

# SIGNS OF THE ZODIAC



By Darren Tenor

**DIRTY DEALS. HIGH TECHNOLOGY. THROW IN A LITTLE TREACHERY AND IT DOESN'T TAKE A CRYSTAL BALL TO SEE THE FUTURE IN THIS NEW ADVENTURE. SIGNS OF THE ZODIAC IS A MULTI-PART ADVENTURE WITH ADDITIONAL ADVENTURE SEEDS. THE ZODIAC AS A TEAM IS WELL-ROUNDED, INCLUDING MEMBERS WITH TECH-BASED AND MYSTICALLY-BASED POWERS. AND THEY'RE AVAILABLE FOR HIRE!**



**LEO**  
FIRE - FIXED



**VIRGO**  
EARTH - MUTABLE



**LIBRA**  
AIR - CARDINAL



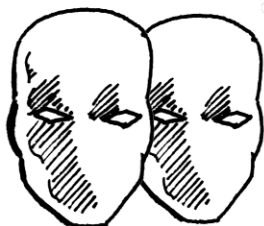
**SCORPIO**  
WATER - FIXED



**CANCER**  
WATER - CARDINAL



**SAGITTARIUS**  
FIRE - MUTABLE



**GEMINI**  
AIR - MUTABLE



**CAPRICORN**  
EARTH - CARDINAL



**TAURUS**  
EARTH - FIXED



**ARIES**  
FIRE - CARDINAL



**PISCES**  
WATER - MUTABLE



**AQUARIUS**  
AIR - FIXED



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# SIGNS OF THE ZODIAC

A

VILLAINS  
AND  
VIGILANTES™

ADVENTURE

written by Darren Tenor  
illustrated by James Bishop



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## EDITORIAL INTRODUCTION

Signs of the Zodiac is the first V&V adventure from Darren Tenor, though certainly not his last. Darren's next Villains and Vigilantes book is already fully written and edited and about to begin artwork for publication and he is hard at work on other projects.

It is clear that Darren Tenor is joining with James Satter and John P. Adams as regular contributors to the new adventure material for V&V.

We at FGU hope that you find much to enjoy in this multi-part adventure. Scott B. Bizar, Editor-in-Chief

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# 1. INTRODUCTION

## 1.1 WHO ARE THE ZODIAC?

The Zodiac Syndicate, or simply The Zodiac, is a group of twelve super-beings who have banded together for mutual profit and protection. Created by Aries with the help of Capri corn, this group only finished gathering their last members a year ago, and have begun to quietly release themselves on an unsuspecting world. Since organizing a group of twelve is difficult, the Zodiac Syndicate is divided into subgroups based on the four elements (Air, Earth, Fire and Water). This adventure works best with 3 to 5 heroes of low levels.

While some villains are reclusive and seek world domination, the Zodiac have far more common goals: believing that laws should really only apply to the common man, The Zodiac look for opportunities to increase their own personal wealth and power by banding together. While this focus may be due to the newness of their organization and the youth of their members, the fact remains they are willing to be the hired muscle behind any criminal mastermind who can afford them. This doesn't prevent them from striking out on their own missions that

revolve around stolen technology, expensive art objects, or blackmailing political, business and military figures.

They aren't the first group of Villains to band together under the name of Zodiac, but since the original Zodiac group hasn't been active in any form for nearly two decades, this new group isn't concerned about a turf war with the few surviving original members of the former team.

## 1.2 ADVICE FOR GMS

The Zodiac Syndicate can be a foe for a single hero or a large group - the Gamemaster shouldn't ever feel obliged to drag out all the Zodiac members when just two, three or four would serve the purpose. In fact, it ought to be a very rare event when all twelve members are involved together and ready for battle. Furthermore, while some members are only interested in full blown combat, other members do some of their best work quietly (and safely) deceiving and corrupting the just, civilized and powerful alike. Powers like telepathy, magical spells, cosmic awareness, weather control and astral projection can change the entire nature of a battle long before a single attack is made.

# 2. QUICKSAND

## 2.1 OVERVIEW (GM'S EYES ONLY)

This mini-adventure is designed to give the heroes a taste of two of the Zodiac teams - Earth (Capricorn, Virgo and Taurus) and Water (Scorpio, Cancer and Pisces). In this adventure, the villains have been hired by a scheming tycoon (Mr. Andy Topple) who wants to promote a new suite of law enforcement tools his corporation (Topple Enterprises) is poised to roll out into mass production. In essence, Topple wants the Zodiac to appear as dangerous villains, embarrass the local heroes (a role filled by the player-characters), and then his bodyguard (decked out in Topple Enterprises' Equalizer power armor) will arrive to save the day. Topple then will promote his technology and suggest that the Equalizer power armor be integrated into local law enforcement across the nation, and make his company rich in civil defense contracts as the general public demands this new level of security.

There are a few problems with Topple's plan. For one thing, Topple has no intention of paying the Zodiac the \$600,000 they agreed to for risking their necks and damaging their relatively new reputation by taking a dive in public. Topple got rich by double dealing, and if you can't cheat a bunch of villains in funny clothes, then who can you cheat? All of this would be fine, except that the Zodiac already knows he's going to cheat them, thanks to Capricorn's cosmic awareness. So, the Zodiac decided to change their role in this grand deception. They will still burst on the scene and play the part of dangerous villains before the press and witnesses that Topple has assembled, and they still plan to quietly weaken some of our heroes in advance to make them appear weak and pathetic before the public. But they won't throw the fight when the Equalizer appears, and instead plan to show that one Equalizer alone isn't enough to stop the Zodiac Syndicate, though perhaps half a dozen could.

As a back-up plan, Cancer has already stolen technical specifications

for the Equalizer armor from a basement vault in a local skyscraper in the City (his actions hidden by a power failure caused by Pisces). So, even if the fight with the heroes and Equalizer goes badly, the Zodiac have plans to use this stolen information in the future against Topple. Scorpio also plans to use the distraction of the battle between the heroes and Equalizer and the Zodiac to allow her easy access to Topple's safe on his yacht. Can our heroes overcome this treachery and save the day?

## 2.2 THE INVITATION

Two or three of the heroes will receive an invitation to attend Topple Enterprises' 4th Annual "Inspiration Celebration" this coming Saturday afternoon at 4 PM. The method for receiving the invitation is left up to the Gamemaster, since so much depends on whether the heroes have secret or public identities, whether they have a liaison with FISH, CHESS, or the police. In the case of completely private heroes, Topple will run a few newspaper ads, and let slip that as a token of thanks for defending the City, the heroes will receive a \$10,000 check, made out to their charity of choice. If the heroes wish, they can arrive under their own power or by a limo provided by Topple Enterprises.

(GM Note: Depending on the heroes, Topple's invitation may try to avoid heroes with a reputation for mindless destruction, wild bloodlust or low self control. The Inspiration Celebration is being held on a luxury yacht, after all, and he'd rather it wasn't sunk. Also, Topple is looking to embarrass those heroes who already have a decent public reputation over those who are already somewhat distrusted by the public. Any heroes who don't get an invitation can still be involved in the adventure through the activities described in Sections 2.3, 2.7 and 2.8.)

## 2.3 TWO DAYS BEFORE THE PARTY

The party list for The Inspiration Celebration will be submitted to the local paper. In attendance will be:

Andrew Topple – multi-millionaire business tycoon, CEO of Topple Enterprises, and host and primary sponsor for this event. His socialite wife, Diana Reese-Topple will also be in attendance.

Knute Smith - Secondary sponsor of the Event, CEO of Forge Motors (a company specializing in specialty kit cars and motorcycles). He'll be in attendance with his wife, Karen.



This year's winners include:

Our heroes as a group, are the winners of the Local Hero Prize (the press report will include a brief overview of who the invited player-heroes are, recent exploits, any well known powers, and public history and mythology associated with the heroes).

Deborah Magson, winner of the Everyday Hero prize, Owner of Steamwhistle Limited (an online whistleblower website responsible for rooting corruption out of major corporations).

Sophia Nelson, winner of the Everyday Hero prize (a homeless teenager who saved a family of six from a house fire last month, despite injuries to herself in the process)

Mariam Koy, winner of the Inspiring Invention prize (Life Sciences) for her "Sudden Stop," anti-toxin treatment.

Nadiya Schmidt, winner of the Inspiring Invention prize (Gadgets) for her Chameleon Bikini.

Terry Tout, winner of the Inspiring Invention prize (Entertainment) for his "Terryaoke" sound system.

Robert Cross, winner of the Inspiring Invention prize (Literature) for his book "Beyond Human."

A selection of local and national media outlets have been invited to cover this event, and they've been invited to the party itself.

## 2.4 ONE HOUR BEFORE THE PARTY

Any player-characters not invited or involved in the party will hear about a power failure in the City, about ten blocks from the marina. The power failure is affecting a six block radius, and seems to be the result of a mechanical failure. Since it's a bright and sunny Saturday afternoon, and the area is largely skyscrapers and condominium complexes, the consequences of the power failure are not as severe as they could be. The power failure has led to a rash of calls to 911 by people trapped in elevators, stores that have had to close prematurely, and so on. It's possible that the heroes might be called in by the City to help police, paramedics, firemen and other emergency personnel in the city cope with the problem, but it's unlikely there are any lives at stake. Police have been dispatched to direct traffic, and internal security is managing to cope with issues inside most of these buildings. The City's power provider believes they can get at least partial power back to many of the condo complexes within the affected area before the sun sets.

## 2.5 ARRIVING AT THE PARTY

The party guests will arrive mostly on time and by limo, where Topple's Yacht, *The Rebel*, will be waiting, ready to cast off after all the guests are aboard. A few of the media outlets have left the marina to investigate the power failure, but the guests will be filmed and interviewed briefly by the press, personally welcomed by Andy Topple

to the Inspiration Celebration. The ship's Captain (Captain Albert Fletcher) will also be on hand to personally welcome them aboard the ship.

At the top of the gangplank is the first mate (Valerie Skinner) who will offer the guests a drink (she's got a few chilled bottles of champagne ready, as well as a variety of non-alcoholic fruit drinks, and bottled water), give them a name tag, and inquire about whether they have any food allergies or food requirements (vegetarian, vegan, etc.). She will outline where the bathrooms, lounge, and floatation devices can be found in case of an emergency. She'll let them know they'll be leaving soon, and then invite them to mingle with the other guests.

## 2.6 EQUALIZER

Equalizer arrived in costume on the yacht about three hours before the party began. Arriving with Topple via the limo, Equalizer is currently standing on the edge of the Yacht watching the guests board the yacht. Inquiries regarding Equalizer to Topple will elicit a smile and then a quick quip – "You like his costume? Don't worry about him. He's with me." Equalizer has some bottled water that he occasionally sips from. He responds to questions about his costume, name and powers by simply saying, "Mr. Topple has asked to introduce me, and I'd hate to steal his thunder." Repeated attempts to get the same information will result in seemingly endless stonewalling. Equalizer will chat easily about other matters so long as they don't concern Topple Enterprises, himself or illegal matters. The perceptive might detect a touch of nervousness on his part.



## 2.7 LEAVING SHORE

All the guests will arrive within half an hour of the party's scheduled start. After the last guest arrives, the local media will come aboard the ship and then the yacht will cast off and the party will officially begin. Any heroes who wait too long will be left behind by the boat and will need to make their own arrangements for joining up with the party (such as asking for a favor from another boat owner in the marina), or skip the event entirely. Heroes who skip the party can still expect their charity to receive the promised gift, but the fanfare will be less and the emphasis will be placed on the charity's place in society and not the heroes' acts of heroism. Topple will also invite the press to make up for the absence of the super-heroes by gathering more information about Equalizer after he is introduced. If the heroes are still scarce by the time the Zodiac appear, then balanced journalism will quickly go out the window as the press wonder why the heroes couldn't be bothered to show up.

## 2.8 WHERE ARE THE VILLAINS?

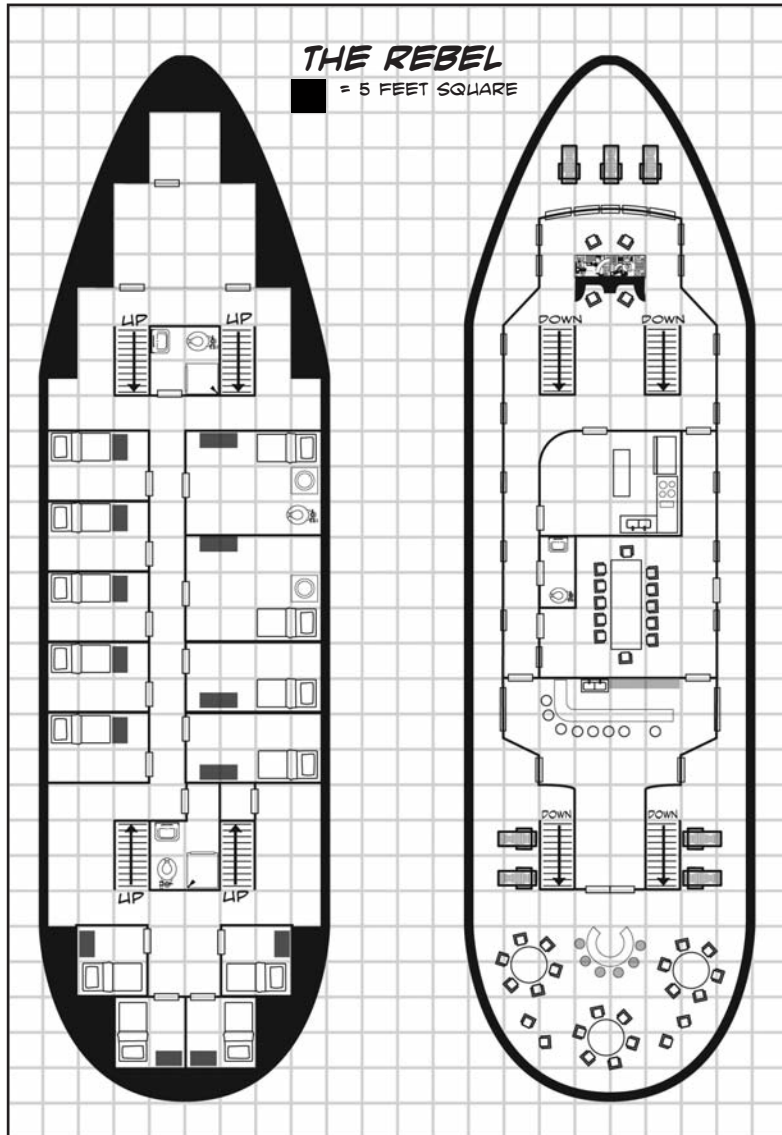
Taurus arrived earlier in the day, just before sunrise, and is hiding under a dock waiting for the party arrive and the yacht to depart. Taurus, unlike many robots, is completely adapted to life in the water and will simply wait patiently, and make inquiries over his communicator every fifteen minutes on the progress of Pisces's and Cancer's missions. Pisces's task was to trigger a power failure by destroying an underground power relay which Scorpio deduced would create a specific and localized power failure in the City. She did that successfully with a pair of sonic blasts, and has returned to the marina to join up with Taurus. Cancer's mission was to enter the sub-basement of a local skyscraper (named The Crowley) by cutting up through a main storm drain and through the floor of the underground vault. Once there, he would take the blueprints for the Equalizer armor from strongbox #53, place the vault door on top of this new hole, and leave a CRAB to cover his back as he returns back to the marina to rejoin Taurus and Pisces under the waves.

Scorpio and Virgo have disguised themselves as guests of the party (Nadiya Schmidt and Jessi Nelson; detailed below). Capricorn had hidden himself aboard the yacht early that morning by using his flight spell to fly high above the yacht and then land quietly on the roof. He then used his thought scan to determine where people were, and slipped into a guest room when the coast was clear. After the party starts, Capricorn checks on all the villains using his telepathy every fifteen minutes. Eventually, when the yacht stops for the dinner party, Capricorn will use his mental switchboard to co-ordinate the villains' attack. Although Topple is expecting the Zodiac to overwhelm his guests, he's doesn't want to know the particulars of their plan – that way he can be surprised like everyone else. Equalizer doesn't even know that much, and assumes his introduction to the world will be an uneventful one.

## 2.9 POWER FAILURE - AGENT ORANGE?

Meanwhile, back in the City, as partial power is returned to certain buildings, the police will contact any hero(es) not invited to the Inspiration Celebration and inform them that an office tower within the area of the

power failure has had a security breach. The skyscraper is called The Crowley, and the break-in apparently occurred in the sub-basement.



Entrances to the sub-basement are still sealed and building security is confident that power was lost to the video cameras within and outside the vault for only sixteen minutes. During that time, two attempts to restart the primary power gave them split second power to the camera within the vault. Based on this information, security suspects that the paranormal intruder(s) are still within.

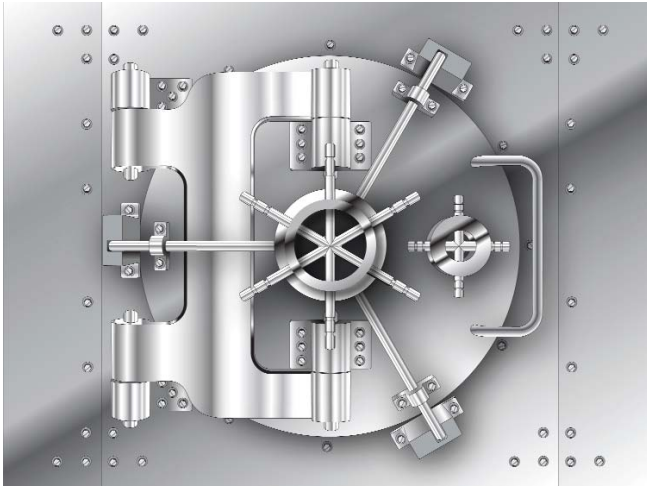
When the hero(es) arrive, a uniformed security guard with a flashlight will usher them into the building and down a dark stairwell and into a security room, partially lit with a few flashlights. The head of security is a sixty-something gent, six-foot tall, with greying black hair and bi-focal glasses, named Bruce Hayes. Bruce will cheerfully thank them for coming on such short notice. He immediately informs the heroes that the doors to the vault are still sealed, but that the video camera is now damaged and isn't transmitting, even though they've got back-up power routed to it. He's managed to get the video clips to play on a portable laptop computer. The Crowley's only security is Bruce and two other security guards (Barry, 26, who ushered them into the building and Zoey, 22, who is helping Bruce with the computers).

The first video fragment is half a second in length, and there's a brief blur of an orange, man-shaped form standing before the vault door. The video shows a massive, somewhat boxy frame to the orange intruder.

The second video fragment is from about one minute later, and is only about four seconds in length. This shows the vault door lying on the floor, shadowy movement as an orange form moves deep within the vault.

Then another smaller orange form with small beady black eyes looms immediately before the camera lens and everything instantly goes black.

Security can open the vault whenever the heroes are ready. The vault and outer chamber are empty. The vault door has been torn off its hinges and the video camera in the corner has been pinched shut with the lens dangling uselessly out the front of the device. There's no visible point of entry into the chamber, unless the 1700 pound vault door is lifted. Below the door is a four foot in diameter hole in the floor that leads to a main storm drain beneath the City. Anyone who makes a successful Detect Hidden roll will note the faint sound of rushing water from beneath the



door. The sound of moving water can automatically be heard if the vault door is lifted.

Within the vault, a single strongbox (number 53 of the 240 located here) has been torn out of the wall and its contents emptied. Bruce notes that various companies have been using this vault as storage space over the six months since the vault was installed in The Crowley. Once Bruce knows that the intruder is gone, he'll begin trying to get power to a computer that has the vault file in it. This will take five minutes to do. After getting power to the right computer file, Bruce determines that strongbox #53 belongs to Topple Enterprises. (Nothing in the files says what the contents of the vault boxes are.)

If the hero(es) doesn't want to wait and would rather pursue the orange intruder into the storm drain system, Bruce is willing to lend them an old walkie-talkie, or send them an email message/text message if they have their own communicators. Bruce will also let them borrow a flashlight if they need it. Everything that happens with security will be recorded on a report and submitted to the owners of The Crowley and local law enforcement. Bruce is a nice guy, but he won't hide anything from his superiors – he's counting on retiring soon.

## 2.10 POWER FAILURE – WASHED AWAY

The main storm drain runs west and east from the hole under The Crowley. Directly beneath the hole is the round slab of cement and metal (from the basement floor above). The angle of the hole and the slab show signs that the cement and metal was cut through from within the storm drain, and then the slab fell in. A single wet machine-like footprint remains on the slab (Cancer used it to step up into the outer chamber upon entering).

