

CITIZEN REPORT



by
David Woodrum

NEW FOR VILLAINS AND VIGILANTES - A TOOL BOX OF BUSINESSES, ORGANIZATIONS, CORPORATIONS, USEFUL NOTABLE CITIZENS, AND 6 COMPLETE STREET GANGS. NOT RULES - OPTIONS! TO FIT ANY V&V CAMPAIGN.

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CAPTAIN CROOK	ANNE KNIFE	BILLY FLY	RACKHM	GRAVELBEARD	WENCH BONNY	COOKIE
						
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EMO BLACK	FANGZ	ROBYN	SUE BLUE	WANDA FEAR	CRAWLER	RAZOR
						
VANESSA	SHUDDER	TEX	BOBBY RAY	CLINT	DUKE	HOSS
						
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NIGEL BIRD	MARY GREEN	LEONARD FRITZ	ROGER DEVORE	WANDA STITCH	JIMMY COCKER	BYSTANDER 1

CITIZEN REPORT

A



SOURCEBOOK

written by David Woodrum

illustrated by Lorena Soriano Garcia



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INTRODUCTION

One of the most exciting aspects of having a side career as a game designer is the fact that sometimes you are approached with the opportunity to rub elbows with your old heroes and influences. When growing up as a teenager in the late 80's and early 90's, Villains and Vigilantes was one of the two role playing games that I played the most (the other game needs no introduction). While I've tried my share of different paper and dice RPG systems over the years, no super-hero genre game has been able to fully recapture the "feel" that V&V offered. It was a truly exciting moment for me to discover that in the 21st Century, Fantasy Games Unlimited and Villains and Vigilantes still exist. Needless to say, I rapidly amassed a collection of V&V books that would have made me green with envy as a penniless teenager. Even more, I never would have dreamed that I would one day be an active part of keeping the spirit of V&V alive through the design and development of new gaming materials.

With my first V&V creation, Citizen Report, I wanted to focus upon the extra needed elements that I longed for when playing the game in the late 80's. While the adventures offered all the background information needed for the exact adventure at hand, as a GM I was in need of recurring bit characters, statistics for innocent bystanders, and a plethora of businesses and organizations developed specifically around the super-hero genre. In short, I wanted the surrounding elements of the heroes to be as complex and colorful as the villains and adventures they encounter.

Citizen Report provides a great deal of additional flavor bits for the ongoing super-hero campaign. Neither an adventure nor a true collection of foes, Citizen Report is more of a GM's toolbox of ideas and quick reference statistics. Furthermore, much of the information provided in this product is focused upon the everyday citizens and organizations that make up a V&V universe. Within these pages you'll find a nice blend of flavor bits and good old game mechanics crunch. Devour these details and enjoy, the heroes can now have a more colorful world beyond the battleground that they must learn to deal with.

David Woodrum

EDITORIAL INTRODUCTION

Citizen Report is the first of many planned new publications for use with the Villains and Vigilantes game. It's writer, David Woodrum, has been writing and creating "Action Locations" and "Playsets" for Villains & Vigilantes which are available as free downloads on the FGU web site.

Though not a traditional multi-part adventure, Citizen Report provides for the kinds of businesses and organizations that would have to arise or develop in a world where super-powers were real. It is well thought-out and gives models of the types of groups that would inevitably arise in such an environment.

Street gangs (non-supers) are created with themes and the six gangs presented herein can be used for adventure foes for low-level beginning heroes, or, more likely, as hirelings of super-villains or even to provide distractions for law enforcement officials and the heroes during a time of super-villainous plots and schemes.

Useful non-player characters are provided for use directly or as models to create your own to fill needed roles in such a universe. The idea of news people, attorneys, costume designers, and even the ever necessary butler or gentleman's gentleman are included.

Finally, sections with statistics for bystanders, law enforcement and security personnel, weapons (especially those used by the gangs), and even common vehicles round out the package. You can use as much or as little as you choose, but some will surely meet your needs.

Citizen Report also represents our introduction of Spanish artist Lorena Soriano Garcia, whose punk goth style seems to perfectly match the tone of the gangs presented in this book.

1. BUSINESSES & CORPORATIONS

The rise of super-powered individuals and sensational technology can alter the face of industry and commerce to a certain degree. While only a few have access to high technology, businesses devoted to the research of incredible technologies and sciences are likely to exist nevertheless. Likewise, super-heroes and even villains are capable of becoming the new “ultra-celebrities,” drawing the attention of corporations interested in fueling the interests of inquiring fans on a consumer level. The following businesses are a small sampling of the possible businesses that could find their way into the open market with the presence of super-powered characters.

1.1 CLUB MASQUERADE

Originally Club Nu-Nova, a struggling nightclub that was heavily influenced by the early 1990’s rave culture, the establishment was temporarily shut down in order to be revamped. The nightclub reopened six months later as Club Masquerade and set its sights on catering to a whole new variety of clientele. The club is now a high profile, social hotspot that allows celebrities and wealthy socialites to mingle with an assortment of super-powered characters. The club is a place where only the famous and influential are allowed in, and where one can find drinks and dancing shared by those sporting spandex capes and diamond-laden jewelry. As there is a mutual sense of admiration between caped crusaders and entertainment industry celebrities, Club Masquerade became an overnight sensation.

Although considered to be a solid hit amongst influential social scenes, Club Masquerade is not without controversy. The owners have been pressured on more than one occasion to allow the entry of a few popular super-villains, often on the same night that a super-hero or two was making their appearance in the crowd. Such encounters, needless to say, could lead to the dangerment of other club goers and several thousand dollars worth of damage to the nightclub itself.



1.2 EVOL-BODY HEALTH AND NUTRITIONAL

Evol-Body was originally little more than a bulk supplier of questionable energy capsules, intimacy performance enhancers, wonder diet plans, and weightlifting supplements. With the rise of interest in what makes a super-character’s anatomy tick, Evol-Body decided to take a whole new direction. The dubious health product company now offers a continuously growing line of capsules, pills and drink powders that claim to contain the biological essences of super-powered beings. Evol-Body states that their California based labs are able to extract the essences of extraordinary ability from DNA samples and

then synthesize such power potentials in a manner that allows for mass manufacture and distribution.

Although the claims of the company’s products seem a little hard to believe, there may be some thread of truthful intent. Evol-Body has a notorious habit of hiring agents to go out and gather DNA samples from the wreckage of previous brawls between super-powered humans. This DNA is then sent back to the main labs, where it is analyzed and extracted. Whether or not the DNA is actually reproduced by the company’s claimed methods have yet to be proved.

Evol-Body has had its share of run-ins with the United States Food and Drug Administration on several occasions. Prior to their creation of super essence products, the company’s weightlifting supplements were targeted for containing harmful levels of androgens. When the first DNA extract products appeared, the FDA quickly ordered the products to be taken off the shelves until a proper evaluation could be made. Evol-Body fought the measure in court and won, allowing the company to resume sales of the new sensational products. Although there have been no recorded cases of an individual gaining the powers of an existing hero or villain through the consumption of an Evol-Body product, the supplements have been accused of causing entirely new mutations in a small handful of consumers. While not yet proven, these incidents have once again allowed the FDA to pull a half dozen of the company’s products off the store shelves. In an effort to keep one step ahead of the government agency, Evol-Body has a practice of slightly altering their formulas and repackaging them as new products every several months or so.

The Evol-Body employees responsible for gathering the DNA from battle locations are called “retrievers.” Originally, retrievers were easy to spot due to their bright, safety green uniforms and purple hardhats. As law enforcement and military personnel have started to crack down on the presence of such individuals, retrievers are now often encouraged to take on less obvious guises. While few still wear the traditional uniform, most retrievers now disguise themselves as photographers, rescue workers, and sanitation crew members.

