

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

CAPTAIN CONSPIRACY

ISSUE #3



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Captain Conspiracy
Real Name: Unknown
Height: 6'2" (1.880 m)
Weight: 248 lbs. (112.49 kg)



Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage [2]
20	DEX	20	13-	
23	CON	13	14-	
13	INT	3	12-	PER Roll 12- / 14-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
5	SPD	30		Phases: 3, 5, 8, 10, 12
8	PD	6		Total: 18 PD (10 rPD)
8	ED	6		Total: 18 ED (10 rED)
12	REC	8		
45	END	5		
15	BODY	5		
50	STUN	15		Total Characteristic Cost: 192

Movement: Running: 12m Leaping: 4m Swimming: 4m

Cost Powers

- 22 *Heavy Blaster Pistol:* RKA 2d6, +1 Increased STUN Multiplier (+¼); OAF (-1), 4 clips of 20 Charges (+¼), [20]
- 5 *Heavy Blaster Pistol:* Another Heavy Blaster Pistol (total of 2)
- 45 *Gun Drone:* RKA 2d6, Autofire (3 shots; +¼), No Range Modifier (+½), Indirect (Source Point is the same for every use, path can change with every use; +¾); OAF (-1), 64 Charges (+½), [64]
- 10 *Rapid Fire:* Autofire (3 shots; +¼) for up to 60 Active Points of non-Autofire RKA, All Shots Must Be At The Same Target (-0); OIF (non-Autofire firearm of opportunity; -½)
- 20 *Heavy Armored Costume:* Resistant Protection (10 PD/10 ED); OIF (-½)
- 12 *Combat Shield:* Resistant Protection (10 PD/10 ED); OAF (-1), Nonpersistent (-¼), Requires A Roll (13- DEX roll; -¼)
- 5 *Polarized Goggles:* Sight Group Flash Defense (5 points)
- 7 *Climbing Gloves:* Clinging (normal STR); OIF (-½)
- 4 *Helmet and Goggles:* +2 PER with Normal Sight and Normal Hearing

Martial Arts: Commando Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm; 35 STR to Disarm roll
4 Escape	+0	+0	40 STR vs. Grabs
5 Kick	-2	+1	9d6 Strike
4 Low Kick/Knee Strike/Punch	+0	+2	7d6 Strike
3 Throw	+0	+1	5d6 +v/10, Target Falls
1 Use Art with Clubs, Knives			

Perks

20 Assorted contacts within various anarchist/hate/radical/terrorist groups across the world

Skills

20 +2 with All Attacks
16 +2 with Ranged Combat
12 +4 versus Range Modifiers
4 *Smooth Talker And Rabble Rouser*: +1 with all Interaction Skills
3 Acrobatics 13-
3 Acting 13-
3 Breakfall 13-
3 Charm 13-
3 Climbing 13-
3 Conversation 13-
3 Disguise 12-
3 Electronics 12-
3 Interrogation 13-
2 KS: Radical Hate Groups 11-
2 KS: The Geopolitical World 11-
3 KS: The Military/Mercenary/Terrorist World 12-
3 Lockpicking 13-
3 Mechanics 12-
3 Oratory 13-
3 Persuasion 13-
5 Rapid Attack ; Ranged Multiple Attacks Only (-1)
3 Security Systems 12-
3 Stealth 13-
3 Streetwise 13-
3 Systems Operation 12-
3 Tactics 12-
5 Two-Weapon Fighting ; Ranged Multiple Attacks Only (-1)
5 WF: Common Melee Weapons, Small Arms, Grenade Launchers

Total Powers & Skill Cost: 304

Total Cost: 496

400+ Matching Complications (75)

15 Hunted: (GM's choice of superhero or heroes) Frequently (As Pow; Harshly Punish)
20 Hunted: The New World Order, Very Frequently (Mo Pow; NCI; Watching)
15 Psychological Complication: Obedient To The Goals Of The New World Order
(Common; Strong)
15 Psychological Complication: Will Not Harm Women And Children (Common; Strong)
15 Social Complication: Secret Identity (Frequently, Major)
15 Susceptibility: if he fails to follow a command from the New World Order, 3d6 damage
Instant (Uncommon)

Total Complications Points: 75

Experience Points: 96

Back Story

Captain Conspiracy is the creation of a secret society dedicated to bringing about a New World Order. The society uses the Captain as a tool to spread terror and mistrust across the world. When not acting publicly, he uses his abilities to assassinate key officials to destabilize world governments.

Captain Conspiracy uses everything from racist groups to disgruntled businessmen to spread his message. He is an expert manipulator and knows how to use others to get what he needs. Only his most influential followers know who they are working with. The majority of those working for him never understand their master wants the entire world to burn.

The society controls the Captain's actions through a potent combination of psychic brainwashing and cybernetic implants. Any time the Captain fails to instantly follow a command, he suffers a massive jolt of psychic energy. Over the years, the Captain has become accepting of the society's directives. The only time he hesitates is when it comes to killing innocent women and children. No matter how much he is punished, he still holds back as much as possible against these targets.

Tactics

Captain Conspiracy prefers to act from the shadows, manipulating others into doing his dirty work. When he takes on enemies face-to-face, he goes all out. There is nothing he won't do to win including maiming and killing his foes. The Captain tries to surprise his opponents. His wall-crawling ability allows him to attack from all sorts of angles. He uses his drones to great effect, lashing out in ways his enemies can't defend against.

Plot Hooks

"ALL OUT WAR"

The Captain has taken control of a multitude of computer servers and news satellites. He uses this equipment to flood the networks with stories about attacks across the nation. The stories involve foreign forces launching nuclear weapons at the United States. The panicked government is fooled by the Captain's actions and will retaliate if he is not stopped.

"SPREAD THE WORD"

Strange pamphlets have been appearing all across the city. The leaflets detail all democracy's faults and why America will fall. The pamphlets are harmless to most people, but some mutate into mindless brutes. The mutated individuals go on crazy rampages that only cease when they are dead. It is up to the Heroes to discover where the pamphlets are coming from and how to stop their dispersal.

Notes _____

Peter Saga
PRESENTS:

INSTANT ENEMY!

