedals* ability and reduce his Combat Driving roll.

Il Corridore Notte is unlikely to Hunt anyone unless a character reveals his secret identity in an especially vicious fashion. He's better suited as a Rival to an appropriate character.

Appearance: Vittorio di Alberti stands 5'10" tall and weighs about 180 pounds. His wavy black hair, chiseled features, classic straight nose, and warm brown eyes make a very attractive picture for the ladies. He has a trim, smoothly muscled athletic build. When racing, he wears a blue and white jacket, tan trousers, dark brown boots, and a leather helmet with goggles. His racecar is painted blue and white and, like the back of his jacket, bears a red greyhound symbol. At other times, he dresses fashionably in tailored garments. As Il Corridore Notte he wears a dark blue jumpsuit, black boots, and a black leather helmet. He wears no symbols, but sometimes leaves his clients a business card showing a black winged sandal over a pale crescent moon.

EPIPHRONIA "EPIE" CURRAN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
10	DEX	0	11-	OCV: 3/DCV: 3
13	CON	6	12-	
10	BODY	0	11-	
16	INT	6	12-	PER Roll: 12-
16	EGO	12	12-	
13	PRE	3	12-	PRE Attack: 2½d6
6	COM	-2	10-	
2	PD	0		Total: 2 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	10		Phases: 4, 8, 21
5	REC	0		
30	END	2		
22	STUN	0		Total Characteristics Cost: 37

Movement: Running: 6"/12"

Cost Powers **END**

- 227 *Donning The Skin Of Man:* Variable Power Pool (Shapeshifting Pool), 200 base + 100 control cost; Reduced Endurance (0 END; +½); Only To Mimic Skills And Characteristics Of Target (-½), No Conscious Control (VPP copies the largest Active Point abilities first, she can activate the VPP but has no control over the powers she gets; -1), May Only Mimic One Target's Skills And Characteristics At A Time (-½), Skills And Characteristics May Only Be As Powerful As Targets' (-½), May Only Copy From Targets She's Ritually Consumed (-2), Side Effects (also copies victim's Psychological Limitations and other mental Disadvantages; -0) 0
- 36 *Donning The Skin Of Man:* Shape Shift (Sight, Hearing, Touch, and Taste/Smell Groups, any human form), Cellular, Imitation, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Minute to change forms; -¾), Linked (to VPP; -½), Only To Assume Shape Of Mimicked Individuals (-½) 0
- 5 *Unceasing Years:* Life Support (Longevity: Immortal) 0
- 10 *Ghoul Heritage:* Life Support (Immunity: all terrestrial diseases and biowarfare agents) 0

Perks

- 3 Anonymity
- 15 Contact: Ghoul Community 11-
- 2 Money: Well Off

Talents

- 5 Eidetic Memory

Skills

- 2 Cryptography 12-; Translation Only (-½)
- 4 AK: Middle East 13-
- 4 KS: The Ghoul World 13-
- 4 KS: The Mystic World 13-
- 2 KS: Pre-Human Civilizations 11-
- 4 KS: Trevalic Manuscripts 13-
- 4 Language: Arabic (idiomatic; English is Native)

- 4 Language: Ghoul (idiomatic)
- 4 Language: Persian (idiomatic)
- 3 Stealth 11-

Total Powers and Skills Cost: 338

Total Character Cost: 375

75+ Disadvantages

- 10 Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
- 5 Hunted: Ghoul Community 8- (Mo Pow, Watching)
- 20 Psychological Limitation: Desperately Wants To Be Appreciated/Loved/Accepted (Common, Total)
- 15 Psychological Limitation: Protective Of Her Ghoul Friends (Common, Strong)
- 15 Social Limitation: Secret Identity (Epiphronia Curran) (Frequently, Major)
- 5 Social Limitation: Woman (Occasionally, Minor)
- 230 Experience Points

Total Disadvantage Points: 375

Background/History: Eppie Curran was born to immigrant workers in the Pennsylvania coal district just before the turn of the century. Even as a baby, she wasn't cute — in fact, she was downright ugly, and the situation didn't improve as she grew older. Alternately taunted and shunned by others, she became a bitter, angry, and lonely young woman. She often hid in the shafts of one of the abandoned mines to escape the cruelty.

One day she made a wrong turn in the mine... and suddenly she heard a Voice whisper to her from the darkness. At first terrified, she slowly grew to enjoy speaking to the Voice. It taught her many dark and terrible things before she learned the truth — the Voice was a female ghoul.

The two met for several years before the ghoul confided in her that there might be a way for Eppie to have the respect and adoration she longed for, but it was very difficult and dangerous. Eppie insisted, and the old ghoul finally relented, telling her of an ancient ritual in a lost manuscript that would let her achieve what she wanted, a manuscript thought lost in a Persian tomb near the ancient home of the ghouls. Eppie departed a week later, and vanished into the silent hills of Persia.

Someone entirely different emerged.

Personality/Motivation: Eppie has an obsessive desire to be admired, loved, and wanted, a desire so strong it pushes her to murder and cannibalism. She now lives life vicariously, always loved as someone else, never herself.

She keeps her secret jealously — and fearfully — not only so that she's not exposed, but so that no one takes it from her and ruins her new life. She hasn't killed to protect it yet, choosing to simply move on, but were she to become attracted to a stolen life strongly enough she might.

Eppie's grateful to, and somewhat protective of, her ghoul friends and allies. They provide her with information and assistance when they can, and in return she handles affairs for them in the normal

WHO CAN SHE BE?

Eppie maintains a stable of forms to shift to in time of need, but the most useful include: Jimmy "The Knife" Vanchettia, a skilled knifefighter and criminal; Dr. Maurice Renton, an older doctor and surgeon; Alice Hastings, a pretty pilot and barnstormer; and Kenneth Graves, a soldier of fortune who was a skilled boxer and good shot. Eppie also has a number of other individuals in memory left over from previous impersonations, usually society heiresses and the like, that she abandoned when the impersonation grew too awkward.

EPPIE CURRAN PLOT SEEDS

One of the characters is walking through the markets of Cairo when he sees an old friend: Kenneth Graves, a man he's positive was killed and buried outside Dar Es Salaam years ago! When they try to approach him, he panics and bolts away, losing himself in the teeming crowds. What's going on?

Eppie hears through her ghoul contacts that there's someone looking for the Trevalic Manuscripts in the Middle East, a tall blonde human named Eichmann. They think he may be on the verge of discovering that she has the only copy. If so, he'll come to America to find her with the help of some mystic artifact that appears to be able to track and identify individuals who have mastered the manuscript's powers. What will she do? And what fiendish use does the Oberfuhrer have for a manuscript that can give someone the power to be anyone in the world that they're willing to devour?

There's a terrible mystic plot to rip open the very fabric of reality and let the horrifying Kings of Edom through to ravage the world as they did millions of years in the past. The only person who knows the details of the plot and how to stop it is lying at their feet, her life pouring out in a crimson flood spilled by a cultist's dagger. She has time to whisper a few words, and then she's gone. "There's still a way," the noble and beautiful girl tells them. "Find her, find the Ghoul-Queen, and she can help you. Tell her..." she coughs dramatically, "...tell her that I said it was all right... and that I hope she enjoys my life as much as I have..."

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear:	As appropriate to her current identity						
Clothing:	See Appearance						

world and tries to provide the things they need but cannot get for themselves.

Because Eppie isn't a ghoul herself, ghoul magic doesn't work perfectly for her — she becomes lost in the personalities of the people she impersonates, sometimes for weeks or months at a time, until something snaps her out of her assumed persona and she remembers who she really is.

Quote: "I'm not really the person that everyone sees..."

Powers/Tactics: The rituals in the Trevalic Manuscripts granted Eppie the power to be anyone in the world she wanted to be — at a price. To absorb a target's skills and knowledge and flawlessly take on his appearance, Eppie must consume his raw flesh. It doesn't matter whether it's corrupted flesh dug up from the grave, or the still-warm flesh of someone she's just killed... but she has to eat it.

Eppie copies her victim's form exactly, right down to fingerprints and voice. She also gains his Characteristics and Skills (assuming her own aren't already better), but not weird powers or other such abilities, up to the 200-point limit of her Variable Power Pool. Her mind does not transform, so a telepath could detect that she's not who she seems to be. When she changes form, her clothing and carried objects don't change with her, just her physical body. Eppie "remembers" all the forms she's previously assumed, and can take them again at will. Changing form takes about one minute.

Eppie typically gets the bodies she needs by stealing them from morgues or graveyards. So far she's rarely killed anyone to take his form, but

the longer she keeps using her powers the more uncaring about human life she becomes. Investments made with money looted from her target's resources provide her with a very nice living,

leaving her free to watch for new additions to her stable of forms — and revel in the fact that she's seen as an object of desire now.

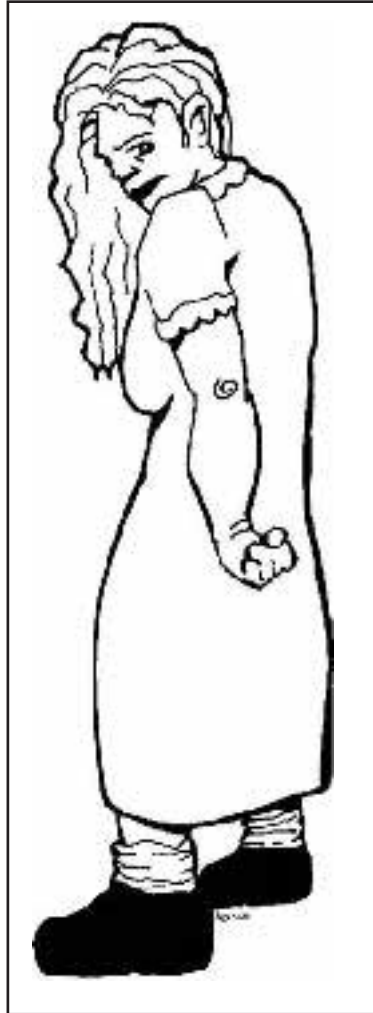
Campaign Use: Depending on the needs of the campaign, Eppie can be played as a somewhat sympathetic character (by emphasizing her need for acceptance and her generally non-violent nature) or presented as a degenerate monster who salivates at the thought of dining on another heiress and getting to live her life.

To make Eppie more powerful, increase her Characteristics across the board and give her some ghoul Followers as allies. To make her weaker, reduce the number of base points in her *Donning The Skin Of Man* power to 100 or less.

On her own, Eppie wouldn't Hunt anyone unless it was to protect her ghoul friends, in which case she'd become someone dangerous, kill her target, and then vanish into another form. If lost in the form of someone she's impersonating, she might Hunt someone if they would, using whatever methods they would use in such a situation.

Appearance: Eppie's appearance in her true body is best described as "homely" by the extremely charitable. Her hair is stringy and thin, her skin is sallow and unhealthy, her features uneven, and her figure

unfortunately lumpy. As any of the individuals she has consumed, she appears and sounds exactly as they did in life. She normally chooses women that were everything in life that she is not — tall, beautiful, and desirable — but she has male forms available in case of emergency.



ETIENNE AND VINCENT D'ARQUES

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
16	PRE	6	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	3		Total: PD 6 (0 PD)
4	ED	0		Total: ED 4 (0 ED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 85

Movement: Running: 10"/20"

Cost Powers

Martial Arts: Savate, Dirty Infighting

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Bock, Abort
4 Coup de pied bas	+0	+2	6d6Strike
5 Coup de pied chasse	-2	+1	8d6 Strike
4 Crochet	+2	+0	6d6 Strike
5 Direct	+1	+3	4d6 Strike
4 Disarm	-1	+1	30 STR Disarm
4 Eye Gouge	-1	+1	5d6 Sight Group Flash
3 Footsweep	+2	-1	5d6 Strike; Target Falls
4 Low Blow	-1	+1	2½d6 NND(3)
3 Throw	+0	+1	4d6 +v/5; Target Falls
4			+1 Damage Class (already added in)
2			Use Art with Clubs and Blades
40			<i>Savate Powers:</i> Multipower, 60-point reserve, May Not Use Same Power Brother Is Using (-½)
2u			1) <i>Blow Slipping:</i> Physical Damage Reduction, Resistant, 50%; Only Versus STUN Damage (-½); Must Be Aware Of Attack (-¼) 0
3u			2) <i>Lightning Kick:</i> HA +6d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½); Hand-To-Hand Attack (-½) 2
3u			3) <i>Leaping Kick:</i> Leaping +20"; Only To Calculate Half Moves In Combat (-1) plus HA +6d6; Hand-To-Hand Attack (-½) 5
5			<i>You Are Always In My Thoughts, Brother:</i> Mind Link (with brother), Psychic Bond; Only With Others Who Have Mind Link (-1) 0
8			<i>Fleet Of Foot:</i> +4" Running (10" total) 1

Talents

15	Combat Sense 12-
Skills:	
9	+3 with Martial Arts
9	+3 with Coordinated Attacks
10	<i>Deux En Tant Qu'un Technique:</i> +4 with Martial Arts; Proportionate To Distance From Brother (full Levels when in same hex, -1 Level per -1" away; -1)
10	<i>Deux En Tant Qu'un Technique:</i> +4 DCV; Proportionate To Distance From Brother (full Levels when in same hex, -1 Level per -1" away; -1)
3	Acrobatics 13-
3	Acting 12-
3	Breakfall 13-
3	Climbing 13-
3	Contortionist 13-
10	Defense Maneuver I-IV
5	High Society 13-
2	AK: Europe 11-
4	AK: Paris 13-
2	KS: The Martial World 11-
2	KS: Nightspots Of Europe 11-
4	KS: Savate 13-
3	Language: English (completely fluent; French is Native)
3	Lockpicking 13-
3	Persuasion 13-
3	PS: Assassin 12-
5	Shadowing 13-
3	Stealth 13-
3	Streetwise 12-
3	Teamwork 13-
4	WF: Small Arms, Common Melee Weapons

Total Powers & Skills Cost: 234

Total Character Cost: 319

75+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
25	Enraged: if brother hurt injured (Common), go 14-, recover 11-
20	Hunted: Sfreté 8- (Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Protective Of Brother (Common, Total)
15	Psychological Limitation: Assassin's Code (Common, Strong)
15	Psychological Limitation: Greedy Hedonist (Common, Strong)
5	Rivalry: Professional (with other assassins)
134	Experience Points

Total Disadvantage Points: 319

ETIENNE AND VINCENT D'ARQUES PLOT SEEDS

The D'Arques hear through the grapevine that that someone has contracted with Maximilian Krieger to teach the PCs a lesson in Vienna. What fun! Not only do they get to run rings around the big German and enjoy Viennese society for a while, but they get to beat up on the heroes as a bonus!

One morning the brothers wake up, look at each other — and realize they can't hear each other's thoughts any more. Then, a second later, they can. And a moment later, they've lost contact with each other again. Panicked, they start searching through the occult circles of Europe looking for the alchemist their father contracted with, leaving a trail of battered and bleeding scholars in their wake as they search for the one man who can explain what's happening to them. And a PC who has knowledge of the arcane may become a target as well....

After an encounter with the characters, Etienne and Vincent decide a female PC is the most fascinating creature they've ever seen and decide to sweep her off her feet. When the flowers, candy, and Gallic charm don't seem to work, they decide stronger measures may be necessary. They hire a succession of thugs to stage attacks on the object of their affections so they can rescue her and earn her undying (for a week or three, anyway) affections.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sword-Cane							
Blade	+1	—	1d6	1d6-1	—	10	
Sheath	+0	—	3d6 N	—	—	10	
MAS 1935	+0	+0	1d6+1	1d6-1	8	9	

Armor

None

Gear: Silver cigarette case, silver lighter**Clothing:** See Appearance

Background/History: Etienne and Vincent D'Arques were born Siamese twins, joined at the hip and side, their circulatory systems too intertwined to allow them to be separated. Their father, Henri, a noted and wealthy savate master, was unwilling to accept that his sons would not have the life he wanted for them, so he turned to mysticism when conventional medicine proved unable to correct their condition. He spent his entire fortune searching for an answer, finally locating an ancient alchemist outside of Milan who swore he could do what was required to ensure that both twins were able to walk on their own. Ignoring the alchemist's warnings of possible danger, Henri insisted.

When the alchemical ceremony was complete, and the last of the potions and other substances gone, the twins were indeed finally separate individuals... after a fashion. While they now had two bodies, they only possessed one soul between them. As they grew, they learned to concentrate and utilize that force to create effects that astounded their father. Unfortunately, this also meant they only had half a soul apiece — not enough to prevent them from becoming uncaring killers after their father died and they were left without moral guidance. Seven years later, they are among the most sought-after contract killers in Europe.

Personality/Motivation: Both Vincent and Etienne enjoy the thrill of the stalk and kill, savoring each death like a fine wine that can only be tasted once. They particularly enjoy stealing other assassins' kills, and have been known to challenge their "colleagues" to contests to see who can eliminate a target first. They rarely lose.

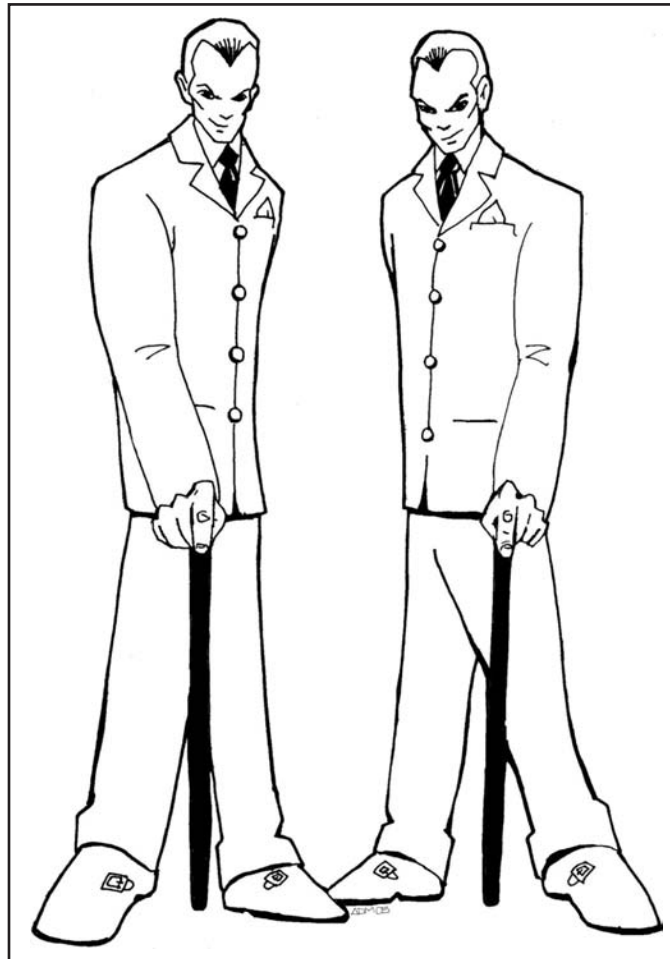
The D'Arques follow a personal code that requires them to kill their target after accepting

money for the task, to honor any contracts made, and to treat fairly with their employers as long as they are treated fairly. They're not fanatical, but they follow the code even if it's inconvenient because doing so ensures them a good reputation in the underworld. They use their high fees to sustain their expensive lifestyle, only actively seeking work when their money runs low or they hear of a challenging contract.

Above and beyond anything else, the D'Arques brothers care for each other. Neither wishes to find out what happens to a man with half a soul when the

other half dies, nor to lose the only other person on Earth who understands him so completely. Either of them will do whatever's required to protect his sibling from danger, be that surrender, voiding a contract, or killing.

Quote: "You could not stand against one of us — whatever will you do against two?"



Powers/Tactics: While not averse to using a gun or poison, the D'Arques prefer the thrill of direct confrontation using their savate skills. They prefer to attack in areas where their Combat Skill Levels function to good effect, and Coordinate attacks to deadly effect when possible.

They often toy with victims for a short time before killing them, darting in and around them in a dance that's both beautiful and cruel, sometimes almost letting the victim think he's escaped before cutting him off again. They prefer a combined attack where one uses the Leaping Kick and the other the Lightning Kick to finish the target off. Their half-souled nature somehow makes it impossible for them to use the same attack at once.

Campaign Use: The D'Arques are killers, pure and simple, with nothing in the way of redeeming qualities. Their dual soul allows for some interesting abilities and potential complications, such as the lurking question of what happens when one of them dies. You might consider introducing the D'Arques by having them show up and complicate the assassination plans of another killer sent to eliminate one or more of the PCs.

To make the D'Arques more dangerous, raise their DEX to 20, add Combat Luck, and perhaps give them other abilities that only work when they're in proximity to each other. To make them weaker, reduce their SPD to 3, eliminate their *Deux En Tant Qu'un Technique* powers, and eliminate one or more slots from their multipower.

The D'Arques brothers are Hunters by nature, and actively seek out individuals to match themselves against or to steal prey from, even when not paid to do so. They don't construct complex plans or traps, they just find a good location, confront their opponent, and start kicking.

Appearance: Etienne and Vincent D'Arques are devilishly handsome identical twins, each having brown eyes and short black hair that forms a widow's peak. Each of them stands 5'9" tall and weighs a slim 167 pounds. They usually dress well and carry canes as much for their fashionable style as their use with the savate they practice.

EL DIABLO ROBOTICO

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400 kg; 8d6 [x
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	13-	
20	BODY	20	13-	
14	INT	4	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	9-	
10	PD	21		Total: 10 PD (10 rPD)
8	ED	21		Total: 8 ED (8 rED)
2	SPD	0		Phases: 6, 12
10	REC	0		
0	END	-10		
—	STUN	—		Total Characteristics Cost: 97

Movement: Running: 6"/6"
Swimming: 0"/0"
Leaping: 0"/0"

Cost Powers **END**

22	<i>Electric Beam:</i> RKA 3d6; Does Not Work When Soaked Or Immersed In Water (-¼), 6 Charges (-¾)	[6]
20	<i>Tireless:</i> Reduced END (0 END; +½) on 40 STR	0
6	<i>Tireless:</i> Reduced END (0 END; +½) on Running 6"	0
15	<i>Robot Body:</i> Does Not Bleed	0
45	<i>Robot Body:</i> Takes No STUN	0
10	<i>Robot Body:</i> No Hit Locations	0
45	<i>Robot Body:</i> Life Support: Total	0
27	<i>Robot Body:</i> Damage Resistance (10 PD/8 ED)	0
10	<i>Robot Senses:</i> Radio Perception/Transmission	0
39	<i>Terrible Robotic Strength:</i> Tunneling 1" through DEF 8 materials, Reduced Endurance (0 END; +½)	0
-2	<i>Swims Like A Stone:</i> -2" Swimming (0" total)	

Talents

4 *Electronic Eyes:* Speed Reading (x10)

Skills

2	+1 OCV with Electric Beam
5	+1 HTH
3	Concealment 12-
3	Electronics 12-
3	AK: Mexico City 12-
2	AK: American Southwest 11-
2	KS: The Scientific World 11-
2	Language: English (fluent conversation; Spanish is Native)
3	PS: Electrician 12-
3	PS: Laboratory Assistant 12-
5	Mechanics 13-
7	Stealth 13-
3	Systems Operation 12-
1	WF: Electric Beam

Total Powers & Skills Cost: 285

Total Cost: 382

EL DIABLO ROBOTICO PLOT SEEDS

An attractive young Mexican woman, SeZorita Dolores Jimenez, approaches the characters and requests their aid in finding her missing brother. Her family has heard nothing of him since he disappeared following an explosion at the laboratory where he worked. The California State Police have informed her father that no bodies were found at the scene. Her brother's employer, a Dr. Petrie, is also listed among the missing....

The characters have finally tracked the infamous Dr. Jennings Petrie to his new lair. They creep past his outer defenses, intent on confronting him and stopping his latest plot before he unleashes another "scientific advancement" on an unsuspecting humanity. But wait! Who set off those alarms? What are those smashing sounds from the far side of the compound? It's attracting attention, judging by the shouts and gunfire. Is this a helpful diversion, or... something else?

The characters receive a frantic phone call from an industrialist friend late one night. Someone has broken into one of his foundries and is holding the work crew hostage, threatening to kill them if the police are called in. The characters arrive to find the men hard at work, welding and riveting several odd looking pieces onto an almost human shape... though one at least three times the size of any man. What are they building, and why? And where is the person holding them hostage?

75+ Disadvantages

- 25 Distinctive Feature: bulky mechanical man (Not Concealable; Causes Extreme Reaction [fear])
- 10 Enraged: whenever reminded of inhuman condition (Common), go 8-, recover 14-
- 8 Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
- 5 Physical Limitation: weighs 400+ pounds (Infrequently, Slightly Impairing)
- 10 Physical Limitation: fine manipulation requires concentration at 0 DCV (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Hates Dr. Petrie (Uncommon, Total)
- 15 Psychological Limitation: Longs For Companionship (Common, Strong)
- 15 Psychological Limitation: Believes He's Become A Monster (Common, Strong)
- 15 Reputation: rampaging killer machine, 11- (Extreme)
- 20 Social Limitation: Robot Body Prevents Normal Human Interaction (Very Frequently, Major)
- 169 Experience Points

Total Disadvantage Points: 382

Background/History: The unfortunate soul known as *El Diablo Robotico* ("Devil Robot") was once a man named Carlos Miguel Jimenez. Born to a wealthy family in Mexico City, as a teenager he became fascinated with technology and its possibilities to help the poor. His family planned to send him to university in the United States to study electrical engineering. Thanks to the Depression, they were barely able to afford tuition at UCLA, so he had to work to support himself. He answered an ad for a laboratory assistant posted by a Dr. Jennings Petrie.

Carlos found working for Dr. Petrie to be very stimulating, although the doctor himself seemed rather arrogant and insensitive. The long journey to the laboratory out in the desert was inconvenient, but the doctor loaned him an old automobile. He was learning so much! There was no doubt Dr. Petrie was a genius, so Carlos reined in his pride and carried on with the work.

Poor Carlos never considered that Dr. Petrie's devotion to Science might have passed beyond the boundaries of sanity — not until the afternoon he woke up feeling strangely numb, with his vision peculiarly flat and blurred. "Excellent, Carlos," proclaimed the voice of Dr. Petrie. "Now you need never again be concerned with being too tired to keep working, or with worrying about money. Now I'll just need to run a few tests..."

With growing horror, Carlos saw that the hand he raised in protest was a mechanical arm — one he'd helped build, in fact! As Petrie chattered on, Carlos realized that his first thought, that the scientist had placed him inside a mechanical body, was only partly true. Only a small portion — his living brain! — had been put into the hideous robotic form he saw in the mirror. Petrie stopped talking and pointed a small device at him, but Carlos felt nothing except a rising tide of fear and rage as he reached for his employer.

Many hours later, Carlos stood in the ruins of the laboratory. He had failed to catch Dr. Petrie, though he'd smashed everything in the building except the outer walls in the attempt. Worst of all, he'd seen no sign of his missing body. He remembered with a chill that Dr. Petrie had often salvaged materials left over or unused from his other experiments for use in future research. He wept without tears. He cursed Dr. Petrie in his hollow, metallic voice. He cursed God and his saints for allowing him to suffer this dreadful fate! "Where is Carlos? Now I am left as only *El Diablo Robotico*!"

Personality/Motivation: Carlos Jimenez was a rather amiable and likeable person with a thirst for knowledge. As *El Diablo Robotico*, little remains of the man he once was. His grip on his sanity is weak and has failed many times. He's driven by his hatred for Dr. Petrie and his loathing for what he's become. He longs for simple human companionship, but often becomes enraged when reminded about how cut off from people he truly is. He generally smashes everything in sight when his rage overwhelms him. Carlos has so far resisted the urge to destroy himself, largely because he desperately wants revenge on Dr. Petrie first. Somewhere deep inside, he nourishes a faint hope that he might somehow find his body and be restored to humanity again.

Quote: "Stand aside, fools! To interfere with *El Diablo Robotico* is to court *el muerte*!"

Powers/Tactics: In combat, *El Diablo Robotico* is very difficult to stop. He can smash through walls with his steel hands, destroy buildings, deliver devastating blows in HTH Combat, and fire a deadly Electric Beam — and he's bulletproof. His biggest problem, of which he's well aware, is that he's slow and not very agile. If necessary, he can knock over telephone poles or other objects to restrict an opponent's movement.

El Diablo Robotico's tactics against the characters depend on what he's after. He usually avoids killing unless Enraged; he'll simply try to go through or around the PCs to reach his goal. He uses his beam weapon intelligently, reserving it for important targets (such as a character with a heavy

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: None							
Clothing: See Appearance							

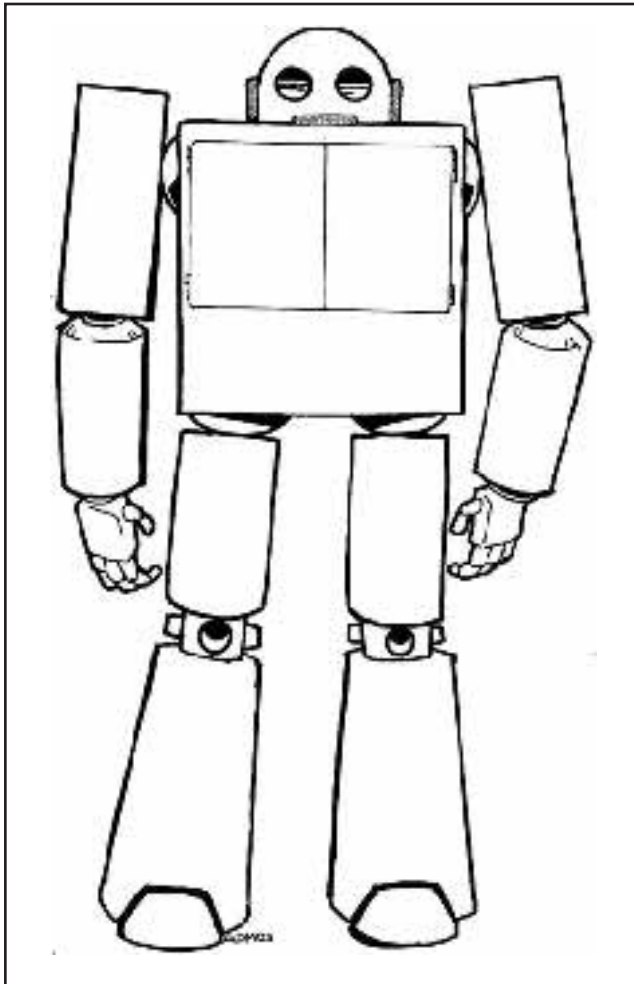
weapon). If he has a hot tip on the location of Dr. Petrie or his lost body, he's far less likely to worry about being reasonable or killing people who get in his way.

Campaign Use: El Diablo Robotico is an example of the kind of problems having someone like Dr. Petrie running around loose can create (For another, see Minnie Harper on page 97.) He's not really an evil person, but his situation has come very close to driving him mad, making him extremely dangerous to the world around him. Saving him is a long-term goal that requires locating his original body (or a replacement) and then locating either Dr. Petrie or someone else capable of

transplanting Carlos's brain back into it. (Dr. Fang certainly has the skill, but his price for the deed may be too high for the characters to pay.)

If you remove his free-willed aspect and give him the *Machine Intelligence* Physical Limitation from *The HERO System Bestiary* (and other appropriate Disadvantages), El Diablo Robotico can serve as a template for similar robots designed by other villains. Make a few cosmetic changes and you've got all the robotic henchmen you need.

To make El Diablo Robotico more powerful, raise his DEX to 13, add a point of SPD, and give him a few more Science Skills so he can more easily



modify his robot body. Giving him a Damage Shield (he can electrify himself) is another possibility; so is increasing his Combat Skill Levels to reflect Carlos's growing skill with using his robot body. To make him weaker, place an Activation Roll on the Electric Beam (or remove it entirely) and eliminate his *Terrible Robot Strength* power.

The only people El Diablo Robotico Hunts are Dr. Jennings Petrie and those allied with him. If he were convinced a PC had information that would lead him to Petrie, he'd Hunt that character relentlessly, tracking him from place to place like the unstoppable machine he's become.

Appearance: El Diablo Robotico has a bulky metal body, a smaller dome-capped cylinder for a head, and tubular arms and legs with flexible metal joints. Shielded glassy lenses and speakers are arranged in an approximation of human features and serve for eyes, mouth, and ears. The emitter for the electric coagulator is located in the center of what would be the robot's upper chest behind a pair of small clamshell doors that short out when wet. The robot body's hands are better developed than most, with three fingers and an opposable thumb. Carlos can use them to perform repairs on himself or similar work, although it is difficult.

DER DUNKELADLER PLOT SEEDS

The insidious Skymaster once again threatens the world! To oppose him, the heroes need all the help they can get, so Washington orders them to try to recruit der Dunkeladler as a temporary ally. Assuming they succeed, can they trust him? Is it possible he's already working *with* the Skymaster... and if so, to what end?

Ernest Gruenwald and a female PC become romantically involved. He's charming, witty, debonair, and fun to be with. What will happen when the PCs discover who he really is?

The plans for the Army's newest airplane have been stolen! A witness reports seeing a "dark plane" flying near the top-secret airfield where they were stored. The government asks the PCs to track down and capture der Dunkeladler... he's obviously the one behind this, right?