1.3 HERO ALLIANCE COUNSELING SERVICES

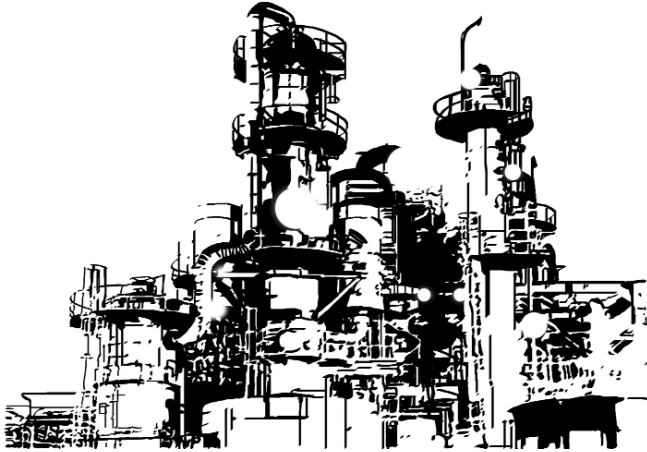
Recognizing the need to deal with the discovery of special powers and the responsibilities that come with such gifts, Hero Alliance Counseling Services was originally developed as a government funded, non-profit agency. When G.A.L.A.N.T. (see Organizations) took over many elements of counseling and individual case management, Hero Alliance restructured itself as a private practice. Today, Hero Alliance serves as a high profile counseling agency that deals with a wide range of issues that its heroic clients experience. From handling relationship issues to dealing with post-traumatic stress, Hero Alliance has an experienced team of psychologists, social workers, and counselors.

1.4 MEGA-STAR MARKETING

Mega-Star Marketing is an agency that caters exclusively to the super-hero community. From product licensing to paid spots on television shows, Mega-Star handles the full line of its client’s needs. In order to keep a discreet, safe, and secure operating existence for its client, Mega-Star has become forced to impose a heavy contract royalty fee. For every dollar that Mega-Star generates for its client, the agency takes forty-five cents. While many heroes have protested the heavy fees that the agency imposes, most will agree that they are able to make more through Mega-Star’s services in the long run.

1.5 MIME TECHNOLOGY CORPORATION

Often accused of being a sister company to Evol-Body Health and



Nutrition, Mime Technology Corporation is actually an independent company that specializes in copying the technological principles from exotic scrap obtained from the battle wreckage of super-powered brawls. From analyzing and copying alien alloy metals to tearing down and studying cutting edge technology, the paid scavengers of Mime Technology are quick to show up on the scene and discreetly recover whatever whatever they can lay their hands on. Such practices often lead to their arrest.

Although credited with helping other companies produce innovative consumer products, Mime Technology has consistently found itself in court over charges of theft. While the authorities are usually not too concerned about the recovery of a small tatter of torn costume or a shard or two of strange metal, Mime employees have often made off with complete, and sometimes still functional, devices. The military and various hero-related organizations have their own concerns as well, for even small samplings of cloth and metal can reveal the workings of secretive, breakthrough developments.

Handling the exploits of Mime can be rather tricky. Usually within a few hours after a major battle has taken place, a few Mime scavengers can be spotted milling about the area, dressed in drab coveralls with bright red hardhats. When questioned, these individuals will often try to pass themselves off as being city clean-up employees. Sometimes the Mime scavengers are allowed to stay, other times they are ordered to leave the premises or location. There's a sure fire guarantee, however, that if a Mime scavenger leaves without a great deal of protest, they've already pocketed whatever they came looking for.

1.6 POWER WITNESS WEEKLY

Power Witness Weekly started out innocently enough as a run of the mill tabloid devoted exclusively to keeping tabs on the doings of villains and crusaders alike. As the struggling publication found itself repeatedly competing with the larger news networks, the tabloid switched from the honest reporting of battles and such events to a more scandalous approach to journalism. Power Witness Weekly now focuses upon the personal lives and muckraking scandals of its target heroes and villains.

While a great deal of the tabloid's articles are pure fabrications, Power Witness Weekly has been known to publish a few factual articles. This has proven to be particularly dangerous for many a caped crusader. The tabloid stops at nothing to get an interesting story out, even if this means revealing the true identity of a masked hero or providing

or providing details about their friends and/or families. On many occasions, both hero and government agencies have tried to put a halt to the publication, but all efforts have failed miserably thus far. The powers to be at the tabloid know their Constitutional rights to freedom of speech, and most attempts seem only to encourage the publication to push the envelope that much further.

1.7 VIGILANT MUTUAL INSURANCE

Vigilant Mutual Insurance emerged as the brainchild of three reclusive multi-millionaires who understood the perils that many super-powered heroes regularly face. Realizing that these individuals often cannot rely on their civilian insurance policies for fear of revealing their identities, Vigilant was created in an effort to provide discreet and effective coverage for such heroes. Vigilant works with a number of government and hero related agencies, including G.A.L.A.N.T. (see Organizatons), to establish a means of forming contact and assessment of new clients. New Vigilant customers can likewise establish an initial contact with one of the insurance company's agents via discreet contact and location means.

Although Vigilant's unique approach to the insurance business allowed the corporation to achieve overnight success, Vigilant Mutual Insurance has suffered its share of pitfalls over the last few years. Vigilant was the target of a costly discrimination lawsuit when one of the corporation's super-powered customers was dropped after being captured and arrested for villainous activities. The former client sued Vigilant on the grounds that the business had no right to deny insurance on the basis of the client's criminal activities. The grounds for the lawsuit were upheld in court and Vigilant has been forced to become increasingly more selective in accepting newer clients.

The corporation also found itself in the middle of an investigation when a super-hero's true identity suddenly leaked out. The hero had very few contacts that were aware of his true identity, and Vigilant was one of the more recent of such contacts. The company was ultimately found to be innocent of involvement in the information leak when it was revealed that an obsessed fan had been stalking the hero.

Despite being cleared as the possible source of the information leak, Vigilant's security measures were still being repeatedly questioned. Vigilant now uses extremely sophisticated data encryption techniques, advanced security through the incorporation of specially developed android guards, and routine government inspections.

2. ORGANIZATIONS

While super-hero or villain alliances and chief government agencies provide the bulk of important organizations, it is possible for other agencies to form around the super-related interests. The following organizations represent a mixture of different super-power related causes.

2.1 CITIZENS AGAINST PROPER EVOLUTION REGRESSION (C.A.P.E.R.)

The Citizens Against Proper Evolution Regression (C.A.P.E.R.), is perhaps one of the strangest civil liberties groups ever to emerge. C.A.P.E.R. is a legion of non-super-powered citizens who support the misdeeds of super-villains and oppose legal convictions of such individuals. It is the belief of the organization's members that the actions of super criminals often merely represents the "rite of passage" from homo sapien to homo superior. Mankind merely misunderstands so-called "super-villains," citing what is to be a natural rite of passage for the emerging species as dangerous, antisocial behaviors. The philosophy behind C.A.P.E.R. is that what is misinterpreted as acts of greed and power lust is actually comparable to a squirrel storing nuts for a long, hard winter. The "criminal" is merely a more conscious minded super-being, understanding what needs to be done in order to secure the required fruits of the world for his or her emerging lineage.

In all reality, most individuals think that the member of C.A.P.E.R. are off their rockers. Although most villains will publicly deny their true feelings in order to obtain sympathy and legal aid from this organization's more powerful advocates, it is true that the majority of super-powered criminals think that the members of the organization need to go in for psychiatric evaluation. Still, however, this does not stop C.A.P.E.R. from growing and growing. The organization currently has a slew of influential lawyers, advocates, and even an impressive handful of celebrities under their belt.

