

**VILLAINS
AND
VIGILANTES™**

FANTASY GAMES UNLIMITED

2029

WIGILANTES INTERNATIONALE



**By
Ken Cliffe**

ALSO INCLUDED - THE BONUS MINI-ADVENTURE
**MIND OVER
MATTER**

SOMETIMES EVEN HEROES NEED HELP. THEY MAY BE OUTNUMBERED OR "OUTGUNNED" BY A VILLAIN GROUP. NOW THAT HELP IS AT HAND WITH AN INTERNATIONAL LISTING OF OVER THIRTY POTENTIAL ALLIES TO WORK WITH PLAYER-HEROES WHEN HELP IS NEEDED. ALSO INCLUDING THE BONUS ADVENTURE *MIND OVER MATTER*.

WRITER/CARTOGRAPHER
KEN CLIFFE

ARTIST
JAMES BISHOP

EDITOR
JACK HERMAN

EDITOR-IN-CHIEF
SCOTT BIZAR



CANADIAN SHIELD



STREETWOLF



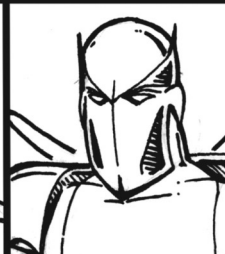
MISTER AMERICA



LADY LIBERTY



MINUTEMAN



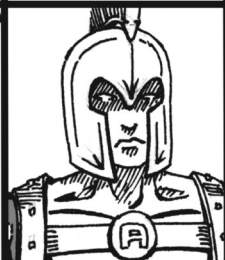
RED RAVEN



REDCOAT



PARTISAN



ARGONAUT



BULLDOG



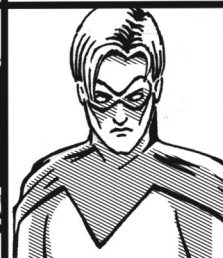
ESPRIT



COMRADE



HARRIER



MASQUERADE



VANQUISHING KNIGHT



EXCALIBUR



MASKED MATADOR



EARTH SCORCHER



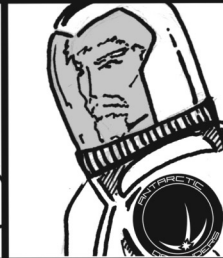
SPEED DEMON



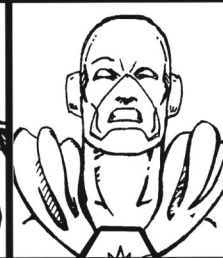
HAWKER



DIANA



COMMANDER BOREAL



CAPTAIN CRISIS



MARX-MAN



WHITE CAPE



INQUISITOR



TASMANIAN DEVIL



NUKENIN



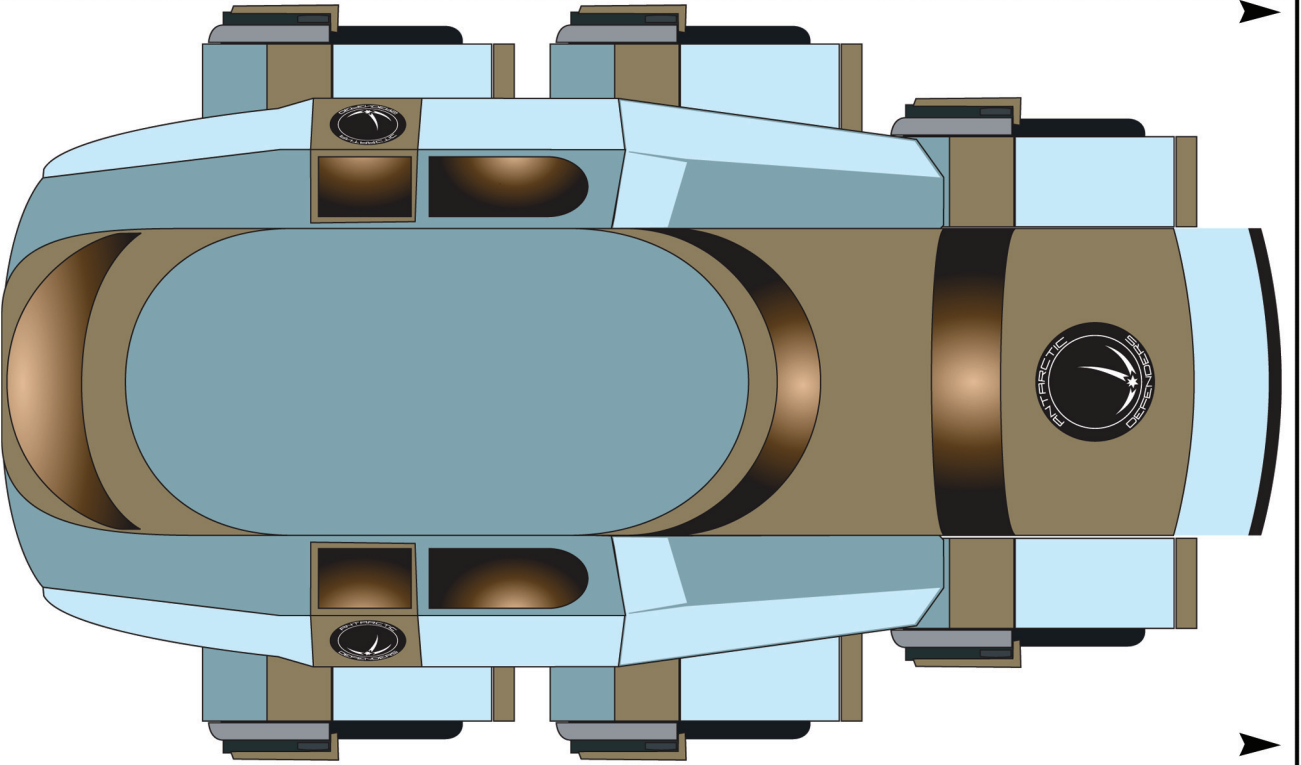
MASK OF MIDNIGHT



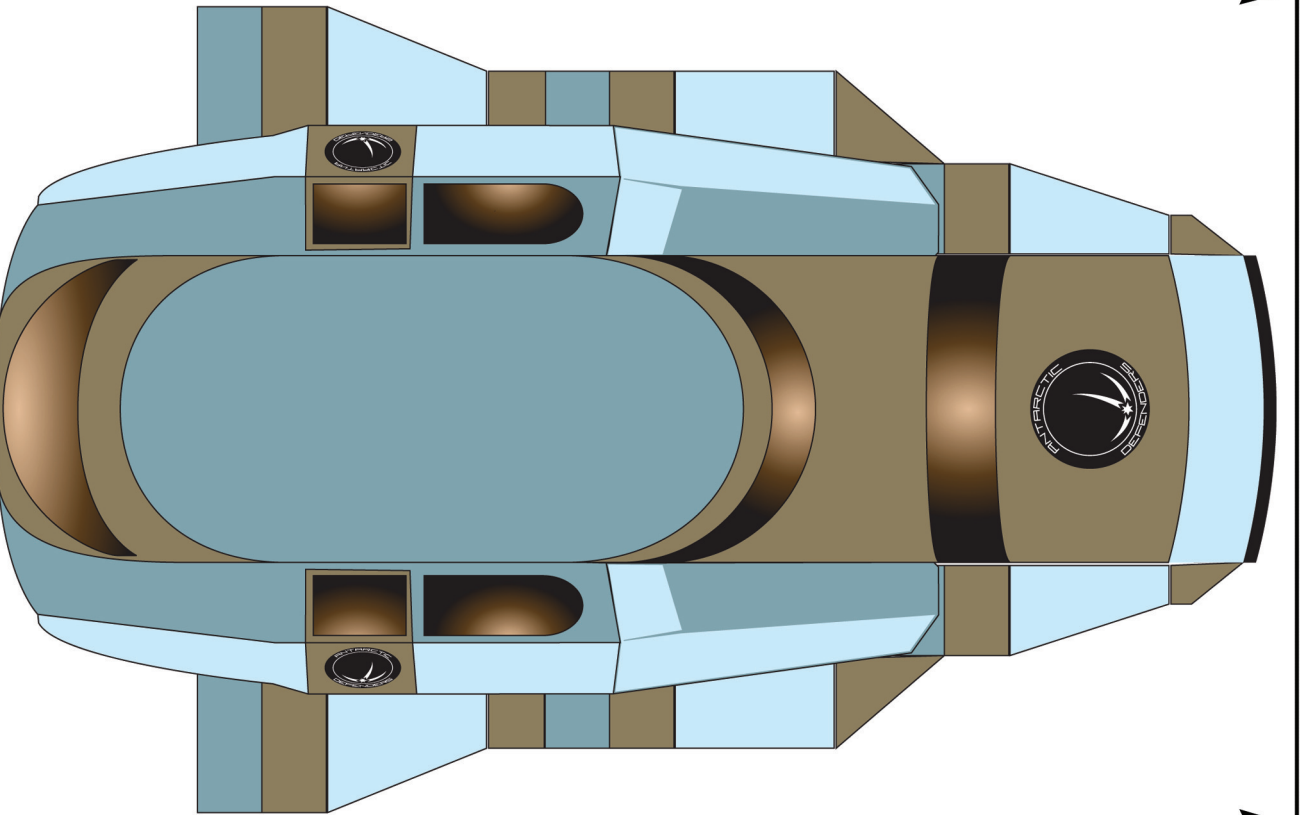
BALLERINA

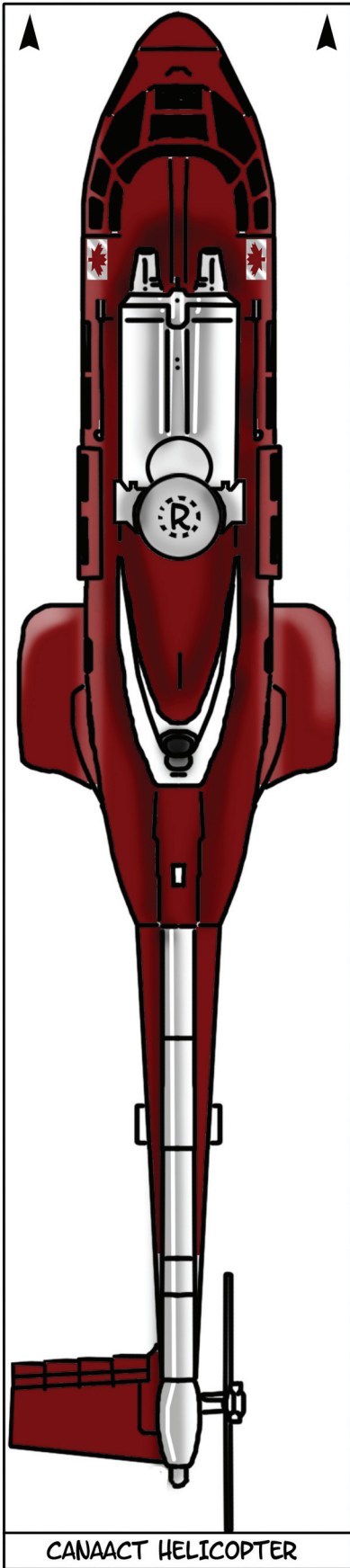
						
PARTISAN	HAWKER	CANADIAN SHIELD	MISTER AMERICA	MINUTEMAN	RED RAVEN	BALLERINA
						
BULLDOG	MASQUERADE	REDCOAT	LADY LIBERTY	ARGONAUT	MARX-MAN	COMRADE
						
DIANA	MASKED MATADOR	WHITE CAPE	VANQUISHING KNIGHT	EXCALIBUR	EARTH SCORCHERS	COMRADE
						
ESPRIT	MASK OF MIDNIGHT	SPEED DEMON	STREETWOLF	EXCALIBUR	COMRADE	COMRADE
						
FLEURY'S GHOST	INQUISITOR	HARRIER	NUKENIN	LEAP-FROG	TASMANIAN DEVIL	COMRADE
						
COMMANDER BOREAL	MARIJO	DE BRUIN	ROTH	HOLMES	BURROWS	CZERKES
						
CAPTAIN CRISIS	CICHOKI	MCNEIL	FLEGG	OLESKIW	PEAGRAM	CANAACT COMMANDER
						
RICKY WILSON	JOHNNY DANGER	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE
						
EDWIN BLOCH	DARLENE WILSON	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE	CANAACT OPERATIVE

ANTARCTIC DEFENDERS' ATV (LAND)



ANTARCTIC DEFENDERS' ATV (AIR/SEA)





CANAACT HELICOPTER



ROTORS 1-3

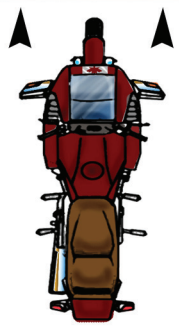


ROTORS 2-4

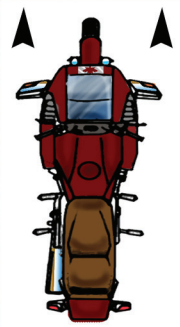
ROTORS PROVIDED FOR GM'S USE
IN GAME TO MEASURE DANGER
ZONE FOR ACTIVE ROTORS



MARX-MAN'S CYCLE



CANAACT CYCLE



CANAACT CYCLE



RCMP CONSTABLE



RCMP CONSTABLE



RCMP CONSTABLE



RCMP CONSTABLE



RCMP CONSTABLE



CANAACT VAN



RCMP CONSTABLE



RCMP CONSTABLE



RCMP CONSTABLE



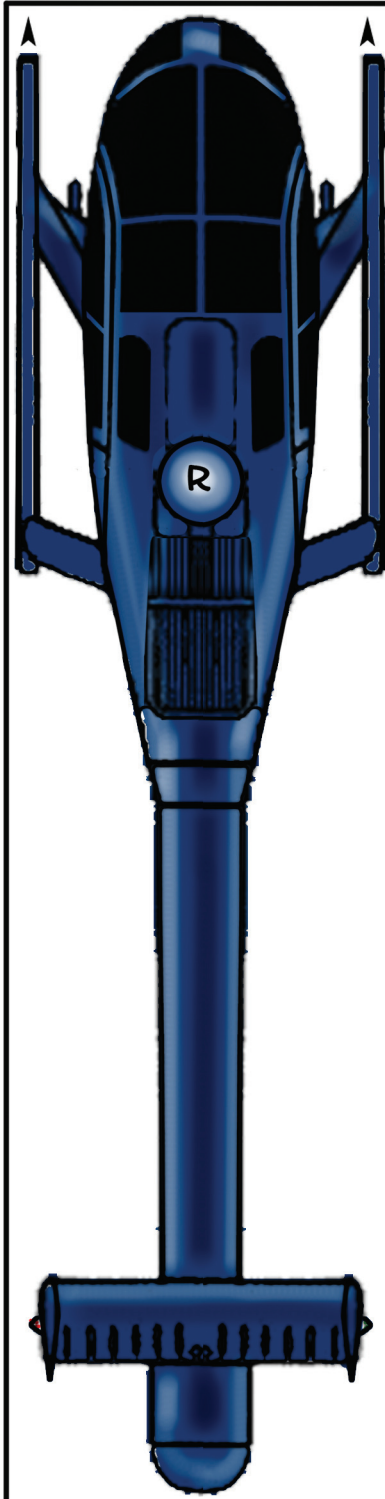
RCMP CONSTABLE



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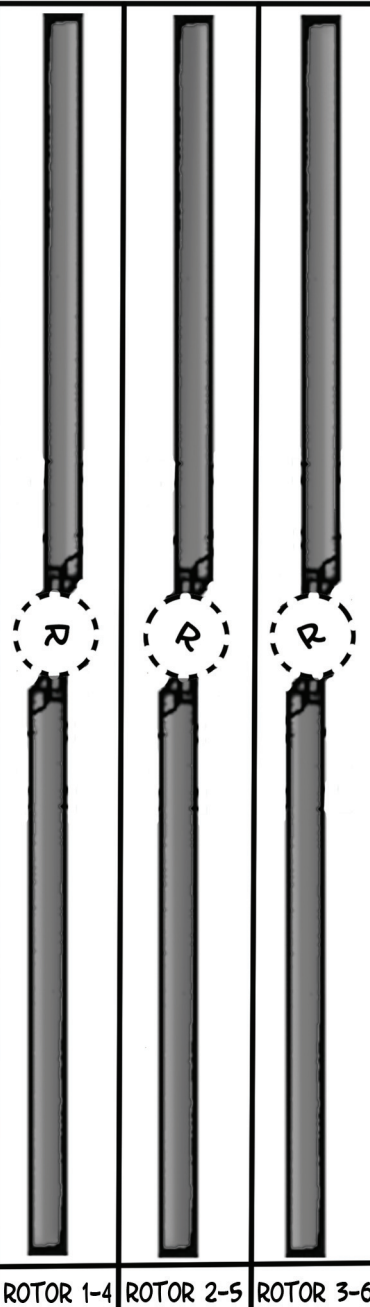
JAMESON BROOKS



HELICOPTER

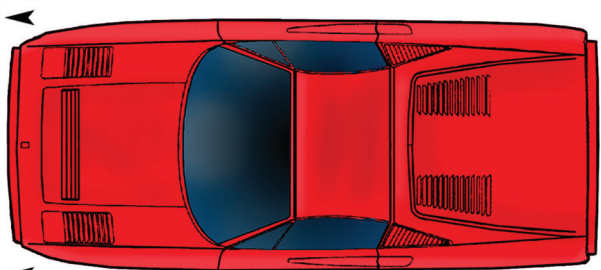


ANARCH


















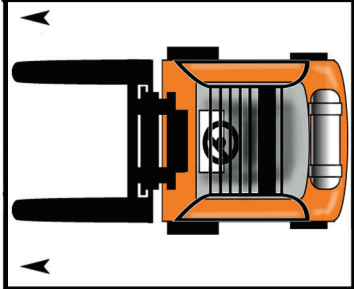
ROTOR 1-4 ROTOR 2-5 ROTOR 3-6

ROTORS PROVIDED FOR GM'S USE
IN GAME TO MEASURE DANGER
ZONE FOR ACTIVE ROTORS

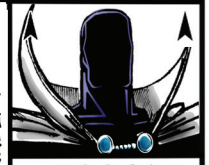


SPORTS CAR

 THUG - 1	 THUG - 2	 THUG - 3
 THUG - 4	 THUG - 5	 THUG - 6
 THUG - 7	 THUG - 8	 THUG - 9
 THUG - 10	 THUG - 11	 THUG - 12
 COMMISSIONER	 SECURITY GUARD	 SCOTT MCGREGOR



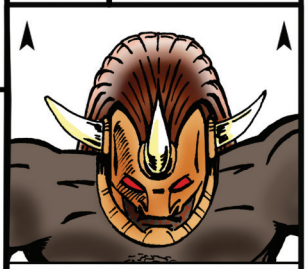
FORKLIFT



THE CONSCIENCE



THE SQUIRE



IRONMANE

**VILLAINS
AND
VIGILANTES™**

FANTASY GAMES UNLIMITED PRESENTS



FREE	1 MAR
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ANARCH



FREE VILLAIN BONUS!

ANARCH

Identity: Malefax
Age: 212 (30 physically)
Level : 15

Side: Evil
Sex: Male
Training: +7 to hit HTH, -4 to be hit HTH, -4 to be hit at range

Powers:

1. **Synthetic Body:** Malefax is an artificial construct derived from an ancient alchemical process. In many respects, he appears to be completely human. However careful use of certain magical detects will reveal the lack of a true 'soul' and his aura of being a quasi-magical construct. In his 'DNA' coding is a single celled sentient organism, alchemically altered and given a hive-like sentience that carries Anarch's memory. So long as any part of his cellular make-up survives, i.e. a piece of his flesh survives, given time, he will fully regenerate. If the true nature of his existence is discovered, and/or he is made aware of this, he will deny the truth of it, believing instead his programming as a vassal of Baen Kudarak, the Dreadlord of the Slayne. Aside from being able to alter his pigmentation at will, he also has the following abilities:

- Heightened Intelligence: +30
- Heightened Strength: +25
- Heightened Agility: +16
- Heightened Endurance: +13
- Regeneration: At Healing Rate per turn.

2. Willpower A (variable use) PR=1 per turn.

3. **Damage Reduction:** If struck by a radiant energy attack (light, heat, electricity, sound waves, etc.), damage from the attack is reduced by up to 50%, using the following table and rounding in Anarch's favor:

Roll 1d6.

1-2 25%
3-5 50%

6 50% AND double dice for option (b) of Energy Absorption.

4. **Energy Absorption:** Anarch has the ability to absorb radiant energy attacks (light, heat, electricity, etc.), but not physical impact or trauma. Anarch may opt for one of two options. Consider the same type and number of dice used to perform the energy attack him by his opponent and then:

(a) He may attempt to completely absorb the damage and dissipate it by rolling the same number and type of dice used for the attack, and dividing the result by two. For example, if an attack inflicts 2d8 damage, he'd use 2d8 as the basis to try to counter the attack. If the result is greater than the remaining damage, then Anarch has successfully avoided damage. If the result is less than the remaining damage, then Anarch takes the damage normally.

(b) He may choose to assimilate and 'collect' the damage for conversion, and must subtract the remaining damage as if he has been normally hit. Then, in his next HTH attack phase he may roll the same dice, as above for additional damage as a carrier attack of 'general' bio-energy. He may not 'collect' additional energies from multiple sources and must choose the specific use of power as each attack occurs. If attacked by multiple sources he may choose option (b) to store and return energy only one time, with any remaining attacks being option (a) until the next game turn.



Military, Disguise, Interrogation, World History, Politics and Computer Science skills all at genius levels of performance and knowledge. Extremely wealthy/resourceful/multiple contacts.

Weight: 200	Basic Hits: 4
Agility Mod: -	Strength: 43
Endurance: 30	Agility: 25
Intelligence: 44	Charisma: 18
Reactions from Good: -4	Evil: +4
Hit Mod: 63.84	Hit Points: 256
Damage Mod. : +8	Healing Rate: 3.6
Accuracy: +4	Power: 142
Carrying Capacity: 8251 lbs.	Basic HTH Damage: 2d10
Movement Rates: 98" ground	
Detect Hidden: 30%	Detect Danger: 34%
Inventing Points: 4.4	Inventing: 132%
Legal Status: No Record, Subversive Mastermind	

Origin and Background: Long ago, a single-cell from a great warrior was placed through a crucible of alchemical process and black art. Soon, a body formed, dark-skinned and fair. He grew quickly, trained by martial masters and cultists, recipient of knowledges long forgotten and bent to purpose.

For nearly two hundred years the being known as Malefax has served his loathed liege, delivering insurrection, performing assassination, feigning death, and infiltrating the world's political machines a la carte.

As a secret mole of Baen Kudarak the Dreadlord, he is consistently found masquerading in dangerous and powerful political positions and is a global threat the world over...

Combat Tactics: Malefax is a sophisticant amongst villains. He attempts to divide and isolate opponents and his methods will almost always be inclusive of collateral damage to cause confusion and distraction as he moves methodically toward his ultimate goals. Many heroes have been led to their graves for their underestimation of this sinister agent.

Personality Traits: Malefax is completely sociopathic and a great pretender socially. A true chameleon in every sense, his only real loyalty is to his 'father', Dreadlord. He does not retreat and does not take prisoners.

Author's Notes:

So many times we'll get e-mail or comment that begs the question of our products, "Who are those guys on the cover of that book?"

We think that this is often a valid question, even more so that we sometimes put a great character up and then the customer suffers because we didn't release their stats and powers.

In light of this and other recent events, we decided that every so often, we'll release a single shot villain as a FREE bonus. This is to say thank you to our customers.

We figure that one character isn't going to break the bank and might go miles toward a little good will and good PR (and we don't mean power)!

Besides that, who doesn't appreciate a good villain? So, enjoy this super villain and may he wreak havoc in all the worst ways to challenge your heroes!

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VIGILANTES

INTERNATIONAL

A

VILLAINS AND VIGILANTES™

SOURCEBOOK

with the Adventure
MIND OVER MATTER

written by Ken Cliffe
illustrated by James Bishop



PO Box 1082
Gilbert, AZ 85299
www.fantasygamesunlimited.net

EDITORIAL INTRODUCTION

Ken Cliffe is has rapidly become “the Stephen King” of Villains and Vigilantes. To date, this is his seventh V&V book to be published by Fantasy Games Unlimited. As of this writing he has also produced a mini-adventure and a good half-dozen short V&V articles which will have shown up in print by this time.

It is no secret that I really like his work, which shows a strong sense of characterization and story-telling, and I think you'll really like this book, particularly. An all-superheroes book has been high on the list of requests from V&V GMs and players. With it the GM can call in reinforcements when his players are really in trouble, orchestrate team-ups between player-heroes and good guy NPCs or just have a bunch of hero characters on hand so that the unexpected extra player, who has yet to roll up a character, can simply be assigned one for the duration of the session.

If this book is successful, then it will, no doubt, spawn other volumes such as Most Wanted has and continues to do. And now, on to the heroes!
Jack Herman, Editor

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AUTHOR'S INTRODUCTION

It all started about two months ago, when I was walking home from the local mall. For some strange reason there was a chill up my spine, almost as if someone was watching me. Finally starting down my street, a black limo suddenly screeched to a halt beside me. I turned to run away but one of them (in the limo) suddenly shouted out, “Hey you! Stay where you are!” For a second there I was afraid he was going to tell me I was going for a ride.

“Come with us, you're going for a ride!”

He did.

Climbing into the back seat, there was a man already sitting there, waiting for me. A Shadow strangely hid his face from sight. He asked me if I was Ken Cliffe. Answering, I demanded to know what was going on.

“Wait and see,” he said.

A short time later they gave me a blindfold. When the car finally stopped, we were in some kind of underground garage. The two goons who grabbed me led me into an empty room with a two-way mirror. Suddenly a voice broke the still air. It was familiar. The mystery voice told me that CAN-AACT (Canadian Action Against Continental Terrorism) was in need of my services as a Villains and Vigilantes writer, with backing from CHESS. It seemed that the two secretive agencies wanted to do a V&V supplement – Strange!

“Villains,” he continued, “have been represented in game terms many times through various writers. What we need now is a listing of heroes so people will know who to run to when Most Wanted super-criminals are spotted.”

Logical, I thought, but added a comment about the resultant danger brought upon myself. After all, desperate villains will find it even tougher to operate with such a reference. More than once had I heard of death threats made against previous writers.

Another voice stepped in to speak. Instantly I recognized it.

“Ken, my name is . . . “

“Canadian Shield! I know. Woooow!”

Lightly chuckling, he continued, “You needn't worry about threats to yourself or loved ones. CAN-AACT and the Canadian Legion have made arrangements for your protection.”

If a guy couldn't believe Canadian Shield, who could he believe? Besides, I'm a Canadian citizen! Why not?! It's my duty!

For the next few weeks I ploughed through CAN-AACT and CHESS files compiling all information in their files on selected known heroes. Taking this data, an even longer time was taken converting it into V&V mechanics. The end product is what you now hold in your hands. If you or any of your friends ever encounter a known supervillain, contact one of the following heroes or groups.

In closing, I'd like to ask that any other fearless writer do the same as I have here. The more heroes we publicize, the more chances we have of protecting this world of ours.

Any opinions you have about the contents of this book would be appreciated if sent to the author in care of Fantasy Games Unlimited. Any errors or misjudgments spotted here about a hero you are familiar with in your area can only be corrected with notification to us here at V&V Central.

Thank you,

Ken Cliffe

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VIGILANTES INTERNATIONAL

CAN-AACT

Canadian Action Against Continental Terrorism is a Canadian attempt at preserving the freedom and rights of both its people and those of the world. This organization has been included here as it demands an equal amount of attention as the famous CHES, but is strangely disregarded by the general public. Superhero or any other form of military action within Canadian borders will be involved in directly by this bureau. Established in the early 1980s, CAN-AACT began with a seven-man council with limited military command. Since then the organization has developed to become a multi-million dollar defense system with literally hundreds of operatives under its command.

The administration was founded by former Minister of Defense, John Gulacy. Following Prime Ministerial order, CAN-AACT's purpose was to predict the actions of known terrorist groups and super-powered criminals. To an extent, they were successful and managed to accumulate the best records available upon paranormal individuals, short of those files of CHES itself.

Striving also to gain mutual trust, Gulacy met numerous times with CHES administrator, Homer Grimsby, to discuss shared tactics between Canada and its southern neighbor.

In time, however, the organization became too diversified to maintain itself and began enlisting the cream of the Canadian military and police crop. The number of listed operatives alone skyrocketed overnight. The government, now committed to its proposals, funded a great deal of this expansion with taxpayers' funds. After becoming established, CAN-AACT began paying its own required monetary funds, but still keeping its existence as secretive as possible (which no doubt resulted in the general ignorance as to its presence).

Since the instigation of CAN-AACT, Canadian terrorism has declined 47%. This in turn has resulted in reducing aggression in American and overseas sectors as well.

When paranormal humans fighting on the side of democracy and freedom appeared within Canadian borders, many were initiated into the administration's ranks, either wholly or probationally.

Operatives have also become functional in directly life threatening situations involving civilians where super-powered support had not, or could not, arrive. Activity in undercover operations also increased, assisting police forces more than any other single group.

Today there are hidden CAN-AACT bases from Nova Scotia to the Yukon and it is now becoming rumor that civilians are becoming involved in administrative matters (like the author).

The common CAN-AACT dispatch or patrol squad will consist of four common agents and one command figure of at least Captaincy rank in either the police or military. Due to this, those forces tend to resent the organization somewhat.

Squads are equipped as follows:

1. **Bullet-Proof Suit:** A comfortable, non-cumbersome base suit which allows the wearer to roll with twice the normal damage in HTH and any other impact form of attack, except direct HTH attacks. Each suit is also flame and explosion retardant. These attacks therefore do only one-half normal damage (rounded down).

2. **Comm-Helm:** A specially designed helmet of flexible tensile cloth which allows each operative to communicate with one another or to their dispatch station. They also provide 9 points of invulnerability to the head area and each has a light flash resistant visor. The visors also provide IR and UV vision.



3. **Air Filter:** A device which is carried in a belt compartment that can be worn over the nose and mouth to neutralize the effects of gas.

4. **Mini-Flashlight:** A high-beam emitter carried in a belt pouch.

5. **First Aid Kit:** Carried by hand or in vehicles, these can be used to achieve obvious benefits such as stopping the flow of blood and such.

6. **Acid Agent:** A chemical which can eat through most materials known to man except diamond, adamantium and the like. It does 1d6 structural damage only and is carried in a small capsule.

7. **Ammo Pouch:** A belt pouch designed for carrying large amounts of ammunition without encumbering the wearer. Overly large shells cannot be kept efficiently in this piece of equipment.

8. **Holding Cuffs:** These are steel alloy hand cuffs and ankle shackles which will withstand 16 points of damage before breaking.

9. **Shield:** These will provide 10 points of invulnerability per turn, with any excess being taken as damage by the wielder. For each incoming attack, an Agility save on 1d20 is made, a successful roll results in the interception of that attack. Each attempt costs 1" of movement when in phase, or 2 power points when out of phase. Only attacks to the front and sides can be stopped/blocked. These shields are only carried in the case of riot control or similar assignments.

The following is a list of weapons commonly carried by CAN-AACT agents:

1. Common Pistol: +3 to Hit, 1d8 damage, A x 6" range.
2. Common Rifle: +4 to Hit, 1d10 damage, A x 10" range.
3. Common Machinegun: +6 to Hit, 1d12 damage, A x 10" range, 4 shell bursts, see automatic rules.
4. Combat Knife: Carried on the inside of the waist belt. +1/+2 to Hit, HTH +1d2 damage, A" range.
5. Gas Grenades: A 3" radius can be filled with a nauseating gaseous material which will overwhelm any action a victim may wish to take until an Endurance save on 1d100 can be made. A wind will carry the gas away in 3 turns. Each man carries three of these grenades in a single belt pouch.
6. Stun Gun: Attacks as Paralysis Ray, +3 to Hit, 8 charges, 15" range, normal wake-up rolls apply.
7. Vibronet: Launched from a specially designed gun, an electrical/laser net is created, covering a thirty degree arc of fire. Those within the area must successfully make an Agility save on 1d20 in order to jump out of the way. Victims are robbed of all power points no matter their defenses (unless the GM sees differently, depending upon the powers in use, such as non-corporeality). If a general gauge is needed for the net to hit, treat its effects at HTH. The device has a 4" range, covering a 5" area of effect.
8. Energy Pistol: +4 to Hit, 1d10 damage, A x 3" range.
9. Energy Rifle: +5 to Hit, 1d12 damage, A x 7" range.
10. Flame Thrower: +2 to Hit, 1d10 damage, A x 6" range.
11. Grenade Launcher: (may be mounted on a rifle) +2 to Hit, A x 12" range. Damage depends upon grenade type used, bonuses to hit with the grenade and the launcher are cumulative.
12. Billy Club: +2 to Hit, HTH +1d4 damage.

The following are the grenade types which may be issued to agents in specific situations:

1. Fragmentary: See normal rules.
2. White Phosphorus: +2 to Hit, 2d12 damage, 2" radius.
3. Incendiary: +2 to Hit, 1d10 damage, 2" radius.
4. Gas Grenades: Carried at all times and are described above.

Each operative is issued a pistol, a combat knife and three gas grenades. Billy clubs are carried at all times by officers and by all troops during riot situations. Any other device or weapon may be carried depending upon the situation. In the case of combat with supervillains, almost all of this weaponry will be brought along.

On the average, operatives will never have vital statistics under 9, except for Charisma. Command figures always have a Charisma of at least 11. Undercover agents will either be dependable soldiers, police officers, or a command figure. These agents always have a patrol somewhere nearby to call in for backup when in trouble.

CAN-AACT depends upon three types of transportation to carry out its various missions, the exact one being used depends upon the nature of the situation. Common patrols use motorcycles, reinforced vans are used for troop deployment and prisoner transport, and light helicopters are used for air cover and surveillance.

Each of these vehicles has undergone modification for administration purposes.

MOTORCYCLE

Weight	Passengers	Cargo Cap.	Speed	Hit Pts. Disable	Demolish
600	1	100	150	6	12

Tires are bullet proof and have 8 structural points. All exposed mechanics are protected by chemical sprays, requiring 12 points of

damage for any harm to be done. Each carries a first aid kit and a communications radio which connects both operatives and the dispatch center.

REINFORCED VAN

Weight	Passengers	Cargo Cap.	Speed	Hit Pts. Disable	Demolish
8000	1 + 5	1000	110	80	160

Tires have 8 structural points, glass has 12 and all surrounding surfaces have 15 structural points. These vans can carry either an entire patrol and the driver, or the back seats may be removed, leaving the driver and any prisoner he might be carrying. A 15 structural point wall will separate the driver from any prisoner.

LIGHT HELICOPTER

Weight	Passengers	Cargo Cap.	Speed	Hit Pts. Disable	Demolish
1700	1 + 2	1500	250	17	34

Glass has 12 structural points and all exposed mechanical parts have 10. Mounted on the bottom is a machinegun, +7 to Hit, 1d12 damage, 4 round burst, A x 15" range (using the pilot's Agility), see automatic weapons rules, the gun fires forward only. There is also a megaphone or loudspeaker located here.

Should the above hardware be insufficient for CAN-AACT needs during an operation, they will call in for more vehicles from the army or the police. Weapons may also be necessary and CAN-AACT will use the same "borrow system" as for vehicles.

CANADIAN ACTION AGAINST CONTINENTAL TERRORISM



1. GROUPS

THE CANADIAN LEGION

The Canadian Legion is a group of heroes who are based in the Toronto, Ontario area. The group's members include Canadian Shield, Redcoat, White Cape, Harrier, and Speed Demon. Canadian Shield is the group's founder and leader. It is the mission of the Legion to defend Canadian soil from hostile activities both externally and internally. This is much like that of CAN-AACT, but on a super-powered scale. To date, this mission has led to the group operating throughout Southern Ontario, although they have, as a group (and individuals) made frequent trips to the Canadian West Coast among other regions of the country.

This team is, in fact, the second formation of the Canadian Legion. The first, although remaining in activity for several months, had no definite base of operations and eventually disbanded. Canadian Shield and Harrier are, and have been, members of both groups. The present base of operations of the group is Legion Hall, located on Murphy Island. The exact location of this headquarters and its design are included here to provide a better idea of how the Legion operates. Base plans for other groups were unobtainable for the purposes of this book (such as the base location of the Soviet Red Sentinels and Commander Boreal and the Antarctic Defenders).

CANADIAN SHIELD

Identity: Richard Noble

Side: Good

Age: 33

Powers:

1. Force Field: Generated from the left glove, 25 charges, it has a 1" range and is permanently shaped in a six foot by three foot pattern, costs 10" of movement to activate with nothing to maintain. Force Screen only. This is a device.
2. Natural Weaponry: +2 to Hit, +4 damage from fighting style.
3. Willpower, Type A: 1 PR per turn.
4. Speed Bonus: +60" ground.
5. Strength Boost: His Strength can be temporarily increased by 5 points. To do so costs 5 power per turn and an Endurance save on 1d20 is made to determine if the boost can be maintained per turn. His stats are as follows with a boosted Strength: Carrying Capacity of 2188 lbs., 1d12 basic HTH damage, 37 hit points, 125" movement rate, and 5 points added to current power. This power is only used in desperate situations.
6. Invulnerability: His chest and head emblem each convey 10 points of invulnerability. Any attacks directed at these areas has a 60% chance of striking the emblems.
7. Vulnerability: Canadian Shield is far too overprotective of civilians and bystanders. This may seem standard for any character, but he will risk his life making sure that a civilian is out of danger, even if that person looks as if they will be untouched anyway.

Weight: 185 lbs.

Agility Mod.: -

Endurance: 17

Intelligence: 17

Reactions from Good: +5

Hit Modifier: 7.38

Damage Modifier: +3

Accuracy: +3

Carrying Cap.: 1283 lbs.

Movement Rate: 120" ground

Detect Hidden: 12%

Inventing Points: 10.2

Sex: Male

Level: 6

Training: Charisma

Basic Hits: 4

Strength: 23

Agility: 20

Charisma: 26

Evil: -5

Hit Points: 30

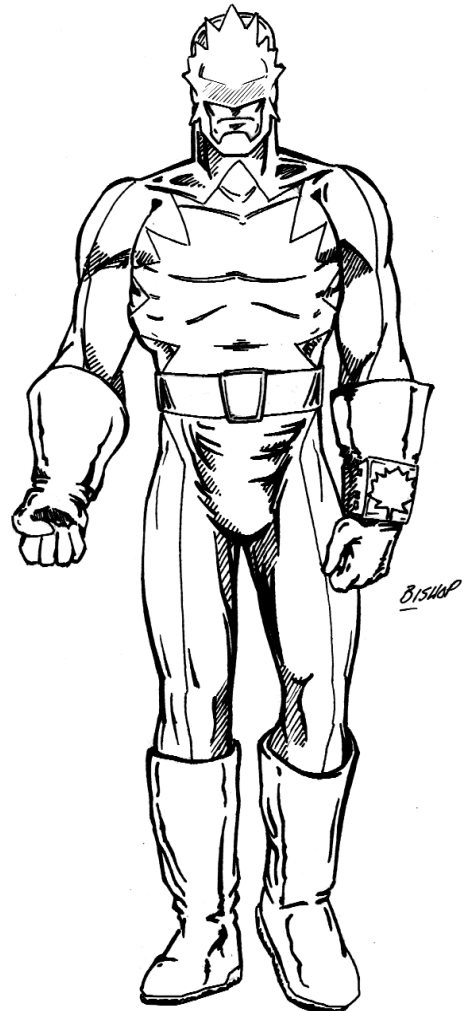
Healing Rate: 1.6

Power: 77

Basic HTH: 1d10

Detect Danger: 16%

Inventing: 51%



Origin & Background: Canadian, Law, Social Work/Charity, Government/Bureaucracy, Accounting/Finance, Research/Technology skills. No criminal record.