DER DUNKELADLER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
16	CON	12	12-	
14	BODY	8	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 98

Movement: Running: 7"/14"

Cost	Powers	END
	<i>Martial Arts: Fencing</i>	
	Maneuver	OCV DCV Damage/Effect
3	Cut	+2 +1 Weapon
4	Fleche	+2 -2 Weapon +v/5; FMove
4	Froissement	-1 +1 Disarm, +10 STR to Disarm roll
3	Grypes	-1 -2 Grab One Limb, +10 STR disarm
5	Lunge	+1 -2 Weapon +4 DC
4	Parry	+2 +2 Block, Abort
4	Riposte	+2 +2 Weapon +2 DC, Must Follow Block
5	Slash	-2 +1 Weapon +4 DC
5	Thrust	+1 +3 Weapon
3	Trip	+2 -1 STR +1d6 Strike, Target Falls
4	Void	— +5 Dodge, Affects All Attacks, Abort
10	<i>Fisticuffs:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
2	<i>Swift:</i> Running +1" (7" total)	1
4	<i>Pocket Radio:</i> Radio Perception/Transmission; OAF (-1), Affected As Hearing Group As Well As Radio Group (-¼)	0
4	<i>Eyes Like An Eagle:</i> +2 PER with Sight Group PER Rolls	0
6	<i>Eyes Like An Eagle:</i> +4 PER versus Range Modifier for Sight Group	0
	Perks	
4	Deep Covers: two, chosen/created by the GM	
5	Fringe Benefit: Espionage Rank	
7	Fringe Benefit: Security Clearance	
10	Money: Wealthy	
32	Vehicle: Gerta (see below)	

Talents

6 Combat Luck (3 PD/3 ED)

3 Lightsleep

Skills

10 +1 Overall

6 +3 OCV with Biplane Weapons

9 *Deft Jinking:* +2 DCV, Usable By Other (any Vehicle of up to 8,000 kg; +2); Only For An Aircraft Dunkeladler Is Flying (-2), Requires A Combat Piloting Roll (-½)

3 Acting 13-

7 Aerobatics 15-

3 Breakfall 13-

3 Bribery 13-

3 Bugging 13-

3 Bureaucrats 13-

3 Combat Driving 13-

7 Combat Piloting 15-

3 Conversation 13-

5 Cramming

3 Cryptography 13-

3 Demolitions 13-

3 Disguise 13-

3 Electronics 13-

2 Forgery (Documents) 13-

2 Gambling (Card Games) 13-

3 High Society 13-

2 AK: Germany 11-

2 CK: Berlin 11-

2 CK: New York City 11-

3 KS: The Aviation World 13-

3 KS: The Espionage World 13-

3 KS: The Military/Mercenary/Terrorist World 13-

3 KS: Nazi Doctrine 13-

3 Language: English (completely fluent; German is Native)

2 Language: French (fluent conversation)

2 Language: Russian (fluent conversation)

2 Language: Spanish (fluent conversation)

3 Lockpicking 13-

3 Mechanics 13-

2 Navigation (Air) 13-

3 Paramedics 13-

3 Persuasion 13-

2 PS: Pilot 11-

2 SS: Aviation Engineering 11-

3 Security Systems 13-

3 Seduction 13-

3 Shadowing 13-

3 Sleight Of Hand 13-

3 Stealth 13-

3 Streetwise 13-

3 Systems Operation 13-

3 TF: Small Planes, Large Planes, Basic Parachuting

4 WF: Small Arms, Biplane Weapons, Knives

Total Powers & Skills Cost: 294

Total Cost: 392

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sabre	+0	—	1d6	1d6-1	—	10	
Mauser C96	+1	+1	1d6+1	1d6-1	10	10	Carries 3 clips
Dagger	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown
Armor							
None							
Gear: Lockpicks							
Clothing: See Appearance							

75+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 Hunted: various espionage agencies 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Fervent Nazi (Common, Total)
- 5 Rivalry: Professional (with other aviators)
- 15 Social Limitation: Secret Identity (Ernst Gruenwald) (Frequently, Major)
- 247 Experience Points

Total Disadvantage Points: 392

Background/History: A few years ago, a fascinating man took the New York social scene by storm. Handsome, gregarious, likeable, possessed of an unflinching sense of style and sophistication, and with just a touch of mystery about him, millionaire playboy Ernest Gruenwald soon became the toast of the town. No one was quite sure where or how he made his money, but the same could be said of many other people — and in this day and age, having money, not how you earn it, is really what's important, right?

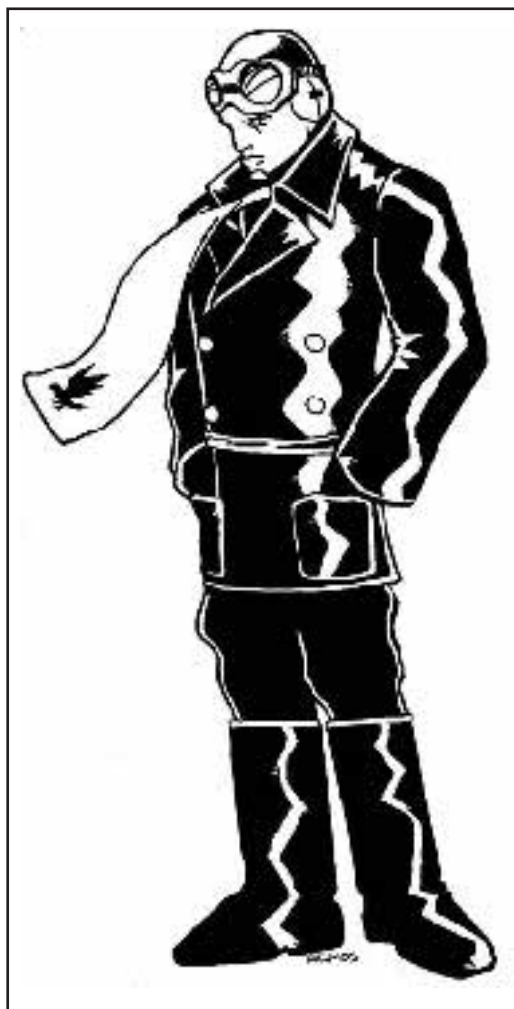
The people who believe that might think again if they knew the truth about Ernest Gruenwald — or more accurately, Ernst. His funds come straight out of the coffers of the Third Reich. Far from being the carefree society man he pretends to be, Gruenwald is a spy for Nazi Germany who uses his social connections to keep an eye on the high and mighty of American society. But he's no ordinary spy. For years the Espionage and Aviation Worlds have told stories about the mysterious *Dunkeladler* ("Dark Eagle"), an ace flyer in a black plane who strikes without warning against targets in Europe and America, and who possesses the uncanny ability to penetrate even the tightest security to steal whatever his masters desire. Der Dunkeladler is Gruenwald's second secret identity — or, he would say, his true self writ large to serve and defend the Fatherland.

Personality/Motivation: Der Dunkeladler is a fervent Nazi patriot, one who's wholeheartedly embraced the ideals of the Third Reich and works hard to accomplish its goals. He's sacrificed everything — romance, a normal life, the chance to be a public hero back home — to see that it triumphs over the nations who would oppose it. He bitterly hates America and its egalitarianism, and eagerly looks forward to the day when he brings it crashing down in flames.

Quote: "You are good, Herr Irons... very, very good. But you are not so skilled as the Dark Eagle!"

Powers/Tactics: Der Dunkeladler is a highly-trained, extremely competent aviator and spy. His schemes usually involve flying at some point: flying over and parachuting onto a target installation so he can steal secret plans for a new tank; attacking a commercial airliner to create a diversion to distract the authorities; killing an assassination target by strafing him. But he's no weakling on the ground — in fact, he's a Heidelberg-trained fencer and a German military veteran with years of field experience.

Der Dunkeladler is clever, cautious, and an inveterate planner; if the PCs encounter him in his costumed identity (as opposed to one of his many disguises) it's almost certainly because he wants them to and expects them to use that knowledge as part of his overall scheme. He leaves as little as



possible to chance, and has no qualms about using overwhelming force if he can. Though he pretends to be honorable and to follow the aviators' code, the truth is he cares nothing for his opponents or their "honor," and happily uses their pretensions against them.

Campaign Use: Der Dunkeladler embodies the threat that Nazi Germany poses in a way no group of everyday Bundists, or even Nazi soldiers, can. Powerful and tough, he's a real threat to the PCs who'll make them stop joking around about Nazi goons... at least for a while.

Der Dunkeladler is intended to take on the PCs largely by himself (though he can recruit or hire help from the underworld, Bundist organizations, and even the German military if necessary). If he's not powerful enough to fill that role already, increase his Characteristics, Skills, and Combat Skill Levels until he can. A few points of Lightning Reflexes, Extra DCs, or cinematic Damage Reduction can go a long way toward evening the odds. If he's already too strong, reduce his INT and PRE to 15-17, and remove his Overall Skill Level, some (or all) of his Martial Maneuvers, and a few Skills (thus making him more dependent on helpers).

Der Dunkeladler is a fierce, dangerous Hunter. He uses his resources as a top German spy to find out as much as he can about his target, then moves in for the kill at the most opportune moment. He prefers more subtle attacks if possible, but won't hesitate to come after the target in his plane if he has to.

Appearance: When seen by his adversaries (and victims...), der Dunkeladler is usually dressed in aviator's garb — boots, pants, shirt, leather jacket, goggled leather helmet — but all in black. Around his neck he wears a blood-red scarf with a black eagle embroidered on one end. His plane is dark grey with the same black eagle symbol painted on each side. Few people suspect that charming millionaire playboy Ernest Gruenwald — handsome, well-dressed, blonde hair and blue eyes — is secretly the fiendish Nazi aviator and spy.

GERTA

Val	Char	Cost	Notes
7	Size	35	5" x 2.5"; mass 12.5 tons; -7 KB; -4 DCV
35	STR	-10	Lift 3,200 kg; 7d6 HTH [0]
15	DEX	15	OCV: 5/DCV: 5
17	BODY	0	
4	DEF	6	
3	SPD	5	Phases: 4, 8, 12

Total Characteristic Cost: 51

Movement: Ground: 6"/12"
Swimming: 0"/0"
Flight: 42"/168"

Abilities & Equipment

Cost Power **END**

Propulsion Systems

- 36 *Propeller-Driven Plane:* Flight 42", x4 Noncombat; 1 Continuing Fuel Charge (easily-obtained fuel; 4 Hours; -0), Side Effects (KA 1d6 to anyone who comes into contact with the propeller, automatically occurs when Flight is in use, only affects environment in front of vehicle; -¼), Stall Velocity (21"; -¼), Takeoff/Landing (-1) [1cc]
- 2 *Can Only Fly:* Swimming -2" (0" total)

Tactical Systems

- 40 *Twin 7.92mm Machine Guns (Wing-Mounted):* RKA 2½d6, Autofire (8 shots; +1), +1 Increased STUN Multiplier (+¼), 500 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees forward; only on same horizontal level; -1), Real Weapon (-¼) [500]
- 34 *7.92mm Machine Guns (Rear-Mounted):* RKA 2½d6, Autofire (5 shots; +½), +1 Increased STUN Multiplier (+¼), 250 Charges (+1); OIF Bulky (-1), Limited Arc Of Fire (0 degrees aft; only on same horizontal level; -1), Real Weapon (-¼) [500]

Operations Systems

- 4 *Radio:* Radio Perception/Transmission (Radio Group); OAF Bulky (-1½), Affected As Hearing Group As Well As Radio Group (-¼) 0
- 6 *Remote Control System:* Mind Link (with der Dunkeladler's Pocket Radio), No LOS Needed (15 Active Points); OIF Bulky (-1), Affected As Radio And Sight Groups, Not Mental Group (-½) 0

Personnel Systems

- 14 *Sealed Environment:* Life Support (Self-Contained Breathing; Safe Environments: Intense Cold, Low Pressure/Vacuum) 0

Skills

- 2 *Highly Maneuverable:* +1 with Flight

Total Abilities & Equipment Cost: 134

Total Vehicle Cost: 185

Value Disadvantages

25 Distinctive Features: Der Dunkeladler's Personal Fighter (Not Concealable; Causes Extreme Reaction [fear])

Total Disadvantage Points: 25

Total Cost: 160/5 = 32

Description: Der Dunkeladler's plane, which he calls "Gerta," is a design of his own invention based on the Junkers 87A (a.k.a. Stuka) — a metal-bodied monoplane able to reach speeds of up to 188 miles per hour with a maximum altitude of 33,000 feet. It comes equipped with twin 7.92mm machine guns mounted forward (one at each wing hub) and a single machine gun mounted to the rear. It typically carries just the pilot, but there's room for der Dunkeladler to wedge another person in if he has to. It's dark grey with his black eagle symbol painted on each side.

Gerta's most innovative feature is a Weird Science remote control system that links to the Pocket Radio device der Dunkeladler carries. Using it, he can "fly" the plane, even taking off and landing or firing the guns, without being in it. He often uses this as a misdirection tactic.

SIR JONATHAN EARLE

Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 233 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
6	PD	3		Total: 6 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	4		
30	END	2		
30	STUN	2		Total Characteristics Cost: 83

Movement: Running: 7"/14"

Cost Powers **END**

Martial Arts: Cinematic Brawling

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm, 26 STR to disarm roll
4 Punch	+0	+2	5d6 Strike
2 <i>Life Support: Immunity (Malaria)</i>			0
7 <i>Been There; Seen That: +15 PRE; Only To Protect Against Presence Attacks (-1)</i>			0
2 <i>Fast: Running +1" (7" total)</i>			1

Perks

- 15 Followers: two bearers built on 50 Base Points
- 1 Fringe Benefit: Passport
- 2 Fringe Benefit: Member of the Lower Nobility (Baronet)
- 4 Money: Well Off

Talents

- 3 Ambidexterity (-2 Off Hand Penalty)
- 3 Bump Of Direction
- 3 Lightsleep

Skills

- 10 +5 OCV with Rifles
- 6 +4 versus Range Penalties with Rifles
- 3 Breakfall 13-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Fast Draw (Pistols) 13-
- 3 Fast Draw (Thrown Knife) 13-
- 2 KS: Africa 11-
- 2 KS: African Cultures And Civilizations 11-
- 2 KS: African Flora And Fauna 11-
- 3 Language: Afrikaans (completely fluent; English is Native)
- 3 Language: French (completely fluent)
- 3 Language: German (completely fluent)
- 2 Language: Kikuyu (fluent conversation)
- 2 Language: Masai (fluent conversation)
- 2 Language: Swahili (fluent conversation)
- 2 Navigation (Land) 12-
- 3 Paramedic 12-
- 2 PS: Big Game Hunter/Guide 11-

SIR JONATHAN EARLE PLOT SEEDS

Sir Jonathan hears of an expedition being mounted into the interior to search for an airplane that went down carrying an American millionaire and his friends who were on a tour of the continent. He volunteers to guide the expedition to get his name in the papers again — and because he thinks the region where the missing millionaire and his party went down is very close to the location of the legendary Elephants' Graveyard. He plans to do a little looking around while he's there.

Sir Jonathan's daughter Prudence is in trouble. She set out with an expedition to deliver some medical supplies to a remote village in the Belgian Congo... and vanished. A lone survivor of the expedition staggered out of the jungles, feverish and dying. He babbled a tale about men who turned into leopards, and a Leopard King who plans to carve out a kingdom in Central Africa. Sir Jonathan puts together an expedition to rescue her, but he needs a few more good men to help him out. Where might he find them?

Continued on next page

Continued from last page

Following a few native stories about strange lights in the sky and mysterious noises on a remote plateau, Jonathan discovers something he truly wasn't expecting: the location of the Skymaster's African retreat! If he can bring in the Skymaster, then his place in history is assured, but there are just a few problems: the plateau's defenses are very strong, and only a small, determined party and get through them undetected; there are a lot of men with guns, more even than he can handle; and finally there's the Skymaster himself, who's no push-over. Sir Jonathan thinks he has it all worked out, though. He just needs a diversion — say, another group of people who just happened to try the same thing from the opposite side of the plateau. And he knows just the ones....

- 3 Riding 13-
- 3 Stealth 13-
- 4 Survival (Temperate/Subtropical, Tropic) 12-
- 3 Tactics 12-
- 3 Tracking 12-
- 5 TF: Riding Animals, Common Motorized Ground Vehicles, Small Rowed Boats
- 2 Weaponsmith (Firearms) 12-
- 3 WF: Small Arms; Thrown Knives, Axes, and Darts

Total Powers & Skills Cost: 139**Total Cost: 222****75+ Disadvantages**

- 10 Hunted: Cimba Janakadi 8- (As Pow; Kill)
- 20 Psychological Limitation: Gloryhound (Common, Total)
- 15 Psychological Limitation: Lecherous (Common, Strong)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 5 Rivalry: Professional (with all other hunters and explorers in Africa)
- 82 Experience Points

Total Disadvantage Points: 222

Background/History: Jonathan Earle was the third son of a wealthy baronet from Sussex, England. Knowing he'd never inherit the title, his mother spoiled him from the first day of his life. He had everything he ever wanted except his father's title — or respect. When he was sent down from Oxford for the second time, his father shipped him out to a friend's ranch in Kenya. It was there that Earle found his true self.

Kenya made a man of him, weathering both his pale skin and his lazy ways in the hot African sun. He learned to hunt and to organize safaris. He learned the languages of the natives, and how best to employ them, both as bearers and as stalkers for game. He learned the ways of the trophy animals — lion, gazelle, zebra, elephant, rhino — and how best to kill each of them. And he learned just how much rich Americans would pay to kill them.

What he didn't learn was to keep his hands off his benefactor's eighteen year-old daughter Margaret. Caught in a compromising situation, they were hurriedly wed. Their daughter Prudence Priscilla was born seven months later.

Both of Jonathan's older brothers lost their

lives in the Great War, so the title actually came to him. Encouraged by his mother, he returned to England, but soon discovered he'd gained something else in Africa — an addiction to excitement. Managing his factories held no excitement for him, and the nightlife of London soon paled (particularly when Lady Margaret could no longer endure his penchant for younger ladies). After the third affair, rather than applying to the courts for the divorce he wanted she simply took their daughter and returned to her father's ranch in Kenya.

When his mother died a year later, Sir Jonathan left his British holdings in the capable hands of a cousin and returned to the African plains. Hiring himself out as a guide (not that he needed the money), Sir Jonathan soon gained a reputation as a safari leader. He seemed to know instinctively where the best hunting was and saw to it that no one returned emptyhanded from one of his expeditions. It might mean the deaths of a few bearers, but his clients always got that trophy they wanted.

With Sir Jonathan's fame, his ego grew as well. He took more and more risks and went after more and more dangerous game. He sought the fabled Elephants' Graveyard, the lost mines of King Solomon, the vanished tribes of Amazons. Although none of his quests have yet succeeded, he knows a fabulous new discovery is just beyond the next hill, around the next bend in the river. He'll do whatever it takes to find them, and if he can get someone else to finance his quest, so much the better.

Personality/Motivation: Sir Jonathan Earle is a restless man, addicted to the thrill of the hunt and the knowledge that the creature he's hunting is hunting him back. Without a challenge, be it a fierce quarry or some treasure he's seeking, he becomes bored and listless, a literal shadow of his former self until something happens — it always does, in Africa — to put him in danger and jolt him back to life.

Earle's a glory-seeker, always looking for the bigger lion, the larger elephant tusks, the better the trophy, the more famous discovery. He doesn't care who or what stands in his way — he'll achieve his fame if he has to kill every animal (or native) in Africa.

Earle is also a cad and a womanizer. Any woman is fair game, but he prefers them young and beautiful. With the morals of an alley cat, he attempts to romance any woman he finds, be she married or not. But he delights in the hunt,

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
H&H #2	+0	+2	3d6	1d6	2	16	
Winchester 70	+1	+2	2½d6	1d6	3	12	
Shotgun	+0	+0	2½d6	1d6	5	12	2H, AE1, 20" range, RR, RP
Webley Mk IV	+0	-1	2d6-1	1d6	6	8	
Machete	+0	—	1d6	1d6-1	—	8	
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Field pack, tent, bedroll, canteen, lantern, flint and tinder**Clothing:** See Appearance

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not the “kill,” and once he’s succeeded in bedding his quarry he quickly loses interest. The only woman who’s ever gotten away from him is Cimba Janakadi, the blonde jungle girl, who makes his pursuit of her all the more delectable by hunting him with much more lethal intent in return.

Quote: “My God, that’s the biggest elephant I’ve ever... Kenny, the Holland & Holland, if you please.”

Powers/Tactics: Sir Jonathan is a skilled hunter and tracker, and one of the best rifle shots on the Dark Continent. Stories of kills that he’s made with a single bullet are told in bars and clubs all over Africa, usually with little in the way of embellishment — he really is that good. He always has a native bearer — he calls him “Kenny,” no matter what the man’s real name is, after his first gun-boy (who died years ago under the claws of a wounded lion) — nearby with a selection of the finest rifles money can buy. He prefers one-shot kills, which make better stories, but he’s not going to let a story get him killed and stop him from becoming famous, so if a charging lion needs a second bullet, so be it.

He knows something about fistfights — one has to in Africa, you know — and can defend himself if necessary, but that’s not really where his interests lie. Still, a good old-fashioned brawl can help to keep the blood pumping, and the ladies do always seem to find them exciting, so he’s not opposed to throwing a few punches and then getting out while his face is still intact.

Campaign Use: Africa is a dangerous place, and Jonathan Earle is one of the things that make it

that way. If the characters are searching for a lost city or a fabled animal, he’s either going to want to guide them there or beat them to it — and he

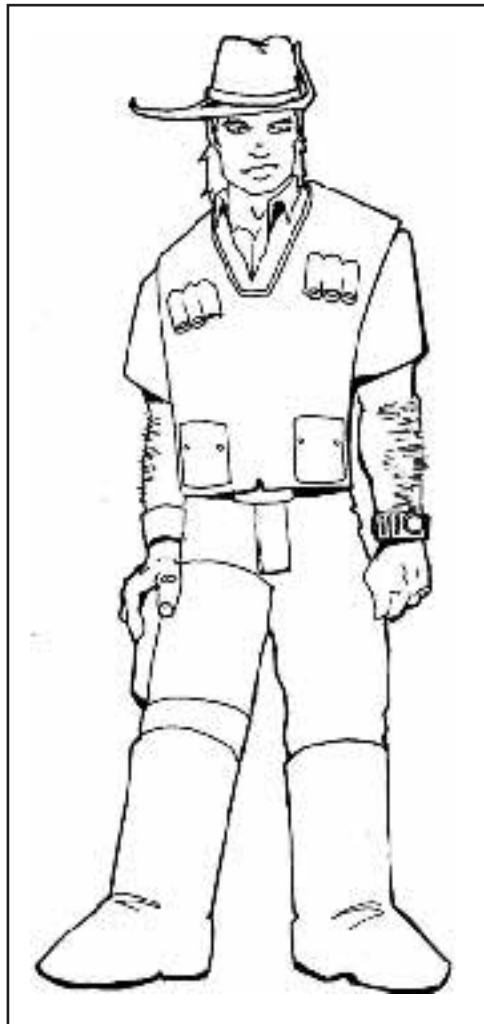
won’t be interested in sharing the glory for discovering it with anyone. If they’re tracking a tribe of rumored intelligent apes, he’ll want one mounted in his den, and the characters had best pray for those last surviving dinosaurs living in a remote jungle valley, because they won’t stand a chance once Sir Jonathan sees one for himself. And of course, any female PCs, especially pretty ones, are fair game for his attention....

Earle’s deadly enough with a rifle already, so to make him more dangerous, increase his STR and CON to 15, and add Combat Luck and a few more Brawling maneuvers. To weaken him, reduce his DEX to 18 and eliminate some of his skill Combat Skill Levels with Rifles.

If Sir Jonathan is Hunting a character, he’ll maneuver him into a situation where he is, literally, hunting him — the “most dangerous game.”

Appearance: Sir Jonathan

Earle is a slender man, standing 5’8” and weighing approximately 150 pounds. He has sandy brown hair that’s usually slightly long and windblown, hazel eyes, and skin weathered by his years in the sun. He’s attractive and charming, with an easy smile and amicable demeanor. While on safari, he generally dresses in a khaki shirt and trousers with sturdy boots, a shooting vest, and a bush hat. Otherwise, he dresses appropriately for the occasion, in well-made clothes specifically tailored for his frame.



THE ELECTRICUTIONER PLOT SEEDS

Barry “Bad Barry” Wigmore is due to die in the electric chair for a series of brutal killings, but his two younger brothers, Daniel and Mike, want him out. They hire the Electricitioner to make that happen, but something goes wrong: the powers of the suit causes feedback with the electric chair and Bad Barry winds up with similar abilities to the ones granted by the suit. Two Electricitioners is too many; one of them has to go. Can Arnold arrange things so Barry is the one who takes the fall?

The Electricitioner finds himself in need of some spare parts to make repairs to the suit and generator. He knows Dr. Blythe’s supplies held the parts he needs, but they’re currently locked up and inaccessible at police headquarters. That means he needs some cash to bribe his way in and get them, or purchase news one. A lot of cash. Looks like the Electricitioner is going into the bank-robbing business. After he tunnels in using the arc-field like a drill, he starts to wonder what else might be in the vault...

One of the characters makes someone mad enough to hire the Electricitioner to kill him. Arnold determines that the best time will be while the character is at a social function, surrounded by noncombatants, and not likely to have weapons with him. What does the character do when the hedge maze in his new lady friend’s garden goes up in smoke after they sneak off for a few quiet moments during a garden party and the Electricitioner comes stalking through?

THE ELECTRICUTIONER

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
4	PD	1		Total: 12 PD (8 rPD)
4	ED	1		Total: 16 ED (12 rED)
4	SPD	15		Phases: 3, 6, 9, 12
6	REC	0		
26	END	0		
25	STUN	0		Total Characteristics Cost: 47

Movement: Running: 7”/14”

Cost Powers END

56	<i>Electrically-Charged Form:</i> HKA 2d6, Continuous (+1), Area Of Effect (One Hex; +½), Damage Shield (does damage in HTH combat; +¾), Reduced Endurance (0 END; +½), Penetrating (+½); OIF (costume; -½), No STR Bonus (-½), Requires Special Power Source Within One Mile (see text; -¼)	0
15	<i>Electrical Shielding:</i> Force Field (8 PD), Reduced Endurance (0 END; +½); OIF (costume; -½), Does Not Work Against Grounded Projectiles (see text; -½), Requires Special Power Source Within One Mile (see text; -¼) plus Force Field (12 ED), Reduced Endurance (0 END; +½); OIF (costume; -½), Requires Special Power Source Within One Mile (see text; -¼)	0
2	<i>Quick On His Feet:</i> Running +1” (7” total)	1

Skills

6	+2 with Block, Grab, and Punch	
3	Combat Driving 12-	
5	Electronics 12-	
2	KS: Hudson City Underworld 11-	
3	Stealth 12-	
3	Streetwise 12-	
3	Systems Operation 11-	
3	Tactics	11-
2	WF: Small Arms	

Total Powers & Skills Cost: 103

Total Cost: 150

75+ Disadvantages

15	Distinctive Features: Electricitioner Suit (Easily Concealed; Causes Extreme Reaction [fear])
20	Hunted: HCPD 8- (Mo Pow, NCI, Imprison)
15	Psychological Limitation: Determined To Provide For His Family (Common, Strong)
15	Reputation: dangerous criminal and assassin, 11- (Extreme)
15	Social Limitation: Secret Identity (Arnold Thomas) (Frequently, Major)

Total Disadvantage Points: 180

Background/History: The Electricitioner is one of the most notorious and feared criminals in Hudson City — a man who hires himself and his lethal electrical powers out to anyone who can meet his price. He first made himself known in January 1932 when he stalked and killed a wealthy industrialist, Albert Hammersmith, on his estate during a house party attended by the cream of Hudson City society. Two weeks later he murdered Hudson City Police Captain Willis O’Connor outside his own precinct house, casually escaping amidst a hail of ineffectual bullets from O’Connor’s fellow officers. His reign of terror has continued sporadically since then, with at least 17 other deaths attributable to him and no fewer than nine known confrontations with individuals ranging from the Raven and his companion the Velvet Phantom, to Captain Battle and the Science Police. He’s been reported killed no less than six times, but always returns.

The truth of the matter is that he *was* killed those six times — and two more the public doesn’t know about. Each time the man wearing the suit died, the creator of the suit, Dr. Harris Blythe, simply found another hired thug with more brawn than sense, stuffed him in it, and sent him back out to commit crimes until he too was killed. But the last confrontation with Captain Battle and the Science Police, in December 1934, went a bit differently. Having deduced the mechanism that allowed the suit to be powered without bulky batteries or trailing cables, Captain Battle devised a way to trace the wireless power broadcasts that delivered energy to the suit and confronted Blythe and the current wearer of the suit in Blythe’s lair. The ensuing fight proved deadly for both Blythe and the current Electricitioner, and so the threat was ended forever... except for Arnold Thomas.

Thomas had the distinction of being the man who drove the truck-mounted generator that powered the Electricitioner suit around the city and operated the controls that fed power to the suit. He was the only man who was with Blythe’s gang the entire time because he was never at the scene of a crime and was smart enough to drive away fast when it looked like the battle was lost. He escaped the final battle against Captain Battle and the Science Police with the last remaining Electricitioner suit and power-transmission truck. He found a flunkie to drive the truck, then put out the word that the Electricitioner was still in business...

Personality/Motivation: First and foremost, Arnold is a family man who depends on the income he generates as the Electricitioner to feed, clothe, and care for his wife and children. He doesn’t have any personal axes to grind, and no secret agenda to motivate him — just the desire to build up enough of a nest egg that he can stop spending all his time in the truck and start spending it with his family. Unfortunately for the Electricitioner’s victims, the best way he knows to do this is to commit murder and other crimes for hire.

Quote: “Okay, Chuckie, here’s the plan — pay attention. I walk up to the house and turn the suit on at exactly 10:00 PM. I want ten minutes to find the

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
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None

Armor

None

Gear: Usually none, but he may need special equipment for a specific crime.

Clothing: See Appearance

guy in the picture and kill him and then get out, so turn the juice off at 10:10 PM. Got it?"

Powers/Tactics: The Electricitioner suit is a marvel of engineering, drawing on the work of Nikola Tesla and his broadcast power experiments to transmit power through the air like a radio signal and use it to power the suit. When the truck-mounted generator is activated, the suit appears to be nothing so much as a man-shaped outline of electricity, constantly throwing off powerful electric arcs which burn and kill those who come into contact with them. The arc field completely surrounds the wearer of the suit, providing defense as well as a form of attack. It also sears at the ground underneath the wearer's feet, making it inadvisable for him to stay in one spot too long or to spend time on the upper floors of buildings. The Electricitioner's normal tactic is to locate his target, approach as rapidly as possible, electrocute him to death, and then retreat. The generator can provide power to the suit as long as it remains within a mile of the wearer; a larger generator could easily be built, but would be that much easier to track.

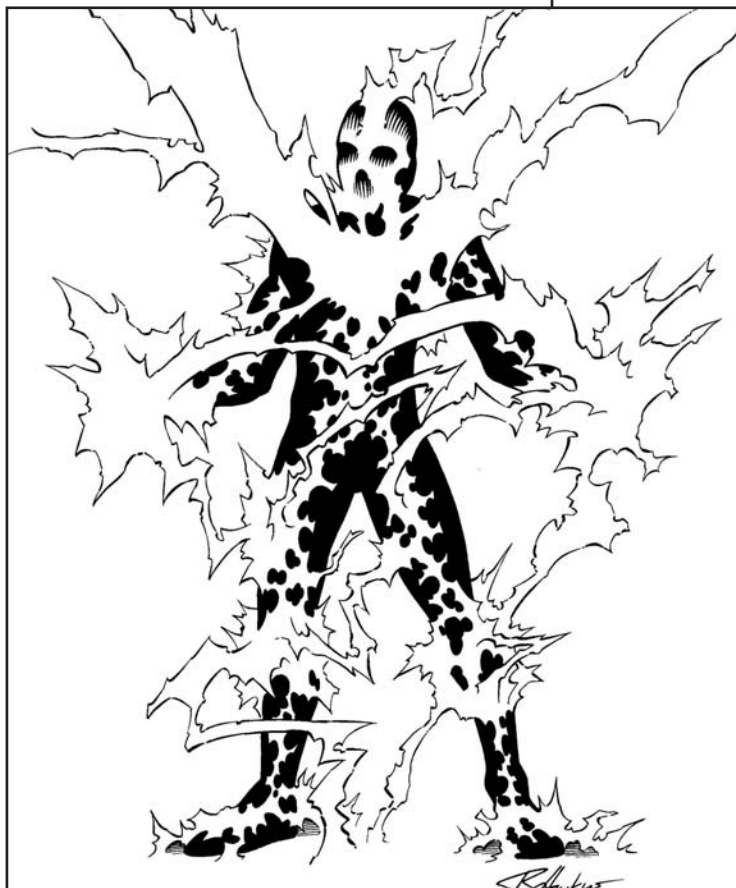
Both the Raven and Captain Battle know of the suit's weakness to grounded projectiles and have made use of that to injure and kill wearers with such things as javelins and arrows with grounding wires, metal cable nets with grounding wires to hold him in place, and the like. On at least one occasion, the Raven tricked a wearer into standing on the wooden pier of a Hudson City dock until the arc field burned through it and precipitated the wearer to his death in the ocean below when the suit shorted out. One of the two unrecorded deaths occurred when minions of the Iron Claw killed a wearer by dropping a load of steel girders on his head, the Claw having correctly reasoned that the mass of metal was simply too great to be vaporized in time to save the man inside. If the Electricitioner believes a job will require a confrontation with the Raven or Captain Battle, he'll refuse it — he knows that they're both well aware of the suit's vulnerabilities and how to exploit them.

Campaign Use: The Electricitioner is an adaptable villain who can be a wide range of things depending on the needs of the campaign. He makes an excellent Weird Science menace, either as a man with an agenda or a hired killer. Since the man in the suit can be replaced, you can change his personality, his modus operandi, and the like to keep the PCs off-balance. He also makes a good change-of-pace villain for campaigns that depend less on weird elements, since the nature of the suit makes him defeatable by even ordinary men and women once its weaknesses are divined.

To make the Electricitioner more dangerous, simply place a smarter and more physically powerful opponent in it (as opposed to Arnold Thomas) and install a radio so he can communicate with, and receive instructions from, Arnold. Another possibility is to give the suit a ranged electrical attack of some sort. To make him weaker, reduce his Characteristics, get rid of his Combat Skill Levels, or reduce his Damage Shield to HKA 1d6.

The Electricitioner Hunts people someone has paid to have killed. Due to the nature of the suit and its powers, these Hunts take the form of direct confrontations with victims, followed by retreats whether the attack succeeded or not.

Appearance: When wearing his activated suit, the Electricitioner is a six foot tall powerhouse surrounded by a lightning-storm of electrical arcs that moves with him as he walks. Deactivated, his suit is a cloth and rubber bodysuit that covers the entire surface of the wearer's body, with exposed electrical grids and wiring on the surface and a pair of goggle-covered eyes. Arnold Thomas himself is a slightly overweight man in his late thirties, with receding brown hair and watery blue eyes. He dresses like a moderately successful day laborer.



FAFNIR PLOT SEEDS

A large collection of gems and jewelry is coming to the Hudson City Museum of Anthropology and Natural History. Included in the display are some rare green star sapphires, a set of Etruscan statues carved from pink marble and decorated with rubies, and various other unusual pieces. Since the place was victimized by Fafnir only a month ago, the director's worried he might try again. Assuming he's even in town, the PCs have to find him and stop him before he can pull the caper off.

There's been a series of thefts all across Europe in the past two weeks. Oddly, when something is taken from one crime scene, it mysteriously appears at the next — along with Fafnir's signature gold dragon. What's the Master Thief of Europe up to? Playing games with the police? Proving his superior skills? Why doesn't he take everything? And now little onyx doves are making an appearance....

After his most daring theft yet, Fafnir has made off with the diamond necklace Marie Antoinette wore before losing her head. Unfortunately, his plan went awry, and he had to sneak aboard a plane leaving for the United States... a plane which, conveniently enough, is carrying the PCs. Can he stay out of sight for the duration of the trip? Or will he decide to play a little prank and see if he can persuade the other travelers that the plane is haunted? And there's that little rumor of the curse on the necklace....