The storm drain is wet (with two feet of flowing water in the ten feet wide tunnels, and it's quite dark. Going east down the main storm drain towards the City's downtown, will eventually lead to a split in the tunnel, with both sections covered by iron gratings. It's obvious by the rust on the gratings that they haven't been disturbed in months. Going west from the hole takes our heroes past a series of four iron gratings that have



torn aside from the wall between the Crowley and the Marina. The gratings are set fifteen feet apart with different sized holes to catch different materials from the water – needless to say, all of them have bits of cloth, twigs and other stray material caught up in them.

At the second grating, Cancer has left a CRAB robot to cover his retreat back to the Marina. This CRAB will alert Cancer when it senses someone in the tunnel, and spend an action to welding the grating back against its metal frame, before dropping into the flowing water. The CRAB's welding is extremely bright and probably quite frightening to someone who isn't expecting it. The re-welded grating will take 7 points of damage before popping free. Going with the flow and travelling at maximum speed in the water, the CRAB can make a speed of 80" per turn, but Cancer will have the robot turn around and fight if it's threatened or being followed. Cancer knows that a hero can quickly overwhelm the small robot and won't hesitate to activate the self-destruct if it's in danger of being captured (this explosion causes 1d10 damage in a 2" radius and utterly destroys the CRAB).

Coming out the main storm drain will take the heroes to within a few blocks of the Topple's dock for the yacht. Cancer has just joined up with Pisces and Taurus, and the three will immediately leave the Marina and follow the yacht underwater to the sand bar. If no one goes down the water main within thirty minutes, the CRAB will drop into the water and swim into the Marina, following the path the Zodiac and the yacht took to open waters. Whether or not the player-characters see the Zodiac at the Marina, or evidence of their passage is left up to the GM, but even if they don't piece together the Zodiac with the yacht, in a worst case scenario they could still follow the robotic CRAB to it's master.

## 2.11 PARTY ANIMALS

Back on the yacht, the party will continue for ninety minutes as they travel to a specific sandbar that has been selected by Topple for the party. The following events are suggested to liven up the party with role-playing and intrigue.

**Awards Ceremony** – Topple doesn't like to wait, and within a few minutes of leaving the Marina, has the first mate assist him in making formal presentations to all the prize winners. He gives Knute Smith the opportunity to speak briefly and explain why he supports this contest and his belief in innovation. Topple will thank Knute and will wave away the journalists and their requests for photo opportunities ("I'll give you all a chance for photos after the awards are all given out... I want to congratulate each winner personally."). Topple puts on his best smile as he gives out the checks.

**The Equalizer Announcement** – Topple then calls over "my new employee, my new bodyguard, and the wave of the future... ladies and gentlemen, I give you... the Equalizer!" Following the applause, Topple will explain that he's always known that great wealth and great success would make him a target of people who are jealous and too weak to do the work he's done, or were unwilling to make sacrifices in exchange for success. The Equalizer is more than just Topple's own bodyguard... he's the future of law enforcement. "If there's another CEO out there who doesn't feel safe, why shouldn't they be allowed to have their own Equalizer to keep them safe? If a corporation needs a chief of security who can rise to the challenge of the increasing dangers of our world, then the Equalizer could be your answer. If a SWAT team is simply too weak for your city's needs, maybe the Equalizer is all you need." A battery of questions will come from the press, but Topple says he's willing to circulate during the party and answer more questions one on one. He then calls for more champagne for everyone.

**Photo Shots** – All the newspaper and media journalists will want still shots of all the party members, and in a number of poses and groups. While the journalists are experts and good at their jobs, the inevitable blink, glare and mistake will mean they will ask/demand/insist on many extra shots of the prizes and the winners. This will give Virgo and Scorpio



multiple opportunities to release Virgo's poison (1d12 power damage unless a save vs. Endurance on d100 is made) on the heroes and Equalizer simply from being in close contact with them. The delayed effect of Virgo's poison means it may be very difficult to determine the sudden cause of the fatigue her poison creates (half normal chances; success means the poison is wasted in the attempt or gets inflicted on another by accident). Scorpio is carrying only six doses of Virgo's poison in her body, but Virgo has thirty doses left, so she will use her poison more often.

**Flirting with Magson** – Deborah Magson will happily flirt with members of the opposite sex. While she wears the guise of a 30-something, successful business woman, Deborah knows more than enough colorful terms, sexual knowledge and politically incorrect phrases to make a sailor blush. Magson will avoid using her charms on married men or any chap more than ten years younger or older than she is, and makes a point to never to knowingly harm a soul. That said, she hasn't been on a date for a few months, and now that she's got a break from work, would like nothing better than to become a damsel in distress.

**Flirting with Tout** – Terry Tout will happily flirt with any woman he gets a chance to talk to – even though his wife is at the same party. While Magson isn't looking for senior citizens or boys, Tout has no such restraint, and happily flirts with any woman over the age of 18 so long as they're relatively sober and are unlikely to actually be truly interested in an encounter. If Deb catches him in mid-flirt, Tout will protest to the lady in question: "You must have me mistaken for someone who's not happily married!" Deb, who already knows just exactly how harmless Terry is, will laugh it off, and join in on the joke: "Oh! Get your claws off my stud!" If the players can get past the flirting game, the Touts can provide hours of easy conversation as they cover dozens of unlikely encounters they've had over the years.

**Pumped for information by Cross** – Robert Cross will stick to Equalizer and our heroes like glue. He wants to learn as much as he can about their powers and their origins. If given the cold shoulder, he'll probably move on to the press and ask them about the heroes, and some of Cross's questions could be directed back by the press to our heroes. It's extremely likely that any conversations between Robert Cross and the heroes will come back to haunt them in future interviews and publications that Cross has contact with.



**Bikini Shakedown** – Nadiya Schmidt will have Sophie show off her bikini to each guest in turn, working the party like a fashion show. Sophie will be get bored after the first hour, and occasionally mouth the word "save me" to male guests as she shows off the garment. Near the point where Sophie is beginning to show off the Chameleon bikini to members of the crew, the bikini will begin to malfunction, at first just not changing color, and then beginning disintegrate - random particles will flake off in multi-coloured flecks that give off a faint scent like burning tires around Sophie. Unable to stop the malfunction, Sophie and Nadiya will immediately leave for a guest room, where Sophie will change into a conventional sundress. Nadiya will sulk and answer "no comment" for the rest of the evening, while Sophie is now off duty and will party like there's no tomorrow. (Scorpio is putting on an act – the bikini malfunctioned as designed, and now that no one is expecting much from her, she'll slip away later as needed.)

**Smith and Smith** – Knute Smith will simply offer his services to the heroes and Equalizer for any vehicle needs they have. He'll give out a business card, talk shop if they want, but otherwise won't pester the heroes in any way. Karen Smith will make kindly inquiries – are the heroes enjoying themselves at the party, have their jobs become easier or harder over time, and so on. Neither Knute nor Karen have any interest in making guests feel uncomfortable, and they don't have any ulterior motives in speaking to the heroes. Forge Motors has a good reputation, and while Knute Smith is interested in working on challenging new projects, his current focus is giving back to the community. Smith is beginning to sour towards Topple, and if there's even a whiff that Topple has had dealings with the Zodiac, Knute Smith will quietly and quickly distance his company from Topple.



**Sudden Stop** – Mariah Koy is trying to impress upon Jessi Nelson the dangers of underage drinking, but Jessi isn't interested in listening to her. Jessi has only had punch so far (she's underage for alcohol), and the fact that Koy is drinking socially in front of her and then lecturing her about it just seems unfair. If Koy doesn't back off, Jessi may infect Koy with her poison just to get her off her case. Since Virgo's toxin doesn't enter the stomach, Koy's Sudden Stop tablets probably won't help, although they are protecting Koy from her own drinking (she's usually this annoying).

**Talking with Topple** – Topple will do the rounds and ask the heroes how they are enjoying the party. He's looking for weakness... trying to determine if the Zodiac are really weakening the heroes enough that Equalizer will look better on film. If there's any question in his mind, he'll have the waiter bring more champagne to the heroes. For the non-drinkers, Topple will suggest that the heroes give an example of their powers – hoping to exhaust the heroes before the villains show up.

**Dangerous Diana** – The beautiful and poised Diana Reese-Topple is rather paranoid about other women getting close to her Andy, and will not hesitate to spread gossip within ear shot of the press, spill fruit drinks on camera, knock unattended items overboard, or generally make another woman's life hell to protect her marriage to Andy Topple. Andy is aware of Diana's paranoia, but underestimates how dangerous Diana can be, and occasionally feeds her paranoia just to give his wife something to do with her time (and hide his current mistress from her). Diana cares about appearances, so she tries to be subtle when she exacts her revenge, occasionally getting others involved in little acts of retribution.

## 2.12 SAND BAR FIGHT

Two hours after leaving the Marina, *The Rebel* will pull up to the dock on this small sand bar. Safely away from the shallow murky edge of the sand bar, the crew will extend the gangplank and invite the party goers to check out the small island, where a dance floor has been set up behind a clump of palm trees, and a bar has been arranged among a half dozen palm trees. Topples will invite the party-goers to enjoy the drinks and dance floor at the sand bar, as a selection of food (lobster, salmon, beef steak in addition to various vegetarian options).

Within 30 minutes of arriving at the sand bar, Cancer, Pisces and Taurus will arrive, slipping up onto the sandbar between the gangplank and *The Rebel*. Cancer will call out to Topples and demand that the millionaire come over and negotiate a fee that will keep them from kidnapping him and sinking his yacht. Equalizer will immediately step up (even if the heroes don't) and tell the villains to beat it. Combat is inevitable, as the press begin recording action.

## ZODIAC TACTICS

Taurus will stride onto the island, uproot a palm tree and use it as a club on the strongest physical specimen among the heroes. Pisces will use her sonic screams to punish any energy or flying heroes with repeated blasts if they won't close for hand-to-hand combat. Cancer will challenge any armor or device-oriented heroes, hanging out in the shallows, trying to keep *The Rebel* at his back (so that misses by the hero will hit the ship). Cancer will only have one CRAB assisting him during combat on the sandbar (another will be waiting nearby in the shallows to dash out and collect a hostage if needed, while another CRAB will be stationed on the far side of the ship).

Virgo (as Jessi Nelson) will be on the island when the rest of the Zodiac appear, and can be used by her team mates as a ready hostage if the battle turns against them, and any real injuries will be played to the hilt by the helpless Jessi (who will helplessly cling to and quietly poison any hero that saves her). Capricorn will create a mental switchboard among the villains to facilitate teamwork and monitor Scorpio's progress, and use his Sigil spell to suppress any heroes who are proving to be too much for his team mates.

Scorpio will be ready for the attack and enter the ship, transforming into her Scorpio costume as she goes below deck. She will incapacitate any crew she discovers (using gas grenades within the enclosed cabins and the helm) and burst into the Master Suite. Popping the safe with her universal pass card, Scorpio will take the entire contents of the safe (\$600,000 in bearer bonds, the fee Topples promised to pay them for this publicity stunt, a high-powered handgun, and a portable computer drive that details upcoming Topples projects) into a water proof bag designed to look like a lady's purse. She'll close the safe and exit the Master Suite. Scorpio will go to the upper deck and wall walk down the far side of the ship into the water. This will take a total of six turns from the moment the Zodiac first appear. One of Cancer's CRABs will be waiting on the far side of the boat, and Scorpio will let the CRAB pull her immediately underwater and away from the sandbar and *The Rebel*.

The Zodiac will attack long enough to embarrass the heroes and/or Equalizer, or until one or more of the Zodiac are incapacitated, and then leave. They don't want to risk being captured, since that would require more work to get their members out of custody. If Jessi (Virgo) is used as a hostage, then they'll bring her with them – otherwise Jessi will be left on the ship with the other members of the party. The Zodiac will rejoin each other in a little used portion of the Marina back at the City, where all the members of the Earth and Water teams will return after the mission is complete.

## 2.13 THE PARTY'S OVER

The press will hound all the heroes and Topples throughout the long trip home – delayed by an hour if Scorpio manages to attack the crew

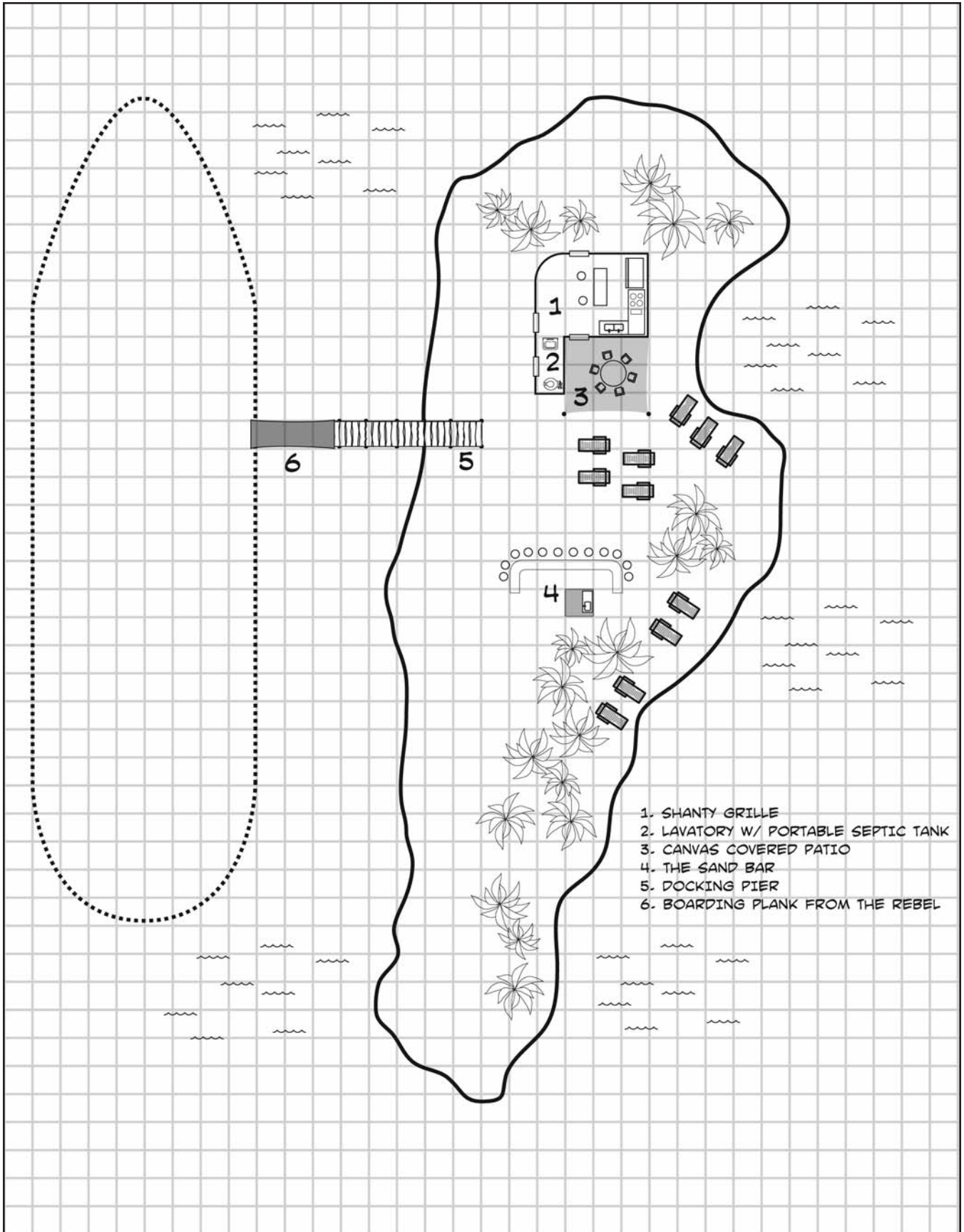
with gas grenades, or a few hours if *The Rebel* is damaged. Topples will try to spin the event in a light that best protects and promotes his company and The Equalizer armor, even at the expense of the heroes if it sounds reasonable. The authorities will assume custody of any captured villains as soon as possible, and Topples Enterprises will provide free tickets to various events around town to compensate their guests for the failed party. All of the guests at this party could potentially be involved in future events, and can be useful contacts for various spin-off adventures. Except Jessi, who will use the flashing lights, sirens, and crowds to slip away into the darkness of the night.

## 2.14 CAST OF CHARACTERS

**Knute Smith** - secondary sponsor of the event, and CEO of Forge Motors. Knute is in his early 50s, 6'2"; and weighs 200 pounds. He's striking with a strong chin, blue eyes and a full head of short, blonde hair that is turning to grey. Knute always had a love of cars, and has worked for all his adult life with various big auto manufacturers in North America. Then, ten years ago, he realized he was getting bored. The concept cars that came out every year were just that – concepts. He decided to go freelance, and build cars and bikes that were as unique and personal as the people who requested them. Forge Motors deals in only small runs of vehicles (their largest batch is 99), but his company will also gladly work on existing vehicles to improve them. While Forge Motors has the expertise and skill to make jet packs, sky cycles and install conventional weapon systems, they don't advertise it. Karen Smith is 5'6", 140 pounds, also in her 50s. Her greying blonde hair is kept in a bob, and she has an ever-present smile to go with her sunny and warm disposition.



**Deborah Magson** won the Everyday Hero prize for her company - Steamwhistle Limited (an online whistleblower website). Magson is 5'8", 170 pounds, and in her 30s. She has curly shoulder length brown hair, and brown eyes. Magson was the only daughter of five kids, so she learned to be a scrapper at an early age. A tireless advocate for the underdog, people kept coming to her with their problems, regardless of the job she held or the company she worked for. Politically savvy, friendly, down-to-earth and diplomatic, Magson eventually started her own company to protect and insulate individuals (whistleblowers) from abuse by big companies, unions, and special interest groups. One of her recent projects was when some holdings of Heavy Metal Mining Inc. were purchased by Topples Enterprises. Magson met with Topples to ensure he had a clear understanding of issues that management at Heavy Metal were having with their employees and allegations of theft and toxic working conditions. Despite all her recent successes, she's still single and is looking to take some time off from work to date a nice guy, or at least enjoy the wild life. Deborah has brought her bodyguard, Chucky, along with her (actually her little brother, Jeffrey Magson), who



has some martial arts training (+1 to hit and +2 damage in hand-to-hand combat) and nothing better to do tonight. Jeffrey Magson is 5'10", 180 pounds, with shoulder length wavy brown hair in a pony tail. He wears a comfortable suit, dark sunglasses, and has an earphone constantly in his ear (it's not attached to anything and is just for show).

**Jessi Nelson** won the Everyday Hero prize for saving a family of six from a house fire. This teenager is 5'5", 110 pounds, and has flaming red braids that reach down to her shoulders, blue eyes, and pierced nostrils, upper and lower lip, ears, brow, and cheeks. Her arms are a wash with tribal tattoos on her pale alabaster skin, except for her forearms which are covered in bandages. She's wearing a grunge band t-shirt, a patchwork jean mini-skirt, and a baseball cap with her braids pulled out the back. Jessi gained fame last month when she saved an entire family from a house fire (she was sleeping in a playground across the street from the house when the house ignited). She awakened the family by throwing a rock through the front window, and then helped parents out by making a soft spot with an inflatable pool for them to land on. She saved the four kids by climbing up to the second floor with a garden hose and soaking the kids as she found them, and having each of them follow the hose back out past the smoke to safety outside. She was in the hospital for a month with burns on her arms and for smoke inhalation. Jessi lost her parents three years ago in another house fire, and fled rather than being placed in foster care. This new fame means the state has already taken steps to insure she goes into foster care. (While this story is entirely real, the real Jessi Nelson has already fled the country with help from Zodiac, and her identity has been assumed by Virgo at the hospital.)



**Mariam Koy** – Won the inspiring life sciences prize for her “Sudden Stop,” anti-intoxication treatment. Mariam comes from a strict religious upbringing, and since becoming a widow (her abusive and unpleasant husband was hit by a drunk driver), spends most of her free time working on a solution to end alcoholism. Her sudden stop tablets react and dilute alcohol in the stomach, reducing the effects of intoxication (the alcohol loses about 25% of its potency). For someone so interested in alcohol, she is a bit cold and preachy. This prize is the latest in a string of good things that have happened to her since she developed her tablets, but her two sons have just gone off to college, and she's really dreadfully lonely. Mariam is 5'4, 125 lbs, Japanese-American with short black hair and brown eyes. She wears a sundress and black sunglasses.