GM Notes: Although the philosophies of C.A.P.E.R. seem utterly ridiculous, they are suitable enough to give the player-heroes a lot of trouble from time to time. C.A.P.E.R. members believe strongly in human shields. If there is an organization branch in the community that the players regularly patrol, it is likely that at some point the volunteer advocates will show up on the scene and attempt to place themselves in the midst of battle to try to protect the villains from the heroes' attacks. This can, naturally, cause a world of troubles and certainly many villains will encourage the distraction and headaches that the members of C.A.P.E.R. cause.

C.A.P.E.R. has a powerful financial backing, mostly thanks to several influential millionaires and celebrities who idolize the super power scene and wish to have an active part when most heroes have shunned them. One or two millionaires have gone so far as to arrange significant backing in exchange for a few super-villains romancing the younger, more attractive females in the millionaires' families in order to create a cultured, supported "master race." This has allowed a great deal of cash to be poured into the organization's extensive legal arm, which is most often used to help captured villains get out of numerous charges in court.

2.2 GOVERNMENT ADVOCACY AND LEGAL ASSISTANCE NETWORK TEAM (G.A.L.A.N.T.)

The Government Advocacy and Legal Assistance Network Team, or G.A.L.A.N.T., formed as a response to a growing number of individuals with newly discovered super-powers who had little clue as to

who they could turn to. Likewise, as many former super crooks were wishing to turn to the side of good upon becoming reformed, there became a general need for an independent advocacy agency. With such issues in mind, the initial agency of G.A.L.A.N.T. was forged. Unlike heroic alliances or many other government powers, G.A.L.A.N.T. does not concern itself with fighting crime or tracking down criminals. Instead, the agency members serve the super hero community as social workers, advocates, case managers, and volunteer legal assistants. G.A.L.A.N.T. also serves as a middleman connection between new super-powered heroes and pre-existing heroic alliances and related agencies. Should an individual need assistance in acquiring a proper costume, basic technologies, or general introduction as a crime fighter, the agents of G.A.L.A.N.T. have the ability to pull some strings and get things done. If a hero would like to be informed of when and where their special abilities might be needed, G.A.L.A.N.T. offers a crisis alert management team that can notify the hero(es) of current situations and help cover many of the travel needs of the heroes.

GM Notes: G.A.L.A.N.T. can be a good addition to a campaign where a small group of super-heroes need a general outside contact for missions and so forth, particularly if the group does not want to be under the complete and utter control of a pre-existing hero alliance. G.A.L.A.N.T. can also serve as a bond of sorts between different heroes and heroic alliances, as well as a general middleman contact between caped crusaders and various governments and their agencies. Should the characters find themselves in the center of a scandal or legal matter, G.A.L.A.N.T. can serve as the safety net until the overseeing powers ultimately come to the characters' rescue.

2.3 NATURALISTIC ORDER OF CITIZEN KNIGHTS (N.O.C.K.)

The Naturalistic Order of Citizen Knights, or N.O.C.K., is essentially a hate group that is out to cleanse the world of super-powered individuals. Although claiming to be against all individuals with super powered or abnormal abilities, the members of N.O.C.K. hold a particular hatred towards super-heroes, who they claim are hypocrites and pose the greatest of dangers and evils in the world. Villains, on the other hand, are at least honest about their ways. Although considered to be little more than a nuisance and fringe group on the surface, N.O.C.K. has been developing a rather impressive hidden network over the last several years.

Unbeknownst to the average citizen, governments, and most super-heroes, N.O.C.K. now claims the private membership of many influential individuals, including politicians, news personalities, celebrities, professors, scientists, journalists, law enforcement personnel, and even judges.

GM Notes: Although their hate is directed at a different target, the members of N.O.C.K. hold a vision that is somewhat akin to the ideals of the Klu Klux Klan. While too cowardly to directly harass or terrorize a super-powered character, N.O.C.K. members work hard at revealing the identities of a super-hero, his or her loved ones or family and friends, who are then harassed directly by the members of N.O.C.K. When performing their various terrorizing activities, the members of N.O.C.K. disguise themselves in hoods and robes that are scarlet red in color. (Imagine the KKK in bright red and you have a good picture of a N.O.C.K. rally.)

3. GANGS

Although they tend to lack an impressive array of super-powers, well thought-out street gangs can still make for unique and exciting villain encounters. One way to make the entrance of a particular gang more entertaining is to style the gang around a central set of themes and give them a brief history.

3.1 ASPHALT PIRATES

The Asphalt Pirates are a self-styled gang of bikers who combine modern motorcycle enthusiasm with a blend of 17th Century, Spanish Main influences.



Background: Formed around a decade ago on the outskirts of St. Augustine, Florida, the Asphalt Pirates decided to stylize their normal outlaw biker ways with a bit of the 'ol buccaneer spirit. Most of the locals thought that the group of rowdy, law breaking misfits were nuts, and this opinion has held true no matter where the small band of bikers settles in. Although fun loving and somewhat comical in nature, the Asphalt Pirates are still criminals by nature and their activities have left many an individual robbed of wallet, limb, or life.

The following gangs are examples of how a group of non-super thugs can be bundled together to form a self-styled gang. Always remember that such gangs can also often be in the employ of super-villains.

Tactics: One's first sight of the Asphalt Pirates is often a comical one. Riding into town, they resemble a mixture of your typical denim and leather bikers mixed with something that you would imagine seeing in a movie about Blackbeard. Such initial appearances are both distracting and deceiving. Eager to live up to the traditions of the high seas, the pirate bikers are quick to plunder and maim their confused, curious victims.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy:	HTH:	Weapon
Captain Crook	M	3	8	44	12	35	+1	+1	1d6	sword/pistol
Anne Knife	F	2	4	43	10	33	+0	+0	1d4	knife/pistol
Billy Fly	M	1	6	47	10	34	+0	+0	1d6	knife
Cookie	M	1	5	43	13	35	+0	+0	1d4	knife/rifle
Gravelbeard	M	2	7	45	12	35	+1	+1	1d6	sword/pistol
Jack Patches	M	1	4	44	12	33	+1	+1	1d4	sword
Rackham	M	1	7	48	13	36	+1	+1	1d6	sword/pistol
Wench Bonny	F	1	3	40	9	27	+0	+0	1d3	knife

3.2 THE DARLINGS

The Darlings is a mismatched collection of punks, glam rockers, and social dregs. Led by Derek Dazzle and his dominatrix girlfriend, Linda, the gang primarily specializes in narcotics distribution and stolen goods.



Background: The Darlings formed about five years ago when punk-glam rocker Derek Drizzle and his bassist Billy Mingle moved to the city looking to form a new band and score some gigs. Instead they found Linda Leather, a sadistic prostitute who held part ownership in a punk rock venue called Club Apocalypse. Derek and Linda quickly became partners in both business and romance.

Deciding that there was more money to be made in other criminal activities, Derek and Linda forged a small gang consisting of fellow band members and close associates. Loosely named after Derek's old band, Darling Socialite, The Darlings chiefly deal in opiates and stolen electronics.

Tactics: Although The Darlings exclusively offer their drugs, prostitution, and stolen goods to the patrons of Club Apocalypse, their ventures have nevertheless cut into the business interests of other criminal elements within the city. Knowing that rivals are watching their actions, The Darlings have become increasingly more paranoid and hostile towards outsiders. When dealing with a potential enemy, the members of the gang like to use their size in numbers to surround and wear down their enemies. Should things start to turn sour, Derek and Vivian will put away their melee weapons and unleash the guns.