Ottawa born, Richard Noble had aspired to become a professional lawyer since his early youth. When the opportunity to attend a local and prestigious university surfaced, he jumped at the chance. Noble attained his juris doctorate years earlier than the actual course outlined. Shortly after graduating, the talented man was taken on by a notable law firm. Richard was the envy of every lawyer in the city.

After years of acting as a high-priced defense attorney, Noble finally realized that what he was doing was not furthering justice, but burying it. The case that shattered Noble's ideals about the system involved his own boss and his very secretary, Joan Reynolds. It seems that Miss Reynolds was taken advantage of one night while working late, but had no witnesses to prove her case against the company "bigwig." Frantically searching for incriminating evidence, Noble came up empty and was forced to watch his employer "walk."

Joan Reynolds was never the same again. For a time, the two developed a close relationship but were tragically separated when the woman was violated again. In his guilt for not having protected the woman, Noble swore that he personally would give this rapist life in prison. This, however, never occurred as the attacker was extradited back to his home United States. There, through a technical loophole, he was free. All Noble could do is watch as the criminal was taken into custody by U.S. officials with a smirk for having beat the rap.

This blow pushed Noble over the edge. In his seeking for vengeance, the lawyer developed his body nearly beyond human limits, using the criminal's laughing face to keep himself going. Finally, when he was ready, Noble crossed the border. Tracking down his prey, he found and killed the rapist. This time there was no court.

Upon his return to Canada, Noble suppressed his anger and guilt in his work, opening his own small legal office in downtown Toronto. It quickly gained the reputation as the best in the area.

Still the attorney had not forgotten what he had done in America and paid emotional penance. Working in his own legal firm, Noble found that he could represent anyone he desired. With the money still saved from prior cases, he could afford to work for free in charity cases.

It was one fateful night that the lawyer's life was to change forever. Returning home to work one night, Noble spotted a mugging in progress. Immediately he recognized the attacker as a man who had escaped justice just days earlier though legal loopholes. Rather than calling the police, Noble sprang into action. After taking out the two thugs, Richard Noble took the victim, Heather McNaughten, to the hospital. This woman would eventually become his wife. This night convinced Noble that he could do more for the cause of justice than being a simple lawyer. His country needed an inspiration if it was to overcome crime.

Utilizing some electronics skills he had picked up in university (using a few credits), Richard Noble fashioned a summonable shield and an electrical conductive pole (later discarded). It was then that Canadian Shield was born, a symbol of justice and patriotism.

Countless times, Noble, as Canadian Shield defended his country both on a national and personal level. Heather, now his wife, came to tolerate his patriotism and goals – even supporting those goals which her husband had set which endangered his life every night.

Eventually, Canadian Shield banded together with fellow heroes to form the original Canadian Legion, but the group was short-lived.

After the original Canadian Legion disbanded, Shield worked on his own for a time. During this time he encountered Doctor Jeffery Tolack, who was inevitably to become his archenemy. He also met Dan White who was to become his sidekick and companion known as Redcoat (see the section on Redcoat).

Soon after, Shield found himself allied with a loyal and powerful cadre of heroes who accompanied him in the forming of a new and current Canadian Legion, one of its members being Harrier, who was a member of the original group's incarnation.

Canadian Shield is still very much in action to the north of the forty-ninth

parallel, both on his own and leading the Canadian Legion. Canadian Shield is also a sanctioned government operative, often following CAN-ACT orders or those of the Prime Minister himself.

Combat Tactics/M.O.: Canadian Shield is a fighter, but still a man who relies on his brain as much as his brawn. If the situation allows, Canadian Shield will always give his opponent the opportunity to explain his or her actions and surrender (as well as an ample amount of speech). If negotiation is impossible, the first action he takes will be to activate his force field and take advantage of an opponent's weaknesses, if known.

In a fight where civilians are endangered, Canadian Shield will attempt to lead his enemy away, but will submit immediately if these innocent people are threatened.

Personality/Character Traits: Canadian Shield holds the value of life, liberty and freedom as sacred. In absolutely no circumstances will he allow a bystander to be endangered without attempting to save that person. If unsuccessful and that civilian is injured, Canadian Shield will be pitiless in his attack on the perpetrating villain. His Strength Boost power is a good game mechanic to use which will reflect this anger. The same can be used if Canadian Shield is near defeat by opponents opposed to liberty and freedom. If Canada were a man or woman, his or her name would be Canadian Shield!

HARRIER (created by Mark Featherstone)

Identity: David Holt

Sex: Male

Side: Good

Level: 3

Age: 27

Training: Strength

Powers:

1. Wings: 595" speed, 1 PR per hour, +3 to Agility, 22 foot wingspan.
2. Heightened Senses: Detection percentages are multiplied by four due to acute hearing, telescopic and night vision.
3. Heightened Strength: +19
4. Heightened Speed: x 2, +1562" flight speed, no initiative bonus.
5. Heightened Expertise: +4 to Hit with special weapon.
6. Special Weapon: Modified long bow, collapses into a spear. The bow has an 800 pound pull (string tension) and therefore requires a carrying capacity equal to or higher than this to string an arrow. Bow range of 200" (a modified distance), +4 to Hit, HTH +1 damage. The spear version has a range of 63" (modified), has a +3 to Hit in hand and a +1 to hit when thrown, doing HTH +1d4 damage.

Special Arrows: These are specially designed shafts to be used for various effects in combat.

a) Bolas Arrow: The bolas entangles a target upon a successful hit (doing 1d3 damage in itself). Victims must make an Agility save on 1d20 to maintain balance. Specific body targets need a special hit to be hit. Three of these arrows are carried.

b) Explosive Arrow: +1d10 explosive damage on impact in a 2" radius. Carrier attacks are made as HTH. Five of these arrows are carried.

c) Stun Arrow: All damages sustained from these are halved (rounded down) with zero scores in damage being treated as a miss. Ten of these arrows are carried.

d) Homing Arrow: These shafts stick to solid objects struck, breaking in two and leaving the head of the arrow still on the object. These heads are homing devices which can be tracked in a ten mile radius. Two are carried by Harrier. To find the head, the victim must roll a successful Detect Hidden roll.

e) Paralysis Arrow: These cause a paralysis carrier attack upon a successful hit. Wake-up rolls apply. Harrier carries three of these arrows.

7. Vulnerability: Triple damage from flame attacks.

Weapons Carried:

1. Dagger: +1 in hand, +2 to Hit when thrown, HTH +1d2 damage, 17" range, 1 carried.
2. Feathered Daggers: Hidden in wings, Detect Hidden roll for others to locate each, +1/+2 to Hit, HTH +1d2 damage, 30" range (modified), 8 are carried by Harrier.

Weight: 195 lbs.
 Agility Modifier: -
 Endurance: 18
 Intelligence: 14
 Reactions from Good: +4
 Hit Modifier: 10.06
 Damage Modifier: +1
 Accuracy: +3
 Carrying Capacity: 4356 lbs.
 Movement Rates: 70" ground, 2157" flying
 Detect Hidden: 40%
 Inventing Points: 4.2

Basic Hits: 4
 Strength: 35
 Agility: 17
 Charisma: 21
 Evil: -4
 Hit Points: 40
 Healing Rate: 2
 Power: 84
 Basic HTH: 2d8
 Detect Danger: 56%
 Inventing: 42%



Origin & Background: Transportation (airplanes), sports, lottery winner. No criminal record.

David Holt, born with wing-like appendages, was what is commonly known as a mutant. With due concern, the boy's parents visited doctor after doctor, specialist after specialist only to fail to find a cure or reversal for their son's bizarre growth pattern. Kept in seclusion, David was educated by tutors who were never aware of his secret. David had no friends and during the summer break of each year he was sent to a summer camp established for the "gifted" only. It was here that David Holt met other people with similar disabilities or oddities. Even the counselors had socially frowned upon mutant abilities. One of these counselors, however, was not as trustworthy as initially expected. It was he who first noticed that the now teen-aged Holt had a flair for archery. Convincing Holt that his raw abilities were extraordinary, the counselor trained David to improve his shooting skill (for a fee, of course).

Returning to the camp after a few years absence, Holt told his "friend" that a scouting agent had discovered him and wanted to put him in a

position to earn a place on the Olympic team (he now wore a special harness which disguised his wings). The counselor was at first surprised, but realized he could use the boy's new enthusiasm to his own benefit. David was offered this man's coaching at a substantially reduced rate. Holt conceded, knowing that his "friend" was on his side of this world of mutant haters. Together, he thought, they could make it all the way to the Olympics on their own.

David Holt was never told that his mutation made his entrance into the Olympics impossible, in fact, his new trainer made up former precedents in which para-normals had been allowed to participate. Holt was now in his late teens and had invested all of his savings in his sporting future, even against his parents' wishes. When his big break finally came, David Holt was made a mockery of in the tryouts and nearly lynched on the spot. In the meantime, his "old friend" had disappeared with every cent the boy had.

Holt vowed never to let this happen again, to himself or to anyone else. In a combination of his mutant abilities and his archery skills, Harrier made his debut. The hero's first encounters were near his home town of Prince Rupert, British Columbia. Eventually he joined the Canadian Legion when he heard about the team's formation. Either through chance or weakness, Harrier found himself repeatedly defeated by villainous females, which was rather demeaning for him.

After the breakup of the first Legion, Harrier worked on his own occasionally and, upon one such mission, returned to Prince Rupert where he met and married a childhood friend. Shortly after this, his superhero activities diminished, even when the new Canadian Legion formed. During this time he also learned that his wife, Joanne, had mutant (fire) abilities of her own.

David Holt has supported his wife and son through his employment as a pilot and his earnings from winning a large lottery.

Combat Tactics/M.O.: Harrier relies almost entirely on his arrows in combat, favoring the explosive type in shooting tough opponents, vehicles and the like. When these run out or are inappropriate, normal hunting arrows will be used (13 are carried in his quiver). In firing at thugs or weaklings, either stun or bolas arrows will be used, the last two being most prominently utilized when information is desired from a target.

If necessary, Harrier will fall back on feather daggers or his side dagger. If pressed even further, Harrier will dive bomb opponents with his bow drawn into a spear.

Personality/Character Traits: Harrier is terrified of fire and will avoid it at all costs. He is also a lackluster diplomat, preferring arrows over words. Since his series of embarrassing defeats by relatively weak females, Harrier will no longer hold back any damage he might cause in fighting female opponents to save his pride.

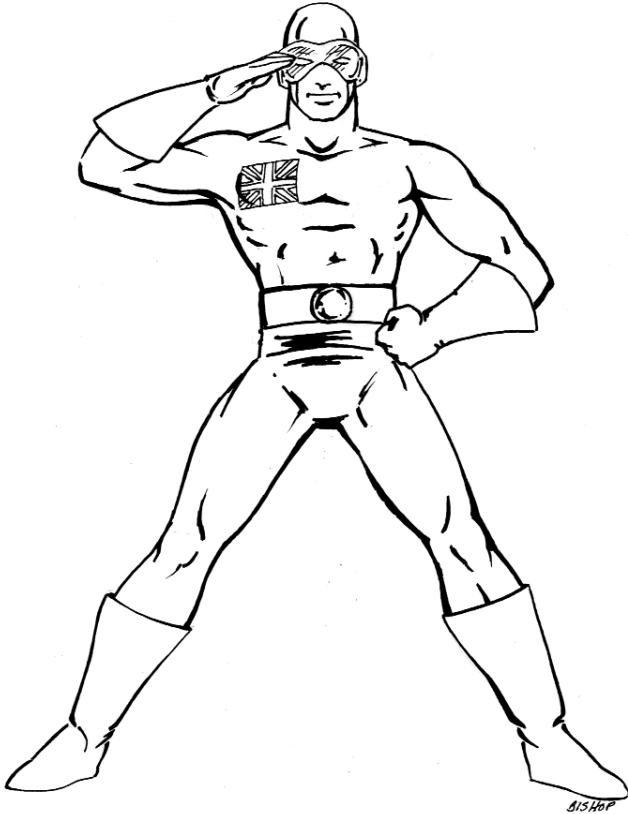
REDCOAT

Identity: Daniel White
 Side: Good
 Age: 23
 Powers:

Sex: Male
 Level: 3
 Training: None

1. Armor, Type B: It is part of his costume, looking like normal cloth. ADR of 43.
2. Heightened Senses: Night vision mask.
3. Weakness Detection: 1" range, +5 to Hit if a weakness can be detected.
4. Natural Weaponry: +1 to Hit, +2 damage.
5. Cable: Fifty feet of cable is kept in his belt with a small grappling hook on the end. This may be thrown and hit a target with a successful Agility save, allowing Redcoat to swing, 42" velocity.
6. Phobia/Psychosis: At the beginning of each new turn a Charisma save is made on 1d20. Failure results in Redcoat's first action being wasted to indecision or used in a rash, potentially deadly action (GM's discretion). Based on this, he also suffers a 25% experience loss each time more experience points are gained.

Weight: 168 lbs.	Basic Hits: 4
Agility Modifier: -	Strength: 13
Endurance: 11	Agility: 12
Intelligence: 15	Charisma: 12
Reactions from Good: +1	Evil: -1
Hit Modifier: 1.82	Hit Points: 8
Damage Modifier: +2	Healing Rate: 1
Accuracy: +1	Power: 51
Carrying Cap.: 277 lbs.	Basic HTH: 1d6
Movement Rates: 36" ground, 42" swinging from cable	Detect Hidden: 12%
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 4.5	Inventing: 45%



Origin & Background: Canadian, Education (student), Research/Technology, Agricultural (grocery store shelf stocker) skills. No criminal record.

Dan White was an engineering student at a Toronto university, but did not devote his full attention to his studies. Dan had always been enamored of superheroes, ever since young boyhood. When the original Canadian Legion was formed, White was ecstatic as he could now follow the adventures of local heroes, with a special interest in the leader of the group, Canadian Shield. For months the student cut out news articles, took pictures, taped public addresses and hounded the group for autographs. It was then, however, that he realized that his grades in school were plummeting. Having no alternatives, White returned to his studies. In the meantime, the original Legion disbanded, its members going their separate ways.

While walking home to his apartment one night, White was jumped from behind by several members of street gang. He put up a fight, but was left for dead. However, as the thugs turned to escape, they ran into a rather muscular chest and were pummeled into submission by none

other than Canadian Shield himself. Dan, now just coming to, witnessed the beating and decided later in the hospital that he too would fight crime like the Shield. All he would need to do was build himself a better body.

Within days White was working out, letting most other hobbies fall to the wayside. He realized too that academics were as important as protecting the innocent, so applied himself to his studies and to working out equally. Using items purchased from the school, Dan White built a protective suit, a sight enhancer and a swinging cable.

When his training was completed, Dan decided that to prove himself a hero, he would have to perform in front of another hero. Since Canadian Shield was still active, Dan, now known as Redcoat, tracked down his idol.

No sooner had he begun when Canadian Shield was spotted in action attempting to break up a gang rumble. Racing to the scene, Redcoat plunged into the mob and began wading his way through. Within three minutes the two heroes had both gangs under control. After the police had left, the boy's inspiration queried him as to who he was. Upon hearing the kid's enthusiasm in being in the hero business, Canadian Shield realized he would not be able to talk Redcoat into quitting. He was also aware that the young man would require more training if he was to survive this new and dangerous world he had chosen. There was something in this new hero that the seasoned champion recognized in himself and it was a combination of these plus other, more personal, reasons that Redcoat was asked to join Canadian Shield as his new partner and student. He never need have asked.

Many times the duo of Canadian Shield and Redcoat fought to preserve the sanctity of Canada. On occasion, Redcoat worked alone, the most important such personal mission being the one in which he met a long-time secret admirer, Julia Lewis, who then became his girlfriend.

One night as Canadian Shield was off on a mission of his own, Redcoat answered a distress call from a scientific lab. Someone had broken into the facility and had stolen a weapon being tested there. There was a catch to the apparently simple job as this gun could kill anyone or anything on contact. After spending the night in search of the thief, Redcoat finally encountered a man on the roof of a rundown tenement. He had obviously been shooting heroin and had the missing gun in his hand!

Before White could move in, the thug defended himself with unbelievable courage and strength. He fired the gun at the young hero. The ray grazed Redcoat's shoulder, but destroyed a concrete chimney behind him. His shoulder was on fire with pain. Without a second thought, Redcoat lunged at the junkie, knocking him off balance. The thug did not recover and fell from the roof to his death. Dan White collapsed in an overwhelming sense of guilt and wasn't seen again for months.

Barely alive and moving from one dive to another, the young man became nomadic, constantly despairing over what he had done, meanwhile the search for White lasted for weeks but turned up nothing. Dan White was assumed to be dead.

White recently surfaced, somehow finding the strength to return to his friends and his old life, but has yet to muster the courage to reveal the exact details of his disappearance. This report is therefore not complete in that White seems to have a secret he is keeping beyond the accidental death of the junkie-thief. He still suffers the effects of his mystery disappearance and is never sure of his actions (see his weakness).

Combat Tactics/M.O.: Redcoat's first action in any combat situation with an unknown villain will be to detect for any weaknesses, that is if his first actions are not wasted. After this he will rely on his armor to absorb damage but will evade if an opponent is shaping up to be tough.

If fighting at night, Redcoat will attempt to gain the advantage over his enemy by smashing out lights if possible, using his glasses/mask to see. Redcoat also enjoys swinging down on opponents, using his added velocity as part of the damage caused. The cable is also used for transportation.

Personality/Character Traits: Redcoat thinks of Canadian Shield as the ultimate hero. Because of this, he patterns his actions after his idol's. Since the accident though, this has diminished a great deal as White/Redcoat has become closed and quiet. He has also begun to show more individuality, starting to develop his own fighting style and pattern of thought.

SPEED DEMON

Identity: Jon Bjornsson Sex: Male
Side: Good Level: 2
Age: 28 Training: +100" ground move
Powers:

1. Heightened Speed: (variant) Ground speed is boosted to 2100" (480 mph), but receives no initiative bonus. He can also run across water at up to ½ ground speed (1050"). Vertical surfaces surfaces can be climbed/traveled at 1/50 ground speed (42"). Speeds may also be boosted to Mach 1 (738 mph or 3247") at 5 power to accelerate and another 5 power to maintain that speed per turn.
2. Heightened Defense: -4 to be hit (-8 at Mach 1).
3. Sonic Powers: Sonic boom created by accelerating to Mach 1. Victims/targets in a 10" long cone with a 4" wide base firing directly behind Speed Demon. Attacks are made as Sonic Powers. Each roll to hit against victims in the area of effect are made individually, ignoring multiple attack rules.

Weight: 165 lbs.
Agility Modifier: -
Endurance: 12
Intelligence: 14
Reactions from Good: -

Basic Hits: 4
Strength: 12
Agility: 18
Charisma: 10
Evil: -



Hit Modifier: 3.5 Hit Points: 15
Damage Modifier: +2 Healing Rate: 1.2
Accuracy: +3 Power: 56
Carrying Cap.: 242 lbs. Basic HTH: 1d6
Movement Rates: 2100" or Mach 1 (3247")
Detect Hidden: 10% Detect Danger: 14%
Inventing Points: 2.8 Inventing: 42%

Origin & Background: Canadian, formerly Icelandic, Research/Technology and Science (biochemistry and some physics) skills. No criminal record.

Jon Bjornsson was the son of a famous Icelandic geographer.

Because of this, Jon was always pressured into following in his father's footsteps, even though he had little interest in the field. This is probably why he attended a Canadian university, looking to get away from his family and their constant ridicule. Instead of geography, Jon studied biochemistry, concentrating on genetics. His enthusiasm both in and out of class in his studies led to his graduation at the top of his class. This was also the cause of his being approached by noted physicist Abraham Charger who taught at the same university. Charger was developing new theories in human kinetics and the machine activity of muscles. With Jon's knowledge in the field and his skill, the two could not fail – and they didn't. A chemical hormone was developed which magnified muscle action, causing such tissue to operate at greatly enhanced speeds.

Just as the findings were prepared for presentation to the scientific community, Bjornsson was caught in an automobile accident which resulted in the destruction of both of his legs. After heated debate, Doctor Charger finally convinced his young associate that he should be the first human to test the serum the two had developed.

The results were as predicted, but not in the sense anticipated. Jon's legs completely regenerated themselves. Along with this, his formerly removed appendix and tonsils also grew back. The side effects shocked Charger into realizing that more testing of the serum was definitely required. The potion could also have been perfected if a lone thief had not broken into the lab and taken the vial along with the only design notes for its production. In any case, Bjornsson recovered quickly and was soon back on his feet.

Actually, he was on more than just his old feet, the new ones could move him at incredible speeds. These speeds were put to good use for the first time when Jon apprehended three bank robbers – while driving from the scene of the crime! This was the deciding factor in Bjornsson's change of lifestyle. His amazing speeds would be put to use for mankind.

Jon's fervor for his new occupation won over the apprehensive Doctor Charger, who suggested his new name, Speed Demon. This was probably the one step which would lead Charger to become so involved in the superhero community.

When the second Canadian Legion was formed, Speed Demon joined. After experiencing many potentially deadly adventures, Bjornsson is still convinced that he made the right choice in changing his life. Recently Speed Demon has made a costume change. To present, the thief who stole the muscle serum is still at large.

Combat Tactics/M.O.: Speed Demon most commonly uses his great speed in combat to gain the advantage over his opponent. He enjoys running around enemies, evading while he does so, and striking the confused victim. Since his sonic attack is useful over a wide area of effect, it will only be used when no allies are present to be injured.

Personality/Character Traits: Speed Demon enjoys being flamboyant and colorful (as his new costume reveals). He can often be heard making fun of opponents and taking cheap (but always humorous) shots at any outstanding facet of the opponent's looks or personality. This can be his greatest advantage or greatest weakness.

WHITE CAPE (created by Kevin Fletcher)

Identity: Robert Donavin Sex: Male
Side: Good Level: 4
Age: 27 Training: +1 to hit HTH
Powers:

1. Transformation: Donning his cape activates all super-powers. When not activated, the cape mystically becomes one with any clothes presently worn so as to be invisible – in essence it is always worn, but not always seen. Weight is also increased upon making this change. The cape itself is completely invulnerable.
2. Heightened Strength: +20
3. Flight: Speed of 540 mph in atmosphere, 1 PR per hour.
4. Power Blast: (spirit bolt), 25" range, 1d10 damage, 2 PR or 1d20 damage costing 5 power.

5. Invulnerability: 6 points plus another 6 (12 total) against HTH, explosion, falling, natural fire and natural cold attacks (including fire and ice powers).
6. Adaptation: Offers protection from the elements only (no defense), no PR.
7. Reduced Charisma: -5 due to aura of mysticism.
8. Special Requirement: Loses all powers if the cape is removed. It is held on by a bronze clasp (9 structural points).

Weapons Carried:

1. Mace: +2 to Hit, HTH +1d4 damage

Weight: 210 lbs.	Basic Hits: 5
Agility Modifier: -	Strength: 36
Endurance: 15	Agility: 14
Intelligence: 13	Charisma: 9
Reactions from Good: -	Evil: -
Hit Modifier: 7.2	Hit Points: 36
Damage Modifier: +1	Healing Rate: 2
Accuracy: +1	Power: 78
Carrying Cap.: 5056 lbs.	Basic HTH: 2d8
Movement Rates: 65" ground, 540 mph in flight in atmosphere	Detect Danger: 14%
Detect Hidden: 10%	Inventing: 39%
Inventing Points: 5.2	

When not in the form of White Cape, Robert Donavin possesses many abilities that make him formidable on his own. His stats are listed here:

ROBERT DONAVIN

Identity: Robert Donavin

Level: 4

Powers:

1. Occult Knowledge: Donavin's knowledge is so vast that he most likely is aware of everything to be known about the occult.
2. Heightened Senses: Demonic or mystical activity in an Intelligence inch radius can be detected, rendering a 30% bonus to Detect Hidden on appropriate occasions.
3. Heightened Charisma: Spirits and demons will recognize Donavin's powers and react accordingly. His Charisma in these cases is 31 (+6 from Good, -6 from Evil and neutral alignment reactions).
4. Exorcism: Donavin cannot exorcise demons and spirits from the possession of living things, but can from nonliving items (i.e., a house, zombie, etc.). Only priests can exorcise spirits and demons from the living.
5. Willpower, Type A: Immunity from possession and fear type attacks from mystical forces.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 16
Endurance: 15	Agility: 14
Intelligence: 13	Charisma: 12
Reactions from Good: +1	Evil: -1
Hit Modifier: 3.6	Hit Points: 14
Damage Modifier: +1	Healing Rate: 1.6
Accuracy: +1	Power: 58
Carrying Cap.: 476 lbs.	Basic HTH: 1d6
Movement Rate: 45" ground	Detect Danger: 14%
Detect Hidden: 10%	Inventing: 39%
Inventing Points: 5.2	

In most cases Donavin will remain in normal form and attempt to combat evil in this form. Unless severely pressed or unable to have an effect on an opponent, he will then activate his cape.

Origin & Background: Canadian, Religion/Mysticism, Scientist (psychology), Business, Investigation skills. No criminal record.

As a child Robert Donavin was as normal as could be. He lived with a middle class family in a middle class house, played with other middle



class children and appeared totally average. For his thirteenth birthday, Robert received a present which would change his life. A Ouija board was sent special delivery to the Donavin home. Robert was home alone at the time and hid the "neat" present in his room. His parents would have probably taken it away, especially if they had known that it came from Robert's great grandmother, the black sheep of the family.

For some time the boy played with the board, not really knowing how it worked. Two weeks later he made an incredible discovery. By spelling out a certain message, the spirit of a girl appeared before him. When finished screaming and running through the house, Robert mustered the courage to reenter his room. The spirit still loomed above the room, but seemed benevolent. After speaking in monosyllables at first, the two began speaking freely. The girl claimed to be the daughter of a rich statesman who had died in a carriage accident during the Seventeenth Century. As time passed, the two became close friends. It was a late summer night when a lovesick Donavin asked the spirit if it would come and live in his home. The girl's expression changed to one of pain as she disappeared and an evilly horrible face replaced her. Robert had invited the Devil into his home.

It seems that the spirit was in fact that of a girl who was burned to death along with her parents in Salem, Massachusetts in 1692, the infamous year of the witch trials. Using the girl's spirit, the Devil tricked young Robert into inviting him into the Donavin home. Over the course of the next week the Donavin family was besieged by the evil spirit. Refusing to leave, Robert's parents did not believe his wild stories. Priests and exorcists tried desperately to free the home, but to no avail. Finally, in a massive explosion, the house went up in flames. Robert survived the devastating attack, but his parents did not. When inquests and searches were finally completed, Robert was put into a foster home.

Becoming reclusive, the boy defied the spirit who had tricked him as well as the evil force behind it. It was decided that these powers would pay and that he would be the one to make them pay!

As the years passed, Donavin studied the occult with incredible fervor. All his money was invested into the study. The teen had no friends. When his foster family tried to convince Robert to see a psychiatrist, he ran away from home, his family apparently not willing to help him in the hunt for vengeance.

Raising money through various jobs, Robert Donavin managed to pay his way through college. His studies centered on theology and philosophy. When locating a special school, Donavin attended and there studied mysticism, the occult and demonology. After graduating with flying colors, Donavin planned to go into the business of demon hunting. Before being able to do so, however, the young man felt a strange compulsion to travel to Rome and continue his occult investigations.

Upon arriving, Donavin first visited a small chapel located in Vatican City. Again a compulsion came upon him, this time to approach the altar. Stepping out from behind large tapestries, five priests stood before him. Robert was informed that he had been chosen to become a champion of God and that he would join the Warriors of Good. Amazingly he understood the clerics and accepted a white cape offered him. Donning the cloth, Robert was immediately transformed into a powerful superhuman with mystical strengths. Taking the name White Cape, Donavin followed the priests' instructions to return to the world and combat the forces of the Devil and his evil demonic horde. For the first time since the deaths of his parents, Robert now felt fulfilled in thinking that he now had the ability to avenge his parents' deaths.

Returning home to Toronto, Canada, White Cape battled many evil mystics and demons, in both his civilian and superhero identities. During this time he also joined the new Canadian Legion as it formed, to continue his fight for good. In that time he also managed to imprison a mischievous spirit which had been terrorizing a little girl by trapping it in that same girl's doll. When this did not succeed completely, Robert Donavin was forced to keep the doll somewhere where it could be kept tabs on. His office was the only place that could be thought of. After causing great amounts of trouble for both staff and clientele at the office, the spirit's powers were diminished even further. The doll has since been

named Margaret Anne, as sort of an insult to the force contained within.

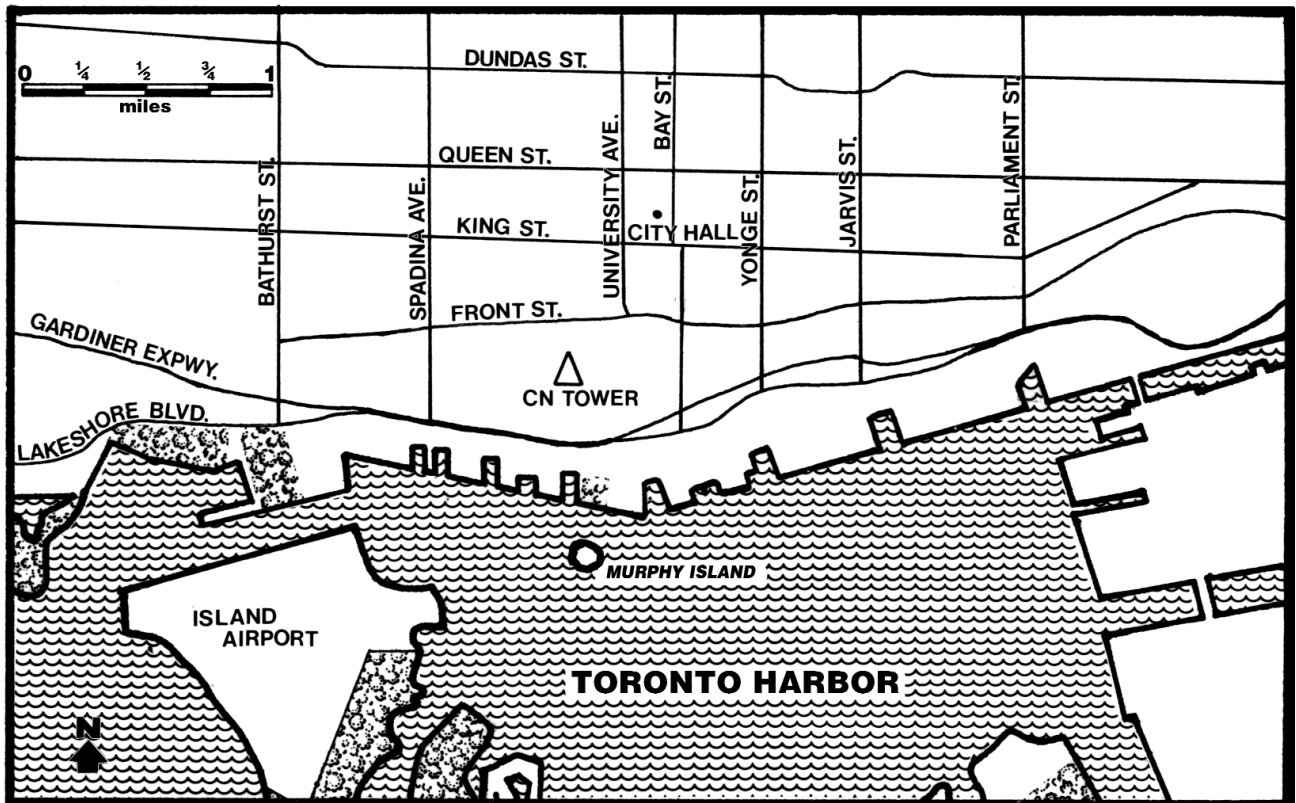
The latest, and possibly the most crucial, decision has been made in the career of White Cape just recently: The hero publicly revealed his secret identity to further his crusade against the forces of darkness.

Combat Tactics/M.O.: Since revealing his secret identity, Donavin often investigates a case in civilian form, better utilizing his demonology skills and tools. In the form of White Cape he most commonly uses spirit bolts, the weaker form on weaker opponents. His mace is sometimes used in close HTH combat as are direct fist attacks. White Cape almost never evades, relying on his Invulnerability to protect him. If a tough opponent is present, he will use evasion if necessary.

Personality/Character Traits: White Cape places his entire inspiration and powers in God's will. He will commonly be heard thanking God for his divine gifts, particularly after having defeated an especially powerful enemy. He will never be heard cursing or taking God's name in vain. Against mystically powered enemies, specifically those of hellish origin, White Cape never pulls damage, releasing all of the energy and strength he has. Against villains of non-mystical origin, White Cape fights lightheartedly, often making fun of opponents. The Robert Donavin side of the man is much the same, but relies more on ingenuity and cunning to win over his opponents.

LEGION HALL

The Legion Hall is the base of operations or headquarters of the Canadian Legion. As stated previously, designs for other base plans have not yet been revealed by organizations such as CHES or CAN-ACT so as to keep security tight on such questionable groups as the Soviet Red Sentinels and Commander Boreal and the Antarctic Defenders. In any case, Legion Hall is situated on Murphy Island, a man-made land body. This island is located mere hundreds of feet from the Toronto mainland, as can be seen on the map of Southern Toronto.



Plot Plan

The following is the description of the base, beginning with an overview of the grounds and ending with the last subbasement.

Murphy Island is named after the largest contributor to its construction, millionaire Randolph Murphy II. The island itself is roughly two hundred fifty feet (50") in diameter with a thirty foot (6") sheer cliff face on the perimeter of every shore. Encircling the grounds of Legion Hall is an eight foot high stone wall with 9 structural points in its reinforced construction.

Intruders on the island larger than a small animal are detected by security systems with a silent alarm alerting present Legion members. Each group member is issued a special identification card corresponding to that person's vital statistics (not game statistics) which can be monitored by island security systems. Guests within the Hall are given standard issue visitor cards, which computers recognize as approved visitors. Of course, cards are collected upon guest departure. Visitors at the front gate can be communicated with via an intercom system connected with the main house. It should be noted that nothing can be operated within the base without a security card of sufficient level (not including mundane items of course). Surveillance cameras are also hidden about the island that are monitored by a remote console in the computer room (Level 3). The same can be said for similar cameras hidden within the main house itself, or any sub-basement.

A,B,C: Hidden entrances and exits to the Legion Hall from which access can be made to any one of the escape doors on the lower floors or the hatches themselves. These portals have assumed positions, as do all secretive items in the base, as the Legion could not give out important information such as this. This guess-work has been done by the writer. Detect Hidden rolls are required for these exits to be spotted.

- A) Hidden in a tree stump
- B) Hidden in a rock
- C) Hidden in the cliff face

These tunnels are concrete lined and have 6 structural points. More than this sustained in damage will cave in a tunnel.

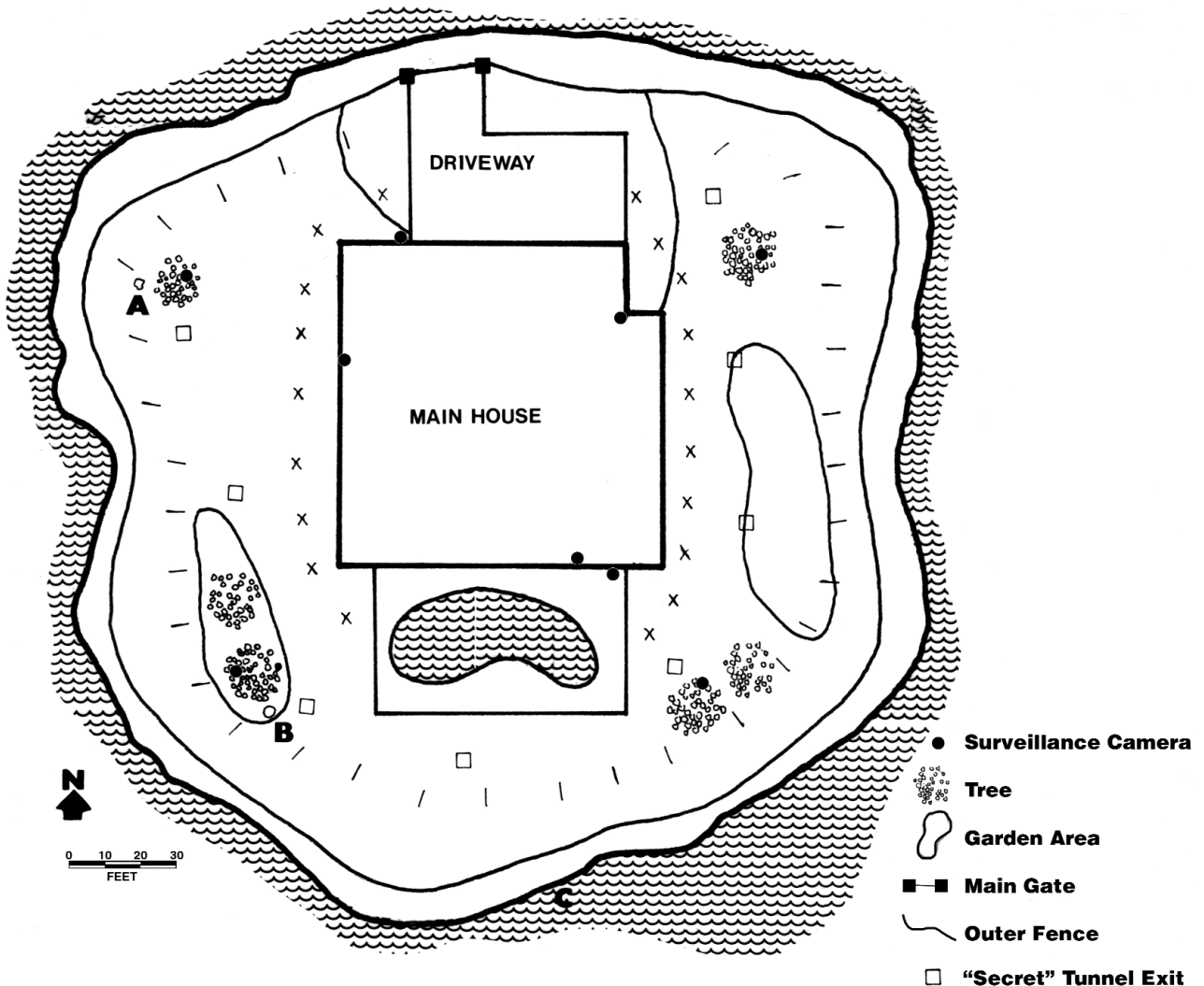
The swimming pool on the island is of conventional construction with a fencing around the patio which is six feet tall. The pool has 6 structural points. The fence has 5 structural points in any one place.

The concrete driveway in front of the building is of ordinary construction.

On the roof of the main building there is a helicopter landing pad. The roof, like the grounds, has security alarms and surveillance cameras.

Stun Ray: Specially designed guns that are hidden under a trap door disguised as the ground of the surrounding area. When an intruder is in the area, the guns spring up and attack. They act as Paralysis Ray attacks having 5 charges. They attack as fourth level

MURPHY ISLAND - PLOT PLAN OF LEGION HALL GROUND AND SECURITY SYSTEMS



and always have an initiative of 30. Each gun has 8 structural points. These guns are the outer defenses of the island.

Net Traps: Pits which open when stepped on by someone without a security identification badge. An Agility save on 1d20 will allow the victim to clear the pit. Within this pit is a steel cable net, which entangles its victims. The net has 11 structural points.

Knock-Out Ray: These guns are like the stun ray as above in all ways except that these form the last defense for the base and are therefore more powerful. On a successful Paralysis Ray hit, these guns tap all of the victim's hit points immediately. An Endurance save on 1d100 will negate these effects. The guns' effects will last fifty turns minus the victim's Endurance score in turns. Scores of 0 or negative after this subtraction are treated as 5, which is the lowest possible. Each gun has 8 structural points and can fire five times. The effects of these rays cannot be rolled with. Once the effects of the ray are over, hit points return to original amounts.

To reach Murphy Island from the mainland, a hydraulic bridge can be made to rise from the water by an occupant of the base or by using a Legion membership card to activate the bridge through a radio signal. An entrance to the underground parking garage can be found in a relatively secluded wooded area in the Toronto Harbor area.