**Nadiya Schmidt** – Won the inspiring gadget prize for the Chameleon Bikini. Nadiya's chameleon bikini is making waves by offering a bikini that can change color at the touch of a button (located discreetly at the hip and breast bone of the garment). Each bikini has three preset colors, and since changing the bottoms doesn't affect the top, a variety of different combinations are possible. Nadiya herself is in her early 40s, her short black hair touched with grey, brown eyes, 5'9", 130 pounds, has a hint of a Russian accent, and walks with a limp and a cane (favoring her left side after a bad fall off a horse five years ago). Nadiya has brought a teenage model named Sophie (blonde, 5'8", and 115 pounds.) with her to showcase the bikini, and makes a point of periodically reminding the girl to “get back to work” (Nadiya Schmidt is one of Scorpio's alter egos that she has been cultivating over the last three years. Topple knows Nadiya is one of the Zodiac, and assumes Sophie (an innocent girl model) is also. Scorpio has resigned herself to the fact this is probably Nadiya's swan song.)

**Terry Tout** - Won the inspiring entertainment prize for his “Terryaoke” sound system. At 5'7", 240 pounds, and in his 50s, Terry has learned the secret to life is to have as much fun as possible. He is currently clean shaven, wearing a banana-yellow Hawaiian shirt, and electric blue kilt. His bleached blonde buzz cut is thinning and receding but the 50-something Tout won't allow age to stop him from releasing endless puns, song lyrics, cultural references, and wildly politically incorrect jokes at a moment's notice. Smart as a whip, there's no way he will let himself get into harms way if he can help it, and will even avoid depressing and boring people if given the opportunity. In actual fact, Terry Tout is a weirdness magnet, and consistently makes choices that place him in bizarre situations. If Terry could ever tap into this unconscious ability, he might have some kind of super power on his hands (a kind of heightened sense), but Terry is blissfully unaware and likes it that way. “Besides, I don't need adventure – I'm married!” Deb Tout is 5'5", 140 pounds, and has deep black hair despite being in her late forties. She supports Terry in his endeavours and misadventures, and narrowly decided to come to this event instead of spending a nice, quiet evening at home with their cats.

**Robert C. Cross** - Won the inspiring literature prize for his book “Beyond Human.” Robert is an African-American in his late 20s. He's 5'9", 170 pounds, with brown eyes. Cross has been studying enhanced humans and human engineering, and takes a stand that humanity is completely at risk by the variety of enhanced and mutated humans who exist in the world. “Beyond Human” asks what would happen if a conventional disease infected a super-human, and the disease then took on the super-human characteristics of its host and was then released upon the world? The book explores the consequences of bioengineering, and animal testing in a world searching for the superhuman. Privately, Cross is intensely interested in the development of powers because, at core, he wants some of his own. He sees it as the greatest form of wealth, the ultimate expression of power. And although he probably doesn't realize it, he would probably kill for those powers if he had to. To say that he will be interested in the heroes and Equalizer is an understatement, although he will claim its research for another book.

## EQUALIZER

Identity: Evan Baker  
Sex: Male  
Age: 28

Side: Topple Enterprises (Good)  
Level: 3  
Training: +1 damage in HTH  
(already added in)

### Powers:

- Armor B: ADR=88. Battery: 30 charges. Running the Armor is 1 charge/hour. Weight: 35 pounds.
  - Heightened Strength B: +12
  - Life Support: PR=1 charge/hour. A communicator is built into the helmet (20 mile range).
  - Invulnerability: 8 points vs. impact, HTH and firearms. Immune to blinding light attacks.
- Flight Device (Jetpack): 88 MPH. PR=1 charge / hour. Fuel cell has 8 charges.
- Light Control Device (Forearm Blaster/Beamer): Each forearm has 8 charges. The Left bracer can shoot a Laser for 2d8 Damage. Right can shoot a blinding flash or set up a light defense (as per Light Control). All of these functions cost one charge, and have a range of 20”
- Heightened Expertise: +4 to hit in HTH. Evan has years of training in dirty fighting.
- Natural Weaponry: +1 to hit, +2 Damage in HTH combat. Martial Arts Training has recently been added to Evan's skills set to make him a more respectable bodyguard.

Weight: 200 lbs  
Agility Mod: -  
Endurance: 14

Basic Hits: 4  
Strength: 25 (13)  
Agility: 14

Intelligence: 13  
 Reaction to Good: +1  
 Hit Mod.: 4.004 (2.4024)  
 Damage Mod: +1  
 Accuracy: +1  
 Carrying Capacity: 1,703 lbs. (360 lbs.)  
 Movement Rates: 53" ground or 387" in flight  
 Det. Hidden: 10%  
 Inventing Points: 2.6

Charisma: 12  
 Evil: -1  
 Hit Points: 16 (10)  
 Healing Rate: 1.2  
 Power: 66 (54)  
 Basic HTH: 1d10 (1d6)  
 Det. Danger: 14%  
 Inventing: 39%



**Origin & Background:** When Steamwhistle Limited informed Andy Topple that there was a whistleblower case stirring up trouble at Heavy Metal Mining (Topple had just purchased some holdings and business projects being shed by the floundering company), Andy had to check it out. It turns out that a super-villain named Aztech had used Heavy Metal's resources to develop a host of devices, and the company was trying to cover up it's involvement. Andy had his lawyers investigate, and they determined that the company wasn't at fault (the whistleblower was wrong and Heavy Metal had apparently never supported Aztech). Topple paid off the whistleblower to be quiet, and hired a team of weapons engineers to study the work done by Aztech. They managed to create an armored life support suit, and developed a paired version of the laser light device, while Topple hired Forge Motors to develop a jetpack that could be work with the suit. Topple then sought out a bodyguard with some combat skills and a record of loyal service. Evan Baker was his man, and after a series of tests, was given the suit to wear.

**Combat Tactics/M.O.:** Equalizer's experience comes from various gigs as a bodyguard, not an armored hero. He will initially trust his armor and life support to protect him, and will stick to HTH attacks initially. He'll use the laser blaster on vehicles and super-villains who

can take the abuse, while the blinding flash and light defense will be used to give himself breathing room or deal with rowdy crowds. He doesn't worry about running out of power, since he doesn't expect a long battle.

**Personality/ Character Traits:** Equalizer doesn't care that his boss is a bit scuzzy – he's a bodyguard not a judge or jury. Evan has a mortgage, debts from his student loan (he's got a sports medicine degree), and has a girl friend talking about marriage and kids. This is a good job and he doesn't think he'll catch the brass ring like this again, and so far, Andy has not asked him to do anything beyond his bodyguard duties.

**Appearance:** Equalizer has a red and chrome suit, with a red "=" sign on the chest and belt buckle. The jet pack is chromed, just like his forearm devices. His visor is mirrored. Evan himself is 5'10" in height, with blonde hair, clean shaven, and green eyes.

## TOPPLE

Identity: Andrew Topple  
 Sex: Male  
 Age: 41

Side: Topple Enterprises (Evil)  
 Level: 4  
 Training: Intelligence



**Powers:**

- Heightened Intelligence A: +11
- Vest: Treat as Invulnerability 10. Only protects his torso – called shots to limbs and head aren't protected.

Weight: 170 lbs.                      Basic Hits: 4  
 Agility Mod: -                      Strength: 12  
 Endurance: 10                      Agility: 12  
 Intelligence: 25                      Charisma: 14  
 Reaction to Good: -1                      Evil: +1  
 Hit Mod.: 2.34                      Hit Points: 9  
 Damage Mod: +3                      Healing Rate: 1  
 Accuracy: +1                      Power: 59  
 Carrying Capacity: 232 lbs.                      Basic HTH: 1d4  
 Movement Rates: 34" ground  
 Det. Hidden: 18%                      Det. Danger: 22%  
 Inventing Points: 8.3                      Inventing: 75%

**Origin & Background:** Andrew 'Andy' Topples - Host and primary sponsor of the event, now in his 40s, Topples began his business life as a teenaged janitor who clawed his way into management. He married well and used resources from his first marriage to bankroll a real estate company. With hidden aggression he expanded the business four times, and then got a divorce from his first wife after she found out he was committing adultery with Diana Reese. In exchange for giving his this woman full custody of their only son, he got the entire business,

and soon married Reese (who had also just taken her husband to the cleaners in order to marry Topples). Topples Enterprises currently has a dozen real estate firms, a few security and custodial firms, and has expanded into medical technology and the energy sector. Topples is interested in power and dominating the people around him. Dangerously clever and very manipulative, he's of the opinion that people who are poor in life deserve it. His socialite wife, Diana Reese-Topples loves the power that her husband has amassed, but knowing his history of adultery, keeps a close eye on him when women are around. More than a few of Topples's female associates and co-workers have had a string of bad luck that only a cunning detective could ever trace back to Reese-Topples. Topples keeps a private investigator watching his first wife and son, Robert, and has been toying with kidnapping him.

**Combat Tactics/M.O.:** Andy let's his bodyguard and his lawyer do the fighting for him. That said, he has the only copy of the Equalizer armor hidden away at a secret headquarters (only Andy and his mistress, Mona, know its location).

**Personality/ Character Traits:** Topples wants more power, more money and more control. He likes to manipulate and control the people around him, and gets pleasure out of breaking people who are defiant. On the surface however, he is an upstanding business man with a growing empire and a bad haircut.

**Appearance:** Topples is 5'9", 180 pounds, with his dark blonde hair that always looks just a little wooden. Andy Topples is now in his forties and has cold blue eyes.

**CROWLEY SECURITY**

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Bruce Hayes	M	220	12	12	11	14	12	11	49	+1	-	322	1d6	35	2
Guard 1 - Zoey	F	140	11	12	11	11	12	04	45	-	-	177	1d4	34	1
Guard 2 - Barry	M	190	11	10	15	13	10	07	49	+2	+2	222	1d4	36	1

**THE REBEL**

Vehicle	Weight	Passengers	Cargo Capacity	Speed	Hit Points Disable	Hit Points Destroy
Luxury Yacht	33,000	1+36	33,000	125	165	660

**THE CREW OF THE REBEL**

The 120 foot yacht has a crew of eight – Captain, Chief Engineer, Engineer, First Mate, Chef, Crew Chief, Deckhand, and Steward.

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Captain Fletcher	M	190	11	12	13	15	13	09	51	+2	+1	240	1d4	36	2
1st Mate Skinner	F	130	10	12	14	12	14	06	48	+1	+1	143	1d4	36	1
Chief Engineer	M	160	09	12	11	14	08	06	46	-	-	154	1d4	32	1
Engineer	M	210	13	11	12	13	09	09	49	+1	+1	346	1d6	36	1
Chef	M	250	12	09	10	12	11	07	43	-	-	329	1d6	31	1
Crew Chief	F	150	10	12	11	13	11	06	46	-	-	165	1d4	33	1
Deckhand	M	180	12	12	12	10	11	09	46	+1	+1	264	1d6	36	1
Steward	M	160	12	11	10	11	10	05	44	-	-	226	1d4	33	1

**VIP GUEST LIST**

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Diana Topples	F	130	09	12	13	12	12	06	46	+1	+1	125	1d4	34	1
Knute Smith	M	200	13	12	11	15	15	08	51	+1	-	340	1d6	36	2
Karen Smith	F	140	10	10	12	13	13	04	45	+1	+1	140	1d4	32	1
Deborah Magson	F	170	12	09	11	15	17	06	47	+1	-	223	1d4	32	1
Jeffrey Magson	M	180	14	12	12	10	10	09	48	+1	+1	355	1d6	38	1
Mariah Koy	F	120	09	09	12	14	08	04	44	+1	+1	98	1d3	30	1
Sophie Manor	F	120	10	14	15	10	13	07	49	+1	+1	230	1d4	39	1
Robert Cross	M	170	14	13	13	15	09	10	55	+2	+1	344	1d6	40	1
Terry Tout	M	240	12	09	10	16	17	07	47	+1	-	315	1d4	31	2

## VIP GUEST LIST (CONT.)

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Deb Tout	F	140	10	10	12	13	13	04	45	+1	+1	140	1d4	32	1
Reporter 1	M	150	12	14	12	10	14	07	48	+1	+1	235	1d4	38	1
Reporter 2	F	140	10	12	10	11	14	04	43	-	-	147	1d4	32	1
Cameraman 1	M	190	11	10	15	13	07	07	49	+2	+2	222	1d4	36	1
Cameraman 2	M	180	13	13	09	09	11	07	44	-	-	315	1d6	35	1
Exec. Assistant	F	130	11	12	15	12	13	07	50	+1	+2	165	1d4	38	1

## SAND BAR STAFF

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
DJ Snazzy Raj	M	140	10	10	12	13	13	04	45	+1	+1	140	1d4	32	1
Bartender	M	170	12	09	11	15	17	06	47	+1	-	223	1d4	32	1
Lifeguard	M	180	14	12	12	10	10	09	48	+1	+1	355	1d6	38	1

## CANCER

Identity: Vladimir Borysenko

Sex: Male

Age: 35

Side: Zodiac (Evil)

Level: 4

Training: Intelligence

### Powers:

1. Armor B: ADR=111. Battery: 100 charges. Running the Armor costs 1 charge/hour. Weight: 100 lbs.

A. Heightened Strength B: +20

B. Life Support: PR=1 charge/hour. This inner suit can detach from the outer armored shell. Runs off the armor, but has its own emergency battery (10 charges).

C. Heightened Senses: Deep Sea Vision, Sonar (360 degree vision; double detection), and can receive audio/video feed from CRAB units.

D. Special Weapon: Mini-Torpedoes. +4 to hit, 3d6 damage, blast radius 3" (5" in water), with maximum range in water of 80'. Out of water, these can be manually triggered and thrown like a grenade. Each forearm launcher has a payload of 3 torpedoes.

E. Invulnerability: 6 points.

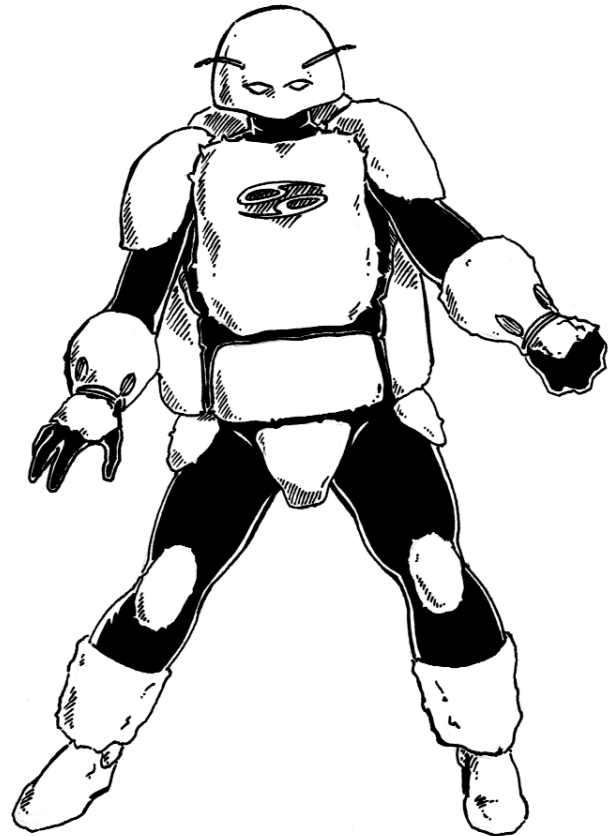
F. EM Shielding: Immune to Lightning Control attempts to control/short out the armor.

G. Integral Harpoons: 15" cable connects to a reinforced spear and winch system in the armor. Winch has a carry capacity of 800 lbs. Rewinds 1" per phase starting on phase 15. As a weapon it does 1d12 damage. There's one harpoon built into each forearm launcher.

2. Speed Bonus Device: +100" underwater. PR=1/hour. This detachable backpack runs off the Armor's power supply. The backpack has its own emergency battery (5 charges).

3. Animated Servant - CRAB Units - Crustacean Remote Assault Bots. These 50 lb. robots can move on small legs (40" ground or 20" on walls) or through the water by concealed motors (70" swimming). Each has Agility 14, Accuracy: +1, 12 Hit Points, Power: 40, and Armor B shells (ADR 45). They possess pincers that can do 1d6 damage, and each is usually fitted with an arc welder (2d8 damage lightning; no range, PR=2/ attack). Each CRAB has the same heightened senses as Cancer's armor. If disabled, but not destroyed, a self-destruct mechanism will trigger after one minute (causing 1d10 damage in a 2" radius; automatically destroying the CRAB.) if not disabled by a remote command from Cancer or disabled manually. Cancer usually carries four CRABS in a dormant but ready state in housings set into sides of his backpack propulsion unit.

Invention: Ice Grenade - Upon detonation, this device drains the heat from the area (2" blast radius), causing 1d6 cold damage and creating 1d6 x 100 lbs. of ice. In water, the ice increases to 3d6 x 100 lbs. in a 3" radius. See Ice Powers for rules on ice creation. Cancer carries four of these.



Invention: Adhesion Pads: Both the Cancer armor and the CRABS have integral pads built into the feet that allow them to grip a wall enough for wall walking. PR=1/minute of use. This invention was created (and paid for) by Scorpio and she is responsible for incorporating this device into Cancer's suit and the CRABS.

Psychosis: Will not attack women or children. Cancer will attempt to protect normal women and children if they are placed in harm's way.

Weight: 220 lbs.

Agility Mod: -

Endurance: 10

Intelligence: 18

Reaction to Good: -1

Hit Mod.: 4.992

Basic Hits: 5

Strength: 30

Agility: 17

Charisma: 12

Evil: +1

Hit Points: 25

Damage Mod: +2	Healing Rate: 1.25
Accuracy: +2	Power: 75
Carrying Cap: 3,080 lbs.	Basic HTH: 1d12
Movement Rates: 57" ground, 28" wallwalking, or 157" swimming	Det. Danger: 36%
Det. Hidden: 28%	Inventing: 54%
Inventing Points: 0.2	

**Origin & Background:** Vladimir lived in Georgia, (former Soviet Republic) and grew up in the family business: Borysenko Deep Sea Components. The family was developing powered armor designed for underwater exploration and combat. For a time all was well, until government contracts dried up and they turned to corporate and underworld clients.

His family adapted quickly and began selling to faceless corporations and criminal clients with ease, happy to avoid poverty at any cost. Then, while running a series of tests on a new prototype, some former clients (pirates) attacked the main factory. The family fought back, and the battle escalated. When Vladimir finally completed the tests and arose from the harbour, he discovered that his entire immediate family had been wiped out, and the surviving pirates were loading up as many suits of powered armor as they could manage to get away with.

Vladimir attacked, and savagely tore into the pirates, taking revenge for the murder of his family. A trio of pirates managed to escape in powered suits taken from the factory, and for hours Vladimir avoided the authorities as he hunted the pirates.

The last pirate was armed with an electromagnetic pulse grenade, and when the battle turned against him, he used it on Vladimir. The grenade caused an electrical fire within his armor, frying most of his armor and causing a brief but intense electrical fire. He managed to use his dying armor to command some long abandoned factory robots to find him, and drag his dead shell back to the surface. As he slowly healed in the hospital, awaiting his murder trial, Vladimir was contacted telepathically by Capricorn. The Zodiac Syndicate offered him a second chance, and a flawless escape from the authorities. He accepted and he's been an increasingly happy and loyal member of the Zodiac ever since.

**Combat Tactics/M.O.:** Cancer has been slowly upgrading the offensive and defensive properties of the armor over time. Although he will freely use his CRABs as cannon fodder, at Scorpio's request he's begun to use them as spies, messengers, and distractions to hide a retreat. Cancer always tries to move combat to water, where he can take advantage of his greater speed, the range of his torpedoes, and make better use of the ice bombs. In combat, Cancer is surprisingly calm and cool, with a dry sense of humor. He's always on the lookout for a chance to use a pun or one-liner to back up his latest attack.

**Personality/ Character Traits:** Cancer likes the Zodiac, likes the Water Team, and is falling in love with Pisces. He is loyal, determined and has an incredibly reliable work ethic. Being a Russian who has tasted poverty and loss, he's a pessimist who believes that he's a fugitive, a murderer and a villain because that is his destiny. Despite that, Cancer is trying to become equal parts knight-in-shinning-armor and submarine captain to his team-mates.

**Appearance:** Cancer wears an orange suit of power armor with weapon-bristling forearms, and a light but powerful backpack. The gold symbol of Cancer is painted on the chest of the armor. The armor weighs one hundred pounds and reaches a height of two meters. The life support suit within the armor is an orange and black one piece outfit with various connection points where the life support suit attaches to the armor. Vladimir himself is 5'9" in height, with black hair, a short beard, brown eyes and has six tattoos related to life at sea and his lost family.