FAFNIR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	13-	
14	BODY	8	13-	
16	INT	6	13-	PER Roll 12-
16	EGO	12	13-	ECV: 5
10	PRE	0	12-	PRE Attack: 2d6
6	COM	-2	10-	
5	PD	2		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
30	STUN	0		Total Characteristics Cost: 79

Movement: Running: 6"/12"

Cost	Powers	END
10	<i>Lucky Guy:</i> Luck 2d6	0

Perks

- 10 Contacts: 10 points' worth in the European art community and underworld
- 1 Fringe Benefit: Passport
- 5 Money: Well Off

Talents

- 3 Ambidexterity (-2 Off Hand Penalty)
- 4 Double-Jointed

Skills

- 10 +2 with Agility Skills
- 5 +1 DCV
- 9 Acrobatics 16-
- 7 Acting 13-
- 5 Breakfall 14-
- 5 Climbing 14-
- 11 Concealment 16-
- 5 Contortionist 14-
- 7 Disguise 14-
- 7 Inventor 14-
- 3 KS: Gems And Jewelry 12-
- 3 KS: Museums Of The World 12-
- 3 KS: Opera 12-
- 3 KS: Possessions Of The Rich And Famous 12-
- 3 KS: Works Of Richard Wagner 12-
- 2 Language: English (fluent conversation; German is Native)
- 2 Language: French (fluent conversation)
- 2 Language: Italian (fluent conversation)
- 7 Lockpicking 15-
- 3 Mechanics 12-
- 3 Mimicry 12-
- 9 Security Systems 15-
- 3 Shadowing 12-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-
- 3 Streetwise 11-
- 5 Ventriloquism 13-
- 3 WF: Common Melee Weapons, Pistols
- 3 Jack of All Trades
- 2 1) PS: Art Appraisal 12-
- 4 2) PS: Circus Acrobat 15-
- 2 3) PS: Gem And Jewelry Appraisal 12-

- 2 4) PS: Singing 12-
- 5 5) PS: Thief 16-
- 3 Traveler
- 4 1) AK: Europe 14-
- 2 2) CK: Berlin 12-
- 2 3) CK: London 12-
- 2 4) CK: Monaco 12-
- 2 5) CK: Paris 12-
- 2 6) CK: Rome 12-
- 2 7) CK: Vienna 12-

Total Powers & Skills Cost: 208

Total Cost: 287

75+ Disadvantages

- 15 Distinctive Feature: Dwarf (Not Concealable; Noticed And Recognizable)
- 5 Physical Limitation: Small (less reach, suffers +3" KB) (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Greedy (Common, Total)
- 15 Psychological Limitation: Must Leave Signature Token At Site Of All Thefts (Uncommon, Total)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 5 Rivalry: Professional (with other skilled thieves)
- 15 Social Limitation: Secret Identity (Siegfried Wagner) (Occasionally, Major)
- 122 Experience Points

Total Disadvantage Points: 287

Background/History: Children and adults all over Europe have thrilled to the daring exploits of the Flying Warner family for decades. As part of the Rhineland Circus of Marvels for four generations, they were trapeze artists, high-wire walkers, and acrobats second to none. Siegfried Wagner would have been among the best, but for one thing: in a family of tall, slim, athletic men, he was born a dwarf. His parents were disappointed, of course, but in a circus there were other options for their son. But Siegfried, even as a toddler, still wanted to be an acrobat like his father, mother, brothers, and grandparents before him. So he worked hard, learning to tumble and climb with the rest of his family. While his stature kept him from the trapeze, his razor-honed sense of balance allowed him to wire walk — albeit on his hands. He was so proud the day he was allowed to take his place beside his family under the Big Top. His father had even billed him Germany's Greatest Acrobatic Dwarf! Siegfried couldn't have been happier.

Then came the Great War. The circus couldn't travel, and Siegfried's father and brothers went off to fight. He was reduced to taking on buffoonish roles in cabaret performances... but that got him noticed by Maxfield Lieder, an accomplished thief. Impressed by the little man's agility and acrobatic prowess, he offered him a job... a "not entirely legal job," as he put it. Without a second thought, Siegfried agreed. He was intrigued and set out to learn all that Lieder could teach him. After Lieder's retirement five years later, Siegfried had enough experience as a second story man to go it alone. The work was easy, and the money could be spectacular. After his stole the gold Niebelung dragon and its nest

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Lockpicks and other thieves' tools, false-sized shoes							
Clothing: See Appearance							

of gems from the museum in Frankfurt, he chose a new name for himself: Fafnir, the great dragon. And he would create the greatest hoard ever.

Personality/Motivation: Having known bleak poverty and humiliation, Fafnir has sworn never to let himself suffer like that again. He'd developed a love of gems, fine jewelry, wealth, and luxuries as obsessive and vast as that of any dragon. In fact, he has a literal hoard hidden away; he visits it frequently to bask in its presence.

Fafnir's success has fueled a belief that he's the greatest thief in Europe, and possibly the world. To that end, he tries to outdo any other thief whose exploits he hears or reads of. To mark his thefts, he always leaves a small dragon statuette at the scene of his thefts.

Fafnir has systematically looted his way across Europe, gaining a reputation as a true master of his craft. Only La Colombe Noir has come close to matching his expertise, and he's developed a friendly rivalry with her even though they've never met and know each other by reputation only.

Quote: "I am... Germany's Greatest Acrobatic Dwarf!"

Powers/Tactics: Despite his small size, Fafnir is an incredibly talented acrobat, using the skills taught to him a child to get into and out of places no one would think to look. After years of wire work and athletic practice, he's as strong as two normal men and has developed an odd hopping gait that compensates for his short legs. But he's not interested in getting into fights; his size places him at a crippling disadvantage.

Over time, Fafnir has developed several handy gadgets based on circus tricks to make his job easier. For example, he often uses specially-designed oversized shoes to sidetrack detectives who try to catch him. He can also make use of his size and contortionist skills to hide someplace no one would look for a person, like inside the breastplate of a suit of armor or in costume as a gargoyle on a ledge outside a window, until his pursuers give up. He won't try to harm (much less kill) anyone unless they steal from his hoard — because that's his, not theirs. Not any more.

Campaign Use: There are thieves and then there are *thieves* — and Fafnir is definitely the latter. If the characters bring back an artifact like the fabulous Ruby Rod of Solomon, sooner or later Fafnir's going to come after it. If it's valuable and there aren't armed guards literally sitting on it 24 hours a day, he'll probably succeed — and even with the guards, he has a good chance of getting away with it. Adventures involving him are more about figuring out who Fafnir is and how to get back something that he's stolen than engaging in fistfights.

To make Fafnir more powerful, give him some special stealth- or climbing-related abilities. To weaken him, reduce his STR to 10, his DEX to 15, and his SPD to 3, and eliminate Combat Skill Levels until he's the level of threat your players require.

Siegfried might Hunt a character who was a thief just to remind the PC who the real master was, or to locate some precious object the PC has in his possession. He'll stalk them patiently with all the stealth at his command, then slip in and get what he wants when the moment's right.

Appearance: Siegfried Wagner is a dwarf. At 3'10" tall, with dark hair and eyes, he can be extremely hard to spot, especially if a character is trying to catch the elusive Fafnir. The spoils of his thefts allow him to live a comfortably reclusive life, listening to the music of Richard Wagner that he so loves. In person, he's polite and charming, with a hint of flamboyance carried over from his years as a circus performer. He dresses simply, but neatly. Large posters of circus acts from around the world hang on the walls of whatever residence he currently calls home.



FLAMBEAUX PLOT SEEDS

The Iron Claw begins transmitting messages to his men on a very narrow, rarely-used radio wavelength. Unfortunately, this is the same wavelength Flambeaux uses, and the Claw's narrow beam broadcasts start setting off lines of blazes across Hudson City. The Iron Claw has no idea what's going on. To cover her tracks, Flambeaux starts leaving clues to lead the characters to the Iron Claw before someone figures out how the fires start.

For once in her life, Flambeaux finds herself desiring someone instead of being the object of desire. She falls for one of the heroes — hard — and decides she has to do something to prove her love and worthiness. She switches from criminal to crimefighter... but her methods remain equally immolative and dangerous. How is the hero going to deal with the situation?

There's a beauty pageant in town, complete with a selection of expensive jewelry loaned by local jewelers to be worn by the contestants, and Flambeaux considers the combination too good to pass up. She enters, planning to win the contest in disguise and then steal the jewelry — but she wasn't counting on the heroes being there. Or the mob of gunmen with the same idea for the jewels....

FLAMBEAUX

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
28	END	0		
22	STUN	0		Total Characteristics Cost: 58
Movement: Running: 6"/12"				
Cost Powers END				
58	<i>Immolation Bracelets:</i> Multipower, 130-point reserve; all IIF (-¼), Gestures (-¼), Limited Range (20"; -¼), Only Versus Specially-Prepared Targets (see text; -½)			
3u	1) <i>Individual Immolation:</i> RKA 2d6, Area Of Effect (One Hex Accurate; +½), Reduced Endurance (0 END; +½); IIF (-¼), Gestures (-¼), Limited Range (20"; -¼), Only Versus Specially-Prepared Targets (see text; -½) plus RKA 1 point, Continuous (+1), Uncontrolled (lasts until it runs out of fuel or oxygen, or someone extinguishes the flames; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½), Reduced Endurance (0 END; +½); IIF (-¼), Gestures (-¼), Limited Range (20"; -¼), Linked (-½) 0			
6u	2) <i>Area Immolation:</i> RKA 2d6, Area Of Effect (8" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½); IIF (-¼), Gestures (-¼), Limited Range (20"; -¼), Only Versus Specially-Prepared Targets (see text; -½) plus RKA 1 point, Area Of Effect (8" Radius; +1½), Continuous (+1), Uncontrolled (lasts until it runs out of fuel or oxygen, or someone extinguishes the flames; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½), Reduced Endurance (0 END; +½); IIF (-¼), Gestures (-¼), Limited Range (20"; -¼), Linked (-½) 0			
5	<i>Immolation Bracelets:</i> another Immolation Bracelet (total of 2) 0			
9	<i>Formula Spritzer:</i> Change Environment 8" radius (subtly coat the area with her immolation formula); IAF (looks like an ordinary perfume spritzer; -½), No Range (-½), 12 Charges (-¼) [12]			
12	<i>Fireproofed Garments:</i> Armor (0 PD/1 4 ED); IIF (-¼), Only Works Versus Limited Type Of Attack (fire/heat; -½) 0			

7 *Anything Been Treated Here?:* Luck 3d6; Only To Determine If Any Nearby Objects Have Been Treated With Her Formula (-1) 0

Perks

10 Money: Wealthy

Skills

3 Acting 13-
3 Climbing 12-
3 Concealment 13-
3 Conversation 13-
3 Criminology 13-
2 Demolitions 13-; Incendiary Devices Only (-½)
3 Disguise 13-
3 Electronics 13-
3 High Society 13-
3 Inventor 13-
3 Lockpicking 12-
3 Persuasion 13-
3 SS: Chemistry Of Fire 13-
3 Seduction 13-
3 Shadowing 13-
3 Sleight Of Hand 12-
3 Stealth 12-
3 Streetwise 13-
2 TF: Common Motorized Ground Vehicles

Total Powers & Skills Cost: 165

Total Cost: 223

75+ Disadvantages

20 Hunted: HCPD 8- (Mo Pow, NCI, Capture/Kill)
20 Hunted: The Raven 8- (Mo Pow, NCI, Capture/Kill)
15 Psychological Limitation: Always Looking For Adventure And Excitement (Common, Strong)
10 Psychological Limitation: Pyromaniac (Common, Moderate)
15 Social Limitation: Secret Identity (Leslie Wicks) (Frequently, Major)
5 Social Limitation: Woman (Occasional, Minor)
63 Experience Points

Total Disadvantage Points: 223

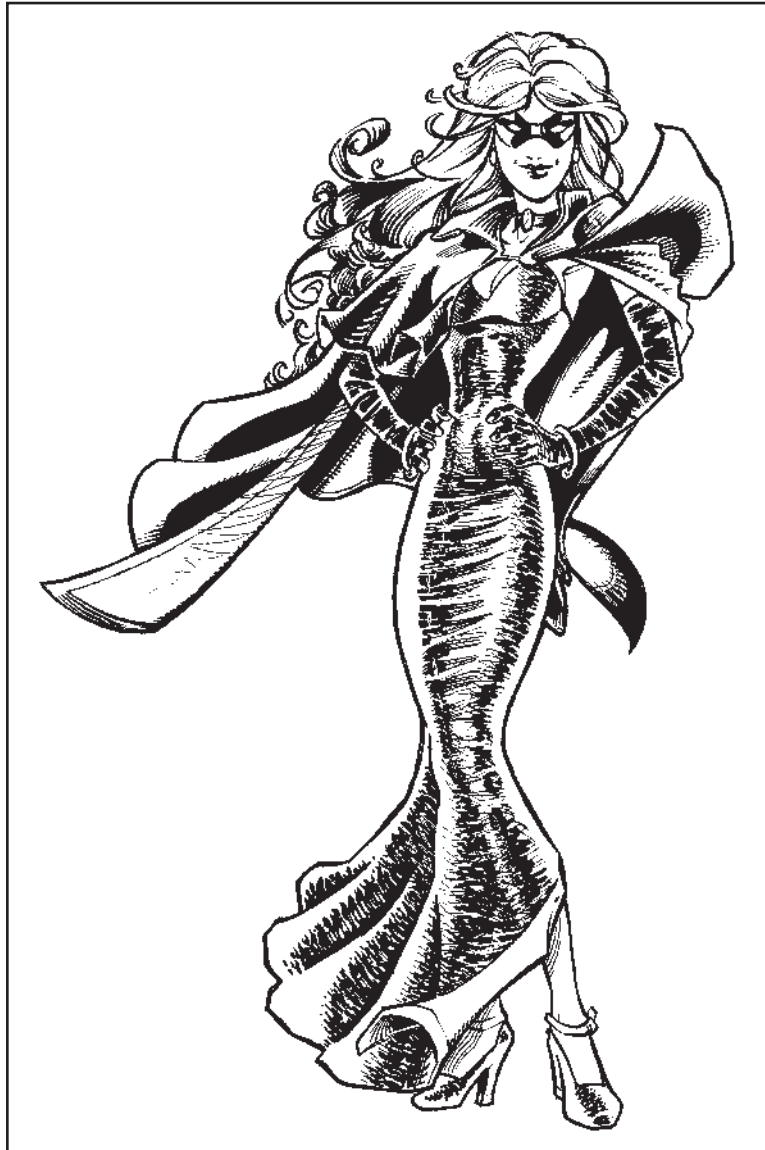
Background/History: Flame-haired Leslie Rousseau was beautiful from the moment she was born. Everyone cooed over what a pretty baby she was, and she matured into a drop-dead gorgeous young woman. And she knew how good she looked — her ability to manipulate others, particularly men, on the basis of good looks and charm was practically instinctual.

But it wasn't enough. No matter how many men she had wrapped around her little finger, how many gifts they gave her, all the things they did for her, it wasn't enough. She liked being a puppetmaster, but not *just* a puppetmaster — there was something to be said for being an actor on the stage rather than the person running things behind the scenes. That would be much more satisfying... but she couldn't figure out how to do it.

Then one day she opened the paper. Right on the front page was a story about that masked

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear:	Purse, compact and other makeup						
Clothing:	See Appearance						



mystery man, the Raven, fighting someone called “the Electricitioner.” *That* certainly looked like fun: dressing up, pitting wits against a “hero,” getting away with crimes, stealing things she wanted. But she needed a gimmick, like that Electricitioner fellow with his lightning-suit, or that hideous Dr. Fang with his being Chinese and all.

Fire! That was the ticket. Everyone was afraid of fire. (Well, not *her*; she could stare at a lit candle for *hours*, just admiring the flickering flame, it was almost *alive*, so beautiful....) If she could convince people she had the power to set them on fire with a wave of her hand, they’d do whatever she told them to. She wouldn’t even have to actually burn anyone.

Quickly becoming obsessed with the idea, she set to work, studying chemistry, electronics, and

anything else she thought she needed to know — it was easy enough to find willing men to teach her. After a lot of grueling work, she developed a chemical formula that, after being applied to an object or surface, would burst into flame when triggered with a special frequency of radio waves. That left the question of how to apply it, of course, but she’d find a way around that little problem.

The way proved to be Horatio Wicks, the so-called “Laundry King of Hudson City.” She met him at a party one night. He wasn’t all that much to look at, but he was stinking rich... and he had all those laundries and dry cleaning shops that used *chemicals*....

In just a few months, Leslie Rousseau became Leslie Wicks — and a few months after that, she was a widow, her poor husband having died in a mysterious fire. Now the Laundry King was a Queen, and Leslie began putting her special chemical concoction into the cleaning solutions used at her dozens of stores. When she felt the time was right, she made her first appearance as *Flambeaux*, Mistress of Fire, and scored a cool \$30,000 in jewelry.

But the thrill was even more important than the money. Despite several clashes with the Raven and his assistant the Velvet Phantom (whom Flambeaux particularly detests), not to mention Hudson City’s finest, she hasn’t been able to give up the excitement of being a masked criminal.

Personality/Motivation: Flambeaux is a jaded, selfish woman who’s so used to getting what she wants that it never occurs to her to worry that people might get hurt in the process. She commits crimes mostly for the adrenaline rush and the intellectual challenge; the money is secondary. What’s worse, she’s become a full-blown pyromaniac since launching her criminal career. At first she tried not to hurt people, preferring to cow them with displays of her

“power,” but these days sometimes it’s all she can do to resist setting some poor slob on fire just for the fun of watching him go up like a torch.

Quote: “Do you... burn... for me, darling?”

Powers/Tactics: Flambeaux uses small radio transmitters concealed in her bracelets to ignite clothing, tablecloths, drapes, and other fabric materials that have been treated with a special chemical concoction. Typically the formula is applied when the cloth is cleaned at one of her laundries or dry cleaning shops, but she also carries a “perfume spritzer” that she can use to apply an ultra-fine mist of it to everything in an 8” radius. The chemical is odorless, colorless, and doesn’t harm fabrics in any way — until they’re exposed to a specific frequency of radio waves oscillating at a specific cycle. Then the chemicals ignite and burn with a powerful flame that completely consumes the material containing them. The flames burn for several seconds; they’re hot enough to start secondary fires and cause crippling injuries or death to anyone wearing clothing treated with them. Due to power constraints, the range of the transmitters is limited (20”), but one transmission may be narrowed to cover a single individual, or widened to ignite all treated items in an area. Typically, one bracelet is set to narrow focus, and one to wide; Flambeaux uses the appropriate hand to gesture and start the fire.

Flambeaux’s ability to threaten people with her powers is limited by her ability to apply her formula to something or someone in the area. If necessary, you can simply assume for dramatic effect that at least one or two articles of clothing in the vicinity have been treated, or you can roll her Luck 3d6 to determine if anything has been. Of course, if she has time to prepare a crime scene in advance, it’s a foregone conclusion. She can apply the formula to standard cleaning formulas and the like as opportunity allows, or visit a crime scene in advance and “spritz” it. The chemicals themselves aren’t common (though not extremely rare, either), so the heroes may be able to trace Flambeaux by her need to steal supplies of them periodically.

Flambeaux’s costume is specially treated to be flame resistant; she can stand in the middle of one of her own fires without suffering burns. (She also treats her hair, and uses special makeup that

protects her skin.) It’s designed to be removed in seconds by undoing the correct fastenings, and chemically treated to dissolve at the touch of a few drops of a special solvent to further prevent any association between Leslie Wicks and the infamous Flambeaux. Her bracelets won’t dissolve, but are designed to disassemble into smaller pieces for ease of concealment.

Flambeaux’s *modus operandi* is to make several appearances to establish her bona fides, causing property damage and perhaps a few deaths. When she next appears, she demands that her potential victims turn over their jewels and cash, and perhaps the contents of their safes, to prevent her from unleashing her power on them. She prefers to attack society functions, both for the greater concentration of wealth and the greater likelihood that someone will defy her ultimatum. If that happens, she has no compunctions about incinerating a room, or even a few guests, to make a point and get what she wants. If confronted by force, or if anyone attempts to lay hands on her, she immediately sets the largest area or number of people alight that she can and escapes in the confusion.

Campaign Use: Flambeaux works best if encountered sparingly, since her ruthless measures to avoid capture make her a real danger to dozens, if not hundreds, of innocents — mayhem on that scale isn’t out of bounds for the pulps, but it’s not necessarily appropriate for every *Pulp Hero* campaign.

To make Flambeaux more powerful, increase her DEX to 18 and SPD to 4, and add Combat Luck. To weaken her, remove the Area Of Effect (One Hex Accurate) slot from her Multipower.

Flambeaux will not actively Hunt characters; that’s not her style. But she’s good at holding grudges and will be glad to take them out on someone who hurt her (especially another woman) at the first opportunity.

Appearance: Flambeaux is a tall redhead with an attractive figure, long hair, and a husky voice. She wears floor-length formal outfits in dark green or black, with matching gloves and bracelets, opera cape, and a domino mask. She’ll wear formal women’s shoes if she thinks she can get away with it, but sometimes prefers crepe-soled shoes that let her run and maneuver quickly.

“COLONEL” BRUCE FORSYTHE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
17	BODY	14	12-	
14	INT	4	12-	PER Roll 12-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
7	PD	4		Total: 10 PD (3 rPD)
4	ED	0		Total: 4 ED (7 rED)
4	SPD	14		Phases: 3, 6, 9, 12
10	REC	6		
36	END	0		
34	STUN	0		Total Characteristics Cost: 103

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Boxing

Maneuver	OCV	DCV	Notes
4 Cross	+0	+2	6d6 Strike
5 Hook	-2	+1	8d6 Strike
4 Block	+2	+2	Block; Abort
3 Clinch	-1	-1	Grab 2 Limbs, 30 STR for holding on
4 Low Blow	-1	+1	2½d6 NND
4 +1 Damage Class (already added in)			
20 <i>Damned Lucky:</i> Luck 4d6			0

Perks

- 1 Fringe Benefit: Passport
- 5 Money: Well Off

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 16 +2 with All Combat
- 3 Bureaucratics 13-
- 3 Combat Driving 12-
- 3 Concealment 12-
- 3 Conversation 13-
- 3 Cryptography 12-
- 3 Demolitions 12-
- 3 Fast Draw (Firearms) 12-
- 2 Gambling (Card Games) 12-
- 3 High Society 13-
- 3 AK: London 12-
- 4 AK: Europe 13-
- 4 AK: Africa 13-
- 3 KS: British Military 12-
- 2 Language: French (fluent conversation; English is Native)
- 3 Language: German (completely fluent)
- 2 Navigation (Land) 12-
- 4 PS: Spy 13-
- 3 Riding 12-
- 1 SS: Anthropology 8-
- 1 SS: Archaeology 8-
- 3 Stealth 12-
- 1 Survival (Temperate/Subtropical) 8-
- 1 Tracking 8-

- 6 TF: Common Motorized Ground Vehicles, Riding Animals, Two-Wheeled Motorized Ground Vehicles, Wheeled Military Vehicles
- 7 WF: Common Melee Weapons, Small Arms, Emplaced Weapons, General Purpose/Heavy Machine Guns

Total Powers & Skills Cost: 146

Total Cost: 249

75+ Disadvantages

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 20 Hunted: British Law Enforcement 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Psychological Limitation: Hates Randall Irons (Common, Strong)
- 15 Social Limitation: known German agent, 11- (Frequently, Severe, Not Limiting In Some Cultures)
- 5 Unluck: 1d6
- 94 Experience Points

Total Disadvantage Points: 249

Background/History: From the day Bruce Jordan Forsythe was born in 1893, his family thought the world should revolve around him. And in some ways it did. The son of a wealthy steel magnate in Birmingham, England, Forsythe got whatever he wanted from his doting parents. Nothing was too good for him. His father, Sir Nigel, even bought his son's way into Sandhurst, the elite training ground for Great Britain's military officers. One would think that life was good to Bruce Forsythe. He had everything: money, looks, youth, women, whatever his heart desired. But not the one thing he craved: power.

Promotions he felt should have been his went to other, less deserving men. Inferior men got the medals, the adulation. The better postings failed to come his way. Instead of working in the Home Office with a chance for better advancement, he ended up in the Argonne Forest in the worst of the trenches. He began to despise his fellow officers for what he saw as aristocratic discrimination against his middle-class birth. Working behind the scenes, he began undermining the careers of anyone who got in his way. If blackmail didn't work, accidents could always be arranged. There was a war going on, after all. Casualties happened.

In February of 1917, Forsythe finally got his chance to really get even with the military for neglecting his obvious genius. One night during a rare furlough in Paris, a man named Fredrich Mannheim approached him with a certain offer. "The English aristocracy is weak, thinned out by too much inbreeding. The Kaiser needs strong leaders, ones proven in battle, to rule after this little conflict is over. Would you be such a man, Colonel Forsythe?" Looking around at the other English officers in the club who laughed and joked with their brethren, Forsythe came to his decision.

COLONEL BRUCE FORSYTHE PLOT SEEDS

The characters are working with a museum group searching for the lost city of Xinca-Hol, but find they have unwelcome visitors in the person of Colonel Forsythe, who, with his men, has trailed them to take the rumored treasures of the city for himself. How will the characters save the ancient city and the knowledge and wealth it holds? And what will they and the Colonel do when the Skymaster finds out that one of his private treasure mines is being looted and shows up to stop them?

Forsythe decides to try a different tack in his quest for revenge against Randall Irons. He arranges for the PCs to find documents — the best money can buy — that reveal that Randall is secretly selling military defense plans to the Nazis. Forsythe hopes they'll take care of Irons for him. He even hires some German thugs and outfits them with the proper weapons and uniforms to come after the characters to protect their "top American operative, Herr Irons." Will truth and justice save the day, or has the Colonel finally gotten it right?

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What's a fellow to do? Forsythe wanted to sell a few hundred illegal weapons to some bandits in Guatemala, make a quick profit, and head for more civilized climes. Now he's trapped in the middle of a revolution, there's a group of those do-gooder types running around the countryside shooting everything that moves while they look for some missing Mexican archaeologist and the lost city she supposedly found, and on top of all that, some bunch of fanatics just stole his guns. Enough is enough — he's going to make a profit off of something in this sweltering jungle, so whoever meets his price first gets his help.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Browning HP	+0	+0	1d6+1	1d6-1	13	9	
Lee-Enfield	+1	+1	2½d6	1d6	10	13	
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor

None

Gear: Field pack, tent, bedroll, canteen, lantern, flint and tinder — all typically carried by bearers, of course**Clothing:** See Appearance

Bad luck seemed to plague his regiment after that night. Needed supplies went missing, orders were misinterpreted, and, worst of all, the blasted Jerries seemed to know just where and when the men were to attack. The death toll mounted and the unit was forced to pull back. Forsythe was in the thick of things, leading his men to sure defeat at the direction of his German paymasters. All seemed lost, when, in November of 1917, unexpected (and to Forsythe, unwanted) help arrived in the form of a company of American soldiers led by Captain Randall Irons.

The brash young Yank quickly became a thorn in Forsythe's side. He repeatedly disobeyed orders and often thwarted Forsythe's attempts to disrupt the Allied war effort. As fresh American troops began to turn the tide against the Germans, Forsythe began to wonder if he'd chosen the wrong side. As the end of the war drew near, disaster struck when a careless subordinate unwittingly brought a coded message to Irons's attention. Thanks to the American's intelligence and dogged efforts, Forsythe was exposed to the Allied High Command as a traitor and German operative. He was forced to flee one step ahead of the military police, and has been dodging British retribution ever since.

Since the war, Forsythe has operated as a free agent and mercenary, selling his skills to the highest bidder. His hatred of Irons has only grown over the years, for several of his plots have been ruined by Randall and his Raiders.

Personality/Motivation: Traitor, cad, blackguard, and mercenary — these unflattering words, and quite a few like them, describe "Colonel" Bruce Forsythe quite accurately. The lust for power and prestige is still there, but currently his desire for revenge against Randall Irons is the driving force in his life. He'll stop at nothing to defeat, humiliate, and ultimately

kill Irons (and hopefully make a tidy profit along the way). Between chasing/fleeing from his nemesis, Forsythe works as a freelance adventurer, taking jobs of

questionable morality and legality from whoever will pay him large sums of money.

Quote: "Captain Irons! Welcome back; I've missed you — but my aim is improving."

Powers/Tactics: Forsythe does and uses anything to gain what he wants, whether this means betraying a temporary ally or killing an entire village. He's run guns for Turkish bandits, burned opium fields in China, raided diamond mines in Africa, and led questionable "expeditions" into many a lonely corner of the world in search of lost treasures or undiscovered resources to exploit. His knowledge of British military procedure allows him to bypass many of the traps set for him.

Whatever else he may be, Forsythe is no coward. He won't retreat from a confrontation unless there's no other option open. And if he could take Randall Irons with him, he might be willing to sacrifice his own life. Might.

Campaign Use: Forsythe is a classic dastardly pulp villain, with no redeeming features and a broad enough set of skills and abilities to make an appearance in just about any sort of adventure. He's not intended as a one-on-one match for a group of heroes, though, so make sure he has plenty of "backup" if you want to keep him around for later scenarios.

To make Forsythe tougher, increase his STR and DEX to 18 and his Combat Luck to 6 PD/6 ED, and perhaps add a small amount of cinematic Damage Reduction. To weaken him, reduce his dice of Luck or remove one of his Combat Skill Levels.

Forsythe doesn't Hunt anyone other than Randall Irons and his Raiders at present, but the right sort of defeat or humiliation could focus his attention on the PCs (at least for a while). Rather than engaging in an obsessive pursuit, he prefers to keep his eyes and ears open for opportunities to interfere with his adversary's activities, then attack at a moment of weakness or exposure.

Appearance: "Colonel" Bruce Forsythe has the look of a British gentleman, with his fine features, dark brown hair and deep blue eyes. He's 6'0" tall and weighs about 200 pounds. He dresses neatly in khaki clothing and heavy boots while in the field, but enjoys wearing fine suits when the occasion calls for it. He's always armed, either with a Browning Hi-Power 9mm pistol that he wears in a shoulder harness or with a Lee Enfield Mk III rifle when he's "on the job." If involved in a major engagement, he has access to larger weapons, up to and including machine guns and light field pieces.



ALEJANDRO FUENTES

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
14	PRE	4	12-	PRE Attack: 2½d6
12	COM	1	11-	
6	PD	3		Total: 6 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	2		
26	END	0		
28	STUN	2		Total Characteristics Cost: 49

Movement: Running: 8" / 16"

Cost Powers **END**

7	<i>Brawler:</i> HA +2d6: Hand-To-Hand Attack (-½)	3
4	<i>Swift Runner:</i> Running +2" (8" total)	1
6	<i>Perceptive:</i> +2 to PER Rolls with all Sense Groups	

Perks

6	Contacts: 6 points; worth in the tourist and underworld communities
1	Fringe Benefit: Passport
1	Reputation: excellent guide (in Central America) 11-, +1/+1d6

Skills

5	+1 HTH
3	Breakfall 12-
3	Bribery 12-
3	Climbing 12-
3	Concealment 12-
3	Conversation 12-
2	AK: Central America 11-
2	AK: Guatemala 11-
3	KS: Antiquities Black Market 12-
3	KS: Jungle Flora And Fauna 12-
3	KS: Mesoamerican Antiquities 12-
2	KS: Mesoamerican History 11-
3	KS: Mesoamerican Ruins 12-
3	Language: English (completely fluent; Spanish is Native)
2	Language: Quiché Maya (fluent conversation)
2	Navigation (Land) 12-
2	PS: Guide 11-
3	Riding 12-
1	SS: Archaeology 8-
3	Stealth 12-
3	Streetwise 12-
4	Survival (Tropical) 13-
3	Tracking 12-
3	TF: Common Motorized Ground Vehicles, Equines
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 95

Total Cost: 144

75+ Disadvantages

15	Psychological Limitation: Greedy (Common, Strong)
15	Psychological Limitation: Resents Wealthy Clients (Common, Strong)
10	Psychological Limitation: Would-Be Don Juan (Common, Moderate)
5	Social Limitation: Harmful Secret (orchestrates the robbery of some clients) (Occasionally, Minor)
24	Experience Points

Total Disadvantage Points: 144

Background/History: Alejandro Domingo Fuentes was born into a poverty-stricken Guatemalan family. Like so many of the other children there, he helped his family eke out a living by selling fruit, souvenirs, and the occasional "artifact" to the passengers and crew from the ships passing along the coast. He learned some English from them, and more from the missionary school in the village.

When Alejandro was seventeen, he convinced a young American archaeologist he could guide him to a lost city... and he was right! To his own amazement, they found the place, and the archaeologist recovered several fascinating artifacts. He paid Alejandro handsomely, and suddenly the ruins were no longer just crumbling old buildings — they were a potential source of income. Alejandro began to explore the jungle in earnest, carefully noting the placement of ruins and occasionally bringing back small artifacts. Slowly his reputation as a guide grew, and he learned his way around both Guatemala and the surrounding regions. He learned the history of the ancient civilizations from his employers and the language of their descendants from the natives. He learned just how much the wealthy Americanos were willing to pay to find those lost cities. And when one of his parties was attacked by bandits, he learned what they'd pay to find their way back out.

He soon realized he'd stumbled upon yet another source of income. Gathering together some of his less reputable friends, he arranged for "bandits" to attack his next archaeological group on its way out of the jungle. He "negotiated" their safe release — it only cost them some of their best gold and jade pieces — and led them back to the city. Then he collected his share from his friends. After obliterating the identifying marks the archaeologists had left on the pieces, he split them up and sent them to his contacts, who sold them to unwary tourists and treasure hunters, explaining that "My cousin found them." He's been making money that way ever since.

Personality/Motivation: Alejandro Fuentes is a greedy man. His poor childhood taught him that he never, ever wants to be without money. He despises his "rich" clients, but at the same time envies. He particularly wants their women — soft and beautiful, not made old before their time by too much work and too many children. Despite their teasing women's ways, he knows they're attracted to him; they just won't admit it. Perhaps if he had more money...

ALEJANDRO FUENTES PLOT SEEDS

A mysterious artifact has turned up in New York City, one unlike any archaeologists have ever seen. A local museum asks the PCs to find the source of the artifact, which arrived in a shipment purchased in Guatemala. When they arrive, everyone tells them Alejandro is the man to see.

A renowned archaeologist has gone missing in the Central American jungles, and his beautiful daughter is determined to mount an expedition to locate him. She talks the characters into accompanying her. She just *knows* she'll find him in no time, especially since she's hired the services of the best guide in Central America to lead the expedition on her father's last known path...

Alejandro and his latest party of Americanos (including the PCs) are in the right place at the right time — but the bandits aren't there! What's going on... and who are those men coming out of the jungle with jaguar headdresses? What are they doing here? Is that blood on their spears?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Pistol	+0	+0	1d6	1d6-1	6	8	
Machete	+0	—	1d6	1d6-1	—	8	

Armor

None

Gear: Field pack, tent, bedroll, shovel, lantern, compass, maps**Clothing:** See Appearance

Quote: “Come, *señor* — these are beautiful pieces, but not worth your life, *sí*? Give a few to these men and we can all go our way in peace.”

Powers/Tactics: Fuentes is an excellent guide and could make a comfortable living at it — but “comfort” simply isn’t enough for him. He uses his skills to make his clients dependent on him, leading them in circles so they can’t find the ruins they seek or their way back to civilization. He warns them of jungle dangers that don’t exist (ferocious beasts, poisonous fruit, steep cliffs), and exaggerates the dangers that do. Since he “guarantees” the success

of the expeditions he leads, he often uses artifacts stolen from a prior party to “seed” a site, resulting in confusion of the archaeological record.

Fuentes isn’t above helping the less scrupulous members of his parties obtain whatever they want. A young rival eliminated so his discoveries can be claimed as your own? Fuentes is your man. Fake artifacts planted on a site to be “found” by reputable explorers? Talk to Alejandro. A colleague “removed” so you can “console” his lovely wife? Fuentes can take care of it.

Fuentes prefers to avoid violence — he’d rather play the part of the “innocent guide” and let the “bandits” do the dangerous work, or commit his crimes when no one’s around to see. But if he’s pushed far enough, he can show you how real the jungle’s dangers truly are.

Campaign Use: Alejandro is a good template for greedy and backstabbing guides in any portion of the world. Just change his Languages, KSs, and his chosen Survival terrain and he can be a “faithful” guide in Africa, the American West, the steppes of Russia, or the Australian outback.