Main House

GROUND LEVEL

B: Bathroom, a common, everyday washroom.

C: Closet, a small place under the stairs where coats and hats can be stored.

D: Dining Room. An eating area with a large oak table, seven chairs, fine china, a chandelier, etc.

K: Kitchen. A common cooking area, equipped with a refrigerator, oven, stove, tables and counters.

LR: Living Room. A well furnished, comfortable room for lounging and relaxing.

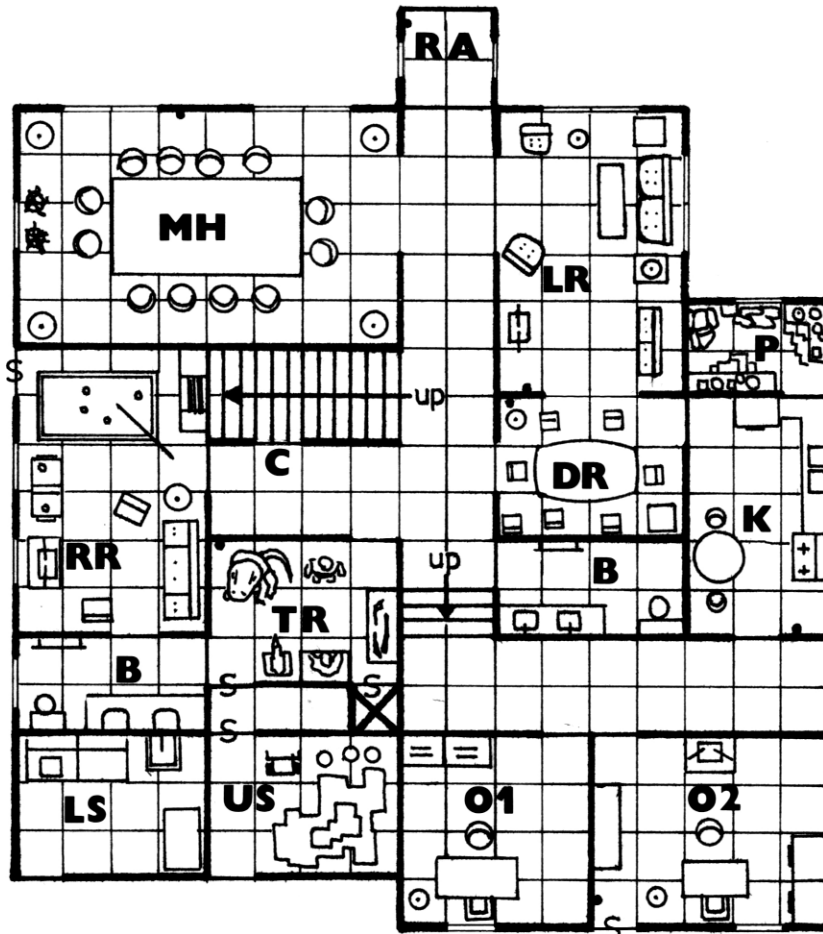
LS: Laundry Shed. A wooden addition to the main house which is not actually part of its original construction. The shed houses a washing machine, dryer, washtub, and other mundane items. Wooden walls have 3 structural points.

MH: Meeting Hall. The room in which the group meetings take place, public appearances and press conferences may also be held here.

O1: Office Number 1. All legal and other assorted paperwork associated with Legion missions is conducted here. Present is a desk, two chairs and a few filing cabinets.

O2: Office Number 2. Paperwork and other duties having to do with public relations are handled here. It is furnished in the same fashion as Office Number 1.

MAIN HOUSE - GROUND LEVEL



1 SQUARE = 5 FEET

“S” - All marked are secret passages.

Pantry: Foodstuffs required in the kitchen are stored here.

RA: Reception Area. This is the location where guests are met by a group of members or by Jameson.

RR: Recreation Room. A place to relax which contains a pool table, television, VCR/DVD, stereo, air hockey table, video games, chairs and a couch.

S: Secret Door. These concealed portals can only be spotted with a successful Detect Hidden roll.

TR: Trophy Room. Trophies collected from the various adventures of the Canadian Legion are kept here to impress guests. In the lower section there is a false wall which hides both the elevator and a secret entrance into the base.

US: Utility Shed. Like the laundry shed, this area holds common maintenance supplies required for the upkeep of the main house and the grounds.

Secret Elevator: Leading to the underground levels of the base or to the above floor, this device can be rendered inoperable if 15 points of damage is done to it. The elevator will only operate if a Canadian Legion membership card is placed in a slot beside the door.

SECOND FLOOR

B: Bathroom. In appearance, this is a common bathroom. The room is never used by Hall occupants as it is, in fact, an access route to the

secret elevator.

BBR: Butler's Bedroom. Furnished like the others (see below), but to the occupant's own tastes, this being Jameson's bedroom.

BR 1-7: Bedrooms Number 1 to 7. These are the rooms slept in by Legion members or guests. Each contains a bed, dresser, private bathroom, closet, and those items the occupant cares to add. The rooms are assigned to members or their guests as follows: BR1) Canadian Shield, BR2) Redcoat, BR3) White Cape, BR4) Visitor, BR5) Visitor, BR6) Harrier, BR7) Speed Demon.

For the most part, these rooms are usually unused as each member has a home of their own and resides there. Speed Demon is the only exception to this.

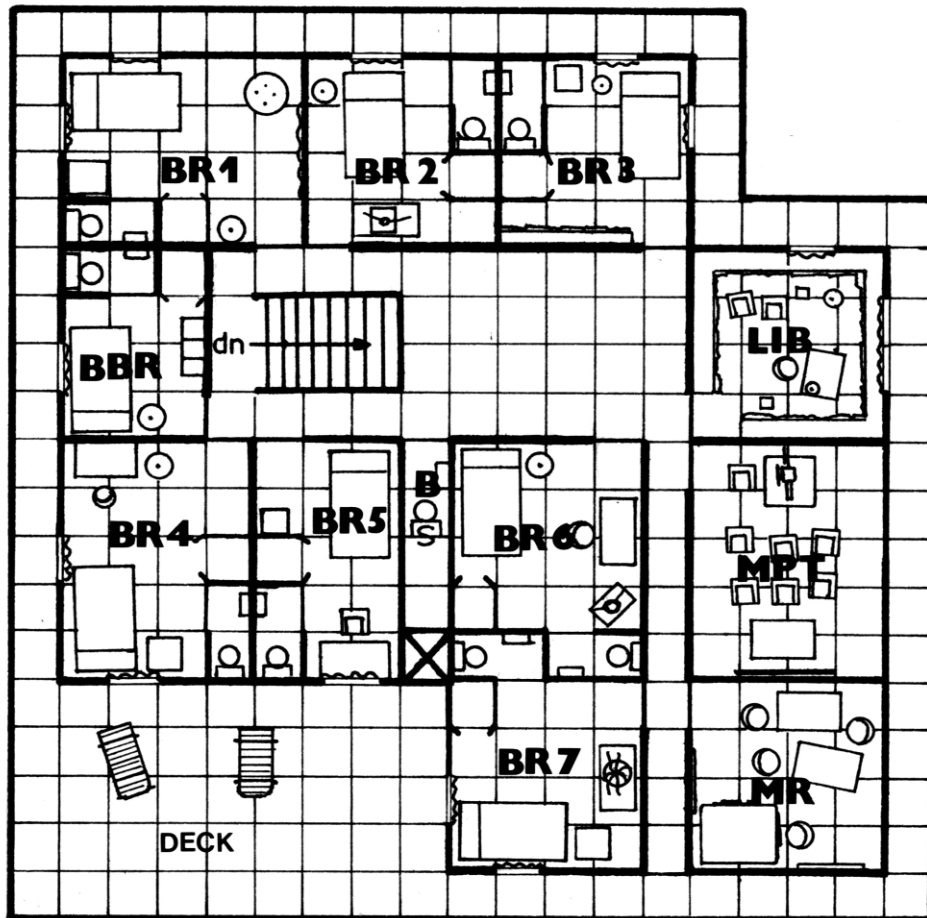
Deck: A wooden construction balcony exposed to the out-of-doors, this area connects to a wooden walkway which surrounds this level of the main house (a wrap-around balcony/walkway). These areas have 3 structural points in any one spot.

LIB: Library. A room filled with books and texts of all kinds on different levels of shelves. There are also a few desks, chairs, lamps, computer terminals, and foot stools in this room.

MPT: Motion Picture Theater. In here is the apparatus required to view movies. The room is mostly used to show films taken of mission targets, but can still be used for recreation viewing.

MR: Map Room. Various maps and graphs of the world are present

MAIN HOUSE - SECOND FLOOR (UPPER LEVEL)



1 SQUARE = 5 FEET

here for Legion use. There is also a light table and a couple of large tables.

All ceilings in the Main House are eight feet high and are made of concrete, wood, and steel (as are all walls and floors), all having 8 structural points. Wooden doors have 3 structural points as do stairs. Windows have 2 structural points.

FIRST BASEMENT

C/C: Communications/Computer Room. The computer center of the building, security is controlled from here as is communication to other computer networks, telephones, satellites, and television sets. Ten points of damage will render the computers inoperable.

CL: Crime Lab. History files and forensic science equipment is present for the residents/occupants to conduct police-like investigations. Eight points of damage will make computers here inoperable.

CR: Control Room. This is the room from which the danger room is controlled by computer. An individual's statistics can be programmed into the computer and different levels of difficulty can be provided to give a simple, challenging, or even fatal level of workout. The computers can be made inoperable with 10 points of damage distributed around.

Danger Room/Gym: This workout room can be computer manipulated to provide a difficult training session for a hero, including illusions and other traps. The room can also function as an ordinary gym. Walls and ceilings here have 11 structural points.

G: Generator. A loud, bleak room with a large electrical generator to provide power for the base. A backup generator is also present. Thirty points of damage will cause either of the generators to be destroyed, while ten points will disable either of them.

Garage: Connected to the base through a long submerged tunnel, the entrance to this tunnel is hidden in a small, scrub area which is rather secluded. The garage has ten parking spaces.

H: Hospital. An emergency room for the injured. Devices here can be used to stabilize one's condition and provide assistance in healing if medical treatment had been applied (1.4 healing rate modifier per day).

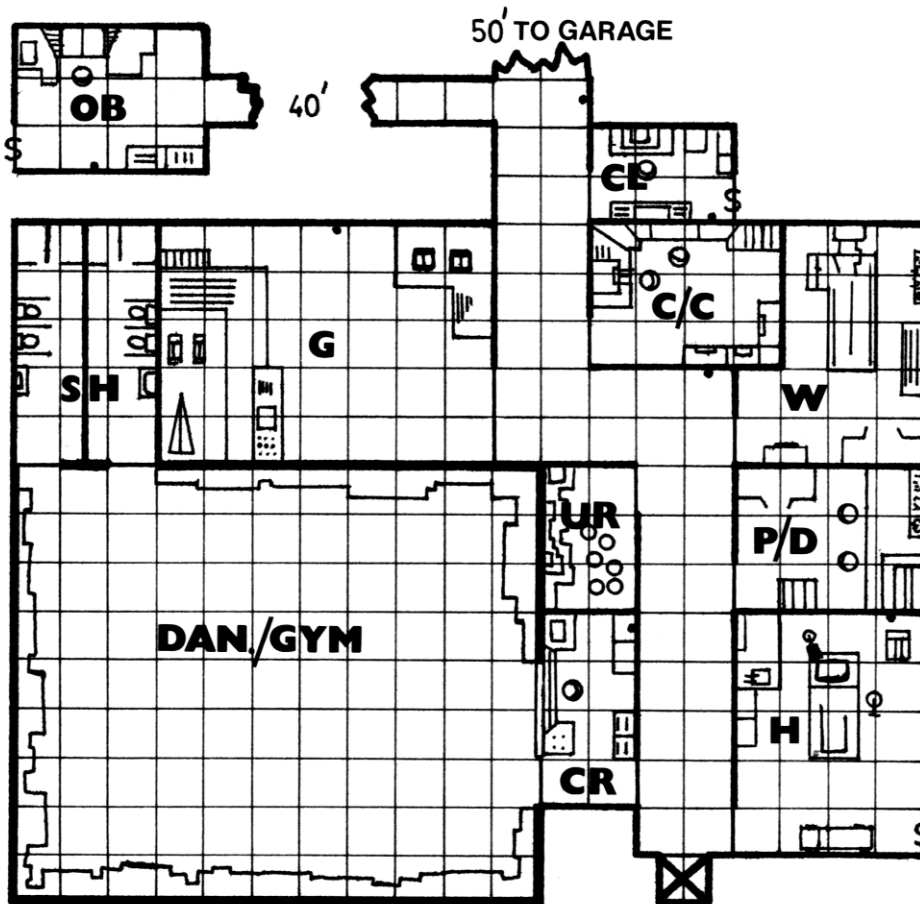
OB: Observatory. All the devices necessary are here for stellar observation. When in use, a telescope will rise ten feet from the surface of the ground through a concealed door. Ten points of damage will make the observatory inoperable.

P/D: Photo Lab/Dark Room. For use in developing and processing film. All required chemicals and equipment are present in this room.

SH: Showers. Divided into two sections, the occupants of the Danger Room can use these facilities. One section is for males, while the other

FIRST BASEMENT

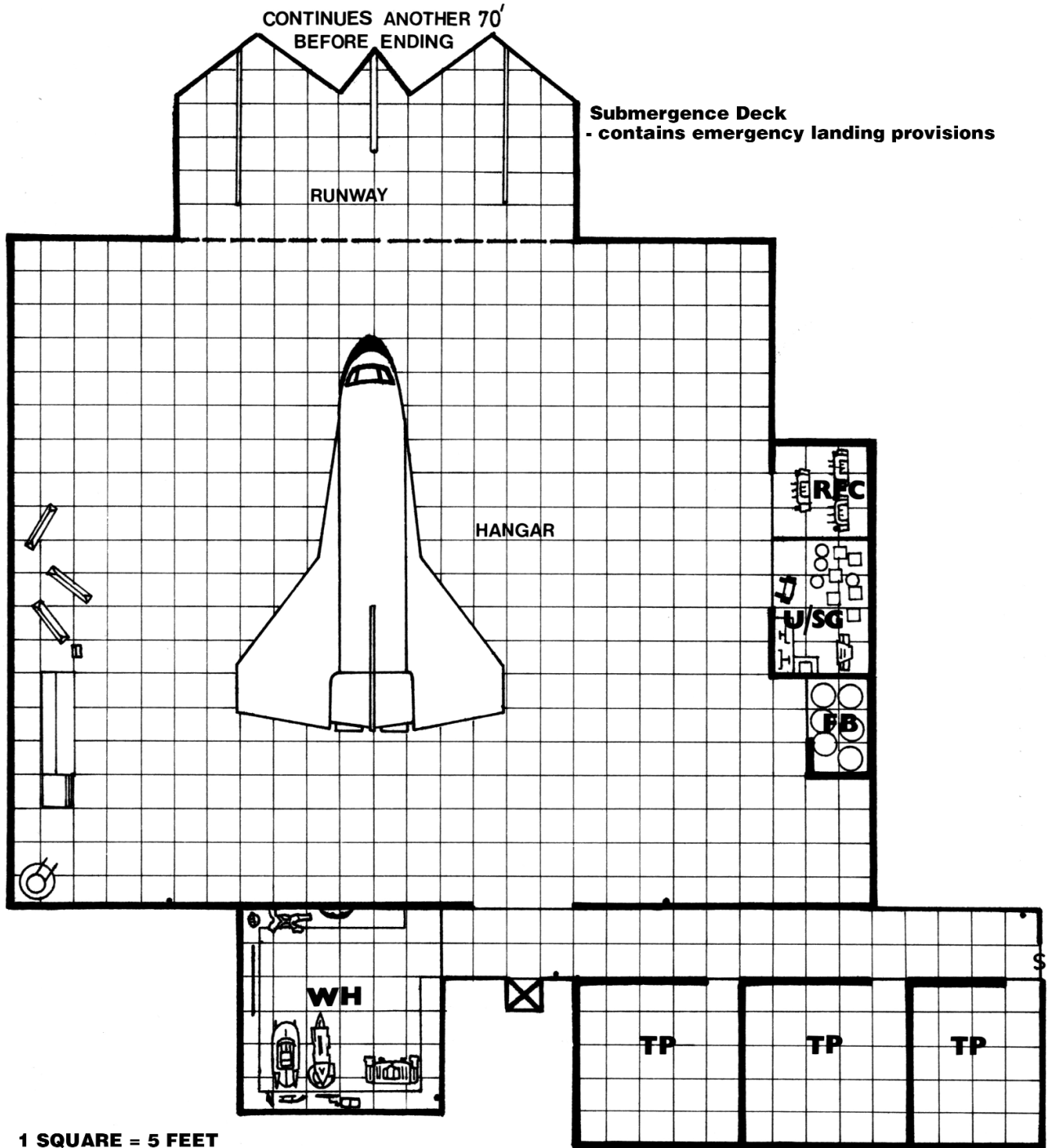
30 Feet Below Ground Level



1 SQUARE = 5 FEET

“S” - All marked lead to escape tunnels exiting to Legion Grounds

SECOND BASEMENT
60 Feet Below Ground Level



1 SQUARE = 5 FEET

"S" - All marked lead to escape tunnels exiting to Legion Grounds

is for females. Bathroom facilities are also provided.

UR: Utility Room. A room containing maintenance parts needed for the upkeep of this level.

W: Workshop. A work area for the construction of devices. This laboratory has been designed for use in any necessary area of specialization or fabrication.

Walls, ceilings and floors are made of reinforced concrete on this level, having 9 structural points. Doors are wooden and have 3 structural points. All ceilings are ten feet high and this level is thirty feet below ground level.

SECOND BASEMENT (SUBBASEMENT)

FB: Fuel Bay. The storage area for shuttle fuel. The walls are SP 15 and the doors are SP 10. An explosion here would be treated as a large bomb.

Hangar: The holding bay for the shuttle, this area is scattered with wheel supports and other landing apparatus. Walls here are reinforced, having 12 structural points, while all doors have 6 structural points.

Runway: An area which seals off from the hangar and submerges itself with water in preparation for a shuttle launch. Provisions have been made to stop the shuttle if in an emergency landing situation. Water is pumped out five minutes after take-off and landing.

RFC: Robot Fire Crew. A mechanized trio who have been programmed to douse any fire when an emergency situation is at hand. In one turn, twenty feet of flaming area can be extinguished through a combined effort of the three robots.

TP: Temporary Prison. Each of these cells can be computer controlled to negate the powers of an occupant. Prisoners are held here only until official government holding places can be adapted for that criminal. Each cell begins with 20 structural points on walls, ceilings, floors and doors. Only a Legion card can be used to open these doors.

Ceilings in this level are ten feet tall, except for in the hangar and runway, which have ceiling heights of thirty feet. Normal walls have 6 structural points, as do floors and ceilings. Doors have 3 structural points. This level is sixty feet below the ground surface.

A note of importance: If Legion cards are ever stolen, another card will be created to replace the missing card, but with different access codes. The previous codes will automatically and completely be struck from all computer systems and it will be hoped that the lost or stolen card will be found or recovered.

THE SHUTTLE

The following is a description of the Canadian Legion shuttle to correspond with the diagram provided.

Speed: 2500 mph in the atmosphere, 200,000 mph in vacuum.

Travel Capabilities: Autopilot, submerged travel (at one-half atmospheric speed), vacuum travel, VTOL.

Defenses: Cloaking device – nullifies radar and sonar waves.

Structural Strength: The ship has 18 hull structural points. It takes 200 damage points to disable and 400 damage to demolish the shuttle.

Weight: 20,000 pounds.

A: Airlock

C: Cockpit. Three seats are provided here for the pilot, co-pilot, and team leader.

PD: Passenger Deck. Up to six people can be seated comfortably here.

S1: Suit Storage. Nine vacuum suits and nine wet suits are stored here.

S2: General Storage. Up to 1000 lbs. of storage is available.

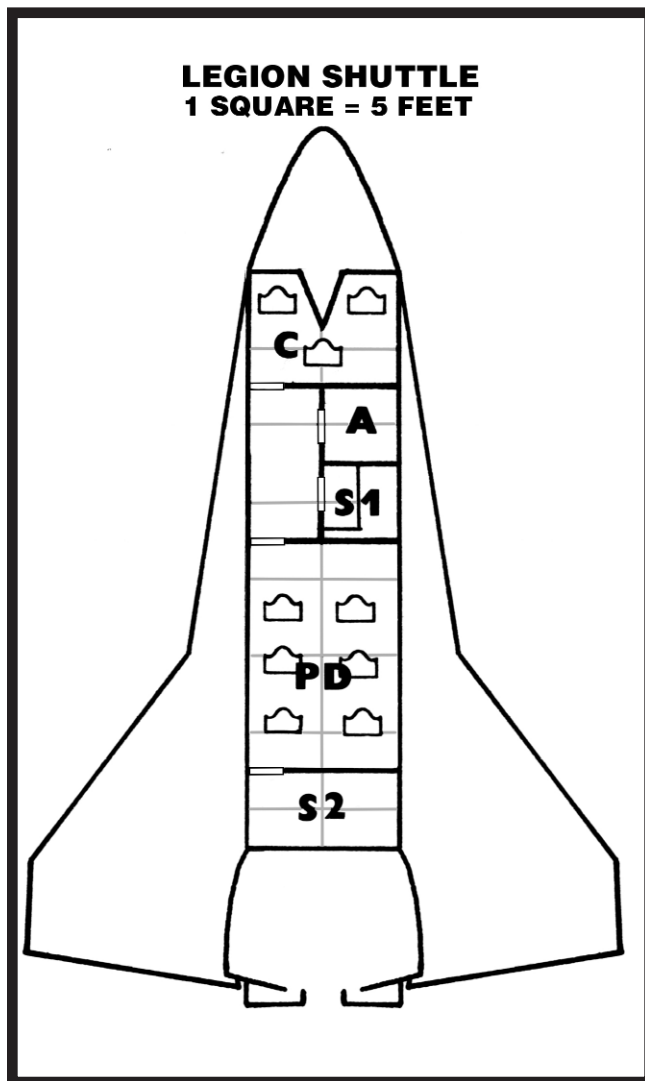
Security: Access to the ship is only gained by use of a Legion membership/identity card.

Size: The ship is fifty-five feet long in total and forty feet wide.

JAMESON, THE BUTLER

Identity: Jameson Brooks	Sex: Male
Side: Good	Level: 3
Strength: 11	Basic Hits: 5
Endurance: 10	Agility: 9
Intelligence: 14	Charisma: 15
Damage Mod.: -	Accuracy: -
Carrying Cap.: 186 lbs.	Basic HTH: 1d4
Movement: 30" ground	Power: 44

Origin & Background: When an attempted robbery upon his person was stopped by two Legion members, Jameson Brooks vowed to do his part in the cause of good, even if it meant quitting his job at a nearby hotel to tend to the new Legion Hall. Jameson is respected by every Legionnaire and all visitors and guests are expected to show a similar level of respect.



CAPTAIN CRISIS and THE BOY DETECTIVES

“When Johnny Danger and his family went to England upon his grandfather’s death, the boy found an old ring hidden away in the attic. Inside the band was an inscription, “Captain Crisis.” Thinking little of it, the ring was slipped into Johnny’s pocket. Upon returning to America, Johnny presented his find to his friends, whom together formed a club known as the “Boy Detectives.” Upon stating the words of the inscription, Captain Crisis was returned to the world once again!”

CAPTAIN CRISIS

Identity: William Masters

Sex: Male

Side: Good

Level: 8

Age: 26 (in 1945)

Training: None

Powers:

1. Power Blast: 22" range, 1d20 damage, 1 PR per shot, 1 action to defend against each incoming attack.
2. Body Power: Cap’s body is reflective to certain energy types. Light and Lightning Control attacks do no damage. This is due to long exposure to his prison ring’s magical energies. No PR.
3. Body Power: Shock Wave. Upon pounding on a stable ground material (e.g. earth, pavement, building floors, etc.), a vibration field is created, similar to an earthquake. 55" radius, 4d8 damage in this radius, shock waves last up to 18 turns as the Captain decides. To remain in balance in the area of effect, victims must make an Agility save on 1d20 each turn. This power costs 1 action and 5 power per use.
4. Super Leap: Leaps can be made with a jumping rate per phase four times the normal. No PR.
5. Heightened Strength: +21
6. Special Requirement: To be freed from the ring, Captain Crisis must be summoned by name, but only by the bearer of the ring or one of the Boy Detectives. In such cases, the kids are usually in danger. The ring has been mystically coded to these boys as they were the only ones present upon its initial use. If lost and found again, that person or group of finders will be able to summon the Captain. Captain Crisis can only remain free for a two hour period before he is instantly returned into the ring. The summons can only be carried out three times in a 24-hour period.
7. Low Self-Control: Upon being summoned from the ring, the Captain will be disoriented for his first action phase unless a Charisma save on 1d20 succeeds. This is due to the fact that he has no knowledge of occurrences outside the ring and must be told what the trouble is or see it for himself.
8. Vulnerability: The ring in which the Captain is imprisoned cannot be destroyed. He can only be permanently freed if the missing gemstone of Nod is returned to its empty mount on the ring. Without it, William Masters is kept in a state of suspended animation until summoned, in which case he ages only for the time in which he is free of the ring’s confines.



Weight: 225 lbs.
 Agility Modifier: -
 Endurance: 18
 Intelligence: 16
 Reactions from Good: +2
 Hit Modifier: 11.8
 Damage Mod.: +2
 Accuracy: +2
 Carrying Cap.: 5901 lbs.
 Movement Rate: 70" ground
 Detect Hidden: 12%
 Inventing Points: 12.8

Basic Hits: 5
 Strength: 37
 Agility: 15
 Charisma: 17
 Evil: -2
 Hit Points: 60
 Healing Rate: 2.5
 Power: 86
 Basic HTH: 2d8

Detect Danger: 16%
 Inventing: 48%



Origin & Background: American, Anachronism, Science (physics, astronomy) skills. An American citizen who has been presumed dead, with no criminal record.

William Masters was an American space travel researcher working for the United States government during the Second World War. Masters had received grants to conduct experiments on the possibilities of stellar transportation utilizing the technology of the time. For a year and a half William's work continued with the help of an assistant, Carl Holmes. In this time, experiments were conducted on the rigors of space travel on the human body. With no specimens to examine, the researchers observed each other in the effects of the tests.

It was in one of these tests that heavy gravity was being tested. Masters volunteered himself for the tests while Holmes kept tabs on his progress. What the scientist did not realize, however, was that his partner was in fact a German plant who had orders to steal the results of the investigations and to kill Masters.

As Masters entered the gravity chamber, he was locked in by his trusted assistant. Holmes proceeded to destroy the room's exterior controls. The experiment lasted two weeks longer than planned or desired before Masters, at death's door, was found. To the shock of his fellow scientists, they found that they could not immediately remove their peer from the chamber without killing him (pressure/gravity like the "bends"). He was then treated back to health, still existing under the effects of increased gravity. When Masters finally emerged from the chamber, he was more than back to normal, his body having adapted and developed beyond human limits.

At the same time rumors began spreading as to a Nazi super-powered agent with abilities similar to those developed by William Masters. This villain serving the Axis powers was immediately recognized as "Carl Holmes."

Seeking vengeance, Masters set out after Holmes on a personal vendetta. Masking his face to conceal his identity, the scientist finally caught up with and bested the vile Swastika, as Holmes had become known, during a full-scale military battle.

Upon returning home, Masters decided to apply his abilities to the good of his country. Developing his mask into a full costume, William Masters dubbed himself "Captain Crisis."

After fighting for country and freedom for a year, Captain Crisis learned that Swastika had somehow survived their previous fight and was now terrorizing England. Upon arrival in the UK, the Captain discovered that his archenemy was in league with a wizard, supposedly a direct descendent of Morgan le Faye herself. Masters managed to defeat Swastika, but in disregarding the wizard, he had no protection against a spell cast upon him. Captain Crisis was mystically imprisoned within a ring the spell caster wore himself. Luckily, a local veteran had witnessed

the fight and quietly approached with an antique pistol taken from his mantle. One shot killed the wizard. Not knowing exactly what to do, the elderly veteran took the ring from the magic-user's finger, thinking he could help. To his dismay, it was realized that a small gemstone had somehow come loose and was lost from the ring. The Captain was trapped.

When Johnny Danger and his family went to England upon his grandfather's death, the boy found an old ring hidden away in the attic. Inside the band was an inscription, "Captain Crisis." Thinking little of it, the ring was slipped into Johnny's pocket. Upon returning to America, Johnny presented his find to his friends, whom together formed a club known as the "Boy Detectives." Upon stating the words of the inscription, Captain Crisis was returned to the world once again, only this time he was sixty-odd years out of his own time. His arrival had startling effects, to say the least, for both parties. Once they had convinced each other of their true stances, the Captain befriended the group. In the kids' eyes he was seen as a hero as well as a secret.

After all, who would believe them?

Since this time, the Captain has been the savior of the group countless times with most of these dangerous moments having been caused by the investigative adventures of the Boy Detectives.

At the present time, Swastika has been awakened from a cryogenic freeze into which he was placed by Nazis as World War Two ended. A more modern group of these "Brown Shirts" are now helping Swastika adapt to the modern world. Personally, the villain has only one goal – to kill Captain Crisis!

Combat Tactics/M.O.: The Captain is almost never the one to get into trouble. The Boy Detectives summon him whenever in hot water. Due to this, he can only act as the situation dictates, based upon what he is told or what he can see. The power blast is most commonly used, but against numerous opponents or weak enemies he will create earthquakes so long as no allies are within the radius of effect.

Personality/Character Traits: Captain Crisis can barely withstand the mental anguish placed upon him by his imprisonment. On occasion, he has revealed this to the adolescent group in bursts of emotion. This is the main reason why the Boy Detectives now search for the Gemstone of Nod, thinking that it has some kind of magical link with Masters and somehow follows him around. The Captain is kind and compassionate and truly loves the children. There have been instances that Masters has been summoned to assist one of the group members with a youthful emotional problem. If anyone should ever bring harm to a Boy Detective, Captain Crisis will be ruthless.

THE BOY DETECTIVES

Johnny Danger

Identity: Johnny Danger

Side: Good (Boy Detectives)

Age: 14

Powers:

1. Detective Abilities: Detect Hidden percentage is tripled.

2. Weakness Detection: Variant; Range of vision, a +5 to Hit is gained by the boy himself, or whoever hears him announce a discovered weakness (like, possibly Captain Crisis). One action is spent per weakness discovered.

3. Heightened Charisma: +8 (only in leadership among the Boy Detectives).

Weight: 130 lbs.

Agility Mod.: +2

Endurance: 9

Intelligence: 15

Reactions from Good: +3 (+1)

Hit Modifier: 1.56

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 106 lbs.

Sex: Male

Level: 3

Training: Charisma

Basic Hits: 3

Strength: 9

Agility: 14

Charisma: 20 (12)

Evil: -3 (-1)

Hit Points: 5

Healing Rate: .75

Power: 47

Basic HTH: 1d3

Movement Rate: 32" ground
 Detect Hidden: 36%
 Inventing Points: 4.5

Detect Danger: 16%
 Inventing: 45%

Origin & Background: The leader of the youthful Boy Detectives, Johnny Danger found the mystical ring in which Captain Crisis is imprisoned in the attic of his grandfather's house in England. The Captain was released when Johnny shared his discovery with his friends and they read, out loud, the inscription of Captain Crisis's name. The group has since been able to call upon the Captain in moments of crisis. Only they have the ability to summon Captain Crisis.

Ricky "Gadget" Wilson

Identity: Ricky Wilson Sex: Male
 Side: Good (Boy Detectives) Level: 2
 Age: 13 Training: Inventing Points

Powers:

1. Psionics: Variant. Inventing Percentages are twice normal. Inventing points are four times normal per level.

Mechanical Recall: After thoroughly studying any mechanical device, "Gadget" can construct an exact copy, but only if the required materials are at hand.

Weight: 115 lbs.
 Agility Mod.: +2
 Endurance: 9
 Intelligence: 17
 Reactions from Good: -
 Hit Modifier: 1.2
 Damage Mod.: +1
 Accuracy: -
 Carrying Cap.: 94 lbs.
 Movement Rate: 29" ground
 Detect Hidden: 12%
 Inventing Points: 13.6 (originally)

Basic Hits: 3
 Strength: 9
 Agility: 11
 Charisma: 10
 Evil: -
 Hit Points: 4
 Healing Rate: .75
 Power: 46
 Basic HTH: 1d3

Detect Danger: 16%
 Inventing: 102%

Devices Invented:

1. Magic Detector: Originally designed to be a radio, this device somehow picks up on magical energies in the form of static at varying noise levels depending upon the strength of the source. 20" range, magic occurring up to eight hours in the past can be detected. Ten hour charge before needing a recharge.

2. Oil Ejector: Oil is shot from his boots creating a 1" square area with terrible footing. A successful Agility save on 1d20 is required to maintain balance in this area. It can be used three times before requiring a refill of oil.

3. Mini-Chute: A small parachute can be released from a backpack when a cord is pulled. The chute itself is five feet in diameter. Only heights of up to 200 feet can be jumped safely with this device. Weights over 150 pounds negate the chute's effects.

4. Grappling Hook: A spring loaded grappling hook can be fired up to 20'. It has 25 feet of cord attached.

5. Light Flash Device: Adapted flash bulbs have been used which can create a flash of light in a 2" radius. See blinding flash rules for effects. Each bulb, when mounted on an electrically powered box, can flash up to five times. Two bulbs are carried.

6. Wrist Shooters: Two mounted air guns are placed on the inside of both wrists. Upon muscle contraction, BBs can be fired at a target up to 6" away. Each shot has a +2 to Hit, but does no damage to the common person, as they just sting severely and can distract an opponent during combat. Rapid fire can be attained, firing up to four BBs per burst, treating to Hit as normal automatic weapons rules. Each gun holds ten BBs, but thirty more are carried.

All of the above devices are crude looking and fairly bulky. Although cumbersome, each is portable and is often carried on the boy's person via belts and holsters, unless already worn (as with the oil ejecting shoes). This is only a limited selection of the devices from which "Gadget" may choose. More can, and should, be created by the boy-inventor, at the GM's option. According to the device required, one-shot inventions are frequently created by "Gadget" in response to need and the general usefulness of the device.



Edwin “Tub” Bloch

Identity: Edwin Bloch
Side: Good (Boy Detectives)
Age: 12
Powers:

1. Body Power: Tub can just about swallow anything that can entirely fit into his mouth without taking possible damage caused (such as swallowing diamonds, which would cut the average digestive tract to shreds). No PR.

Weight: 170 lbs.
Agility Mod.: -
Endurance: 14
Intelligence: 9
Reactions from Good: +2
Hit Modifier: 1.17
Damage Mod.: -
Accuracy: -2
Carrying Cap.: 250 lbs.
Movement Rate: 32" ground
Detect Hidden: 8%
Inventing Points: .9

Sex: Male
Level: 1
Training: Weight Gain

Basic Hits: 4
Strength: 12
Agility: 6
Charisma: 7
Evil: -2
Hit Points: 5
Healing Rate: 1.2
Power: 41
Basic HTH: 1d6

Detect Danger: 12%
Inventing: 27%

Darlene Wilson

Identity: Darlene Wilson
Side: Good (Boy Detectives)
Age: 13

Sex: Female
Level: 1
Training: -10 minutes
whine duration

Powers:

1. Emotion Control: Variant. This girl has such a fine-tuned ability to whine, complain and nag that she can cause those hearing her to become completely suppressive and unwilling to put up a fight. Victims simply want to get away from her, even if it means going to prison! Exposure must be for at least one hour. No PR.

Weight: 90 lbs.
Agility Mod.: +2
Endurance: 8
Intelligence: 12
Reactions from Good: +1
Hit Modifier: 0.68
Damage Mod.: +1
Accuracy: +1
Carrying Cap.: 59 lbs.
Movement Rate: 29" ground
Detect Hidden: 10%
Inventing Points: 1.2

Basic Hits: 2
Strength: 8
Agility: 13
Charisma: 12
Evil: -1
Hit Points: 2
Healing Rate: .4
Power: 41
Basic HTH: 1d2

Detect Danger: 14%
Inventing: 36%

Note: Not an original member of the Boy Detectives, Darlene has gradually made her presence permitted through the desire to keep her quiet (see her power). Darlene Wilson is the sister of “Gadget” and incidentally has the “hots” for Johnny Danger. In past adventures of the Detectives, actually in one primarily, Darlene was kidnapped. By the time Captain Crisis and the boys arrived to rescue her, the kidnapper gave himself up, sick of the girl’s complaining.

COMMANDER BOREAL and THE ANTARCTIC DEFENDERS



COMMANDER BOREAL

Identity: Unknown
Side: Neutral
Age: Unknown
Powers:

Sex: Male
Level: 11
Training: Charisma

1. Protective Suit:
 - a) Life Support Device: Built into suit, unlimited charges.
 - b) Flight Device: (small jets strapped to his thighs), 700 mph speed, 5 hour charge, hyper-flight capability.
 - c) Invulnerability: 15 points of damage ignored per turn.
 - d) Heightened Senses Device: Infrared, ultraviolet and deep sea vision.
 2. Heightened Intelligence: +19
 3. Heightened Charisma: +14
 4. Psychosis: Hatred of violence. Will never resort to harming another creature unless absolutely necessary.
 5. Psychosis: Powerful desire to maintain the Antarctic Treaty which prohibits all militarization of the continent by any country. Any breach will be fought by the Commander personally.
- Invention: All-purpose Vehicle: See entry.

Weight: 223 lbs.	Basic Hits: 5
Agility Mod.: -	Strength: 15
Endurance: 14	Agility: 13
Intelligence: 37	Charisma: 27
Reactions from Good: -5	Evil: -5
Hit Modifier: 4.84	Hit Points: 25
Damage Mod.: +5	Healing Rate: 1.5
Accuracy: +1	Power: 79
Carrying Cap.: 532 lbs.	Basic HTH: 1d8
Movement Rates: 42" ground, 3080" flying in vehicle	
Detect Hidden: 26%	Detect Danger: 30%
Inventing Points: 40.7	Inventing: 111%

Origin & Background: Speculated to be American, Legal, Government/Bureaucracy, Scholar (Philosophy), Medical skills, as well as being an inheritor (suspected again). No criminal record, but under suspicion by many countries.

Very little is known of the man called Commander Boreal. Some research has been done into his potential background based upon his personality and direct quotations. It is speculated that Boreal was the son of a Sylvester Whitman, an American congressman who had a large role in the signing of the Antarctic Treaty which forbids the militarization of the continent. Whitman himself was strongly in favor of abolishing nuclear weapons and international unity, creating a world with only a single, unified nation. For the most part, his plans were scoffed at and ridiculed. Not even Whitman's son really listened to him. It was during a public address, however, that the congressman suffered a fatal heart attack. It wasn't too long after that Commander Boreal appeared, claiming to defend Antarctica against the international military. He also had a strong distrust of scientific research facilities on the continent, fearing possible weapons testing.

Up until a few years ago, Commander Boreal worked alone, but as time passed, more and more supporters began to join his cause, evidently due to the exploitation of the continent by the "civilized" world. As the size of the group of supporters grew, the name "the Antarctic Defenders" was somehow created and stuck. At the same time Boreal seemed to mellow out somewhat and began tolerating international scientific research on the continent, but also intensified his hatred of world weapons stockpiling.