Though The Darlings are independent, the pressure from major criminal groups could make them receptive to working with a super-powered villains group in return for protection.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
Derek Dazzle	M	3	10	53	13	43	+1	+1	1d6	knife/pistol
Harry Vandal	M	1	12	53	9	26	+0	+0	1d8	baseball bat
Linda Leather	F	4	6	55	17	46	+1	+2	1d6	whip
Miser	M	2	7	50	13	41	+1	+1	1d6	chain
Billy Mingle	M	1	7	46	15	36	+1	+2	1d4	chain
Nancy Spud	F	1	4	47	11	31	-1	+0	1d6	chain
Johnny Sputnik	M	1	8	53	13	42	+1	+1	1d6	baseball bat
Vivian Blue	F	1	3	42	12	25	+0	+1	1d3	knife/pistol

3.3 HORNS OF HADES

The Horns of Hades is a small, up-and-coming outlaw motorcycle club. Overly eager to earn a name for themselves and wanting to carve out some territory from similar biker gangs, this single chapter club has become increasingly reckless, desperate and paranoid



Background: Most of the members of the Horns of Hades were little more than a loose band of motorcycle riders and regular party heads until Bryant ‘Anglo’ Richards rolled into town. Fashioning himself as a hardened, California biker, Anglo’s talks of criminal exploits, freedom on the road, and hard fought battles against “the man” held an impressive sway over the local bikers. In all reality, Anglo was nothing more than a reject who had been turned away from two or three other outlaw clubs after serving as a pledge.

However, the locals didn’t know this, and Anglo’s vivid stories and charismatic personality won the group over. Having a desire to lead his own motorcycle club, Anglo had little trouble convincing the others to forge their own group under the name of Horns of Hades.

The Horns of Hades have been riding as an organized group for a little over two years. Most of their exploits have been fairly petty, but their presence is starting to become noticed by other outlaw groups and notable criminal factions. Determined to carve a name for themselves rather than merely flesh out the ranks of another criminal element, the Horns of Hades are quickly gaining potential enemies from both sides of the law.

Tactics: The tides of combat often change rather quickly for the Horns of Hades. They tend to enter a fight with blades and chains waving, sure that their muscle and size will quickly overcome any potentially weaker adversary. As soon as they realize that they are outnumbered or overpowered, the members of the gang will panic and pull out the guns.

The gang’s blend of desire and desperation make them unpredictable and dangerous. While murder hasnot yet been part of the gang’s growing list of criminal acts, most of the members of the group would not think twice about killing off someone who stands in their way. This philosophy holds especially true for Anglo, who is already paranoid with concern that the gang members might begin to question his past and leadership abilities.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
Anglo	M	3	9	54	13	41	+1	+1	1d6	knife/pistol
Bruce	M	1	13	54	13	42	+1	+1	1d6	chain
Bubba	M	1	16	53	11	36	-1	+0	1d6	brass knuckles
Darla	F	1	8	47	14	36	+1	+1	1d4	knife/pistol
Gerald	M	1	13	53	12	40	+1	+1	1d6	chain/pistol
Harriet	F	1	6	43	11	35	-1	+0	1d4	knife/rifle
Missy	F	1	6	44	11	34	+0	+0	1d4	knife
Roscoe	M	1	8	49	11	37	+0	+0	1d6	chain/shotgun
Vicky	F	1	8	46	13	36	+1	+1	1d4	knife
Wes	M	1	13	57	14	44	+1	+1	1d6	knife/pistol

3.4 THE MORBID

The Morbid is a dark, sinister gang of drug addicts, goths, horror movie fans, and death metal rockers.



Background: The Morbid started out as being little more than a gathering of friends, junkies, and fans of bleak, occult inspired music who would gather together within the bowels of an old, abandoned factory. Victims of their own vices, it was determined that the best interests of all would be served by forming a dark commune where all would pitch in to keep the needed food, goods, drugs, and booze flowing. Under the suggestion of a rather influential young man named "Magpie," the group decided to call themselves "The Morbid." Although nearly half of the original cooperative group dwindled away after the first couple of months, the remainder of The Morbid developed into a tight knit organization under the direction of Magpie, now the group's central ringleader.

No longer a mere commune forced to seek shelter in an old factory, Magpie and forged The Morbid into an efficient criminal gang and moved the gang's base of operations into an old two-story house a few blocks away from the group's former hideaway.

Tactics: Having little respect for mainstream society, Magpie and the rest of The Morbid are willing to take on almost any criminal venture that looks to be profitable enough. The members of the group tend to idolize super-villains, particularly those who are especially sinister or gain their powers from demonic sources.

Most of the members of The Morbid are actually quite cowardly and avoid direct combat, preferring to hide behind their dark, sinister guises and made-up personas. When forced to fight, however, the members are dirty brawlers who prefer to take on opponents who appear weaker, unarmed, or smaller in numbers.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
Magpie	M	3	8	51	13	37	+1	+1	1d4	knife/pistol
Alice Alone	F	1	3	38	10	30	-1	+0	1d4	chain
Crawler	F	1	8	43	9	31	+0	+0	1d4	cattle prod
Emo Black	M	1	6	42	12	32	+1	+1	1d4	crowbar/pistol
Fangz	M	1	5	47	10	33	+0	+0	1d4	knife
Razor	M	1	4	41	13	32	+1	+1	1d3	knife
Robyn	F	1	6	47	9	33	+0	+0	1d6	baseball bat
Shudder	M	1	8	48	10	35	+0	+0	1d6	pitchfork
Sue Blue	F	1	4	46	11	33	+0	+0	1d4	knife/pistol
Vanessa	F	1	8	46	11	33	+0	+0	1d4	knife
Wanda Fear	F	1	5	45	12	33	+1	+1	1d4	knife

3.5 THE SONS OF JAMES

The Sons of James is a rag-tag collection of modern, outlaw cowboys who idolize the renegades of the Old West, especially Jesse James. The name of their gang was chosen in reference to the criminal legend of the the original James Gang and many of the gang's members claim to be some sort of descendant of Jesse James.



Background: No one, not even the members, can quite remember how the gang got started. There has been talk of a particular drunken night down at a stateside honkey tonk, and usually this particular story brings up the issue of a stolen truck that a few of the boys woke up in the next morning. Either way, it doesn't matter, because the group as a whole decided that the modern outlaw life was their chosen destiny and none has yet had the sense to look back.

Tactics: The primary strategy of this outlaw gang is that no one in the group really has a strategy - so to speak. All were simply tired of their day jobs, sick of waking up in the same drunk tank every Sunday morning, and had enough collective debt hanging over their heads to buy a thousand acre ranch.

Busting a few heads at the roadside dives and robbing banks along the way is much more fun, not to mention all the fancy new rides that just seem to disappear of the vehicle lots in the middle of the night.

The Sons of James would be little more than a flash in the crime world pan if it were not for their dumb luck at pulling off one crime after another without getting caught. They have left a trail of empty bank vaults, busted up bars, a few broken hearts, and several angry automotive salesmen. Their exploits have been rather impressive, although not enough to really cause many super-villains to seek out the employment of lackeys in cowboy hats. However, fresh start heroes looking to earn a reputation for themselves in the Midwest territory might want to try to stop the Sons of James in their tracks.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
Tex	M	2	8	46	11	35	+1	+1	1d6	knife/pistol
Bobby Ray	M	1	6	47	10	35	+0	+0	1d4	knife/pistol
Clint	M	1	6	48	10	36	+0	+0	1d4	pistol
Duke	M	1	7	42	9	33	+0	+0	1d6	knife/rifle
Hoss	M	1	10	47	13	40	+0	+1	1d8	pitchfork/pistol
Jimmy Joe	M	1	6	44	14	34	+1	+1	1d4	shotgun
Johnny	M	1	5	46	14	34	+1	+1	1d3	crowbar/pistol
Lester	M	1	4	41	11	30	+0	+0	1d4	cattle prod
Dallas	M	1	11	49	13	36	+1	+1	1d6	knife/shotgun
Austin	M	1	5	46	11	35	+0	+0	1d4	rifle
Rusty	M	1	8	49	13	38	+1	+1	1d6	knife/pistol
Ringo	M	1	5	47	13	38	+1	+1	1d4	brass knuckles

3.6 THE TRANS-SISTERS

The Trans-Sisters is a group of flamboyant drag queens turned criminal masterminds. Experts dealing in stolen jewels, art, and expensive furs, this unusual gang has captured the attention and respect of many powerful factions in the criminal underworld.