To make Fuentes more of a threat, give him some Combat Skill Levels with Firearms. To weaken him, remove his *Brawler* ability.

While Fuentes might Hunt characters in the jungles of Guatemala, he won’t follow anyone to the Big City for revenge. And he won’t do anything without financial gain, even if it’s just money taken off a character’s corpse. Americanos, they all carry so much money, you see.

Appearance: His stature stunted by insufficient food in his childhood, Fuentes stands only 5’3” tall, and weighs perhaps 135 pounds. But he’s muscular for his size and in his own way rather attractive. Shoulder length black hair (which he wears pulled back in a ponytail), dark eyes, and a slanted forehead reveal his native ancestry, and his easy smile his charming ways. He generally wears sturdy khaki clothing, serviceable boots, and a straw hat when working. When not, he wears lighter weight embroidered shirts, loose pants, and sandals in deference to the climate.

DARREN "GATS" GRUNER				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
10	CON	0	11-	
16	BODY	12	12-	
17	INT	7	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
5	PD	3		Total: 5 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
4	REC	0		
20	END	0		
26	STUN	0		Total Characteristics Cost: 64

Movement: Running: 6"/12"

Cost Powers **END**

7	<i>Cool Customer:</i> +15 PRE; Only To Protect Against Presence Attacks (-1)	0
9	<i>Observant:</i> +3 to PER Rolls with all Sense Groups	0

Perks

1	Fringe Benefit: License to Practice Accounting
2	Money: Well Off
6	Reputation: lethal gunman for hire (in the Underworld) 14-, +3/+3d6

Talents

3	Absolute Range Sense
20	Danger Sense (out of combat, immediate area, intuitional) 12-
4	Deadly Shot: RKA +1d6 with Colt M1911As
3	Lightning Calculator
7	Lightning Reflexes: +7 DEX to act first with Colt M1911A

Skills

12	+6 OCV with Colt M1911A
9	Targeting Skill Levels: +6 versus Hit Location Penalties With Colt M1911A
6	Range Skill Levels: +4 versus Range Modifiers With Colt M1911A
8	<i>Combat Shooting:</i> +5 OCV with Colt M1911A; Only To Prevent Hitting Non-Enemies When Firing Into Melee (-2)
3	Combat Driving 12-
3	Fast Draw (Small Arms) 12-
3	AK: Chicago 12-
3	AK: New York City 12-
3	KS: The Chicago Underworld 12-
3	KS: The Hudson City Underworld 12-
3	KS: The New York City Underworld 12-
3	KS: Organized Crime Figures 12-
6	KS: Accounting Schemes 15-
2	Language: German (fluent conversation; English is Native)
1	Language: Italian (basic conversation)
3	Paramedic 12-
6	PS: Accountant 15-
5	Rapid Attack (Ranged)
7	SS: Mathematics 16-

7	SS: Geometry 16-
3	Stealth 12-
3	Streetwise 12-
2	TF: Common Motorized Ground Vehicles
10	Two-Weapon Fighting (Ranged)
2	WF: Small Arms

Total Powers & Skills Cost: 178

Total Cost: 242

75+ Disadvantages

10	DNPC: Erika Wendland (younger sister) 8- (Normal)
10	Physical Limitation: severely nearsighted (-4 to all Sight Group PER Rolls if he doesn't have his glasses) (Infrequently, Greatly Impairing)
15	Psychological Limitation: Can't Resist A Challenge To His Ability (Common, Strong)
15	Psychological Limitation: Code Of The Mercenary (Common, Strong)
15	Reputation: deadly gunman for hire, 14- (Extreme, to Underworld and Law Enforcement Worlds)
10	Social Limitation: Criminal Record (Frequently, Minor)
92	Experience Points

Total Disadvantage Points: 242

Background/History: Darren Gruner was born to a second-generation immigrant family in Chicago at the turn of the century. His father barely earned enough as a manual laborer to support his family, and after Darren came along he had to take part-time work as muscle for a local loan-shark to make ends meet. Darren's mother took in sewing work to help out.

A sickly child who couldn't play outside with other kids, Darren retreated into books to occupy his time, but it wasn't until he discovered the pure joy of mathematics that his education truly took off. He quickly passed the other children at his local school, and was soon working problems from the books for much older children. Things were on track for him to earn a scholarship and go to college — and the Great War happened. He tried to enlist, but even at the height of the War the armed forces weren't willing to relax their standards enough to accept him. And after the War ended, in 1922 his father was killed while collecting some money owed by a shopkeeper — the man panicked and started shooting.

Left with a mother and a younger sister to feed, Darren dropped out of school to find work. Unfortunately, between his weak constitution, bad vision, and asthma there were simply no employers willing to take him on. In desperation he turned to the loanshark his father had worked for. Unwilling to send Darren out on collections, but feeling he owed the boy something, the loan-shark put him to work keeping track of accounts — and was amazed to discover Darren was a wizard at it. In just weeks, profits were up, and the operation had never run so smoothly.

After a raid by the local police failed to prove that any of the money coming in was obtained

DARREN "GATS" GRUNER PLOT SEEDS

A PC meets a pretty young woman named Erika at the university library where she works. She's of scholarly bent and is fascinated by someone who actually does things she only reads about. She wants to hear all about his adventures. She'll talk about herself, but is reticent to speak of her family. The character finds out why one night when he brings her home — and finds Gats sitting in the kitchen, wanting a word with him about when the wedding will be...

One of the characters starts to get something of a reputation as a pretty good man with a gun. Sooner or later, the comparisons to Gats start to appear, and then word gets out that the character says Gats is nothing, that his reputation is all talk and no action. The character isn't spreading these stories, so who is — and why? And what does he do when Gats finally hears them and comes looking for him to settle the issue?

Things aren't looking good for the PCs. They're cornered, out of ammunition, and wounded, and the gunmen about to finish them off are too smart to get close enough for anyone to grab them. Worst of all, the heroes have no idea who sent the men to kill them. As the gunsels raise their Tommy guns, shots ring out, a gunman dropping with each report. As the last man hits the ground, Gats Gruner steps out of the shadows, smoking automatic in hand, and nods to the characters, saying he's sorry he's late, but he was held up in traffic. Who hired him to watch out for them, and why? Is that *all* he was hired to do?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	0	2d6-1	1d6	7	9	Carries four, with plenty of extra clips
Armor							
None							
Gear: Spare pair of glasses (sometimes two), watch							
Clothing: See Appearance							

illegally (thanks to Darren's bookkeeping), the loanshark agreed to finance the classes needed to for Darren to acquire a CPA's license. He got his certification in near-record time. Under the loanshark's guidance, he opened a small accounting firm and began to accept clients — most of them friends and associates of his former employer. In just a few short years, the word had spread among the Chicago underworld that if you needed your books handled right, Darren Gruner was the man to handle them. He was good at it — very good — and, most surprising of all, he was honest, taking not one penny from all of the funds that moved through his office.

Life had turned around, and Darren was able to make sure his sister completed school and found a good job as a librarian, and that his mother's last few years were comfortable. Then the Great Crash struck. It wiped out most of his legitimate clients, and the gangland struggles that followed thinned out his criminal ones. Desperate to make ends meet, he closed his firm and went to work for the most powerful mobster in Chicago — Alphonse "Big Al" Capone — handling his accounting exclusively.

In the final hours of December 31st, 1929, Darren was at the central clearinghouse for Capone's gambling money, checking the actual tally against his predictions. With him were the two men Capone had assigned to accompany him everywhere as protection. As he completed his initial count, the "King Of Crime," a masked, would-be pretender to the throne of Chicago's underworld, broke in. His bodyguards moved to defend him as Darren scrambled to safety... only to find that there wasn't any. The King and his men had planned too well; all the exits were blocked. As the last of his bodyguards fell, Darren did something he'd never done before in his life: he desperately snatched up a pistol that had fallen from a bodyguard's hand.

When he lifted the big Colt automatic, something happened. He knew on an instinctive level what would happen when he squeezed the trigger, knew where the bullet would go, how long it would take to arrive at its target, knew exactly how much to shift the muzzle to change the point of impact to where he wanted it to be. Without thinking, he fired once, then again and again, dropping a gunman with each perfectly placed shot. The other Capone men, not understanding what had occurred but willing to follow anyone who could kill their enemies, rallied behind him. In less than ten minutes the battle was over — and Darren had a nickname: "Gats."

Impressed with Darren's abilities, Capone promoted him to the status of a troubleshooter (not without a certain amount of humor) answering only to himself and Frank Nitti. Although that was ultimately a bad decision for Capone, whose tax evasion conviction might have been avoided had Darren kept on handling his accounts, it was a good one for Darren. His newfound skill with guns gave him a certain amount of prestige, and he made the best of it. When Capone was jailed several months later in 1930, Nitti, jealous of Darren's skill and popularity, tried to set him up. He failed, but convinced Darren to go freelance to avoid such complications in the future.

Since then Darren has arranged for his sister to move to Hudson City and take a job as a librarian at Hudson City University under the assumed name "Erika Wendland." He accepts short-term work from anyone who'll meet his price and agree to his conditions for employment. For an additional fee, he'll balance his employer's finances. He has no interest in a long-term contract such as the one that caused him problems in Chicago. He's begun to build up a small gang that follows him from job to job, all of its men loyal to him first and their employer second.

Personality/Motivation: Darren is, in his own way, an honorable man. He uses only the minimum force necessary to resolve a situation, never endangers non-combatants if he can help it, never needlessly endangers his men, and always fulfills his assignments. He doesn't kill women (he doesn't even like to threaten them, and in fact is sort of awkward around them, having never even had a serious girlfriend). Under no circumstances will he endanger a child.

Darren's normal personality is mild-mannered; he seems like nothing more than what he was for much of his early life — a somewhat sickly accountant. But when he's got a Colt in his hand, his whole personality shifts: a palpable aura of menace seems to settle on him.

Gats cares about his family, and threats to his sister — real or imagined — are one of the few things that prompt him to escalate straight to lethal force. He does his best to shield her from the reality of what he does, but has had less success than he might have wanted. He regularly visits her and sees to it that she's provided for in a manner significantly more affluent than her salary would support (despite her objections).

Quote: "I checked the math, and you living another day just doesn't add up."



Powers/Tactics: Darren is a thinker rather than a fighter. While his gun-handling skills make him deadly, he knows depending solely on them is foolish. He plans encounters carefully, with the best tactics and information possible, and walks away from one he feels isn't running close enough to plan. He goes to great lengths to avoid unnecessary violence when working, though he's quick to respond in kind to deadly force, and his men aren't always as restrained as he. He pays careful attention to his surroundings, having survived several gangland ambushes by virtue of his observational skills, and always knows where the exits to any room or building are in case he needs one. If forced into a direct confrontation for which he's not prepared, he tries to escape or surrender if necessary. He has contingency plans in case of capture and trusts to them to free him.

Darren's skill with the .45 Colt M1911A is, quite simply, terrifying. He's not certain why it doesn't carry over to other weapons, but hasn't spent much time worrying over it. When using a Colt, he can draw and fire before most people have even begun to move, placing his shots with an almost supernatural accuracy. He can wield a pair of Colts, one in each hand, but only does so in extreme circumstances. Normally he restricts himself to disabling shots (hands, legs, weapons), but

if pressed he kills with mathematical precision.

Darren's eyesight is extremely poor, so he always tries to have at least one spare pair of glasses with him at all times (he carries them in a stiff leather case to minimize the chance that they'll get broken). He has no skill at HTH Combat, and sees no need to acquire any.

Campaign Use: Gruner is the man mobsters call when they really, really want someone out of the way. He's professional, ethical, and downright terrifying once his Colt comes out. In a way it's flattering to have him after you, because if someone's willing to hire Gats Gruner to rub you out, you've made the big time. Adventures involving Gats are best suited to an initial encounter that ends indecisively, followed by a frantic search to discover proof that his employer lied to him or is setting him up, or to otherwise invalidate his contract. And Heaven help the male PC who starts dating his sister and doesn't treat her right....

To make Gats more powerful, increase his DEX to 18 and add some Combat Luck and a few Boxing or Dirty Infighting maneuvers. Alternately, raise his STR and CON to 15, his DEX to 18, and add some Boxing or Dirty Infighting to represent a decision to train himself physically. To weaken him, eliminate his Combat Shooting and Deadly Blow and reduce his various Combat Skill Levels.

Gruner is a Hunted that no one wants, because it's like hearing the judge's gavel bang down on your death sentence — he Hunts people for a living, and he's very good at it. Fortunately, he only comes after people he's hired to kill. The only reason he'd spontaneously Hunt a character was if that character hurt his sister somehow, or threatened his livelihood. In either case, he'll find a time to confront his target when the advantage seems to be on his side and then start the ball rolling

Appearance: Darren is an unremarkable, mild-looking man with blonde hair and light blue eyes concealed by his glasses. He stands 5'6" tall and weighs 154 lbs. He wears good (but not excellent) quality suits, a fedora, and favors a trenchcoat in cooler or wet weather. He normally carries a pair of .45 automatics, but has been known to carry as many as four if facing tough opposition.

IKEDA HIDEO

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
17	CON	14	12-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
7	PD	5		Total: 10 PD (3 rPD)
3	ED	0		Total: 6 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	2		
34	END	0		
30	STUN	4		Total Characteristics Cost: 87

Movement: Running: 7"/14"

Cost Powers **END**

Martial Arts: Jujutsu

Maneuver	OCV	DCV	Notes
4 <i>Atemi</i> Strike	-1	+1	3d6 NND(1)
5 Block	+1	+3	Block; Abort
5 Breaking Throw	-2	-2	Grab One Limb; HKA 1d6 (1½d6 with STR), Disable; Target Falls
4 Disarm	-1	+1	30 STR Disarm
4 Escape	+0	+0	35 STR Escape
3 Joint Lock	+0	-1	Grab One Limb; 30 STR to hold on
4 Joint Lock/Throw	+1	+0	Grab One Limb; 2d6 NND(7); Target Falls
3 Legsweep	+2	-1	5d6 Strike; Target Falls
4 <i>Shime</i>	-2	+0	Grab One Limb; 3d6 NND(2)
3 Slam	+0	+1	4d6 + v/5; Target Falls
4 Strike	+0	+2	6d6 Strike
3 Takedown	+1	+1	4d6 Strike; Target Falls
8			+2 Damage Classes (already added in)
2			<i>Quick On His Feet:</i> +1" Running (7" total) 1

Perks

5	Fringe Benefit: Diplomatic Immunity
1	Fringe Benefit: Passport
5	Favors: from various diverse individuals he found useful

Talents

6	Combat Luck (3 PD/3 ED)
4	Resistance (4 points)

Skills

12	+4 with Jujutsu
3	Acting 12-
3	Breakfall 13-
3	Bribery 12-
3	Bureaucratics 12-
3	Combat Driving 13-
3	Concealment 13-
3	Conversation 12-
3	Cryptography 13-
3	Disguise 13-
3	High Society 12-
3	AK: China 13-
3	AK: Europe 13-
3	AK: Japan 13-
3	AK: South America 13-
3	AK: United States 13-
3	KS: The Espionage World 13-
3	KS: Japanese History and Culture 13-
2	KS: Jujutsu 11-
3	KS: The Law Enforcement World 13-
2	KS: The Martial World 11-
3	Language: Cantonese Chinese (completely fluent; Japanese is Native)
3	Language: English (completely fluent)
3	Language: French (completely fluent)
3	Language: Mandarin Chinese (completely fluent)
3	Language: Russian (completely fluent)
3	Paramedic 13-
3	Persuasion 12-
5	PS: Play Chess 15-
5	PS: Play Go 15-
3	Riding 13-
3	Shadowing 13-
3	Stealth 13-
3	TF: Common Motorized Ground Vehicles; Small Motorized Boats
2	WF: Small Arms

Total Powers & Skills Cost: 192

Total Cost: 279

100+ Disadvantages

5	Distinctive Features: green/gold eyes (Easily Concealed; Noticed And Recognizable)
10	Distinctive Features: Style (Not Concealable, Always Noticed And Recognizable, Detectable Only By Large Group)
20	Hunted: Dr. Fang 8- (Mo Pow, NCI, Capture/Kill)
15	Hunted: The <i>Genro</i> 11- (Mo Pow, NCI, Watching)
20	Psychological Limitation: Loyal To The <i>Genro</i> (Common, Total)
15	Psychological Limitation: Honorable (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequent, Major)
74	Experience Points

Total Disadvantage Points: 279

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Nambu 94	+0	+0	1d6	1d6-1	6	8	

Armor

None

Gear: As necessary for current mission. He usually carries at least \$1,000 US in gems hidden somewhere on his person, or as part of jewelry he wears, as an emergency fund.

Clothing: See Appearance

Background/History: Born in the southern Japanese city of Osaka, Ikeda Hideo was a son any father would have been proud of — except that he had no father. His mother, Keiko, bore him out of wedlock, waiting for the man she'd fallen in love with — an American who claimed to be a sea captain — to return for her as he promised. Thus dishonored, she was cast out of her well-to-do family and left to fend for herself and her half-breed son on the streets. Hideo grew up quickly, working many jobs to help earn money to support himself and his mother.

In his few spare moments, Hideo watched the old men playing *go* in cafes and parks. The game and its multi-layered strategies came to him easily. He played his first game at six, and within three years was regularly beating men many decades his senior. One day he played a game against a bureaucrat named Yoshida Okyo. Okyo worked for the *genro*, the group of elder statesmen who advised the Emperor and controlled the selection of many important governmental positions. In Hideo Okyo saw more than just a street urchin and would-be thug — he saw someone he could mold into a weapon to serve the *genro*. Even better, if Hideo, who had nothing, was given everything by the *genro*, his loyalty would be unshakeable. The *genro*, always taking the long view where possible, instructed Okyo to carry out his plan.

Hideo's life began anew the next day. He and his mother were taken from the streets and given clothing, food, housing, and a purpose. Keiko became Okyo's housekeeper, and Hideo his protégé. The *genro* spared no expense to educate the boy and train him in the skills he'd need as their operative; he flourished under the training. In little more than fifteen years he mastered the lessons they required of him and was ready to begin the tasks they'd chosen him for.

Since that time, Ikeda has traveled the world at his masters' bidding, seeing to it that their plans for the future of Japan come to fruition unimpeded. He's clashed with those opposed to Japan's continued growth, most notably the Chinese patriot and mastermind Dr. Fang, as well as others who never even knew the name of the man who brought them down and dismantled their plans. Twice his work has brought him into conflict with Captain Jim Battle and his Science Police, both encounters ending with Hideo's main plan thwarted.

As the clouds of war build on the horizon, Ikeda's masters use him more and more often, dispatching him to every corner of the globe. If there is a threat to Japan's future or a way for Japan to

benefit at the expense of her current or potential enemies, he's there at the behest of his masters — men who took a dirty child with a mind for strategy games from the streets and gave him the chance to play the greatest game of all — to deal with the situation.

Personality/Motivation: Ikeda is a quiet man, preferring the pursuits of the mind to those of the body in most cases. Raised by the *genro* as their agent-at-large, he sees the missions they send him on as a large and complex game being played between his masters — to whom he's unswervingly loyal — and the rest of the world. He's determined to see to it that they win.

Quote: "I'm so sorry to renew our acquaintance like this. The lion appears very hungry, and the walls of that pit so very high. Perhaps you might find this bit of rope to be of assistance?"

Powers/Tactics: His masters in the *genro* spared no effort to train their agent in all the arts of warrior and spy. Stealthy, adroit at manipulating others, and able to pass himself off as someone else with ease, he's a danger to anyone who opposes Japan... or whom the *genro* even think might oppose Japan, or has something she wants.

Ikeda's a skilled *jujutsuka*. When engaging an opponent, he tries to look several moves ahead, utilizing less direct maneuvers like legsweeps, throws, and takedowns to soften an opponent up or remove him from the combat (by sending him out a window or down a flight of stairs, for example) before turning to more direct methods. He prefers the subtlety of his *atemi* strikes and the *shime* choke hold to simply battering his foes bloody. He's an adequate pistol shot, but prefers not to use weapons; if confronted with overwhelming firepower, he surrenders and plans an escape.

Ikeda prefers to manipulate events and individuals to accomplish his tasks without having to reveal himself or expose himself to danger. He normally has at least two layers to any plan that he implements, and frequently as many as three or four. For example, he might arrange for information about a crime being committed by an opponent to fall in the PCs' possession, knowing they'll attempt to thwart it, thus allowing him to follow fleeing members of the gang to their hideout and simultaneously draw his opponent's attention away from himself and onto the heroes. As long as doing so doesn't endanger his *genro* masters or their goals, he's willing to work or trade information with the heroes (or anyone else who's not a sworn enemy).

**IKEDA HIDEO
PLOT SEEDS**

While embroiled in a conflict against Dr. Fang, the characters find themselves in a death-trap from which there is no escape — until Ikeda appears and provides one. Is he helping them solely to oppose Dr. Fang? What will he ask from the characters in return for his assistance?

Ikeda approaches a character with documents and other evidence that show that they're related: the PC's father/uncle/other appropriate relative was the American seaman who seduced and abandoned his mother. Does he want revenge, or just to learn more about his family? Or is there a still deeper motive? Are the papers even legitimate?

A character sees Ikeda at a social function attended by many wealthy individuals and diplomats. Why is he there, and why does he seem to be paying so much attention to that French shipping magnate and his wife?

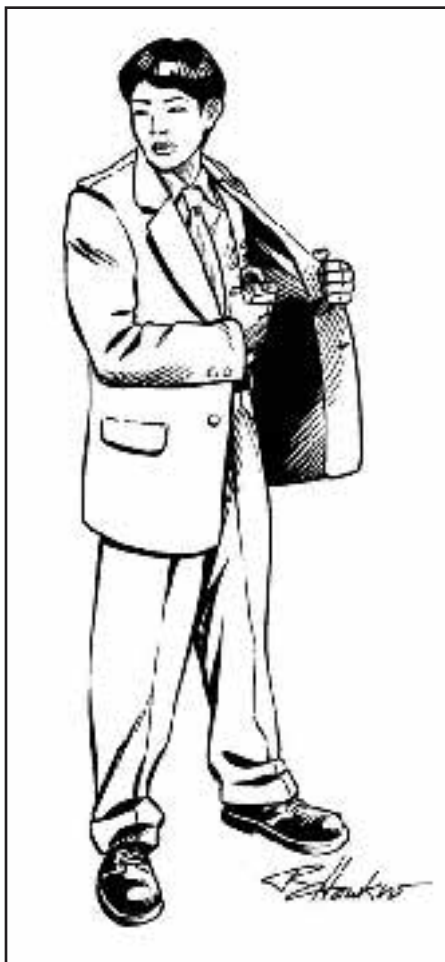
Campaign Use: You can use Ikeda just about any way you like, from thief, to assassin, to master manipulator, to quondam ally — he's intended as a motivator as much as an enemy for the PCs. He can prod or lure them into adventures, provide assistance and information from behind the scenes, or even attack them (directly or indirectly). The only constant is that no matter how helpful he seems to be (or is), the PCs are pawns in the game he's currently playing. He might sacrifice them, perhaps with regrets, to further the cause of his *genro* masters.

While Ikeda sees Dr. Fang as a threat to Japan and its future, he regards Fang's daughter Li Luan in a somewhat more positive — even tender — light. That might lead to all sorts of future complications.

To make Ikeda tougher, increase his physical Characteristics, add maneuvers from a more directly Martial Arts style such as Karate, or give him more Combat Skill Levels with his Jujutsu. To weaken him, remove some of his Martial Maneuvers and/or his Combat Luck, or adjust his Combat Skill Levels downward.

Ikeda doesn't normally Hunt characters unless they threaten Japan or his masters order him to. As a Hunter, he tries to involve the quarry in his missions with a specific eye towards removing him from the game board. If that won't work, he makes the quarry the actual target of one of his operations. In that case, things begin to happen to the characters: accidents occur; enemies appear time and time again for no apparent reason, convinced the characters have something they want or are about to interfere in their plans; and so on.

Appearance: Ikeda Hideo is a slender, athletic man of slightly taller than average height in his late twenties or early thirties. Despite his half-Caucasian heritage, his features are strongly Japanese. Only his eyes — said by his mother to be identical to his father's — betray his ancestry: they're green, but appear golden in the right light. He dresses in tailored clothing appropriate to the environment and location and only carries a weapon (usually a small automatic pistol) when expecting trouble.



DOCTOR VALENTINE KEENE				
Val	CHAR	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
4	PD	1		Total: PD 4 (0 PD)
3	ED	0		Total: ED 3 (0 ED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 58

Movement: Running: 6"/12"

Cost Powers & Skills

- 7 *Never A Hair Out Of Place:* Cosmetic Transform 2d6 (any dirty/mussed clothing he's currently wearing into its clean/unmussed form; heals back by getting dirty/mussed again); Limited Target (clothing currently being worn; -½) 1
- 20 *More Lives Than A Cat:* Luck 8d6; Only To Escape With His Life And Reputation Intact (-1) 0

Perks

- 3 Well-Connected
- 12 Contact: 12 points' worth in the black market for art and antiquities
- 12 Contact: 12 points' worth in the archaeological community
- 5 Money: Well Off

Skills

- 10 +2 with Interaction Skills
- 15 +3 DCV
- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 3 Conversation 13-
- 5 Cramming
- 2 Cryptography 13-; Translation Only (-½)
- 4 Forgery (Artifacts, Documents) 13-
- 2 Gambling (Card Games) 13-
- 3 High Society 13-
- 3 KS: The Archaeological World 13-
- 3 KS: Illicit Antiquities Market 13-
- 3 Language: Arabic (completely fluent; English is Native)
- 3 Language: French (completely fluent)
- 3 Language: Latin (completely fluent)

- 3 Persuasion 13-
- 3 PS: Archaeologist 13-
- 3 Riding 13-
- 3 Seduction 13-
- 3 SS: Anthropology 13-
- 3 SS: Archaeology 13-
- 3 SS: History 13-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Trading 13-
- 2 WF: Small Arms

Total Powers & Skills Cost: 159

Total Character Cost: 217

75+ Disadvantages

- 20 Psychological Limitation: Highly Concerned With His Personal Survival (Common, Total)
- 15 Psychological Limitation: Greedy, Out For Himself Professionally And Monetarily (Common, Strong)
- 10 Psychological Limitation: Vain (Common, Moderate)
- 5 Rivalry: Professional (with fellow archaeologists, for the best discoveries)
- 5 Social Limitation: Harmful Secret (Occasionally, Minor)
- 87 Experience Points

Total Disadvantage Points: 217

Background/History: Valentine Keene was born in the lap of upper-class British luxury at the very end of the old century and the cusp of the new. He had everything he required... and more. Then came the Great War, the death of his father and two older brothers in the trenches of France, the death of his mother and younger sister in the influenza epidemics of the Twenties, and finally, the destruction of the family fortunes by a series of failed investments in the post-War economy that left him penniless.

Having had everything and lost it, Valentine became determined to regain what he'd lost, no matter what it took. He parlayed his last few pounds — and a night with one of his father's oldest friend's wives — into a position on an archaeological expedition that he believed had an excellent chance of locating some important artifacts. It did, and he stole several of the most valuable ones, putting the blame on a pair of workers who'd deserted the expedition, and hasn't looked back since.

Quote: "Don't be silly, Dr. Caldwell. I don't run around the jungles of Borneo robbing my fellow archaeologists at gunpoint to steal their finds. The very idea is absurd. I have people who work for me to do that."

DOCTOR VALENTINE KEENE PLOT SEEDS

For once, Keene makes a legitimate find in Egypt that's nothing short of spectacular. The small temple complex is miraculously intact, the artifacts within it almost pristine, and the murals on the walls as brilliant as the day they were painted. Now if only those madmen in ancient Egyptian costumes weren't trying to kill him, and that — obviously fake — mummy wasn't smashing through doors at the most awkward times, he'd be on top of the world. Hmm... doesn't he know some people that are good at dealing with things like this?

The PCs are lost in the middle of the Gobi Desert, low on food, water, and ammo, when they stumble across a well-equipped expedition led by Keene, and backed by... Akash Varmandali. What has Varmandali hired Keene to find for him out here in the middle of nowhere? Is it a threat to the safety of the world, or merely, as Keene insists, a simple archaeological investigation? Can the characters take the chance that he's telling them the truth, accept his offer of supplies, and move on?

Keene discovers that Emile Locke has signed on with a German expedition led by a Nazi named Eichmann into Central Africa to track down rumors of a lost city — a city Keene has a map to and was already planning to plunder. It's bad enough that Locke may get there first, but the idea that the Germans might profit from the expedition is intolerable. He approaches the PCs and offers to make them full partners in an expedition if they'll help him beat Locke and his Nazi backers to the city.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							— what, are you mad? People who carry those things get hurt.

Armor

None

Gear: Field gear of various sorts — carried by bearers, of course

Clothing: See Appearance

Personality/Motivation: Doctor Keene (he never uses his family title) is, quite simply, out to make the world a better place for the only person who matters to him — himself. He'll lie, cheat, steal, seduce, and forge to that end. He'll even kill, albeit reluctantly — once someone's dead, you can't steal from him again. The single most important thing to him is his continued personal survival. He's not a coward *per se*; he just weighs acts of bravery against his personal safety, and chooses not to perform them unless the benefits outweigh the risks.

Second to his survival instinct is his desire to increase both his personal fortune and his professional reputation. He's made a good start on rebuilding the family fortunes and has established a solid professional reputation as a skilled amateur archaeologist; he intends to increase both. His plans, criminal or not, always revolve around one or both of those goals.

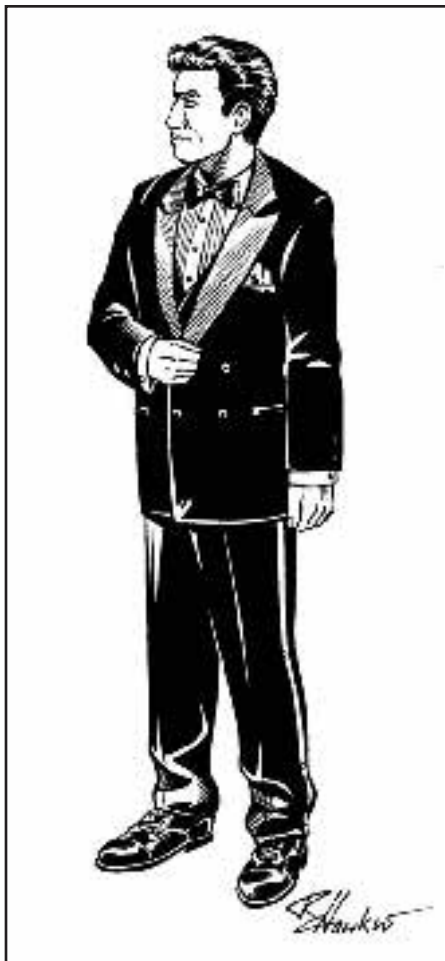
Keene always behaves politely, his mannerisms the epitome of the archetypal British nobleman: he's charming, witty and well spoken, affects a slightly bored and lazy air, and dresses perfectly at all times. In moments when he wants nothing that someone has, he's excellent company. Indeed, even in the moments when he does want something from someone, he's just as charming, perhaps more so: some victims of his criminal attentions aren't even aware he did anything to them.

Powers/Tactics: Doctor Keene doesn't engage in fistfights, shooting matches, or any other violent or dangerous behavior that might result in his becoming injured. For situations of that nature, he always has three or four hirelings to handle things. If they're unable to help him, he'll surrender and do whatever he must to secure his safe release: offer to return stolen artifacts, sell out associates, work with a former opponent, even keep his word.

Keene favors reasoned, elegant plans to gain his desired ends over ones that depend on violence, but he's not fanatic about it — he simply prefers

to do things in a more “civilized” fashion when possible. He usually tries to deny his competition resources they need through bureaucratic manipulation, forged documents, or simple trades where he offers them something they need — often manufacturing that need to improve his chances of success — in return for what he wants.

Campaign Use: When the characters escape the last deathtrap and stagger out of the ruined temple with the gold idol they came for, Valentine Keene is the man who'll be waiting to take it away from them.



He's charming, suave, and the sort of opponent who should make characters grit their teeth when they see him. He might even be a good romantic companion for a female PC who likes the roguish type, though sooner or later he's bound to betray her when something better comes along.

To make Keene more powerful, increase the number of Contacts he has. To make him less powerful, eliminate his DCV Combat Skill Levels.

The idea of Hunting a character with the intent to harm him is completely outside Keene's mindset. He isn't interested in killing people, and even if the characters had information that was damaging to him and his reputation, he'd just find something they wanted and trade it to them for it. He regularly Watches fellow archaeologists, and moves in to poach their finds to claim as his own, but he always plays fair and lets them go so they can do all the work for him next time.

Appearance: Valentine Keene is 6'2" tall and weighs 187 pounds. He's an athletic

man with movie-star handsome looks, perfectly groomed dark brown hair, a British accent, and blue eyes that make women melt. He dresses in exquisitely-tailored clothing — even in the jungle or desert — because of the way it enhances his already not inconsiderable looks and charm, and he always dresses formally for dinner. He never, no matter where he is or what's happened, or what he's doing, seems to get dirty or rumpled.

MAXIMILIAN KRIEGER				
Val	Char	Cost	Roll	Notes
28	STR	26	15-	Lift 1,200 kg, 5½d6 [6]
16	DEX	18	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	
14	EGO	8	12-	ECV: 5
25	PRE	20	13-	PRE Attack: 5d6
10	COM	0	11-	
8	PD	2		Total: PD 14 (6 rPD)
4	ED	0		Total: ED 10 (6 rED)
4	SPD	14		Phases: 3, 6, 9, 12
10	REC	0		
50	END	5		
50	STUN	8		Total Characteristics Cost: 137

Movement: Running: 6"/12"

Cost Powers **END**

Martial Arts: Boxing/Brawling

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block; Abort
3 Clinch	-1	-1	38 STR Grab
4 Cross	+0	+2	7½d6 Strike
4 Crush	+0	+0	9½d6; Must follow Clinch
4 Dodge	—	+5	Dodge; Abort
5 Hook	-2	+1	9½d6 Strike
5 Jab	+1	+3	5½d6 Strike
4 Shove	+0	+0	43 STR Shove

36 *Fist Of Steel:* Armor Piercing (+½) for up to 9½d6 Punch, Reduced Endurance (0 END; +½) 0

13 *Smashes Through Doors Like They Were Paper:* +27 STR, Only To Calculate Casual Strength (-1) 3

5 *Intimidating:* +10 PRE; Only To Make Fear-/Intimidation-Based Presence Attacks (-1) 0

20 *Nothing Hurts This Guy!:* Physical Damage Reduction, Resistant, 50%; Requires A CON Roll (no Active Point penalty; -¼), Only Versus Attacks Character Is Aware Of (-¼) 0

Talents
12 Combat Luck (6 PD/6 ED)

Skills
9 +3 with Cross, Hook, and Jab
6 +2 with Boxing
3 Breakfall 12-
1 High Society 8-
3 AK: Europe 12-
3 AK: France 12-

3 AK: Germany 12-
3 AK: Italy 12-
3 KS: Boxing 12-
2 Language: English (fluent conversation; German is Native)
2 Language: French (fluent conversation)
2 Language: Italian (fluent conversation)
3 Paramedic 11-
5 PS: Bodyguard 14-

Total Powers and Skills Cost: 168
Total Character Cost: 305

75+ Disadvantages
15 DNPC: Wiltrud (crippled daughter) 8- (Incompetent)
5 Distinctive Features: steel right hand (Easily Concealed; Noticed And Recognizable)
15 Distinctive Features: Huge And Intimidating (Not Concealable; Noticed And Recognizable)
10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
5 Physical Limitation: steel right hand is clumsy (-2 to DEX Rolls and Agility Skills involving fine manipulation) (Infrequently, Slightly Impairing)
15 Psychological Limitation: Devoted To Daughter (Uncommon, Total)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
160 Experience Points

Total Disadvantage Points: 305
Background: In early 1910, Maximilian Krieger was abandoned before he was 18 months old at a small town church outside Berlin. The minister decided to care for the baby himself. The members of the church communally adopted the child; everyone raised and provided for him.