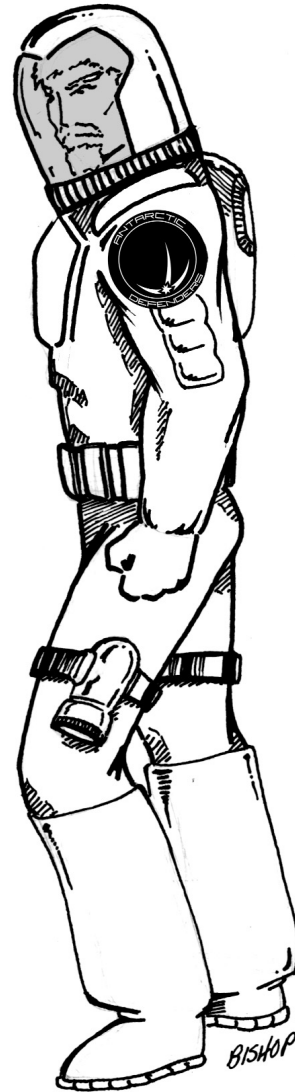
On occasion Commander Boreal and the Antarctic Defenders have opposed both the activity of supervillains and heroes when they have seemed determined to do violence to each other upon his sacred territory.

It is also known that the group has a base somewhere on the continent, but its exact position has yet to be discovered. For this reason no headquarters floorplan is provided here.

Combat Tactics/M.O.: The Commander himself neither carries or uses any weapons, relying on his own ability or ingenuity. If combat ever occurs, Boreal will attempt to make it as quick and painless for his opponent as possible. If required, the Defenders will use their various weapons to neutralize a hostile invader. If combat is anticipated, the Commander will usually have some kind of plan prepared to avoid it.

Personality/Character Traits: Commander Boreal absolutely hates violence of all kinds. It is not very often that strong emotional anger can be forced from him, but if it ever is, Boreal will never lose control. He considers Antarctica as the last untouched paradise on the earth. Should the cost to preserve this innocence be that of his life, he will not have to think twice about taking the actions necessary to preserve Antarctica.

Note: It is only speculated that Commander Boreal is the son of Sylvester Whitman so no positive identity can be published here.



The Antarctic Defenders

The Antarctic Defenders are a group of scientists and researchers who have joined the commander in his crusade to ensure the safety of Antarctica from foreign military testing and domination. Most of these men and women had been previously assigned to foreign research stations, but have since permanently separated themselves. In doing so, these people have forsaken their families and jobs to fulfill a greater good.

Alignments vary among these scientists, but are never evil.

No.	Sex	Name	Weight	ST	EN	AG	IN	CR	Hits	Power	Dam.	Acc.	Carry	Move	HTH	Level
1	M	Cichocki	170	09	09	10	15	12	05	43	+1	-	138	28"	1d4	2
2	F	Roth	120	10	11	10	14	10	04	45	-	-	126	31"	1d4	1
3	F	Czerkes	100	08	12	09	15	09	03	44	+1	-	86	29"	1d3	2
4	M	Peagram	150	11	10	14	13	15	05	48	+1	+1	175	35"	1d4	1
5	M	deBruin	180	14	14	12	16	16	11	56	+1	-	373	40"	1d6	4
6	M	Burrows	210	12	13	10	12	10	10	47	-	-	318	35"	1d6	3
7	F	Marijo	110	10	08	10	14	16	02	42	-	-	99	28"	1d3	1
8	M	Flegg	140	11	11	12	13	08	05	47	+1	+1	170	34"	1d4	2
9	M	Holmes	160	09	10	11	13	10	05	43	-	-	138	30"	1d4	1
10	F	Oleskiw	120	09	14	09	14	10	05	46	-	-	130	32"	1d4	1
11	F	McNeil	90	10	11	07	12	17	02	40	-	-2	95	28"	1d3	1

Weapons, Devices and Equipment

1. Ballistic Padding: All impact attacks can be rolled with at twice the normal factor.
2. Communicator: These connect each Defender with the base and each other, five mile radius.
3. Life Support Device: Built into suit, defends against the effects of cold only, no charges required.
4. Infrared Binoculars: Distances up to ¾ mile can be seen clearly in both day and night.
5. Light Visor: A visor which can be lowered to protect against snow blinding (and light flashes as per light control).
6. Mini-Flashlight: 20 hour duration, 20" range.
7. Heat Generator: A small device which can generate enough heat to sustain one man-sized creature or two with a lesser effect.

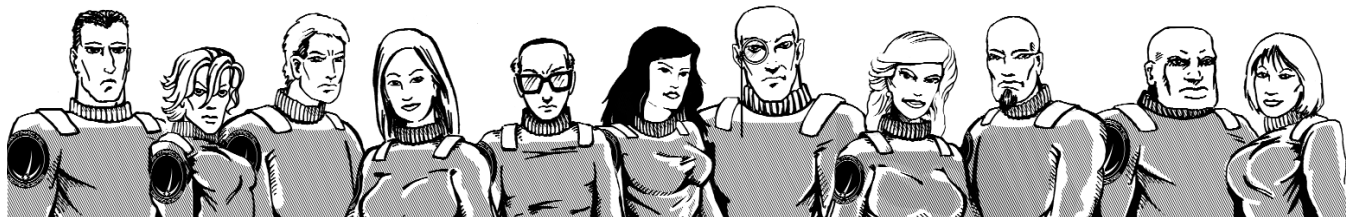
Each generator will last for six hours.

8. Emergency Rations: A three days' supply for one or six days if rationed for one person.
9. Blaster Rifle: +3 to hit, A x 2" range, attacks and acts as Paralysis Ray, 10 charges per recharge.
10. Stun Pistol: +2 to Hit, acts as Devitalization Ray (3d10 power damage), 10 charges per recharge.
11. Electro-Net: +1 to Hit, covers a 1" radius, causing no damage. Victims are neurotically shocked into complete submission to their captors.

Endurance saves on 1d100 are allowed between turns to recover. Each net has 7 structural points. A net can be fired from a gun (A x 2" range) or thrown (A" range). A gun can carry three nets at one time and receives a +3 to hit.

12. Immobilization Shackles: Placed on ankles and wrists, these devices reflect any damage done to them back to the prisoner. If 25 points of damage can be caused in any one round, the shackles will be broken without damage feedback.

The above described listing of weapons, devices and equipment are used by all Defenders and any combination may be carried by a person in any pattern desired by the GM. Everyone carries immobilization shackles.



All Purpose Vehicle

Weight	Passengers	Cargo Cap.	Speed	Hit Pts. Disable	Destroy
10,000	2 + 10	2000 lbs.	see below	100	200

1. Invulnerability: 8 points
2. Flight: 150 mph speed, 40 hours use before need to refuel.
3. Bore: Travel is possible underground at 5 mph.
4. Land/Sea Travel: 100 mph max speed on land, 90 mph max speed on water, 40 mph max speed underwater. Forty-five hours fuel duration to be divided among the travel options before refuel is

necessary.

5. Sense Enhancing Portals: Windows provide night and undersea vision.

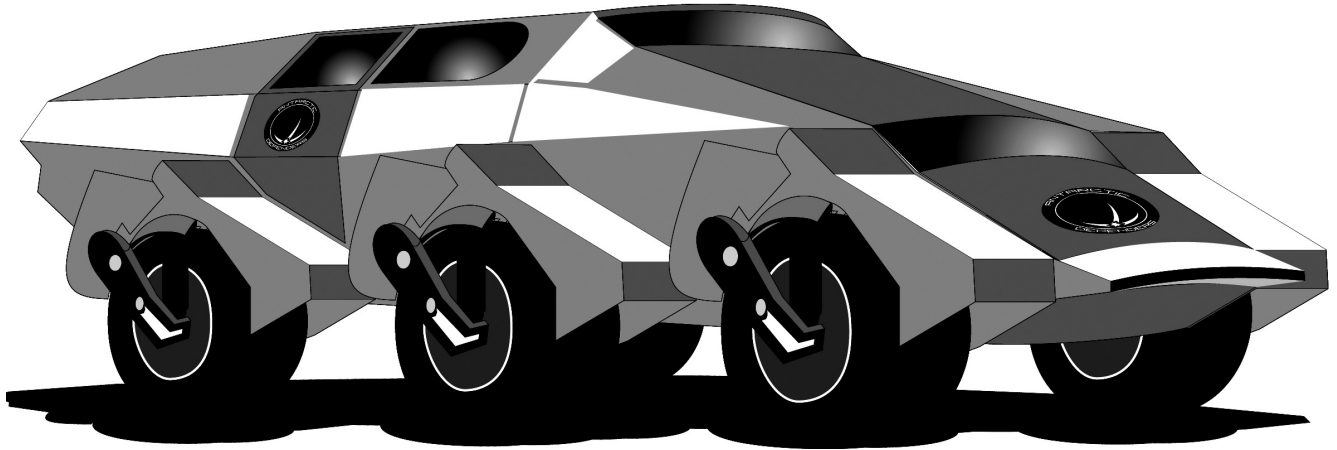
This large personnel carrier has the capability to drive on fresh snow with minimum interference through expanding its six sets of dual inflatable tires. The same function allows travel above and below water surfaces. Flight can be attained by retracting the wheels and replacing them with powerful jets. All doors (there are three, two in the passenger compartment and one in the rear storage compartment)

are sealed when hostile environments are entered. When locked, the doors can only be reopened with a special keypunch code.

Tires have no invulnerability, but six points of damage must be done to puncture any one of them. Travel is still possible with four of the six wheel pairs, though at reduced speeds. All structural walls (hull and chassis) have 14 points. There are eight windows, each with 5 structural points; one forward-facing in the pilot's compartment, one forward-facing in the command station, one rear-facing through the rear hatch, two side-facing door windows, two side-facing from the

passenger stations, and one underside/ventral window most useful in submarine and aerial modes. This window is usually covered by a retractable section of the outer hull until deemed useful.

Communications are possible from both the pilot's compartment and the command station with a one hundred mile radius. The APV is equipped with radar that can survey the same radius/area and an autopilot is available. Medical supplies, mechanical repair tools, exposure suits, chemical testing equipment and some spare parts are all present in the rear cargo compartment or on-board.



THE SOVIET RED SENTINELS

(Editor's Note: Though written before the break-up of the Soviet Union and the official end of Russian communism, the data presented here is still valid as the same heroes operate on behalf of the current Russian government and view their responsibilities to include the entire area of the "Commonwealth of Independent States," or those areas which were once included in the former Soviet Union.

At the GM's discretion, their ages and relationships may be changed or adapted to fit the circumstances of modern campaigns; likewise it is possible that they may have been succeeded or replaced by inheritors to their powers or equipment.)

The Soviet Red Sentinels are a group of communist government super-agents, devoted to the protection of the USSR. Having been in activity for some years now, the group has initiated the following members into its ranks: Red Raven, Marx-Man, Comrade, Ballerina, and Earth Scorcher. Red Raven is the present leader and founder of the team.

The Sentinels have a base of operations somewhere north of Moscow, but it has yet to be pinpointed exactly. Due to the secrecy of the group, little more has been learned about it.



BALLERINA

Identity: Valeri Litvinov
 Side: Good (Neutral base)
 Age: 22
 Powers:

Sex: Female
 Level: 4
 Training: Agility

1. Absorption: Variant. Mimic through observation (see the New Powers section at the end of this book). Only physical abilities and techniques can be simulated with this power. One turn must be spent to complete observation of each subject. +4 to Hit and -4 to be Hit is conveyed by this power.
2. Heightened Agility: +11
3. Acrobatics: A form of dance used in attacks which creates an Evasion effect, but costs ½ movement and can be started and stopped on any action (costing 2 power points between turns). Movement costs are spent as long as the dance lasts. In this attack form a +3 to Hit in HTH combat with a +2 to damage is gained.
4. Darkness Control Device: The broach worn around her neck is actually a darkness releasing device. It can be thrown in an Agility" range. Black clouds cover a 4" radius. Those caught in it must make Agility saves or take 1d6 damage when failing as objects are smashed into. Darkness Control cannot be controlled or shaped. One use per refill.
5. Heightened Senses Device: Night Vision glasses.

Weight: 100 lbs.	Basic Hits: 2
Agility Mod.: +2	Strength: 9
Endurance: 10	Agility: 24
Intelligence: 14	Charisma: 16
Reactions from Good: +2	Evil: -2
Hit Modifier: 2.75	Hit Points: 6
Damage Mod.: +3	Healing Rate: .5
Accuracy: +4	Power: 57
Carrying Cap.: 87 lbs.	Basic HTH: 1d3
Movement Rate: 43" ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 5.6	Inventing: 42%

Origin & Background: Russian, Performing Arts, Government/Bureaucracy, Espionage skills. No criminal record, but wanted by international governments (foreign).

Valeri Litvinov was one of the USSR's greatest dancers and received worldwide acclaim. Litvinov commonly performed for visiting foreign dignitaries or in international tours with the Russian Ballet. It was her career which lead Valeri to meet her greatest idol, a male dancer of even higher acclaim than Litvinov's own. After short encounters the two began seeing each other regularly, especially after the man joined Valeri's dance company. Unknown to Valeri, her lover had run into trouble with the government on numerous occasions. His anti-socialist views were intolerable, but could not be subdued since the international reaction would be too great for the government to accept.

When KGB agents informed the Kremlin of the dancer's planned defection when on tour in America, the opportunity was seized. Litvinov was contacted by the government and informed that she would meet KGB agents in order to carry out a special mission. With little choice, Valeri arrived at the rendezvous point where she was picked up by a black limo. Agents told her that her boyfriend was planning to defect, hoping to use Valeri as a cover for him and in his planned disappearance, they would ask Litvinov to lie about his being captured by the CIA. They also informed the girl that her love affair was completely staged in order to implement the male dancer's plans. Unknown to Valeri, however, the KGB were lying and had fabricated the whole story.

At first Litvinov could not believe the agents, but was told that her duty as a Russian called. After a period of days, the agents' story seemed more and more plausible. A short time later the girl was again contacted and, this time, offered her services as she was now seeking



revenge against her supposed lover.

As the dance tour came to a close in Washington, D.C., the man was spotted by Valeri as he snuck out a back door to the theater. KGB agents who were trailing the tour were immediately notified. Men were called in and the male dancer was apprehended outside a strip bar to which he was going to go, never intending to defect at all. Obviously Valeri was never told this and the government now had an excuse for imprisoning the rebel. Of course, Litvinov was not told of the deceit. In fact, she was even asked to continue working for the government based on the success of this mission.

Again, after some thought, Valeri consented to serve her country. After a year and a half, the ex-dancer was trained in the art of espionage, as well as in combat. It was also discovered at this time that the girl had the uncanny ability to copy the actions of others from simple observation, no doubt the source of her great dance skills. Numerous missions were pulled off for the Soviet government with Litvinov operating under the cover of Ballerina. As Valeri's skills improved, she was referred to a special group of agents being organized called the Soviet Red Sentinels.

The woman joined, keeping her former code name. In the group Ballerina is the information gatherer and agent of deceit. Although her combat skills are formidable, operations she is involved with usually entail little or no fisticuffs.

Combat Tactics/M.O.: If it is possible, Ballerina will study the moves of a potential opponent and mock the skills used by that enemy in combat against them. Into this strategy she will incorporate her dance/combat style, evading every turn possible using the modification from her power. In action she will wear her glasses, which conceal her Valeri Litvinov identity as well as the identity she might be currently assuming. These are also useful in helping her to see in the effect of her Darkness Control Device, as well as at night. The broach will either be used to gain the upper hand on an opponent or be thrown in an attempt to escape. Again, Valeri is rarely used in out and out super-powered battle situations.

Personality/Character Traits: Since her “deceit” by her former lover, Valeri has become a cold and ruthless woman, if not rather violent. She also prefers efficiency in any operation which is, no doubt, an attitude gained in her espionage training. When used in undercover operations, Ballerina will play her role like a pro. When it comes time to strike a victim in such an operation, Valeri likes to fool that person and attack while in her assumed identity (sometimes against direct government orders). An important note: should Litvinov ever learn of her being tricked by the KGB in the case of her lover, there’ll be heck to pay as Ballerina will seek vengeance against the government.

It is also wondered within the group if Valeri has developed a crush on Comrade.

COMRADE

Identity: Nikolai Grechko

Side: Good

Age: 23

Powers:

1. Multi-Self: See the New Power section at the end of this book for details. The duplicates all think the same as the original and, therefore, have a form of telepathy with each other since each can predict the others’ thoughts and feelings. Duplicates must communicate verbally for complete understanding.

2. Vulnerability: Paralysis rays and Ice attacks which manage to hold Comrade will inhibit his duplication power so that no new duplicates can be formed or existing ones returned. Any duplicate so affected cannot personally rejoin the original until the ice or paralysis effects have ended.

Weight: 160 lbs.

Agility Mod.: -

Endurance: 12

Intelligence: 14

Reactions from Good: -

Sex: Male

Level: 2

Training: Agility

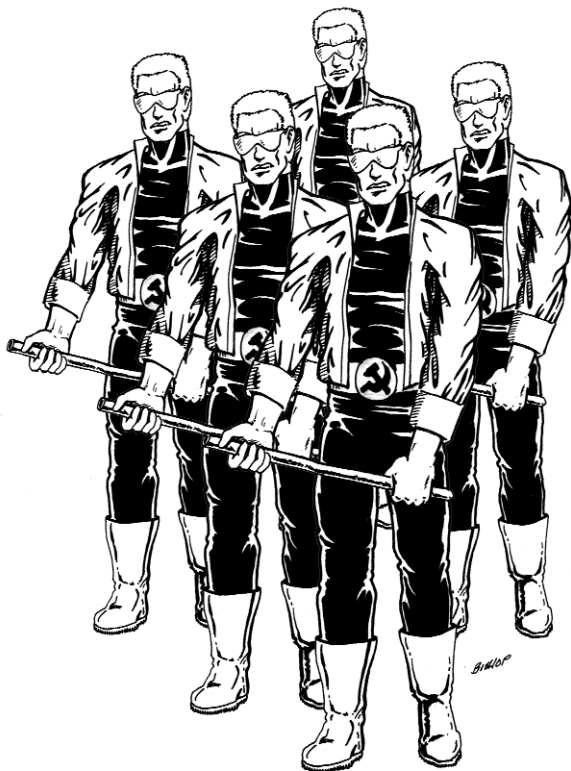
Basic Hits: 4

Strength: 10

Agility: 12

Charisma: 10

Evil: -



Hit Modifier: 2.002

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 176 lbs.

Movement Rate: 34” ground

Detect Hidden: 10%

Inventing Points: 2.8

Hit Points: 9

Healing Rate: 1.2

Power: 48

Basic HTH: 1d4

Detect Danger: 14%

Inventing: 42%

Origin & Background: Russian, Student, Science (Physics and Nuclear Physics) skills. No criminal record.

Nikolai Grechko was a student attending a prestigious Russian university. Physics was his specialty and the boy had set his sights on becoming no less than the best researcher in the country. To get to that goal meant hard work, dedication and a little cheating here and there. For his thesis, Grechko began the construction of a non-lethal, personal nuclear reactor which could be used to power any portable or fixed device. To complete his plans though, Nikolai was forced to collect dangerous and potentially deadly materials. The black market was his main source, but since his father was rich, relatively speaking, money was no problem.

When his device was finally completed and tested, public displays were made in the school to demonstrate its power. The government finally got wind of the device and, after locating the student, demanded that he hand it over for further testing. Grechko refused and made a run for it, knocking out a KGB agent in the process.

After three days of hiding, Nikolai Grechko was forced into travel during a violent storm. As he ran, a bolt of lightning struck mere feet from the student. Grechko went down, the generator crashing just out of his reach. Not even deep penetration moles (a form of spy) have been able to discover exactly what happened at that moment, but the army caught up with young Grechko in short order. On the pavement lay Grechko, ten of him! Mere feet away sat a smashed box which was now just dimming as if it had been aglow.

When the original Grechko regained consciousness, the sudden realization of his situation returned all of the duplicates back within his own body. The soldiers were astonished and scientists baffled as they could not explain the phenomenon. The only link to the truth, a small device, had been destroyed with no plans ever having been made in Grechko’s haste to complete his project.

After several months, Nikolai and his doctors realized the limits and potentials of his fission power. Moscow finally confronted the young man and offered him a position in the recently assembled Soviet Red Sentinels. At first, Grechko was apprehensive but enthusiastically joined when offered a private laboratory and government funding to conduct his experiments (successful discoveries to be turned over to the state, of course).

Combat Tactics/M.O.: Comrade enjoys catching an opponent off-guard with his fission power, especially in shouting out, “Stop! You’re surrounded!”, and then actually doing so. Another tactic he enjoys is to run at an opponent and duplicate himself just before striking, increasing any damage done. Each new duplicate will roll to hit on its own. Duplicates can also be used to form human ladders which instantly return to the original upon command.

Should a fight be going against him, Comrade will produce as many duplicates as possible (space permitting) and keep himself at a distance from combat, therefore not risking unconsciousness and the dissipation of his “one-man army.”

Personality/Character Traits: Grechko is rather immature and has little force of will. He enjoys a good (and bad) joke and can commonly be found setting up some kind of practical joke. Sometimes these have been pulled on the original by a duplicate. Comrade and his doubles also have a tendency to speak in unison or each speaks a word until the statement is completed. This can become very annoying. The name Comrade has originated from the Russian’s ability to produce friends or “comrades.”

EARTH SCORCHER

Identity: Valentina Krushchev
 Side: Good (Neutral tendencies)
 Age: 55
 Powers:

Sex: Female
 Level: 4
 Training: None

1. Flame Powers: "Flame on," automatic defense, 37 mph flight speed, 1 PR per hour of flight, 3 PR to activate and attack, 28" range, 1d12 damage.

Flamethrower type attacks can be made but have a much higher damage potential: 42" range, 1 PR to defend, 2 PR to attack, 2d8 damage with an impact explosion damage of 1d20 in a 4" radius.

2. Adaptation: 1 PR per hour and to defend. This power will not work in areas where the temperature is above freezing.

3. Gravity Control: This power too only operates in freezing temperatures. The weight modifier is 14, range is 14", 1 action per turn to maintain, 1 PR per weight modifier. This gravity control cannot be used to "fly." See rules, page 12, for more details.

4. Special Requirement: If Earth Scorcher is exposed to temperatures higher than freezing (32 degrees Fahrenheit), she uncontrollably begins to heat up. Flames are not created, but temperatures become searing within mere turns in a 56" radius of effect.

Turns

Exposed	Effects
1	Uncomfortable heat
2	1 point of damage to the area with minor singeing
3	2 points of damage in area with scorching of flammables
4	4 points of damage in area, small fires break out
5	16 points of damage to area, large fires burn anything flammable
6 +	Spontaneous combustion. Everything in the area is immediately incinerated or 256 points of damage is taken by everything in the area.

All of the above damage is cumulative until the area is left. These damages have no effect on Earth Scorcher herself. If returned to an area of freezing temperature, Earth Scorcher will stop producing heat and temperatures will return to normal in one turn. Flame attacks made by Earth Scorcher will not trigger this vulnerability, but heat attacks from others will have this effect on her.

5. Vulnerability: Flame attacks do double damage as do other heat type attacks. Cold based attacks do no damage, including Ice Powers.

Weight: 140 lbs.
 Agility Mod.: -
 Endurance: 14
 Intelligence: 12
 Reactions from Good: -
 Hit Modifier: 1.84
 Damage Mod.: -
 Accuracy: -
 Carrying Cap.: 290 lbs.
 Movement: 37" ground, 163" flying
 Detect Hidden: 8%
 Inventing Points: 4.8

Basic Hits: 3
 Strength: 14
 Agility: 9
 Charisma: 9
 Evil: -
 Hit Points: 6
 Healing Rate: .9
 Power: 49
 Basic HTH: 1d6
 Detect Danger: 12%
 Inventing: 36%

Origin & Background: Russian, no valuable skills. No criminal record.

Valentina Krushchev and her family were unfortunate enough to have lived only a few miles from the western Russian (Eastern) Front during the Second World War. Like many people in the village, this family refused to move, even though their lives were endangered each and every day. As a child at the time, Valentina knew no other life.

When German forces began advancing into Soviet territory, Red Army soldiers ordered the village burned to the ground as part of the Soviet scorched earth policy. When Valentina's father refused to move out of the way, troops carried out this task anyway. Most of the villagers escaped with their lives. The Krushchev family was never seen again.



Still unexplained even today, one family member did survive, Valentina! She had changed though. The girl's body had somehow merged with the fire and the freezing temperatures of the day. In any case, Valentina managed to escape the German soldiers, running to a nearby forest. Tired and starving, she traveled for days until a family from her own village discovered the unconscious girl's body.

It wasn't long before these people realized the change which had taken place in little Valentina. Only mild burns were suffered by the group as Valentina was rushed back outdoors, into the snow. The appropriate adjustments were made to keep both the girl and the family alive, living only yards from each other. In the summer the group went north and eventually decided to stay so as to keep Valentina safe.

Eventually the Great Patriotic War ended, but prolonged exposure played its part on the girl's adopted family. One by one they perished, refusing to leave the frozen north in order to protect the young girl. For all her powers, Valentina, now a teenager, could do nothing. Even today records show a violent seismic disturbance had occurred on the supposed day on which Krushchev's last relative perished. Valentina swore never again to bring harm to another with her "accursed" powers, even though none of those tragedies was her fault. The girl remained in seclusion of the next three decades.

The woman she became was finally discovered by the Soviet government. Satellites had picked up heat disturbances in the north and upon closer observation, realized a human was the source. The first few soldiers sent in did not return. It wasn't until they learned who this person was before the government convinced Valentina to return to Moscow. A proper burial was offered in return for the family who had adopted her.

Carried in various refrigeration cars, Krushchev arrived in the Soviet capital. Her physical and psychological condition was refined for months until the government had Valentina convinced that the Soviet Union was worth dying for. Dubbed Earth Scorcher based upon her origin, Krushchev as assigned to the Soviet Red Sentinels. Only used in northern or winter operations, the Soviets keep a close eye on Earth Scorcher to ensure that her brainwashing has succeeded.

Combat Tactics/M.O.: At a long range, Earth Scorcher will shoot her explosive flames. At close range she will "flame on" and attack in that form normally. Adaptation will be used all of the time, being activated on the first action phase of any fight. To subdue or weaken

numerous enemies, gravity control will be used. If working with anyone, Valentina will be wary of the attacks she uses for fear of hurting an ally.

Personality/Character Traits: Earth Scorcher is always a little confused at all times, partly because of her tragic past and partly because of her brainwashing by the government. Valentina's experiences have toughened her and she now has little regard for life. In accordance, she will never pull damage. Modern advancements in technology and philosophy are foreign to the woman, so she may act out of the established norm in such cases. Examples might include standing in front of strange looking ray guns or treating Germans with contempt.

MARX-MAN

Identity: Leonid Voroshilov Sex: Male
Side: Good Level: 8
Age: 54 Training: Gun Accuracy

Powers:

1. Special Weapon: Machine Gun: +4 to Hit, 1d10 damage, A x 8" range, see automatic weapons rules (p. 25), shoots a four shell burst or individual shots when desired.

Special Ammunition:

- a) Exploding Ammo: +1d12 damage upon successful hit.
- b) Stinger Shells: Made of rubber, ½ damage per successful hit.
- c) Acid Shell: +1d8 from acid excretion.
- d) Paint Shell: No damage, paint will spread in a 10" (real scale) area upon a hit.
- e) Sleep Shell: No damage, gas leaked upon impact covering a 1" area per shell. A successful Endurance save on 1d20 will shrug off the gas effects. Failure will result in unconsciousness (sleep). Wake up rules apply.
- f) Flash Shells: Blinding flash upon impact with no damage in a 1" radius. See Light Control, p.14, for effects.

Any number of the above special shells will be carried at any time, depending upon the sharpshooter's desires. Normal shells are also carried.

- 2. Heightened Expertise x 2: +8 to Hit with all modern military firearms.
- 3. Heightened Defense: -4 to be hit in all HTH combat.
- 4. Unconscious Luck: 5% chance, to be used only when attempting impossible actions with firearms. See the New Powers section at the end of this book.
- 5. Heightened Attack: +1 damage per level with special weapon.
- 6. Invulnerability Device: 10 points against HTH and Heat attacks. This power is derived from Marx-Man's costume.
- 7. Phobia/Psychosis: Absolute fear of heights.

Weapons Carried:

- a) Grenades: Three are carried, +2 to Hit, 1d10 damage, 2" radius of effect, A' range.
- b) Dagger: +1 to hit in hand, +2 when thrown, HTH +1d2 damage, A' range.

Vehicle: Motorcycle: See Entry

Weight: 222 lbs.	Basic Hits: 5
Agility Mod.: -	Strength: 18
Endurance: 17	Agility: 14
Intelligence: 14	Charisma: 10
Reactions from Good: -	Evil: -
Hit Modifier: 4.11	Hit Points: 21
Damage Mod.: +1	Healing Rate: 2
Accuracy: +1	Power: 63
Carrying Cap.: 836 lbs.	Basic HTH: 1d8
Movement Rate: 49" ground	
Detect Hidden: 10%	Detect Danger: 14%
Inventing Points: 11.2	Inventing: 42%



Origin & Background: Russian, Military, Government, and Bureaucracy skills. No criminal record.

Leonid Voroshilov was the western equivalent to a sergeant in the Soviet Red Army. He had a self-styled form of command and combat which made him both hated and respected by superiors. Voroshilov, calling himself Marx-Man, led many missions dealing in both espionage and military force. He was commonly followed by a band of soldiers who had proven themselves tough enough to keep up with their leader. Many times Voroshilov was offered promotions, but each time he humbly requested that his rank not be raised, fearing he would be delegated to desk jobs.

On one of his early missions, Marx-Man was under the command of the Hero of the Soviet Union Red Raven (see Red Raven) in the occupation of Afghanistan. The Raven was impressed by the ferocity and skill of the soldier and kept this man in mind for future missions.

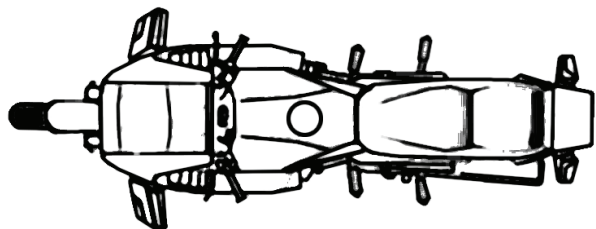
When the Soviet Red Sentinels were still in the planning stage, Red Raven suggested that their first recruit be Marx-Man. The government agreed fully. Upon notification, Leonid decided to join freely, without an order, so as to see more action. Marx-Man now acts as second in command for the group.

Combat Tactics/M.O.: Marx-Man's first action out of every turn is spent evading. To make up for his loss of an action, shots will be fired in automatic mode. Depending upon the effect desired, any one shell type may be used. If it is apparent that an opponent will be immobilized by a specific attack type or shell type, that attack form will be used in hope of taking the opponent out quickly.

Personality/Character Traits: On the surface Marx-Man is a cold, efficient professional, but is, in fact, compassionate and rather forgiving. This side of his personality is usually never shown. However, if innocents are in danger or in need of his help, Leonid Voroshilov will help, even if it means breaking a few rules. Marx-Man keeps a cool

head in combat and, on occasion, has had to calm down Red Raven when in the usual patriotic fit. He also keeps a constant eye on his surroundings as well as keeping perspective on any current assignment.

It is rumored that since the end of official communism in Russia that Marx-Man now styles himself as "Marksman."



Marx-Man's Moyocycle

Weight	Passengers	Cargo Cap.	Speed	Hit Pts.	
				Disable	Demolish
700 lbs.	1 + 1	50 lbs.	150 mph	7	14

Turbo speed can be ignited, increasing the maximum speed to 250 mph for a maximum of ten minutes. If this is exceeded, 1 structural point is lost per turn until the motorcycle is disabled. The bike's body has 15 structural points and the tires have 12. A dome may also enclose the rider creating a life support system supplying air and protection for 30 turns. The motorcycle has been constructed from a non-magnetic metal alloy which negates the effects of Magnetic Powers and Electrical attempts to short it out.

RED RAVEN

Identity: Vladimir Tereshkova

Side: Good

Age: 33

Powers:

1. Wings (Device): These allow gliding only at a 93" speed. Air currents are required to gain altitude.
2. Lightning Control Device: 16" range, 2d8 damage, 10 charges per recharge, no electrical control, 1 action to defend, 30% short-out.
 - a) Carrier Attack: Paralysis Ray: This attack is delivered upon each successful Lightning Control attack. Neuro-paralysis occurs in living targets. Wake up rolls apply. This attack does not drain any additional charges.
3. Heightened Senses: Night vision goggles which also provide telescopic vision at ten times normal sight. Combined, these add 20% to Detect Hidden and 10% to Detect Danger percentages (already included in stats below).
4. Life Support Device: 1% chance per point of damage sustained that the suit will be damaged. 20 hour charge.
5. Heightened Charisma: +14 in leadership abilities only.
6. Phobia/Psychosis: Extreme and often violent loyalty to the state, especially against foreigners, particularly Americans. Criticism of the Motherland will give Red Raven a +4 to hit when attacking the perpetrator of such slander.

Weight: 190 lbs.

Agility Mod.: -

Endurance: 16

Intelligence: 16

Reactions from Good: +5

Hit Modifier: 4.83

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 618 lbs.

Sex: Male

Level: 7

Training: Charisma

Basic Hits: 4

Strength: 17

Agility: 17

Charisma: 26 (12)*

Evil: -5

Hit Points: 20

Healing Rate: 1.6

Power: 66

Basic HTH: 1d8

Movement Rate: 50" ground, 93" flying (gliding)

Detect Hidden: 32%

Detect Danger: 26%

Inventing Points: 11.2

Inventing: 48%

* (12) is his Charisma in non-leadership situations.

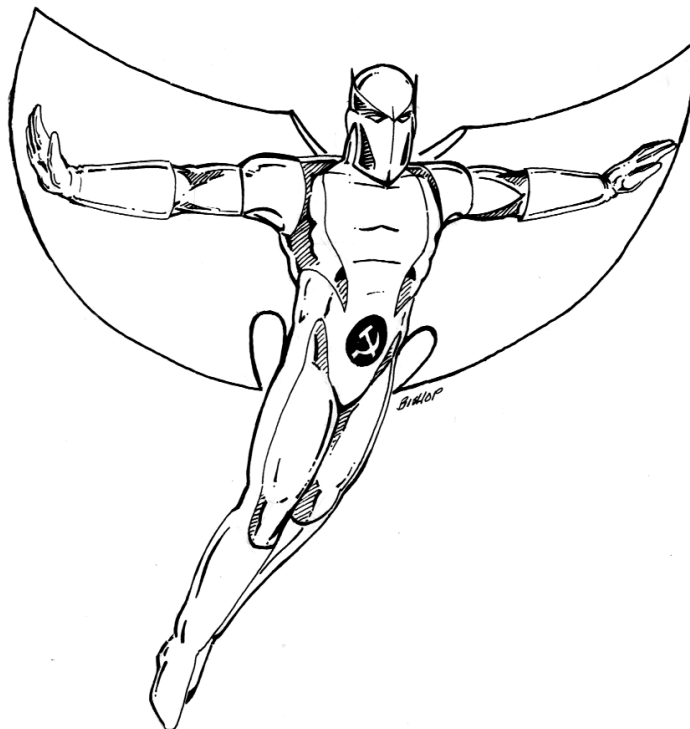
Origin & Background: Russian, Military, Government/Bureaucracy skills. No criminal record.

Vladimir Tereshkova was a well-known, and in some places, well-liked military officer who could commonly be found preaching the values of socialism to the people and to his troops. Based on this, the Soviet government came forward and informed Tereshkova that he was needed for a special project. Vladimir need not have been ordered to this duty as he was willing to do anything for Mother Russia.

Since the death of Lenin in the early part of the twentieth century, Russia had only a few heroes to look up to and lift spirits, knowing that Russia was strong and fair. The embodiment of all these values in one symbol seemed to have the favored effect, based upon the decadent western men and women known as "superheroes." The Soviet government wanted Tereshkova to become such a man. Before any action could be taken, however, Vladimir's thoughts and ideals had to be streamlined into one value – Mother Russia. This didn't take long based upon his prior level of commitment. Next came the construction of a uniform/costume that could be recognized as symbolizing Russian ideals. The addition of weapons and devices was made to allow Vladimir to protect the Mother Land from both external and internal uprisings. His physical and psychological training continued for another few months before the operative known as "Red Raven" was ready for action.

The Raven's first assignment was assisting the Red Army during the takeover of Afghanistan. His next big job was in the silencing of opposition in Poland. In either case, little action was seen by him, except for the defeat of a Polish super-heroine.

A while later, Moscow saw the need for more such operatives and over the course of two years located, recruited, and trained four new operatives who became the Soviet Red Sentinels. Leading this group, Red Raven took on many new assignments, some of which even



involved foreign superheroes. On one such mission, the Canadian Legion was confronted, but the two groups formed a truce when only combined forces could defeat a deadly supervillain threat.

Red Raven is still very active, either working with the Sentinels or on his own under direct government orders.

Combat Tactics/M.O.: Red Raven tends to hover whenever possible in combat, either coordinating group attacks or firing lightning bolts. Should someone ever insult him or his country, either directly or indirectly, that person will feel the full fury of Red Raven. The Raven

never evades, considering it to be demeaning. If he can spot an enemy from a distance, an ambush will be set for that opponent, usually entailing himself as the first to attack.

Personality/Character Traits: Red Raven's devotion to the state is unparalleled and for it he will do anything. Personally he is chauvinistic and stubborn, but loves glory so will always impress people with his abilities, wherever he goes. He also considers himself a great leader (under the Kremlin, of course) and will never allow an alliance (if possible at all) to be led by anyone but himself.

WARRIORS OF GOOD

The Warriors of Good are a trio who have at some time or other all been assigned holy weapons by a special group of priests. The history of the Warriors of Good goes back many centuries when the custom, for unknown reasons, began in which three wise and worthy men were granted incredible powers with which to fight for truth and justice. Once the bearer of one of these weapons or items died, that item could not be passed on again for another one hundred years. During this time Warriors changed and so did priests, but the custom continued. The

three weapons are a cape, a helmet, and a scepter. Only once in the past has a weapon fallen into the wrong hands, that being the cape going to a medieval knight who became known as "the White Tyrant."

At the present time both the cape and the helmet are in use (see White Cape and the Inquisitor). Recently, the wielder of the scepter was murdered by a renegade priest from the same cult who circulates the weapons. This wizard is known as Malechon. The fate of the now missing scepter is still unknown.

THE INQUISITOR

Identity: Maxwell Zimmerman

Sex: Male

Side: Good

Level: 4

Age: 45

Training: Intelligence

Powers:

1. Telepathy: 200" radius.

Thought Scan: 1 action, 1 PR

Switchboard: 20 minds maximum, 1 action per turn, 1 PR

Tracking: 1 PR per person per hour, 1 action per turn to continue

Mind Probe: see rules, p. 17, range of touch

2. Psionics:

a) Mental Blast: Attacks as Mind Control, 1d12 damage, 3 PR to attack and defend, defends as Willpower, 20" range

b) Mind-Numb: Attacks/acts as Paralysis Ray, 20" range, 5 PR per use

3. Telekinesis: Telkinetic capacity of 420 pounds.

As defense, 1 PR, 1 action to set up, 1 PR per attack repulsed thereafter.

Attacks as HTH at 64" range, 1d6 damage, 1 PR per shot.

Object Manipulation costs movement, 64" velocity and range, 1 PR per object controlled per turn

4. Willpower, Type B: Total immunity to mental attacks, illusions, etc. This is a self-developed power which has allowed Zimmerman to retain limited versions of his powers when the helmet is not worn, no PR

5. Heightened Senses: Detection percentages x 4.

6. Weakness Detection: 1 action, 1 PR, 1" range, +7 to Hit.

7. Vulnerability: All powers are lost when the helmet is not worn, except those maintained through Willpower. The helm itself is completely invulnerable.

The following is a list of the powers which Zimmerman can maintain without the helmet:

1. Telepathy:

Thought Scan: 2" radius, 1 action, 1 PR

2. Psionics:

Mental Blast: 1d4 damage, 2" range, no defense

Mind-Numb: Successful hit does only 1d10 damage to victim's mind, 2" range

3. Telekinesis: Telekinetic capacity of 50 lbs., attacks with 10" range, object manipulation has 20" velocity

4. Heightened Senses: +10% on both detections (becoming 24% for hidden and 28% for danger)

Weight: 170 lbs.