Background: At one time, The Trans-Sisters was little more than an informal support group and social club consisting of a handful of local drag queens, transgenders, and cross dressers. After being lured into a jewel heist that paid off in the millions, ringleader Tara Belle decided to steer the rest of The Trans-Sisters into more profitable ventures. The temptations of diamonds, designer clothing, and luxury apartments proved too much to resist, and now all the members of The Trans-Sisters willingly work as high-profile crooks.

Tactics: Despite their flamboyant personas, the members of this criminal gang behave in a strictly businesslike manner when it comes to dealing with stolen goods. The Trans-Sisters deal in only the finest of merchandise, whether the cargo of the week happens to be African diamonds, hand-woven rugs, museum quality art, gold coins, or silks from the Orient. Ironically enough, The Trans-Sisters turn down offers dealing with illicit drugs and they refuse to do business with anyone even remotely involved in human trafficking or prostitution. "We may be crooks," Tara Belle openly admits, "but we're not scum."

The Trans-Sisters do love working with super-powered criminals, however, particularly those with a legendary criminal persona or an overly fancy costume.

The Trans-Sisters tend to avoid combative situations, preferring to go about their criminal affairs in a more strategic and intellectual fashion. When forced to fight, however, the drag queens turn into a pack of wildcats, unleashing a rabid fury of assaults on their enemies.



Name	Sex	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
Tara Belle	M	3	8	49	11	37	+0	+0	1d6	whip/pistol
Bonnie Fyde	M	1	6	46	13	33	+1	+1	1d4	pistol
Candi Apple	M	1	7	47	13	38	+1	+1	1d4	knife
Cindy Lite	M	1	4	42	9	32	+0	+0	1d4	knife
Glossi Lipps	M	1	4	40	13	31	+1	+1	1d3	pistol

4. NOTABLE CITIZENS

Although the central focus of comic books tends to be on the super powered characters, there are many examples of common citizens who take on colorful, reappearing roles in the storylines. Often these notable citizens can become a vigilante's most trusted companion or

mosted detested nemesis. The following pre-generated citizens are provided as characteristic additions that you might opt to include in your ongoing campaign.

Name	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH
Nigel Bird	1	3	42	10	20	+0	+0	1d3
Jimmy Cocker	3	4	46	9	31	+1	+0	1d4
Roger Devore	2	6	43	13	32	+1	+1	1d4
Leonard Fritz	1	3	43	10	28	+1	+0	1d4
Mary Green	2	5	41	9	27	+0	+0	1d4
Wanda Stitch	2	7	48	13	35	+1	+1	1d4

4.1 NIGEL BIRD

Butler

"Your tea and solar powered life form scanner, my good sir."

Background: Born into London's lowliest of social rungs, Nigel often dreamed of both high adventure and a noble lifestyle. He was a huge fan of both super-heroes and the British aristocracy. Although an excellent student in school, Nigel realized early on that the poverty into which he had been born would hold a heavy grip on his future. Likewise, although he idolized the costumed vigilantes who were frequently reported on the news, Nigel had no strange powers of his own and was doomed to live a mundane, boring life forever.



Then, while trying to find new employment after working for several years as a butler, a very strange and wonderful opportunity emerged.

Tactics: Nigel Bird is a dedicated, hardworking, and very loyal butler. Although hardly capable of guard duty, Nigel does his best to keep the secret headquarters, home, or hideout of his super-heroic employer safe and secure.

Appearance/Personality Traits: Nigel is a tall, lean man of polite manners and earnest work ethic. He has a distinctly British accent and is quite well read in the customs and mannerisms of many different nations and cultures. Nigel is also an excellent chef, and takes great pride in his diverse knowledge of the culinary arts. When free from his duties, Nigel prefers the entertainment of plays, art museums, and the opera.

GM Notes: Nigel is a perfect drop-in character for any wealthy super-hero wanting a personal butler. Although some players might wish to create the butler's identity and stats on their own, Nigel Bird is quite suitable for anyone wishing to otherwise skip the details.

4.2 JIMMY COCKER

Villainous Attorney

"Crime doesn't pay? Are you kidding me? I made over three million dollars last year off of other people's crimes."

Background: Jimmy Cocker started his legal career as a bright, but self-serving student at Harvard Law. Although in the upper 10% of his class, Jimmy's professors had a great deal of worry with regards to Jimmy's ethical standards. Granted, Jimmy knew very well about what it took to stay within the boundaries of the Bar, but otherwise it seemed that the young man cared about lit



tle more than making top grade, top pay, and winning cases.

To make matters worse, the young law student had a particular penchant for wanting to defend clients who were up on the most heinous of charges/crimes. Indeed, defense law was the best of choices for Jimmy's budding expertise, and the worst criminals made for the most desirable of clients. It was Jimmy's belief that the more corrupt a defendant was, the greater the payoff would be if an attorney could get them off the hook.

During his career, Jimmy Cocker has taken on a wide variety of cases from a plethora of different and very dangerous clients. In addition to super-criminals, the lawyer has also taken on a number of serial killers, mass murderers, and terrorists as clients. While Cocker's defendants don't always win, the attorney has managed to successfully free his clients from the grips of justice around eighty-five percent of the time. This success rate is high enough to grab the attention, and payouts, of some of the most notorious criminals around the globe. If the courtroom is a circus, then Jimmy Cocker is the ringmaster.

Tactics: One of the greatest factors towards the success of Jimmy Cocker is the attorney's diehard approach to providing perfectly legal, strictly by the book services. While the brilliant lawyer is a complete mastermind when it comes to finding legal loopholes and flaws in the evidence or testimonies against his clients, he insists upon doing everything the right way. Clients often become a bit annoyed at Cocker's strictly legal approach, but the attorney is quick to explain to such individuals that the only way to beat the legal system is to beat it at its own game. Cocker has to be completely on the "up and up" in order to beat the odds and get his crooked clients off the hook. Besides, if the client protests too much, then they can go get their legal counsel elsewhere.

Appearance/Personality Traits: Jimmy Cocker is a lean, devilishly handsome man who takes pride in keeping a rather diabolical appearance. He keeps a neat, pointed goatee and his bangs form a widow's peak on his forehead. Jimmy dresses in sharp looking, fashionable suits that are neither too flashy nor too drab and he favors wearing a noticeable amount of expensive jewelry. Rings with large, expensive garnets are his particular favorites.

Although he can walk perfectly normally, Jimmy Cocker often sports a jeweled cane.

Though now more refined than openly outgoing, Jimmy Cocker is still every bit as arrogant as he was back in his Harvard Law days. Cocker seems to enjoy the devilish sort of persona that the media paints him to be. The lawyer is a non-religious man with little use for traditions or ethics beyond his own insistence to completely follow all aspects of the law when preparing or presenting a client's case.

GM Notes: For the most part, Jimmy Cocker should play only a small role in any game. He usually shows up only after the criminals have been de



have been defeated and they are standing trial. Whenever Jimmy is brought into play, it might be good to adjust the criminals' chances of being convicted by an additional -10%, as this high-profile lawyer seems to always have a few legal loopholes up his well-tailored sleeve. In essence, Jimmy Cocker offers a good excuse for allowing favorite villains to make a rapid return to active criminal "duty." No matter what they do, it is pretty hard to keep such foes locked away for very long when you have an attorney like Jimmy Cocker around.