Max was enormous for his age. Before he was 10, he was taller than some grown men in the town, and showed no signs of stopping. During the Great War several military recruiters had to be convinced he was too young to serve in the army despite his size. With so many of the men gone, Max was a tremendous help to the people of the village, using his size and strength to help with chores. By the time the War ended, his body had been hardened to a point that few men in the village wished to test his strength.

He kept on helping after the War, when Germany became an economic wasteland, but it wasn't enough. But he found a way to earn more money when a boxing trainer named Karl Durning recruited him as a prizefighter. His size, strength, and speed made him an incredibly effective boxer.

MAXIMILIAN KRIEGER PLOT SEEDS

The characters find themselves in Europe tracking an old enemy when they're suddenly confronted by Krieger, who demands that they cease their operations against a particular German businessman — someone they've never heard of and were engaged in no operations against. How do they persuade Krieger of this without drawing attention to themselves and ruining their actual investigation?

To infiltrate a villain's operation, one or more of the PCs sign up for an illegal gladiatorial tournament the mastermind is hosting for some allies. Then they discover Krieger is one of the opponents, competing without his master's knowledge to win money for an additional treatment his daughter needs.

Krieger keeps attacking one of the PCs — he bursts through doors and walls and tries to kill him for no apparent reason. If defeated and questioned, Krieger informs the heroes that his daughter's been taken hostage, and that for her to live, the men holding her demand that the character dies. He knows little about the men who have his daughter (other than the fact that they do, in fact, have her) and confesses that he has no real animosity toward the character he's been attacking — but he can't stop, or they'll kill her. What do the PCs do?

EQUIPMENT								
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes	
None								
Armor								
None								
Gear: As necessary for mission or current circumstances								
Clothing: See Appearance								



Soon the word got around, and in short order Max, Durning, Durning's daughter Gerta (to whom Max had gotten married), and Max and Gerta's daughter Wiltrud, were moved to Berlin and began training for the 1932 Olympics.

But a Communist bomber ruined Max's bright future. While Max, his extended family, and his backers were eating in an exclusive restaurant, a Bolshevik terrorist burst through the doors and threw two bombs into the crowd. Max caught one and tried to throw it back, but it went off inches after it left his right hand, blowing it off at the wrist and ending his boxing career. The second bomb killed Karl and Gerta and severely injured Wiltrud.

His boxing career over, his family dead or crippled, Maximilian descended into bitterness and self-loathing. It didn't take much for his hatred of the Communists who ruined his life to become hatred of Communists in general... which in turn led him to Nazism. He took to National Socialism with

the zeal of a convert. One of his former backers, a high-ranking Nazi official, decided Germany could make good use of Max. He recruited Max to work as a bodyguard, enforcer, and "troubleshooter" for situations where intimidation and brute force were necessary. To enhance Max's already fearsome image, he had Nazi scientists craft for him a steel hand with mechanical function — enough to pick things up and form a fist, anyway. Now Max travels all over Europe and the globe performing any task his Nazi masters set him.

Personality/Motivation: Maximilian Krieger is a study in contrasts. Though he's usually relaxed, even gentle (especially around his daughter), he's capable of extreme brutality when he has to be. On the surface he's a fervent Nazi, devoted to the ideals of Hitler and the Party, and he serves them enthusiastically (even though he hates to have to leave his daughter). Deep down, though, his heart's not really in it; he knows that Nazism is wrong, but that side of him's been buried by bitterness, anger, and a desire to provide for his daughter. He isn't happy about what he's become, and hasn't been back to his village in several years, because he's secretly ashamed of some of the things he's done (though you'd never realize it, if you saw him striding confidently through the halls of power in Berlin behind some official he's guarding, or defiantly standing up to Germany's enemies while he protects some project or archaeological dig). He regards his steel hand as a necessary evil, not really a part of himself;

he usually covers it with a black glove (unless he expects to have to intimidate someone with it) and never uses it to touch his daughter.

Quote: "You've heard of the iron fist inside the velvet glove? Inside this glove there's a *steel* fist."

Powers/Tactics: Krieger prefers direct, straightforward approaches to his problems and opponents. He stands up to threats without fear, and comes at his opponents directly, without feints or trickery. If appropriate he'll give a foe one chance to back off, but only one. He won't hit women unless they hit him first, and even then prefers to Grab and restrain them rather than hurt them.

Krieger's boxing skills have deteriorated, but not vanished. The heroes can find a training film of him accidentally killing a man in a sparring match with a single right to the head if they spend some time and money in Germany looking for it — and that was before he had a fist made of steel. He usually depends on jabs and crosses, but if an opponent's hitting him and doing damage, he'll switch to slightly more defensive fighting until he can unleash a Hook that ends the fight. If confronted with weapons, Krieger likes to Grab them and then use his Crush maneuver to ruin or destroy them, followed by a Presence Attack to make his opponents run in fear.

Campaign Use: The heroes can encounter Maximilian Krieger in a wide variety of situations. First and foremost, he might serve as a bodyguard or "special operative" assigned to protect any high-ranking Nazi official, Nazi special or secret project, or Nazi-allied VIP anywhere in the world. Second, if the PCs are enemies of Germany, the Nazis might send Krieger to "dispose of" one of them at an opportune moment.

Although Krieger's a terrifying, implacable opponent, the heroes can reason with him if they approach him correctly. It's entirely possible they could reform him, if they present the case for the heroic ideal strongly enough. A classic story along those lines would be to have them rescue his daughter from some Nazi plot (the Nazis, of course, want to get rid of her to make him compassionless and more cruel than he can already be), simultaneously earning his gratitude and showing him how evil Nazism is. He's blinded himself into thinking that it's all about German national pride and anti-Communism; if the heroes open his eyes, there's a good chance he'll join them.

To make Krieger tougher, danger, increase his DEX to 18 and his INT to 13. To make him less threatening, reduce his STR to 23, his DEX to 13, his Combat Luck to (3 PD/3 ED), and his Damage Reduction to 25%.

Krieger only Hunts the PCs if ordered to by his Nazi masters, and in that case follows orders.

Appearance: Maximilian Krieger is, quite simply, huge. He stands 7'5½" tall and weighs 438 pounds, very little of it fat. He has dark brown hair worn short and slicked back, blue eyes, and a small, neatly trimmed beard. He dresses well (usually in a dark suit) since his employers demand it, and always has a black leather glove over the steel prosthesis he wears in place of his missing right hand.

LI-MING JADE

Pirate Queen of the South China Sea

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
7	PD	4		Total: 10 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	4		Total Characteristics Cost: 85

Movement: Running: 6"/12"
Swimming: 5"/10"

Cost Powers **END**

Martial Arts: Kung Fu

Maneuver	OCV	DCV	Damage/Effect
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	23 STR Disarm
4 Dodge	+0	+5	Dodge All Attacks, Abort
4 Escape	+0	+0	28 STR versus Grabs
3 Joint Lock/Grab	-1	-1	Grab Two Limbs, 23 STR for holding on
5 Kick	-2	+1	6½d6 Strike
3 Leg sweep	+2	-1	3½d6 Strike; Target Falls
4 Punch	+0	+2	4½d6 Strike
4 <i>Tsien-hsueh</i> Strike	-1	+1	2d6 NND(1)
1 Use Art with Blades			
3 <i>Swift Swimmer:</i> Swimming +3" (5" total)			1

Perks

25	Base: secluded island in the South China Sea
55	Followers: 500 pirates built on 50 Base Points
10	Money: Wealthy
3	Reputation: Pirate Queen of the South China Sea (in the Pacific) 11-, +3/+3d6
60	Vehicles: 16 junks built on up to 200 Character Points each

Talents

6	Combat Luck (3 PD/3 ED)
3	<i>Sea Legs:</i> Environmental Movement (no penalties while on a ship's deck)

Skills

9	+3 with Kung Fu
3	Acrobatics 13-
3	Bribery 13-
3	Breakfall 13-
3	Climbing 13-
3	Combat Sailing 13-
3	Concealment 12-

10	Defense Maneuver I-IV
1	Fast Draw (Firearms) 8-
3	High Society 13-
3	Interrogation 13-
3	AK: The Pacific Rim 12-
6	AK: South China Sea 15-
2	KS: Kung Fu 11-
2	Language: English (fluent conversation; Cantonese Chinese is Native)
3	Language: Japanese (completely fluent)
2	Language: Malay (fluent conversation)
3	Language: Mandarin Chinese (completely fluent)
4	Navigation (Marine) 13-
5	PS: Pirate 14-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 13-
5	Tactics 13-
3	Trading 13-
10	Two-Weapon Fighting (HTH)
5	TF: Small Rowed Boats, Small Wind-Powered Boats, Large Wind-Powered Boats, Small Motorized Boats, Large Motorized Boats
7	WF: Common Melee Weapons, Common Martial Arts Weapons, Off Hand, Small Arms

Total Powers & Skills Cost: 314

Total Cost: 398

75+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: various naval forces 8- (Mo Pow, NCI, Capture/Kill)
20	Psychological Limitation: Demands Loyalty And Respect (Common, Total)
15	Psychological Limitation: Greedy (Common, Strong)
15	Reputation: ruthless pirate leader, 11- (Extreme)
5	Rivalry: Professional (with other pirates)
15	Social Limitation: Minority (half-Chinese, half-Japanese) (Frequently, Minor)
5	Social Limitation: Woman (Occasional, Minor)
221	Experience Points

Total Disadvantage Points: 398

Background/History: Born just before the turn of the century to a Chinese mother by a Japanese father she never knew, Li-Ming Jade started life with two strikes against her. As a half-breed, she was denied entry into both her parents' cultures, which forced her to make her own way from an early age. That led her to the South China Sea, then to the bed of a pirate captain, then to captaining his junk when he died in a squalid bar in Manila, and finally to the command of her own pirate fleet at the age of 27 when she challenged the former leader and slew him in single combat. In the ensuing decade she's built that small collection of ships into the largest pirate fleet in the South China Sea and earned the whispered title she pretends to never hear: *Lu Syin*, Jade-Heart, the pirate whose heart is as cold as the stone for which she's named.

LI-MING JADE PLOT SEEDS

A business associate and social acquaintance of one of the characters approaches them with a request for help. A pirate — Li-Ming Jade — is demolishing his shipping interests in the Pacific. If the characters agree to aid him and stop her depredations, he'll assist them in their current project with the full capacity of his industrial holdings. He doesn't mention, of course, that Li-Ming Jade has targeted his ships specifically because they were engaging in piracy and raided several islands that had paid her for protection. What will the characters do when they discover this "small" omission? Will they work with one pirate to destroy the other, and if so which side will they choose?

Li-Ming discovers through an informant that the American adventurer whose pistol she carries has been captured by the forces of a ruthless Burmese warlord. Knowing that her pirates stand no chance of rescuing him, she decides to arrange his release by forcing the characters to do it for her. She captures something or someone important to them as it passes through her territory, then informs them she'll exchange their missing property or friends for the return of Gideon Fortune. Will the characters accept? If they do, can they travel to Burma, brave the dangers of the deep jungles, and locate and rescue their target from the ruined temple lair of the most feared and deadly warlord in Burma?

Continued on next page

Continued from last page

A British frigate goes missing with all hands near Mindanao. One month later, a representative of the British government out of India tracks down the characters and requests that they locate it and determine what happened — current relations with the Japanese prevent the deployment of British naval vessels in the area, so the crown must employ quieter measures. He can give the characters the ship's last known position, her range with the full load she had aboard, and one last, disturbing piece of information: it's rumored that Li-Ming Jade has acquired a new ship that will make her a power to be reckoned with in the region. When the characters investigate, they discover she has indeed added a vessel to her fleet — but it's a WWI-surplus U-Boat. Did she sink the frigate? If not, can she be persuaded to help the characters find out who did? And why do the heroes keep encountering men that whisper to each other in Hindustani? Is Akash Varmandali somehow involved?

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Darn Do	+0	—	1d6+1	1d6-1	—	12	
Wakizashi	+0	—	1d6	1d6-1	—	8	
Colt Peacemaker	+0	+0	2d6-1	1d6	6	9	

Armor

None

Gear: Compass**Clothing:** See Appearance

Her success has made her a target, though not as great a one as many people would expect. The British Navy occasionally hunts for her, but large bribes spread around among local officials, and her deliberately low-key operations, have kept her from being as high a priority as many other pirates despite the size of her fleet. The Japanese Navy considers her more of a threat, but lacks the ability to deploy more than an occasional ship to pursue her without causing an incident by sailing warships into British territory. The Chinese decry her actions, but too much money changes hands when she sells cargos in Chinese ports for them to worry overmuch about capturing her. The occasional American shipping line complains to Washington, but the actions of a single pirate armed with muzzle-loading cannon are of little concern to the Department of the Navy. She has more trouble from other pirates who want to take over her fleet or poach her territory, and groups of adventurers who oppose her for moral or personal reasons. She particularly loathes Randall's Raiders, since her

adopted daughter and intended successor Lili Winchester abandoned her to join them.

Personality/Motivation: Li-Ming Jade isn't a complex person. First, she demands respect and loyalty from those around her, requiring her crewmen to swear oaths of loyalty that demand death for betrayal. The fact that the person closest to her, Lili Winchester, turned her back on her has cut her to the quick, only making her more likely than ever to harshly discipline sailors who disappoint her. Second, she's rapacious and greedy, always looking for more ways to earn money and new treasures to pursue despite the fact that she already has far more money than she truly needs. Her secret island home holds luxuries that wouldn't be out of place in the best noble homes of China or Europe.

Li-Ming has a habit of collecting trophies from honored opponents and people who are important to her, housing them in a special room in her island fortress. Sometimes they're weapons — such as a Colt Peacemaker she received as a trophy/gift from adventurer Gideon Fortune — but she might choose jewelry, a book, an article of clothing, or some other memento instead. Lili Winchester would be surprised to know that the dress she wore when the pirates captured

her is still occupies the place of pride at the center of the collection, next to the piece of jade that was a deathbed gift from Li-Ming's own mother.

Li-Ming sometimes "takes a shine" to a handsome man on a ship she raids and "kidnaps" him for a few days' or weeks' dalliance, putting him ashore at Shanghai or some other port when she tires of him. A dashing male PCs she encounters could certainly be subjected to the same treatment, no doubt giving him a chance to escape and free his friends....

Quote: "Who do I think I am, Captain? Why, I am Li-Ming Jade, Pirate Queen of the South China Sea, and those who offer me respect are as wise as those who defy me are foolish. Which are you?"

Powers/Tactics: While the traditional methods of accumulating riches for a pirate involve raiding shipping and coastal towns, Li-Ming Jade early on in her career determined that this was a poor way to make a living. She resorted to a simpler system

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used by Cheng I Sao, a pirate queen who sailed her seas over a century ago. She conducted a few raids to create her reputation, then established a protection racket. She makes most of her money as “tribute” from villages so that she won’t raid them or bother their ships; in turn, she protects them from other pirates. (Any pirate who dares to enter her territory without her permission, or a village that tries to cheat her or skimp on its payments, becomes the target of swift and deadly retribution.) The rest of her money comes from “capturing” passenger ships and forcing everyone aboard to give up their valuables, stealing profitable cargoes, and the occasional treasure-seeking expedition.

The Pirate Queen commands a fleet of over a dozen junks, each crewed by around 30 men (and a few women who are almost as tough as she is). Each ship is typically armed with two light machine guns (normally Great War surplus Lewis guns she got in a batch deal from a British mercenary named Forsythe), and a single cannon (a few sport small breech-loading 6-pounders [55mm] from the Great War, but most use traditional muzzle-loading cannon from before the turn of the century). Her crews are armed with a mixture of hand weapons — essentially anything that strikes an individual’s fancy, from knives to axes — and small arms. Those with pistols prefer the broomhandle Mauser, and those with rifles a mixture of British Lee Enfields and German Mauser 98s. (For her junks, see page 115 of *The HERO System Vehicle Sourcebook*, but add cannons as appropriate.)

Li-Ming herself carries a traditional Chinese broadsword (*darn do*) that she took from the man who led the pirates before her, a Japanese officer’s wakizashi that she took from a skilled officer after she killed him in a duel, and the Colt Peacemaker she received from Gideon Fortune. She’s a deadly fighter, with or without weapons, easily capable of besting two or three opponents at once. In a fight, she wields both her swords simultaneously in a spinning wheel fashion, always moving. She reserves the pistol mostly for opponents who have firearms themselves, since coming by ammunition for it is sometimes difficult.

Campaign Use: Li-Ming Jade makes an interesting change from the usual Oriental mastermind

opponent, with her focus on piratical naval action and her non-traditional region of influence. She isn’t a world-spanning threat, and has no desire to become one, but she can be the focus of a variety of interesting scenarios ranging from straightforward action, to intrigue in and around the South China Sea, to wartime adventures with her opposing the Japanese fleet as best she may. She might make an interesting romantic interest for a hero who can see the good in her (and it is there, just buried).

To make the Pirate Queen a greater threat overall, increase the armament of her junks or replace some or all of them with motorized vessels. To weaken her overall, reduce the number of cannons on most of her junks and the pirates available to her. To make her more powerful personally, increase her STR to 15 and her DEX to 20, and perhaps give her an Extra DC or two. To weaken her, remove some of her Martial Maneuvers and eliminate her Two-Weapon Fighting abilities.

Li-Ming can and will Hunt characters who oppose her plans, especially those she feels have betrayed her trust or taken advantage of her good nature. Her form of Hunting involves finding a way to lure him into the South China Sea and then seizing him. She almost never undertakes an operation outside the South China Sea area, and never outside the Pacific Rim, but within those regions she’s a cunning and relentless opponent.

Appearance: An exotic half-Chinese, half-Japanese woman of average height in her late thirties, Li-Ming Jade has attractive, controlled features that become genuinely beautiful in the rare moments she allows herself to relax and smile. She has brown eyes and black hair that is a little longer than shoulder-length; she normally ties it back with a bit of silk cord when at sea or expecting trouble. She dresses in loose trousers gathered at the ankle, a loose-sleeved tunic gathered at the wrists with a vest over it, a sash at her waist to support her swords — a Chinese broadsword and a Japanese officer’s wakizashi — and an incongruous western-style gunbelt that holds her treasured Colt Peacemaker. Ashore, she dresses much the same unless entertaining visitors, in which case she wears more flattering garments in a mixture of Japanese and Chinese styles and fewer weapons.

CAROLINE NEFERTARI MADISON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
13	DEX	9	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
6	REC	2		
30	END	0		
23	STUN	0		Total Characteristics Cost: 43

Movement: Running: 6"/12"

Cost Powers **END**

- 9 *Perceive The Past:* Clairsentience (Sight and Hearing Groups), Retrocognition; Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer ; -1¼), Requires An EGO Roll (no Active Point penalty; -½), Retrocognition Only (-1), Time Modifiers (-½), Psychometry (-½) 6
- 10 *Spirit Of Nefret:* Multiform (assume the 223-point form of her body being taken over by the spirit of an ancient Egyptian priestess); Costs Endurance (-½), Increased Endurance Cost (x3 END; -1), No Conscious Control (only changes via Accidental Change; -2) 12

Talents

- 4 Speed Reading (x10)

Skills

- 3 Conversation 12-
- 2 Cryptography 13-; Translation Only (-½)
- 2 Forgery (Art Objects) 13-
- 3 High Society 12-
- 1 Mechanics 8-
- 2 Navigation (Land) 13-
- 3 Paramedics 13-

- 3 PS: Artifact Restoration 13-
- 2 SS: Archaeology 11-
- 3 Linguist
- 1 1) Arabic (fluent conversation; English is Native)
- 1 2) Berber (fluent conversation)
- 1 3) Egyptian Hieroglyphics (fluent conversation)
- 1 4) French (fluent conversation)
- 1 5) German (fluent conversation)
- 1 6) Hebrew (fluent conversation)
- 1 7) Latin (fluent conversation)
- 1 8) Spanish (fluent conversation)
- 1 9) Turkish (fluent conversation)
- 3 Scholar
- 2 1) KS: Ancient Egypt 13-
- 1 2) KS: Ancient Greece 8-
- 1 3) KS: Ancient Rome 8-
- 2 4) KS: Archaeology 13-
- 2 5) KS: Art And Artifacts 13-
- 1 6) KS: Precolumbian Mesoamerica 8-
- 3 Traveler
- 2 1) AK: California 13-
- 2 2) AK: Egypt 13-
- 2 3) AK: Europe 13-
- 2 4) AK: The Near East 13-
- 2 5) CK: San Francisco 13-
- 2 6) AK: United States 13-

Total Powers & Skills Cost: 83

Total Cost: 126

75+ Disadvantages

- 10 Accidental Change: when she experiences great stress 8- (Common)
- 10 Accidental Change: when Knocked Out or she goes to sleep 8- (Common)
- 5 Accidental Change: when hit with a psychic/mental power 8- (Uncommon)
- 5 Accidental Change: when the name of Aten is invoked against her 8- (Uncommon)
- 10 Psychological Limitation: Code Versus Killing (Uncommon, Strong)
- 10 Psychological Limitation: Curiosity (Common, Moderate)
- 5 Social Limitation: Woman (Occasional, Minor)

Total Disadvantage Points: 130

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Knife	+0	+0	1d6-1	1d6-1	—	6	Can Be Thrown

Armor
None

Gear: In the field, field gear including tent and bedroll, canteen, compass, notebook and pencil, pocketknife, archaeologist's tools, and the like. When back home at the museum, a purse containing various day-to-day items.

Clothing: See Appearance

NEFRET DOMINANT				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	2		
30	END	0		
26	STUN	0		Total Characteristics Cost: 71

Movement: Running: 6"/12"

Cost Powers **END**

27	<i>Agony:</i> Ego Attack 3d6, Continuous (+1), Reduced Endurance (½ END; +¼); Concentration (½ DCV throughout use; -½), Extra Time (Full Phase; -½), Requires A Psychic Powers Roll (-½)	3
26	<i>Call To The Ancient Ones:</i> Summon up to four mummies built on up to 400 points, Loyal (+½); Concentration (0 DCV throughout activation; -1), Extra Time (1 Turn; -1¼), Incantations (throughout casting; -½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Only Works At Night (-½), Requires A Psychic Powers Roll (no Active Point penalty; -0)	12
12	<i>Clairvoyance:</i> Clairsentience (Sight Group), 16x Range (1,600"); Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -1¼), Requires A Psychic Powers Roll (-½)	4
20	<i>Domination Of The Will:</i> Mind Control 10d6; Concentration (½ DCV to activate; -¼), Extra Time (Extra Phase; -¾), Requires A Psychic Powers Roll (-½); Mind Control Automatically Ends If Accidental Change Occurs (-0)	5
15	<i>Psychic Tracking:</i> Mind Scan 10d6; Concentration (½ DCV throughout use; -½), Extra Time (a minimum of 1 Turn, and often longer; -1¼), Requires A Psychic Powers Roll (-½)	5
16	<i>Thought Transference:</i> Telepathy 8d6; Concentration (½ DCV throughout use; -½), Extra Time (at least a Full Phase, and sometimes more; -½), Requires A Psychic Powers Roll (-½)	4

Skills

3	Concealment 13-
3	Conversation 12-
3	High Society 12-
3	KS: Ancient Egypt 13-
3	KS: Egyptian Theology 13-

3	Language: Arabic (completely fluent; Ancient Egyptian is Native)
3	Language: English (completely fluent)
13	Power: Psychic Powers 18-
3	Stealth 12-
1	TF: Camels
1	WF: Knives

Total Powers & Skills Cost: 155

Total Cost: 226

75+ Disadvantages

10	Accidental Change: when Knocked Out or she goes to sleep 8- (Common)
5	Accidental Change: when hit with a psychic/mental power 8- (Uncommon)
5	Accidental Change: when the name of Osiris or Thoth is invoked against her 8- (Uncommon)
15	Psychological Limitation: Determined To Create And Rule A New Egyptian Empire (Common, Strong)
15	Psychological Limitation: Overconfidence (Common, Strong)
10	Social Limitation: unfamiliar with fine nuances of modern culture (see text) (Occasional, Major)
5	Social Limitation: Woman (Occasional, Minor)
86	Experience Points

Total Disadvantage Points: 226

Background/History: John Madison, an Egyptologist, met and married Amanda Carter, the daughter of a British businessman, in Cairo. Unknown to either Amanda or her husband, Amanda's mother was a descendant of the ancient line of Egyptian rulers, and their blood ran strong in her veins. Their daughter Caroline was born in Abu Simbel on February 21, one of the two days on which the morning sun shines directly into Ramses II's temple, illuminating the figures of Ptah, Amun-re, Re-Horakhte and the deified Ramses II. In honor of Ramses and his beautiful wife, Caroline was given the middle name Nefertari.

Caroline spent her school years in San Francisco with her paternal grandparents and her holidays in Egypt with her parents. As she grew older, they sent her to a boarding school in Switzerland and then the University of Chicago, where she received a degree in Oriental Studies.

After graduation, Caroline went to work for a museum in San Francisco, cataloging its "undisplayed" collection. It was there that she discovered her psychometric talent — to "read" the history of an object simply by touch. When she touched a piece of pottery that had been identified as Mayan, she knew was much older than the Maya. And although it was found at a site in the Yucatan lowlands, Caroline knew it was from the mountains. Unsatisfied with her identification, the museum called in another expert — who confirmed her "theory."

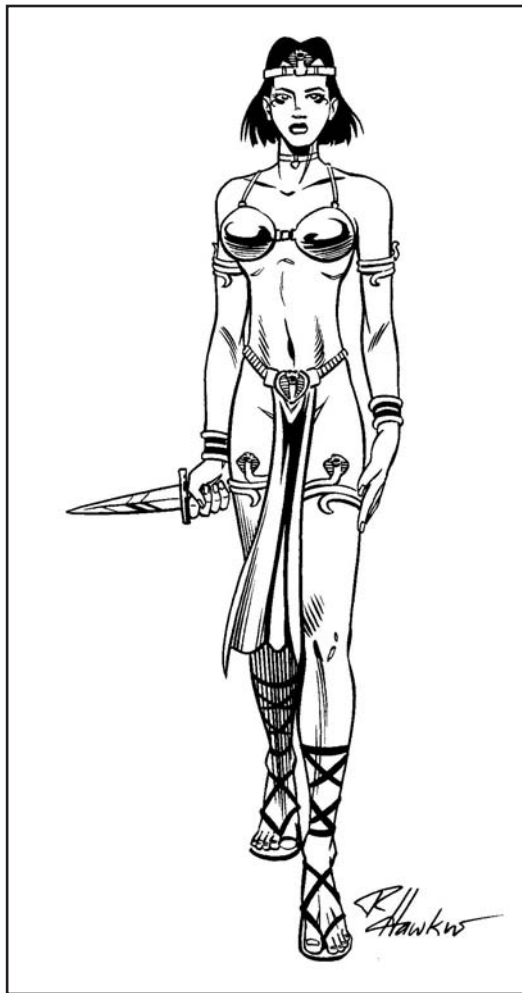
Since then, Caroline has worked for several different museums and with various dig teams in Egypt. She returned from a recent dig at Deir el-

CAROLINE MADISON PLOT SEEDS

Artifacts are disappearing from the Egyptian collections at the Hudson City Museum of Anthropology And Natural History and the Thorsen Museum of Archaeology. Nothing large, but there's a definite pattern to the thefts: the items are all small, valuable pieces of jewelry and personal adornment made for members of the Egyptian nobility. Nefret is rebuilding her collection of "proper" jewelry and looking for a specific piece that she once wore as a priestess she hopes will augment the resilience of Caroline's body to the point that she can perform other spells.

One night while trying to figure out modern culture, Nefret goes to the movies. It's one of Universal's monster films from 1932, with a title sure to draw her attention: *The Mummy*. Ninety minutes later, eyes wide with shock and horror, she stumbles out with the crowd, a single thought in her head: How dare they? "Pack my bags! We're going to a place called Holy-Wood. There are men there who must die for their blasphemy!"

Abdul Fekesh Mubarakini, the new Egyptian Ambassador in Hudson City, is a charming, handsome man who's making the rounds of the best society parties. Nefret thinks he might possibly be a reborn Egyptian prince. She plans to kidnap him to see if she can bring out his "old self" and make him her lover and chief lieutenant.



Medina with a most unusual souvenir: the spirit of the Egyptian priestess Nefret.

Nefret was a priestess of Aten from the Eighteenth Dynasty. After the downfall of Akhenaten and during the attempts by his successors to purge him from history, she was slain and her body abandoned to the desert jackals. Because the necessary rites were left unperformed, her *Ka* (vital force) and *Ba* (personality) were unable to join and she was condemned to eternal death, endlessly seeking her afterlife. When Caroline, a descendant of the ancient families, appeared on the scene centuries later, Nefret recognized her as the perfect vessel through which she could regain physical form... of a sort. With subtle mental influences Nefret maneuvered Caroline into picking up the amulet which held her life essence. Aided by Caroline's own psychometry talent, she slowly crept into Caroline's being, wrapping herself around and through Caroline's mind until they became inseparable. Now she can, at times, take over Caroline's body and use it for her own wicked schemes.

Personality/Motivation: Caroline is a bright and cheerful girl, friendly and outgoing. She loves jazz music, dancing, and movies. A conscientious worker, she has a tendency to become absorbed in her work, and talks to herself occasionally while cataloging artifacts.

Nefret is a different sort of person: quieter, more reserved and controlled, and much, much

more singleminded. Through the centuries she has observed Egypt's downfall and the changes in cultures, and they disgust her. Millennia of disembodied existence have also taken their toll on her sanity. She intends to set herself up as a new pharaoh and re-establish Egypt as a great power under her command. She also wants to find a way to take over Caroline's body permanently (or some other body; she's not picky).

Nefret has little familiarity with the nuances of modern culture, particularly outside Egypt. As a result, she may suffer a -2 or greater penalty to Interaction Skill rolls, or commit *faux pas* that might reveal to a clever or knowledgeable observer that she, not Caroline's true spirit, controls Caroline's body.

Quote: As Caroline: "What a fabulous *ushabti!* It bears the unmistakable style of the Fourteenth Dynasty. Look at the cunning carving, the magnificent inlay. This would be the showcase piece of any museum's display... if it hadn't been made last week."

As *Nefret*: "Neither the Pharaoh's men nor the sands of time have proven capable of keeping me from my destiny. What makes you think you can?"

Powers/Tactics: Caroline Madison doesn't even know how to use a gun, much less fight. She abhors violence and won't use it against other people; she prefers the time-honored tactic of "scream and run."

Nefret is less of a shrinking violet. She has no idea how to use firearms, but can wield a dagger to good effect, and is haughty and proud enough to raise her hand against someone who truly angers her (lesser annoyances will be dealt with by her minions). Her first act upon becoming dominant is usually to use her Mind Control power to turn some likely-looking locals into a coterie of servants.

The change from Caroline to Nefret and back again is an unpredictable thing. Caroline's usually in control — but there's always a chance that when she goes to sleep, she'll wake up as Nefret. Similarly, great stress, being Knocked Out, being hit with a psychic/mental power, or having the name of the god Aten invoked in her presence (not just casually mentioned, but truly invoked) can trigger the change. Nefret suffers similar restrictions, though stress doesn't affect her and it's Osiris and Thoth whose names she's vulnerable to.

Campaign Use: Caroline (and Nefret) work well in Horror- or occult-themed campaigns, but almost equally well in globetrotting adventure or crimebusting games — it all depends on how you use her, how creepy and obvious the change to Nefret is, and the methods Nefret uses to achieve her goals. Prior to Nefret's first appearance in the game, the heroes could encounter Caroline literally anywhere in the world on an archaeological dig. She'd make a good romantic interest for a like-minded PC, provided he could assist her in getting rid of that pesky priestess.

To make Nefret more powerful, increase her STR to 13 and give her some Martial Arts or Combat Skill Levels usable with knives, or perhaps

some skill with poisons. You could also give her more arcane abilities (for example, the power to summon a sandstorm). To weaken her, decrease her EGO to 15, and/or get rid of some of her mystic powers (especially Domination Of The Will). Removing or diminishing some of her more blatant powers would also be appropriate for lower-powered Horror campaigns and the like.

Caroline wouldn't dream of Hunting anyone. Nefret won't Hunt anyone either for the time being; she has bigger fish to fry. Once she's permanently manifest in the world and has established a power base, she may decide to pay back some old "debts." And of course, if a hero has some connection to ancient Egypt, Nefret might need him as fodder for her schemes....

Appearance: Caroline is an athletic, attractive girl of about twenty-four, with short dark hair and brown eyes. Standing 5'5" tall, she normally dresses rather casually, preferring khaki to silk and functionality to form, and almost always has a tan. Since she's rather farsighted, she wears reading glasses when necessary.

When Nefret is dominant, Caroline's posture is more rigid, her movements and speech more controlled, and she occasionally seems out of place in dealing with modern society. She dresses in more costly and elegant garments, but wears a copy of her old priestess regalia (cobra circlet, golden breast cups held up by thin gold chains, a white cotton loincloth with a thin gold belt, and cross-strapped sandals) for important events and sacrifices.

ANEZKA MRAZOVIC

Val	Char	Cost	Roll	Notes
13	STR	3	11-	Lift 150 kg; 2d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
4	PD	1		Total: 4 PD (0 rPD)
2	ED	0		Total: 4 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
30	END	5		
22	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"

Cost Powers **END**

13	<i>Impressive:</i> +20 PRE; Only To Make Presence Attacks (-½)	0
5	<i>Unimpressed:</i> +10 PRE; Only To Protect Against Presence Attacks (-1)	0

Perks

15	Follower: Thorko (built on 75 Base Points)
1	Fringe Benefit: Passport
6	Money: Wealthy

Skills

9	+3 with Conversation, Interrogation, and Persuasion
3	Acting 13-
3	Conversation 13-
3	High Society 13-
3	Interrogation 13-
2	AK: Asia 11-
2	AK: Eastern Europe 11-
2	AK: Europe 11
2	AK: United States 11
3	KS: Current Events 12-
3	KS: European Nobility 12-
3	KS: Fashion 12-
3	KS: Life And Times Of Elizabeth Bathory 12-
3	Persuasion 13-
3	Riding 12-
3	SS: Anatomy 12-
3	Seduction 13-

Total Powers & Skills Cost: 93

Total Cost: 141

75+ Disadvantages

5	Age: 40+
20	Psychological Limitation: Vain (Very Common, Strong)
15	Psychological Limitation: Blood Addiction (see text) (Common, Strong)
10	Psychological Limitation: Murderous Sadist (Uncommon, Strong)
5	Social Limitation: Woman (Occasionally, Minor)
11	Experience Points

Total Disadvantage Points: 141

ANEZKA MRAZOVIC
PLOT SEEDS

There's a rash of deaths in Hudson City, all young women who have two things in common: they're all beautiful, and they're all missing every drop of blood in their bodies. Anezka is overjoyed, even though she's not the one killing the girls. Perhaps his means that her ancestor Vlad the Impaler is in town! Can she find him and convince him to make her a true creature of the night?