## CAPRICORN

Identity: Labynetos	Side: Zodiac (Evil)
Sex: Male	Level: 6
Age: 39	Training: Intelligence

### Powers:

1. Heightened Agility A: +9
2. Telepathy: 200" range, PR=1 per scan; can handle 20 people in mental switchboard with a PR of 1 per turn; in thought tracking, PR=1 per person per hour; 1d6 game turns and a PR of 1 to perform mind probe, touch range, attacks as mind control. See rules, page 17.
3. Cosmic Awareness: See rules, page 11. This power works only at night and under an open sky.
4. Magic Spells (6):

a. Earth's Glory: A focused, short range seismic blast causing the earth to explode. PR=2, 2d8 damage, Range: 15" This spell attacks as a Chemical Power. In order to be hit by the exploding earth, the target must be within two inches of the ground.

b. Sigil of Suppression: This spell shoots a silver ray that places a glowing symbol on the target that will suppress one power at random from the target. The glowing sigil will last for one hour. PR= 5. Range: 20 inches. Note that this spell will not lower Hit Points, even if it suppresses a power that adds to Hit Points (like Heightened Endurance B). Other game mechanics like Healing Rate, Power, Accuracy, and Carrying Capacity could all be suppressed normally. This spell can be inflicted on the same person up to four times.

c. Master's Touch: This non-combat spell allows the caster to manipulate the cosmetic properties of natural objects (like earth, stone, and wood), and fey (magical) creatures. PR=4 per square inch per hour (a large object can take hours to alter). Range: 3". The spell can alter shape, color, scent, and texture. This spell has no effect on plastics, devices, man-made materials, animals or normal sentient beings. The alterations are permanent, but reversible.

d. Carapace: Creates a scaly thick hide on the caster's flesh. Treat as Armor A with ADR (66). PR=8. The spell lasts one hour per casting. This scaly layer provides enough muscle to compensate perfectly for the extra weight. The spell can only be placed on the caster, causes no significant change in weight or carrying capacity. The spell is non-cumulative (recasting the spell to renew it, and the old ADR will not be added to the new total).

e. Sleep of Ages: This non-combat spell allows the caster to sleep for 4d100+40 years before awaking. PR=40. Special Requirement: A life-sized coffin composed of glass and forty pounds of gold. The caster enters the coffin and casts the spell. As the caster sleeps, a 30 point force field exists around them, sealing them into the coffin and protecting them from the ravages of time.

f. Gift of Icarus: This spell causes feathers and wings to sprout out from the target or their clothing. The target gains a flight speed of Strength x Endurance in inches at a cost of PR=6/hour. A called shot to the wings can destroy them (they can sustain up to Endurance in damage before being destroyed). Damaging the wings doesn't damage the recipient of this spell.

g. Thunderbolt: This attacks as Lightning Control, doing 2d8 damage, and serving as a carrier attack for a sonic attack of 1d12. Range=20". PR=7.

Weight: 170 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 15
Endurance: 15	Agility: 20
Intelligence: 20	Charisma: 15
Reaction to Good: -2	Evil: +2
Hit Mod.: 6.2244	Hit Points: 25
Damage Mod: +2	Healing Rate: 1.6
Accuracy: +2	Power: 70
Carrying Cap: 414 lbs.	Basic HTH: 1d6
Movement Rates: 50" ground, or 225" winged flight via the Gift of Icarus	Det. Danger: 18%
Det. Hidden: 14%	Inventing: 60%
Inventing Points: 5.0	

**Origin & Background:** Labynetos was a successful doctor and wizard in the employ of King Nabopolassar, of the Neo-Babylonian period (605 BC). Gifted with powers of the mind and magic, for a time he used his mental powers to guide the Babylonian Kings as they





**Personality/ Character Traits:** Capricorn wants the Zodiac to be successful so that he can amass a great fortune and live like a king of old. He is intelligent, driven, and truly understands the secret of researching and understanding a foe. More of a manipulator than a combatant, Capricorn likes to support and help people to meet their goals, and then profit from the secrets he's learned.

**Appearance:** Capricorn wears a purple half robe with a golden Zodiac symbol of Capricorn on the chest. He stands 5'9" tall with shoulder length brown hair with gold flecks, and an old style beard. He doesn't wear a mask, and on his left hip is a belt pouch filled with harmless magical components (which could be used for an emergency one-shot invention), and an array of medical supplies. He also wears a pair of comfortable sandals with purple trim. He looks like a man from another time.

## PISCES

Identity: Shirai Tazumi

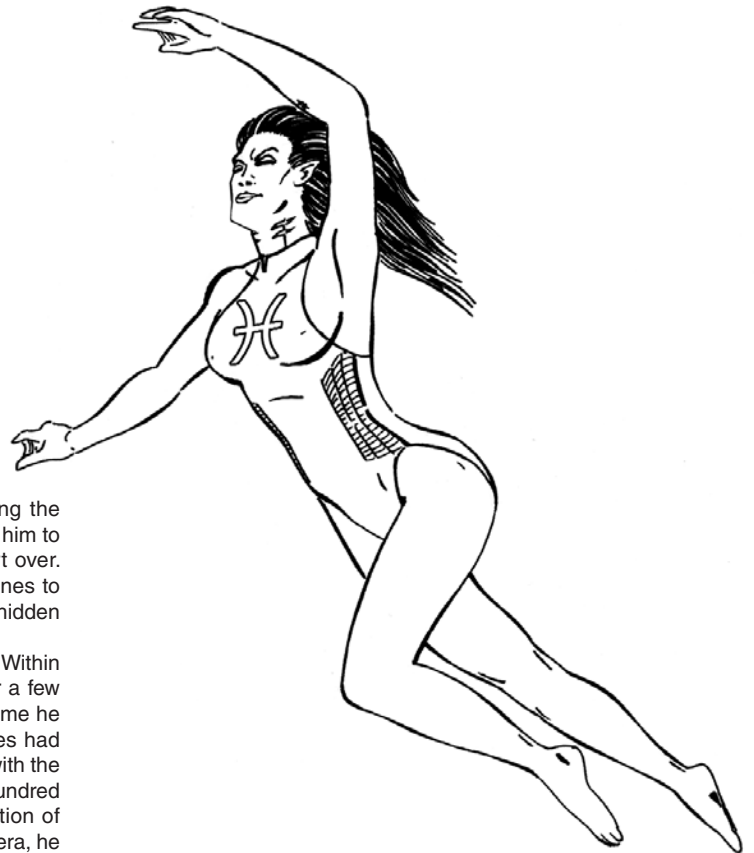
Sex: Female

Age: 23

Side: Zodiac (Evil)

Level: 4

Training: Strength



faced wars, peace treaties and aggressive expansion. Fearing the power of jealous peers, he discovered a ritual that would allow him to sleep for years, essentially giving him the opportunity to start over. Obsessed with his own personal power, and with few loved ones to shed tears over, Labynetos set his affairs in order and found a hidden spot in a deep cave to cast the Sleep of Ages.

The spell worked extremely well – far better than he expected. Within the ornate and mystic box of gold and glass, he skipped over a few hundred years, not the ten or twenty he had expected. For a time he journeyed to discover that all his allies were dead, his enemies had won, and his existence was the barest of memories. Unhappy with the results, he used the Sleep of Ages again, and skipped a few hundred years further into the future. This was the time of the foundation of Christianity, and he found it confusing. Hoping to overcome this era, he used the spell again.

Labynetos has started out over a dozen times using the Sleep of Ages spell, quietly amassing influence and some wealth before people turned on him and forced him to leave his successes behind. Two years ago, he returned again from the Sleep of Ages in modern times where he hopes to build his fortunes up again.

**Combat Tactics/M.O.:** Capricorn deals in information more than weapons, and he has been slow to add combat spells to his portfolio of spells. Partially this is due to vows he took as a doctor, and partly because he often tries to keep himself from harm's way. In combat or mission situations, he'll attempt to prepare the team with some carefully worded cosmic awareness checks, and support the group with telepathy. He relies on the Sigil of Suppression spell to take the sting out of brawlers.

### Powers:

1. Fish Powers (Species modifiers: +4 Endurance; -4 Agility)

a. Water Breathing: Type A. PR=1/hour.

b. Speed Bonus: +90" swimming

c. Heightened Strength A: +9

d. Heightened Endurance A: +13

e. Heightened Agility A: +14

f. Poison/Venom: Her skin can produce a neuro-toxin which causes 1d12 damage (as a Chemical Power) on a successful carrier attack. PR=2. No range. She can produce 31 doses per day and it works in harmony with the war gauntlets.

2. Sonic Abilities: 1d12 damage per shot. PR=1 per shot, . Range: 50"

- 25% chance of shattering an object on a special attack.
- 3. Willpower - Type A. PR=1 per turn used..
- 4. Natural Weaponry Item (War Gauntlets): +2 to hit, +4 damage.
- 5. Heightened Expertise: +4 to hit with Sonic Abilities.

Weight: 120 lbs.	Basic Hits: 3
Agility Mod: +2	Strength: 25
Endurance: 31	Agility: 28
Intelligence: 09	Charisma: 11
Reaction to Good: -	Evil: -
Hit Mod.: 21.28	Hit Points: 64
Damage Mod: +3	Healing Rate: 2.7
Accuracy: +5	Power: 93
Carrying Cap: 1084 lbs.	Basic HTH: 1d10
Movement Rates: 84" ground and 174" swimming.	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 3.6	Inventing: 27%

**Origin & Background:** Shirai loved to swim and dive every day, working to become an Olympian and win a gold medal for her native country of Japan. Her mother looked for any edge she could give Shirai, and eventually stumbled upon an old mystic, who many claimed had magical powers over water. The mystic refused to help Shirai, and so her family bought up the old apartment complex where he lived and tried to evict him and all his friends. The mystic finally relented, but warned Shirai's family that while he could make her mighty, she wouldn't win any medals. He prepared a magic elixir and gave it to her.

Within hours she was very ill, and extremely pale. In a fit of worry and rage, Shirai's mother confronted the mystic. No one exactly knows what happened, but a massive fire gutted the apartment complex, killing the mystic and Shirai's mom. Hours later Shirai awoke, stronger, faster, and more powerful than ever before. But her skin was now a soft blue, and small gills adorned her neck, her feet and hands were webbed, and her eyes were deep and dark. She would never swim for Japan again, and she was now a public disgrace to her broken family.

Looking for an antidote to the elixir, Shirai poked about in the mystic's ruined apartment and discovered a pair of war gauntlets that would fit over her webbed hands. Shirai fled to the ocean, and found that she could live there indefinitely. And all could have been peaceful if fishermen hadn't spotted her playing among the waves one day. Greedy to catch this mermaid, the fishermen netted her and began hauling her aboard when she started to scream... piercing the trawler with that sharp cry of anger and misery. In a minute, the trawler was sinking below the waves, with only a handful of survivors to tell the tale of the evil mermaid. Other ships searched for the mermaid, and as she sunk them, her fame grew, until she was approached by Aquarius to join the Zodiac and create a new future for herself. She has slowly become a pirate/oceanographer of some skill.

**Combat Tactics/M.O.:** Pisces usually begins by activating her willpower defense and will attack from the water, using Sonic Abilities at distant targets, and her war gauntlets and neurotoxin on any who get close enough to her. She's willing to go on land to battle, but she prefers water combat where her impressive speed can come into play. The range of her sonic abilities also doubles underwater giving her an impressive range over other forms of attack.

**Personality/ Character Traits:** Pisces misses her life in Japan and the remnants of her family, but between her physical transformation, her criminal activities and the shame of her mother's actions to promote her, she knows any ties with her family will be strained at best. Also the Zodiac/ Dragon's Claw treaty prevents the Zodiac as a group from traveling to the Orient for the foreseeable future.

Pisces loves deep waters and sunken treasures. She hates fishermen, and enjoys crippling a fishing ship or the livelihood of the men onboard. She doesn't mind the mystique of being called a mermaid, but she finds it's usually fairly short lived after they see her war gauntlets or hear her piercing scream.

**Appearance:** Pisces stands 5'6" tall, with soft blue skin, small gills

along her neck, webbed hands and feet, and deep and dark eyes. Her hair is jet black and falls to the centre of her back. Her uniform is a one piece iridescent aquamarine swimsuit with a golden Zodiac symbol of Pisces on her chest. Her upper left forearm has a small orange tattoo of a crab on it. She keeps a pair of matching deck shoes in a small back pouch on her costume for when she's on land.

## SCORPIO

Identity: Ursula Klaus	Side: Zodiac (Evil)
Sex: Female	Level: 8
Age: 27	Training: Endurance

### Powers:

1. Body Power: "Toxivore:" Scorpio is very resistant to Chemical Powers, Death Touch, Diseases, and Poison/Venom attacks: treat her ability scores as double when making saving throws. On failed saves, the effects and duration are halved. On successful saves, she'll be completely unaffected, and has the option to absorb the dose of toxin and store it within her body for release later. This trick of toxic absorption can only be done 9 (½ Endurance) times a day, and she can only store a toxin for twenty-four hours before her body consumes it. When she releases it, she can choose whether it's by touch, exhaled, in her saliva, tears, etc. Maximum range is either touch or 1", depending on the method of delivery.
2. Heightened Intelligence B: +28
3. Natural Weaponry: +1 to hit and +2 damage. Martial Arts training learned with the Zodiac.
4. Physical Handicap: Scorpio has built up various immunities to various conventional and beneficial medicines and substances. This includes common painkillers, stimulants, etc.

### Inventions:

1. Adhesion Pads: These boot/glove pads allow Scorpio to wall walk at half her normal speed.
2. Quick Change Suit – Her suit is made of memory cloth that can shift between five preset forms (typically the suit is programmed with Evening Gown, Bathing Suit, Business Suit, Casual jeans/top, and her Scorpio body suit). Each change takes 1 turn to complete, and the suit needs to "rest" for one minute between changes. The suit is powered by the wearer's own bio-electricity. PR=1 per change.
3. Universal Pass Card: Allows access with any typical card reader style security system. This card won't fool high security areas, or any A.I. systems. It works well for most companies, hotels, government buildings, etc. Treat as Security Clearance = 15. She can also change the name, title, and photo on the ID within a turn to correspond to her current alias.
4. Gas Gun – This unusual gun fires Scorpio's Gas Grenades. This weapon is custom sized and shaped for Scorpio, giving it +4 to hit (+3 for anyone else), and a Range of 90". The gun can hold a magazine of four gas grenades at a time, with a quick-release button which causes an empty magazine to be ejected automatically, clearing the way for the next one. This means changing magazines is a free action.
5. Scorpio's Gas Grenades: These rectangular boxes hold a single dose of a toxic aerosol. The grenade can be flung by hand (+2 to hit, Range 18") or launched using Scorpio's gas gun (use the Gas Gun's stats). The grenades explode in a 1" radius for 1d8 damage and then release the appropriate toxin:
  - a. Smoke – 4" radius of smoke; lasts 12 rounds.
  - b. Tear Gas – 2" radius of gas; causes 1d10 Power damage and save vs. Endurance on 1d20 or suffer temporary blindness. Then two successful saves are required afterward to end blindness.
  - c. Knockout Gas: 2" radius; save vs. Endurance, save per turn of exposure or go unconscious.. Normal wake-up rolls apply.
  - d. Pisces Poison: An aerosol version of Pisces' neurotoxin. 3" radius. Save vs. Endurance on 1d100 or take 1d12 points of damage. These grenades can fit in a tailored magazine for easy use with the Gas Gun.

The order in the magazine pre-determines how they would be fired out of the gun. Scorpio is immune to these toxins.

6. Cybernetic Inhibitor: This device only works on androids, robots and powered armor suits (Armor B). The small spider-like device has eight small legs that adhere to the target, and draw power into the device, redirecting and inhibiting the flow of a power away from vital systems and powering the inhibitor. This requires a successful Endurance vs. 1d100 saving throw or suffer 1d12 power damage and paralysis until the inhibitor is removed or destroyed. Those who make the save only suffer 1d12 power damage. The inhibitor must be applied by hand to activate, and takes 9 points of damage to destroy.

7. Mini Aqua Lung: Works as Water Breathing for 50 minutes.

Weight: 120 lbs..

Agil. Mod.: +2

Endurance: 18

Intelligence: 38

Reaction to Good: -2

Hit Mod.: 9.5304

Damage Adj.: +6

Accuracy: +3

Carrying Capacity: 273 lbs.

Movement Rates: 50" on Ground, or 25" wallwalking.

Detect Hidden: 24%

Inventing: 114%

Basic Hits: 3

Strength: 14

Agility: 18

Charisma: 15

Evil: +2

Hit Points: 29

Healing Rate: 1.5

Power: 88

Basic HTH Damage: 1d6

walking.

Detect Danger: 28%

Inventing Points: 26.6



**Origin & Background:** Ursula's mother suffered from a string of bad relationships in her native Germany, and eventually decided to use the local sperm bank and get pregnant through artificial insemination. She had a range of men to choose from, but she selected a war hero, in great health, with a science background. The sample was excellent, the pregnancy went well and soon Ursula was born.

Ursula was a fairly plain child with decent health, who seemed to bounce back from illness. In fact, she got less sick as she got older. Times were tough in Berlin for a single mom, and Ursula began to run with the wrong crowd, and began to smoke, drink, and do drugs. It was then that strange things happened. Ursula wouldn't get much of a buzz, but she did gain a clarity of purpose. When her marks improved as her gang activities increased, her teachers assumed that she was simply cheating, although they couldn't prove it, even with an oral test.

It was during a routine track and field test for steroids that they discovered something strange was going on inside Ursula. Her body was awash in neurotransmitters, even after she was caught drinking and doing drugs. A state doctor examined her completely, and discovered that there were no drugs in her system – only these neurotransmitters, and her marks were perfect despite her explosive social life. When the doctor asked who the father was, Ursula's mother didn't know, but considering the sperm bank had been shut down for questionable practices, she paid a government agent to sift through the records.

It was discovered that Ursula's biological father was a government super soldier who was active during the Nazi regime of WWII. Part of a secret organization that worked within the United States to overthrow the government from within, his name was Henry Metternich. His codename was Stuka. Too horribly disfigured for a normal relationship, the old super soldier had used a comrade's identity to shield his hideous form, in the hope that he would leave a legacy to this world.

Ursula's body metabolized dozens of different drugs, from the mundane to the toxic, her intelligence growing as the volume of neurotransmitters in her system supercharged her brain. The crowd she ran with embraced crime and debauchery. Too smart for her own good, and learning how to spread the toxins that didn't harm her, she was briefly trained as a spy with the German government, but it didn't last. As soon as she discovered who her father was, she turned her back on the life of a government agent, seeing it as no life at all. Organizing crime after crime, she soon became notorious as a toxic, but incredible criminal mastermind. When the Zodiac began recruiting new members, she was accepted immediately as Scorpio.

**Combat Tactics/M.O.:** Scorpio has built up a complete immunity to dozens of common toxins including Pisces and Virgo's poisons, tear gas, puffer fish, pepper spray, mace, speed, cocaine, some inhalants, and various snake, spider and scorpion venoms, etc. She typically stores various toxins for later use in her capers, like a dangerous collector of weapons. Each encounter usually means exposure to a different set of toxins.

**Personality/ Character Traits:** Scorpio has seen it all and done it all, in her pursuit of higher intelligence. She prefers to subtly overwhelm her opponents because that is really just more effective and more fun in the long run. She would rather kiss an opponent with toxic lips than batter the opponent senseless with fists of steel. So, she's addicted to fun, likes to flirt and views super-heroics as a game of chess, not cage wrestling. There are down sides to her ability however – her body has made it impossible for her to conceive a child, and so she has been toying with the notion of adoption.

**Appearance:** Scorpio stands 5'10" tall, with shoulder length straight red hair and green eyes. Her costume is a black cat suit, with a half-mask and a golden Zodiac symbol of Scorpio on her chest. She often works in disguise using her memory weave outfits.

## TAURUS

Identity: CIR-219

Sex: Male

Age: 3

Side: Zodiac (Evil)

Level: 5

Training: Endurance

### Powers:

1. Robotic Body: 20% Human Appearance. +15 Strength, Weight x3. Built-in Adaptation Power: PR=1 per hour.
2. Heightened Strength B: +18
3. Natural Weaponry: +2 to hit, +4 damage. This is due to his horns,

hooves, and massive metal fists.

4. Invulnerability: 16 points of damage per turn.

**Weakness:** Low Self-Control: His programming demands that he obey the commands of Aries, followed by the other team leads (Scorpio, Libra, Capricorn) and finally the other Zodiac members. In the rare times when he's unwilling to perform the command, Taurus can try to use logic to re-interpret the command. His strict programming works against him, so he needs to make an Intelligence save vs. d100. Taurus also has programming that requires for him to obey the leader of Catalyst Incorporated, but no one within the Zodiac (not even Taurus) knows that. This level of obedience is equal to a team leader.

Weight: 540 lbs.

Agility Mod: -4

Endurance: 15

Intelligence: 10

Reaction to Good: -

Hit Mod.: 8.424

Damage Mod: +1

Accuracy: +1

Carrying Cap: 30,265 lbs.