Although the heroes may become tempted to peg something on the lawyer and send him off to prison, it is important to play Jimmy Cocker as being morally bankrupt, yet completely clean of scandals, illegal actions, and potential bribery. Trying to sabotage Cocker or ruin his reputation through scandalous means is a rather foolish and unheroic act. Jimmy Cocker has no qualms about suing the costumed butts off a few heroes over a damaged reputation.

4.3 ROGER DEVORE

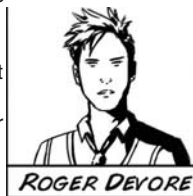
Dedicated Reporter

"I'm taking you live to the scene of the crime . . . Whoa! That green colored ball of fire was close!"

Background: Roger Devore is a high profile reporter who lives for action, particularly when super powers are involved on the scene. If there's a worthwhile story out there, then it must be covered, regardless of the risks involved. Over his decade long career of reporting, Roger has nearly been killed over two dozen times and has had to make countless trips to the emergency room because of injuries. That doesn't stop him, however, for Devore feels that death is less to be feared than missing the highlight coverage of the week.

Although the reporter is considered to be a celebrity, most super villains have never tried to kidnap or harm Roger as his high reporting profile guarantees that their gloating and threats would make it across the globe via the airwaves. If anyone really wants to get a message across, they need only take a moment to speak into Roger's microphone. Heroes, however, tend to groan to themselves when Roger shows up at the scene. The reporter often gets in the way, and on more than one occasion his distractions have seriously hindered the attempts of various heroes to capture and defeat their foes. Likewise, it is unwise to snub Roger or reprimand him for being in the way due to the ever-watching eyes of the many cameras that surround Roger at all times. The reporter serves as a bridge of sorts between the audience and the heroes they adore. Acting in a negative manner towards this reporter is a sure fire way to tarnish one's reputation with the public.

Tactics: Beyond rushing into the scene and reporting on every exciting detail possible, Roger has no tactics. In fact, Roger has no sense of tact. The reporter has more courage than an enraged lion,



but it is a sheer wonder that the man is still alive. If a gigantic monster made of pure burning magma was busy throwing cars around the downtown square, Roger would run up to it and try to get an interview. If a lone hero were personally trying to fight off an army of alien invaders with his bare hands, Roger wouldn't think twice about tapping the hero on the shoulder and asking the caped wonder how he felt about the situation at hand. If there is a bit of action going on, then you can bet that the reporter will show up on the scene and refuse to stand in the safety of the sidelines.

Appearance/Personality Traits: Despite being rather eager to rush out into any battle, no matter how messy, Roger loves to look good for the camera. However, his tastes go a little over the top, and are very metrosexual in style. Usually such delicate fabrics are ruined during the course of his reporting, given Roger an excuse to once again reinvent his wardrobe.

Roger Devore is an energetic, "devil may care" sort of an individual who places the excitement and thrills of the story itself over his own personal safety. Although the network's safety and liability team has attempted to counsel Roger on numerous occasions with regard to his risky techniques, the reporter still chooses to deliver the news in his own sort of style. Roger has even admitted that if he could choose his own death, he would choose to "go out doing the news." If he keeps up his hazardous style of reporting, Roger Devore just might get his wish some day.

GM Notes: The arrival of Roger Devore on the scene gives the GM a chance to distract an otherwise overly prepared group of super-heroes. While most bystanders are smart enough to flee the scene, Roger runs into the middle of the fray and begins reporting. Should the battle be going particularly too well for the heroes, having Roger cross out into the immediate path of combat is a good way to spoil actions and overly successful strategies.

Since the reporter has such a big time reputation and the cameras are rolling and on, the heroes should be careful in how they deal with the reporter in case they do not wish to lose some of the support of their devoted and adoring fans or perhaps even a Charisma point or two.

4.4 LEONARD FRITZ

Compensation Claims Agent

"Look, I don't care if you saved the day or not. I've got a client with a ruined gas station on my hands. There's over two million dollars worth of damages and someone's going to have to pay for it."

Background: Leonard Fritz started his career working for his father's prestigious insurance and collection firm upon graduating college. Careful not to make his employees feel that the boss's kin would get all the perks, Leonard's father gave his son the worst of assignments, dealing with damage claims caused by super-heroic efforts. Although the position had a steady salary and the commissions were excellent, the collection cases were a nightmare to deal with. Being secretive, most super-heroes are nearly impossible to track down and extremely indignant when you inform them that they are expected to pay for a portion of the damages caused while apprehending a foe. Recovering compensation from the criminals would prove next to impossible as most of their wealth would either be temporarily frozen during the course of their trial, kept off the books, hidden away, or tied up in legal fees. Leonard quickly became very good at this generally unwanted task, however, and turned down future promotions in order to remain in the firm's most stressful department.

Tactics: Leonard Fritz is not out to ruin anyone financially on purpose, it's just part of his job. The collection agent simply has a career of representing clients with monetary losses due to battle damage. Whenever possible, Leonard will charge the villains with most, if not all, of the damage caused during the incident. When the damage is obviously due to the techniques of the heroes them-



selves, however, Leonard finds no other alternative than to pursue the “good guys” for the collection of damage compensation. As Leonard once put it, “If you are trying to stop a criminal and the only way that you can do it is to throw him through a brick wall via telekinetic energy, that’s one thing. If your solution to defeating a foe is yanking up a telephone pole and beating him with it when you could have done as much damage with your own fists, then that’s another issue altogether.”

GM Notes: Although it is to be expected that the heroes are going to cause a bit of damage in their battles against villainous foes, excessive destruction of property is uncalled for. In the event that one or two of the heroes are starting to become a bit too destructive in their strategies, the introduction of Leonard Fritz can be a good way to tone down such vandalizing techniques.

4.5 MARY GREEN

Color Commentator

“Superheroes out to save the world or grandiose perverts in kinky outfits . . . your calls after this commercial break.”

Background: Mary Green started out as a happy go lucky college student majoring in broadcasting. Then, during the summer break of her senior year, Mary’s world came crashing down. Upon returning home from a party with some old friends, Mary was shocked to find her father and mother lying dead on the kitchen floor of their home. The home was wrecked and there was obvious evidence of theft. Although the villains were extremely careless, on one was ever able to pinpoint the culprits or bring them to justice.

Although Mary was able to finish college, go on to graduate school, and eventually obtain a job as an anchorwoman with a major television network, she never fully recovered from the grief caused by the deaths of her parents. Mary became bitter deep down inside and blames the so-called “super-heroes” of the world for failing to save her parents. Such bitterness has grown throughout the years, and now that Mary has her own show as a color commentator, she often unleashes her rage against the shortcomings of the heroic efforts of costumed heroes. Although claiming no affiliation with N.O.C.K. (see the section on Organizations), Mary’s views are often very similar to those of this radical hate group.

Tactics: While her show deals with a variety of other topics, Mary loves to rattle off tirades about the shortcomings of caped crusaders. Any scandal, accident, investigation, or other negative affair involving a super-hero is likely to be the immediate focus of Mary’s shows. Although some of her verbal attacks have cost her quite a few viewers, Mary considers her personal campaign to be more important than the wishes of her network producer.

Appearance/Personality Traits: Mary is an attractive, petite middle-aged woman with a warm, smiling face that offers a strange contrast with the very large chip on her shoulder, a trait that has cost her several job offers in the past and often puts her current show in jeopardy of being cancelled.

GM Notes: Mary Green’s color commentary is a good addition to the setting of an adventure should the heroes find themselves in the spotlight over a scandal or investigation. While the heroes might do their best to defend their names or cover up the situation, Mary Green will do whatever she can to further expose the situation to her viewers. Personally rebuking Mary is usually a fairly bad move as the commentator has years of prior experience with manipulating words and accusations.