Agility Mod.: -

Endurance: 16

Intelligence: 20

Reactions from Good: +3

Hit Modifier: 4.49

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 323 lbs.

Movement Rate: 45" ground

Detect Hidden: 56%

Inventing Points: 8

Basic Hits: 4

Strength: 13

Agility: 16

Charisma: 20

Evil: -3

Hit Points: 18

Healing Rate: 1.6

Power: 65

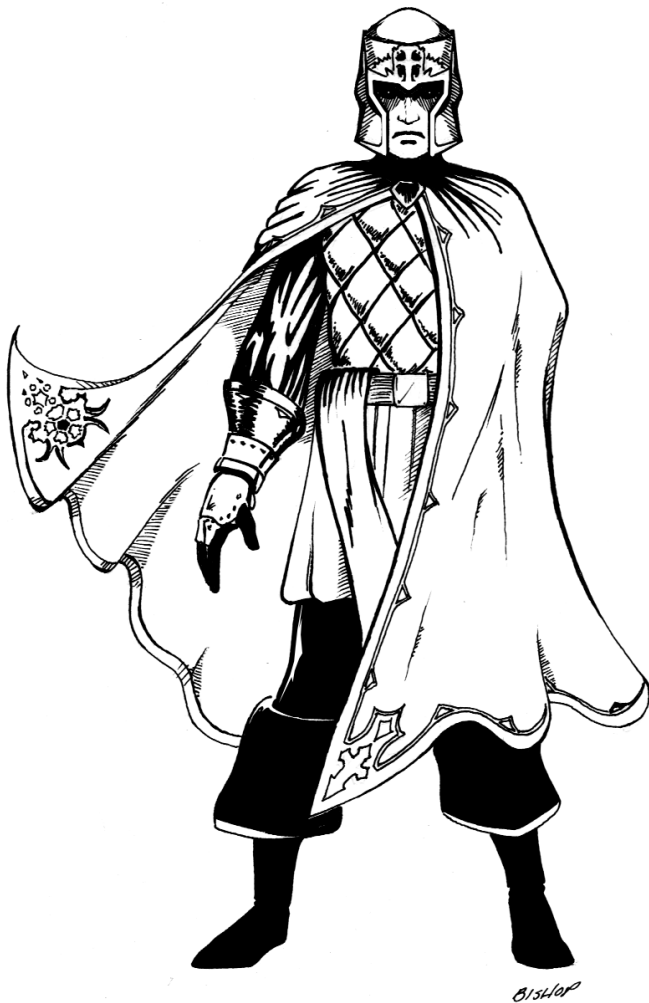
Basic HTH: 1d6

Detect Danger: 72%

Inventing: 60%

Origin & Background: German, Construction skills. No criminal record.

Max Zimmerman was a worker involved in the construction of a new coal mine in western Germany. Max had the bulldozer detail and was plowing open a wide hole when the vehicle suddenly stopped. Getting out to see what had happened, a bright light caught his eye. Walking over to the front of the 'dozer, Max discovered a large bundle or something had been forced up from beneath the earth. Investigating, Zimmerman found himself unwrapping the skeletal remains of an ancient man. Rather than jumping into an uncontrolled terror, Max Zimmerman kneeled before the corpse and began to pray. Zimmerman was a loyal Christian (GM's choice of sect). Almost as a sign of recognition, a wind blew down and swept the remaining cloth from the corpse's skull. There on its head lay some kind of a helmet. Max didn't move and the helm rolled off the skull, stopping before the worker's knees, almost as if it wanted to be lifted. This was all the sign Max Zimmerman needed. Donning the helmet, the voices of five men entered the German's head, stating what was demanded of Zimmerman now that he was a Warrior of Good. It was only at this point that fellow workers approached, seemingly not having seen these astonishing recent occurrences. Strangely enough, the helm had



become invisible (actually a part of Zimmerman's consciousness to be returned when desired).

Historians were called in and it was discovered that the corpse was that of a long dead Gothic leader or champion. Max didn't tell anyone about the helmet. Through his own research, Zimmerman discovered that this Goth was a previous bearer of the helm. For some reason, the priests of the Weapons of Good had not passed on the helm as tradition demanded. Apparently they left the helm knowing that a future champion would find it.

Not too long later, another Warrior of Good appeared. He called himself "White Cape" and operated in Canada. It was this ally's costumed arrival that inspired Zimmerman to do the same. His career expanded before him as Max, now known as "the Inquisitor" felt no apprehension about fighting for good with a secret identity to protect him and his loved ones. The Inquisitor has since become a champion of the German people, combating simple crime and injustice rather than demons and spirits like his western counterpart. When White Cape eventually revealed his secret identity, Max Zimmerman decided against doing the same.

Today the Inquisitor can still be found battling evil, sometimes teaming up with White Cape, in very tough situations.

Combat Tactics/M.O.: The Inquisitor's first few actions are almost always spent in using his Telekinesis against an opponent to determine his or her strengths. A tough looking opponent will receive a thought scan to predict combat moves (causing that enemy to suffer a -4 to hit) or learn motives if said opponent is thinking of them at the time. Either

form of Psionic attack is the common attack form of the Inquisitor, the Mind-Numb being favored for quick victories. Should a fight ever develop into HTH, at least one action will be spent to determine weaknesses.

From the use of his Willpower, Zimmerman has retained some mental abilities and will use this to his advantage should anyone ever think him powerless without the helm.

Personality/ Character Traits: Max Zimmerman is a shy, quiet person and is also rather timid in social situations. When taking on the guise of the Inquisitor, his personality becomes just the opposite. In this persona he is tough, aggressive and strong-willed. The Inquisitor never curses and can be heard praising God in combat and using quotations from the Bible to point out the penalties of following the wrong pathways in life to defeated enemies.

SCEPTER OF THE SUPREME BEING

The following is the statistical description of the third weapon of the Warriors of Good. Sometimes called the "Scepter of God" or the "Scepter of the Almighty," it is presently in the hands of the evil Malechon! These powers are all endowed on the wielder, based on his own statistics (i.e. Intelligence, Strength, etc.) where applicable.

The Scepter is +4 to hit, HTH +1d10 damage.

1. Invulnerability: 10 points
2. Regeneration: At the wielder's healing rate per turn with one action spent to do so.
3. Flight: 1 PR per hour.
4. Cosmic Awareness: see rules, p. 11.
5. Magic Magnification: All magical abilities previously held by the bearer are now doubled in intensity (or halved, whichever works in the character's favor), but remain at normal power or movement costs. This would mean damage would be doubled or whatever the GM decrees. Some situations may require minor modification other than those already described.
6. Phobia/Psychosis: Anyone of evil or neutral alignment (or good alignment with neutral tendencies) who has the Scepter in his possession for over twenty-four hours is overcome by its power and slowly driven mad. Madness begins with a paranoia about others wanting to take the relic which will eventually lead to attacking friends. Characters in this situation receive two saving throws versus Intelligence on 1d100. Both rolls failing results in the effects already mentioned. One failing roll creates a skepticism about the weapon's corruption which calls for a third saving roll. Success or failure here determines whether or not the character is freed from the weapon's effects or lost forever. If both of the two original saves were successful, the character realizes that the weapon is somehow controlling his or her mental state.

Characters who have failed become permanently insane in ten plus Charisma days after the original twenty-four hour period. At one-fourth (rounded down) of this time period, the paranoia begins. If the scepter can be separated from the possessed character before permanent insanity sets in, he or she will recover in 1d4 days.

To date it is not known how Malechon has managed to keep the Scepter without feeling its effects.

All of the above powers are added to a character's present list (if any). Any power which might already have been held by that character that will be duplicated by wielding the Scepter will result in the more potent form overruling the weaker.



2. INDIVIDUALS

ARGONAUT

Identity: Andreas Ypsilanti

Side: Good

Age: 36

Powers:

1. Adaptation: 1 PR per hour, 1 additional PR per attack defended against.

2. Flight: 945 mph speed or 94.5 times the speed of sound in atmosphere, hyperflight capabilities, 1 PR per hour.

3. Invulnerability: 30 points ignored per turn

4. Heightened Strength: +24

5. Heightened Endurance: +17

6. Vulnerability: Argonaut's head is not invulnerable. At one time he wore a helmet and will wear it again if he believes that his vulnerability will be taken advantage of by an opponent.

Weight: 217 lbs.

Agility Mod.: -

Endurance: 27

Intelligence: 14

Reactions from Good: +3

Hit Modifier: 15.5

Damage Mod.: +1

Accuracy: +2

Carrying Cap. 4945 lbs.

Movement Rate: 79" ground

Detect Hidden: 10%

Inventing Points: 4.2

Sex: Male

Level: 3

Training: Strength

Basic Hits: 5

Strength: 35

Agility: 17

Charisma: 20

Evil: -3

Hit Points: 78

Healing Rate: 4

Power: 93

Basic HTH: 2d8

Detect Danger: 14%

Inventing: 42%



Origin & Background: Greek, Ancient History, Archaeology and Teaching skills. No criminal record.

A scientist and historian, Andreas Ypsilanti was an instructor at many notable Greek schools. It had always been the researcher's dream to receive a grant to search for ancient Greek ruins. Time after time he was turned down and it was finally decided that his search was futile. The only alternative was to forsake job, friends and family to go out alone in search of the relics he knew existed, but he had based his theories on pure myth. After three years of search, living off the land, or even stealing if necessary, Ypsilanti finally found what he had been looking for, but the result was unexpected.

Slipping through a narrow crevice, the historian discovered a huge underground cavern with a black, cold river running through it, none other than the River Styx!

Allowing his enthusiasm to overcome his better judgment, Andreas stepped forward and lost his balance on a slippery rock. His body plunged into the river only to recover in time, before his head went under the surface. The effects of the bath were miraculous. Ypsilanti became invulnerable much like Achilles, when he too was dipped in this river. However, he also developed other incredible powers.

Unknown to Andreas though, was the fact that a rival historian had been checking up on the Greek's progress. When finally reappearing, Ypsilanti was faced by a band of high-tech mercenaries who demanded his immediate submission. Andreas fought back but too soon learned that his head had not become invulnerable, having never been beneath the river's waters.

Some time later Andreas awoke and found himself strapped to some kind of machine that was processing data on his altered DNA makeup. He was still too weak to escape.

Eventually, this rival decided to experience the supposed magical powers of the river for himself. As the evil man departed into the cave, Andreas pushed his musculature beyond limits thought possible. His

restraints broke easily. Making short work of the mercenaries, Ypsilanti created a landslide and buried his enemy with the river forever (or, so it is hoped). It is still claimed, after all those years, that a pounding can still be heard under the earth in the area.

To prove himself better than his adversary and to clear his name of all prior crimes (like stealing to continue his search), Andreas donned a costume like so many western heroes. He called himself "Argonaut" based on the Greek mythos.

It cannot be said that Argonaut's career has been overly productive. Only occasionally has he had to deal with power-wielding supervillains, even though his persona is widely known.

Combat Tactics/M.O.: Argonaut is fearless in combat as he knows nothing short of a concentrated attack will stop him. He therefore uses his strength and speed to match or slightly better that of his opponents. If a threat against his weakness is recognized, Argonaut will wear a helmet which he once wore in the early stages of his career, but found too cumbersome. The helm has 14 structural points.

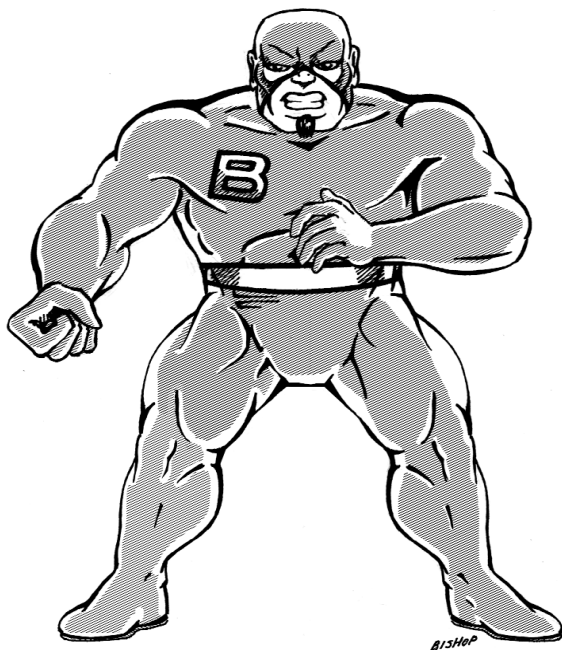
Personality/Character Traits: Ypsilanti is a rather brash, self-centered individual. Whether this has been brought on by his acquisition of super-powers is unknown. He also likes to think of himself as a leader among men and will insist upon commanding any foreign super-powered heroes in Greece. He has also become the know-it-all and braggart of the superhero community.

BULLDOG alias BIG BEN

Identity: Max Cunningham Sex: Male
 Side: Good Level: 6
 Age: 52 Training: Strength
 Powers:

1. Unconscious Luck: 4% (see New Powers)
2. Heightened Strength: +14
3. Invulnerability: 17 points
4. Weakness Detection: 1" range, +4 to Hit, 1 action must be spent
5. Heightened Senses: Instinctive danger sense, x2 Detect Danger
6. Body Power: If a special hit can be made, Bulldog can catch his opponent in a hold that cannot be broken without a Strength score higher than his own along with a successful Strength save on 1d20 for that opponent. No PR.
7. Phobia/Psychosis: Bulldog will go into a battle fury if mocked about his short stature. A successful Charisma save will bring him out of this rage. The roll is made once a turn or until the fight has been won (by either side). In this rage, he receives a +2 to hit, +4 on damage, but cannot roll with damage taken. Allies or civilians/bystanders will never be attacked in his rage, only enemies.

Weight: 235 lbs.	Basic Hits: 5
Agility Mod.: -	Strength: 31
Endurance: 17	Agility: 12
Intelligence: 10	Charisma: 9
Reactions from Good: -	Evil: -
Hit Modifier: 5.616	Hit Points: 29
Damage Mod.: +1	Healing Rate: 2
Accuracy: +1	Power: 70
Carrying Cap.: 3700 lbs.	Basic HTH: 1d12
Movement Rate: 60" ground	
Detect Hidden: 8%	Detect Danger: 24%
Inventing Points: 6	Inventing: 30%



Origin & Background: British, Construction, Wrestling skills. No criminal record worth mentioning.

Max Cunningham was a London construction worker and all-purpose roughneck. His short stature (4'6") was made up for by brute strength.

No one messed with Max!

One day while working with a jackhammer, a suit (slang for businessman) approached the brawny Englishman and offered him a position in a new sports league being introduced by the "suit." Intrigued, Max allowed the suit to continue (to the surprise of his fellow workers). The businessman proceeded and when he had finished, gave Max his business card, asking him to appear in a few nights at a local arena. As it turned out, the suit was putting together a wrestling show and wanted Max in the midget competition. Insulted when he discovered what was really asked of him, Cunningham slammed the suit and stormed out of the building, causing minor structural damage.

To say that the business promoter was merely furious would be a lie. Within minutes he had a contract out on Max's head. You see, the suit wasn't exactly the most righteous and law-abiding citizen.

That night, as Max sat watching a popular British soap opera and smoking a stogie, he heard some shouting in the stairwell near his apartment (flat, to the British, of course). Stepping out into the hallway, Cunningham realized that he was in trouble when two guns (slang for hitmen) started toward him. At the same time, the little girl from next door came running out into the hall and caught a slug intended for her neighbor. She collapsed at Max's feet. If you're wondering how the name Bulldog came to be applied to Max, it would seem obvious by the way Cunningham took out the two thugs.

Instead of ridding himself of a nuisance, the suit had gained an enemy. For some time, Max stalked the crook and learned all about the man's illegal activities. With the information he attained, Max beat the crap out of the "businessman" and his hired goons. You've got to understand that Max was no killer. He settled for calling the Bobbies (slang for British police officers).

As the months passed, Cunningham couldn't get the face of that little girl out of his mind. He finally decided to make up for her death, even though a one-man-army against crime seemed an idea destined to failure. He was wrong! Numerous times Max fought syndicated crime and brought those involved to justice. The only thing that kept him going was the thought of the dying little girl.

After some time passed, Cunningham realized that his identity should be kept secret and so he began wearing a mask.

For the press, Max was the biggest new item since the Second World War. Without a trademarked name, the papers began calling Max various names. The two the construction worker liked best were "Bulldog" and "Big Ben." These names have stuck.

Combat Tactics/M.O.: The first thing the four and a half foot tall Bulldog (as he will now be called for simplicity's sake) will do in combat will be to size up his opponent's strengths and weaknesses for a turn (i.e., evading and detecting weaknesses). If brute strength alone seems inadequate to defeat an opponent, Bulldog will put a hold on that enemy and detect for weaknesses if not already done. Any weaknesses detected will be acted upon if possible. If necessary, Bulldog will keep evading to weaken his enemy should he or she be even stronger than Bulldog himself. Another tactic which Max has used on occasion (unless his opponent is already doing so) is to trick his enemy into ridiculing Cunningham's short stature. Bulldog has never lost a fight in his berserk rage.

Personality/Character Traits: Although Max Cunningham appears to be a tough bruiser, he is really a softhearted, old-fashioned guy. He still feels guilty for the death of his neighbor's daughter and, on occasion, remembers her when ready to give up on a fight. This can become an interesting turn of events in any game session as Bulldog appears down for the count, but climbs back to his feet with renewed vigor.

Most of Bulldog's crime fighting is done against common criminals, but if his services are required for a different kind of fight, Bulldog will be happy to oblige.

DANIEL MASK, MASQUERADE

Identity: Daniel Mask

Sex: Male

Side: Good

Level: 9

Age: 28

Training: +1 to hit with firearms

Powers:

1. Telekinesis: 1350 lbs. telekinetic capacity, 1 action to set up and 1 PR to defend, 144" range, 1d10 damage, 1 PR per shot, attacks as HTH. Manipulation costs movement, 135" velocity, 1 PR per object controlled.

2. Teleportation: 610" maximum range, 2 PR per use.

3. Heightened Expertise: +4 to hit with all modern military weapons.

4. Heightened Attack: +9 to damage done in any attack.

5. Natural Weaponry: +2 to hit, +4 damage

a) Paralysis Attack: When desired, a special attack can be made in HTH. A successful hit does damage to the victim as well as paralyzes him in this attack form. In this case, specific nerves are struck. Normal wake-up rules apply and all effects are treated at Paralysis Ray. PR = 2 per successful attempt.

6. Willpower, Type A: 1 PR per turn.

7. Heightened Charisma: +12 to women only.

8 Disguise: Almost any human appearance can be simulated so long as it is of the same general size and build of Mask. An Intelligence save on 1d100 is rolled by any character familiar with the person being imitated upon initial meeting with this imposter. Another roll is made every time the imposter does something that might give himself away.

Weapons Carried:

a) Pistol: +3 to hit, 1d8 damage, A x 6" range, A" range when a silencer is used.

b) Knife: +1/+2 to hit, HTH + 1d2 damage, A" range.

Weight: 170 lbs.

Basic Hits: 4

Agility Mod.: -

Strength: 15

Endurance: 15

Agility: 16

Intelligence: 15

Charisma: 16 (28 to women)

Reactions from Good: +2

Evil: -2

Hit Modifier: 4.83

Hit Points: 20

Damage Mod.: +2

Healing Rate: 1.6

Accuracy: +2

Power: 61

Carrying Cap.: 414 lbs.

Basic HTH: 1d6

Movement Rate: 46" ground

Detect Hidden: 12%

Detect Danger: 16%

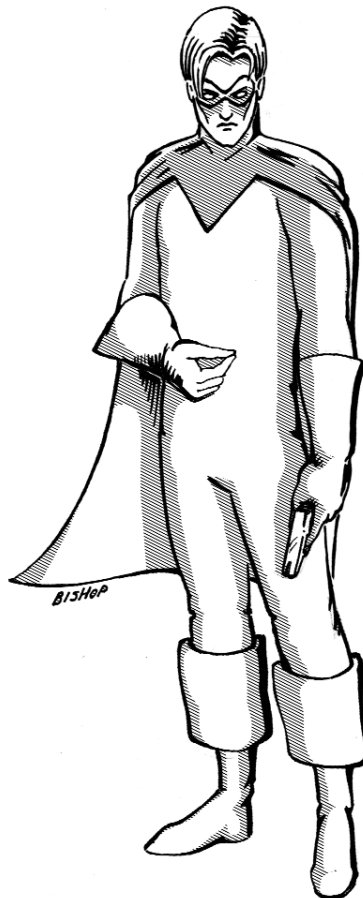
Inventing Points: 13.5

Inventing: 45%

Origin & Background: American, Military (piloting), Espionage, Government/Bureaucracy, and Religion/Mysticism skills. No criminal record.

Daniel Mask was born on a Texas Air Force base to which his father had been assigned. Shortly thereafter the boy's mother died from complications from his birth. As the years passed, Dan moved from military base to military base as his father was continually transferred. Due to this, Mask and his father never got along very well, mostly because his father was always off on assignments. To keep himself entertained with the few friends he had made in a new area, Dan immersed himself in military interests. For a few years he attended Air Cadets, the joined the Reserves (National Guard), and eventually the regular Air Force.

Over the years Mask excelled at each rank and was regularly promoted, finally reaching the rank of Major. It was at about this time that the military informed Dan Mask of his father's death. It was also revealed to him that his father had been more than "just" an Air Force Colonel. Thomas Mask had been a highly trained government operative who had specialized in espionage. He had been working on his latest assignment, the recovery of a laser guidance system, when he was wounded. The senior Mask had managed to get to the local authorities, but died in the hospital. The officer in charge of missions for Dan's father then asked the young man if he would care to replace



his father in the service of the United States. Daniel Mask thought his options over and a few days later made up his mind – it was affirmative!

Since Mask was already quite skilled and capable, his physical training was short. His first mission was to retrieve the same guidance system and to do whatever was necessary to the terrorists who had stolen it.

Only a few days later Daniel reported back in and he had recovered the guidance system, but had also spared the terrorists' lives, which surprised his commanding officer. With this mission a success, Mask took on the code name his father had used, "Masquerade." Every mission after this also met with success. However, on one mission, the plane which Dan Mask had commandeered was forced down in the Tibetan Himalayas. Mask's body was thrown clear of the airplane and his body, near death, was found by a Tibetan monk. Over time Dan healed and developed his body as well as his mind. Mask owed the monk his life as well as his friendship, but he could not have saved the elderly monk when the criminals who had forced the air crash came looking for Daniel Mask or his body. Dan, having been out foraging for food, returned to find his benefactor dead at the hands of these murderers. He made short work of the criminals and then faced a long journey before finally returning home.

To date only a select few are aware of Mask's inhuman powers, but they all desire to keep it that way, a secret.

Combat Tactics/M.O.: Masquerade will always try to rely upon his more mundane abilities whenever possible, suppressing his mental abilities/powers. He also prefers stealth over open battle and always tries to take out opponents quickly and silently (i.e. with his nerve punch).

The first action of every turn will be used to evade and Willpower will be activated. Unless forced into fighting someone he doesn't want to fight, Mask will never pull damage.

Should one of his special powers have to be used, the attempt will be kept discreet. Mask does, however, like knocking out guards with his telekinesis to gain entry into buildings and the like.

Personality/Character Traits: Mask is of a modest, reserved personality, but absolutely abhors inefficiency. This quirk had been diminished somewhat with his Tibetan teachings in patience. He also has a taste for a well laid-out plan and for beautiful women (and vodka martinis, shaken, not stirred?).

DIANA (created by Kevin Fletcher)

Identity: Diana
Side: Good
Age: 22

Sex: Female
Level: 1
Training: Search for Samhain (or none)

Powers:

1. Cosmic Awareness: 48% basic chance of success, minimum of 5 Power must be spent, +2 to roll due to low Charisma.
2. Revivication: Range of touch, PR of all present power points, 1 turn required, she must rest for twenty-four hours after each attempt, see rules, p. 16 for more details.
3. Magical Blast: 5" range, 2 PR per shot, 1d10 damage, attacks as Power Blast.
4. Mute: Cannot communicate verbally.

Weight: 110 lbs.
Agility Mod.: +2
Endurance: 15
Intelligence: 15
Reactions from Good: -2
Hit Modifier: 2.16
Damage Mod.: +1
Accuracy: -
Carrying Cap.: 123 lbs.
Movement Rate: 34" ground
Detect Hidden: 12%
Inventing Points: 1.5

Basic Hits: 3
Strength: 9
Agility: 10
Charisma: 8
Evil: +2
Hit Points: 7
Healing Rate: 1.2
Power: 46
Basic HTH: 1d4
Detect Danger: 16%
Inventing: 45%

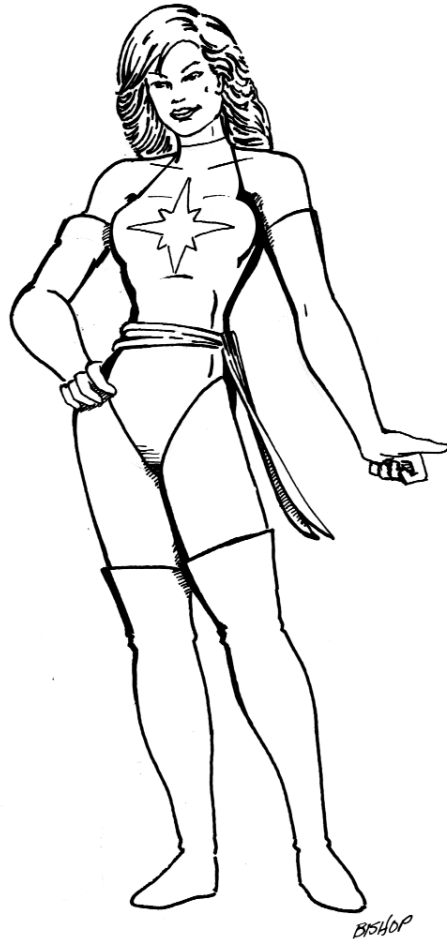
Origin & Background: American, Religion/Mysticism skills. No criminal record.

Diana Hane was born the daughter of a witch and warlock who practiced black magic. Her two year-old brother was named Sam. When Sam reached age seven he was offered by his parents' coven to the living spirit of All Hallow's Eve. As his father struck the killing blow, the spirit entered the boy's body. His first action was to murder the boy's parents and the entire coven. However, before Diana could be killed, she was drawn by the spirit of Mother Earth to a high mountain plateau, somewhere in the Himalayas. It was here that the five-year-old was raised into womanhood. In the years spent there, Diana learned of magic and the power of life. The only damper on her complete sense of fulfillment was the choking grasp on her held by the evil spirit, Samhain, which left the girl mute.

When Diana came of age she was told why the goddess who had saved her. The spirit of Mother Earth and the spirit of All Hallow's Eve (Samhain) had for millennium been at opposite ends of a never-ending struggle, that of good against evil. For all of that time, the two had always managed to counter one another's magics. It was when the evil spirit Samhain had come to possess the young Sam Hane that he gained the opportunity to finally win the long struggle. Since the goddess was forbidden to possess a mortal, all that she could do to counter Samhain's evil was to train a disciple to rebalance the odds.

With her mission explained and revealed, Diana returned to the world and began searching for her brother (or, at least his physical body). If and when the two do meet, there shall be a terrible battle, one that might just mean the salvation or end of the world as we know it.

Unknown to the girl, her brother also searches for her!



Combat Tactics/M.O.: Diana relies almost entirely on her magical blasts in combat. To defend herself, evasion will be used on a regular basis. If the opportunity presents itself, Diana will fire at specific targets (through special attacks) to disable an opponent. This may include shooting weapons and the like.

Personality/Character Traits: Diana despises physical violence and will refrain from it at all costs. As her powers suggest, she values life and will give her own without hesitation to save that of another. Revivication will be used on anyone Diana may have become connected to who has been killed or has died as she will blame herself for the death, even if it is clearly not her fault. Cosmic Awareness is usually left for those in need of help and is never used for personal gain.

ESPRIT (SPIRIT)

Identity: Georges Fleury
(Louis Clemenceau)
Side: Good (Neutral tendencies)
Age: 238 (30)
Terms in parentheses refer to mortal form.

Sex: Male
Level: 7 (3)
Training: None

Powers:

1. Transformation: Power Activation, 1 action to activate and change back, no PR.
 - a) Heightened Strength: +22
 - b) Non-Corporeality: 4 PR per hour, 71" movement rate, movement cost to reform any body part.

c) Death Touch: HTH attack to hit with bare hand upon a target's flesh. Endurance and Agility saves on 1d20 made as normal. If both succeed, there is no effect, if one fails, the victim loses all hit points at a PR cost of 10. If both saves fail, the victim is killed, costing 20 PR. This power is rarely used, unless in desperation.

d) Cosmic Awareness: 1 action per use, 84% basic chance of success, see rules for more details. Information gained through this power is derived from the spirit world.

e) Emotion Control: Fear, 17" range, 8 PR per successful hit. Upon being affected by this power, the victim will have one of two fates. An Intelligence save on 1d20 is made. If successful, no overwhelming effects occur. If the save is failed by one half (rounded down) the victim's Intelligence or less, 3d10 points of damage is sustained. If failed by over one-half the Intelligence score, the victim is Paralyzed (as Paralysis Ray), making wake-up rolls at half the norm (again, rounded down).

f) Body Power: While possessed by the spirit, the host body is immune to the following attacks: Paralysis Ray, Ice Powers, and exposure to vacuum.

g) Body Power, Revivication: will not return the spirit to the world of the living.

h) Spirit Spawn: Acts as Power Blast, 27" range, 1d20 damage, 1 PR per shot, 1 action to defend per turn.

i) Regeneration: 1 action must be spent per turn to heal 2.5 hit points. Damage taken from Vibratory attacks cannot be regenerated in this way.

j) Vulnerability: Anyone with the power Astral Projection or Non-Corporealness can attack the spirit directly, not harming his host body if he is in it at the time. No defenses normally conveyed by Non-Corporealness have any effect in this situation, regardless of the attack type used. Should the spirit be destroyed while in the host body, that host will regain control of his own body.

Weight: 205 lbs.

Agility Mod.: -

Endurance: 18

Intelligence: 17

Reactions from Good: +4

Hit Modifier: 11.82

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 4967 lbs.

Movement Rates: 71" ground or floating

Detect Hidden: 12%

Inventing Points: 11.9

Basic Hits: 5

Strength: 36

Agility: 17

Charisma: 23

Evil: -4

Hit Points: 60

Healing Rate: 2.5

Power: 88

Basic HTH: 2d8

Detect Danger: 16%

Inventing: 51%

As Louis Clemenceau

Weight: 175 lbs.

Agility Mod.: -

Endurance: 12

Intelligence: 15

Reactions from Good: +1

Hit Modifier: 2.18

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 193 lbs.

Movement Rate: 34" ground

Detect Hidden: 12%

Inventing Points: 4.5

Basic Hits: 4

Strength: 10

Agility: 12

Charisma: 12

Evil: -1

Hit Points: 9

Healing Rate: 1.2

Power: 49

Basic HTH: 1d4

Detect Danger: 16%

Inventing: 45%

Thief Skills:

1. Stealth: The ability to move quietly across any surface with a successful Agility save on 1d20 per movement rate traveled, 1 PR per turn. Invisibility can also be achieved in shadows and darkness without the cumulative +1 to hit and -1 to be hit as no motion can be made without becoming visible. An Agility save on 1d20 is again required per attempt. If not successful, the thief need not know of his failure

(the GM may want to roll it), no PR.

2. Knowledge of Security Systems: An Intelligence save on 1d20 will successfully disarm a security alarm if it can be reached.

Cat Burglar Gear: With these various tools, alarms can be disarmed, windows opened, surveillance cameras fooled, etc. The GM may create these tools as desired. Included is a cable and grappling hook. The cable is one hundred feet long and an Agility save on 1d20 is required to make a hit. Also included are:

a) Infrared Glasses: For night vision as well as spotting security systems.

b) Mirror: For reflecting light beams as well as other things.

c) Plastic Explosives: For blowing doors, windows, safes, etc.

d) Files, Picks, and Tools: For break-in and entry, safecracking and other jobs.

e) Suction Cup Grips: Strapped to hands and knees, these are used to scale buildings, walls, etc.

f) Mini-Camera: Used to take pictures from the angle on security cameras and then placed over the lens to create the image of an empty hall or room.



Origin & Background: French, Crime and Fine Art (when possessed) skills. Criminal record as a small-time crook, now presumed dead by the authorities.

Louis Clemenceau was a small-time thief of French birth. Working in Paris, his specialty was cat burglary, especially in tall buildings. On one such job Louis had a small museum staked out and, after closing, he scaled the building, slipping in through an unlocked window. Security in the place was poor as not even silent alarms were used. Overconfident, the thief stashed away everything he could. His greed finally got the best of him and Louis decided to hit the lower floors too. A big mistake! On his way down, the thief tripped and fell to the bottom of the stairwell.

In the morning the curator found Louis dead, his neck broken. Police investigated, but found no signs of murder so simply sent the corpse to the morgue for future processing.

That night Louis "woke up." He found himself in a sliding compartment and realized exactly where he was. Clemenceau's escape from the morgue was easy as the guards weren't willing to chase a ghost.

Not only was something strange going on, Louis also felt different. Pondering the situation, a voice called out as a ghost-like visage appeared in the center of the thief's apartment. Louis bolted for the door, but it was locked just as he reached it. The same thing happened to the windows. As Clemenceau collapsed in the corner, whimpering, the ghost began to explain his presence.

It seems that the spirit was that of an Eighteenth Century painter who had been tried for a crime he never committed. The courts found him guilty and sentenced him to death. As one last request, the artist was allowed to paint a final painting. He entitled it "Trial of the Innocent." Shortly after completing the painting, Fleury (as the artist was named) was executed. For some unexplainable reason, the spirit of that dead craftsman did not go to his proper resting place. Instead, Fleury was cursed with haunting his last painting, following it to wherever it might be transported. The painting itself, according to art critics, was a classic, the best work of Georges Fleury's career.

Finally, a small museum bought the masterpiece to which the ghost was bound and Fleury's ghost was forced to follow the painting and linger for eight years with no sign of reprieve. Finally, one night his salvation did arrive in the form of Louis Clemenceau, when the thief died in the museum. The spirit of Georges Fleury entered this lifeless form and rekindled its flame, to be able to enter or exit whenever the spirit desired.

Clemenceau begged for mercy. He was reassured that no harm was to come to him as long as the thief would help to clear the artist's name and then allow the spirit of Fleury to rest in an eternal peace.

As the weeks passed, Louis Clemenceau found himself more and more comfortable sharing his body off and on with this ghost. Besides, when possessed he could do incredible things, but maintained a say in the actions his body would take when under the control of Fleury. Simply, upon thought, Clemenceau could summon the spirit and be taken over and vice versa as Fleury could possess Clemenceau's body when desired. The two also found that their personalities were rubbing off on each other.

In the quest to clear Fleury's name, the two found themselves repeatedly helping others in trouble. Quite often this led to great personal danger. Recently Fleury has learned of the existence of superheroes in the world, especially to the west. It was he who suggested that the two take on the name of "Esprit" in their transformed state.

Combat Tactics/M.O.: The combination of two minds thinking and communicating with each other makes Esprit a very tough opponent. Virtually every time the transformation has taken place from Clemenceau to Esprit, Louis has somehow managed to get himself into trouble, usually over a beautiful mademoiselle.

Esprit's favorite maneuver is to use his Emotion Control on an opponent. He also enjoys the Spirit Spawn, but not too many opponents can stand up to it. If having trouble in winning a fight, Non-

Corporeality will be activated to make his body more difficult to strike. Esprit is also on the constant lookout for opponents with similar powers to his own, fearing the manipulation of his one true weakness.

Since Esprit is actually made up of two alert, thinking men, he can never be attacked from behind without the assailant being noticed (therefore a +4 to hit from behind is never awarded against him) and detection rolls are always made twice, once for each man in the transformed state. Finally, Death Touch will only be used in life and death situations and Regeneration will only be activated when one half of Esprit's original hit points are gone.

Personality/Character Traits: When not transformed, Louis Clemenceau is a bit of a brute. He likes to drink, fight, gamble and smoke (not necessarily in moderation). If Georges Fleury has followed him in spirit form, as he usually does, the ex-thief will get lectured on how Fleury does not want a filthy body. Because of this, Louis has occasionally been seen and heard shouting and arguing with no one, an invisible person. The two like to complain about each other, but in actual fact, have a strong friendship and admiration for each other. These complaints are especially apparent when one wants to look at art while the other wants to watch girls.

Note: In spirit form, Fleury has the single power of Non-Corporeality, which is permanent. He can move at 30" per turn and is charged no power cost for the power. Furthermore, he cannot solidify any body parts but can make himself seen or heard when desired. His statistic scores are all 10 and his effective weight is 140 pounds.

HAWKER

Identity: Mark Holt

Sex: Male

Side: Good

Level: 1

Age: 23 (when powers mastered)

Training: Charisma

Powers:

1. Flame Powers (x2): PR of 3 per attack, action to activate with permanent defense, 1 PR per hour of flight, 84" range, 2d12 damage, 124 mph speed. This is the "flame on" variety.
2. Vibratory Powers: Flames can generate a concussive force with a 36" range doing 1d10 damage. 60% breakage, PR of 3 per attack, costs one action to set up as a defense and phasing is not possible with this power.
3. Special Weapon: Stun-Disk: a disc-like object which, when thrown, causes a better chance of causing unconsciousness in a struck victim than the norm, 180" range, upon a hit unconsciousness percentage increases by three times. The disc returns to the thrower after every shot and requires a successful Agility save to be caught upon its return. The weapon is +4 to hit and does HTH 1d4 damage.
4. Heightened Strength: +19
5. Heightened Senses: Telescopic Vision, 50 times normal range of sight. All detection percentages are therefore doubled (as indicated in the statistics below).

Weight: 160 lbs.

Basic Hits: 4

Agility Mod.: -

Strength: 30

Endurance: 14

Agility: 18

Intelligence: 13

Charisma: 10

Reactions from Good: -

Evil: -

Hit Modifier: 11.11

Hit Points: 45

Damage Mod.: +2

Healing Rate: 1.2

Accuracy: +3

Power: 75

Carrying Cap.: 2272 lbs.

Basic HTH: 1d12

Movement Rates: 62" ground, 124 mph flying

Detect Hidden: 20%

Detect Danger: 28%

Inventing Points: 1.3

Inventing: 42%



Origin & Background: Canadian, Commercial Art skills will develop in the future. No criminal record.

The son of David (Harrier) Holt and Joanne Holt, Mark is almost two-years-old as of this writing. In the future he will develop latent mutant powers which will surface during his late teens.

Doctor Jeffery Tollack, sworn enemy of Canada, the Canadian Legion and Canadian Shield, recognized the possibilities of manipulating the possible powers that young Mark Holt might develop in later life, based upon his father's genetics. Using various time control machinery, Tollack scanned the future, witnessing the first ever use of Mark Holt's future powers. Returning to his own time, Tollack set out and kidnapped the Holt baby, beating his mother into submission while David (Harrier) was out (during this fight the Holt home was somehow set ablaze; Joanne claimed it to be the kidnapper's doing but was strangely unscathed herself). It also appeared that the struggling woman had managed to activate the Legion alert signal as Canadian Shield and Redcoat arrived on the scene shortly afterwards, but this device was unfortunately smashed soon thereafter.

Within the ruins of his home Harrier found some kind of arrow with a technological head. It had pierced a small slip of paper with the following words written on it: "Fire and Chase." After the police had arrived, Joanne Holt was taken to hospital.

Following the note's instructions, Harrier fired the shaft and followed it to a school yard some miles away as the arrow flew on its own. In

the park stood Tollack and a flaming man who had apparently allied himself with the villain. Upon demanding the safe release of his son, Harrier was caught in a time trap laid by the evil Doctor. The same fate befell Canadian Shield and Redcoat as they arrived on the scene. The trio found themselves caught in the midst of a raging battle sometime during the Second World War. Harrier was unfortunate enough to land on the British hero, Excalibur as he fell into the past. After recovering from intense confusion, the three heroes managed to convince Excalibur that they were on his side and went on to help in the defeat of the German supervillain, Stuka.