A very pale and beautiful, but serious, young nun with a vaguely Central European accent approaches the heroes on a stormy evening and introduces herself as Sister Elizabetta, a member of a small cloistered order in Hungary. She needs the PCs' help to find her mother, a woman she barely remembers, who went mad when the Sister was a child. Can they help her? She promises to return and assist them in their search the next evening, as her Order's vows require her to spend the daylight hours in secluded prayer....

Thorko is worried that something's wrong with his mistress. She seems listless and lacks interest in her normal pastimes, even to the point of skipping her beauty treatments once or twice. He consults a Gypsy oracle, who tells him his beloved has been cursed. Outraged, he demands to know how to break the curse, and is told that only the death of the one who leveled it on her will free her. Anezka is likewise horrified that she's been cursed, and the two of them set out to kill everyone who's ever escaped them, certain that one of them is the author of the curse.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Makeup							
Clothing: See Appearance							

Background/History: Anezka Mrazovic was born into one of the oldest and wealthiest families in Hungary. Her family had many powerful relatives and was descended from princes and kings, including Istvan Bathory (prince of Transylvania and king of Poland from 1575 to 1586). At the age of 15, Anezka married Count Paul Nadasdy, who was several years older than she. Although he spent a great deal of time away with the military, leaving Anezka alone in their palatial home in the Balkans, they had three children. After Paul was killed in the last days of the Great War, Anezka was introduced to the darker sides of the occult by her Gypsy servant Thorko. Fascinated and delighted, Anezka gave herself fully to the heady rush of power. She and Thorko attended rituals that included the sacrificing of horses and other animals. With the help of Thorko and a forest witch named Dorotty, she began torturing the servant girls.

As Anezka approached her forties, she grew increasingly vain and feared the thought of aging. One day a servant girl accidentally dropped her favorite cup, and Anezka slapped her so hard she drew blood. The girl's blood fell on her hand, and,

to her amazement, Anezka thought the skin took on the freshness of youth. Believing she'd found the secret of youth, Anezka had her accomplices butcher the girl and drain her blood into a large vat, in which she bathed.

Learning of her family ties to Elizabeth Bathory and the strange parallels in their lives, Anezka realized she was the reincarnation of the Blood Countess, destined to take up where her ancestor had left off. As her madness blossomed and grew, her relatives took her children away from her to protect them, only causing her to descend further into insanity. After liquidating most of the valuable items in the Nadasdy home, she and Thorko began to travel the world searching for money, power, and the elusive secret of eternal youth. Anezka believes her literal blood baths keep her young, so she and Thorko leave a trail of death behind them as they go.

Personality/Motivation: Anezka is charming, gracious, well-spoken, and sociable — unless you're of a lesser social class. With her "inferiors," she's haughty and uncaring, and may even hurt a servant (hers or anyone else's) she feels has erred. This wouldn't necessarily make her a great deal different from many European noblewomen, except for the fact that she enjoys doing it far, far too much.

Anezka sees herself as the reincarnation of the infamous Elizabeth Bathory, and believes that bathing in and/or drinking the blood of attractive young people maintains her own youth and vigor. In game terms, for every week that passes without her indulging in such activities, reduce each of her Primary Characteristics by 1-2 (with a maximum loss of half her starting total) as she "weakens" and "ages." It's all in her head, but you'll never convince her of that — not without years of psychotherapy.

Anezka is incredibly vain and cannot pass by a mirror without stopping to preen and make certain she looks her best. Flattery goes a long way with her, and characters willing to back that flattery up with physical attention will get even further — perhaps all the way into her basement torture chamber and the queue of people waiting to provide her next "beauty treatment."

Quote: "I do not drink... wine."

Powers/Tactics: Anezka is no fighter; she prefers to use her persuasive and seductive abilities to lull people into a false sense of security so that her hulking Gypsy servant Thorko can attack them. She has an almost infernally powerful presence when she exerts herself — she can be imperious and commanding, devastatingly seductive, or fascinating and charming as the mood takes her. She's particularly good at teasing secrets and confidences



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out of people, often without them truly realizing what they've revealed. Because of her madness, she's almost immune to the force of any but the strongest of personalities.

Anezka is constantly pre-occupied with the need to obtain more victims for her blood-baths. Her usual tactic is to move to a new city, become part of the social scene, then lure young people to her with her charming ways, lavish parties, and extravagant gifts until Thorko can get them alone and unprotected. After Anezka has her fun with them, Thorko either disposes of the body or, depending on how badly it is mutilated, leave it where it can be discovered in a fashion that will not lead back to his mistress.

Thorko himself is a 6'6", 320-pound man of obvious Gypsy descent. He has long black hair, and a scar that starts over his right eye carries down to the right corner of his mouth. For his character sheet, use Bill Ferguson's sheet on page 389 of *Pulp Hero*, but add Interrogation, the Languages Romanian and Romany, and +3 with Knives. Change his Psychological Limitations to *Loves Anezka And Will Do Anything She Asks* and *Sadist*, and get rid of or change any others that aren't appropriate.

Campaign Use: Anezka works best as the focus for Mystery-, Horror-, or Weird Menace-oriented scenarios. In the latter, make her deprivations more like those of a vampire — she and Thorko drain their victims' blood with two punctures in the jugular — so the PCs think they're investigating an occult menace of some kind. In a Horror game, she might actually have some arcane powers, and her belief in the power of blood could be accurate (and thus, with more blood, she could become much more powerful!).

To make Anezka more powerful, increase some of her physical Characteristics after she bathes in blood — an Aid that fades after a few hours. To make her weaker, reduce or eliminate her *Impressive* and *Unimpressed* powers and reduce the abilities of Thorko to those of a typical thug.

Anezka happily Hunts anyone who's young and handsome/beautiful enough to supply her with the blood she believes she needs. She might even develop an obsessive belief that a particularly vital hero's blood would be *extra* effective for her, causing her to pursue him more tenaciously. See above for more information about how she approaches her victims.

Appearance: An attractive Slavic woman in her early forties, Anezka Mrazovic has long brown hair and green eyes, and is relatively tall and slender. She always dresses well in custom-made clothes, and her hair and makeup are never mussed — unless she's "playing" with someone or undergoing a "beauty treatment," in which case her eyes are wide and the expression on her face is both ecstatic and clearly not sane.

VIKTOR IVANOVITCH PETROV

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
17	BODY	14	13-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
7	PD	4		Total: 7 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	4		
30	END	0		
33	STUN	0		Total Characteristics Cost: 82

Movement: Running: 6"/12"

Cost	Powers	END
	<i>Martial Arts: Schlaeger Swordfighting</i>	
	Maneuver	OCV DCV Notes
5	<i>Ballestra</i>	+2 -2 Weapon +4 DC, ½ move required
3	Cut	+2 +1 Weapon
5	Lunge	+1 -2 Weapon +4 DC
4	Parry	+2 +2 Block, Abort
4	Riposte	+2 +2 Weapon +2 DC, must follow Block
5	Slash	-2 +1 Weapon +4 DC Strike
5	Thrust	+1 +3 Weapon
4	Void	0 +5 Dodge, Affects All Attacks, Abort
17	<i>Rasputin's Curse: Multiform</i> (assume 200-point giant wolf form or 300-point wolf-man form); Extra Time (Extra Phase; -¾), No Conscious Control (can only change via Accidental Change, though once changed can shift between wolf and wolf-man form as desired; -2)	0
26	<i>Cursed Existence: Healing</i> 3d6 (Regeneration, 3 BODY per Hour), Resurrection (others can stop resurrection by cutting off his head or transferring the curse to a new host), Can Heal Limbs, Reduced Endurance (0 END, +½), Persistent (+½); Self Only (-½), Extra Time + Increased Time Increment (1 Hour; -2¼), Does Not Work Against Wounds Made By Silver Bullets/Weapons (-½)	0
5	<i>Cursed Existence: Life Support</i> (Longevity: Immortal)	0
	Perks	
10	Contacts: 10 points' worth in the European military and occult worlds	
2	Fringe Benefit: Member of the Lower Nobility	
1	Fringe Benefit: Passport	
5	Money: Well Off	

VIKTOR IVANOVITCH PETROV PLOT SEEDS

The characters track a mad occultist to his remote mountain castle, determined to end the reign of terror he has caused with his potions and reanimated corpses. When they burst in to confront him, they find Petrov waiting for them. He's sorry, he explains sadly, but he cannot allow them to harm the twisted old man they've pursued for so long — he's promised Petrov something he needs very badly in return for protection, even from noble souls such as the characters. If they wish to fight someone, then Petrov will oblige them — and wish them luck. Can the characters convince Petrov he's been lied to, or will a potentially tragic confrontation occur?

The NKVD unit formed to track down and eliminate any surviving Romanovs locates Petrov again. Its members believe they have the perfect method to destroy him this time: poison gas! Of course, the best time to stage the attack is when he's in human form, and in a somewhat confined area, like a building. Perhaps at that party one of those proletariat-exploiting characters is hosting tomorrow night?

Continued on next page

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Petrov stumbles on information that leads him to believe that Anastasia, the youngest of the Czar's daughters, was not killed at Ekaterinburg, but secretly exchanged places with one of her maids and was spirited away on Lenin's orders by members of the Revolution in case there was a need to legitimize the new government by marriage to her. Stalin has discovered this — the Great Purge results in part from his frantic efforts to find and eliminate the Last Romanov before someone uses her as a figurehead to foment a revolution against him. Determined to find her, Petrov begins a ruthless search for anyone who might possess more information about the Grand Duchess's whereabouts, a search that leads a Russian diplomat to beg the characters for protection from a madman who is — literally — chewing his way through members of the Russian diplomatic corps. Is Petrov's information even correct? If it is, where is Anastasia, who is her current captor, and what plans do they have for the now 34-year old Grand Duchess? And can the heroes persuade Petrov to accept their help to free her, or must they race him to her to protect her from her own self-appointed guardian?

Skills

- 3 Acrobatics 12-
- 3 Breakfall 12-
- 3 Bureaucrats 13-
- 3 Climbing 12-
- 3 Combat Driving 12-
- 3 Conversation 13-
- 3 Disguise 13-
- 2 Gambling (Card Games) 13-
- 3 High Society 13-
- 3 KS: Arcane And Occult Lore 13-
- 3 KS: Fencing 13-
- 3 KS: Military Tactics 13-
- 3 KS: Russian History 13-
- 3 Language: English (completely fluent; Russian is Native)
- 2 Language: French (fluent conversation)
- 2 Language: German (fluent conversation)
- 2 Language: Spanish (fluent conversation)
- 2 Language: Italian (fluent conversation)
- 3 Paramedics 13-
- 3 Persuasion 13-
- 3 PS: Military Officer 13-
- 3 Riding 12-
- 3 Seduction 13-
- 3 Shadowing 13-
- 3 Sleight Of Hand 12-
- 3 Stealth 12-
- 3 Tactics 13-
- 8 TF: Common Motorized Ground Vehicles; Riding Animals; Sleds; Small Wind Powered Boats; Small Rowed Boats; Skiing, Snow
- 3 WF: Small Arms; Blades
- 3 Traveler
- 2 1) AK: Europe 13-
- 2 2) AK: France 13-
- 2 3) AK: Germany 13-
- 2 4) AK: Great Britain 13-
- 2 5) AK: Italy 13-
- 2 6) AK: Russia 13-
- 2 7) AK: United States 13-
- 2 8) CK: St. Petersburg 13-

Total Powers & Skills Cost: 202**Total Cost: 284****75+ Disadvantages**

- 20 Accidental Change: on nights of the full moon (Uncommon, Always)
- 5 Distinctive Feature: steel-blue eyes and dueling scar on left cheek (Easily Concealable; Noticed And Recognizable)
- 20 Hunted: NKVD 8- (Mo Pow, NCI, Kill)
- 20 Psychological Limitation: Honorable (Common, Total)
- 10 Psychological Limitation: Multiform Amnesia (Common, Moderate)
- 10 Psychological Limitation: Proud (Common, Moderate)
- 15 Psychological Limitation: Wants To Be Rid Of His Curse (Common, Strong)
- 15 Social Limitation: Secret Identity (is really a werewolf) (Frequently, Major)
- 94 Experience Points

Total Disadvantage Points: 284

Background/History: Count Victor Ivanovitch Petrov was proud, as was his father and grandfather before him, to serve the Russian Imperial throne. Almost from birth he was schooled in the history of his country, instilling a deep loyalty to Russia in his heart. At seventeen he joined the Imperial Army, rising swiftly to the rank of Captain, and was ultimately given a plum assignment commanding the Czar's guards. In August 1904, he and the rest of empire celebrated the birth of Czarevitch Alexei, imbibing much vodka as he toasted the prince's health and long life.

But health and long life were not the young czarevitch's fate. A sickly child, he suffered from hemophilia, so a simple bruise could cause him intense pain and internal bleeding. No physician could cure him — only the "mad monk" Grigory Rasputin could even partially relieve his suffering. In October 1912, Rasputin pronounced the boy cured. And he had been, in a way.

Rasputin secretly informed the czarina that Alexei had been cursed at birth with lycanthropy. He, Rasputin, had the mystic power to remove the curse... by transferring it to a willing soul. Whether any of this was true, no one will ever know, but the czarina believed.

When Alexandra personally requested his assistance, Viktor could not refuse her. She and Rasputin asked that he take on Alexei's curse. Ever loyal to the Russian throne, he agreed, believing Rasputin's assurances that in time he could remove the curse from an adult like Viktor altogether.

At the next full moon, Viktor lay on a makeshift altar next to the young Grand Duke, watching as Rasputin chanted, danced, and drew arcane symbols on their bodies. As the moon rose above them, he felt horrific pain as his skeleton shifted and reformed, his jaw elongating, his teeth sharpening, muscles shifting, hair erupting from his skin. When he screamed, he heard not his own voice, but the sound that had terrified Russian serfs for centuries — the howl of the wolf.

For five years, Viktor continued to serve as one of the family's guards, absent from his post only during the full moon. All went well until the Bolshevik uprising of 1916-17 and the overthrow of the Romanov dynasty. The family was placed under house arrest. Viktor died as part of a failed attempt to rescue them in May 1918, and in July of that year the Communists murdered Czar Nicholas and all his family.

Mere hours after his "death," Viktor awoke to find that his wounds had healed. He later learned, to his horror, that he did not age. After making his way out of Russia, he passed through war-devastated Europe and now wanders the world, searching for purpose. But during the full moon, the curse overtakes him once more, and he commits bloody deeds that haunt both his dreams and his waking hours for the rest of the month.

Personality/Motivation: Petrov is a proud man who carries himself as befits a Russian military officer. He's suave, debonair, and honorable to a fault; he never reneges on a promise or forgets a slight. He

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Walther PPK	+0	+0	1d6	1d6-1	7	7	
Sabre	+0	—	1d6	1d6-1	—	10	

Armor

None

Gear: Usually none.**Clothing:** See Appearance

Quote: “Ah, look, the moon is full tonight. Tell me, *tovarisch*, are you pure of heart?”

Powers/Tactics: Petrov is a classic werewolf — a man who transforms into a wolf or wolf-man during nights of the full moon, who heals wounds swiftly (as long as they’re not caused by silver weapons), who cannot control the change (and seeks to rid himself of the condition), and who’s haunted by the deeds he commits in lupine form. (He cannot, however, pass on his lycanthropy by biting people... though the heroes won’t know this at first.) He tries to arrange to spend those three nights every month in specially-prepared locked rooms in the hope of hurting no one, but he often manages to escape from his own precautions. And once he has the taste of fear-spiced human blood in his mouth, nothing will stop him but sunrise.

The curse has also made Petrov immortal — doomed to watch anyone he cares about grow old and die while

attracts the attention of many women, but won’t allow himself to form a lasting relationship, for he knows anyone he marries will age, wither, and die while he remains eternally young. Nor does he become close friends with any man, for fear of revealing his secret.

All of these things weigh on Petrov’s soul, and he desperately wants to be free of the curse so he can live a normal life. He’s investigated and studied, but as yet can find no satisfactory method of removing the curse. Some of his books suggest that only Rasputin, who either gave or transferred it to him (his beliefs on that point vary from month to month), can remove it. But Rasputin is dead (isn’t he?), so he must find another way to release himself. His quest sometimes forces him to associate with people of dubious nobility and perform acts he finds distasteful. But he will not violate his honor, even if that means the loss of another chance to find what the cure. He has, as he sadly knows, plenty of time to continue his search.

he remains the young man he was when he agreed to help save the Crown Prince. He’s already had to consider staging his death in the near future to prevent too many questions about his unchanging appearance, but the time has not yet come for that. A change of identity might also help him escape from the Bolshevik spies who pursue him, thinking he’s a witness to the massacre at Ekaterinburg (or perhaps even Czarevitch Alexei, somehow survived to manhood).

See pages 102 and 129 of *The HERO System Bestiary* for character sheets for his alternate forms, but make changes to them as appropriate, and include an Accidental Change that he transforms back to human at dawn.

Campaign Use: Petrov is best used as a sympathetic villain in an occult or Horror-themed adventure — an unwilling monster who wishes harm to no one and seeks only to find a way to rid himself of his curse. But you can also cast him in a darker

light, where the wolf has changed him, making him predacious, territorial, cruel, and willingly evil (which might, in turn, give him control over his transformations). If Rasputin is alive, Petrov might try to draw the PCs into a plot to force the Mad Monk to lift the curse.

To make Petrov more powerful, either give him some Boxing and Wrestling maneuvers and a few Combat Skill Levels, or emphasize his “wolfishness” and give him some of his wolf-form’s sensory abilities in his human form. To weaken him, reduce his STR, DEX, and CON to 13, and reduce the BODY of his Regeneration to 1 or 2.

Petrov will not Hunt any PCs unless he thinks they’re somehow connected to his curse or have the means to help lift it — and even then, he’ll appeal for their help first, only taking stronger measures if they refuse him.

Appearance: Viktor Petrov is obviously a descendant of the Norse settlers of Russia — tall, handsome, and well built, standing 6’3” tall and weighing 225 pounds, with thick blond hair and unusual steel blue eyes. An accomplished fencer of the Heidelberg School, he wears the scar on his left cheek as a badge of honor. He dresses well but not flashily, carrying even the most casual suit of clothes as if it were a uniform. His lupine nature has asserted itself in one mannerism: when engaging in a battle of wits or will, he unconsciously drops his head slightly between his shoulders, as if to protect his throat.

In his wolf form, Petrov is equally impressive. Fully half again the size of a normal Russian tundra wolf, he stands almost 50 inches at the shoulder, weighs approximately 180 pounds, and is covered in dense fur ranging in color from black (at his head) to almost silver blue (at his tail). His eyes are an intense, pale blue that reflect red in the light.

PROFESSOR PROSPERO

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
14	CON	8	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
5	PD	3		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	2		
28	END	0		
26	STUN	4		Total Characteristics Cost: 86

Movement: Running: 6”/12”

Cost Powers END

46	<i>Illusion's Veil:</i> Sight, Hearing and Smell/Taste Groups Images, -3 to PER Rolls, Increased Size (8” radius; +¾), Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼), Requires Preparation And Arrangement (see text; -½)	0
5	<i>Disappearing Act:</i> Teleport 6”; Requires A Stealth Roll (-½), Only To Places Character Could Go (-¼), Must Cross Intervening Space (-¼), No Non-Combat Multiple (-¼), Only To Vanish When No One Is Looking (-¼)	1
6	<i>Contortionist's Feet:</i> Extra Limbs (feet usable as hands), Inherent (+¼)	0

Talents

3	Absolute Time Sense
4	Double-Jointed

Skills

10	+1 Overall
3	Acting 13-
3	Breakfall 13-
7	Concealment 15-
3	Contortionist 13-
5	Disguise 14-
3	High Society 13-
3	Inventor 13-
3	KS: Stage Magic 13-
3	Lipreading 13-
5	Lockpicking 14-
3	Mechanics 13-
3	Mimicry 13-
3	PS: Stage Magician 13-
3	SS: Chemistry 13-
3	SS: Optics 13-
3	Security Systems 13-
5	Sleight Of Hand 14-
5	Stealth 14-
2	TF: Common Motorized Ground Vehicles
5	Ventriloquism 14-
2	WF: Small Arms

Total Powers & Skills Cost: 149

Total Cost: 235

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Various magic tricks and other gear necessary for his illusions							
Clothing: See Appearance							

75+ Disadvantages

- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 20 Hunted: HCPD 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Delights In Baffling Opponents (Common, Total)
- 15 Psychological Limitation: Distrusts/Resents Authority (Common, Strong)
- 10 Psychological Limitation: Greedy (Common, Moderate)
- 15 Social Limitation: Secret Identity (Gerald Munroe) (Frequently, Major)
- 60 Experience Points

Total Disadvantage Points: 235

Background/History: Gerald Munroe's childhood was filled with wonders — literally, for his father, Jason Munroe, was the Amazing Illusivo, a renowned escape artist and illusionist. As Gerald grew older, his father began teaching him many of his tricks and illusions. But after the Great Depression hit, bookings for magicians became fewer, and Gerald had to leave college to get a job as a lab assistant to help support his family.

Things got worse when his father vanished. He'd found work on a cruise ship sailing between New York and the Caribbean, and on one trip, somewhere around the Carolinas, the ship simply disappeared. No distress calls were received, and no traces were ever found by the Coast Guard or anyone else. To Gerald's frustration, the government finally shut down the investigation... and to his dismay, he realized his salary wouldn't be enough to support his sick mother.

Brooding on the loss of his father and his mother's illness, Gerald realized the authorities couldn't help anyone. For all their power, they were too corrupt or incompetent to be trusted. A man had to look out for himself and his family first, and everyone else could go hang. The answer was obvious: he'd use the skills learned from his father and the science he'd studied to take what he wanted. Taking his alias from Shakespeare's *The Tempest*, he would baffle the authorities as Professor Prospero!

Personality/Motivation: Professor Prospero is driven by his anger at a society he thinks failed his family (and so many other people) and by his distrust and resentment of the authorities who are supposed to provide true leadership. He steals first and foremost to provide for his mother and himself, preferring as his targets banks, stock brokerages, and the rich (though he's prone to sparing those who have shown a proper concern for the less fortunate). Anything he earns through crime that he doesn't need for himself he donates to charity or gives to the poor. So far he's kept his "day job" as a lab assistant and resisted the temptation to improve his standard of living through crime, but the truth is that his "Robin Hood complex" is really just an act. Deep down he's bitter and resentful and only looking out for himself; it won't be long before he abandons the facade for a real life of crime.

Professor Prospero is no killer; he rarely even carries a weapon and plans his crimes to avoid causing anyone serious injury. But he loves baffling witnesses and investigators, and embarrassing the authorities. It's virtually impossible for him to use a



PROFESSOR PROSPERO PLOT SEEDS

The assistant curator of a prestigious local museum asks the characters for their assistance. It seems that to secure a large donation, her boss has agreed to let a wealthy patron hold her son's tenth birthday at the museum during an antique toy exhibit. The patron has hired a very talented illusionist to keep the children entertained. The assistant curator can't find any references for the illusionist among the local talent agencies and would like the heroes to be on hand in case of trouble. Will they humor her request? And will Professor Prospero be able to work his famous Vanishing Cabinet trick and elude his young admirers long enough to purloin the Burlington Emerald in the nearby jewelry exhibit?

The Stanford University Cardinals and the Hudson City University Pioneers are playing for a spot in the 1935 Rose Bowl. The stands are full of excited sports fans cheering their teams on. During a spectacular pass play, Pioneer quarterback Johnny "All-American" Allston steps back to throw but ends up buried under a pile of red jerseys at the 40-yard line. When his tacklers come to their feet, Allston is nowhere to be seen. How did a 5'10", 185-pound young man vanish in front of 40,000 screaming fans, not to mention his fellow players? And why did Professor Prospero make him vanish?

Continued on next page

Continued from last page

The Silver Star is the premier passenger train traveling between New York and Hudson City. A special cargo on loan from the Metropolitan Museum of Art, Poussin's *The Abduction of the Sabine Women*, is on its way to a showing at the Museum of World Art. The painting's specially constructed case is placed in the center of a car in plain view of the six guards hired to watch over it. The doors are all sealed from the outside. As the train exits Henley Tunnel, the guards notice that the painting case is no longer in its place — it's lying open in the center of the car. The painting is gone! The seals on the doors are unbroken. Is this another incredible disappearing act courtesy of Professor Prospero? Who else could have pulled the trick off?

simple plan when he can implement a more complicated one that leaves the authorities scratching their heads in puzzlement and looking like dunces. And if there are witnesses, he always presents himself with a certain flair and showmanship — he's his father's son, after all.

Quote: “You think that things can't just vanish without a trace? Well, you're deluded — and I'll prove it to you!”

Powers/Tactics: Prospero's Disappearing Act and illusions give him considerable ability to distract, baffle, and mislead his opponents. His Illusion's Veil power allows him to change or warp a local environment (typically, a crime scene) in myriad ways, but he has to have the chance to prepare the location in advance with his illusion-generating optical devices and other tricks.

Prospero avoids close contact or hand-to-hand struggles with PCs or police, preferring to use his abilities to elude any pursuit. His skills make him an excellent thief, but he isn't prepared to duke it out with a strong-jawed hero. If necessary, he'll surrender rather than endure violence; after all, he can always escape the police as they're taking him to the precinct house.

When preparing for a crime, Prospero carefully reconnoiters the scene beforehand in disguise. He habitually wears a disguise under his mask so that even if he's unmasked it's unlikely anyone would recognize Gerald Munroe. He prefers to work alone, but will occasionally hire some muscle if necessary.

Campaign Use: Professor Prospero is the man behind those capers that leave the characters (and the police) baffled. His are the sort of crimes where the maharajah's prize ruby vanishes from the museum case in full view of forty witnesses or where the favored racehorse disappears from the pack during the running of the Belmont Stakes (not to mention any number of classic “locked room” mysteries). He should be a thief the characters love to hate, who makes their heads hurt with the effort of figuring out how in blue blazes he pulled off his latest crime.

To increase Prospero's power, give him a Gadget Pool with some smoke bombs, Flash attacks and STUN-only attacks, and the like. A Follower might also help even the odds. To weaken him, remove his *Disappearing Act* and reduce the radius for his Images.

Professor Prospero would only Hunt a character who harmed his mother. He delights in confusing anyone who interferes with his crimes, but that's more likely to result in an ongoing rivalry than a Hunted-Hunter relationship. Surely, he would say, even the man who deciphered the mystery of The Jade Elephant That Walked will be stumped by the intricacies of The Falling Lotus!

Appearance: Gerald Munroe is 5'9” tall and weighs 160 pounds. His hair is sandy blonde and worn a little long for the period; his eyes are hazel. He's slender and graceful, and can move like greased lightning when the need arises. As Professor Prospero, he wears a flamboyant stage magician's costume with a bright blue cummerbund and a black cape lined with red satin, together with a bright blue domino mask. Naturally, his clothes are full of hidden pockets holding lockpicks, scarves, and numerous small tricks.

THE RED SICKLE				
Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [4]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	2		Total: 14 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
4	SPD	13		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 86

Movement: Running: 6"/12"

Cost	Powers	END
24	<i>It Looks Worse Than It Is:</i> Armor (8 PD/8 ED)	0
10	<i>Lucky Guy:</i> Luck 2d6	0
12	<i>Great Escapes:</i> Luck +6d6; Only For Escapes (-1½)	0

Perks

- 30 Well-Connected and 27 points' worth of Contacts among Communists and revolutionaries throughout the world
- 7 Fringe Benefit: Espionage Rank (high-ranking NKVD officer)

Talents

- 5 Eidetic Memory

Skills

- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 3 Conversation 13-
- 3 Deduction 12-
- 3 Demolitions 12-
- 3 Disguise 12-
- 2 Forgery (Documents) 12-
- 3 High Society 13-
- 3 Interrogation 13-
- 2 AK: Russia 11-
- 2 CK: Moscow 11-
- 2 CK: New York City 11-
- 2 CK: Washington, D.C. 11-
- 4 KS: Communist Thought And Philosophy 13-
- 2 KS: The Espionage World 11-
- 2 Language: English (fluent conversation; Russian is Native)
- 2 Language: French (fluent conversation)
- 1 Language: Mandarin Chinese (basic conversation)
- 1 Language: Spanish (basic conversation)
- 1 Language: Vietnamese (basic conversation)
- 3 Lockpicking 12-
- 3 Oratory 13-
- 3 Persuasion 13-
- 2 PS: Diplomat 11-
- 3 PS: Spy 12-
- 3 Security Systems 12-

- 3 Seduction 13-
- 3 Shadowing 12-
- 3 Stealth 12-
- 2 TF: Common Motorized Ground Vehicles
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 169

Total Cost: 255

75+ Disadvantages

- 20 Hunted: Captain Battle and the Science Police (Mo Pow, NCI, Capture)
- 20 Hunted: FBI (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Ardent Communist Seeking To Export The Revolution To The United States And Europe (Common, Total)
- 15 Social Limitation: Secret Identity (Grigori Tevschenko) (Frequently, Major)
- 20 Social Limitation: Subject To Orders (Very Frequent, Major)
- 85 Experience Points

Total Disadvantage Points: 255

Background/History: Born in 1900, Grigori Tevschenko was a young man when the Revolution broke out in Russia. Filled with the fires of teenaged rebellion, he embraced Communism fervently and joined the Red Army to help make the workers' paradise a reality. After he'd spent several years in the Army, his superiors took note of his competence and ideological purity and decided he was suited for better things. They plucked him out of the field and told him they were going to train him to become a spy — an agent serving both Moscow and the Comintern in their efforts to bring about Communist revolutions throughout the world.

Tevschenko took to his new assignment like a duck to water, impressing his trainers with his discipline and natural talent for the work. By the mid-Twenties he was back in the field, serving in various embassies as a "diplomatic attache" while striving behind the scenes to organize the working class and overthrow capitalist governments.

In 1930 the Comintern decided to begin a special effort to turn America into a Communist state. As part of that plan Tevschenko was transferred to the Soviet embassy in New York City. More importantly, he was given a costumed identity so he could serve as a symbol and spearhead for the revolution. No longer would he commit his acts of espionage, sabotage, and revolution as Grigori Tevschenko — now he would perform them as the Red Sickle, living embodiment of the power of Communism!

Personality/Motivation: The Red Sickle is a Communist's Communist. Thoroughly schooled in the philosophies of Marx, Lenin, and now Stalin, he's devoted his entire life to the goal of fomenting worldwide Communist revolution and the overthrow of the corrupt thinking of capitalism. His heart holds a particular hatred for the United States, the truest example of the "benefits" of capitalism, and rejoices every time he gets to strike a blow against it or its people.

THE RED SICKLE PLOT SEEDS

The characters hear rumblings that a general dockworkers' strike may begin soon, which would be disastrous for local commerce and defense. The government believes the Red Sickle may be in back of the plot and asks the PCs to (a) investigate, and (b) defuse the situation so the docks continue to run normally.

Several scientists have disappeared without a trace recently. All of them were working on various important government projects, and were all connected to a particular project involving rocketry. Have they been kidnapped by the Red Sickle so he can smuggle them to Russia and force them to work for the Bolsheviks? Or is someone else behind this?

Reverend Albert Connahay, a popular preacher with his own weekly radio show, has begun stridently criticizing the New Deal as "not going far enough." He won't come right out and say it, but he definitely seems to be advocating a move to Communism. More and more people are starting to listen to him, and the authorities are worried. They believe that the Red Sickle is behind his rise in popularity and ask the heroes to look into it.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Sickle	+0	—	1d6+1	1d6-1	—	8	
Tokarev TT-33	+0	+0	1d6+1	1d6-1	8	9	

Armor

None

Gear: Whatever he needs for his current scheme (e.g., demolitions tools and spare parts if he's planning to blow up a monument)

Clothing: See Appearance

Quote: “Soon the fires of revolution will sweep over your corrupt country and bring it crashing down in ruins, and the phoenix of Communism shall rise from the ashes to bring a new peoples' paradise!”

Powers/Tactics: The Red Sickle is a big, strong, tough man who doesn't flinch from a fight, though he prefers to direct his minions — he's always got plenty of them around, and constantly recruits more from the poor, the disaffected, the criminal, and the discontented — to do his dirty work for him. If pressed into battle, he wields a “combat sickle” specially crafted for him in Moscow and a Tokarev pistol.

The Red Sickle is a spy and saboteur more than a soldier. His activities typically involve fomenting union unrest (or trying to establish unions where none exist), supporting strikes and similar activities, attempts to blow up “symbols of capitalist oppression” (the Washington Monu-

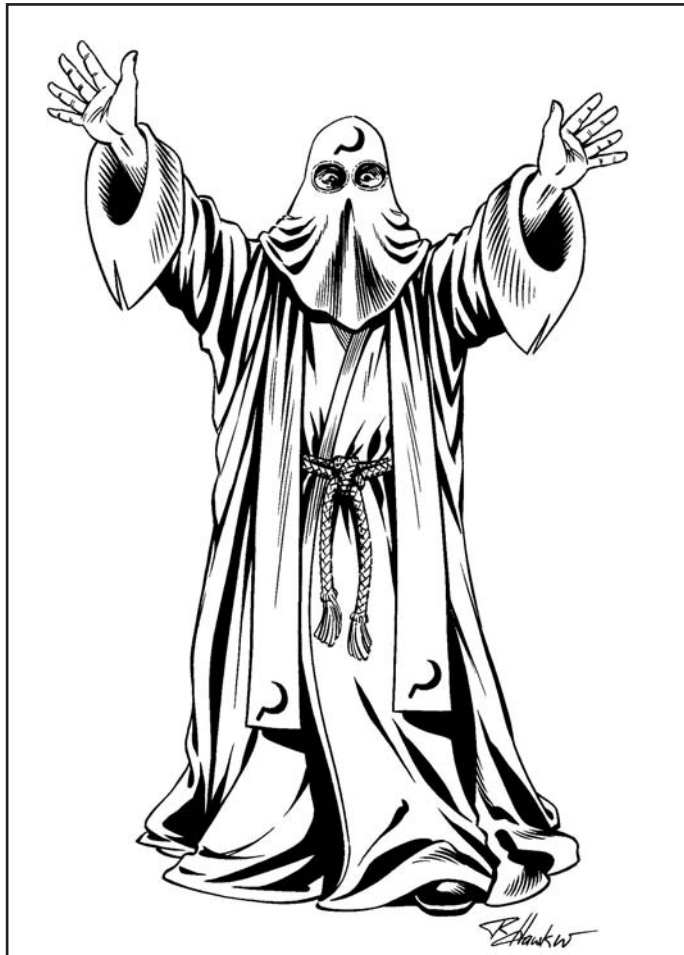
ment, memorials to American soldiers, public libraries...), and efforts to steal military and technological secrets that he can send to Russia.

Campaign Use: The Red Sickle has two roles to play. First, he's a spy (albeit a flamboyant costumed one) who can draw the heroes into the shadowy world of espionage. Second, he's a *de facto* crimelord, with his gangs of would-be revolutionaries and plans to destroy America. The only thing separating him from the likes of the Iron Claw, the Scorpion, or the Terrormonger is that his motivations are political rather than personal — he's not in the underworld to make himself rich but to start a revolution. And if the heroes capture or kill him, Moscow can always send another spy to take up the Red Sickle's mantle....