4.6 WANDA STITCH

Costume Designer

“Well, leather can burn up . . . I’d recommend this material right here.”

Background: Wanda graduated from a prestigious design school with honors and quickly landed a job with a major athletic apparel company. Although Wanda enjoyed working with bright, form-fitting garments and was a master of designing outfits to ensure maximum durability, she was a bit at odds with her employer. The firm that Wanda worked for frowned upon creativity when it came to product appearance and design. Furthermore, Wanda’s ability to create durable, long-lasting clothing interfered with the company’s strategy of selling the same clothes to customers year after year. Why create a jersey or pair of jogging pants that would hold up for two or three years of abuse when you could sell the same garment to the same client each year?

After leaving the apparel firm, Wanda opened a small studio and shop of her own that dedicated itself to the creation of apparel that was extremely durable while also being edgy and radical in design. Although business was initially slow, Wanda soon found herself gaining the attention of new, super-powered heroes in need of specialized costumes. Such work led to an invitation to join the Board of Directors of the organization G.A.L.A.N.T. (see Organizations), which Wanda accepted and with whom she has worked exclusively ever since.

Tactics: Wanda keeps her word when it comes to being discreet and private. She recognizes the dangers of having one’s identity revealed and takes extra measures to ensure that her clients are kept anonymous to outside interests. Becoming associated with G.A.L.A.N.T. has allowed Wanda to better pursue her interests and beliefs with a heightened confidentiality that is desired by both her clients and by the costume designer herself. G.A.L.A.N.T. also supplies Wanda with an extensive network of scientists and researchers. Such connections allow the designer to make costumes that are compatible with the powers of her clients.

Appearance/Personality Traits: Wanda is a lean, tall middle-aged woman with raven black hair and tanned skin bearing colorful tattoos. Although she has a great deal of fashion sense, this designer normally wears little more than a white tank top, faded blue jeans and a black leather jacket. Wanda is a very attractive woman who looks twenty years younger than her actual age.

Though friendly, Wanda is strictly about business and does not allow herself to form lasting friendships or romantic affairs with any of the heroes that she works with. She feels that such personal entanglements can bring about potential harm to both herself and any of the clients she caters to. Wanda is typically regarded as being nice, but extremely private woman.

GM Notes: Most super-heroes are capable of designing, creating, repairing, and upgrading their own costumes. For the rest of us, there’s Wanda Stitch. Now a full-fledged Board Member of G.A.L.A.N.T., Wanda works with even the most secretive of crusaders in an effort to improve and upgrade their costumes and special suits. Should it be deemed that a particular hero might have trouble modifying his/her costume, then Wanda would be an appropriate contact or hired on as designer for the project.



5. MASS SOURCES OF SUPER POWER ORIGIN

Although many heroes and villains gain their abilities through unique circumstances, it is possible to link the sudden appearance of a wide variety of different abilities and powers to a singular event. This is a particularly useful concept if the GM wants to suddenly introduce a whole slew of new heroes and villains without wishing to focus on a different type of origin for each character. Below are over a half dozen possible origins for the sudden appearance of super-powered characters. These origins could be used separately or in combination to allow for a more diverse explanation as to why dozens and dozens of new, homebrewed heroes and villains are suddenly popping up in your gaming campaign.

5.1 ALIEN INTERVENTION

The strange, colorful lights in the sky were more than mere weather balloons and experimental military aircraft. Since last summer, the visitors from a distant star have abducted and experimented on over a thousand different individuals throughout the world. Some of these folks remember being abducted by the aliens, while others are totally oblivious to their extraterrestrial ordeals. After a brief period of abduction, the humans are returned only to discover that they now have strange powers and abilities beyond the normal realms of science. No one knows for sure why the aliens decided to abduct the humans in the first place and perform the experimental changes on them, or what their intentions might be for granting superhuman powers to the abductees.

5.2 BLACK HOLE WAVES

Several hundred light years away a cosmic catastrophe occurred, causing a star to suddenly collapse into a mysterious, erratic variation of a black hole. The waves of energy from this event have rippled across the galaxy, causing a multitude of changes and calamities to occur to the inhabited worlds of a thousand suns. Although resting in a very distant portion of space from the cosmic event, the Earth is now being bombarded with the remaining residual effects of the energy ripples. Odd natural disasters are occurring and random mutations amongst humans, plants and animals have been witnessed throughout the world. With such changes comes the release of supernormal abilities and grave danger.

5.3 DEATH BY CELL PHONE

A villainous terrorist with designs on global slaughter develops an orbital satellite designed to override normal cell phone frequencies and transmit a series of hazardous waves that can cause violent hemorrhaging and potential death. The project is flawed, however, and though the waves are mostly harmless, the bizarre energies incorporated into the satellite's transmissions cause a rise of powerful mutations throughout the globe.

5.4 GAMMA BUS

A lone traveling tour bus becomes lost in the desert, taking a little known detour that leads to the outer edge of a secret military test area. Before the guards can be alerted, a planned test explosion goes off, unleashing strangely altered gamma rays that penetrate the bus and its passengers. Quite a few of the individuals inside the bus are instantly killed. Others emerge shaken, but miraculously unharmed. A few days after the exposure the survivors begin to show signs of change as powers beyond normal human potential emerge.



5.5 DAWN OF THE METEOR

The skies above were clear that night, and all was calm until the arrival of a sudden meteor shower. More than just a fancy, celestial display, the city streets are suddenly emptied as citizens scramble for safety from the onslaught of falling, burning rocks. One rather large meteor crashes into the city square, its form exploding in a blast of eerie, greenish light. Over the next several days the survivors of the blast begin to exhibit strange supernormal powers and mutations. Some of these transformed citizens decide to use their unique new abilities for the good of justice, while others choose to take advantage of others in a criminal fashion. Still others now roam about in a state of disbelief and confusion, not sure what to do with the bizarre gifts that the celestial storm gave them.

5.6 RAINBOW TV

Sitting quietly in the outer depths of the blackwater satellite channels is a curious little station that appears to serve no real purpose. Called "Rainbow TV" to those either bored or intrigued enough to study the station for any given length of time, the channel is nothing more than a repeated twenty-four hour a day broadcast of strange test patterns and bright, flashing colors. What the general public does not know is that the test patterns were created by a brilliant but demented scientist. These colorful broadcasts are designed to interact with the viewer's brain on a subconscious level and activate any latent super-powers that the viewer might have. Although the FCC is starting to clue in on the possible purpose of Rainbow TV and is moving to shut the station down, the effects of the patterns have already served their purpose as far as several viewers are concerned. New super powers are popping up on a daily basis, and many of the wielders of such might are behaving in a peculiar and threatening sort of fashion, as if somehow programmed to commit crimes and endanger society with the use of their new powers.

5.7 THAT ULTRA-SWEET GOODNESS

Ultra-Sweet, a new artificial sweetener, is taking the nation by storm. So delicious and lacking in unwanted aftertaste, it's been discovered that even users of regular sugar are switching over to the zero-calorie goodness of Ultra-Sweet. There is one problem—

The product testing of the alternative sweetener involved bribery and whitewash and nobody is really sure what it is made of or the side effects of heavy consumption. Customers discover they are developing super powers and a concern that there might be danger to the sweetener.

6. BYSTANDERS

Although most bystanders are quick to flee from the face of danger, there are often times that it is useful to have some on-the-spot statistics available for a particular innocent citizen. This is especially true

in the case of hostages or individuals who might find themselves in the direct line of fire. Whenever you need some quick stats for a bystander, you can randomly roll (1d20) or select from the table below.