When straightening out what had just transpired, Excalibur spotted the Nazi villain coming to and, through fate, both fired at each other at the same moment. The resultant explosion from the contacting energies threw Harrier and his partners back into their own time stream.

With a vengeance, Harrier attacked Tollack, who was surprised at the group's untimely return (no pun intended). His onslaught was stopped as the Doctor revealed that the fiery man with him was actually Mark Holt. To further complicate matters, Harrier's so-called partners were, in fact, androids meant to duplicate Canadian Shield and Redcoat as created by Tollack. Harrier was now alone facing four opponents.

With absolutely no feeling of guilt, Harrier finished off the androids with explosive arrows. In counterattack, Tollack ordered young Holt, now known as Hawker, to attack his father. Somehow Tollack had aged Mark and then misled him into believing that his father was a terrible villain while Tollack was a hero, thereby tricking Hawker into thinking he was fighting for good. As father and son fought (although half-heartedly in the case of Harrier), Tollack made his escape as he noticed the true hero was overcoming his son.

However, Tollack didn't get far before Harrier managed to corner him. In desperation, Tollack grabbed one of a group of nearby children who had gathered to watch the ongoing conflict. David Holt was forced to back off. It was in light of this scene that Hawker realized his grave error in believing Tollack. Using his Stun-Disc, the young man made a desperate throw and broke Tollack's hand, thereby releasing the young girl the villain had grabbed. Before he could be apprehended, the time-controlling Tollack activated a device and was able to escape.

In the aftermath of the battle, Harrier realized something he had not yet discovered about his son. Hawker had many of the abilities of his father, but also wielded flame, which Harrier could not do (in fact, Harrier was terrified of it based upon his weakness). Obviously Joanne Holt had not revealed all of her personal secrets to her husband as he had believed (she, in fact, was born a mutant whose control over fire only surfaced when in a stress situation and was completely uncontrollable – which also helps explain the burning of the Holt home during Mark's kidnapping).

After consulting Doctor Abraham Charger, Tollack's former co-worker, Mark was returned to his original age so that his father could teach him to properly control his powers when they manifested themselves. Joanne Holt is also presently learning how to control her powers.

Combat Tactics/M.O.: Mark Holt, born with a combination of powers received from both parents, relies solely on these abilities while in the form of Hawker. His flame powers are commonly used on powerful opponents who are known to be able to withstand the punishment. His flames are also useful in crowd control, cutting off or creating pathways for endangered civilians to follow.

If flames are ineffective or prove to be unwieldy, a concussive blast will be used in the form of Vibratory power.

The Stun-Disc (as provided to him by Tollack) will be most useful in special attacks and for use in taking opponents out quickly.

Personality/Character Traits: If this character is going to be used, obviously the GM will have to age him in some way as Tollack did or have player-characters meet Hawker in the future. Mark's manipulation at such a young age will, no doubt, be forgotten as time passes. As Mark ages, his personality will develop to become much like that of his father and will therefore be a moral and good citizen. For now we can only wait.

THE LEAP-FROG

Identity: Joseph Paling
Side: Good
Age: 46
Powers:

Sex: Male
Level: 2
Training: Agility

1. Superleap Device: Springs from the bottoms of his costume's webbed feet increase all normal leaping distances by a multiple of five. Falls up to twice the Agility score in inches can be fallen without taking any damage if a successful Agility save can be made. When using these leaps in combat a +4 to hit is gained. The velocity involved in his leaping speed adds a +1d4 damage to any hit scored when leaping.
2. Body Power Device: The frog costume is able to secrete an oily, slippery substance which makes the Leap-Frog impossible to hold onto without his consent.
3. Sonic Attacks Device: A noise much like the croak of a bullfrog can be made, but many times louder is produced. 10" range, 1d8 damage, 8% chance of breakage, unlimited uses.
4. Special Weapon: The costume holds an eight foot long tongue which can be extended fully. It acts as a weapon, +1 to hit, HTH +1d4 damage. On a special hit an opponent can be entangled where desired. To maintain balance if entangled, a victim must make a successful Agility save. To break free from a hold requires a combined 20 Strength or 10 points of structural damage. The tongue can be recoiled instantly.
5. Water Breathing Device: Type A, 15 hour duration.
6. Speed Bonus: +100" swimming. Swimming speed is equal to two thirds normal movement rates (rounded down).

Weight: 210 lbs.
Agility Mod.: -
Endurance: 10
Intelligence: 12
Reactions from Good: -
Hit Modifier: 1.1
Damage Mod.: -

Basic Hits: 5
Strength: 11
Agility: 9
Charisma: 10
Evil: -
Hit Points: 6
Healing Rate: 1.25



Accuracy: -
Carrying Cap.: 245 lbs.
Movement Rates: 30" ground, 120" swimming
Detect Hidden: 10%
Inventing Points: 2.4

Power: 42
Basic HTH: 1d6
Detect Danger: 14%
Inventing: 36%

Origin & Background: American, Inventing skills. No criminal record.

Joseph Paling, born in Crystal Lake, Illinois, was a small-time inventor who spent his life building things rather than earning a decent living. He was also somewhat the joker and particularly loved practical jokes. When a marine biologist friend asked Joe to develop a special diving suit, Paling agreed but did not mention that he was planning some special (and humorous, in his mind) adjustments. After two months of work he finally completed the project. Upon arriving at the biologist's lab, Joe thought it would be funny if he wore the suit and give his friend a surprise.

It was the inventor who was surprised when he overheard a conversation between his friend and some kind of a loan shark. It seemed that the suit was to be involved in research planned which could be very profitable if successful. To begin the project though, illegal "grants" had to be obtained, on which the biologist was behind in his repayments. It was then that Paling knocked over a beaker in his clumsiness which resulted in the biologist's murder at the hands of the nervous crook. Running for his life, Joe Paling was hounded everywhere he went by the loan shark's gang as they tried to track him down. He had information that could incriminate the group, but never had an opportunity to reveal it to the authorities.

In his travels Paling helped out many people in need who he had met along the way.

Fed up with being chased half way across the country, Paling finally stopped running and turned to face his pursuers. Miraculously, he defeated the criminals with the help of some of the members of an old folks' home whom he had befriended and helped.

Joseph Paling finally decided to keep the suit, looking back at all the people he had been able to help when using it. Since his face had not been seen when wearing the suit, Paling's identity remained a secret.

Combat Tactics/M.O.: The Leap-Frog has no real fighting style to speak of, he relies mostly on opportunity and always makes the best of chances to leap away from serious trouble. Since Paling isn't the greatest fighter, he will try to avoid combat as much as is possible.

Personality/Character Traits: Paling, by nature, is a harmless soul who actually detests violence. As mentioned above, he does love a good joke and tends to often go too far in such jokes which has gotten him into trouble once or twice. Joe still travels a lot and has been in most of the American states. He usually travels incognito (in his civilian guise), but when trouble starts, he'll dart out of sight and put on the suit.

THE MASKED MATADOR

Identity: Juan Siqueiros
Side: Neutral (Good Tendencies)
Age: 26

Sex: Male
Level: 5
Training: +1 to hit
with 'El Volapie'

Powers:

1. Muleta (Device): A common looking cloak which would be used during a bullfight, it actually sends out high frequency sound waves which tend to enrage any creature with less than 10 Intelligence at which it is pointed. Attacks are made as Emotion Control, Hate, have a 30" range with unlimited attack charges. Those creatures so enraged will be forced to charge the Matador and are not allowed to roll with any damage sustained in this strike. Charges will continue to be made until the controlled victim can make a successful Charisma save on 1d100 (made between turns). All charge attacks are considered to be HTH.
2. Heightened Defense x 2: -8 to be hit by charging opponents.



Weight: 190 lbs.
 Agility Mod.: -
 Endurance: 15
 Intelligence: 13
 Reactions from Good: -5
 Damage Modifier: +1
 Accuracy: +2
 Carrying Cap.: 532 lbs.
 Movement Rate: 48" ground
 Detect Hidden: 10%
 Inventing Points: 6.5

Basic Hits: 4
 Strength: 16
 Agility: 17
 Charisma: 28
 Evil: +5
 Hit Points: 18
 Healing Rate: 1.6
 Power: 61
 Detect Danger: 14%
 Inventing: 39%

Origin & Background: Mexican, Sport (Bullfighting) skills. Wanted on suspicion of several vigilante style assaults.

Juan Siqueiros was interested in bullfighting ever since he was a boy. His favorite part of each fight was el volapie. At the age of sixteen he was hired on as the assistant to a popular local bullfighter. When a famous matador arrived to perform at the local stadium, he recognized Juan's enthusiasm for the sport, which reminded the fighter of himself at that age. The famous matador offered to train Juan and received the boy's labor services as payment for the training. Touring the country, the pair acquired wide acclaim and were heroes to thousands.

In one fateful show, Juan's mentor was mauled by a bull while practicing in a drunken state. Before being taken to the hospital, the mentor instructed his pupil to put on his instructor's costume and perform for a foreign dignitary expected to attend that day's performance.

After hours of indecision, Juan finally mustered the courage to fight the bull, even though he knew he lacked the experience required to go it alone. The crowd, having become unruly in anticipation, gave up a triumphant cheer as Juan appeared, masked so as not to be recognized. Once the crowd had quieted, the boy nervously ordered the release of the bull. The beast was the most vicious Juan had ever seen and he even considered running, but remembered his mentor's last words. Four times the bull passed, each time nearly ripping the young imposter to pieces. The crowd quickly grew angry once again, shouting for "el volapie." In his inexperience, the boy prepared for the "flying foot" and plunged his blade deeply into the animal, even without the help of assistants. The city's populace, unaware of the substitution in matadors, acclaimed Siqueiros as the hero of the day.

After the match and festivities had ended, Juan managed to get away to the hospital, only to learn that his friend and mentor would be paralyzed for life.

It was then that Siqueiros decided to devote his life to the amusement of the crowds, as a testimonial to his mentor. After fully training himself, Juan Siqueiros began a tour of Mexico, appearing as the Masked Matador, the best bullfighter to have ever lived. In this time he also became highly self-confident and, quite often, arrogant. It was in this state of mind that Siqueiros realized that he required more challenging opponents than the usual brutish bull. It was decided that he would become a self-styled adventurer, much like those costumed "heroes" of the north.

After hiring a group of electronics experts, the Masked Matador had a special cape designed to his own specifications. With this, Juan went out into the world, along with his other skills and tools, in search of high adventure, publicity, and a plain old good fight. Numerous times he found all three, his adventures leading him around the world.

Combat Tactics/M.O.: The first thing the Matador will do in a fight is taunt his opponent with witty comments and insults. At the same time his muleta will be activated, hopefully rising a charge out of his opponent. If this succeeds, Siqueiros will play with his victim, basking in the glory of his skills (especially if on camera or if a beautiful woman is nearby). After whittling away at his opponent, the Matador will apply his flying foot attack and his Death Strike if the villain is a known and wanted criminal (he must also be low on Hit Points, as described above). If the effects of his cape can be broken, Juan Siqueiros will

3. Heightened Charisma: +16, but reaction modifiers are reversed.
4. Heightened Expertise: +4 to hit with sword and banderillas (two foot long barbed darts)
5. Special Weapons: Sword: +2 to hit, HTH +1d6 damage. Banderillas: +1 to hit in hand, +3 when thrown, HTH +1d3 damage, A^r range.
 - a) Death Strike: Upon a Special Attack, a sword can be used to make a Death Touch attack as vital organs are pierced. No PR cost other than the usual HTH Power cost. Normal Death Touch saving throws are applicable.
6. Combat Maneuver: El Volapie or "flying foot" is a maneuver used as the killing blow after a combat. In the act, the matador leaps into the air and plunges with his sword. A +4 to hit and a +3 to damage is applied as it is the Death Strike as described above. Should the victim survive the death attack, he or she will still take damage from the sword. This attack is only used when an opponent is down to one-eighth (rounded down) of his original Hit Points (which the Matador can guess from his opponent's physical appearance, as in almost unconscious).
7. Phobia/Psychosis: For the Masked Matador, defeat in battle or the failure in killing an opponent in el volapie will reduce the man's Charisma score by 1d4 immediately. He will then make a quick escape as he mopes about his imperfection until his next appearance with renewed confidence (about a week later). He will also develop hatred for the character who put him in such a situation and will hunt that person down and attempt to kill him or her!

begin evading and will attempt to win in the end anyway. The Masked Matador will usually use his banderillas when toying with an enemy or when fighting one with ranged attacks.

Personality/Character Traits: The Masked Matador loves attention, both in praise as well as in the physical sense. It is not uncommon for him to accept flowers from spectators and kisses from pretty women. In personality he is a chauvinist and egoist. If he should ever lose a fight, but escape with his life, Juan will be highly demoralized for a time, but will return with a vengeance.

The Matador is rather apprehensive about fighting women, but will if one should pose a real threat. He equally dislikes fighting fellow heroes, but on occasion has had to due to his extreme tactics. In both of the above cases, he will never use the Death Strike, favoring leaving those opponents unconscious or incapacitated.

Siqueiros also has little regard for the importance of his secret identity and could care less if it was publicly revealed. The mask does make for great showmanship, though.

THE MASK OF MIDNIGHT

Identity: Kyle Black	Sex: Male
Side: Good	Level: 3
Age: 29	Training: +1 to hit with whip
Powers:	

1. Invisibility: His black costume hides the man in shadows. No +1/-1 modifiers are gained since no movement can be made. No PR.
2. Disguise: Any human appearance may be assumed that is roughly of Black's physical size and build. An Intelligence save on 1d100 is made for those familiar with the person being impersonated upon initial meeting to detect the imposter. Another roll is made every time the imposter does something to give himself away.
3. Mimic: The voice of any person can be imitated if the sound of that voice is known. To determine success each time that voice is used, a save versus I + C/2 (rounded up) is made on 1d20. No PR>
4. Detective Abilities: Detection Percentages are tripled.
5. Heightened Senses Device: Night Vision Lenses in an eye-mask.
6. Aura Attack: When making an initial encounter with small-time criminals and thugs (those knowing his reputation), an Emotion Control Fear attack is made to all those that can see him who fit this description. See the New Powers section for more details.
7. Heightened Expertise: +4 to hit with bullwhip and pistol.

Weapons Carried:

1. Bullwhip: +1 to hit, HTH +1d4 damage, 4" length, Special Attacks may entangle. The whip has 5 structural points in any one place.
2. Pistol: +3 to hit, 1d8 damage, A x 6" range.

Weight: 180 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 18
Endurance: 17	Agility: 17
Intelligence: 16	Charisma: 18
Reactions from Good: +3	Evil: -3
Hit Modifier: 5.52	Hit Points: 23
Damage Mod.: +2	Healing Rate: 1.6
Accuracy: +2	Power: 68
Carrying Cap.: 678 lbs.	Basic HTH: 1d8
Movement Rates: 52" ground, 102" swinging (with whip)	Detect HTH: 1d8
Detect Hidden: 36%	Detect Danger: 48%
Inventing Points: 4.8	Inventing: 48%

Origin & Background: American, Journalism/Broadcasting and Legal skills. No criminal record.

Kyle Black was a well-known newspaper reporter in the city of Saint Louis. Kyle's column was devoted mostly to city crime and law enforcement. It was his latest assignment which proved to be his most difficult. Black was to write an expose on St. Louis's most sought after crime boss. What made this assignment so much more difficult than past assignments was that this criminal had always managed to elude



BISHOP

the law by utilizing legal loopholes. For any story to be written, Black had to collect some hard, incriminating facts or he would be sued for slander by the criminal.

The investigation phase of the assignment lasted for weeks. Each day a new lead surfaced or a potential clue reared its head. For a time this crime boss was merely amused by Black's efforts, knowing that they would prove fruitless. This changed when Black uncovered a giant money-laundering operation which could be traced back to the boss. Now something had to be done about the reporter.

Two nights later a pair of gunmen sprayed Black's home in the typical gangster style. Black's elderly father, who lived with the reporter, was gunned down in the house. Luckily for Black, he (Kyle Black) was not at home at this time. Arriving at the hospital, Black sat with his father during the old man's last few hours of life. His father's final gesture was the passing of a key to his son, stating that Kyle would know what to do with it.

Three days later, after almost fully recovering from his father's death, Black vowed to get revenge against the crime boss responsible. It was then that he remembered the key. Since most of his father's things were kept in the attic, Kyle climbed up. After searching through old crates and boxes, he finally found an old trunk sitting at the back of the storage room, almost as if it had been hidden. Opening the trunk, he pulled out an old black cloak and a suit. On the bottom of the trunk was a wide-brimmed black hat, a face-mask, and a bullwhip. Kyle Black's first

thoughts were those of confusion, but he then remembered that he'd always felt his father and mother had always kept a secret of some kind from him. Lamonte Black, his father, had been some kind of vigilante!

A little research proved this true in that a masked vigilante did roam the dark streets of St. Louis in the Thirties. That man's name was "the Mask of Midnight." There could be no other explanation as to why his father would pass on the old Midnight gear to Kyle unless he wanted his son to carry on the torch. Since simple reporting investigation into the crime boss's secrets was not enough, the Mask of Midnight was born again.

With his detective abilities already at their peak, Black only needed to improve his body. The driving force provided by vengeance was always in his mind. Black was finished in a matter of weeks. He had even learned some of his father's old tricks.

Following formerly gained leads as Kyle Black, the Mask of Midnight crushed countless criminal operations. His final act was in the brutal defeat and capture of his one true enemy.

Finding the cover identity of Midnight to be more useful in breaking up organized crime than his ordinary job, Black decided to continue using the guise and costume.

Combat Tactics/M.O.: The Mask of Midnight uses surprise on opponents as much as possible, jumping from shadows, attacking while in disguise or anything which can be manipulated to his own advantage. Now that his reputation in St. Louis is well-established, the Mask uses it to his benefit, causing crooks to break down and surrender information to him. His bullwhip is an effective way to capture criminals in attempting to escape as well as holding on to them (and even more useful to swing with). He even uses the whip to climb walls and the like so as to drop down on potential victims. This weapon is not as all-purpose today as it was in the original Mask's day, so Black carries a pistol as well. Another tactic which he frequently uses is to mimic the voices of criminals so as to lure their accomplices into traps.

When a mission is over, the Mask of Midnight always leaves his calling card, a face-mask much like his own. This symbol has become beloved by police and feared by the criminal element.

Personality/Character Traits: In the guise of Kyle Black, this man is a hard-hitting reporter, striking out at crime wherever and whenever possible (which is where the Mask of Midnight gets most of his cases). Midnight has been written about frequently in Black's news columns, making the reporter seem to have the inside scoop on the activities of this vigilante. Strangely enough, the Mask always seems to be in the area whenever a hit had been planned on Black in order to stop the reporter's investigations. The Mask of Midnight enjoys playing on the fears of criminals, his favorite tactic involving talking to the panicked criminals while in total darkness. To do so, he will turn off office lights and the like and wait at well known hangouts of perspective targets to taunt them. A mask left in a crime boss's own home is also a nice touch, letting that criminal know that they are in trouble!

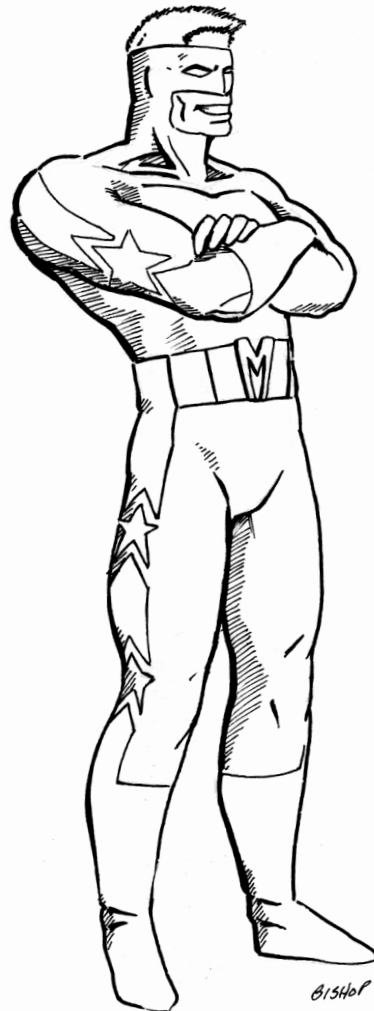
MINUTEMAN

Identity: Steven Steel Sex: Male
Side: Good Level: 5
Age: 32 (Apparent) Training: Agility
Powers:

1. Heightened Charisma: +12
2. Natural Weaponry: +2 to Hit, +4 to damage.
3. Willpower, Type A: 1 PR per turn.
4. Special Weapon: Device Belt
 - a) Flight Device: 75 mph flight speed, 8 hour charge.
 - b) Invulnerability: 7 points, functions at all times without a charge limit.
 - c) Teleportation: 200" maximum distance, 5 charges per recharge.
 - d) Strength Booster: Raises Strength by 20 points for 1 hour per day, 1" movement to activate.
5. Phobia/Psychosis: Intimidated if ridiculed about not equaling his parents' heroic reputations.

Weight: 170 lbs.
Agility Mod.: -
Endurance: 14
Intelligence: 15
Reactions from Good: +4
Hit Modifier: 2.62 or 5.67 with added Strength
Damage Mod.: +2
Accuracy: +1
Carrying Cap.: 352 lbs. (3460 lbs.)
Movement Rates: 40" (60") ground, 75 mph flight
Detect Hidden: 12%
Inventing Points: 4.5
Figures in parenthesis show boosted Strength.

Basic Hits: 4
Strength: 14 (34)
Agility: 14
Charisma: 24
Evil: -4
Hit Points: 11 (23)
Healing Rate: 1.2
Power: 44 (75)
Basic HTH: 1d6 (1d12)
Detect Danger: 16%
Inventing: 45%



Origin & Background: American, Negotiation, Political Science skills. No criminal record.

Steven Steel, the son of Lance and Helen Steel (Mister America and Lady Liberty) was born without superpowers and had decided psychologically that he was a disappointment to his parents because of this. This problem was exacerbated when the still active Stuka (from Super-Crooks and Criminals) captured Steve, thinking him the weak link of the Steel family. When the aged couple found and trounced the Stuka, Steve had finally decided to make up for his "shortcomings."

However, when Steve Steel offered his services to the United States government, they turned him down. Fortunately, a government scientist, who had often assisted Steve's parents during the war, overheard the boy's plea. The scientist decided to give young Steel a chance and secretly offered to supply him with devices which could be used to fight crime and injustice. As the months pass, Steve and the doctor developed a number of gizmos which they built into a costume, emphasizing American patriotism.

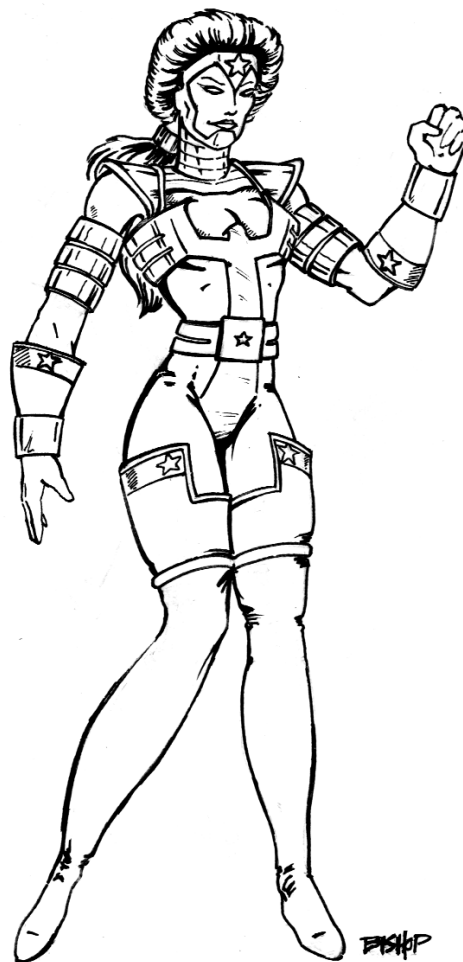
Steve then made his debut, defending his home town of Washington, D.C. Although his parents disapproved, little could be said to change their son's mind.

Since that time, Minuteman has protected his city and country numerous times, often at a minute's notice (hence, his name). He still cannot accept the fact that he has equaled his parents' reputations as heroes, even though he has been decorated by the President himself.

Combat Tactics/M.O.: Minuteman relies on his costume more than on his own abilities. When a fight seems inevitable, Steven Steel will first activate his Strength Booster, if it has not been used already, and only if his opponent is too much to handle without the device's assistance. To get himself out of a sticky situation, Minuteman will teleport, usually just behind his opponent to strike from that position. If a situation arises in which concentration or exertion is required, Willpower will come into play.

Minuteman uses slightly more secretive tactics than the direct, frontal methods of his father. Instead of attacking a secret base or the like directly, Steven will sneak around first, trying to find the best point of entry and travel.

Personality/Character Traits: Minuteman is very sensitive about his reputation, especially when compared to those of his parents (which he believes to be superior to his own). Should this be manipulated, Minuteman will directly attack the person doing so, no matter how powerful that enemy might be. If thus ridiculed by common people, Steve can usually manage to maintain his composure. In any other aspect, Steel thinks and acts like any common person would which is greatly different from his parents' violently patriotic views. He does have another quirk though, Steve has an annoying habit of hitting on every beautiful woman he meets. Over the years, possibly as a benefit of his parents altered physiologies, Minuteman seems to have aged slower than his peers.



LADY LIBERTY (formerly MISS AMERICA)

Identity: Helen Saunders Steel

Sex: Female

Side: Good

Level: 6 (in 1942)

Age: 25 (in 1942)

Training: None

Powers:

1. Light Control: "Star Ray," a light ray in which two-dimensional star shapes are repeatedly produced, parallel to one another, increasing in size from point of origin to target, 34" range, 2d8 damage, 1 PR per attack and blinding flash, 34" area of effect in blinding flash (shaped as a two-dimensional star).

a) Paralysis Attack: A Carrier Attack of Light Control, victims of the Star Ray only will be paralyzed upon a successful Paralysis hit. Normal wake-up rules apply. No PR.

2. Adaptation: 1 PR per hour or to defend.

3. Flight: 144 mph speed or 634"; 1 PR per hour.

4. Body Power: Hyper-flight can be achieved, even without the 450 mph speed minimum.

5. Heightened Speed: +760" to flight speed, +26 on Initiative rolls.

Weight: 110 lbs.

Basic Hits: 3

Agility Mod.: +2

Strength: 12

Endurance: 12

Agility: 17

Intelligence: 16

Charisma: 22

Reactions from Good: +4

Evil: -4

Hit Modifier: 3.22

Hit Points: 10

Damage Mod.: +2

Healing Rate: .9

Accuracy: +2

Power: 57

Carrying Cap.: 161 lbs.

Basic HTH: 1d4

Movement Rates: 41" ground, 317 mph in flight

Detect Hidden: 12%

Detect Danger: 16%

Inventing Points: 9.6

Inventing: 48%

Origin & Background: American, Social Work/Charity, Scholar (Ancient History) skills. No criminal record.

Helen Saunders was the daughter of an American senator during the Second World War. It was during the war years that she gained her powers.

Sam Colletti was a big-time mobster and black-marketeer whose specialty was hoarding rationed materials and selling them off illegally, making huge sums of money. On one of his runs, the gangster and his mob were discovered by police and the American hero (Mister America – see below) who had been assigned to capture the criminal group.

In his escape, Colletti ran to the docks as he and the remaining members of his gang climbed aboard a ship, that as fate would have it, also carried Senator Saunders and his daughter. The two were ceremonially inspecting the ship and its cargo of explosives and ammunition before the vessel's maiden voyage overseas. Storming onto the bridge, Colletti and his men grabbed the father and daughter, ordering the ship's captain to set sail. With no viable alternatives, the ship, its crew, its cargo, and one other uninvited guest pulled away from the harbor.

A safe distance from shore, the gangster ordered his hostages down

into the cargo hold. Unknown to him, a red, white and blue avenger had stashed himself away only feet from the prisoners' position.

As night fell, Mister America crept from his position of hiding and knocked out the guards. As he undid the Senator's bonds, Colletti came down and opened up with his machinegun on the unwary hero. Mister America went down as the Senator rushed the crook. No one noticed the fire that was started by the stray shells except Helen Saunders. Still bound and gagged, she could do nothing. The small flame started a chain reaction when it burned through to the ship's ammunition cargo as the craft was blown sky-high.

There were no apparent survivors save for Helen, who had miraculously lived through the explosion. In fact, there was nary a scratch on her. To escape the flames, the girl had reacted instinctively, jumping to safety. It cannot be said that her surprise was minor when she did not touch down again. Helen could fly! She could do more than fly! The explosion had somehow endowed her with incredible powers.

When hovering over the burning ship in search of her father, the girl spotted something strange floating in the debris filled water. Swooping down, she discovered Mister America had also survived the explosion through some stroke of luck.

As time passed, Mister America convinced Helen to use her powers for the good of man and to prevent the same things as had happened to her from happening to others. Helen agreed and worked with the hero for Washington, but (originally) as Miss America. Of course, the Miss America Pageant had objections to this as Helen had never entered their famous contest. Threatened law suits convinced Helen to change her name to "Lady Liberty."

Together the two fought for the side of good and democracy, crushing the forces of Hitler's Nazis many times. It was only a matter of time before their inevitable marriage.

The present day whereabouts of Helen Steel is unknown, but it is rumored that the Washington, D.C. based hero, Minuteman, is her son.

Combat Tactics/M.O.: Lady Liberty's first action will be spent in activating her Adaptation defense in any combat situation. If fighting opponents who are clearly tough, she will use her Star Ray and try to paralyze them. A blinding flash is commonly used to hinder large groups or disorient an especially strong opponent. If allies are present who, for some reason, cannot prepare for the flash, Lady Liberty will refrain from its use. Flight will be used as an advantage over an adversary without the power of flight, just keeping within range for her ranged attacks.

Personality/Character Traits: Helen Steel is a rather quiet, reserved person who will never flaunt her powers. Compared to Lance (her husband, Mister America), Helen is the calm, practical one. No one is exactly sure what she sees in the outlandish Mister America, but speculation states that he is actually a man of vulnerability and mixed emotions under that tough exterior.

Note: The GM has two settings in which to use this character if he or she so chooses: in wartime America or in present-day America. If the latter is used, Lady Liberty's scores should be adjusted to reflect her age. Her powers will have remained basically the same, although ranges and the like will, no doubt, have changed due to statistical modifications.

MISTER AMERICA

Identity: Lance Steel
Side: Good
Age: 28 (in 1942)
Powers:

Sex: Male
Level: 9 (in 1942)
Training: Strength

1. Heightened Senses: Enemy Detection. With this power any person met or within a 1" radius with anti-American sentiments (such as Nazism during WWII) in their personality will be detected by Mister America without fail.
2. Speed Bonus: +70" ground.
3. Luck, Unconscious: 19% chance, see the New Powers section for more details.
4. Invulnerability: 15 points versus all HTH attacks and 10 points

against all other attack forms.

5. Willpower, Type A: 1 PR per turn.

6. Heightened Charisma: +23

7. Quick Recovery: All wake-up percentages rolls are made and then divided by 3 (rounded down) before being compared to the Endurance score.

8. Natural Weaponry: +3 to Hit, +6 damage.

9. Aura Attack: When addressing any body of neutrally aligned American citizens, Mister America can arouse the emotion of patriotism amongst his audience as per Emotion Control. The effect will last for Mister America's Charisma is turns (38) and in this state, people will do anything for their country or by command of Mister America. They do so of their own free will, however, and drastic actions such as murder will be refused. For this power to effect someone, he or she must be able to see or hear Mister America (i.e., over the radio). Normal saving rolls do not apply.

10. Phobia/Psychosis: Mister America is overly patriotic which can become violent at times. He also has a distrust of anyone who is not a true, red-blooded American.

Weight: 225 lbs.

Agility Mod.: -

Endurance: 18

Intelligence: 15

Reactions from Good: +7

Hit Modifier: 8.448

Damage Mod.: +2

Accuracy: +2

Carrying Cap.: 1960 lbs.

Movement Rate: 130" ground

Detect Hidden: 12%

Inventing Points: 1.5

Basic Hits: 5

Strength: 25

Agility: 17

Charisma: 38

Evil: -7

Hit Points: 43

Healing Rate: 2.5

Power: 75

Basic HTH: 1d12

Detect Danger: 16%

Inventing: 45%



Origin & Background: American, Military, Transportation (Piloting) skills. No criminal record.

Lance Steel was a small town boy living in Illinois shortly after the Great War in which his father had served. He collected all sorts of memorabilia from the War, constantly thinking of what his father might have been like, having never really known him.

As the years passed, Lance spent almost all of his free time involved in some sort of military pastime such as collecting toy soldiers. During this time he also developed a fiery patriotism toward his country. Whether or not this was based upon the death of his father is unknown.

When the Second World War began, the matured Lance raced out immediately to sign up (he even got into a fight to see who would join first at the recruiting station). The boy had dreams of joining the Army Air Force, fighting the Axis hordes single-handedly, and bringing glory to America. His dreams were dashed when the military doctor found him unfit for combat, having a minor eye disorder which the physician recognized as being malignant. Heartbroken, Lance considered suicide, but was convinced by his mother that his vision impairment could be repaired by doctors – it could, but not completely. By this time, however, the local recruiting office had closed and no nearby ones would accept Lance for the same reason. Lance was not beaten yet, though, and offered his services to a nearby airfield which was being commandeered for the war effort.

A sergeant there, at the air field, took pity on young Steel and decided to train him as a pilot on the side. Within months the boy was test-piloting various warplanes before they saw actual service. It was during this time that a mysterious project was being conducted on the base.

Doctor Tyrone Richmond was developing a supposed miracle cure for almost any disease. Neither he nor Washington expected the experiments to be discovered in such a small town, but they were. One night two Nazi agents broke into Doctor Richmond's lab where the Doctor was working at the time. Lance heard the smashing of glass and shouts, so investigated. Upon arriving at the scene, Doctor Richmond stumbled out the door into Steel's arms, having been shot. He urgently gave the youth a pill and ordered that Lance take it. Lance did as ordered. In the ensuing struggle, the spies knocked over a volatile chemical which blew up the lab. Three days later Steel awoke from a coma. The doctor, the Nazis, and the plans for the pill Lance had been given were all destroyed, but Lance was somehow changed!

The experimental pill Doctor Richmond had given him cured Lance of his eye disorder, as it was claimed or expected to do, but it also enhanced his structure somehow, giving Lance Steel fantastic powers.

Immediately, the government solicited his entry into the war effort. Steel anxiously agreed and became Washington's special operative against the Axis powers. To hide his identity, Lance was given a costume of his own design and was dubbed "Mister America."

Over the years Mister America fought countless villains on American soil, as well as overseas. Teaming up with Captain Crisis, he often fought the Stuka, Swastika, and Rising Sun. On one of these missions he encountered Helen Saunders, who was inevitably to become Lady America. Eventually the two were married and fought the remainder of the war together.

At the present time the exact location of Mister America is unknown, but it is suspected that he lives in Washington, D.C. with his wife.

Combat Tactics/M.O.: Mister America believes only in simple, frontal attacks, having enough confidence to believe that his opponent will almost always be too cowardly to stand and fight. If he finds that he has bitten off more than he can chew, Mister America will put his faith in his country and a good left hook. This hero relies entirely upon his fists in combat and will pummel away until victorious or defeated. He almost never retreats unless his life is on the verge of ending or someone else is in need of assistance.

Personality/Character Traits: Lance Steel likes to think of himself as the embodiment of the American way and commonly will make speeches about freedom and democracy. He almost feels patriotic thoughts around him as well as those that are unpatriotic (as seen in his powers). He has a severe distrust of anyone who as not

born in America or who has such anti-American ideals. The best image that can be depicted to understand this character is that of the absolute American champion, holding a billowing flag in his right hand and a German or Japanese victim in his left with fireworks exploding in the background (red, white, and blue, of course). This description is in fact the design used in a recruiting poster by the US government during World War II. Obviously, Mister America's personality could become downright sickening, but his persona did wonders for wartime propaganda.

Note: If the GM intends to use this character, he has two choices as to where and when to set the adventure. During the Second World War, either in America or overseas, or at the present time. In the present day America, Mister America will have retired a number of years ago, but his powers will be essentially the same, although his statistics may be lowered due to age, but not by all that much since the original pill's effects have not yet worn off. Another thing that will not have changed is Steel's patriotic outlook. Instead of being centered on Nazism, he will be more concerned with Communism or terrorism.

NUKENIN

Identity: Hanako Fujimaki	Sex: Female
Side: Good (Neutral Tendencies)	Level: 8
Age: 23	Training: Combat Accuracy
Powers:	

1. Heightened Expertise x 2: +8 to hit with all martial arts weaponry.
2. Heightened Defense x 2: -8 to be hit from all attack forms.
3. Natural Weaponry: +3 to Hit, +6 damage.

a) With a successful HTH Carrier Attack, a victim can be paralyzed as with a Paralysis Ray, through striking a specific nerve. Normal wake-up rolls apply. No PR.

4. Stealth: Movement can be made without noise with a successful Agility save, +4 on 1d20 per movement rate. Invisibility can also be obtained in shadows and dimly lit areas. The usual +1 to hit and -1 to be hit does apply as movement can be made in such areas without sacrificing invisibility. No PR.

5. Heightened Senses: Detection percentages are x5, as calculated and shown below.

6. Acrobatics: Evasion can be activated and ended on any turn desired, costing only ¼ movement per turn to do so. Activation out of phase costs the usual 2 power points.

a) Wire Walking: A tight rope can be walked with ease, requiring an Agility save +5 on 1d20 per movement traveled. No PR.

b) Knock-Back Recovery: With a successful Agility save on 1d20 the actual distance knocked back from a hit is reduced to mere feet with no damage sustained from impact from the fly-back. 1 PR per attempt.

c) Fall Recovery: A height of Agility times two in inches can be fallen without suffering the damage normally sustained upon impact with a successful Agility save on 1d20. 1 PR per attempt.

d) Missile Deflection: Missile weapons ranging in power from stones to bullets can be deflected with a successful Agility save on 1d20. One inch of movement is spent per attempt to deflect a missile. The action costs 2 power points when done out of phase, otherwise it is 1 PR.

e) Climbing: Almost any surface, except the sheerest, can be climbed without the assistance of tools and devices. No Agility save is required and there is no PR cost.

7. Speed Bonus: +90" ground.

8. Heightened Attack: +1 to damage per level (+8).

9. Astral Projection: 147 mph movement rate per turn, see rules on p. 10. PR = 12.

10. Weakness Detection: 1" range, +6 to Hit if weakness discovered, 0 PR.

11. Willpower, Type A: 1 PR per turn.

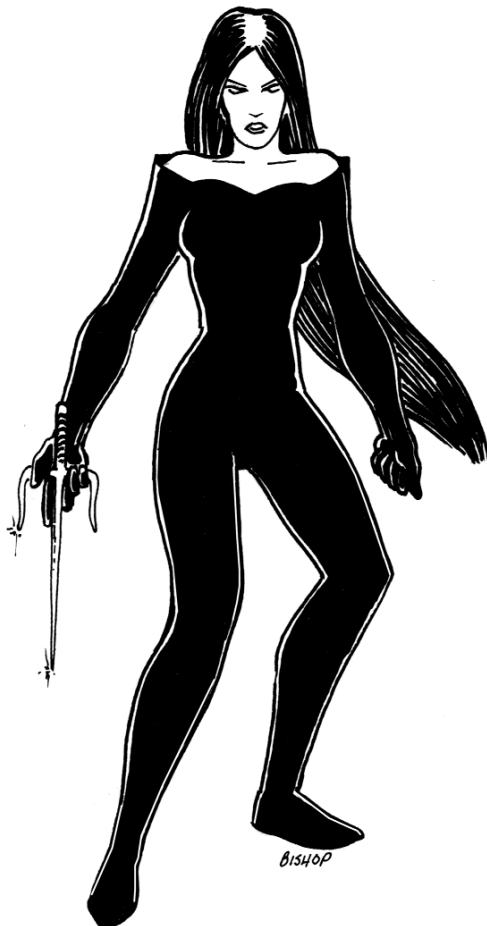
12. Disguise: Any human form of roughly her size and build can be imitated. Upon initial meeting, anyone familiar with the person being impersonated will recognize the impersonation with a successful Intelligence save, -20 due to Hanako's skill, on 1d100. Another roll is

made each time the imposter does something to give herself away. This skill includes the ability to imitate the voice of the person who is being impersonated.