Movement Rates: 76" ground

Detect Hidden: 8%

Inventing Points: 5

Basic Hits: 11

Strength: 48

Agility: 13

Charisma: 11

Evil: -

Hit Points: 93

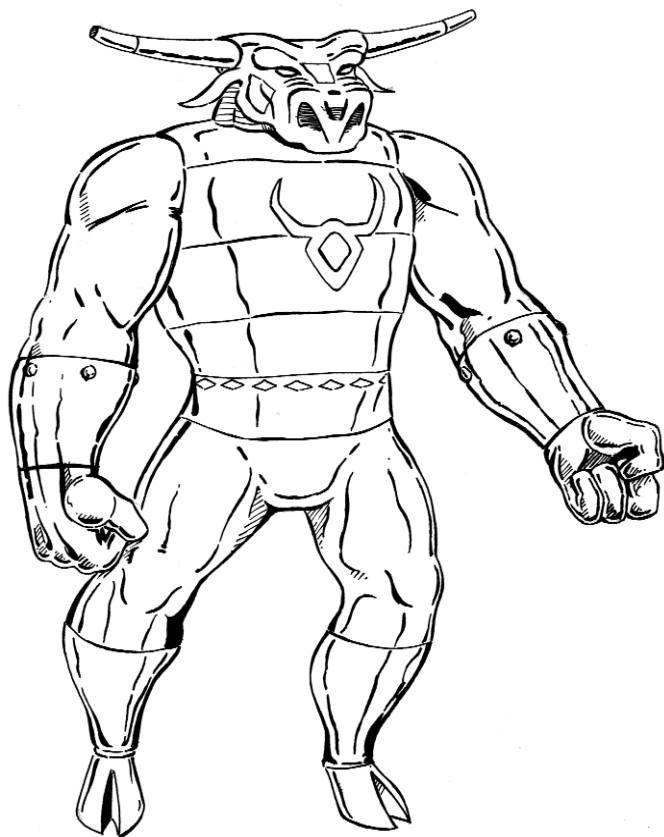
Healing Rate: No Healing

Power: 86

Basic HTH: 3d10

Detect Danger: 12%

Inventing: 30%



**Origin & Background:** When Aries began to build the organization of the Zodiac, he looked for people who at least generally fit the concept of the sign they would represent. Taurus was a hard one to fit, until Aries had a stroke of luck. Aries was contacted by his family when one of the cargo containers they were moving was found to contain modular components for a battle robot. Unwilling to leave a potentially dangerous machine with other cargo, and with only bogus leads regarding the identity of the robot's true owner, they offered to sell the robot to Aries. He immediately accepted and paid the outstanding fees

on the robot.

When Scorpio began to review the programming for Taurus, she found the robot was supposed to obey the senior staff at Catalyst Inc. This private organization is quite mysterious, but clearly had dealings with superhumans. Scorpio hacked the programming, and replaced any mention of Catalyst Inc. with the leaders of the Zodiac Elemental Teams. They've since reactivated and upgraded the robot to fit their needs, and given him a link to the computer network. Neither Scorpio, nor anyone else at the Zodiac is aware that she missed a memory chip that is hardwired for the leader of Catalyst Incorporated, and can't simply be re-written with programming.

**Combat Tactics/M.O.:** Taurus will close and attack with its horns and mighty fists. Taurus was designed to fight and obey, and he's quite good at both of these functions. Designed for extremely harsh conditions, Taurus has also been programmed to do search and retrieve missions.

**Personality/Character Traits:** From extended time with Capricorn and Virgo, Taurus is starting gain some small semblance of personality outside of combat skills. He is starting to learn the proper use of slang, humour, and sarcasm, and he's beginning to blend them into conversation seamlessly. He's also beginning to learn to care about the others.

**Appearance:** Taurus is 7'4" tall and quite broad. He has great massive hands, hooves, and gleaming horns with bronze caps on the tips. The broad muscles that make up this modern minotaur look like cords of steel, and a golden zodiac symbol of Taurus rests on his chest. His eyes are black with glowing red centers, but despite his fearsome appearance, the robot has enough control of his snout and mouth to smile and laugh.

## VIRGO

Identity: Vanessa Kirkwood

Sex: Female

Age: 23 (looks 16)

Side: Zodiac (Evil)

Level: 4

Training: +1 damage in HTH (already added in)

### Powers:

1. Heightened Endurance B: + 24.

2. Regeneration: Heals 3.3 Hit Points per turn, except disintegration damage. NOTE: This power actively resists being copied, suppressed or absorbed.

3. Poison/Venom: Toxic Sweat. A colorless and odorless contact poison that does 1d12 power damage unless a save vs. Endurance on d100 is made. Note that this poison takes one round of exposure before the toxins take effect, and will remain toxic for one minute after release into the environment. Virgo can generate 36 doses of this poison per day.

4. Body Power: "Life Link". Virgo can cause another person to regenerate by touching them. PR=2 per turn, and this gives the recipient the power of regeneration for that turn (based on their healing rate, not Virgo's). The power only works while Virgo touches them (No range).

5. Natural Weaponry: Combat Training: +1 to hit, +2 Damage in HTH combat.

Weight: 110 lbs.

Agility Mod: +2

Endurance: 36

Intelligence: 12

Reaction to Good: -2

Hit Mod.: 9.7152

Damage Mod: +1

Accuracy: +2

Carrying Cap: 293 lbs.

Movement Rates: 65" ground

Detect Hidden: 8%

Inventing Points: 4.8

Basic Hits: 3

Strength: 12

Agility: 17

Charisma: 15

Evil: +2

Hit Points: 29

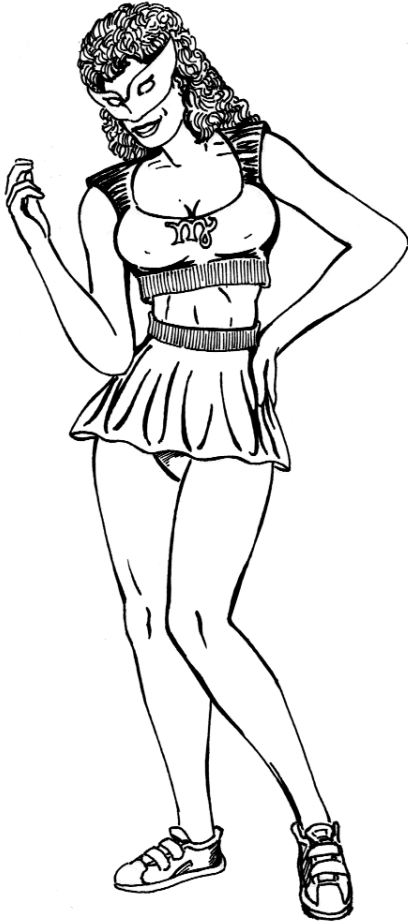
Healing Rate: 3.3

Power: 77

Basic HTH: 1d6

Detect Danger: 12%

Inventing: 36%



**Origin & Background:** Vanessa Kirkwood was just an average teenager interested in football, cricket, and gymnastics. Her happy and well adjusted life in London ended when a local superhero called Windshear lost control of his temperamental sky cycle and smashed into the Kirkwood family car. The explosion killed her parents, two younger brothers, and severed her left arm. Rushed to emergency, Vanessa was in shock as her body reacted vividly to the catastrophic damage Windshear had inflicted upon her. It was then that her powers kicked in, and immediately began growing new bone, tissue and skin. Within an hour, she had grown a new arm and was hailed as a medical marvel.

Vanessa avoided the media and went to live with her Uncle Vern in the country, trying to recover the fragments of her life. But her uncle had different ideas. He forced her to explore her powers, in order to determine if she could heal the sick and cure disease. In the course of these brutal tests, faced with dozens of homeless people Uncle Vern

had kidnapped and injured, she discovered not only how to heal others, but also how to poison them by releasing a fragment of her immune system into them. Uncle Vern was soon selling her healing powers to many very rich and very old men, making her uncle rich.

Unwilling to accept this abuse any longer, she escaped the country and became a runaway, avoiding the authorities who would take her back to her uncle. The underworld soon discovered her talents, and paid her to heal any thugs that needed immediate medical attention. She was quickly corrupted by the criminals who supported her, but one thing that never changed was her appearance. Even years later, Vanessa still looked like sweet sixteen.

When a notorious woman called Scorpio heard about Vanessa, she sought her out and the two became immediate friends. Within weeks, Vanessa had accepted a place within the Zodiac, and has left the world of conventional criminality far behind.

**Combat Tactics/M.O.:** Virgo uses her youthful appearance and toxic touch to quietly weaken her targets. Whether appearing as a damsel in distress, a tentative foreign student shaking hands, or a fan who just wants to give a quick kiss to the local hero, she makes a point of acting simple and exactly what they expect. When using a darker disguise (such as a drunk party girl, or a wounded victim), she will place poison on herself and allow the hero to poison themselves repeatedly.

Virgo will also quietly cover objects with poison, contaminate drinks with a stir of her finger, and get herself into trouble in order to be saved by one hero or another. She'll avoid robots and armored heroes, since she knows her poison probably won't be effective, and she can easily pretend to be scared by their inhuman appearance. Virgo uses her healing to help allies, or occasionally as a test to see if someone is alive or not.

**Personality/Character Traits:** Virgo is a woman trapped in a girl's body. She has tried many times to alter her appearance, but nothing lasts. A piercing lasts for less than a day (even if she leaves the ring in her skin, her flesh keeps working to get it out). A tattoo will last only a day or two, depending on the size, before her body breaks down all the ink. A haircut only lasts a week to keep it from growing too long to maintain. She's tried repeatedly to start a family of her own, but she's discovered that her body simply won't permit the foreign matter necessary to have a child. She still has the flush of teen hormones running amok in her body, and it appears she's not aging either.

While Capricorn may marvel that such a sweet young woman with such a positive and valuable set of powers could be a criminal, Vanessa understands that she is a criminal just to prove that she isn't a prisoner to her body, and that she can decide how she's going to live her life. A life of crime is the only way she can be truly free and create the kind of protection she needs so that other people won't abuse her powers.

**Appearance:** Virgo appears as a pretty teenager with curly, blonde hair, and blue eyes. She's 5'5" tall, and when she wears her Virgo costume, it's a pink two piece uniform with a golden Zodiac symbol over the chest of her short sleeved top, a puffy pink and white mini-skirt, and matching pink half mask and sneakers. Most of the time, she wears pretty common clothes to match whatever disguise or identity she's impersonating.

# 3. FIRESTORM

## 3.1 GM'S OVERVIEW

This adventure is designed to give the heroes a taste of two Zodiac Teams - Fire (Aries, Leo and Sagittarius) and Air (Aquarius, Gemini and Libra). This adventure is assumed to occur in the early evening. It has a built-in time limit, and should pull the heroes into action almost immediately. The adventure works best with 3 to 5 heroes of low levels.

In this adventure, the villains are planning to steal some prototype technology from the Army, which is moving the two items from one testing facility in the City to the army base, which is two hours outside the city limits. The attack on the army humvee convoy is only partially successful, in part due to bickering and a lack of team work among the Zodiac. When the dust settles, a heavily damaged humvee carrying one of the prototypes escapes the ambush site, and in an effort to hide long enough to get reinforcements, barrels into the nearby village of Fairview. The villains meanwhile mop up the majority of the soldiers and secure the first prototype.

In order to put an end to the internal conflict, Libra proposes to Aries and Leo that they both search out the second prototype in town, and the first to get it, gets the other's share of the profits for selling it. And, more importantly, bragging rights. The other villains will secure the first prototype and will ensure that the second prototype doesn't leave Fairview. Can the heroes defeat the villains, or at least give the soldiers a window of opportunity to escape? Or will Fairview be smashed by the games of these dangerous villains?

## 3.2 AN URGENT CALL

The players are contacted by an existing Government contact (CHESS, FISH, Police Chief, etc.), who informs them that the army wants to meet with them immediately, either at the landing pad of their headquarters or at the nearest helipad, park, or large stable rooftop. Assuming they agree to meet, a lightly armed military helicopter lands at the agreed upon location, and the heroes meet an army representative, Major Shane Ellis. Shane is 6 feet tall, 170 pounds, has a dark crew cut, good teeth, and is wearing a black hoodie with a paramedic symbol on the chest and black track pants.

"Thanks for meeting with us on such short notice, but unfortunately, every minute matters. Ten minutes ago, we received a distress call from a military convoy moving prototype hardware from this City to our Army Base. The convoy was attacked by half a dozen super-beings. Can we count on you to help us to recover the prototypes?" Assuming the answer is yes, the major tells them to climb aboard his chopper and they will be briefed en route to the battle zone. The chopper will leave with the players as soon as possible.

(If the players want to take their own vehicle, Major Ellis will remind them that his chopper will be going at top speed (225 MPH), but isn't going to argue with them. He asks to either go in their vehicle with them or that they take a communicator with them (if necessary) so he can talk to them and send them information.)

## 3.3 INFORMATION EN ROUTE

Major Ellis will explain some or all of the following:

**The Mission** – "A convoy of four Humvees with a detail of sixteen armed soldiers was taking two items from a test site in the City back to the army base. The transit time is approximately two hours, and they've done it three times before as part of a series of deliveries required for the testing of these prototypes. We never had any issues

in the past, and it was starting to feel like a milk run. That ended about twelve minutes ago."

**The Prototypes** – "This is classified information, and we expect you to treat it that way. Prototype X312 is a miniature battery and energy projector, and prototype X269 is a serum that appears to give test subjects superhuman abilities. Both prototypes were recovered from a raid on a super-villain's lair by the military. My men are also delivering the results of this last battery of tests with the prototypes, and these also need to be recovered. Each prototype and the test results are being delivered in a black briefcase that is handcuffed to one of the soldiers. Based on today's test results, neither prototype is ready to be used." Major Ellis circulates a photo of prototype X312 (this is a silver tube that looks like a silver-metallic forearm cast), and prototype X269 (this looks like a foot long cylinder with buttons on one end and a pointy, ridge on the other end, with a blue fluid visible along the length of this metal container). He takes the photos back when the heroes are finished looking at them. He cannot say which villain the technology was recovered from – it's Top Secret, and his superiors haven't told him. (The GM can decide who they belong to, based on which being has the power to make these devices in their campaign.)

**The Black Briefcases** – "The combinations to open these briefcases are held by the Base Commander and Head of Research at the test site. Each briefcase has been reinforced and the contents are insulated against electricity, temperature extremes and impacts. Along with the prototype is a shielded flash drive. It's green and about the size of a cigarette lighter. That carries all the test data gathered to date on the prototypes. The brief case also carries a global positioning system (GPS) tracking profile built into the case. With luck, they don't know about that." Major Ellis circulates pictures of the briefcases, flash drives and will lend two tracking units to the party if they need them (each tracking unit has a different prototype keyed into it).

**The Ambush Point** – "According to satellite imagery, the ambush occurred just after a series of trees, seventeen miles outside of the village of Fairview. Three of the humvees have not left the ambush site, and one is burning, and the smoke is obscuring our satellite feed. Although we aren't in radio contact with the three teams, information from Humvee 3 indicates that the enemy paranormals have overwhelmed our soldiers and have probably captured Prototype X269 in the process. The last humvee and the team of four soldiers with the X312 prototype have fled the ambush site for Fairview."

**Fairview** – "Village of eight hundred people, with another four hundred in the immediate outlying area. It's a farming community that's in decline as the youth move to the big cities. From a tactical standpoint, it's insignificant, and the only embedded support we have is a small police station with a sheriff and four deputies. There are only three highways, and two dirt roads out of the community. About five minutes ago, our weather center reported that a massive storm cloud appeared out of nowhere and parked itself on top of Fairview."

**Communication** – "About four minutes ago, the Sheriff reported that the town was being hit by lightning bolts from the black cloud overhead... and then cellular and telephone communications went dead."

**The Hoodie** – "I'm wearing a hoodie because when I got the call, I dropped almost everything and I haven't had an opportunity to change into my uniform. I got the hoodie from my wife Rachelle, who is a paramedic in town. Of all the members in my team, I live nearest to your group, and was ready to act."

**The Super- Villains** – “There were seven individuals spotted by the caravan at the ambush: five male and two female. One male wears a white costume and can move at superhuman speeds. Two males wear similar blue body suits without any visible powers. One male wears a blue and white costume and can fly. One male has a red and black suit and bare hands. One female is wearing a gold and black costume. The other female is wearing a green suit and has some kind of weapon. We’re looking for matches in our data base, but we haven’t found them yet.”

**The Rescue Mission** – What does the Army want the heroes to do? “Secure the prototypes and the test information flash drives. Locate and protect the last team of soldiers, and the town of Fairview. Defeat these seven villains, and bring them to justice.”

## 3.4 THE AMBUSH SITE

By the time the heroes and military arrive at the ambush site, the fight there is over and the villains are gone.

When Major Ellis and the heroes arrive, Ellis and his small group of combat medics rush to the aid of the fallen soldiers. The wrecked humvees show some very different types of damage. One looks like it was sideswiped by a car and has a massive rend across the right side of the vehicle. Another is burning, the entire frame shooting fat flames and black smoke from the burning tires and paint. The third has had the crew compartment opened up like a can opener was taken to it, and all four tires have been pulled off, with parts of the axles attached.

There are twelve soldiers at the ambush site with a variety of injuries: blunt trauma (“looks like this guy was in a brawl with four other guys”), slashing wounds (“it’s like a tiger jumped on him...or a bear”), burns (“never saw anything like this before... look at his digital watch, it’s flashing...”), and arrow wounds (“wow... let’s stabilize him and then we can remove the head...”). Unless the heroes can effect instant healing, Major Ellis will strongly suggest that they let the medics do their job and get the scum that did all of this. “After all, my guys at least were armed... Fairview isn’t.” Both GPS tracking units will point the heroes in the direction of Fairview.

## 3.5 MORE EVIDENCE AND LT. ALBER

About ten miles down the road (11,000 game inches), the heroes may notice the signs of a recent car accident: broken glass, a skid mark, and a hubcap on the road. Anyone who makes a Detect Hidden roll at this location will notice a bent and torn humvee door is laying in the tall grass of the ditch about fifteen feet from the road. Beside the door is an unconscious and wounded soldier. Beside him in the grass is a bent assault rifle (the weapon will explode if anyone is foolish enough to try to use it), and on his person is a holstered handgun (no ammo left), a combat knife, and a medical kit.

The soldier has numerous lacerations (possibly from some kind of wild animal) and various broken bones. According to his dog tags, this soldier is Lieutenant S. Alber. If not given medical attention in the next ten minutes, he’ll die from his wounds. The medical kit can stop his wounds, or the heroes can call for assistance from the combat medics at the ambush site (they will confirm the location and a pair will arrive with a helicopter in six minutes, saving Alber’s life).

The medical kit also contains a few doses of stimulants and painkillers, which could be used to rouse Alber and question him. If the stimulants or some other kind of power are used, Alber will be able to say “the tiger had torn... the door open... he had a hold of me... when the running man hit the hummer... it was like a freight train hit us... me and the tiger fell out... when the door flew off... the squad got away in that... busted up hummer... but the tiger and the running guy had a fight... said they would see who could get the prototype first... a contest... and the others would make... make sure the squad never left the town... hunting them down...” Alber will then faint, utterly exhausted.

## 3.6 SO WHAT HAPPENED?

When the last humvee peeled away from the ambush site, the Zodiac was still mopping up the other twelve soldiers and the three other vehicles. Leo managed to leap onto the humvee and hold on as it pulled away. Libra found and claimed the briefcase containing the X312 (serum) prototype, but a quick search revealed that the X269 (projector) prototype was slipping away with the last humvee. Since Libra had already claimed the X236 for the Air Team, Aries scooped up Sagittarius and ran after the last humvee..

The soldiers in the last humvee were quite aware of Leo clinging to the back of their vehicle, and the driver was swerving wildly, hoping Leo would lose his grip and fall off the vehicle, even as his passengers took shots at the feral super-villain. Leo was managing to hold on, thanks largely to his superhuman strength and invulnerability, and had even managed to peel open one of the rear doors. Leo had just grabbed Lieutenant Alber when Aries rammed the humvee from the rear. Aries had already dropped off Sagittarius and was determined not to let Leo claim that he had gotten the prototype all on his own.

When Aries rammed the humvee, Leo was only holding onto the damaged rear door and Alber, so when the door tore off the humvee during the impact, both Leo and Alber went with it, skidding and bouncing into the ditch as the rest of the humvee sailed forward with the impact. Sagittarius followed up on Aries’ attack by shooting two arrows through the sundered rear of the humvee’s crew compartment. The fire arrow hit the squad leader (Captain Gibbons), injuring him and setting part of the crew compartment ablaze, while the stone arrow heavily damaged the reinforced shell of the black briefcase held by the squad leader. The second in command (Lieutenant Max Pincombe) managed to keep the battered vehicle on the road, as the other two (Captain Gibbons and Lieutenant Strauss) tried to put out the compartment fire.