Bystander No.	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH
01	1	4	45	11	31"	-	-	1d4
02	1	7	46	12	36"	1	1	1d4
03	1	3	39	11	30"	-	-	1d3
04	1	7	45	11	36"	-	-	1d6
05	1	7	46	11	37"	-	-	1d6
06	1	5	41	10	32"	-	-	1d4
07	1	6	43	12	33"	1	1	1d4
08	1	3	42	11	31"	-	-	1d4
09	1	3	40	12	30"	1	1	1d3
10	1	2	32	10	26"	-1	-	1d2
11	1	3	40	10	29"	-	-	1d3
12	1	3	42	10	31"	-	-	1d4
13	1	3	40	10	30"	-	-	1d4
14	1	4	44	10	29"	1	-	1d4
15	1	2	33	9	24"	-	-	1d3
16	1	4	43	10	31"	-	-	1d4
17	1	5	45	11	33"	1	1	1d4
18	1	3	41	10	30"	-	-	1d4
19	1	5	44	10	31"	-	-	1d4
20	1	4	42	10	30"	-	-	1d4

7. LAW ENFORCEMENT

Law Enforcement and security come in all forms, from the petty offerings of hired guards and bouncers to the local town police to members of the National Guard and Secret Service. Though these individuals usually know how to stay clear when the heroes are dish-ing out their own duty, it is important to have a basic sense of statis-

tics on such common protectors should law enforcement or security personnel be thrown in the midst of battle. The accompanying security and law chart provides twenty different stats for such protectors. Feel free to randomly roll (d20) for choose an appropriate list of statistics whenever needed.

Security/Law No.	Level	Hits	Power	Agility	Move	DmgMod	Accuracy	HTH	Weapon
01	2	10	41	10	32"	-	-	1d6	none
02	1	6	54	15	37"	-	-	1d4	none
03	1	10	49	9	36"	-	-	1d6	knife/pistol
04	2	8	46	9	32"	-	-	1d4	pistol
05	1	9	51	12	39"	1	1	1d6	pistol
06	2	10	49	12	37"	1	1	1d6	club/pistol
07	3	10	51	13	37"	1	1	1d6	pistol
08	3	7	47	11	33"	-	-	1d6	pistol/rifle
09	2	9	51	14	37"	1	1	1d4	pistol
10	1	7	47	11	33"	-	-	1d6	none
11	1	4	45	11	32"	-	-	1d4	none
12	1	9	48	12	37"	1	1	1d6	pistol
13	1	13	55	14	41"	1	1	1d6	club/shotgun
14	3	7	47	12	35"	1	1	1d4	pistol
15	1	3	43	11	33"	-	-	1d4	club (flashlight)
16	2	10	52	11	38"	-	-	1d6	pistol
17	2	10	51	12	37"	1	1	1d4	rifle
18	1	9	51	14	37"	1	1	1d4	rifle
19	1	4	40	13	32"	-	1	1d4	knife/pistol
20	1	5	42	10	31"	-	-	1d4	rifle

8. WEAPONS

While V&V rules cover a wide assortment of basic melee weapons, there are many other options available, even for common citizens. A handful of additional weapons are provided here, especially those commonly used by the street gangs included in this book.

Weapon	To Hit Mod.	Damage Caused
Baseball Bat	+3	HTH + 1d4
Brass Knuckles	-	HTH + 1d4
Cattle Prod	+3	1d8 (electrical)
Claw Hammer	+3	HTH + 1d4
Crowbar	+1	HTH + 1d8
Pitchfork	+1	HTH + 1d4
Sickle	+2	HTH + 1d4
Shovel	+1	HTH + 1d6
Walking Cane	+4	HTH + 1d2
Whip	+4	HTH + 1d4

Baseball Bat: Though having the same damage as other common bludgeoning weapons, a baseball bat incorporates an improved sense of weight to its design, allowing a better chance of hitting a target.

Brass Knuckles: While brass knuckles do little to improve one's ability to strike a target, they certainly add a bit more damage to the punch. Brass knuckles are usually considered to a a contraband weapon. As such, it is unlikely that one will find anyone beyond shady criminal operatives or common outlaws carrying this type of weapon.

Cattle Prod: Though classified as a melee weapon and having fine accuracy, cattle prods do not add the individual's normal HTH to the damage. The damage caused by a cattle prod is of an electrical nature and thus special effects that deal with electricity, such as vulnerability or resistance, apply when dealing with damage caused by this melee weapon.

Claw Hammer: As with a baseball bat, a claw hammer's weighted design increases one's accuracy with this bludgeoning weapon. Though cast from metal, the relatively small head of the hammer reduces some of the typical bludgeoning damage.

Crowbar: Although crowbars share the normal accuracy of many other bludgeoning weapons, the solid metal design of the crowbar makes it a bit more effective for dishing out damage.

Pitchfork: A common favorite among angry members of rural mobs, the pitchfork offers fair accuracy and damage.

Sickle: A favorite amongst farmers and cultists alike, the sickle is a bit more powerful in its damage than a common knife or dagger.

Shovel: The shovel offers the typical damage of most bludgeoning weapons, but is a little harder to use with sufficient accuracy.

Walking Cane: Slender and lightweight, walking canes (or walking sticks) are generally easy to manipulate as weapons, making them very accurate. Their lightweight construction offers little extra damage, however. Some walking canes come equipped with a hidden dagger or sword. Although these modifications have a menacing appearance, most are actually too flimsy or too small to provide any degree of damage greater than could be obtained by simply using the body of the cane itself.

Whip: Whips come in a wide variety of styles and sizes. Despite their differences, their use and purpose is pretty much the same. Although the whip does not do a huge amount of damage, they are very accurate weapons that offer quite a lot in both character and style. Also remember that some longer whips become almost ranged weapons and increase the range of a melee attack.



9. VEHICLES

The following additional vehicles are likely to be owned and/or operated by common, everyday citizens. Some of these vehicles make

for great rides, while others are more worthy when used as objects to be thrown at an enemy.

Vehicle	Weight	Passengers	Cargo Cap.	Speed	Hit Pts. to: Disable	Demolish
ATV	700	1 + 1	150	70	4	14
Bus, Full-size	40,000	1 + 70	5,000	85	200	800
Bus, Light	20,000	1 + 25	2,500	80	100	400
Bus, Mid-size	30,000	1 + 50	4,000	85	150	500
Dirt Bike	250-	1 + 1	10	80	2	5
Farm Tractor	12, 500	1 + 1	5,000	50	63	250
Forklift, Heavy	45,000	1 + 1	25,000	40	225	900
Forklift, Light	15,000	1	5,000	35	75	300
Forklift, Mid	30,000	1	12,000	35	150	600
Golf Cart	600	1 + 1	250	50	3	12
Jet Ski	900	1 + 1	10	125	5	18
Moped	100	1	10	50	1	2
MUV	1,400	1 + 1	500	45	7	28
Pick-up Truck, Full	8,500	1 + 3	5,000	90	43	170
Pick-up Truck, Light	4,500	1 + 1	1,000	80	23	90
Pick-up Truck, Mid	6,500	1 + 2	3,000	85	25	100
Racer Bike	500	1 + 1	20	150	3	10
RV, Full-size	40,000	1 + 8	5,000	90	200	800
RV, Light	28,000	1 + 4	2,500	100	140	560
RV, Mid-size	32,000	1 + 6	3,000	95	160	640
Scooter	300	1 + 1	25	75	2	6
Snowmobile	400	1 + 1	50	60	2	8
SUV, Full-size	7,500	1 + 4	2,000	120	38	150
SUV, Light	3,500	1 + 3	1,500	100	18	70
SUV, Mid-size	6,500	1 + 4	1,800	110	33	130
Tour Bike	950	1 + 1	125	85	5	19