At one time Nukenin had weaknesses, but she has since trained to overcome them.

Weapons and Equipment:

- a) Ninja-to: +2 to Hit, HTH +1d6 damage.
- b) Sai: +2 to Hit, HTH +1d4 damage, -4 to be hit from HTH attacks if not attacking.
- c) Nunchuku: +3 to Hit, HTH +1d6 damage.
- d) Caltrops: Ten are carried. These tiny star-like devices are used to deter pursuit by tossing them in the path of pursuers. Those stepping into the area may step on the points of the weapons. For each caltrop, a natural HTH roll to hit is made for each person stepping into the area, 2 points of damage is initially sustained as they can also inject a poison if desired by Nukenin. With a successful Chemical Power Carrier Attack, a victim will be injected with either a killing poison (as Death Touch) or a paralyzing poison (as Paralysis Ray). Only one such injection can be made per caltrop and the GM decides on which poison has been used (the killing version is usually reserved only for ninja opponents only). A Detect Hidden roll that is successful may allow the target to spot the caltrops in advance of stepping on them.
- e) Grapple and Cable: The grapple will hit a target with a successful Agility save on 1d20. There is 100 feet of cable.
- f) Suction Cups: These devices are worn on hands and knees and are used to scale smooth, sheer surfaces like glass fronted buildings.
- g) Shuriken: 10 are carried, +3 to Hit, HTH +1 damage, Aⁿ range, can be poison coated, as for caltrops (above).
- h) Long Bow: +4 to Hit, HTH +1 damage, A x 3" range, 20 arrows carried.



i) Pellets: These contain capsules which have varying effects when broken. Each pellet may be used only once.

- Flare: Acts as blinding flash, 3" radius of effect, Aⁿ range when thrown.
- Smoke: Acts as Darkness Control, 3" radius of effect, Aⁿ range if thrown.
- Sleep Gas: Attacks and acts as Paralysis Ray, causing sleep with wake-up rolls applying. Aⁿ range if thrown, 3" area of effect.
- Flame: Explode for 1d6 flame damage on impact, producing flammable chemicals which cover a 1" area. Aⁿ range if thrown.
- Fear Gas: Acts as Emotion Control, Fear, in a 3" radius of effect with an Aⁿ range if thrown. Normal Charisma saves apply.

Any number of these pellets can be carried at one time.

j) Miniature Air Filter: This small mask is used when gas pellets are used or when breathing is for some reason difficult.

k) Tanto: Two are carried. +1 to Hit, HTH +1d2 damage, not balanced for throwing, -3 to Hit if thrown.

Weight: 130 lbs.

Agility Mod.: -

Endurance: 17

Intelligence: 17

Reactions from Good: +3

Hit Modifier: 6.65

Damage Modifier: +3

Accuracy: +4

Carrying Cap.: 430 lbs.

Movement Rates: 147" ground, 147 mph

Detect Hidden: 60%

Inventing Points: 13.6

Basic Hits: 3

Strength: 17

Agility: 23

Charisma: 20

Evil: -3

Hit Points: 20

Healing Rate: 1.2

Power: 74

Basic HTH: 1d6

Astral Projection

Detect Danger: 70%

Inventing: 51%

Origin & Background: Japanese, no specific categories of skills. No criminal record, but wanted on suspicion.

Little is known about the woman known as Nukenin other than what can be pieced together from CHESSE files. The Fujimaki clan had, for centuries, been a powerful and respected member of the ninja cult, the Dragon's Claw (as seen in Honor: Enter the Dragon's Claw). What the cult did not know was that each Fujimaki, in his own niche in time, had acted as a mole against the Claw's plans, warning villages before cult raids were to take place. It was these men and a very few others who had managed to retain their honorable and noble ways after the perversion of the cult to the side of evil. Few other rebel groups have managed to carry on this tradition from generation to generation as the Fujimakis have.

When Yoshiro Fujimaki had a daughter, he gave up on continuing the tradition of honor, believing that a girl would never fit into the Claw. As Hanako grew, she learned of the family tradition and asked why she was not yet received training. Her father revealed the truth about his feelings and would not listen to her counter-arguments, even though his daughter begged to carry on the family's honored ways.

Regretfully, Hanako gave up pleading until she learned that a maddened monk, living in the hills near the village, was of ninja training. Setting out to find the hermit monk, Hanako discovered him living in a cramped, damp cave. Telling the old man of her predicament, Hanako was disappointed when the old man still refused to teach her. After a long period of persuasion, the crazed old man finally conceded and agreed to give the girl an initial test which would measure her faith in herself. Hanako passed this test and her training began. Forsaking her family and friends, Hanako Fujimaki learned quickly and eagerly, soon becoming a fully trained ninja with honor. The spirit was of equal importance. To be one with the universe was the key.

Only shortly after Hanako's training was completed, her village was attacked by the Dragon's Claw. Somehow the cult had learned of her

family's real mission in the world. Hanako swore vengeance over her father's dead body and has since become the number one enemy of the Dragon's Claw cult.

Recently, and as yet unknown by the one now known as Nukenin, the Claw discovered the role played by the old hermit and he has been killed.

Nukenin now roams on her own in search of the Dragon's Claw and its members.

Combat Tactics/M.O.: Before taking any physical action against the Dragon's Claw or against any place where the Claw is known to be present, Nukenin will scout about with her Astral Projection, leaving her body in some secluded spot (usually in a meditative pose).

In action, Nukenin relies on her devices as well as her skills, mixing old and new fighting techniques. She favors using her pellets when wanting to move around in concealment or in order to escape. Acrobatics and its various tricks are used when appropriate, but the evasion variant is used at all times in combat.

If evasion alone is unsatisfactory, Willpower will be activated to supplement it. A nerve pinch is used against weaker opponents who are to be disabled quickly. Should this tactic fail, Weakness Detection will find any vulnerabilities.

Above all her combat skills, Nukenin favors deceit. So, if a fight can be avoided using either stealth or disguise, the woman will prefer to use that approach.

Personality/Character Traits: Nukenin is cold and impersonal with only a stern single-mindedness, to destroy the Dragon's Claw! If she is ever encountered, it will be on one of her missions against the Claw. Hanako Fujimaki has also developed a mild paranoia, seeing evidence of the Dragon's Claw everywhere.

PARTISAN

Identity: Athene Mofolo

Side: Good

Age: 25

Sex: Female

Level: 4

Training: Disguise

(-10 to be detected)

Powers:

1. Special Weapon: Automatic Crossbow: This weapon fires smaller than average bolts from an interchangeable clip. Each clip contains twenty bolts. Automatic weapon rules are used when firing automatically. The number of bolts fired in a burst is decided by the firer. Automatic Fire: +4 to Hit, HTH +1 damage, A x 3" range. Individual shots can be fired with a +5 to Hit, HTH + 1 damage, A x 4" range.

2. Heightened Expertise: +4 to Hit with crossbow.

3. Heightened Charisma: +12, but only in leadership circumstances.

4. Tactician Abilities: When using a well-developed plan in a combat situation, those following Partisan's orders will receive a +2 to hit in combat and a +4 in loyalty rolls.

5. Heightened Intelligence: +11.

6. Disguise: Humans of roughly Athene's size and build can be impersonated. Anyone familiar with the person being impersonated receives an Intelligence save on 1d100 upon initial meeting and every time the imposter does something to give herself away.

7. Stealth: Any surface can be traveled upon without making noise. An Agility save on 1d20 is required per movement rate traveled. No PR.

Weight: 125 lbs.

Agility Mod.: -

Endurance: 12

Intelligence: 25

Reactions from Good: +5

Hit Modifier: 4.03

Damage Mod.: +3

Accuracy: +2

Carrying Cap.: 212 lbs.

Movement Rate: 41" ground

Detect Hidden: 18%

Inventing Points: 10

Basic Hits: 3

Strength: 13

Agility: 16

Charisma: 27

Evil: -5

Hit Points: 13

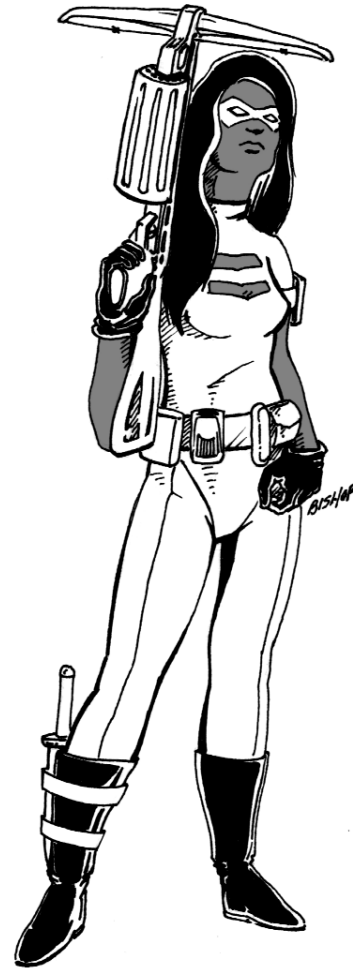
Healing Rate: .9

Power: 66

Basic HTH: 1d4

Detect Danger: 22%

Inventing: 75%



Origin & Background: African, Military and Agricultural skills. No criminal record, but wanted by the Malawian government.

Athene Mofolo, an African girl of mixed descent, was in her late teens when the president of her country, Malawi, was pronounced dead. Her brother, an activist by nature, took up arms with fellow students to stop the man who was taking the 'vacant' position, Leo the Lion (see Most Wanted, Volume One). This uprising was ended in short order by the military. Many students were captured, but their leader, the Mofolo boy, escaped.

When searching from house to house for the escaped rebel, soldiers finally arrived at the Mofolo home. The family would not surrender their son so the entire group was gunned down.

As night fell, an American journalist named Jack Schaffer snuck into the home looking for a story. Instead, he found that one family member had survived, Athene!

The reporter wasn't a supporter of the new government and he carried the girl into the jungle, where he had set up a temporary camp. Tending to her wounds, Schaffer brought the girl back to health and, at the same time, fell in love with her. It was there that the two hid for weeks until they learned of the existence of a band of revolutionaries operating out of the same area. In a confrontation with a band of "desperadoes," the journalist and the girl would surely have been killed had not one of the rebels recognized Athene.

Over the course of time, the freedom fighters led many raids on government and military positions, each time losing more of their members as casualties. Schaffer then began leading the band, while Athene was taught the fine arts of guerrilla warfare and deceit.

It was on one such raid that the army was somehow prepared for the

attack. Someone had turned on the revolutionaries and led them into a trap. Schaffer, along with many other guerrillas, was killed.

Determined to get revenge, Athene Mofolo took command of what was left of the band and carried them through many successful campaigns, especially after the traitor in their ranks had been identified and killed.

Leo the Lion, tired of the nuisance that Athene and the renegades posed, deployed his troops in the jungle on a search-and-destroy mission. The Partisan, as she became known, was never found, but many soldiers were lost to traps set in the foliage.

Athene had become the champion of the people, her exploits were being spread by word of mouth throughout the continent. Everywhere the oppressed were following the lead of Partisan. On occasion, the woman even made Leo the Lion angry (Watch Out!).

Combat Tactics/M.O.: Partisan is strictly a night fighter, always using a well-detailed plan when plotting to destroy strong military bases and the like. Rarely will she become exposed in open combat, preferring fast hit-and-run operations, based heavily upon silence (where her crossbow is very effective).

Partisan's group of guerrillas is a rather ragtag collection, but they fight dirty, so she likes them.

Personality/Character Traits: Athene hates Leo the Lion and his corrupt government. She has vowed to never give up the fight until democracy reigns in Malawi. If outsiders offer to help the group, Partisan will probably put them through some sort of initiation before revealing her secrets.

STREET WOLF

Identity: Unknown

Side: Good (Neutral tendencies)

Age: 18

Powers:

1. Speed Bonus: +90" ground.
 2. Heightened Expertise x2: +8 to hit with sai.
 3. Stealth: Movement is silent on any surface. A successful roll against Agility will cause all potential victims to roll Detect Danger at one-half normal (rounded down) to realize that Street Wolf is approaching.
 4. Heightened Senses: Tracking. Only applies in urban/city environments. An Intelligence save on 1d20 is required per hour to maintain a trail once it has been found with a +1 to the roll per target tracked and a -1 per hour of tracking and a -5 if a severe weather change occurs at any time during this period.
 5. Heightened Attack: +1 damage per level in attacking with sai (+2).
 6. Aura Attack: When making an initial encounter with normal thugs (who know of his reputation), an Emotion Control, Fear attack is made to all seeing him. No PR. See the New Powers section for more details.
 7. Invisibility: The ability to disappear in shadows and in the dark. A successful Agility save is required on 1d20 to determine success (the GM may want to roll this since the character would not know if he had been successful). The usual +1/-1 modifiers do not apply since no movement can be made.
 8. Heightened Defense: -4 to be hit.
 9. Prejudice: Neither good nor evil will accept Street Wolf as one of their own.
- Weapons Carried:
- a) Sai: Two are carried, +2 to hit, HTH +1d4 damage, A" range if thrown, -4 to be hit in HTH if not attacking.
 - b) Pistol: +3 to hit, 1d8 damage, A x 6" range.

Weight: 168 lbs.

Agility Mod.: -

Endurance: 17

Intelligence: 16

Reactions from Good: -2

Hit Modifier: 3.83

Sex: Male

Level: 2

Training: Combat Damage

Basic Hits: 4

Strength: 17

Agility: 18

Charisma: 15

Evil: -2

Hit Points: 16



Damage Mod.: +3

Accuracy: +3

Carrying Cap.: 555 lbs.

Movement Rate: 142: ground

Detect Hidden: 12%

Inventing Points: 3.2

Healing Rate: 1.6

Power: 68

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 48%

Origin & Background: American?, skills unknown. No criminal record, but wanted on suspicion for various crimes.

Eighteen months ago, a vigilante hit the streets of Chicago who was believed to be in his late teens or early twenties. Shortly after his appearance, a notorious street gang known as the Scouts were found brutally beaten, many of them dead, either through stab or gunshot wounds. Police put two and two together and began an in depth review of the Scouts' history to determine if these murders had any connection to their past. Little could be pieced together as to the gang's membership as it was constantly changing. It was discovered, however, that a man wearing Scout colors had been seen floating face-down in a river some miles away. Before his body could be retrieved, it suddenly was pulled under by the current and disappeared. It is suspected that the current Scout leader did this. The description of the body given to the authorities at the time closely resembles that given for the newly active vigilante. In general, this connection was disregarded, but one police officer, a Joseph Louis, was convinced that the two men were one and the same. It seems that while on patrol one afternoon, this officer spotted this "Street Wolf," who was at the time stopping a mugging. Had Louis arrived seconds later, he would have found the thief dead, but in racing to the scene he lost the vigilante.

Further study into Street Wolf's actions as of late have proven he is of extraordinary acrobatic, combat and camouflage abilities. As of yet, undisclosed sources have whispered terms like "martial arts" and "ninja,"

but no hard facts have yet been produced.

To date Street Wolf has worked alone and seems to prefer it that way. His reign of terror upon organized crime, specifically street gangs and drug dealers has the city's criminals in terror. The Chicago crime rate has been halved in a matter of months.

Determined to capture the vigilante, Officer Louis has even contacted resident super-teams, but no results have yet occurred.

Combat Tactics/M.O.: Street Wolf only operates against organized crime. His activities have most commonly been at night, whether easier for escape and stealth or for some other reason, the police remain unsure.

Street Wolf prefers to take his victims by surprise, doing them in quickly, usually from behind or above. While some thugs may react fearfully to his presence, Street Wolf will cut them down before allowing a reaction to his presence. Rather than evading, he will defend with the sai and with his natural defensive abilities.

If an opponent manages to escape, he will track until apprehended or killed (killing usually being reserved for crime syndicate members and the like). Should a tracked opponent be too distant to follow effectively, Street Wolf will make special note of that person in anticipation of a future meeting where he will, no doubt, deliver fatal blows.

Although his methods seem violent, Street Wolf is far from crude or bloodthirsty and seems to avoid endangering innocent bystanders whenever his is in combat. He will try to lead an opponent away from any civilians.

Personality/Character Traits: Too little is known of this person's feelings and fears to make concrete statements here. To the present date, the man known as Street Wolf has never been heard to speak and, so, the question arises as to whether he cannot or will not speak. Future study of this mystery man should reveal more about him.

TASMANIAN DEVIL

Identity: Phillip Roarke

Side: Good

Age: 37

Powers:

1. Body Power: Finger Claws. One inch blades can extend from his fingertips and can be retracted when desired. In HTH combat they function as follows: +3 to hit, HTH + 1d6 damage. The claws can also be extended out to two inches in length, doing +4 to hit and HTH +1d8 damage per hand.

2. Heightened Senses: Enhanced sense of smell allowing double Detection percentages where applicable. Limited night vision, limit of -3 to hit an opponent where Invisibility effects would usually come into effect in the dark. Normal vision is limited to ¾ normal sight range when in the dark.

3. Speed Bonus: +40" ground movement.

Weight: 206 lbs.

Agility Mod.: -

Endurance: 21

Intelligence: 12

Reactions from Good: -

Hit Modifier: 5.94

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 923 lbs.

Movement Rate: 94" ground

Detect Hidden: 10%

Inventing Points: 3.6

Sex: Male

Level: 3

Training: Strength

Basic Hits: 5

Strength: 19

Agility: 14

Charisma: 10

Evil: -

Hit Points: 30

Healing Rate: 3

Power: 66

Basic HTH: 1d8

Detect Danger: 14%

Inventing: 36%

Origin & Background: Australian, Military, Survival skills. No criminal record but wanted for questioning by the British army.

Phillip Roarke was a Sergeant in the Australian militia when military scientists developed a suit which provided assistance to the wearer in surviving harsh surroundings. Specifically designed for use in the

aftermath of nuclear war, the suit could also be of great use in the present day. After inquiring into the operation, Roarke volunteered to be the first to test the suit (he needed the extra pay being offered by the military). It was decided that the first test subject would be dropped in the desert with sensor gear attached so his progress could be monitored.

Uncomfortable in the bulky suit, Roarke began preparation for the week he would have to survive in the desert. Sleeping by day and traveling by night, Phillip Roarke managed to survive, either through his oxygen and water provider or his infra-red sights. The extendable claws from his gloves were useful in gaining holds in the sand and were the inspiration for the suit's code name: Tasmanian Devil.

After the third day in the desert, Roarke clawed his way up a sand dune, but not to see more limitless wasteland, but an oasis. As he approached, he realized that there was a statue standing in the center of this desert paradise. It was, in fact, some kind of glass-like jewel, shaped like an eye, sitting on a pedestal. His curiosity finally prevailed and Roarke reached out to touch the gem.

He awoke to a strong wind blasting in his face and a loud roaring sound overhead – a helicopter. It was then that Roarke realized that he was lying down and had been in that state for some time. Even more importantly, the oasis and the "eye" were gone.

Returning to base, Phillip Roarke was informed that he had remained stationary for four days without moving. When doctors began to remove the suit, they found that parts of the suit would simply not come off. Tests then began to determine exactly what had happened. Roarke repeatedly tried to describe the oasis, but he was ignored, the researchers remained convinced that he had merely seen a mirage or had been suffering from heat stroke. When they had finished poking, prodding and testing, it was found that certain parts of the suit had somehow fused into the wearer's own skin. The effect on the scientists



was more of shock than intrigue. Roarke was immediately scheduled for more tests. Phillip Roarke had other ideas, though, and broke out of the hospital that night. After being alone for some time, the unfortunate man concluded that this had been done to him for some purpose. Roarke knew that whatever it was that he had seen in the desert was no hallucination. When the army began searching for him, Roarke had no choice but to return to the desert.

It was there that several years passed, the ex-Sergeant living off the land. His life was peaceful and undisturbed until one day he spotted an old shack with a bizarre-looking car in front. Slowly he snuck closer to the shack and he could then hear the sounds of a woman crying. Voices inside shouted with strong English accents, one saying something about a kidnapping.

An hour later, Roarke jumped upon the car and started tearing apart the seats. Two men rushed out looking as if they had just stepped out of an Australian adventure movie (they were, in fact, the Concrete Savages, from Super-Crooks and Criminals). Before they could get near him though, both were caught up in a net trap laid by Phillip Roarke. Inside the shack a voice shouted out, warning him not to come any closer at risk of endangering the woman inside. Within a second, the woman screamed, drawing the kidnapper's attention momentarily. In the next second Roarke was out of sight. In moments he was tearing through the roof and quickly tackled Rampage, the last remaining Savage. The fight was long, but in the end Rampage could stand no more of the deadly slashing claws. Asking his name, Roarke replied to the girl, "Tasmanian Devil."

To return the criminals to the authorities, the couple borrowed the Savages' convertible. On the way back to civilization, Roarke found himself recounting all of his past experiences. Within a few miles of the closest legal authority, Phillip Roarke left the girl to continue on as he returned to his home, the desert. Since that time, Patty Lawrence, a prominent news reporter, has fallen in love with the man she had known for only a few hours and has done some searching for him herself (and not only for a news story).

Roarke still keeps himself in exile, but has on occasion helped people in need when he has come across them in his travels, each time leaving the name "Tasmanian Devil."

Combat Tactics/M.O.: Rarely found fighting, Tasmanian Devil has no real combat maneuvers. His claws have varying uses for varying situations. At first they will not be extended in a fight unless his opponent is extremely evil, deadly, or has harmed innocent people. Should Tasmanian Devil ever be near defeat or become raging mad, his victim will receive the full-length (two inches long) claws.

Personality/Character Traits: Roarke prefers to be a loner and live amidst nature, even if it is the desert. When someone is clearly in need of assistance, Phillip Roarke will come to that person's rescue but only stay as long as necessary. Since his meeting with Patty Lawrence, Roarke has experienced feelings of compassion toward that woman, but has so far managed to deter those feelings.

THE VANQUISHING KNIGHT (created by Mark Featherstone)

Identity: Sir Garren

Sex: Male

Side: Good

Level: 9

Age: 26

Training: Combat Accuracy

Powers:

1. Armor, Type B: ADR of 75 (chainmail). The armor is mystical in nature and can repair itself magically overnight for 23 points.

2. Special Weapon:

a) Sword: A weapon enchanted by Merlin himself, +3 to hit, HTH +1d8 damage, Flame Power Carrier Attack, 1d12 damage, 12 charges for Carrier Attack alone, ranged attacks can reach up to 16" away with 8 charges for these attacks.

b) Electro-Lance: A weapon usable only when mounted on his steed due to the weapon's length – it can fire Paralysis Rays up to 20" with

normal wake-up rolls applying, 9 charges per recharge. Normal lance attacks are also possible, +4 to hit when charging on horseback, -2 to hit in close quarters (2"), HTH + 1d10 damage.

3. Heightened Charisma: +18 to women of any alignment

4. Body Power: Sir Garren is physically blind due to a scar left upon his eyes by the evil Mordred. Since that time, he has developed an "inner sight" (with the help of magic) which allows him to perceive images, shapes and distances. He therefore receives no minus to hit when attacking to his sides and those attacking him from his rear or sides receive no bonuses to hit. His Detection percentages are also doubled, as shown on the stats below.

5. Heightened Expertise: +4 to hit with both Special Weapons.

6. Pet: Pegasus-Excalibur, see the animals chart in the rules, p. 46. The Vanquishing Knight and Excalibur have a form of telepathic communication which seems (so far) to have an unlimited range. The Pegasus itself does not exist in this time period, but in the days of Camelot. When in need, the Vanquishing Knight calls the steed's name and it crosses dimensions to get to him in an instant. It can then return when told to do so by Sir Garren or can do so acting upon its own Intelligence (and, it is that intelligent). Sir Garren cannot travel back in time with Excalibur, even if riding the steed.

7. Vulnerability: Due to the knight's mystical origin, he will be killed instantly if his magical sustenance can be drained or deadened. (e.g. Magical Absorption absorbing all his Hit Points and Power, but not necessarily immediately.)



Weight: 195 lbs.
 Agility Mod.: -
 Endurance: 17
 Intelligence: 15
 Reactions from Good: +2/+6
 Hit Modifier: 5.52
 Damage Mod.: +2
 Accuracy: +2
 Carrying Cap.: 734 lbs.
 Movement Rate: 52" ground
 Detect Hidden: 24%
 Inventing Points: 13.5

Basic Hits: 4
 Strength: 18
 Agility: 17
 Charisma: 16 (34 to women)
 Evil: -2/+6
 Hit Points: 23
 Healing Rate: 1.6
 Power: 67
 Basic HTH: 1d8
 Detect Danger: 32%
 Inventing: 45%

Origin & Background: Anachronism, Horsemanship, and various other knightly skills. No criminal record.

Sir Garren was a chivalrous knight back in the days of Camelot and King Arthur. His bravery was the inspiration of both prose and song throughout England. It was on a quest on behalf of King Arthur himself that Garren's life was changed forever. While passing through a misty bog, the knight was attacked and captured by the evil knight Mordred and his men. Fighting with a fury, he was dragged off and tortured so as to reveal the purpose of his journey. Sir Garren revealed nothing and was left for dead, his last punishment being the cruel burning out of his eyes.

It was the wizard Merlin who heard Sir Garren's mental screams of anguish while he was being tortured. Taking pity on the knight, Merlin mystically healed him and nursed him back to health.

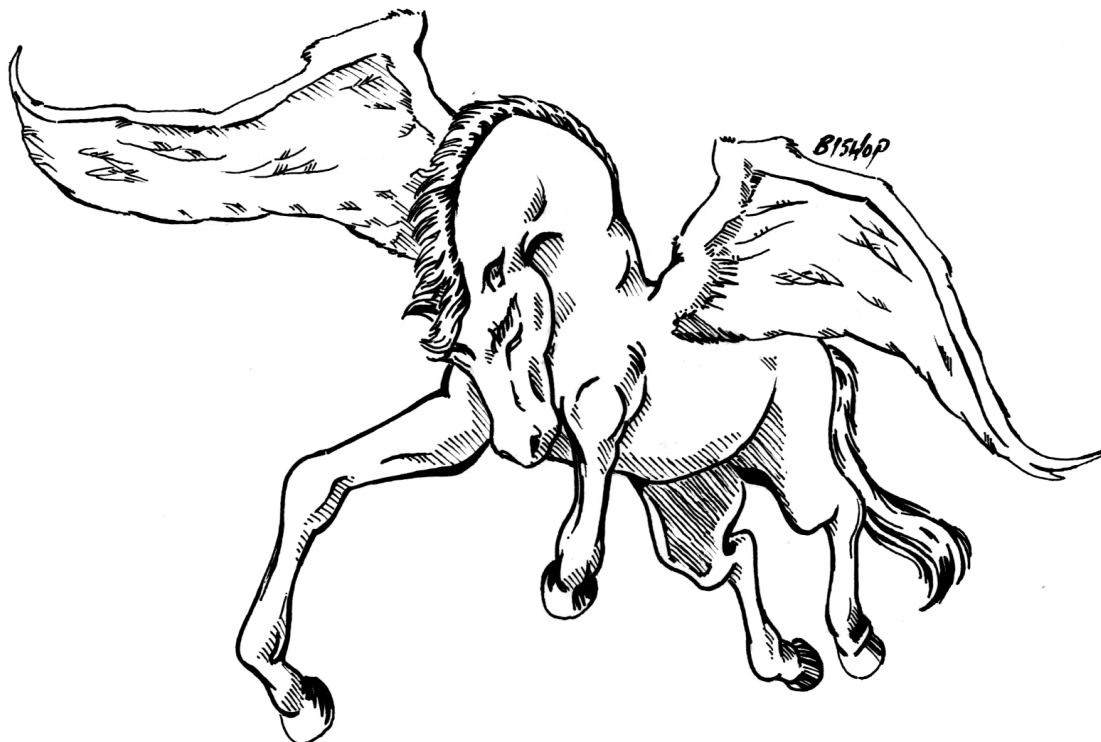
Merlin had other plans for the unfortunate knight. Through his magicks and incantations, the wizard had observed the future. In this vision, Morgan le Fay was seen laying a curse upon the sword Excalibur. The day King Arthur would die, the power of Excalibur would not go to the beyond with him, but remain in Camelot forever (and not going to the Lady of the Lake as the tale is most commonly told). Morgan le Fay then cast a spell on her son as well, one which would bring him back from the dead to seize Excalibur once and for all. Acting upon this vision, Merlin cast a similar spell on Sir Garren, which would awaken him when Excalibur would be most threatened.

Finally, after centuries, Sir Garren awoke to find a very different Camelot. All that stood now were weathered ruins. Still, some force compelled him to enter and climb a tower. Reaching the "Once and Future King's" court, Garren stopped in his tracks to see Mordred himself about to pry Excalibur from a toppled pillar. The ensuing fray was long and bloody. It took all of Sir Garren's might to plunge his sword through Mordred's heart, but instantly the villain's body began to fade and it finally disappeared through some form of magic. Placing his hands upon the legendary sword's hilt, the Vanquishing Knight drew Excalibur from the stone pillar. Before him appeared a ghost-like visage of his honored King. Sir Garren bowed, offering the blade to Arthur, but was refused and in that moment Camelot was somehow changed, rebuilding itself to its former glory and mystically hidden from the outside world. Arthur spoke to his knight, commanding him to explore this new world, defending it against evil such as Mordred's and those like him. Sir Garren gave his word on his honor wholeheartedly.

From that day, the Vanquishing Knight went forth to discover England anew. He was quite taken aback by the hundreds of castles standing together, the loud, odiferous steeds and the brash, unmysterious maids of the time. Living in the mystical Camelot, the Vanquishing Knight has defended England many times against both mystical and incredibly powered knaves, often with the help of his winged steed, Excalibur. At present it is unknown if Mordred will ever appear again.

Combat Tactics/M.O.: The Vanquishing Knight does not believe in caution. He much prefers frontal attacks, announcing his presence at the top of his lungs. When mounted, he will rely mainly on his lance in combat, but when in direct HTH combat with an opponent, he will draw Excalibur (the sword). Sir Garren will not accept defeat and will continue fighting, no matter the personal cost. Through his code of honor, Sir Garren will never strike at a woman, an unarmed opponent or one who is unaware of his attack.

Personality/Character Traits: Sir Garren is the perfect gentleman and has a soft spot for a woman in need (which could also be used against him by a crafty villain). He follows the code of chivalry to the letter and can often be heard using out-of-date language. The Vanquisher never loses his temper, relying upon his strength at arms and will to win in the end.



3. NEW POWERS

MULTI-SELF

A character with this power has the ability to duplicate his or her body, forming separate individuals in a ratio of one per point of Strength plus Endurance divided by two (rounded down) that the original character has in their stats. All duplicates formed have the ability to act and think on their own, but since all are copies of the same person, each will know what the others are thinking without actual contact of minds. Because of this, the player whose character has this power can operate all duplicates as he or she desires. Each duplicate costs the original character 2 power points.

If necessary, more duplicates can be created by the original, but only a number equal to Endurance divided by 5 (rounded down), with a PR cost of 5 per duplicate created at this stage. Due to the stress involved in pushing this power in such a way, a saving throw versus the original character's original power score is made on 1d100. If this roll fails, the character falls unconscious and all existing duplicates must follow the procedure outlined below. Normal wake-up rolls per turn apply and when the original character recovers, he is singular again.

If absolutely desperate, a character can create one final wave of duplicates equal in number to his or her Endurance divided by 10 (rounded down) at a PR of 10 for each such duplicate. Since the strain is so great for such a push, an Endurance save on 1d20 must be made at a penalty of -3 to the roll. Should this fail, the character will, again, fall unconscious.

Since both of these "pushes" are such a strain on the physical well-being, a character with Multi-Self can only use either "power push" level once every day minus Endurance in hours (or a minimum of 1). This does not include normal duplication, which can produce as many copies as desired at any one time as long as the present number does not exceed the limit stated above before "push" levels begin.

If a hero possesses the power or skill of Willpower, he can use this ability to counteract the first saving roll required which is rolled against Power. Duplication, therefore, harbors no threat of unconsciousness when entering the first "push" level. Type B Willpower can be designated to negate both saving throws for both levels, ensuring consciousness, if the GM allows.

Each duplicate produced is identical to the original character in every way, including his or her statistics at the time of creation. Therefore duploids will have the Power score, Hit Points, Strength, Endurance, Movement Rate, etc. of the original at the moment they were created. The present status of each character duploid is the responsibility of the player, keeping track of all Hit Points, Power scores, etc. as well as the original character's scores. Duplicates cannot possess any of the original's super-powers other than Heightened stats and movement based powers unless the GM decrees otherwise.

Should the original character become incapacitated or be knocked unconscious, all duplicates will instantly disappear, having returned to the original's body and now conform to his statistics. Furthermore, duplicates can only be maintained outside of the original's body for as many hours as he/she has Endurance points. Once this time period has expired, the copies disappear as above.

In combat with an opponent with this power, a Detect Hidden roll is made to pick out the original opponent from the duploids. This must be repeated on successive turns to be maintained, unless the original for some reason does not make an effort or cannot confuse his opponents amongst the duplicates again.

Since this power is rather complex, and no doubt confusing, the following example has been provided:

Mister Everywhere activates his Multi-Self power. He has a 13 Strength and an 11 Endurance, allowing him to create $(13 + 11)/2$ (rounded down) or 12 duplicates without a push. This costs him 24 Power points (each duploid costing 2 power).

Later in the fight, he decides to create more duploids. Only $(11/5)$, rounded down) 2 duplicates can be formed in this first "power push" level. A Power save is made on 1d100 and is successful, so Mister Everywhere remains conscious. If he had Willpower, this roll would have been unnecessary, resulting in consciousness and the formation of the duplicates. This action costs him 10 Power Points (where each copy costs 5 Power at this stage).

Later, Mister Everywhere discovers that more duplicates are needed which will result in a "power push" into the second level. Only one duplicate can be produced $(11/10)$, rounded down), which costs 10 Power Points on its own. An Endurance save is made on 1d20 at a -3 penalty. The saving throw is successful.

Since both power push levels have been entered, they cannot be so entered again for (24 hours minus 11 hours) 13 hours. If only the first power push level was entered in the fight, and the second level was not entered, it could be entered later by simply skipping over the first level production of duploids and going directly to the second level. If this is done, the second level will not be of use in the period of a few hours as well. It doesn't matter how many duplicates are taken from a level of push, the formation of a single copy from the power level will render that level useless until the time requirements are met in the future. It should be pointed out that if duplicates from the original, non-push, level are knocked out, incapacitated, or killed, they will return to the original and another can be produced to replace the lost duploid at only normal costs. It is therefore more profitable to try to simply maintain normal level copies at the maximum number than to try to push the power at all.

Should Mister Everywhere have been knocked unconscious or incapacitated at any time, all his duploids would have returned to his original body immediately.

In creating a character with this power, players have the choice of exactly how duplicates will be created, whether it be straight from the PC's body or the sudden appearance of the copy within a limited range of the original. Such details are left for the GM and player to create. Multi-Self can only be activated on a character's action phase.

ABSORPTION, VISUAL

This power is a variant of the power Absorption as printed in the V&V rulebook on page 8. Through observing the movements and actions of an opponent or ally for at least one turn per subject, the wielder of this ability can then simulate the physical abilities of is or her subject. This period of observation must be completely undisturbed or the turn has been wasted. It's important to remember that usually only physical skills and physical powers of a subject can be mimicked such as Natural Weaponry (the martial arts form), Heightened Expertise, Heightened Attack, Heightened Defense, etc. Powers and skills such as Flight, Cosmic Awareness, Power Blast, and even Willpower cannot be mimicked unless the observer already has those powers and wishes to use them as the subject does. The same can be said for all devices, magic, psionics, or magical devices.

After having finished with observation, the abilities now learned from

the subject can be duplicated without flaw. Of course, only abilities observed can be mimicked. This special ability itself has no Power or movement cost, but actions taken which have just been learned are assigned the same costs that the original powers and abilities cost the original user. Abilities simulated are usually never forgotten.

If a character with this power should confront the subject from which these newly learned skills were copied, the mimic receives a bonus to hit equal to Intelligence/3 (rounded down) as this opponent's actions can be predicted. The same modifier affects the mimic's chance of being hit by that opponent for the same reasons. It is therefore best for a character to observe a subject for as long as possible to ensure that the observed character does not have any abilities which cannot be imitated so as not to be confronted with a move that cannot be predicted or anticipated.

AURA ATTACK

Not so much a power as an overwhelming presence, it is up to the GM and player to decide just who this aura affects. A variant of Emotion Control, upon being seen, viewers have varying emotional reactions to the viewed depending upon their position compared to his/her position (i.e. Street Wolf and thugs, but not necessarily Street Wolf and school boys or the like). Range is the distance in which the viewer can see and recognize the character with this ability. The power has no Power cost and attacks as Emotion Control, with all normal saving throws applying.

UNCONSCIOUS LUCK

The character is naturally lucky, but cannot control his good fortune. The percentage chance of the character's luck coming into effect is Charisma/2 (rounded down). This roll is made whenever the GM decrees that something could happen in the character's favor. If successful, the results are created by the GM. If a more strict guideline is required with which to use this power, the GM may roll the luck percentage of the character in question every time he or she takes an action. The power has no PR cost.

Example: Captain Menace falls from a tenth-floor window. The GM rolls his luck percentage, rolling an 03, which is successful. The

Captain's Charisma is 15 (15/2, rounded down), so the roll succeeds. The Captain then lands in an open garbage truck which was passing by below. The Captain survives his fall without injury, but emerges a bit odiferous from his troubles.

CONSCIOUS LUCK

Similar to Unconscious Luck, this power differs in that the character's good fortune is controllable by him. The player determines when he wishes his luck to come into play and makes a percentage roll versus present Charisma. A successful roll indicates that the character's present action, which would not normally succeed, does succeed. Of course, impossible occurrences such as flying without having that power will not become possible through the use of this power. Each successful attempt to use Luck costs 2 Power points. The ability operates in a C" radius and cannot be used out of phase. The following is an example of the usefulness of this ability:

Nick Fortune has climbed on top of a speeding train. His opponent, the giant thug known as "the Clubber," is approaching from the roof of the car opposite. Between the two is a flat-bed car carrying a pile of construction pipes which are lashed down. The Clubber climbs down to the pipes, still approaching his intended victim. Nick sees his chance, concentrating on the lash strap, Nick's player rolls the Luck percentage roll (or the GM does, whatever you decide). He rolls 16%. Fortune's Charisma is 22, so the strap snaps. The pipes then begin to roll loose and Clubber loses his balance. As the thug falls off the train, Nick Fortune smiles and shouts to his victim, "Have a nice day!"

BAD LUCK

This weakness is usually in the Unconscious form since it only affects the victim plagued by it. The character has a Charisma/2 (rounded up) chance on 1d100 of something occurring against him. As Unconscious Luck, the roll is made every time the GM recognizes an opportunity in which something unfortunate could happen to the character. The results are left to the GM to create. Again, if a guideline is absolutely necessary, a Bad Luck roll should be made no more than once per turn.