To make the Red Sickle tougher, give him some Martial Arts with his sickle, or some Combat Skill Levels. To weaken him, reduce his Primary Characteristics to the 13-17 range and his SPD to 3, and remove some of his Skills.

The Red Sickle doesn't Hunt heroes; that sort of activity is counterproductive and too likely to expose him. But if someone particularly angers him, he may use his connections and abilities to try to make that character's life worse... and he'll certainly take any opportunity for revenge that presents itself.

Appearance: When appearing before his underlings, the Red Sickle dresses more like a cult leader than a spymaster, the better to inculcate his followers with the Bolshevik “faith.” He wears dull gold-colored monk's robes and a hood that covers his entire head; in the center of the forehead there's a red sickle symbol. Out of costume, Grigori Tevschenko is a tall, broad-shouldered, barrel-chested man who looks more like he belongs on a mining crew or football field than in the halls of embassies and government office buildings. He has black hair, dark eyes, and a thick but neatly-trimmed black beard. He dresses in simple men's suits so as not to distinguish himself from the proletariat too much.



THE SCORPION				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	3		Total: 9 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
40	STUN	8		Total Characteristics Cost: 111

Movement: Running: 6"/12"

Cost Powers **END**

- 55 *Scorpion Signet Ring:* HKA 1 point; OIF (-½), No STR Bonus (-½) **plus** RKA 5d6, NND (defense is appropriate LS [Immunity] or antidote provided by the Scorpion; +1), Does BODY (+1), Trigger (when the Scorpion touches someone and wants to poison them, Trigger automatically immediately resets; +¾); OIF (-½), No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is struck; -1¼), Gradual Effect (5 Minutes; 1d6/1 Minute; -¾), 6 Charges (-¾) [6]
- 15 *Lucky Guy:* Luck 3d6 0

Perks

- 40 Base: the Scorpion's Nest (built on 200 Character Points)
- 15 Money: Filthy Rich
- 6 Reputation: ruthless master criminal (among the underworld) 14-, +3/+3d6

Talents

- 6 Combat Luck (3 PD/3 ED)
- 5 Eidetic Memory

Skills

- 20 +2 Overall
- 8 +4 OCV with Scorpion Signet Ring
- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucrats 13-
- 3 Combat Driving 13-
- 3 Conversation 13-
- 3 Deduction 13-
- 3 Disguise 13-
- 3 High Society 13-
- 3 Interrogation 13-
- 2 CK: Hudson City 11-
- 2 CK: New York City 11-
- 2 KS: Current Events 11-
- 10 KS: The Underworld 20-
- 3 Lipreading 13-
- 3 Mimicry 13-
- 3 Persuasion 13-
- 3 Sleight Of Hand 13-
- 3 Stealth 13-

- 7 Streetwise 15-
- 3 TF: Common Motorized Ground Vehicles, Small Motorized Boats
- 2 WF: Small Arms

Total Powers & Skills Cost: 240

Total Cost: 351

75+ Disadvantages

- 20 Hunted: FBI 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Police 8- (Mo Pow, NCI, Capture)
- 10 Hunted: The Raven 8- (As Pow, Capture)
- 15 Psychological Limitation: Greedy, Ruthless Killer And Thief (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 10 Psychological Limitation: Ego Signature (Common, Moderate)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 161 Experience Points

Total Disadvantage Points: 351

Background/History: The mysterious and powerful Scorpion, crimelord supreme, first revealed himself to the world with the scheme that the Raven's chronicler, ace reporter Gilbert Desmond, christened *The Case of the Scorpion Sinner*. Since that crime — a plot to rob numerous wealthy individuals by murdering them with a concoction of scorpion venom and making it look like they'd had heart attacks — the Scorpion has struck again and again, proving himself equal in cleverness and deviltry to the wits and heroism of the adventurers who stand against him. He's clashed with Captain Battle, the Futurian, Gideon Fortune, and most of the other great heroes of the Pulp Era, though the Raven has been his most frequent foe.

After the events of the *Case of the Blue Griffin* in 1934, which ended in the Scorpion's death, the Raven believed he'd uncovered the Scorpion's true identity: he was Richard Marcus, financier and society man. But the Scorpion re-emerged in early 1935, revealing that he'd cleverly tricked the world into thinking he was Marcus so he could loot the murdered millionaire's holdings. No one knows where the Scorpion will strike next, but, as Jim Battle has observed, "the world can be sure it will be with the venom and fury of his namesake."

Personality/Motivation: The Scorpion engages in crime for several reasons. First, he seeks wealth and power, and has no interest in obtaining them by slow, dull, ordinary means. Second, he greatly enjoys the challenge of pitting himself against men like the Raven and Captain Battle. From statements he's made, it seems he found everyday life too dull to tolerate, and so turned to crime to relieve his ennui.

At most of his crime scenes, the Scorpion (or his men) leave a scorpion symbol, usually pointing left, to mark that he did it. Once or twice pretenders have tried to trade on his reputation by doing the same, but they've always come to a bad end at his hands.

THE SCORPION PLOT SEEDS

The classic Scorpion plot: several wealthy men turn up dead around the city. The cause of their deaths is mysterious. Unbeknownst to the world at large, the men have a connection, usually an illicit one and always involving lots of money. The Scorpion found out about it and is killing them for the money. The heroes have to figure out what's going on and how the Scorpion killed them; that information, in turn, reveals his current whereabouts or where he'll strike next, giving the PCs a chance to confront and stop him.

A woman approaches the heroes. Her husband of just a few months has been acting strangely and disappearing for days at a time, and she'd like them to find out what's happening. His disappearances correspond to recent appearances of the Scorpion... could there be a link?

Famed scientist Whittier Blankenship, who according to recent news reports has been working on a device that can project a ray capable of weakening and corroding metal from a distance, has vanished... along with all his notes and prototypes! His beautiful daughter Annette fears something awful has happened to him and asks the PCs to investigate. The trail quickly leads in the direction of the Scorpion, who no doubt has sinister plans for the Metal-Destroying Ray...

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Scorpion 45	+1	+1	2d6-1	1d6	10	8	Carries two

Armor

None

Gear: Whatever he needs for his current scheme**Clothing:** See Appearance**Quote:** “Trifle with a Scorpion and you’ll get stung.”

Powers/Tactics: Although he carries a specially-made .45 semi-automatic for emergencies, the Scorpion prefers not to sully his hands with fighting — after all, he’s got a legion of hirelings, goons, and thugs to do that sort of thing for him. If necessary, his distinctive signet ring can deliver a dose of deadly, swift-acting poison. He usually carries a small vial containing several doses of the antidote in case he needs to use it to extort something from one of his victims. (The ring is a sure PC-killer at KA 5d6, so don’t use it on PCs unless you’re willing to accept the consequences or plan to have him get the antidote — instead, have the Scorpion casually poison someone they like while they’re watching to demonstrate his malice.)

Campaign Use: The Scorpion is a typical Pulp crimelord. He’s got a catchy name (and motif to match), has become a criminal for reasons found only in literature, and commits crimes and opposes the PCs out of more or less sheer evil (in the pulps, what other justification does one need?). Change the name, motif, motives, and signature weapon, and the Scorpion can serve as a template for any number of criminal masterminds of the sort fought on many occasions by the likes of the Shadow or the Spider.

To make the Scorpion tougher, make him more of a personal combatant — give him Martial Arts or an HA, equip him with Weird Science gadgets, or the like. You could also give him a group of bodyguards who are a cut above the usual hoods

he employs in his schemes. To weaken him, change his RKA poison into an NND — that way instead of dying, the heroes wake up to find themselves in a deathtrap...

The Scorpion doesn’t Hunt heroes — he likes to think he’s above such pettiness, and anyway he has another crimewave to plan. No doubt he’ll run into those pesky heroes again sometime and can take his revenge then.

Appearance: The Scorpion is a white male, 6’0” tall, 185 pounds, with a muscular, athletic sort of build. He typically wears a fine man’s suit, shoes, and hat, usually grey but sometimes a more distinctive red. He conceals his face with a mask of molded red metal. On his right ring finger he wears a distinctive signet ring: made of gold, it has worked in tiny rubies the top profile of a scorpion facing left.



JIMMY “BATS” SELDEN

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11	
5	PD	3		Total: 5 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	2		
25	STUN	0		Total Characteristics Cost: 40

Movement: Running: 8"/16"

Cost Powers **END**

Martial Art: Dirty Infighting

Maneuver	OCV	DCV	Notes
4 Disarm	-1	+1	22 STR Disarm
4 Punch	+0	+2	4d6
4 Roundhouse	-2	+1	6d6
4 Takedown	+2	-1	3d6; Target Falls
4 Block	+2	+2	Block, Abort
4 Low Blow	-1	+1	2d6 NND(3)
1 Use Art with Clubs			

Perks

2 Fringe Benefit: Private Investigator's License

Skills

- 6 +2 with Dirty Infighting
- 10 +5 OCV with Bat
- 3 Criminology 12-
- 3 Deduction 12-
- 4 CK: Hudson City 13-
- 4 KS: Baseball 13-
- 3 PS: Play Baseball 12-
- 2 PS: Private Detective 11-
- 7 Shadowing 14-
- 3 Stealth 12-
- 3 Streetwise 11-
- 1 WF: Pistols

Total Powers & Skills Cost: 76

Total Cost: 116

75+ Disadvantages

- 10 Dependence: Alcohol (Very Common, Addiction)
- 10 Hunted: Police 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Alcoholic (Common, Strong)
- 8 Experience Points

Total Disadvantage Points: 116

Background/History: Jimmy Selden was a natural baseball player. He worked his way into the minor leagues easily and was soon spotted by a scout who offered him his dream: a spot on the New York Yankees. Married to his high school sweetheart, a baby on the way, now he had everything.

Jimmy did well with the Yankees, his fame growing with his batting average. The '23 Series was his shining moment; he knocked in two home runs. And with fame came all the dangerous pleasures — fast living, fast cars, fast women, booze. None of them were good for Jimmy, but the alcohol was the worst. First it was a drink after the game. Then two or three. Then a bottle. Then a few before the game and a bottle afterwards. His hands started to shake, his batting average to drop. Knowing his value to the team, the managers and coaches tried to work with him, but Demon Rum had its hooks in deep. They dried him out two, three times, but he always went back. His wife left him, taking their son with her and going back to Ohio.

The end of his career came in the '26 World Series. St. Louis took the pennant 4-3 over the Yankees, and Jimmy's performance cost his team the crucial game. That was the last straw; he was kicked out of the club.

Bereft of his dreams and abandoned by his fast-living friends, Jimmy lived on the streets for a while, picking up odd jobs wherever he could. One day a private detective paid him to watch a warehouse where he believed something shady was going on. Fortunately for Jimmy, he hadn't had enough money to buy booze in a day or two, so he was sober enough to recognize the mark when he entered. He reported in to the detective and the case was solved.

The detective used him several times after that, and an informal partnership sprang up. Jimmy learned to stay sober while he was working, but somehow he couldn't stay off the bottle when he wasn't. When his partner retired a few years ago, Jimmy took over the business. It isn't easy — sometimes he has a secretary; sometimes he doesn't. But he still stays sober while he's working, and working is what counts.

Personality/Motivation: Jimmy isn't a private eye because it's his dream; he's a PI because it's the only thing he can do. Baseball was good to him, but booze took it away from him, and it'll take this too if he's not careful. He works hard to stay sober when he's got paying work despite the temptations calling to him from every bar and liquor store, but if he doesn't have a case to occupy his mind he'll almost certainly be quietly drunk.

"Bats" never gets the big profile cases; he mostly does missing persons and divorce cases for people who can't afford the big guys. Sometimes he has to take jobs he doesn't really like — ones that require him to rough somebody up, to tell people things they don't want to hear, or where he's no more than hired muscle. But they bring in the money, just like the others, and the money buys the bottle, and the bottle takes it all away.

Quote: "Trust me, chum, you don't want me knockin' these balls out of the park."

JIMMY “BATS” SELDEN PLOT SEEDS

Someone wants someone to lay off, and they pay Jimmy to make sure the message is received. Unfortunately, Jimmy was winding down off his last bottle when he got the job, and he's not too clear on who it is he's supposed to deliver the message — and lumps — to. The description fits one of the characters, and Jimmy knows they have a reputation for getting into trouble, so....

A reporter from the Big Apple is doing a series of stories on the '26 Yankees' failed run for the championship and comes looking for an interview with the man who cost the team the Series. Jimmy goes into hiding, leaving the pretty young woman to no choice but to turn to the PCs to help her find him so she can get her story — never mentioning, of course, that her father was a bookie ruined by the Yankees' loss and that she's really here to put a few bullets into the man she holds responsible for his suicide.

A local reformer has gotten Jimmy off the bottle — for a little while — and has him coaching baseball at one of the local orphanages. When some thugs start to shake the place down, trying to recruit the kids as lookouts and pick-pockets, Jimmy decides he's sunk far enough and it's time to make a stand. He just needs a little help to deal with all the guns those hoods keep waving around....

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Baseball bat	+0	—	3d6 N	—	—	5	
Pistol	+0	+0	1d6	1d6-1	6	7	

Armor

None

Gear: Notepad and pencil**Clothing:** See Appearance

Powers/Tactics: While Jimmy is capable of using a gun and generally carries one, he abhors them — they always go off when you don't want them to, and never shoot where you aim them (at least not for Jimmy). Somehow, a baseball bat is just a more natural weapon. It's great for intimidation, and as an actual weapon it's not bad either. He tries to disarm opponents with guns or knives first, then goes for a disabling shot to take them out of the fight — unless, of course, he's been hired to “deliver a message,” in which case he'll attack from surprise and draw things out a little longer. If caught without his bat or something he can use in its stead, he's still a capable fighter, just not as dangerous.

Campaign Use: Jimmy is the classic failure you find in the pulps. He had it all, lost it, and hasn't been able to find it again as he sinks lower and lower. Without help, he's going to keep on falling, taking more and more jobs that involve violence until there aren't any other kinds available to him. For a crusading character, he's a challenge — there's still a spark of good in there that can be fanned into a flame, but digging it out will take time and effort.

To make Bats more powerful, increase his physical Characteristics, particularly STR, DEX, and CON, and add an Extra DC or two with Dirty Infighting. To make him weaker, eliminate his Dirty Infighting maneuvers.

Jimmy won't Hunt anyone unless he's paid, because he really isn't interested in anything except where his next bottle is coming from. When he is paid, he doesn't worry about complicated plans, he just looks around until he finds the person, delivers the

message (frequently having to read it off a scrap of paper he has in his pocket), and then apologetically applies whatever physical reminder he was paid to.

Appearance: At 5'9” and 210 pounds, Jimmy “Bats” Selden is an average looking Joe in his late thirties. Slightly seedy and overweight, he wears rumpled, out-of-date clothes and a trenchcoat that's seen better days. He has brown hair and eyes, and is occasionally unshaven. He smokes hand-rolled cigarettes and still wears his 1923 World Series ring.

PETER WESTONBRIDGE SINCLAIR

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
12	DEX	6	11-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
2	SPD	0		Phases 6, 12
4	REC	0		
20	END	0		
20	STUN	0		Total Characteristics Cost: 27

Movement: Running: 6"/12"

Cost Powers **END**

7 *Always Immaculate:* Cosmetic Transform 2d6 (any dirty/mussed clothing he's currently wearing into its clean/unmussed form; heals back by getting dirty/mussed again); Limited Target (clothing currently being worn; -½) 1

Perks

6 Contact: Devon Fellows (very good relationship with Contact; Contact has very useful Skills/resources) 11-
 6 Contact: Hudson City Society 11- (Organization)
 1 Fringe Benefit: Passport

Talents

3 *Blasé:* +3 to EGO Rolls to resist Oratory
 3 *Immovable:* +3 to EGO Rolls to resist Persuasion
 3 *Wary:* +3 to EGO Rolls to resist Seduction

Skills

10 +2 with Interaction Skills
 3 Acting 13
 3 Bribery 13-
 3 Bureaucratics 13-
 3 Conversation 13-
 6 Gambling (Card Games, Roulette, Sports Betting) 12-
 3 High Society 13
 2 AK: Europe 11-
 2 AK: Great Britain 11-
 2 CK: Hudson City 11-
 2 CK: London 11-
 2 CK: New York City 11-
 2 AK: Western United States 11-
 1 Language: English (imitate accents; English is Native)
 2 Language: French (fluent conversation)
 1 Language: German (basic conversation)
 3 Persuasion 13
 2 PS: Dancer 11-
 2 PS: Gambler 11-
 2 PS: Golf 11-
 2 PS: Tennis 11-
 3 Riding 11-

3 Seduction 13-
 7 Sleight Of Hand 13-
 4 TF: Common Motorized Ground Vehicles, Equines, Small Wind Powered Boats
 3 Scholar
 1 1) KS: Dance 11-
 1 2) KS: Fashion 11-
 1 3) KS: Great War Battles And Trivia 11-
 1 4) KS: Literature 11-
 1 5) KS: London Society 11-
 1 6) KS: Music 11-
 1 7) KS: New York Society 11-
 1 8) KS: Oscar Wilde's Works 11-
 1 9) KS: Shakespeare's Works 11-
 1 10) KS: Theatre 11-

Total Powers & Skills Cost: 117

Total Cost: 144

75+ Disadvantages

15 Psychological Limitation: Addicted To The High Life (Common, Strong)
 15 Psychological Limitation: Cares For Nothing But Himself (Common, Strong)
 15 Psychological Limitation: Coward (Common, Strong)
 15 Social Limitation: Secret Identity (Pete Sinclair) (Frequently, Major)
 20 Social Limitation: Subject To Orders (Very Frequent, Major)

Total Disadvantage Points: 155

Background/History: Peter Westonbridge Sinclair was born in London, England in 1897, the second son of Lord Geoffrey and Lady Penelope Sinclair. After attending public school at Rugby, he was bound for Cambridge when the Great War interrupted his education. At 17 he enlisted in the British Army and served with honor in the battles of Heligoland, Passchendaele, and Canal du Nord, where he received an injury and was invalidated home. Following a lengthy recovery (and after receiving the British Distinguished Service Cross for gallantry) he resumed his studies at Cambridge, graduating near the top of his class.

Restless, and never satisfied with his "worthless" gad-about life in London, Peter has come to America seeking some sort of meaning for his life. Currently living in New York, he supports himself with investments as he engages in his search for purpose. He has become quite the darling of the ladies of the social set, who are enchanted by his upper crust British accent, his gallantry, and his dark good looks. He's the perfect fourth at bridge, the unattached male to even the numbers at dinner, and the suave dancing partner for the wallflowers.

Several times, various matchmaking mothers have had high hopes of catching Sinclair for their daughters, but he's never attached himself seriously to any young lady. Once, when pressed by the brother of a debutante, he admitted ruefully that he didn't feel he was "good enough" for any of the young ladies he'd met. "My... my war wound, you know..." Normally, Sinclair prefers not to discuss his experiences during the War, finding the sacri-

PETER SINCLAIR PLOT SEEDS

A friend of one of the characters approaches him quietly with a problem: it seems he was a bit too far into some excellent Bourbon while he was playing cards over the weekend, and he's lost an appalling amount of money to Peter Westonbridge Sinclair. Sinclair is, of course, willing to be a gentleman about the whole thing and give him some time to get the money together, but he's in a bit of bind himself and needs at least half of it now. The friend simply can't go to his family for the money; he wants to know if the character can help him out of this jam somehow.

At an exclusive party, Sinclair eavesdrops on a quarrelling couple and sees something he shouldn't have — a murder. He thinks he escaped without being seen, but the poisoned whiskey that he just missed drinking (pity about old Mossbridge) and the bullet through his collar as he got out of a taxi the other day convince him he's wrong. He decides to start spending more time with the characters, hoping they'll either frighten the killer off or offer to protect him.

The characters are investigating a series of thefts and grisly murders rocking high society and getting nowhere when Peter Westonbridge Sinclair offers to help them out. He knows everyone and can get doors that were formerly closed to the characters opened with a smile — anything to stop these terrible crimes. Of course, if he learns something he (or Devon Fellows) can make use of later, all the better for him.

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear:	Silver cigarette case and matching lighter						
Clothing:	See Appearance						

fice of so much of the flower of English manhood simply too depressing.

In short, Sinclair appears to be the perfect man-about-town... but he has a dark secret, one he'll do almost anything to hide. Sinclair is not who he seems.

Pete Sinclair was born in Butte, Montana, in 1897, the only child of a dance hall girl and a grifter. He was educated in the back alleys and barrooms of the West. He polished the "Peter Westonbridge Sinclair" character with Colonel Grainger's Traveling Thespians (a roving theatrical troupe he joined at 15), perfecting both his British accent and his con man technique. But his act *really* took off when he met Devon Fellows, a well off British expatriate, during a horse-racing scam in San Francisco in 1929. Fellows recognized Sinclair's talent and came up with a plan to match it. He hired tutors who perfected Pete's social graces, accent, and knowledge of the theater, art, music, films, and literature. Then he unleashed his "creation" on unsuspecting East Coast society. Pete's job was to obtain as much inside information as he could about various businessmen and political figures and pass it on to Devon. In return, Devon furnished him with an apartment, a wardrobe, a valet, and sufficient income to support his adopted lifestyle — all financed through the ill-gotten rewards of Devon's sale (either real or threatened) of Pete's information.

Personality/Motivation: Sinclair is the perfect gentleman, always solicitous of the ladies, but "one of the boys" in the company of men. He's charming, suave, sophisticated, witty, and debonair. He never lets romantic entanglement get too far — he'd never compromise the virtue of a young lady, but he isn't above capitalizing on the affections of a bored grand dame to accomplish his goal.

Sinclair loves what he does. He sees it as the ultimate form of revenge for every slight and condescension he ever suffered at the hands of society. He's accepted in the

finest homes, chums with the wealthiest of men, and is regarded by many society folk as a potential son-in-law. In return, he cheats them out of their money at "friendly" card games, slices them to ribbons with his sly wit, dallies with their wives ("Women have a wonderful instinct about things. They can discover everything except the obvious"), leads their daughters on, and sells their secrets to their business rivals and political enemies. In short, Sinclair is an unmitigated cad.

Quote: "Let us be thankful for fools; but for them, the rest of us could not succeed."

Powers/Tactics: "Arguments are to be avoided; they are always vulgar and often convincing." Peter Westonbridge Sinclair would never stoop to create a scene in public by engaging in violence, preferring to settle any differences of opinion like a gentleman, with an apology and an agreement to disagree. Pete Sinclair, on the other hand, remembers every slight and is not above arranging for a rival to suffer an unfortunate accident, the revelation of a nasty secret, or a bit of "random" street violence.



Masterminds And Madmen ■ Chapter Three

While not a fighter himself — it might mar his face — he has contacts in the underworld that can do his fighting for him.

Campaign Use: Sinclair is the sort of character encountered in scenarios that focus on high society and the people who move through it. He'll be at all the best parties, smiling and talking to everyone, his eyes and ears open so he can collect all sorts of information. He could see something the characters need to know, or something that they'd rather he didn't, forcing them to deal with him to get the information or prevent him from passing it on. He might even find that one of the characters, or a DNPC, was worth cultivating as a temporary romantic interest.

To make Sinclair more powerful, add more Contacts and Favors. If he desperately needs to be more physically dangerous, give him a Luger and a couple of Combat Skill Levels with it. To make him weaker, remove his Talents and his Skill Levels.

Sinclair would be the first to tell you that he's a lover, not a fighter. He'd be lying, of course, but he'd certainly sound as if he meant it. Having him as a Hunter means conflict in the social arena and could doom a character socially, costing him contacts and social status as rumor after rumor works its way through high society. Having him as a Romantic Rival works better in a dramatic sense.

Appearance: Peter Westonbridge Sinclair is six feet tall and well built, with dark hair and blue eyes. His public attitude is always that of genteel boredom, as if nothing could excite him. He always dresses impeccably, with just the right touch of style. His suits are made by the finest tailors, his shoes always have a high polish, his tennis whites are blinding, his tuxedos never ruffled. He carries a silver cigarette case and, while he seldom actually smokes one, he uses cigarettes as "props" quite often. Rarely, but sometimes on very formal occasions, he affects a monocle.

THE SKYWAYMAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
13	BODY	6	12-	
10	INT	0	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
5	PD	2		Total: 8 PD (3 rPD)
3	ED	0		Total: 6 ED (3 rED)
4	SPD	10		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		
30	STUN	1		Total Characteristics Cost: 75

Movement: Running: 6"/12"
Flight: 25"/200"

Cost Powers **END**

Cost	Powers	OCV	DCV	Notes
	<i>Martial Arts: Fisticuffs, Rocketpack Brawling</i>			
4	Block	+2	+2	Block, Abort
5	Flying Dodge	—	+4	Dodge All Attacks, FMove
5	Flying Right	+1	+0	STR +v/5; FMove
5	Flying Grab	-2	-1	Grab Two Limbs, +10 STR for holding on; FMove
3	Flying Tackle	+0	-1	STR +v/5 Strike; You Fall, Target Falls, FMove
4	Punch/Backhand	+0	+2	5d6 Strike
5	Roundhouse	-2	+1	7d6 Strike
36	<i>Advanced Rocketpack:</i> Flight 25", x8 Noncombat; No Turn Mode (+¼), Improved Acceleration/Deceleration (+¼); OIF (-½); Side Effects (KA 1d6 in a 2" Line behind rocketpack, automatically occurs, only affects environment around vehicle; -¾), Noisy (can't be stealthy while rocketpack's in use, and -2 to Hearing PER Rolls while it's in use; -¼), 1 Continuing Fuel Charge (easily refueled, 1 Hour; -0) [1cc]			
6	<i>Helmet:</i> Armor (3 PD/3 ED); OIF (-½), Only Protects Locations 3-5 (-2) plus Life Support (Expanded Breathing: can breath at high velocities); OIF (-½)			0
7	<i>He Always Walks Away Without A Scratch:</i> +20 PD; Only To Protect Against Falling/Crashing Damage (-2)			0

Talents

3	Absolute Range Sense
3	Bump Of Direction
6	Combat Luck (3 PD/3 ED)

Skills

6	+3 with Flight
6	+2 with Combat Piloting, Aerobatics, and Navigation (Air)

THE SKYWAYMAN PLOT SEEDS

Joe hears about an upcoming air show and decides that he needs to pay a visit — as the Skywayman — and relieve some of the wealthy attendees of a little unneeded cash and some valuables, in between checking out the new planes and talking shop.

With a thunderous crash, something slams into — and through — the balcony doors or skylight of a character's penthouse apartment late one evening. Upon investigating, he finds the Skywayman crumpled against the far wall of the room he crashed into, a scorched trail from his rocketpack's exhaust still smoldering behind him. He's got a gunshot wound, but seems unhurt from the crash. He starts to struggle as the character reaches for his helmet and tells him there's no time for that — he has to help him keep the rocketpack from the Skymaster's men, who must have seen where he went down. "They'll be here any second." As the hero absorbs that, he hears in the distance the low drone of a squadron of approaching airplanes....

Continued on next page

Continued from last page

While retuning from a successful expedition, their airplane loaded down with valuable artifacts, one of the characters hears a knock on a window and looks out — to find the Skywayman standing there! He waves cheerfully and holds up a note that advises the character they have five minutes to place a particular artifact in a bag and hand it out the door to him... in return for which, he'll take the bombs he planted on the outside of their plane with him when he goes. Otherwise he'll leave and let the timed explosives do their work. Are there, in truth, any bombs? Can the characters take that chance? How did the Skywayman learn of the artifact in question, and what does he want with it, anyway?

- 3 Acrobatics 13-
- 3 Aerobatics 13-
- 3 Breakfall 13-
- 3 Combat Driving 13-
- 5 Combat Piloting 14-
- 2 CK: Hudson City 11-
- 2 CK: New York City 11-
- 4 KS: Aircraft 13-
- 4 KS: The Aviation World 13-
- 5 Mechanics 12-
- 2 Navigation (Air) 11-
- 2 PS: Pilot 11-
- 3 Seduction 12-
- 3 Stealth 13-
- 7 TF: Small Planes, Large Planes, Rocketpack, Basic Parachuting, Common Motorized Ground Vehicles, Two-Wheeled Motorized Ground Vehicles
- 3 WF: Small Arms, Aircraft Weapons

Total Powers & Skills Cost: 157**Total Cost: 233****75+ Disadvantages**

- 15 Hunted: The Skymaster 8- (Mo Pow, NCI, Steal Rocketpack)
- 20 Hunted: Police 8- (Mo Pow, NCI, Imprison)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Social Limitation: Secret Identity (Joe Bentley) (Frequently, Major)
- 63 Experience Points

Total Disadvantage Points: 233

Background/History: Joe Bentley always wanted to fly. From the time he was a child watching the birds overhead, to a teenager jumping off his father's Kansas barn with a homemade glider, to when he ran away to join The Flowers Fantastic Flyers, to when he left for France to join the Lafayette Escadrille, Joe had to fly. The Great War left him one confirmed kill shy of being an ace. When he returned to the States, he found a job as a test pilot for Henderson Aviation — and was the best test pilot they ever had. He threw himself into his work, testing everything they'd let him fly. The more radical the design, the more dangerous the test flight, but somehow Joe managed to walk — or crawl — away from each crash. Even with planes literally coming apart around him, he survived. His reputation grew, but then the whispers started: "He's a jinx." "It would have worked with another pilot." When one of the other pilots discovered his real name — Jonah — they all began to refuse to work

with him. Finally, Henderson had to let him go. Devastated, Joe rode the rails. Roaming the country, he took a few jobs as a crop duster, flew with a barnstormer a few times, anything he could do to get back into the air.

As he was walking into a small Ohio town after his latest flying job, he spotted two planes engaged in aerial combat over a nearby field. Running toward the conflict, he watched in horror as one of the planes lost power, its engines flaming, and crashed into the plowed earth. He raced for the crash site, arriving just in time to hear the pilot gasp out with his dying breath, "The pack.... Don't let him have the pack...."

In the seat behind the pilot was a large trunk. Joe hauled it out and dragged it off into the nearby woods. Within minutes, several men dressed in the black leather flying garb he recognized as belonging to the Skymaster's Airmada pilots arrived. They searched the plane, obviously looking for the trunk, only leaving when the local authorities arrived.

Joe secreted the box in the woods, returning for it after borrowing a truck. He hauled it to the airfield and opened it, finding what could only be described as a "rocketpack" designed to be strapped to a man's back. After spending several days deciphering the instructions (and several hours one of those days convincing some very curious gentlemen he hadn't seen the crash, hadn't seen a large trunk, hadn't seen anything), he took it out for a test flight. It was a flight more exciting than anything he'd ever experienced. *This* was truly flying; he realized immediately just how limited planes were. After an encounter with a cloud of insects convinced him he needed a helmet of some kind, he constructed one in his spare time at the airfield before his next flight.

While he expected that sooner or later the Skymaster would catch up with him and reclaim the pack, he reasoned that he could put away some money — perhaps even enough to buy his own plane — if he used the rocketpack to commit crimes. He redesigned the helmet so that it would conceal his face and cobbled together a costume out of some old flying gear, and thus was born the Skywayman.

Personality/Motivation: Joe isn't really a bad guy; he's just in it for the money... and the thrills. Especially the thrills. How could he not love strapping a rocket on his back and flying like a bat out of hell through the skies, or threading the needle at street-top level between tall buildings to evade that do-gooder Murdock girl — she is a looker though! — in her war-surplus crate? Or doing a victory roll around the Observation Deck of the Empire State Building after he's just robbed an exclusive roof-top party off of Central Park West? This is the life!

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Colt M1911A	+1	0	2d6-1	1d6	7	9	

Armor

None

Gear: Toolkit**Clothing:** See Appearance

In another time, the Skywayman would be called an adrenaline junkie — the sort of person who's irrationally certain of himself and his abilities, and who needs the thrill of risking it all to feel alive. Outside of the Skywayman get-up, Joe Bentley is a bright, personable fellow, who loves talking about flying more than anything else. Except actually doing it, of course.

Quote: “Ha! You want to see some flying? Okay then, let's go!”

Powers/Tactics: The rocketpack the Skywayman got from the dying pilot is the center of his existence as a villain. Without it, he's just Joe Bentley, out-of-work test pilot; with it, he becomes something much, much more. Nowadays, however, he's a man who robs parties on the tops of skyscrapers, holds up passengers on zeppelins and airplanes, and drops in on private yachts unannounced to collect expensive jewelry, cash, and smiles from rich girls who are as pretty as they are bored with the dull men in their lives.

Capable of propelling him at speeds in excess of 250 miles per hour, the rocketpack maneuvers like a dream and turns on a dime. But it's not perfect: it only has an hour's worth of fuel, makes so much noise he can't sneak up on anyone or hear clearly while he's in flight, and has a scorching hot exhaust that can start fires, damage structures on takeoffs and landings, and is clearly visible (especially at night). If he has to lose someone, he'll try to do it in an urban environment where his superior maneuverability gives him the advantage, although he probably won't be able to resist looping back around on a pursuer and landing on his wing to taunt him before making his escape.

The Skywayman is a good, albeit untrained fighter — he picked up what he knows in scraps at airstrip bars all over the country. He's spent time practicing with the rocketpack, and has mastered a few moves that depend on the speed it gives him to increase his chances of avoiding injury once someone starts shooting at him or to tackle opponents and deliver powerful blows with the rocketpack's momentum behind them. He carries a pair of pistols, but they're more for show than actual use (although he's used them to put holes in a few Airmada pilots' engine blocks when they wouldn't back off).

Campaign Use: For aviation-themed characters in campaigns where lethality is less prominent, or as a change of pace from the more serious plans of the Skymaster, the Skywayman is a perfect nemesis. He's not as personally dangerous as many villains; the trick is to catch him, or contain him somehow so that his rocketpack can't speed him off to return another day. He'd make a good choice as a reformable romantic foil for a female character with piloting skills and a love of flying, although you might have to be careful to keep the campaign from becoming “Randall's Rocket Raiders” if that happens.

To make the Skywayman more powerful, give him some Combat Skill Levels, particularly with Ranged combat, and a pistol that fires rocket-propelled bullets like the one on page 325 of *Pulp Hero*. To weaken him, reduce his DEX to 18 and remove the *No Turn Mode Advantage* from his rocketpack.

The closest thing to Hunting anyone that the Skywayman is likely to do is establish a “friendly adversary” status with a pilot who consistently pursues him, especially if his rival is good enough to make it a real challenge.

Appearance: Joe Bentley is a medium sized guy, 5'8" tall and about 175 pounds, with dark blond hair and blue eyes. His charming smile and confident personality make him seem more attractive than he really is. While in his Skywayman persona, he wears a dark gold bullet-shaped helmet with sturdy glass eye-lenses, an air dam at the mouth opening that allows him to breathe at the speeds at which the rocketpack flies, and stabilizer fins that slant down on either side of his head. The rest of his costume is composed of a set of dashing brown flying leathers, gloves, and the rocketpack with its belt-mounted control unit. He normally carries two .45 Colt automatics in flap holsters with secure fasteners and lanyards so that he can't lose them in mid-air. Otherwise, he dresses appropriately to the situation, wearing his clothes with a casual comfortableness.