However, before the Fire Team could utterly defeat the last three soldiers, Leo dusted himself off and verbally attacked Aries for his mistimed attack on the humvee. As the argument escalated, the humvee pulled out of Sagittarius’s range, and she was forced to move from where Aries had dropped her off and physically pull her team mates apart. A full thirty seconds had passed at that point, and the escaping humvee was but a smoking smear in the distance. This only added more fuel to the fire until the Air Team arrived with the (serum) prototype, and bore witness to the bitter anger in the Fire Team.

Unable to end the bitter squabble between Leo and Aries, Libra proposed that they compete against each other, and the first one to claim the prototype gets both his and the other’s share of the money they plan to sell the prototype for. Since the Air team already has the first prototype, they would contain the soldiers and the humvee in the town of Fairview. Sagittarius would also help with containment, since her actions could easily interfere with the competition. Leo and Aries agreed to the competition and set off to find the last prototype.

## SO WHERE ARE THE VILLAINS NOW?

### Aquarius

Aquarius has created and parked a dark storm cloud over the town of Fairview. Annoyed at this stupid competition, he’s decided to use the weather to voice his displeasure. The rain is coming down in sheets, and he’s already hit the three cell phone towers in the city with lightning bolts, essentially knocking out cell phones in the town. Content that he’s doing his part to make Leo and Aries miserable, Aquarius is hovering on the edge of the storm cloud, hiding among the clouds as he watches Highway 53. He’s placed a 1,500 lb. block of solid water across this road as a barrier to vehicle traffic, and he’s using the storm cloud to keep the block cold to maintain its substance. While it’s not impossible to get around the block, the heavy rain, and angles of the ditch on either side of the road make the task challenging for anything bigger than a motorcycle, and impossible for a humvee.

## Gemini

The twins have switched to trench coats and have just run over to the local movie theater (The Grande) and have separately paid for tickets to a romantic comedy playing there. Sitting forty feet apart, one is using astral projection while the other keeps watch on his vulnerable twin. Using astral projection, Gemini is looking for the humvee, the last soldiers and the missing prototype, to ensure that they don't escape Fairview. The still conscious twin in the theater is quietly sending emails to the other Zodiac members, confirming that the humvee is still in town, as the astral twin quickly searches the town, unhindered by weather, walls, and innocent bystanders. Gemini isn't saying where anyone is, since that would interfere with the competition. Also annoyed with this competition, he privately hopes Aries and Leo come to blows. He won't hesitate to let both teams know that super-heroes or more army forces have arrived, and will return immediately to his body if the other twin notices anything suspicious.

## Libra

Libra is watching Highway 17, where she's magnetically dragged 1000 pounds of metal scrap from a nearby derelict vehicle across the road, to slow down anyone trying to escape Fairview. She also has the first prototype, and uses her ability to density scan objects to examine the prototype. If she is told about or detects any heroes coming her way, she'll probably teleport herself back to their VTOL, and store the prototype for safe keeping (this vehicle is twenty miles away from Fairview), and then teleport back to support her team. She's pleased with the Aries-Leo competition because she thinks it will clear the air, and, perhaps, put the conflict to rest.

## Sagittarius

Sagittarius is stationed between the two dirt roads leading out of Fairview, in the shadow of a large oak tree. She's already shot a pick-up truck, burying the arrow deep into the engine. She's rather annoyed at the turn of events, because she knows that either way, her group will not gain from the outcome of this competition. She personally hopes that Aries wins, because that is essentially a confirmation of the status quo, and support for his leadership of the Zodiac Syndicate. If Leo wins, then the waters are muddied, since it points to Aries's weakness, but Leo is probably too unpleasant to lead the Zodiac anyway. And she's also annoyed that two hits from her bow didn't stop the humvee or its driver during the ambush.

## Leo

Leo is very angry at Aries for preventing him from getting his kill, angry at himself for agreeing to this stupid game, and angry at Aquarius for soaking him to the skin. While he assumed that his superhuman senses would give him an edge in finding the last soldiers, now he's not so sure, as the rain pours down around him and obscures his senses. All of this anger is likely to be dumped on the next poor unsuspecting soul who crosses Leo's path.

## Aries

Aries is focusing hard on creating a search pattern using his super speed to cover entire blocks in seconds. When he finds the last humvee, disabled and inoperable, he'll search it for survivors. Finding none, he then searches the entire area for tracks. Finding none in the streaming rain, he'll shut the doors on the humvee and continue on his search pattern, determined to beat Leo and hope that such a defeat will eventually lead to Leo's replacement.

## THE TOWN OF FAIRVIEW

The Town of Fairview has been struggling over the last couple of decades, trying to retain all the local families and offer services in the shadow of larger cities. Nevertheless, the people here are generally decent and law-abiding, and have a decent tolerance for outsiders with dollars to spend on the local community.

## MAP KEY: TOWN OF FAIRVIEW

**Fairview Police** – This small squat building has a front restricted-access entranceway, an open concept office, two interview rooms, change room, weapons locker and jail. The police are led by Sheriff Cochrane, and employ four deputies and four other support staff to maintain the peace in this sleepy little town. A double garage acts as an auto pool/maintenance area for the police. There are a total of three police cars here, and three police motorcycles. There is also a spare grey sedan that the police can use as a ghost car if the need ever arose.

**Church** – “Holy Trinity Church” - A small, six room building that is primarily built around the sanctuary. It can hold up to one hundred fifty worshippers, but most Sundays it sees only a third of that. Father Jerome is currently in the church and will offer his support and prayers to anyone who walks through the front doors.

**Movie Theater** – “The Grande” - Classic movie theater with space up front for a small band to play before the big screen, and a small stage is available for non-movie events (political meetings, simple plays). The lobby offers a dizzying array of popcorn, candy, hot dogs and treats. It's currently featuring a romantic-comedy from Hollywood, which is just starting it's week long run at The Grande before it gets replaced by a sci-fi adventure. The GM is encouraged to select current films playing in real life. The manager is Dennis Wood, and a group of four staff run the concession, the box office and post-movie clean-up.

**Restaurant** (fine dining) - “Al Dente” - This Italian restaurant is probably the best place to eat in town. The Giovanni family runs the restaurant, with Ricco at the helm, and they've cultivated a romantic atmosphere with mood lighting, ample bread sticks and soft classical music in the background. At anytime during lunch time or the evening, you can expect 4d6 patrons to be here.

**Restaurant** (greasy spoon) – “The Early Bird” - This diner serves breakfast all day, in addition to a smattering of lunch and dinner dishes. The food is filling, fairly cheap and quite edible. The parking lot always has at least two or three big trucks and tractor trailers parked there, and it's fair to say that the patrons tend to be a little rough. The head chef/owner is Jerry Bird, who lords over a staff of four young waitresses and two other cooks. Players may expect 4d6 patrons to be here.

**Restaurant** (burger joint) – “Benny's” - This family owned restaurant is another local favorite for young families, teens and bachelors who like burgers, fries, onion rings, shakes, and sundaes. But don't let the smiling faces and comfort food fool you - the Thompson family has wiped out all other burger chains that have dared to try to get a foothold in Fairview. Their secret weapon: the walls are covered with the town's history, and every one of the seven hundred people in Fairview have a few pictures that include them hanging on the walls of Benny's. Anyone who threatens Benny's or the Thompson family will face the wrath of an angry town. Gord Thompson is the manager. Players may expect 4d6 patrons to be here.

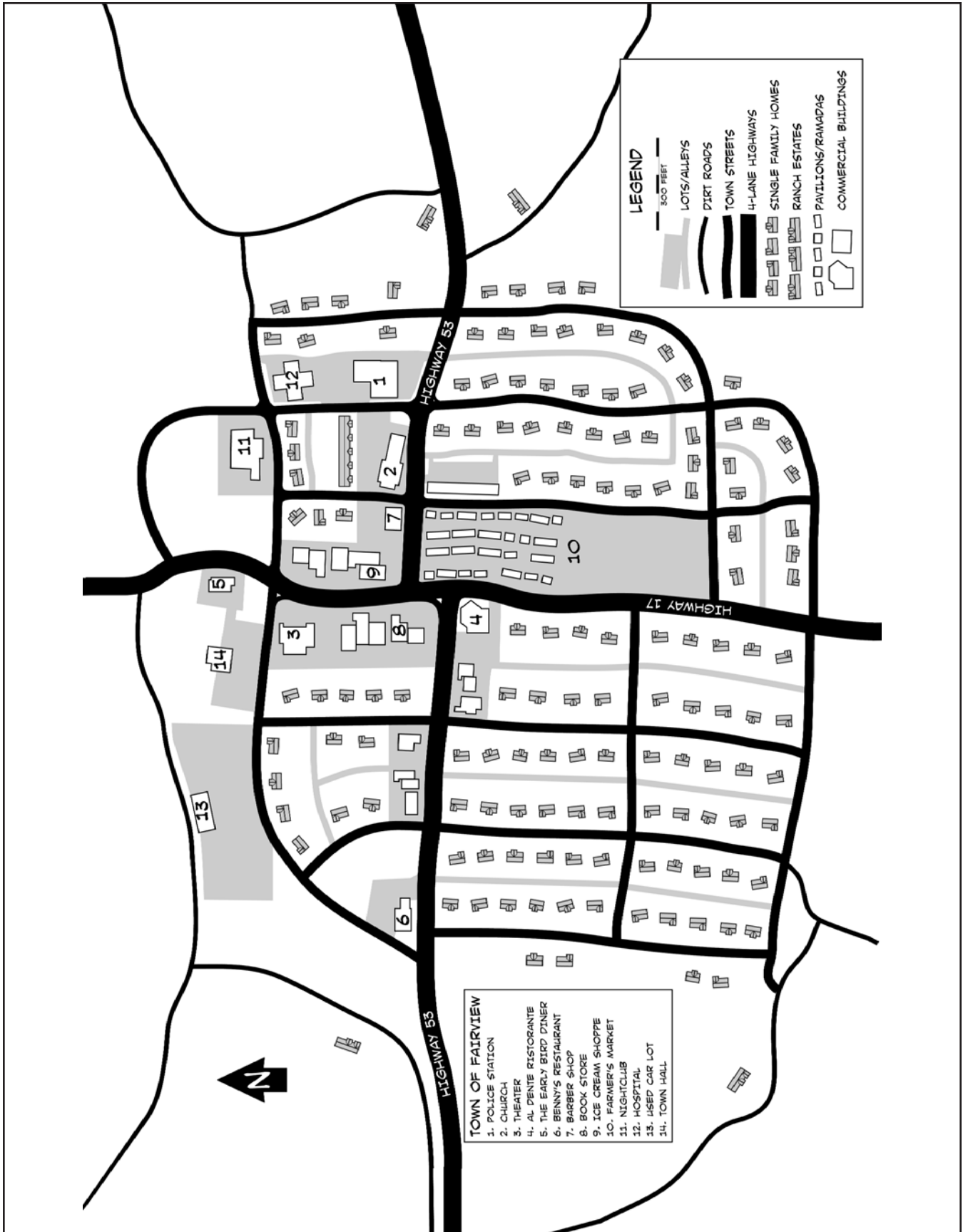
**Barber shop** – “Peter's” - Old style barber shop with pole, two chairs and lots of girlie magazines. Old Pete Henrikson will talk about pretty much anything - the trick is getting him to shut up. He's got a small apartment over the shop.

**Used Book Store** – “The Book Worm” - This store is filled with books, comics, records, tapes and old computer games. People are invited to sit and read at the Book Worm, so long as they buy a latte, tea or baked goods from the clerk, Sandy Lee. The owner is Phil Hocking, a rotund man in his 40s with a weakness for role-playing games. The shop is open late, and hosting a cowboy poetry reading for 2d6 locals. Phil is friendly, and when not at this shop, can be found at The Early Bird (Jerry Bird and Phil have an arrangement of free books for free food that keeps both quite happy).

**Ice Cream/Candy Store** – “Dreamland” – This store is surprisingly busy and popular with the local teenagers, who like the cheap menu, ample seating, and the sixty-five flavors of ice cream available. The owner, Candace Carlson likes just being called Candy, and hasn't met an undersized t-shirt she didn't like.

**Fairview Farmer's Market** – Open six days a week, this large building gives a place for local producers to sell their produce, cheese,





crafts and art. There is space for up to fifty producers at any time, and the place is always teeming with people. It's not open now, and the producers have packed up and gone home for the evening. Although this is a good place for a fight that avoids innocent bystanders getting hurt, any major damage to the building will be a physical blow to the town and the families in the area.

**Bar/Dance Club** – Miss Kitty's – This country bar has an extensive dance floor, modern sound system and features the styling of the young DJ, Mark Soprano. The place will have 10d6 patrons within who are mostly completely oblivious to the recent problems the town has been having, due to the distracting combination of loud music, alcohol and the opposite sex. The potential for innocent bystanders to get hurt or for a barroom brawl to start here are reasonably high if a hero isn't careful. There are four bouncers who are more than ready to defend the honor of their waitresses or eject the unruly.

**Fairview Hospital** – This large flat building contains a front desk and waiting room, two examination rooms, two surgical bays, four recovery rooms, a morgue, and a coffee room for the staff. The hospital staff includes Doctor Anne Drebs, six nurses, a janitor, two security guards, and a senior administrator, Kevin Scott. The hospital is run 24/7, and also has two ambulances stationed near the garage of the building. A helicopter landing pad is located at the back of the building. Fairview Hospital serves Fairview, several nearby towns and villages, and the rural farming area in between as a "regional hospital."

**Randomly Selected Shops** (x 20) – There's an array of other shops scattered around the town. They include a ladies boutique, antique shops, snack bar, professionals (lawyers, optometrists, etc.), hardware store, etc. All of these buildings are two stories tall, with ample parking and one a small apartment located above the shop itself. About 70% of these shops have already closed for the evening.

**Houses** (x 125) – There are about 125 houses within the town limits. Each house has 2d4-1 occupants living there. Each house has a 60% chance of also having a garage on the property, and 1d3 vehicles will be parked out front or inside the garage.

#### And where are the last soldiers?

When the last three soldiers managed to escape the clutches of the Fire Team, they had a number of pressing issues facing them. For one thing, the crew compartment was on fire from Sagittarius's fire arrow, as was the squad leader, Captain L. Gibbons. As Lieutenant M. Pincombe tried to steer the severely damaged humvee onward, Lieutenant B. Strauss managed to smother the flames on Gibbons and put out his burning uniform. Gibbons was conscious, but badly wounded.



Taking a moment, they inspected the reinforced briefcase that had been hit by Sagittarius' stone arrow, and saw with dismay that the case was heavily damaged. As Strauss covered the road behind them with his assault rifle, Gibbons held the wheel as Pincombe managed to pop the case open with his combat knife. Seeing that the prototype and flash drive were undamaged, the three soldiers cooked up a hasty plan

as they rumbled into outskirts of Fairview. Pincombe would take the prototype and flee on foot, while Strauss would take the flash drive and flee on foot. Gibbons would keep the briefcase (it was still handcuffed to him after all), and drive the humvee as far as he could before discarding it. Considering the trail of fluids it was leaving behind, and the dark smoke coming from the shattered rear of the vehicle, they knew they couldn't expect much more from it.

#### Captain Luke Gibbons

After dropping off Strauss and then Pincombe, Gibbons only managed to coax out another two hundred feet from the broken vehicle, where it came to rest in the parking lot of the Fairview Farmer's Market. Shutting the black briefcase with some duct tape, Gibbons ran down the street, trying the door to the barber shop (leaving an ash and blood smeared hand print on the door), and then shouldered into the Holy Trinity Church, just as rain began to pour from the newly formed rain clouds overhead. As Gibbons was clearly injured, Father Jerome gave the soldier sanctuary, found the soldier's first aid kit, and has begun to carefully treat the arrow wound and the burns. Gibbons will remain in the church, and will not put up any resistance if the Zodiac find him, happy in the knowledge that he's buying them time.

#### Lieutenant Billy Strauss

Strauss has pocketed the flash drive and has loaded his assault rifle in anticipation of further hostilities. Running up the street past Benny's, he avoided the busy restaurant in favor of Farmer Jones Used Cars lot. Creeping and staying low, Strauss felt the rain hit him as he smashed in the passenger window of the cheapest car on the lot and let himself into the old car and out of the rain. Taking stock of his situation, Strauss has an assault rifle with a forty-round magazine, a handgun with eight rounds, two hand grenades, two smoke grenades and a combat knife. Strauss has no intention of going down easy.

#### Lieutenant Max Pincombe

Pincombe was very conscious of just how obvious the silver metallic prototype was. He tried all his pockets but none could hold the forearm bracer with it jutting into obvious view. So, as he walked down the street he took the forearm bracer and slipped it onto his left arm and pulled his sleeve over it. Hands free, he ran on, as the rain began to fall.

Almost immediately, he felt a small wave of nausea roll over him, and a dull ache from the bracer. He tried to take it off, but the bracer wouldn't move off his arm. Realizing how exposed he was in the middle of the street, he ducked into the back yard of a house and exchanged his wet jacket with a sweater. As the nausea subsided, it was replaced with a deep, almost irrational hunger. So, as the rain poured down, Pincombe slipped into The Early Bird and grabbed a booth in the corner. Shooting a look at the grumpy customers, Pincombe ordered a plate of breakfast as he tried to center himself. He has a hand gun with eight rounds, two smoke grenades, and his combat knife. His other weapons were lost in the initial ambush.

What Max Pincombe isn't aware of, is the fact that the forearm bracer has begun to change him. Flooding his system with microscopic robots (nanoids) that have begun to alter his system with superhuman improvements. Already the neurosurgeons are in place (giving Max quick recovery and fast healing abilities), and, if given another ten minutes, the neural booster and ability to trigger the electrical bolt of the forearm bracer. The nanoids creating the subdermal lace will take another thirty minutes to complete their task. But Max isn't aware of any of this, and just knows right now that he's really quite hungry (a side effect of the nanoids using his body's heat, electricity and tissues to set up these new processes in his body).

Pincombe will leave The Early Bird twenty minutes later (he'll get his meal after twelve minutes, wolf it down in another six, and pay the bill two minutes later). If he still hasn't been discovered by the heroes or the Zodiac, he'll then move on down the street to Miss Kitty's, working under the assumption that wildly dressed super-villains won't easily find him in a honky-tonk bar.

### The Prototypes

The X312 prototype (forearm bracer) is described under the character of Max Pincombe (see Cast of Characters below). In essence it is a sentient energy weapon that has the ability to unleash a series of micro robots into the body of a host subject, giving them greater than normal capabilities. The X312 cannot easily create a new army of nanoids for another host, since it has essentially deployed all of them into Pincombe.

The X269 prototype is a blue serum with a hypno-spray-like injector for relatively painless and very precise injections. Past tests of the fluid have been inconclusive, in large part due to the fact they've been tested on mice and in very small quantities. This prototype has enough serum for two full doses for a typical human (or a primate). Someone who gets a dose of this fluid is will receive 1d6 new Powers (don't use the Item or Device tables, obviously) and 1d3 Weaknesses. If the person who uses the serum already has powers, then the serum may take away powers in the process of adding new ones (this is entirely left up to the GM's discretion). The Zodiac have no intention of using the X269 prototype on themselves – they're quite willing to simply sell it on the black market.