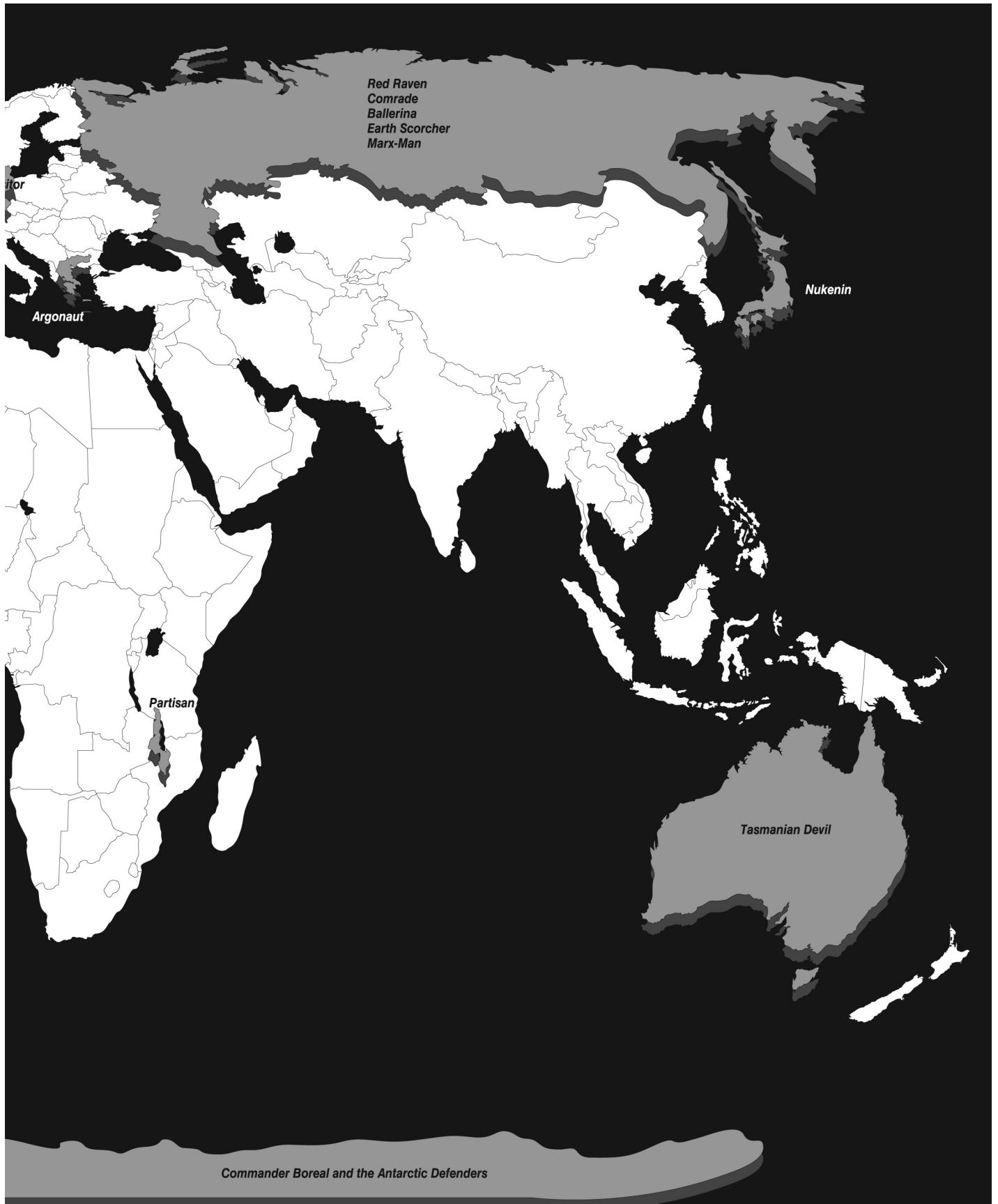
Canadian Shield
Redcoat
Harrier
Speed Demon
White Cape
Hawker

Captain Crisis
& the Boy Detectives
Masquerade
Leap-Frog
Mask of Midnight
Mister America
Lady Liberty
Minuteman
Diana
Streetwolf

Masked
Matador

Bulldog
Vanquishing
Knight

Esprit
Inquisitor



Red Raven
Comrade
Ballerina
Earth Scorcher
Marx-Man

for

Argonaut

Nukenin

Partisan

Tasmanian Devil

Commander Boreal and the Antarctic Defenders

MIND OVER MATTER

Written by Ken Cliffe
Illustrated by James Bishop

INTRODUCTION

This adventure has been designed for use with the **Villains and Vigilantes** game system. Anyone wishing to be a player in this adventure should stop reading at this point as the information to come is for the Gamemaster only. This adventure best suits a group of one to three player-characters, ranging from about first to fourth level. The location and name of the city in which the adventure takes place has been left open-ended for easier relocation by the Gamemaster to fit his or her campaign.

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THE ROBBERY

This adventure begins with the hero(es) scouring the city one night in search of crime. If this action is not a regular habit of the characters, they may be prompted into the action by creating something related to a crime which affected a close friend or relative (i.e. elderly aunt was robbed and now the hero is interested in finding the perpetrator), or they may have simply been bored lately. Whatever way the hero(es) get into action, they will eventually hear an alarm go off, accompanied by gunfire. Arriving at the scene of the alarm, they will see five thugs (#1 to #5) and the Squire exiting a bank door and moving rapidly to a waiting van (with no license plates). Thug number six is at the wheel of the waiting vehicle, and a wounded security guard is lying on the sidewalk and could potentially be dying, as far as the character(s) can tell. Refer to the Street Map.

Hopefully the hero(es) will live up to their reputation(s) and try to stop the thieves as well as save the wounded guard (who will live, whether assisted or not, but don't tell the players this). Should the thieves be defeated by the heroes, they will claim later that they never robbed a bank and that they are completely innocent. When told they were caught in the act, all the thieves will draw a blank. A telepath would be able to verify that the thieves know nothing of the bank robbery, except it will be found that the Squire really does remember the robbery and that he is only acting like the others (who have been mind-controlled).

Any search into the backgrounds of the captured thugs will reveal them to be typical underworld agents, some of whom may, in fact, be wanted by the police.

Should the hero(es) somehow be defeated by the Squire and the thugs, they will recover consciousness (or from a similar fate) to find the evil-doers gone. This is not a major problem as they will be contacted later by the police, even if no other witnesses exist beyond the wounded security guard.

Finally, the players may decide to allow the thieves to get away and to follow them to their headquarters and possible leader. If this occurs, the van can be followed as described in "The Stakeout."

Note that the hero(es) will enter the bank robbery scene from the south-west corner of the map, having to turn the corner of the office building or fly over it to see the thieves escaping from the bank.

KEY TO THE STREET MAP

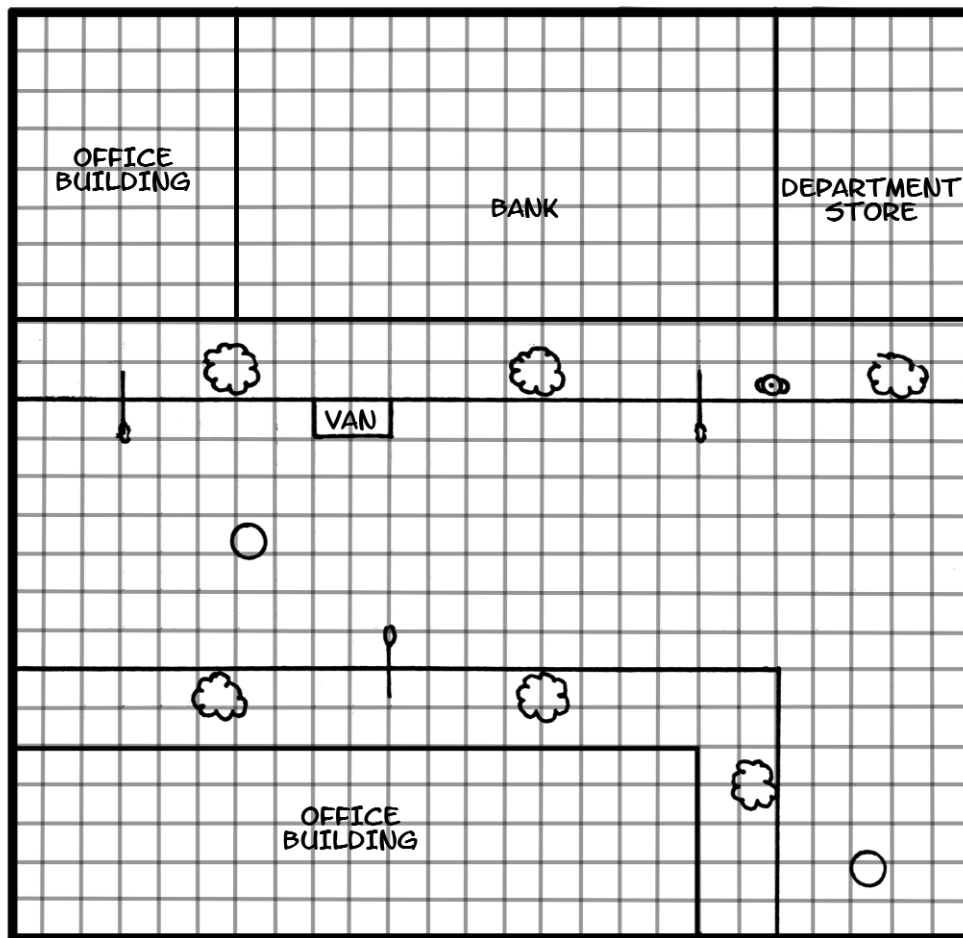
All buildings are as they are named and described. If a deeper description is desired, it is up to the Gamemaster to create more details (probably not necessary for the encounter here).

Street Lamp: Fifteen feet tall, these lamps illuminate the street. They weigh 1200 pounds and have 6 Structural Points in the concrete poles and 2 Structural Points in the metal lamp itself.

Manhole Covers: Leading to the sewer system with a ladder down one side, the manholes have cast iron lids/covers which weigh 150 pounds. There is no way to lift the manhole covers without a crowbar or special power.

Trees: Small in size, these plants merely add some beauty to the streets. Tree trunks have 3 Structural Points, but ten points of pushing/prying damage must be done to rip them out of the ground.

Fire Hydrant: Made of cast iron (10 Structural Points), this device



THE STREET

□ 1 SQUARE=5'



STREET LAMP

MANHOLE COVERS

TREES

FIRE HYDRANT

is anchored to the concrete sidewalk and must have 15 points of damage done to it to tear it from the ground. A broken fire hydrant will gush water for 1d10 turns and those making contact with the water shooting out will take 1d4 damage. The hydrant weighs 200 pounds.

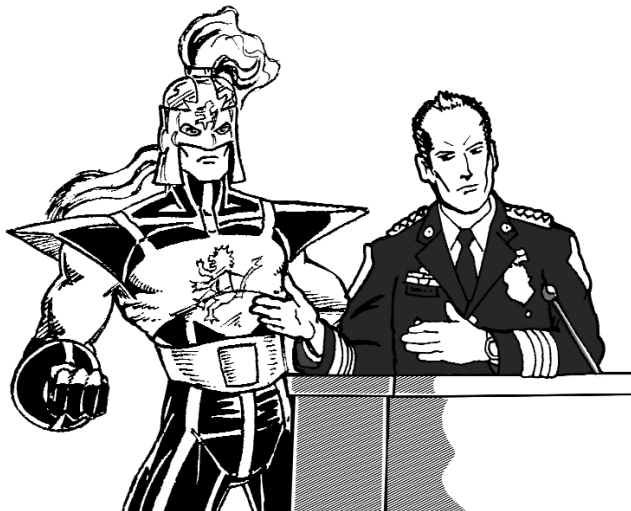
The van used by the thieves conforms to the statistics given in the V&V rulebook on page 46.

The road and sidewalk are made of concrete and therefore have 6 Structural Points. Beneath these areas are the sewer and subway tracks respectively. Buildings will have similar structural points, but most have glass walls or storefronts (2 Structural Points).

THE NEWS REPORT

That night (if the robbery occurred early enough in the evening) or the next morning, a news report of a growing crime wave will be televised by a local television station. The anchorperson will then say, "Anyone forwarding information to the police which results in the capture of those involved will receive a \$10,000 reward." She will then continue to say, "The police are even now calling upon the hero(es) who defeated/fought the group of thieves last night (or, earlier tonight). Please contact Commissioner Rollands at the mid-town precinct."

Depending upon the existing campaign run by the Gamemaster, the characters in this adventure are able to be changed to fit the campaign more smoothly. Even Commissioner Rollands should be changed if an existing police chief, commissioner, or detective chief has already established a relationship (good or bad) with the player-heroes.



POLICE CONTACT

Hopefully the hero(es) will visit the mid-town precinct as requested by the Commissioner. If anyone in the group has a grudge against the police or for some other reason he or she cannot meet with Commissioner Rollands, the information provided below should be passed on to that player-character in some way by the Gamemaster.

Upon entering the station house, the hero(es) will find it to be loud and bustling. Someone at the station will eventually notice the hero(es) and will lead them to the Commissioner's office. Rollands will welcome the player-character(s) and will then stick his head out the door to shout, "I don't want to be disturbed," and then slam the door. With

privacy assured, the Commissioner will explain that he needs the heroes' assistance badly to combat this crime wave affecting the city. He considers the heroes to be the best chance he has to capture these thieves as they have already had a run-in with these criminals. This is the only reason he is asking for the help of costumed vigilantes as he considers his own uniformed police officers to be as good or better than any costumed character under normal circumstances.

From police observations, the crime wave has formed a pattern on a city map that seems to form a capital letter "C" (standing for "Conscience," a little humor on our archvillain's part). In the center of this pattern there is a blank space, which is assumed to be the location of the next robbery. This anticipated location matches the location of another, as yet unrobbed, bank.



It is the Commissioner's wish that the heroes stakeout this bank and follow the robbers back to their headquarters (and, hopefully, to their leader). The heroes need not worry about harm coming to any bystanders if and when the robbery occurs. The bank manager and bank guards have been alerted and instructed not to interfere with the robbers so as to avoid violence and any danger to bank customers and bystanders near the bank.

If a player refuses to take part in this planned action, it is up to the GM to deal with this player. If it is a simple refusal to cooperate with the police, under such circumstances a Charisma reduction for that player's character is called for.

Once all the basics are arranged for the planned stakeout, Rollands will leave it up to the player-characters as to how they plan to take up their surveillance of the bank. For the sake of simplicity, the Street Map provided in the first section may be used again to create the robbery scene for the second theft. Buildings should be rearranged as the streets would appear the same in almost any other section of the city (i.e. trees, street lamps, manholes, etc.). Of course, the intersection at the south-east corner of the map might be removed or replaced so as to avoid the same entry point for the player-heroes.

THE STAKEOUT

Two days after police contact, late at night, a car (full-sized) will pull up in front of the bank being watched. Thugs number 7 to 11 will approach the bank doors, pick the lock, and rush into the building. Thug number 12 will remain in the car to ensure a faster getaway. As soon as the thieves are actually in the bank, an alarm will go off, and within one minute the thugs will be out again, carrying several sacks of money. Once back in their vehicle, they will speed away while police sirens only begin to reach hearing distance from the bank.

Of course this is all just part of the act to convince the thieves that they have made a clean getaway. For a few blocks the car will travel fairly quickly, until it meets a main road where the traffic is heavier. On the main road the car will have to slow substantially. For this reason, slower player-characters may lose the car for a short period of time, but will find it again at the main road and be able to keep up with the getaway vehicle in its roundabout route (taken to avoid police pursuit).

During the robbery there was no security guard within the bank as there normally would be, but this has not disturbed the thieves as they are not really thinking for themselves after all. The escape car has no license plates, and even though this was spotted on the road without

plates, the police will not pursue the car, leaving such pursuit to the heroes.

Near the end of the car's journey, it will suddenly decelerate and turn down an alley. Unless the player-heroes have remained very close to it, they will lose sight of the car once again for a short time. The car will actually speed up toward the wall at the end of the dead end alleyway, which will rise as a door to allow the car entrance to the basement of the McGregor Building.

When the player-characters reach the end of the alleyway, there will be no obvious entrance to the building and no sight of the car, which had nowhere else to go. Upon close inspection and a successful Detect Hidden roll, a character can notice scratch marks up the side of the wall as if it had moved up and down. A second Detect Hidden roll will allow a hero to notice that a camera has been disguised into the wall and that they are being observed by this camera. The wall has 6 Structural Points.

THE MCGREGOR BUILDING

THE BASEMENT

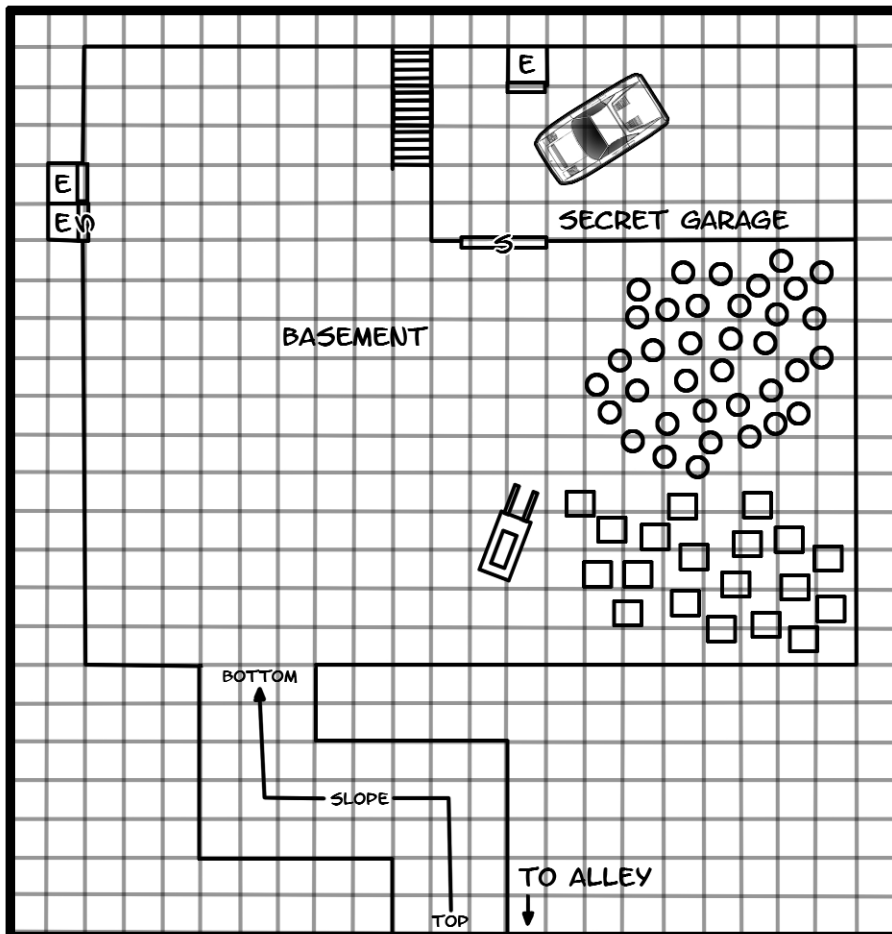
It is here that the thugs from the second robbery will unload their car, which they park beside the secret elevator along the east side of the basement. Once the thugs collect up all their loot, they will take the public elevator from the basement (not the secret elevator beside their

car) to the thirty-third floor (the top floor accessible from this elevator) and then take the stairs up to the penthouse.

If the player-characters break down the wall at the end of the alley, they will be fired upon by machine guns attached to tracking cameras. There are three such cameras in all. Each gun is +4 to Hit, does 1d10 damage, and will only fire when an intruder is in sight, the +4 modifier is dropped after the first bullet is fired and replaced by a +1 to Hit, with -1 damage per extra bullet fired, a four bullet burst per turn. The camera controlled machine guns always act on phase 15. Each gun has 7 Structural Points, while each camera has 6 Structural Points, but can be made inoperable if 2 points of damage are done to the lens of the camera.

When the getaway car drove through the wall (it had opened), it proceeded down the map's southern ramp into the basement. In the eastern side of the basement are barrels and crates, all filled with various insignificant materials needed in the building. To move these barrels and crates is a forklift (2000 pounds, 20" movement per turn). Along the east wall are two elevators: the northern one used by building staff and the secret southern one being used in the illegal activities that the Conscience has a hand in. This elevator reaches right up into Scott McGregor's office in the penthouse, and due to its secret nature, it can only be found with a Detect Hidden roll when looking from the basement. The stairs shown in the basement lead up to the first or ground floor.

Finally, the secret garage shown if for use by the Conscience. In this garage is a sports car which will be used by the Conscience should his helicopter be destroyed before he can use it. The elevator here connects to his secret office on the penthouse level. The door to this garage is also secret and requires a successful Detect Hidden roll for



THE BASEMENT

□ 1 SQUARE=5'



- BARREL
- CRATE
- ≡ FORKLIFT
- ⌘ SECRET DOOR
- ⌚ ELEVATOR
- ≡ STAIRS
- ▭ DOOR

it to be spotted. The statistics for the sports car can be found in the vehicle section of the V&V rules.

Unknown to both the heroes and to the police, the Conscience has an agent within the Police Department. Through this mind-controlled victim, the Conscience has learned of the player-hero involvement in the police investigation of his crime wave. He therefore plans to lead the heroes directly to McGregor. For this reason, he had the thugs from the second robbery come up in the public elevator. Furthermore, if a McGregor employee were ever to find out about any of the Conscience's activities, that employee would either disappear or become one of the villain's controlled minions.

THE PENTHOUSE

McGregor Incorporated is a life insurance company with Mr. Scott McGregor as its president, having his office in the penthouse part of the building. The building itself is only a few years old and was almost completely masterminded by the Conscience as to its construction. The Conscience controlled virtually everyone associated with the building's construction and, in that way, kept all of his special little design adjustments a secret. McGregor is currently under the control of the Conscience.

When the heroes enter McGregor's office, they will find McGregor sitting at his desk, and thugs number 7 to 12 beside him (if they were allowed to reach his office and were not beaten in the basement). All of them will immediately admit their guilt to their crimes, even before being accused of these crimes. If the thugs are in the office, an observant hero (Detect Hidden roll) will notice that the money bags from the bank robbery are gone.

While all of this goes on, a panel from the bookcase will open, revealing the secret elevator, and out of it will spring Ironman (who got on the secret elevator on a lower floor where there is another entrance to this secret elevator in case of just such an emergency). Due to the position of McGregor's desk, those talking to him will have their back to the secret elevator when it opens and the attack is sprung (Detect

Danger rolls can be made). Once the fight starts, thugs number 7 to 12 will join in with their weapons still in their hands (again, if they were there in the first place and not already captured).

About half-way through the fight Detect Hidden rolls will be required for the heroes to hear the sound of a helicopter warming up and then taking off from the roof of the building. Two turns will be spent warming up the engine and then one more turn will elapse before the aircraft is about nine hundred feet from the building. The helicopter conforms to the rules given on page 46 of the V&V rulebook.

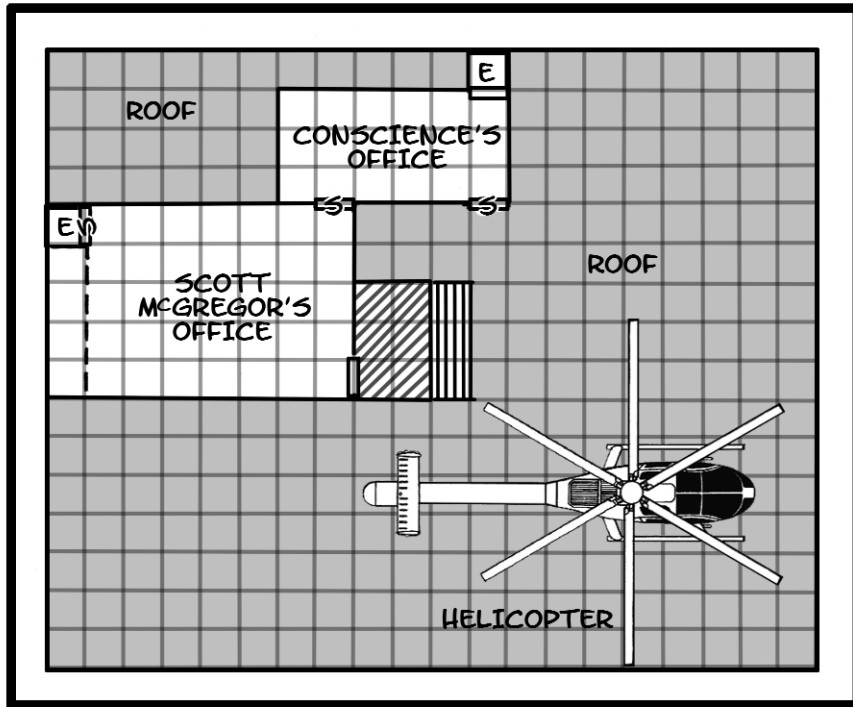
Basically, only those flying characters will be able to catch the helicopter once it takes off. If severely pressed, the Conscience will try to use Mind Control on his assailants, or at least outrun them. Just for the sake of a comic book ending, if the Conscience has to go down anywhere, make it a river or some kind of body of water where he will, no doubt, disappear. If this is the case, his mental control will cease over all his victims, as it would if he successfully escaped from the heroes pursuit of his helicopter.

The only way to enter the office of Scott McGregor is to enter the building and use the stairs or an elevator. There is a landing before the door to the insurance executive's office.

McGregor's office is fairly well furnished with a desk, three chairs, a couch, a bookcase (concealing his secret elevator, Detect Hidden roll to notice, as for all secret doors), a lamp, a few paintings and plants, wall-to-wall carpeting, and wood-paneled walls.



The Conscience's hidden room/office is much the same except there is a panel of television screens which connect to the surveillance cameras in the building. Because the Conscience is taking care of security in the building, there is no other actual security company or company owned security equipment in the building. The secret door leading to this office from McGregor's office is composed of a vertical sliding wood panel and a Detect Hidden roll would be required to spot it from McGregor's office. The same can be said of the door leading out of the Conscience's hidden office to the helicopter when seen from the outside. The elevator in this office leads to the secret garage in the basement.





PENTHOUSE
 □ 1 SQUARE=5'



-  LANDING
-  BOOK CASE
-  SECRET DOOR
-  ELEVATOR
-  STAIRS
-  DOOR

THE CAST

If you as the Gamemaster decide that some or all of the GM-controlled characters in this adventure are too weak or too strong, it is encouraged for you to make the appropriate changes as you see fit, be it in the number of villains, their powers, the number of thugs, or even entirely changing these characters to better fit your campaign.

THE SQUIRE

Identity: Philip Dougan

Sex: Male

Age: 28

Level: 3

Side: Neutral (Evil Tendencies)

Powers:

1. Decrees of the Monarch: Scrolls carried, which, when read, have varying effects upon intended listeners or all listeners.

a) Paralysis Scroll: Attacks as Paralysis Ray, causing unconsciousness. No PR, 5 turn duration, wakeup rolls apply.

b) Mind Control Scroll: Attacks as Mind Control, renders victim open to suggestion by the reader, 10 turn duration, saving throws are applicable, no PR.

c) Invisibility Scroll: No PR, turns reader invisible to normal sight, accumulated +1 to Hit, -1 to be Hit, Detect Hidden rolls made, 5 turn duration before reappearing.

d) Flame Strike Scroll: No PR, verbal range, attacks/defends as Flame Powers, 1d12 damage to any one target.

e) Flight Scroll: No PR, 20 mph speed, two hour duration.

f) Gravity Control Scroll: Weight Modifier is 15, reader cannot be affected, 8 turn duration, no PR.

g) Darkness Control Scroll: 10" area of effect, within verbal range, no shape maintenance, dissipation in fifteen turns without wind, no PR.

These scrolls are not written in any known or legible language (they are the Fool's scrawlings) so that only the Squire is capable of summoning their power. Telepathy could be used to learn the secret of the scrolls from the Squire. Each scroll can be used as many times as desired and they are magically indestructible.

When read aloud, the contents of these scrolls is left for the GM to create.

2. Trumpet of the King's Court: A horn which, when blown, attacks as a Sonic Attack to all within a 30" radius, 1d12 damage, unlimited uses, 15% chance of breakage, temporary deafness caused to individual listeners unless and Endurance save on 1d20 can be made between turns.

3. Bulla of the Bishop: A royal seal ring which can fire a waxy glue. Attacks as Paralysis Ray, 1" area of effect, S save on 1d100 to escape, 3" range, 5 uses per day.

Weight: 160 lbs.

Agility Modifier: -

Endurance: 14

Intelligence: 17

Reactions from Good: -3

Hit Modifier: 3.22

Damage Modifier: +2

Accuracy: +2

Carrying Cap.: 250 lbs.

Movement Rate: 43" ground

Detect Hidden: 12%

Inventing Points: 5.1

Basic Hits: 4

Strength: 12

Agility: 17

Charisma: 18

Evil: +3

Hit Points: 13

Healing Rate: 1.2

Power: 61

Basic HTH: 1d6

Detect Danger: 16%

Inventing: 51%



Origin & Background: An archeologist and expert on medieval times, Philip Dougan was honored by being the first to enter a long hidden archive in France. While removing a book in a remote section of the find, a wall slid back, revealing a small chamber holding scrolls, a ring, a horn, and a note. Upon investigation, Dougan realized that these items were the tools of one of the most famous court jesters (and thieves, although this was unknown at the time) of Medieval France. The note, written in French, revealed to Dougan the secret of how to read the scrolls and utilize the other devices. Sneaking these out of the find, and destroying the note, Dougan found himself too weak-willed to resist the temptation to use the tools and so he began a life of crime as the Squire.

The Squire's career finally led him to North America and it was when breaking into the McGregor Building that he met the Conscience. Before he could be controlled, the Squire offered his services to the "Master of Minds" and is now the Conscience's best operative.

Combat Tactics/M.O.: It can be said that the Squire is not the bravest man in the world and that he would rather have someone else fight his battles for him. He will use his devices to his best advantage, especially when he feels it's a good time to escape.

IRONMANE

Identity: Max Wilson

Sex: Male

Age: 30

Level: 2

Side: Evil

Powers:

1. Iron Helmet: Ramming +4 to Hit, HTH +2d10 damage with horn.

a) Lightning Control: 5" range, 2d8 damage, 14 uses per recharge, 10 charges for carrier attack, no electricity control.

b) Heightened Senses: Night vision, x-ray vision, ultraviolet vision.
c) Diminished Senses: Reduced hearing, Detection percentages are halved when applicable.

2. Speed Bonus: +70" ground movement

3. Natural Weaponry: +2 to Hit, +7 damage (reinforced gauntlets/boots)

4. Heightened Expertise: +4 to Hit with unarmed HTH combat.

5. Heightened Attack: +1 damage per level.

6. Heightened Defense: -4 to be Hit

7. Physical Handicap: Disfigured face, when exposed it acts as Emotion Control, Fear to viewer.

8. Vulnerability: Twice normal percentage chance to be knocked unconscious from Sonic Attacks (reverberation within helmet).

9. Low Self-Control: Battle rage, Charisma save on 1d100 to recover once a fight has begun.

Weight: 370 lbs.

Agility Modifier: -2

Endurance: 18

Intelligence: 10

Reactions from Good: -

Hit Modifier: 4.57

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 1323 lbs.

Movement Rate: 122" ground

Detect Hidden: 8%

Inventing Points: 2

Basic Hits: 8

Strength: 20

Agility: 14

Charisma: 9

Evil: -

Hit Points: 37

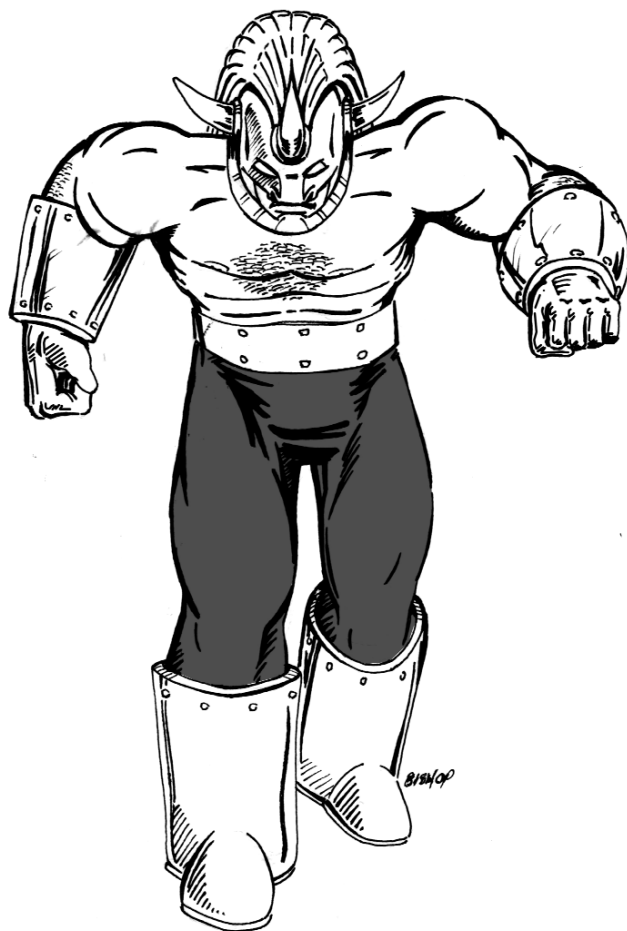
Healing Rate: 3

Power: 62

Basic HTH: 1d10

Detect Danger: 12%

Inventing: 30%



Origin & Background: Max (Ironmane) Wilson was a professional wrestler who was losing popularity fast and was on his way out. It was then that a new arrival on the wrestling scene offered to manage Wilson and to send him back to the top.

Wilson was given a symbol which better fit his namesake, a bull mask of steel, with carved iron hair (Ironmane) and a horn like a unicorn's. To ensure Wilson's success, his new manager arranged for Wilson's next opponent to throw the fight, but the night of the match, Wilson was set on really proving himself, and did not give his opponent the opportunity to hit the canvas. The scripted match became a blood bath with Ironmane victorious and his opponent hospitalized.

That night, Wilson's not so legitimate manager and his mob set the wrestler's home on fire. Without any thought, Wilson donned his mask to prevent suffocation, but when he finally stumbled out of the blaze, he discovered that his helmet had been welded right to his head permanently.

No one knows for sure what happened to Max Wilson after that, but it is rumored that he went insane. Since the accident, Wilson has been manipulated by many people, one being a scientist who developed devices for the helmet which could be used to pull off a few crimes. Sometime after this, the Conscience made contact with Ironmane, the rest is history.

Combat Tactics/M.O.: In battle, Ironmane is an animal. He uses everything in his surroundings to his best advantage (i.e. desk for a club), but loves to use his horn the most. If he should happen to use up his Lightning attacks before the fight is over and happens to succeed in his save against his battle fury on Charisma, he will flee the battle (unless mind-controlled, as is the case in this adventure).

the CONSCIENCE

Identity: Boris Killraven

Sex: Male

Age: 40

Level: 6

Side: Evil

Powers:

1. Mind Control: 3 mile radius, 7 PR, Saving Throws on 1d20 applicable, victims do not act fatigued, can implant a memory block of being mind-controlled in victims (PR of 5, no to Hit rolled).

2. Pet: Domestic cat, see statistics on page 46 of the V&V rulebook. This cat is trained to forewarn its master of danger, a Detect Danger roll is required.

Weight: 155 lbs.

Basic Hits: 4

Agility Modifier: -

Strength: 10

Endurance: 11

Agility: 14

Intelligence: 16

Charisma: 14

Reactions from Good: -1

Evil: +1

Hit Modifier: 1.56

Hit Points: 7

Damage Mod.: +2

Healing Rate: 1

Accuracy: +1

Power: 51

Carrying Cap.: 163 lbs.

Basic HTH: 1d4

Movement Rate: 35" ground

Detect Danger: 16%

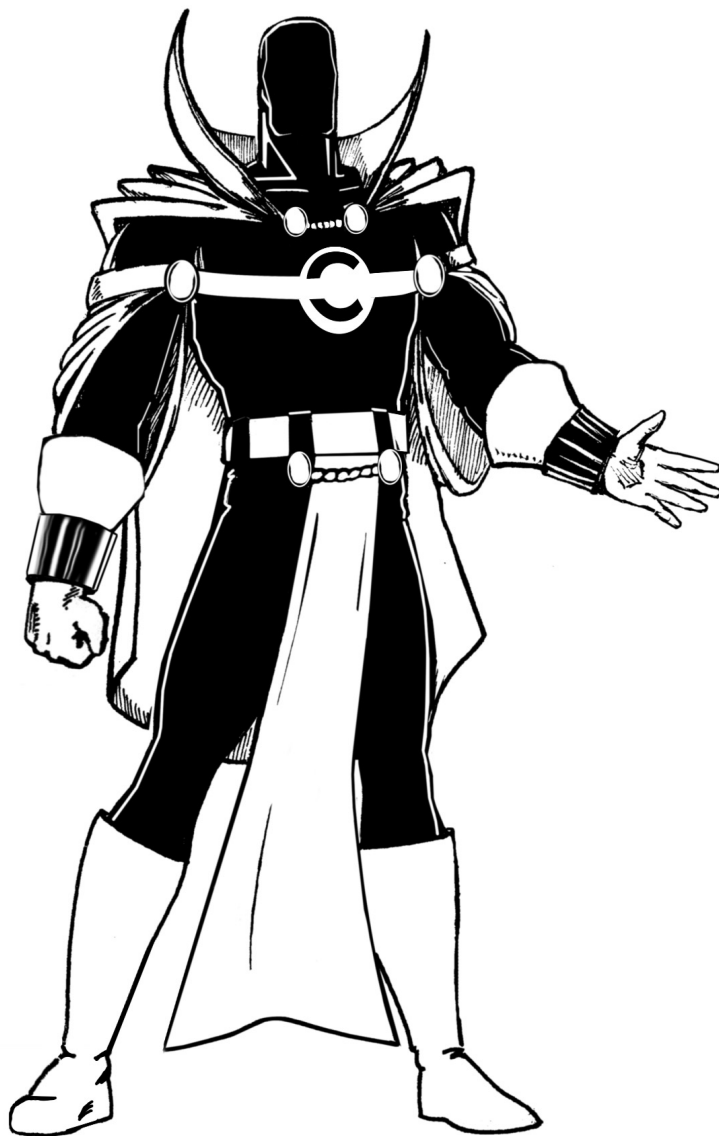
Detect Hidden: 12%

Inventing: 48%

Inventing Points: 9.6

Origin & Background: With the ability to control others since adolescence, Boris Killraven became tired of his country and came to North America to prosper on the fruits of other peoples' labor. This was found to be done the most easily with people in positions of power and authority, such as Scott McGregor.

Combat Tactics/M.O.: In a fight, the Conscience lets others fight for him while he usually makes his escape, but he will use his Mind Control power when desperate.





THUGS

The following chart lists all of the thug type Gamemaster-controlled characters with their statistics and weapons. Due to the Conscience's

developed and practiced form of Mind Control, his victims (including these thugs) do not act as if fatigued.

THUG TABLE

No.	Weight	Sex	ST	EN	AG	IN	CR	Hits	Power	Dmg	Acc	Carry	Move	HTH	Level
01	170	M	09	10	14	12	10	06	45	+1	+1	147	33	d4	1
02	160	M	12	11	12	10	11	07	45	+1	+1	226	35	d4	2
03	120	F	10	07	10	11	10	02	38	-	-	102	27	d3	1
04	190	M	11	09	12	09	09	06	41	+1	+1	212	32	d4	2
05	130	F	12	10	09	14	12	04	45	-	-	177	31	d4	1
06	110	F	09	11	12	10	13	04	42	+1	+1	101	32	d3	1
07	200	M	14	12	13	11	11	09	50	+1	+1	394	39	d6	3
08	170	M	13	10	11	09	12	05	43	-	-	272	34	d6	1
09	180	M	08	09	10	09	10	04	36	-	-	134	27	d4	1
10	120	F	10	11	10	13	14	04	44	-	-	126	31	d4	1
11	190	M	11	14	12	12	13	09	49	+1	+1	259	37	d6	3
12	100	F	08	10	13	11	09	03	44	+1	+1	76	33	d3	1

THUG WEAPON LIST

Weapon	Thug Numbers
Pistol: +3 to Hit, 1d8 damage, A x 6" range	2, 3, 4, 6, 7, 9, 11
Rifle: +4 to Hit, 1d10 damage, A x 10" range	1, 5
Shotgun: +2 to Hit, 2d6 damage, A" range	8, 10
Unarmed	6, 12