THE TERRORMONGER PLOT SEEDS

The Terrormonger breaks into your regularly scheduled radio programming to deliver an ultimatum: the city must pay him a million dollars, or once per day he will “unleash the greatest terror mankind has ever known!” on a randomly-chosen neighborhood. The attacks will continue until the ransom’s been paid or everyone’s died from a fear-induced heart attack. The authorities appeal to the PCs to help them track the Terrormonger down and stop his scheme before it begins.

The heroes find the Raven crouched behind an ashcan in an alley, quivering with fear, unwilling to even take his hands away from his eyes long enough to look at them. Their best guess is that the Terrormonger did something to him... and whatever it is, the odds are only the Terrormonger can reverse the effect. They’ve got to find him and get him to cure their crimefighting friend. And what’s happened to the Velvet Phantom and the Midnight Brigade, anyway?

The Terrormonger uses his gas to take over a cruise ship full of wealthy people. The PCs have to board the ship and rescue the victims before they sign over all their worldly possessions to get the fear to go away.

THE TERRORMONGER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
14	CON	8	12-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
4	SPD	16		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
25	STUN	0		Total Characteristics Cost: 65

Movement: Running: 6”/12”

Cost Powers END

39	<i>Terror Gas Gun:</i> Multipower, 70-point reserve, 30 Charges for entire reserve (+¼); all OAF (-1), Does Not Work In High Winds Or Rain (-¼) [30]
3u	1) <i>Terror Gas Jet:</i> Drain PRE 4d6, Area Of Effect (One Hex; +½), Limited Range (10”; +¼); OAF (-1), Does Not Work In High Winds Or Rain (-¼), Life Support (Self-Contained Breathing or appropriate Immunity) Offers Full Protection (-¼)
2u	2) <i>Terror Gas Cloud:</i> Drain PRE 3d6, Area Of Effect (4” Radius; +1), Limited Range (10”; +¼); OAF (-1), Does Not Work In High Winds Or Rain (-¼), Life Support (Self-Contained Breathing or appropriate Immunity) Offers Full Protection (-¼), Requires Two Charges Per Use (-¾)
2u	3) <i>Pass Out From Sheer Terror:</i> Energy Blast 7d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity], or Fearlessness or a like Talent/ability; +1); OAF (-1), Limited Range (10”; -¼), Does Not Work In High Winds Or Rain (-¼), Requires Two Charges Per Use (-¾)
30	<i>Disquieting Aura:</i> Change Environment 4” radius, -4 PRE for purposes of resisting the Terrormonger’s Presence Attacks, Reduced Endurance (0 END; +½); No Range (-½) 0
8	<i>Skull Mask:</i> Life Support (Self-Contained Breathing); IIF (-¼), 1 Continuing Fuel Charge (easily refueled, 1 Hour; -0) [1cc] 0
3	<i>Fearless:</i> Mental Defense (10 points total); Only To Resist Fear Attacks (-2) 0
3	<i>Fearless:</i> Power Defense (10 points); Only To Resist Fear Attacks (-2) 0
5	<i>Fearless:</i> +10 PRE; Only To Resist Fear-Based Presence Attacks (-1) 0

Perks

10 Money: Wealthy

Talents

6 Lightning Reflexes: +6 DEX to act first with Terror Gas Gun

Skills

6 +2 with Terror Gas Gun

1 Electronics 8-

3 Interrogation 13-

3 KS: Horror Literature And Movies 12-

3 SS: Chemistry 12-

3 Stealth 12-

3 Streetwise 13-

2 WF: Small Arms

Total Powers & Skills Cost: 135

Total Cost: 200

75+ Disadvantages

20 Hunted: Police 8- (Mo Pow, NCI, Capture)

15 Hunted: The Raven 8- (Mo Pow, Capture/Kill)

15 Psychological Limitation: Greedy; Wants To Loot The City (Common, Strong)

15 Psychological Limitation: Loves To Inflict Fear (Common, Strong)

15 Social Limitation: Secret Identity (Frequently, Major)

45 Experience Points

Total Disadvantage Points: 200

Background/History: No one knows the true identity or background of the man who calls himself the Terrormonger. He first appeared in the early Thirties when he committed a series of robberies throughout Hudson City, using his now-infamous “terror gas” to render his victims unable to oppose him. The Raven stopped him then, and has narrowly defeated his two more recent schemes: an effort to put cannisters of his terror gas into the ventilation system of City Hall so he could take over the government; and the construction of a dirigible kept aloft by a lighter-than-air version of his gas that could be released in large clouds over metropolitan areas. But both times the Master of Fear has escaped the clutches of the cloaked avenger of the night, and no one doubts that he’s preparing another plan to bring the city to its knees with fear.

Personality/Motivation: The Terrormonger is a big thinker. He doesn’t just want to rob banks and jewelry stores, he wants to lead entire crime sprees, take over cities, reduce thousands or millions of people to quivering masses of abject fear. His favored means for accomplishing these goals is terror. He has a fascination with horror, with what frightens people, and sadistically enjoys witnessing their fear when he confronts them.

Quote: “It’s an elemental thing, is it not — fear? Can you feel it creeping into your mind and spreading its tendrils through your soul until you must run screaming?”

Powers/Tactics: The Terrormonger uses a “Terror Gas Gun” that has three settings. The main setting produces a jet of fear gas with a 10” range that fills a small area with his terror gas. The second setting

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear:	As necessary for current criminal scheme						
Clothing:	See Appearance						

expands the cloud to cover a larger area, but uses up more of the chemicals that the gun mixes to create the gas. The third setting projects a highly-concentrated dose of terror gas at a single person, often causing him to pass out from sheer fright (it, too, uses more of the gas than the first setting).

Despite having such a powerful weapon, the Terrormonger isn't a fighter — he's a sneak and an ambusher. Unless he's got a gang backing him up, he skulks around until he can get in a Terror Gas attack on his foes, and then, once the gas has taken effect, he confronts them in best soliloquy mode. But even if the heroes can corner him, they're not necessarily safe; something about just being close to him terrifies people, making them even more susceptible to his Presence Attacks than his gas alone.

Campaign Use: As mentioned above, the Terrormonger thinks big (though, in the end, his reach often exceeds his grasp). He's a junior-grade master villain whose schemes involve spreading wide-scale fear and then taking advantage of that to loot, plunder, pillage, and/or conquer. He usually starts his schemes by recruiting a gang (possibly a large one) to help him; he equips them with special gas masks patterned after his own so they're not crippled by his Terror Gas.

The big question about the Terrormonger is: who is he? For best effect, you should make him someone the heroes have already met during the course of the campaign — perhaps even someone they like or admire. That way the revelation of his identity has extra meaning.

To make the Terrormonger tougher, increase his Characteristics a little and give him some Cinematic Brawling so he's not such a one-dimensional



combatant. To weaken him, reduce the Terror Gas Gun to 50-60 Active Point slots and remove his Combat Skill Levels with it.

The Terrormonger generally doesn't Hunt heroes; he's got bigger plans than petty quests for vengeance. But if a hero's been a thorn in his side in the past, he'll certainly take it out on him if the opportunity presents itself.

Appearance: The Terrormonger dresses to suit his name. He wears a mask that gives his face the appearance of a faintly-glowing green skull, and gloves that make his hands look skeletal and greenish as well. He dresses in a black men's suit and shoes, a black Inverness cloak, and a black hat.

DRISANA VARMANDALI PLOT SEEDS

Seeking to weaken British influence over India, Drisana embarks on a plan to use the children of high-placed officials as spies. She infiltrates operatives into the elite Delhi school to which most officials send their children and begins to secretly hypnotically program them to spy on their parents for her. When the time comes, they will rise up and slay their parents at her command. One of the other teachers, a former romantic interest of one of the characters, contacts him and asks him to come investigate odd happening with the children. When the heroes arrive, everything looks normal — but now their friend has vanished, and the only witness is an old woman who babbles about “dwarves” that carried the missing person away. Can the characters stop the plan before it’s too late for the missing teacher and the government officials?

Liz Murdock has gone missing in the middle of a long solo flight, and Randall’s Raiders ask the PCs to help locate her since they’re currently stuck in Europe dealing with one of Oberführer Eichenwald’s schemes. Drisana is the most logical suspect, but when the characters confront her, she swears she had nothing to do with her rival’s disappearance and offers to prove it (and make points with Randall) by helping the search-and-rescue effort. Can the heroes believe and trust her, or is this all part of another scheme? Even if it isn’t, can she be trusted with Liz’s life, or will the temptation to eliminate her rival be too much for her?

DRISANA VARMANDALI

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
6	PD	4		Total: 9 PD (3 rPD)
4	ED	1		Total: 7 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	2		
30	END	0		
30	STUN	7		Total Characteristics Cost: 90

Movement: Running: 9”/18”

Cost Powers END

Martial Arts: Kalaripayit

Maneuver	OCV	DCV	Damage/Effect
5 Block	+1	+3	Block, Abort
4 Dodge	+0	+5	Dodge All attacks, Abort
3 <i>Kattaram</i>	+0	-1	Grab One Limb, 20 STR for holding on
4 <i>Marman Strike</i>	-1	+1	2d6 NND(1)
4 Punch/Elbow Strike	+0	+2	4d6 Strike
5 Straight Kick/Roundhouse Kick	-2	+1	6d6 Strike
3 Throw	+0	+1	2d6 +v/5; Target Falls
3 Use Art with Clubs, Blades, Urumi			

6 *Fleet Of Foot:* Running +3” (9” total) 1
 4 *Yogic Healing:* Healing BODY 2d6; OIF (acupuncture needles, pressure point massage and incense of opportunity; -½), Extra Time (1 Hour; -3), Requires A KS: Indian Healing Roll (no Active Point penalty; -0) 8

Perks

5 Fringe Benefit: Rani of Rashmunistan
 10 Money: Wealthy

Talents

6 Combat Luck (3 PD/3 ED)
 4 Double Jointed
 3 Perfect Pitch
 3 Simulate Death

Skills

6 +2 with Kalaripayit
 6 Animal Handler (Canines, Elephants, Equines, Felines, Raptors) 13-
 3 Breakfall 13-
 3 Contortionist 13-
 3 High Society 13-
 2 KS: Arcane And Occult Lore 11-
 2 KS: Hindu Theology 11-
 3 KS: Indian Healing 13-
 2 KS: Indian Lore And Literature 11-

2 KS: Kalaripayit 11-
 3 KS: Randall Irons 13-
 3 KS: Yoga 13-
 3 Language: English (completely fluent; Hindustani is Native)
 2 Sanskrit (fluent conversation)
 3 Persuasion 13-
 2 PS: Dancing 11-
 2 PS: Singing 11-
 2 PS: Yoga 11-
 3 Riding 13-
 3 Seduction 13-
 3 Sleight Of Hand 13-
 3 Stealth 13-
 4 TF: Common Motorized Ground Vehicles, Riding Animals
 7 WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Urumi

Total Powers & Skills Cost: 147

Total Cost: 237

75+ Disadvantages

10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
 15 Psychological Limitation: Obsessed With Randall Irons (Common, Strong)
 15 Psychological Limitation: Wants Her Father’s Approval (Common, Strong)
 5 Rivalry: Romantic (with all women, for the attentions of Randall Irons)
 15 Social Limitation: Minority (Frequently, Minor)
 5 Social Limitation: Woman (Occasionally, Minor)
 97 Experience Points

Total Disadvantage Points: 237

Background/History: Akash Varmandali has a dozen children, but only one worthy of being his heir: his oldest daughter Drisana. Urged on by her mother, she has trained from her earliest childhood to surpass her siblings, honing her abilities until she stood head and shoulders above her brothers and sisters and gained the recognition of being named the Rani (princess) of Rashmunistan — Akash’s heir apparent.

She too was shown a vision, though hers came years after the one that pushed her father onto his current path. Hers came in 1922, when she was 10. The goddess Kali danced for her, spinning round and round in the spiral of death and life. In one of her many hands she held an image of a young woman Drisana knew was her as an adult, and in another, the image of a tall, faceless man in Western clothing. At the end of the dance, Kali paused and held the two figures up so they stood side by side, the two as one. Drisana told no one of the dream and began devoting her free time to the study of Indian mysticism. Five years later, she finally understood the dream’s meaning: she was to meet and join with a man of the West so her family’s destiny would be fulfilled.

She met her husband-to-be — Randall Irons — just a few years ago as he dismantled one of her father’s plans to drive the British from India. She

EQUIPMENT							
Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
Pistol	+1	+1	1½d6	1d6	12	10	
Urumi	+0	—	1d6	1d6-1	—	12	AF4 (see UMA)
Armor							
None							
Gear: Yogic healing supplies; whatever she needs for her current scheme							
Clothing: See Appearance							

had posed as a dancing girl to get a better look at the man her father was entertaining and attempting to turn to his side, and Randall dared to steal a kiss from her, not knowing who she was. In that moment, as his lips touched hers and something inside her lit like a flame, she knew he was the man Kali had shown her. He was her destiny, the destiny of her family, the one man in all the world the gods had decreed was hers. She had only to convince him they were destined for one another, and everything would be as it was supposed to be.

Personality/Motivation: Drisana is a more mystically-inclined individual than her father. She lacks his scientific skills and interests, and instead probes the mysteries of yoga and the deeper paths of Indian mysticism. Her studies started as a way of understanding the dream Kali sent her, but expanded to encompass far more than dreams. She's continues onwards — and inward — seeking the enlightenment and skills that will allow her family to take its place on the throne of the world... and never quite realizing the two have nothing to do with one another.

Ever since she was a young child, Drisana has desperately sought her father's approval (as did all of his children), and she wants it still. To gain his favor, she's made herself into the very image of the son he wished for and failed to have, her older brothers all being interested in only leisure and scholarly pursuits. If she can, she'll bring him the world on a platter bathed in the blood of millions if necessary.

The only thing that she won't do for him is surrender her dream and the future it promised her. She and Randall are meant to be together by divine decree, and nothing shall keep that from coming to pass. She'll even defy the wrath of her father to ensure that it does, consoling herself that with Randall at her side, her family's destiny will be assured — once they win the world for her father, there's nothing the Rajah cannot forgive. She's so certain of this that it's never occurred to her that the dream said nothing of her family — only that she and Randall were destined for each other.

Quote: "Do not fear your death, Miss Winchester, for you die with a purpose: your passing places the world one step closer to the day when it will be at my family's feet, and my Randall will be by my side."

Powers/Tactics: After years of practice with the same masters that taught her father as a child, Drisana has no fear of physical confrontation. A skilled practitioner of Kalaripayit, she's capable of



defeating opponents twice her size. She prefers to fight defensively, making the best use of her speed and grace to avoid blows until she spies an opening for a blow of her own. She's skilled with many traditional Indian bladed weapons, including the infamous *urumi*, or "razor whip," but rarely carries one unless anticipating a specific need to do so.

Like her father, she prefers to deal with her opponents through intermediaries, drawing on the multitude of dacoits, thuggees, and other servants available to her. Only if there's a pressing need for her presence to ensure the success of a plan, or she knows her beloved Randall will be there, does she oversee every detail of an operation personally. She's more likely to leave the confines of Rashmunistan than her father, but still prefers not to. Adventurers who've become enmeshed in her plans have observed that as she's not so much focused on world domination as success in her current endeavor; she doesn't need to be present to be a deadly danger.

Drisana is no mystic, but she possess one skill from her studies of mysticism: the ability to manipulate the body's *chakras*, stimulating them with incense, pressure point massage, and needles to speed the healing flow of energy to a remarkable rate. She once saved her father's life with the ability... and, unbeknownst to Akash or Irons, has twice saved Randall's life this way.

During her advanced studies of yoga and its mystic secrets, Drisana learns of the existence of the Grey Mahatmas, a small and secretive sect of yogi masters who possess the power to transmute elements and read minds. Determined to locate these masters and learn their secrets, she begins to track down clues in ancient texts and on the walls of ruined temples to find their hidden retreat. When some ancient holy writings are stolen from a local university professor, and he's killed as he tries to warn the characters about what is happening, the characters find themselves in a race around the globe to find the hidden location of the Mahatmas before Drisana does.

Campaign Use: Drisana is a mastermind-in-training, learning the trade of world conquest at the feet of her father. She sometimes makes mistakes in her current plans — rarely glaring ones, but mistakes nonetheless — but as time goes by, she'll learn more and become a worthy threat in her own right, the true child of her father. Her obsession with Randall Irons makes her an unlikely choice for a romantic interest, but if it works better for your campaign substitute a male PC.

To make Drisana more physically dangerous, increase her STR to 15, her PD to 8, and give her +2 Damage Classes. You could also give her some martial arts-related or mystical powers to reflect her growing mastery of Hindu arcane lore. To weaken her, remove her *Yogic Healing* power, reduce her DEX to 15, and remove her Combat Luck.

Like her father, Drisana Hunts characters who oppose her using all the forces at her command — not yet as many as those commanded by her father, but still considerable. However, she doesn't unleash them when doing so would reveal a current plan or operation too soon. Her obsession with Randall Irons causes her to Hunt anyone she considers a rival for his affections with an eye towards removing her adversary or destroying the attraction.

Appearance: Drisana is a beautiful young Indian woman in her early twenties with long dark hair and dark eyes. She stands 5'5" tall, and has a lithe, seductive dancer's figure she clothes in expensive, hand-made, traditional Indian clothing appropriate to the situation. She sometimes tries wearing Western-style garments she thinks Randall would like while in the privacy of her apartments, but never in public lest she embarrass her father.

THE VOLCANO MASTER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
3	PD	1		Total: 3 PD (0 rPD)
6	ED	3		Total: 6 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 41

Movement: Running: 6"/12"

Cost Powers END

- 19 *Volcano Creator* — *Create Volcano*: RKA 3d6, Area Of Effect (One Hex Doubled; + $\frac{3}{4}$), MegaArea (each hex is 1 km wide and broad; + $\frac{1}{4}$), MegaRange (range is 1" = 1 km; + $\frac{1}{4}$), Indirect (damage always occurs from below; + $\frac{1}{4}$); OAF Bulky (-1 $\frac{1}{2}$), Extra Time (5 Minutes; -2), Large-Scale Damage (see text; - $\frac{1}{2}$), 4 Charges (-1) [4]
- 7 *Volcano Creator* — *Alter Landscape*: Change Environment 2" radius (alter landscape as part of volcano creation), -1 to DEX Rolls to move across rough landscape, Long-Lasting (effectively permanent), MegaArea (each hex is 1 km wide and broad; + $\frac{1}{4}$), MegaRange (range is 1" = 1 km; + $\frac{1}{4}$); OAF Bulky (-1 $\frac{1}{2}$), Extra Time (5 Minutes; -2), Linked (to Create Volcano; - $\frac{1}{2}$), 4 Charges (-1) [4]
- 27 *Volcano Creator* — *Cause Eruption*: RKA 2d6, Area Of Effect (One Hex Doubled; + $\frac{3}{4}$), Continuous (+1), MegaArea (each hex is 1 km wide and broad; + $\frac{1}{4}$), MegaRange (range is 1" = 1 km; + $\frac{1}{4}$), Indirect (damage comes from blasts and flows of lava, ash, and the like; + $\frac{1}{4}$), Reduced Endurance (0 END; + $\frac{1}{2}$); OAF Bulky (-1 $\frac{1}{2}$), Extra Time (5 Minutes; -2) 0
- 37 *Gadgets*: Variable Power Pool (Gadget Pool), 30 base + 15 control cost; Focus (all slots must have at least - $\frac{1}{2}$ worth of this Limitation; - $\frac{1}{2}$), Powers Can Only Be Changed In A Laboratory (- $\frac{1}{2}$) var

Skills

- 1 Computer Programming 8-
 3 Electronics 12-
 3 KS: The Scientific World 12-
 3 Mechanics 12-
 11 Power: Gadgeteering 16-
 3 Stealth 12-
 3 Scientist
 1 1) SS: Chemistry 11-
 4 2) SS: Geology 14-



EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
None							
Armor							
None							
Gear: Tools, spare parts, magnifying glass							
Clothing: See Appearance							

- 1 3) SS: Physics 11-
- 6 4) SS: Vulcanology 16-

Total Powers & Skills Cost: 129
Total Cost: 170

75+ Disadvantages

- 20 Hunted: Captain Battle and the Science Police 8- (Mo Pow, NCI, Capture)
- 20 Hunted: various governments 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Megalomaniac Who's Determined To Rule The World... Or Destroy It (Common, Total)
- 35 Experience Points

Total Disadvantage Points: 170

Background/History: In 1925, a new and terrifying menace arose to threaten the world. A scientist calling himself “the Volcano Master” announced to mankind that he had the power to create volcanoes anywhere on Earth and to cause volcanoes to erupt spontaneously. To prove the truth of his claims, he created a small volcano in the Atlantic less than a mile offshore from Washington, D.C. He demanded that the nations of the world turn over power to him... or he would destroy them. Fortunately for humanity, a new hero — the now world-famous Captain Jim Battle — arose to confront and defeat him before he could turn any cities into lava-ravaged wastelands... but it was a near thing. While Captain Battle worked to short out the Volcano Creator and reverse its effects, the fiendish scientist escaped.

Since then, the Volcano Master has returned to threaten the world several times, wreaking havoc and creating widespread panic whenever he proclaims his latest plot. So far bold heroes have always thwarted his schemes, but by the barest of margins.

Personality/Motivation: The Volcano Master is a classic mad scientist, given to cackling insanely and finding ever more grandiloquent ways to announce his plans to mankind. But there's a great deal of cleverness and guile beneath his megalomaniacal facade; heroes who underestimate him because he's not mentally balanced may soon find themselves chained to the ground in some desolate area as the Volcano Master begins to activate his device....

Quote: “With the purifying fire of lava I will destroy you all!... unless, of course, you see fit to turn control of the government and all banks over to me within 24 hours. As a demonstration of my sincerity, observe the volcanic cone now growing in Nebraska.”

Powers/Tactics: The Volcano Master's no combatant — if the heroes confront him personally, he'll try to escape or overwhelm them with a surprise attack (either option involving a device he's previously prepared with his Gadget Pool), and fold like a cheap card table if he can't. His power is the ability to create large-scale destruction by causing volcanoes to spontaneously grow. The damage this causes is mainly to buildings, roads, and other such structures; persons caught within the Area Of Effect of his attack can usually get clear in time to save themselves (though every time, a few dozen hapless souls get burned by lava, hit by falling chunks of rock, or crushed). Even if the volcano can be made to sink back in the ground (it usually can, by rewiring his device after he's defeated), the damage to the local infrastructure has already been done.

Fortunately, preventing the machine from working in the first place usually isn't difficult. It's an OAF that takes 5 Minutes to work, which gives the heroes the chance to find it and shut it down (or destroy it) before the volcano manifests. Of course, since the Volcano Master could potentially be dozens of kilometers away when he activates it, getting to him in time may be harder than the heroes would like.

Campaign Use: The Volcano Master is a typical example of a one-note mad scientist Pulp villain. If you want to expand him a little, give him the ability to create/control other natural disasters, such as earthquakes, tornadoes, and hurricanes and change his name to “the Catastrophe Master” or something similar.

To make the Volcano Master more powerful, increase the range of his Volcano Creator so that he doesn't have to get so close to the target area. To weaken him, decrease the range and/or increase the Extra Time the device needs to work.

The Volcano Master doesn't Hunt heroes. He's got a world to conquer, he can't be bothered with such nonsense! But if he knows an old adversary lives in a particular city, maybe *that* city would make a good “example” the next time he launches his plan of conquest....

Appearance: The Volcano Master is a white man who appears to be in his fifties, usually with dishevelled black hair and five o'clock shadow. His eyes have that gleam of criminal insanity that marks the true mad scientist for one and all to see. He usually wears typical men's clothes underneath a dirty lab-coat, his pockets filled with tools and spare parts.

THE VOLCANO MASTER PLOT SEEDS

A beautiful young woman approaches the heroes and asks for their help. She claims that her father, Professor Hubert Satterwhite, is the one who really invented some of the devices the Volcano Master uses — though he was looking for a way to *prevent* volcanic eruptions, not create them. She thought he was killed when the Volcano Master stole his work and destroyed his laboratory, but she recently received a coded radio message that leads her to believe the fiendish mastermind is holding her father captive. She begs the heroes to go rescue him.

The Volcano Master announces that, thanks to exciting new technological innovations, he now has the power to create up to six volcanoes simultaneously... anywhere in the world! He threatens to destroy New York, London, Paris, Moscow, Berlin, and Tokyo in the same day if he's not made ruler of the world at once. Time for the heroes to go into action and stop him once more....

A scientist friend of the PCs reports that there's been some unusual seismicological activity in the Pacific. Is the Volcano Master up to something — perhaps testing a new weapon? Time for a trip to the South Seas to investigate!

THE YELLOW SCAR PLOT SEEDS

The ultimate symbol of America's growing power in the world is, of course, the Empire State Building... so the Yellow Scar decides he must destroy it. During an upcoming event in which the mayor and many other dignitaries are attending a speech by the governor on the observation deck, the Yellow Scar will fly an explosive-filled dirigible into the building, collapsing it and killing everyone inside. But not, of course, if the heroes get there in time to stop him....

Recently several American archaeological and paleontological expeditions in China have been massacred. The authorities ask the heroes to look into it and stop the bandits who are committing these horrible crimes. When it turns out it's not bandits but the Yellow Scar, who's massing a private army to attack the American district of Shanghai, what will they do to stop him?

The Yellow Scar steals several germ samples from a prominent American university. He intends to use them to create a plague to unleash on Tokyo. It's up to the heroes to stop him before his plans spiral out of control and he infects the world with his deadly virus.

THE YELLOW SCAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
5	COM	-2	10-	
8	PD	5		Total: 11 PD (3 rPD)
8	ED	4		Total: 11 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
40	STUN	8		Total Characteristics Cost: 116

Movement: Running: 6"/12"

Cost Powers END

10	<i>Fist Of The Dragon:</i>	HA +5d6; Hand-To-Hand Attack (-½), Increased Endurance Cost (x3 END; -1), Not Usable With Kick Or Throw (-0)	6
20	<i>Clouding Men's Minds:</i>	Multipower, 30-point reserve; all Requires A Psychic Powers Roll (-½)	
1u	1) <i>True Clouding:</i>	Invisibility to Sight Group, No Fringe; Chameleon (-½), Requires A Psychic Powers Roll (-½)	3
1u	2) <i>Combat Clouding:</i>	Invisibility to Sight Group; Bright Fringe (-¼), Increased Endurance Cost (x2 END; -½), Requires A Psychic Powers Roll (-½)	4
<i>Martial Arts: Kung Fu</i>			
	Maneuver	OCV DCV Notes	
4	Block	+2 +2	Block, Abort
4	Disarm	-1 +1	Disarm, 35 STR
4	Dodge	+0 +5	Dodge all attacks, Abort
4	Escape	+0 +0	40 STR vs. Grabs
3	Joint Lock/Grab	-1 -1	Grab, 35 STR
5	Kick	-2 +1	9d6 Strike
4	Knife Hand	-2 +0	HKA 1d6 (2d6 with STR)
4	Punch	+0 +2	7d6 Strike
3	Throw	+0 +1	5d6 +v/5, Target Falls
4	<i>Tien-hsueh</i>		
	Strike	-1 +1	3d6 NND (1)
8	+2 Damage Classes (already added in)		
10	<i>Aura Vision:</i>	Detect Aura 13- (Sight Group; see <i>Pulp Hero</i> , page 281), Discriminatory	0
9	<i>Psychometry:</i>	Clairentience (Sight and Hearing Groups), Retrocognition; Concentration (½ DCV throughout; -½), Extra Time (a minimum of 1 Turn, and sometimes longer; -¼), Requires A Psychic Powers Roll (-½), Retrocognition Only (-1), Time Modifiers (-½), Psychometry (-½)	5

15	<i>Favored Of Fortune:</i>	Luck 3d6	0
14	<i>Plans Within Plans Within Plans:</i>	Luck +9d6; Requires An INT Roll (no Active Point penalty; -¼), 1 Charge (-2)	[1]

Perks

10 Money: Wealthy

Talents

6	Combat Luck (3 PD/3 ED)
29	Danger Sense (immediate vicinity, out of combat, sense) 15-
4	Resistance (4 points)

Skills

10	+1 Overall
10	+2 HTH
3	Acrobatics 13-
3	Acting 13-
3	Breakfall 13-
3	Combat Driving 13-
3	Combat Piloting 13-
1	Computer Programming 8-
3	Deduction 13-
3	Demolitions 13-
3	Disguise 13-
3	Electronics 13-
4	Gambling (Card Games, Dice Games) 13-
3	High Society 13-
3	Interrogation 13-
3	Inventor 13-
3	AK: China 13-
3	CK: Hong Kong 13-
3	CK: Shanghai 13-
2	Language: Cantonese Chinese (fluent conversation; Mandarin is Native)
2	Language: English (fluent conversation)
2	Language: Japanese (fluent conversation)
3	Mechanics 13-
3	Oratory 13-
3	Persuasion 13-
13	Power: Psychic Powers 18-
3	Security Systems 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Systems Operation 13-
5	TF: Common Motorized Ground Vehicles, Small Planes, Small Motorized Boats, Small Wind-Powered Boats
6	WF: Common Melee Weapons, Common Martial Arts Weapons, Small Arms
9	Weaponsmith (all categories) 13-
3	Scholar
1	1) KS: Chinese History 11-
1	2) KS: Chinese Philosophy 11-
1	3) KS: Kung Fu 11-
1	4) KS: The Scientific World 11-
1	5) KS: Western History 11-

Total Powers & Skills Cost: 314

Total Cost: 430

EQUIPMENT

Weapon	OCV	RMod	Dam	STUN	Shots	STR Min	Notes
YS Pistol	+1	+1	2d6	1d6	8	10	
Knife	+0	—	1d6	1d6-1	—	8	Often poisoned

Armor

None

Gear: Given his resources and abilities, whatever he needs

Clothing: See Appearance

75+ Disadvantages

- 10 Distinctive Features: badly-scarred face (Concealable With Effort; Noticed And Recognizable)
- 10 Distinctive Features: Style (Not Concealable; Noticed And Recognizable; Detectable By Large Group)
- 20 Hunted: Captain Battle and the Science Police 8- (Mo Pow, NCI, Capture)
- 20 Hunted: The Raven 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Hatred Of Japanese And Westerners (Common, Total)
- 15 Social Limitation: Minority (Frequently, Minor)
- 260 Experience Points

Total Disadvantage Points: 430

Background/History: The man whom the world would come to know as the Yellow Scar was born Peng Lin in Shanghai in 1910. A brave Chinese patriot, he was quick to join the military when Japan invaded Manchuria in the early Thirties. He did well, distinguishing himself on the battlefield, until a Japanese sneak attack caught his unit unawares and slaughtered it to a man.

Or so the Japanese thought. In fact Peng lived, the right side of his face horribly scarred by a knife wound and burns. His left leg and several ribs were broken, but all he could think about was his hatred for the foreigners who'd ruined his country: the Westerners who exploited it and left it vulnerable, and the Japanese who exploited that vulnerability. He *had* to find a way to fight back against them, to free China and take vengeance for the wrongs done to her. He *had* to.

Driven by his fierce and indomitable will, Peng ignored the pain, picked himself up off the ground, and began walking west. For years he'd heard tales of ancient monasteries in the mountains who possessed mystic arts long forgotten in the outside world, and he was determined to find them and learn their secrets. With such weapons at his command, he could stand against the enemy and lead China to greatness!

Illness and misfortune almost laid him low more than once, but through supreme effort and unflagging willpower he made it to the mountains... and, miraculously, to one of those semi-mythic temples. They tended to his wounds (though they could do nothing for his face), and when he was ready consented to his request to study there.

For a year, Peng trained ceaselessly, often sleeping no more than three hours a night despite the grueling regimen he put his body through. He schooled his

mind as well, turning it to the mystic disciplines the monks knew. And when the year was done, he'd mastered many of them: hiding himself from the sight of men; reading the mystic auras of people and objects; sensing danger nearby; focusing his mystic energies into his fist so he could deliver lethal blows.

Bidding the monks farewell, Peng left the monastery and journeyed forth into a new life. When next he appeared, standing on the ruins of a Japanese military headquarters he'd destroyed, no longer was he simple Peng Lin, peasant and soldier. Now he was *the Yellow Scar*, the power of China embodied, scourge of the Westerners and Japanese.

Personality/Motivation: Fueled by bitterness over the way China's been treated and his own personal misfortunes, the Yellow Scar has become the Yellow Peril embodied: the perfect representation, in Western eyes, of the wickedness, malice, and inscrutability of the Chinese. Unlike Dr. Fang or Dr. Yin Wu, both of whom desire to rule the world, the Yellow Scar is more concerned with wreaking havoc and causing harm: he doesn't want to conquer Japan or the West, he wants to destroy them, to take bloody vengeance for the wrongs they've



done to the Middle Kingdom.

Quote: “Now you shall learn that the people of China are not so powerless and weak as you think.”

Powers/Tactics: The Yellow Scar is a powerful opponent with many mystical abilities. Before an opponent can even get close enough for an ambush, the Scar’s Danger Sense and Aura Vision reveal him, allowing the Scar to set up a sneak attack of his own. When battle is joined, he uses his kung fu to strike deadly blows — and deadlier still is his Fist of the Dragon, when he concentrates all of his mystical energy into one of his hands and uses it to deliver a punch that can shatter steel. As if all that weren’t enough, he can obscure himself in the eyes of men, making it possible for him to literally “hide in plain sight.” He can even fight while unseen, though that makes it much easier to see where he is.

The Yellow Scar plans his attacks — usually sabotage missions, terroristic operations such as threatening to blow up monuments and public buildings, and the theft of Chinese artifacts from “those who stole them from China,” and the like — with great care. He usually has gangs of Chinese thugs to back him up, but ultimately he knows he’s on his own. Once per scenario, whenever things get difficult or he’s in danger, roll his full Luck 12d6. If he gets enough levels of Luck, it turns out he had a backup plan just for this contingency! Maybe that means a whole horde of well-armed hatchetmen showing up as reinforcements, or a last-minute escape route opening up as scheduled, or a surprise attack against the PCs from an unexpected quarter. No matter how unusual it seems, he planned it that way... and now he’s going to take advantage of that plan to teach the heroes a well-deserved lesson.

Campaign Use: The Yellow Scar is a sort of second-tier mastermind, a junior-grade Dr. Fang for campaigns in which Dr. Fang’s too powerful to use or he’s made enough appearances for the time being. Also unlike Dr. Fang, the heroes have a chance to really, truly defeat the Yellow Scar; he lacks the enormous organization, resources, and immortality that make Dr. Fang so difficult to come to grips with.

To make the Yellow Scar a more fearsome foe, give him more mystic powers or Extra DCs, and maybe even increase his SPD to 5. To weaken him, remove his Fist Of The Dragon power, and perhaps Clouding Men’s Minds as well. (Removing these powers is also appropriate for games with no mystical elements.)

As a Hunter, the Yellow Scar is brutal and determined. He usually opens up with a powerful frontal attack, retreating if it doesn’t succeed immediately. Then he begins a steady campaign of sneak attacks, threatening the target’s loved ones, and other such evildoing until he can corner the target in a disadvantageous position and destroy him.

Appearance: The Yellow Scar is a tall, thin Chinese man with black hair tied back in a queue and a thin, droopy Chinese-style moustache, but no beard. What would otherwise be a handsome face is marred by a horrific scar on the right side that’s left it twisted and hideous. He usually wears elegant, beautifully-embroidered silk robes, their fine appearance contrasting harshly with his ruined face.

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