## 3.8 CAST OF CHARACTERS

### SOLDIERS

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Shane Ellis	M	200	13	12	11	12	13	08	48	-	-	340	1d6	36	2
Luke Gibbons	M	180	13	13	09	09	12	07	44	-	-	315	1d6	35	1
Billy Strauss	M	190	11	13	09	13	10	07	46	-	-	250	1d6	33	1
Typical Soldier	M	170	12	10	13	11	10	07	46	+1	+1	232	1d4	35	1

### FAIRVIEW POLICE

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Sheriff Cochrane	M	250	12	09	10	12	13	07	43	-	-	329	1d6	31	1
Deputy 1	M	150	10	12	11	13	10	06	46	-	-	165	1d4	33	1
Deputy 2	M	180	12	12	12	10	09	09	46	+1	+1	264	1d6	36	1
Deputy 3	M	160	12	11	10	11	12	05	44	-	-	226	1d4	33	1
Deputy 4	M	190	11	10	15	13	13	07	49	+2	+2	222	1d4	36	1

### CITIZENS OF FAIRVIEW

Name	Sex	Weight	ST	EN	AG	IN	CR	HP	Power	Dmg	Acc	Carry	HTH	Move	Level
Father Jerome	M	220	12	12	11	14	14	11	49	+1	-	322	1d6	35	2
Dennis Wood	M	140	11	12	11	11	12	04	45	-	-	177	1d4	34	1
Ricco Giovanni	M	140	10	10	12	13	12	04	45	+1	+1	40	1d4	32	1
Gord Thompson	M	180	14	12	12	10	10	09	48	+1	+1	355	1d6	38	1
Jerry Bird	M	130	09	12	13	12	12	06	46	+1	+1	125	1d4	34	1
Pete Henrikson	M	200	13	12	11	15	15	08	51	+1	-	340	1d6	36	2
Sandy Lee	F	140	10	10	12	13	13	04	45	+1	+1	140	1d4	32	1
Candy Carlson	F	170	12	09	11	15	15	06	47	+1	-	223	1d4	32	1
Mark Soprano	M	180	14	12	12	10	10	09	48	+1	+1	355	1d6	38	1
Phil Hocking	F	120	10	14	15	10	13	07	49	+1	+1	230	1d4	39	1
Trucker 1	M	170	14	13	13	15	12	10	55	+2	+1	344	1d6	40	1
Trucker 2	M	240	12	09	10	16	11	07	47	+1	-	315	1d4	31	2
Dr. Anne Drebs	F	140	10	10	12	13	13	04	45	+1	+1	140	1d4	32	1
Bartender	M	170	12	09	11	15	12	06	47	+1	-	223	1d4	32	1
Bar Patron 1	M	150	12	14	12	10	14	07	48	+1	+1	235	1d4	38	1
Bar Patron 2	F	140	10	12	10	11	14	04	43	-	-	147	1d4	32	1
Bouncer 1	M	190	11	10	15	13	07	07	49	+2	+2	222	1d4	36	1
Bouncer 2	M	180	13	13	09	09	11	07	44	-	-	315	1d6	35	1
Bouncer 3	M	180	14	12	12	10	10	09	48	+1	+1	355	1d6	38	1
Bouncer 4	M	170	14	13	13	15	12	10	55	+2	+1	344	1d6	40	1
Kevin Scott	M	130	11	12	15	12	12	07	50	+1	+2	165	1d4	38	1

## 3.7 END NOTES

Thirty minutes after the heroes have left Major Ellis at the ambush site, a set of eight army jeeps will roll up to Highway 53 to Fairview. These vehicles will contain a total of thirty-two troops, all fully armed. The Zodiac have no interest in a prolonged battle with the army, and will simply flee the area (Libra will teleport with a few passengers back to the VTOL, Aquarius will create a bank of fog and carry off another member, and Aries can also escape with an unconscious or slow moving team mate as required).

If they've managed to capture Lieutenant Max Pincombe, then they'll take him along with them, but otherwise they'll simply leave Fairview behind. If any members of the Zodiac are defeated, the Zodiac will attempt to rescue them if an opportunity presents itself, but otherwise will simply leave the field of combat, and plan for a breakout or legal intervention later.

Defeated heroes will be left for the army or townsfolk to discover, since most of the members of the Zodiac don't want any more baggage from this mission. The Town of Fairview is in need of some assistance. Even assuming real property is avoided in conflicts between the Zodiac members and the heroes, the rains may have flooded portions of the town, and the cellular network is knocked out.

## MAX PINCOMBE

Identity: Lieutenant Max Pincombe  
Sex: Male  
Age: 33

Side: Good  
Level: 1  
Training: Endurance

### Powers:

1. Bionics: The forearm bracer has released a series of nanoids (microscopic robots) into Max's body. In addition to giving him the ability to control (and eventually communicate with) the forearm bracer, they also work inside Max to give him the following abilities:



a) Quick Recovery: When rolling to regain consciousness, consider his Endurance to be triple his normal score. PR=0.

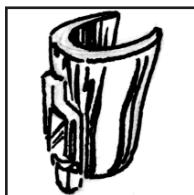
b) Nano-surgeons: Max's normal healing rate is applied every two hours of rest, instead of every night's sleep. PR=0. His body no longer scars, although a few old scars from the past remain. Alpha nanoids immediately beginning the healing process using micro-sutures created by burning excess fat and protein in the body.

c) Neural Booster: Beta nanoids are reinforcing and insulating his nervous system for a faster response time. When the booster is triggered, add 13 (his Agility Score) to initiative rolls. PR=2/turn that this ability is used. Max will need to learn how to consciously activate this ability.

d) Sub-dermal Lace: Delta nanoids have attached organic polymers to muscle and tissues, reinforcing his body and increasing the amount of abuse Max can tolerate. This allows Max to roll with three times as much damage.

2. Lightning Control Device (Forearm Bracer): 2d8 damage. PR=1 charge/attack. Range: 20'. The device has no ability to take control or short out other devices. However when it generates it's lightning defence, treat the Max and the Forearm Bracer as having an invulnerability 30 defence against other lightning and magnetic attacks. The Bracer has 16 charges and it recharges back at a rate of one charge per hour.

3. Animated Servant (Forearm Bracer): The forearm bracer has its own internal computer brain and can act independently of Max (turning on its Lightning Control defence at will, projecting an electrical bolt, or not functioning for anyone else, for example). The device has an INT of 12, and limited sensors (allowing it to see in infrared only, has hearing equal to a human, and can monitor the biological state of its host (Max) through the nano-surgeons). It can communicate like a cellular phone, and eventually, the bracer will establish a link between Max's auditory canal and itself, but that nanoid is slow to deploy (it will take probably about 2 weeks for this ability to manifest).



4. Unconscious Luck: Max is naturally lucky, but can't control his good fortune. There is a 7% chance of Max's luck coming into play. This roll is made whenever the GM determines that something beyond his control could happen in Max's favor. No PR. (This power was first introduced in the Vigilantes International Sourcebook.)

Weight: 210 lbs  
Agility Mod: -  
Endurance: 12  
Intelligence: 14  
Reaction to Good: +1  
Hit Mod.: 2.4024  
Damage Mod: +1  
Accuracy: +1  
Carrying Capacity: 357 lbs.  
Movement Rates: 38" ground  
Det. Hidden: 10%  
Inventing Points: 1.4

Basic Hits: 5  
Strength: 13  
Agility: 13  
Charisma: 14  
Evil: -1  
Hit Points: 12  
Healing Rate: 4.5  
Power: 52  
Basic HTH: 1d6  
Det. Danger: 14%  
Inventing: 42%

**Origin & Background:** Max Pincombe never intended to be a superhero. Oh sure, he read comic books as a kid, he ran around with a cape on, and played make believe with his friends. Then Max grew up and he was a bit too pragmatic and down to earth, and then gave up on that dream. He joined the army, and used it to help him get through college, and eventually he walked away with a degree in Criminal Justice. He was eventually selected to work on a special operation called Project Chrysalis. Chrysalis was focused on the army's response to super-humans and paranormal incidents. He's just one of many working on the project, and he's just happy to be involved in a stable project that pays the bills. Max's focus has shifted away from work to his family, and he's happily married to a lady named Liza, and they have begun their own family (Alden, 5, Emily, 4, and baby Megan).

The Forearm Bracer has no clear sense of who created it or where it came from. Discovered in a strong box within the base of a super-villain by the military, it's been the subject of endless tests by army technicians for the better part of a year. While it doesn't hate scientists, it didn't establish any kind of relationship or communication with them either, and it didn't like how they kept trying to peel away secrets from the device.

When Sagittarius managed to damage its carrying case, the bracer felt something akin to fear for the first time, and was relieved when it saw Max's face pull the case open and free it from the damaged confines. When Max told the other soldiers that he wouldn't let it fall into enemy hands, the bracer decided that Max could be a possible partner. When Max slid the bracer on, he didn't realize the scraping sensation was a tissue test, or that within seconds the bracer had confirmed his body fit the nanoids' requirements, and then began to gently inject Max with hundreds of nanoids to live and work inside him. It never considered that perhaps Max would not want to be its partner.

**Combat Tactics/M.O.:** Max will initially have few combat tactics other than to lay low and not get killed. Max will not use his electrical bolts on normal people for fear of killing them, but he has no issue with hitting them with the bracer itself (+1 to hit, HTH +1d4 damage) that will quickly go out the window if he's threatened with deadly force. The bracer will protect them both if Max loses consciousness, and will try to make conservative and logical choices (it has little in the way of true emotions or experience to fall back on).

**Personality/ Character Traits:** Max is happy with his family, and will take a bit of time trying to relate to this new partner and the powers he's picked up. When it becomes obvious that the Army doesn't think he's the best man for this job, he'll be resentful and will begin taking stock of the man he's become. This will lead him to taking on the mantle of super-hero.

The bracer has no name, no experience, and will initially be puzzled by Max and all things that occupy his life. In time, Max will realize this machine is not so different than his other children, and like them, it needs his guidance. With time, the bracer will be named, understand what family is, and even develop emotions. That, however, will take months and years, and first, they must survive the Zodiac in Fairview.

**Appearance:** Max Pincombe is a Caucasian, 5'11", and shaves his head bald. He has thick black eyebrows, an easy smile, and broad shoulders. The forearm bracer looks like a silver-metallic forearm cast from another world or the far future.

## AQUARIUS

Identity: Gregorin Brassfeather  
Sex: Male  
Age: 27 (appears to be 40)

Side: Zodiac (Evil)  
Level: 4  
Training: Strength

### Powers:

1. Ice Power (Solid Water variant): Aquarius can project masses of solid water. 2d8 damage, PR=5, Range: 8 inches. This solid water but does no damage between rounds, but otherwise acts exactly like ice powers. Solid water looks somewhat grey, tastes brackish and water breathing will work inefficiently within it (PR = 2/Round). Solid Water armor and

objects are possible.

2. Willpower: Gregorin has been possessed by Grey Matter (An alien spirit with ties to the Well of Tears). This enslavement gives him these powers.

- a. Heightened Endurance A: +13
- b. Immunity to Mind Control.
- c. Add 30 to Power Point Total.

3. Weather Control: Water-based weather only (no tornado or hurricane). See rules, page 19.

4. Adaptation Item (Brass Mask): PR=1 per hour or per use as a defense. 24 charges.

5. Flight Item (Blue Cloak): PR=1 charge/hour. Maximum Speed: 300 Mph. 16 charges.

Invention: Inter-dimensional Pool - Aquarius has crafted a special magic bowl. If he fills it with solid water and focuses his power (PR=1/round), the bowl will create a limited telepathic conduit across dimensions to the Well of Tears, the source of all Grey Matter. Aquarius uses this to communicate to The Well about Earth, and receive orders. The conduit has no ability to pass any other kind of energy, matter or spell across dimensions.

Weakness: Low Self Control: Being possessed, Aquarius is subject to certain weaknesses due to the necromantic grey matter that gives him his powers:

- a. Prejudice (limited to anyone who tries to use mind control or telepathy on him - they can sense he's already a puppet),
- b. Special Requirement: Must pray to the Well of Tears for an hour to get his powers for that day.
- c. Vulnerability: A successful exorcism ceremony or similar form of magical purification will destroy the grey matter from Gregorin, setting him free (his true alignment is Neutral), but erasing his non-item powers permanently.

Weight: 160 lbs

Agility Mod: -

Endurance: 27

Intelligence: 16

Reaction to Good: -1

Hit Mod.: 7.8336

Damage Mod: +2

Accuracy: +2

Carrying Cap.: 354 lbs.

Movement Rates: 54" ground, 1320" in flight.

Det. Hidden: 12%

Inventing Points: 2.4

Basic Hits: 4

Strength: 12

Agility: 15

Charisma: 12

Evil: +1

Hit Points: 31

Healing Rate: 3.2

Power: 100

Basic HTH: 1d6

Det. Danger: 16%

Inventing: 48%

**Origin & Background:** Gregorin Brassfeather lived on Razer, a magical planet like Earth in another dimension. In his home town of Adamant Falls, he was nobility and the second oldest among five children, and the heir apparent to the Brassfeather merchant house. But a local group of former constables convinced him to drink a strange grey liquid during a party, and he awoke the next morning to find he was dominated by a spirit bound to the liquid he had consumed. The "Grey Matter" forced him to leave Adamant Falls as a soldier for the Well of Tears (an unseen entity that controls the Grey Matter and is amassing a vast army to spread its influence).

Brassfeather was given a few magic items to assist in the battle with a particularly difficult group of opponents – The Company of Shattered Stone (or "The Company" as they were known), who were also formed in Adamant Falls, and who Gregorin had known in his old life as a nobleman. As The Company discovered and began the long trek to the stronghold of The Well of Tears, Brassfeather was assigned to a group called The Hunters. The Well of Tears ordered them to crush The Company and end their threat, once and for all. Gregorin was given the side duty to infect some of The Company with Grey Matter.

The Company fought a protracted battle with The Hunters over a dismal underground lake when something very bad happened. A new member of The Company, an Earthling called Necron, lost control of



his unpredictable dimensional powers, causing undead to join the battle, randomly attacking everyone. Unwilling to let The Company be overrun, Necron managed to sink the dimensional portal into the lake. Necron, Brassfeather and Balona Tuskripper (see Sagittarius) were all sucked into the portal, along with 5% of the lake itself and many of its dark fish, serpents and fell creatures. The other end of the portal took them to the mountains of the Alberta/Montana border on Earth. In the confusion, Necron fled the scene, and Gregorin and Balona have been stranded on Earth ever since.

For six months, the unlikely pair managed to live by a host of petty crimes, learning that they were no longer on Razer, that super-beings existed, and that Necron was one of the few ways for them to get back to Razer. They heard about the exploits of the Zodiac Syndicate (from a nearby battle with a group of super-heroes called The Canadian Legion), and saw in Capricorn a kindred spirit (or at least another obvious user of magic). They quickly managed to join the Zodiac as Aquarius and Sagittarius, and began to adapt better to all that Earth had to offer. Nevertheless, Aquarius still keeps a watchful eye out for the man called Necron, in the hopes of one day returning home. Until then, he has committed to eventually using the small supply of Grey Matter in his possession to build new human allies for the Well of Tears.

**Combat Tactics / M.O.:** Aquarius will usually take to the skies, using his weather control to control or alter the weather to the benefit of the Zodiac. His first target will always be other fliers, since few other members of the Zodiac can fly and he likes to dominate the sky. He will create water armor if he's harmed, but doesn't usually start with his defenses up like this – it simply hasn't been necessary in the past. He saves his solid water powers for short range combat or within buildings and structures, or to drive fliers from the sky with so much water weight that they can't maintain an altitude.

**Personality/Character Traits:** Gregorin is a man on a mission, and like any crusader, certain sacrifices have to be made for the sake of the mission – namely love, and human companionship. The evil spirit within Gregorin has repressed his true personality (a fun-loving, womanizing, spoiled rich kid) completely, but emotions of anger and depression still bubble up from the possessed man who has become a sad spectator within his own life.

The Grey Matter within him has only distant memories of family and friends from a past life on Razer, long before the Well of Tears changed it into a militant spirit. It should be noted that Aquarius wants to expand the influence of the Well of Tears on Earth by infecting others with Grey Matter. Since he is unwilling to infect other super-beings (their existing powers could get in the way), he needs to find normal people who will become good little soldiers (slaves) to his cause. However, since he only has three doses of Grey Matter to infect people with, to say he's a bit choosy would be a huge understatement.

**Appearance:** Aquarius wears a solid mask of enchanted brass, a blue and white body suit with a golden metal symbol of Aquarius on his chest, and dark blue gloves and boots. A full blue cloak rests on his shoulders that will on occasional flap in an unseen breeze even inside buildings, and never seems at risk to get caught in doorways. Aquarius is 5'8" tall, with shoulder-length brown hair that has a few streaks of grey at the temples and his eyes are brown.



## ARIES

Identity: Hunter Jones                      Side: Zodiac (Evil)  
Sex: Male                                      Level: 9  
Age: 28                                         Training: Agility

### Powers:

1. Heightened Endurance B: +22.
2. Heightened Charisma B: +19.
3. Heightened Speed: + 870" ground speed; +29 to Initiative.
4. Weakness Detection: +5 combat bonus upon determined weakness. Range: 1"
5. Mutant Power: 'Impact Field' - Aries can create an energy field around himself and any cargo he's carrying. The field blocks attacks as a Force Field defense, with an invulnerability of 33 (or whatever his current Endurance is) against each attack. Aries typically uses the field to protect himself when he rams into people, vehicles and buildings. The field also allows him to survive falls and impacts associated with moving at great speeds. PR=1 per attack defended against. The impact field can't be used as an attack form and it has no range.
6. Natural Weaponry: Combat Training: +1 to hit, +2 damage.

Special Requirement: Aries's impact field doesn't activate unless he is moving faster than 65"

Invention – Slip Suit: Most of Aries's suit has an outer layer that naturally resists adhesives and other sticky material (including mud, tar, and glue). Give Aries a +4 / +20% (depending on the type of roll) against these kinds of obstructions. It also usually keeps his white suit looking white, as dirt and debris simply slide off him. Note that his boots and gloves don't have this layer, so he has no penalty to grab, hold or run.

Weight: 240 lbs	Basic Hits: 5
Agility Mod: -	Strength: 18
Endurance: 33	Agility: 15
Intelligence: 15	Charisma: 30
Reaction to Good: -5	Evil: +5
Hit Mod.: 13.9776	Hit Points: 70
Damage Mod: +2	Healing Rate: 5.0
Accuracy: +2	Power: 81
Carrying Cap: 1096 lbs.	Basic HTH: 1d10
Movement Rates: 936" ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 13.5	Inventing: 45%

**Origin and Background:** Hunter was born the youngest son of three in line to the Jones International Moving company. For years life was very good, and Hunter grew up well adjusted and happy among his family. The family opted for home schooling and frequent trips around the world, so the boys had few friends their own age.

Hunter's mutant powers emerged with a vivid dream that he was running up a mountain, utterly free. The next day he would glow with light whenever he ran, jumped from a great height, or was even traveling in a vehicle at even a modest speed. At first, his family tried to shelter him and even built a suit to hide his identity, but they couldn't stop a boy who could outrun a car and was losing his sense of fear. As time passed, Hunter rebelled and began testing the limits of his powers by jumping off bridges, playing chicken on the freeway, and once, on a ski trip to the Rocky Mountains, triggered an avalanche on purpose. When the avalanche killed three other skiers on the mountain, his family knew they had to put a stop to their son's "research."

At the tender age of eighteen, Hunter's family gave him all of his inheritance (\$15,538,200) and told him to find his way in the world. Resentful at first, Hunter soon revelled in the money and power at his command. But, in under a decade, his wealth was largely spent on fleeting experiences, empty things and one-sided friendships. He realized that if he wanted to retain the luxury he was accustomed to, he either had to make an honest man of himself or realize a dangerous new destiny.

Within twelve months, White Ram (his super-villain persona) was born. For a few years he was quite successful at evading arrest and foiling super-heroes by a combination of speed, wit and cunning. But even as he ran from state to country, the net was closing in on him. After evading arrest at the hands of the AEGIS and the Canadian Legion, he realized that what he needed was allies, and not the two bit thugs he'd pay to

make distractions while he pulled off his heists. Some real allies who had real powers. And so, the Zodiac Syndicate was reborn.

**Combat Tactics/M.O.:** Aries tries to choose his battles carefully, and if he can, he'll get close to a hero or heroes and try to read their weaknesses. When he does enter combat, he usually starts with a resounding explosion as he smashes into something important or delicate (trusting his impact field to get him out of all the trouble his speed gets him into). Giving his comrades the softer opponents, Aries targets buildings, vehicles, robots, armored troops and other ground forces. Not only does this tend to disorient and shock his opponents, it's also great for intimidating opponents and breaking morale.

Aries isn't a brute and knows that he is far more vulnerable without his impact field, so he tends to look for protected areas when he's forced to be stationary. Aries will also occasionally stop to speak to opponents and honestly ask for their surrender (detecting their weaknesses at the same time). As a decent leader, he leaves killing for the more bloodthirsty members of the Zodiac (better to release their aggression on the enemy than each other), although he has no qualms about beating an enemy senseless.

**Personality/ Character Traits:** As Aries matures into the leadership of the Zodiac Syndicate, he's learning to be less of a hedonist, and more of a businessman - and his business is power. He knows that he may never find a perfect set of Zodiac Syndicate members, so he's willing to put up with questionable behavior from some of his members in the hopes that one day he can cut them free and he find better members.

**Appearance:** Aries wears a white one-piece jumpsuit, with a metal banded mask, gloves and boots, and a golden metal symbol of Aries on his chest. He is 6'4" tall, with a blonde buzz cut under his mask and soft blue eyes. The impact field glows with a soft light whenever it activates.

## GEMINI

Identity: Joseph and James Monroe

Sex: Male

Age: 30

Side: Zodiac (Evil)

Level: 5

Training: Intelligence

### Powers:

1. Body Power: "Dual Body" One mind controls both of the twin's bodies. In combat this means Initiative is determined normally and then both twins act independently of each other and get a set of actions. Each twin has an identical but distinct body, meaning they track Hit Points and Power point loss independently of each other. This power is constant and has no PR cost.

2. Heightened Agility A: +17.

3. Telepathy (Variant): Only communication between the Twins occurs. Range 180'. Mental Communication between the twins is automatic and at no cost. No mental switchboard or mind probe, and thought tracking is possible, but only for one twin trying to find the other (the twins can detect one another even when incapacitated). The twins can also shield their thoughts and defend against mind probes like any other telepath. See Rules, page 17.

4. Willpower: Type A. PR=1/Turn as a defense.

5. Astral Projection: 30 miles or 31,680" per turn. PR=12. Gemini usually has one twin act normally (often protecting the other) while the other is in the trance of Astral Projection. See rules, page 10.

6. Combat Training: +2 to hit with knives. This training applies to attacks from either of the twins.

Special Requirement: The bodies of the twins must be within 180" inches of each other for Gemini's mental powers (Telepathy, Willpower and Astral Projection) to work. The astral projection is not limited by this proximity so long as the two twins are physically near each other.

Each twin carries four knives (+2 to hit, HTH+1d2 damage), and four throwing knives (+2 to hit, HTH+1d2 damage, range of 30 inches).

Weight: 180 lbs.

Agility Mod: -

Endurance: 15

Intelligence: 18

Reaction to Good: -1

Hit Mod.: 10.1556

Damage Mod: +5

Accuracy: +5

Carrying Cap: 439 lbs.

Movement Rates: 60" ground, or 31,680" astral

Det. Hidden: 14%

Inventing Points: 9.0

Basic Hits: 4

Strength: 15

Agility: 30

Charisma: 12

Evil: +1

Hit Points: 41

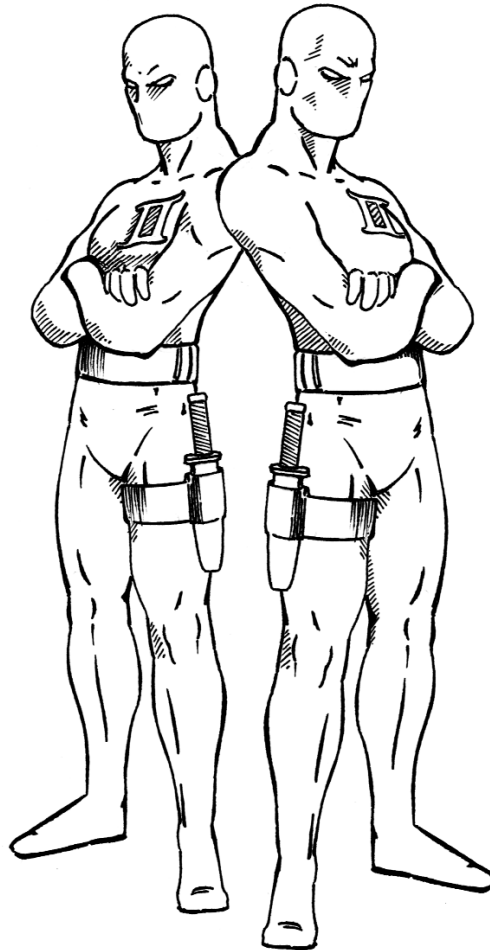
Healing Rate: 1.6

Power: 78

Basic HTH: 1d6

Det. Danger: 18%

Inventing: 54%



**Origin & Background:** James and Joseph Monroe found their superhuman powers very early in life – in the womb. Their mother, Ginger Monroe, was a latent telepath, who used her weak power to swindle people – first as a popular gypsy, and then later as a high stakes gambler. She had a sweet deal going – just enough power to cheat people, but not with any visible signs of her power. Ginger's wild life took a turn when one of her one-night stands led to pregnancy, and a fateful choice: settle down and become a mother, or find some way to continue with her wild life.

She decided that the wild life was better, but already able to sense the simple mental impulses from her child, she reasoned, that her power would allow her to understand them, and make motherhood easy. Over time, the constant mental contact with the baby improved – initially there was confusion from the baby, and Ginger would get a multiple feelings from the baby.

When the time of birth finally arrived, Ginger had to be sedated because the fear of the baby was too much for her. When she awoke,

she discovered not one, but two baby boys. In her attempt to contact her baby and ease its confusion, she had merged the two minds into one seamless whole, with one mind controlling two bodies. Realizing what she'd done, she hid her crime, and tried to raise James and Joseph as normally as possible.

However, James and Joseph were nothing like normal. They would finish each other's sentences and work as a perfect team. When they were separated in elementary school, each would learn his studies in his class, but with their pooled brain, they had little need for the other twin to attend the same class. Learning at twice the speed, the twins quickly began to view their peers as grossly inferior, mentally and physically. Ginger pulled the boys from school to home teach them, and did her swindles on the side.

As the boys matured, they sought some of the simple things that other kids wanted – to date, to fall in love. But their sense of superiority, strange behavior, and criminal upbringing would push women away. Ginger tried to get the boys involved in a legitimate career (they had become successful thieves and con artists by now). The incredibly steady hands that the twins possessed, led Ginger to encourage medicine for her boys. They agreed, but it was soon clear that they had something else in mind. Fascinated with the phenomena of conjoined twins occurring in the world, the twins began to seek them out. Eventually, they realized what they needed – female twins like themselves, bonded by the mind.

Over the next few years, a series of serial killer attacks occurred. They never found the serial killer, just a trail of female twins, victims of radical and lethal surgery. Ginger Monroe still supports and protects her boys, but there's more than a touch of madness in those eyes, as she attempts to comprehend this wild life her family has fallen victim to.

**Combat Tactics/M.O.:** Since Gemini's powers usually allow them at least six attacks in a turn between the two twins, they typically just try to simply overwhelm the opposition with a series of stabs, punches and body blows. Gemini also uses their innate telepathy and Astral Projection to spy on the targets in advance of any attack. This could include discovering powers, listening to tactics, and information on hidden resources and secret identities.

When they are doing "recon" (their term for Astral Projection), they tend to go to a movie theater, church, play, or right in the middle of an audience and just project from there while the other twin (disguised to look different than the other twin) watches over their sleeping twin from a nearby seat. This trick also works at sporting events, and even on public transit.

**Personality/ Character Traits:** Despite the two bodies, there's really only one Gemini mind or identity running the show, and it refers to itself as "J." Gemini sees the Zodiac as a way to realize its long term goal of a relationship with someone like them, and in order to achieve greater protection from other super humans (Gemini doesn't feel threatened by normal people anymore). Gemini may have two hearts, but he is really quite a cold fish. Gemini can pass himself off as normal if the other twin isn't there, but together, the two just share too much for them to appear normal for very long. Gemini is a reluctant member of the Air Team, and fundamentally, they are afraid of Libra and Aquarius because either one could beat them if they attacked the twins in the right way.

**Appearance:** Gemini wear two completely identical suits: blue full body suits with a golden Zodiac symbol of Gemini on the chest. They are both 5'11" tall and occasionally complete sentences for each other. On each hip, their belts hold a combat knife sheath. Outside of the costume, the twins have short brown hair, brown eyes and a confident look about them.

## LEO

Identity: Dion LeClaire  
Sex: Male  
Age: 32

Side: Zodiac (Evil)  
Level: 5  
Training: Strength

### Powers:

1. Transformation - Power Activation.

a. Cat Powers

i. Reduced Charisma: -5 (maximum: -5).

ii. Speed Bonus: +80" Running.

iii. Natural Weaponry: +3 to hit, +6 damage with fangs and retractable claws.

iv. Heightened Endurance A: +13.

v. Heightened Senses: Night vision and acute hearing (2x Detect Hidden).

b. Heightened Strength B: +14.

c. Cat Control - Control 53 Hit Points worth of Felines.

2. Invulnerability Item (Spirit Suit): Ignore 18 points of damage per turn, except cold.

Weight: 240 lbs.

Agility Mod: -

Endurance: 27 (13)

Intelligence: 12

Reaction to Good: +4

Hit Mod.: 10.6964 (4.4044)

Damage Mod: +1

Accuracy: +1

Carrying Cap: 3251 lbs.. (561 lbs..)

Movement Rates: 150" ground (42" ground)

Det. Hidden: 20%

Inventing Points: 1.0

Basic Hits: 5

Strength: 29 (15)

Agility: 14

Charisma: 4 (9)

Evil: -4

Hit Points: 53 (22)

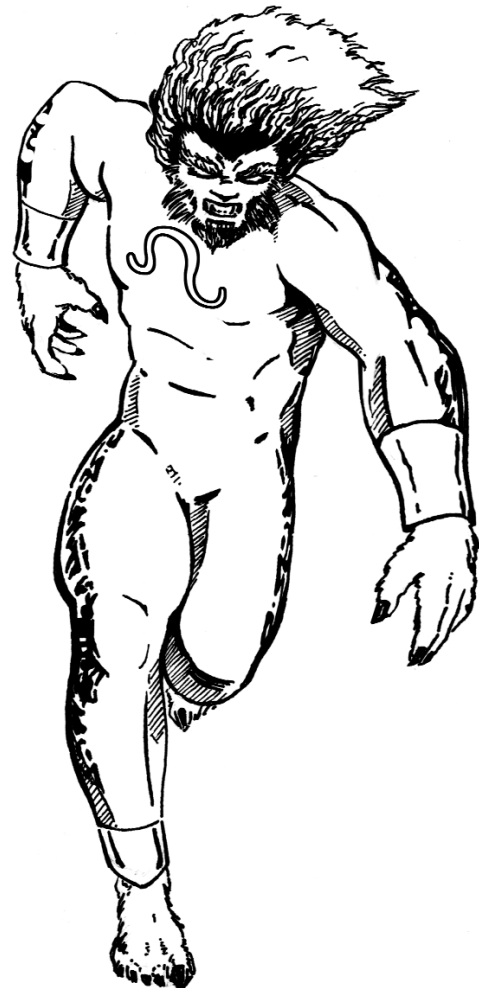
Healing Rate: 4 (1.5)

Power: 82 (54)

Basic HTH: 1d12 (1d8)

Det. Danger: 14%

Inventing: 36%





**Origin & Background:** Dion LeClaire was a French student of Conservation studying the endangered animals of Central Africa. Physically fit but lacking the determination and courage to make a difference, he spent three long years studying the plight of the people and animals of this land, with no reasonable solution in sight. Then one day, he encountered one Ken Washington, an American revisiting Central Africa on vacation. Washington became friends with the pathetic LeClaire, and told him that if he really wanted to change things, he'd need to be open to radical change. Dion said he was. Washington told LeClaire that he was an activist himself, and had made himself powerful by tapping into the ancient spirits of this land. Then Washington told LeClaire how to make a spirit suit – a bodysuit designed to protect him from what the world might throw at him. LeClaire balked at the suggestion of a magic suit – until Washington revealed he was also known as Dr. Wraithman.

Dion didn't know Dr. Wraithman was a member of VILE, or that he was a super-criminal back in the USA. So working with Dr. Wraithman in a strange cave, they crafted a super-suit designed to protect the wearer from magical, spiritual and mental attacks. But all the spiritual power in the area had already been released (by Wraithman himself a few years before when he gained his powers), so the suit didn't work. Wraithman had no more time to devote to Dion, so he left him some notes on the process, and suggested he search about for other caves in the area. He might get lucky.

Dion was no fool, so he took a seasoned hunter with him as he searched the nearby caves. Eventually, he discovered a cave that was different than the others – it was inhabited. A great old lion lived in the cave, and angrily charged the intruders. The hunter got one quick shot off, before the lion managed to maul him. Dion looked down at the mortally wounded lion, and with a heavy stone, put the beast out of its misery. Then Dion gasped as the spirit of the lion entered the spirit suit. But, the suit malfunctioned, not prepared for the spirit of a raging animal and the spirit suit's and it's magic entered Dion instead, changing him forever.

Days later Dion awakened, the taste of blood in his mouth, the spirit suit intact and fifty miles from that cave. He journeyed back, collected Wraithman's notes and fled for France, and the horrifying nightmare that plagued him. In time he managed to siphon off enough of the Lion's spirit to recall his actions as Leo. But the rampaging lion man had been filmed on the news, and soon Zodiac offered him a place in their organization.

**Combat Tactics/M.O.:** Leo is usually quite straight forward regarding combat: he closes into hand to hand, and tries to tear his opponent apart. He likes to intimidate and terrify his foes, but with his poor charisma it usually leads to opponents realizing this is simply an attempt to manipulate, and things seem to go down hill from there.

Leo usually uses his ability to control cats, as a form of reconnaissance, since he likes house cats too much to put them in danger. He might draw a larger cat into a fight for the sake of crowd control, but his ego is simply too large for him to ever consider using them to lead an assault. He sees no issue with getting other cats (and people) to serve him. He is the "King," after all.

Dion's combat tactics usually revolve around transforming into Leo as fast as possible.

**Personality/ Character Traits:** Leo sees himself as "the King of the beasts." For that reason, he expects other humans, cats, and members of the Zodiac to do his bidding and serve him. Not too surprisingly, this doesn't go over well with most people and members of the Zodiac. He would probably like Aries if he wasn't the leader of the Fire Team and the leader of the Zodiac. Since he is, Leo believes that Aries must be defeated and embarrassed by Leo in order for the social hierarchy to return to "normal" (with Leo in charge). After all, which is greater – a lion or a ram? Capricorn has made Aries aware of Leo's intentions, and Aries, in turn, has taken steps to ensure that Leo doesn't catch him unawares.

Leo's alter ego, Dion, is a fairly meek and devoted pacifist, despite his powerful build (for an average human). Under Dion, relationships can be formed, friendships started and work accomplished. Since Leo isn't

very good at any of those things, Dion works extra hard to form these bonds, while he can. At the first sign of a serious threat, Dion will change into Leo, but may not change back for weeks or months at a time.

**Appearance:** Leo stands 6'4" tall, and is a large, powerful humanoid with a thick mane, sharp teeth, and whiskers. Leo's suit is a streamlined, red suit with black tribal symbols on it. His paw-like hands and feet are bare, and a Gold Zodiac sign of Leo rests on his chest. Dion is 6'1", well built, despite a small potbelly, and wears reading glasses.

## LIBRA

Identity: Fin Asiona

Sex: Female

Age: 4 (Appears 27)

Side: Zodiac (Evil)

Level: 5

Training: Strength

### Powers:

1. Android Body: 99% Human Appearance. 95% internal repair, +15 Endurance.

a. Body Power - Superior Design: This android is designed from the outset to be superhuman. In addition to the Endurance bonus above, a bonus of +6 is applied to all other stats (Strength, Agility, Intelligence, and Charisma).

2. Teleportation: Cargo Limit = Carry Capacity (586 lbs.). PR=4 per use, Base Range: 1000 x current power score. Libra cannot create a portal.

3. Heightened Senses: Density Scan: Treat this as a weak X-ray vision (works up to SR 13), and allows instant knowledge of size/weight of objects. Vision is adapted to see in any light or darkness conditions. Libra can also hear communications from "Balance" through a built-in communicator within her body, which also acts as an automatic transponder.

4. Magnetic Powers: Capacity: 4750 lbs. Magnetic Defense: PR=1 + 1 per attack repulsed. Magnetic Blast is Range 19', PR=5 per shot, up to 2d8 damage. Metal manipulation: PR=5 for 29 turns of movement. Speed dependant upon remaining capacity. See rules, P. 14.

5. Animated Servant – Spaceship: Libra uses a small spacecraft called "Balance." Balance has an AI that acts as a 4<sup>th</sup> level character with an Agility and Intelligence of 15. Balance is currently damaged. Balance's transporter (treat as teleportation with a range 500,000"; 5 charges/day) platform is damaged (meaning the ship can do a teleportation between two transponder points, but can't transport anyone up to the ship). One of the two power blast turrets mounted on the ship also doesn't function. The ship has also suffered engine damage and can't enter a planet's atmosphere without crashing, although it can maneuver in space using positioning units. Despite this heavy damage, Balance's AI is unharmed and can still use its shipboard sensors to assist Libra (with a Detect Hidden of 24% and a Detect Danger of 16%), can use the transporter to move Libra around between any functioning transponders, and can monitor telecommunications elsewhere on Earth (including the internet) for information. "Balance's" stats are included in the Combat Tactics section below.

Invention: Body Armor: ADR of 60. This all-metal mesh body armor can be manipulated by Libra's magnetic powers for flight with a short range and limited speed.

Special Requirement: In order to teleport to a location Libra must have a transponder at that location. The same applies to Balance's Transporter. Balance's transporter and communications cannot reach Libra if she is more than 4" underground or within shielded areas. Libra carries eight transponders on her person (hidden in her forearm bracers), and has a number of permanent transponders set up around the world.

Weight: 120 lbs.

Agility Mod: +2

Endurance: 29

Intelligence: 23

Reaction to Good: -2

Hit Mod.: 16.7552

Basic Hits: 3

Strength: 19

Agility: 23

Charisma: 19

Evil: +2

Hit Points: 50

Damage Mod: +4  
 Accuracy: +4  
 Carrying Cap: 586 lbs.  
 Movement Rates: 71" ground  
 Detect Hidden: 16%  
 Inventing Points: 10.5

Healing Rate: 2.4  
 Power: 94  
 Basic HTH: 1d8  
 Detect Danger: 20%  
 Inventing: 69%



**Origin & Background:** Fin Asiona is an extraterrestrial android that works for Sovereign Technologies, an alien company that sells advanced hardware and technology to the rich and powerful on backwards planets like Earth. Unfortunately, when her ship Balance warped into this system, an automatic attack satellite from Achernar Electronics (a bitter rival to Sovereign Technologies) launched a volley of missiles at Balance, which crippled the ship's systems. Before the attack satellite could fire another volley, Balance beamed Fin to the surface for safety. Balance managed to destroy the attack drone, but not before a single missile slammed into the ship and damaged the transporter's array, making it impossible for Fin to return to her own ship and effect repairs.

Back on Earth, without easy access to her ship, and without an easy way to get products from Sovereign Technologies, Fin realized she was in no shape to start selling technology to the natives. Without any direct leads on the people who represent Achernar Electronics on Earth (since they are the enemy who have put her into this predicament in the first place), Fin has decided to be somewhat subtle. In order to build up her resources, she used her powers to become a super-villain

to get the resources to repair her ship and create a place to display her company's advanced technology. She originally called herself Balance, but she was happy to switch her title to "Libra" when approached by Aries after a few months of hard work and brutal battles with European heroes.

While Libra's long term goal is still to carve out a part of the marketplace for herself, she has yet to determine that her opponent from Achernar Electronics is a mild-mannered electrical genius named George Ronky (See the Opponents Unlimited sourcebook for more details).

**Combat Tactics/M.O.:** Libra will often use her magnetic powers to manipulate herself for brief flight, and will probably set up a magnetic defense to protect herself. When people close in, she will teleport to another spot and blast the target(s) that rushed her. If Libra is defeated in combat, then Balance will try to use it's transporter to remove Libra from the clutches of her enemies.

Libra has set up a transponder network of twenty units permanently set up around the world. These transponder spots include: New York, Paris, Berlin, Houston, Seattle, Washington, Vancouver, Calgary, Hawaii, Tokyo, Melbourne, Toronto, Los Angeles, Capetown, etc. Each of these has a permanent power source it's drawing off, and is located on higher ground for easy transport.

Balance has the following characteristics: Weight: 5000 lbs, Passengers: 1+10, Cargo Capacity: 4000 lbs., Maximum Speed: 600 MPH in atmosphere, Warp Factor 18 in space, HP to Disable: 30; HP to Demolish: 120. The hull can resist 12 points of damage (its structural strength). In its current damaged state, its maximum speed is only 60 MPH in space, has suffered 20 points of physical damage (10 more points of damage will disable it), and has suffered various system failures (see above).

**Personality/ Character Traits:** Libra is quite perky, good natured and positive. But that doesn't mean she won't blast her enemies with her magnetic powers, negotiate with despots, or slay her enemies. She was programmed with a positive attitude because the alien's brief research from a few decades ago said that's what humans respond to. It's not a bad personality profile to have, but it does seem a little out of place at times.

**Appearance:** Libra is a fairly tall female at 5'11" tall, with platinum blonde hair and blue eyes. Her golden suit has black boots, gloves and gauntlets, a simple domino mask and a black Zodiac symbol of Libra over the chest. Libra is a very sophisticated alien android and can very easily pass for human with almost no effort.

## SAGITTARIUS

Identity: Balona Tuskripper (Lola Kripper) Side: Zodiac (Evil)  
 Sex: Female Level: 5  
 Age: 28 Training: Endurance

### Powers:

- Heightened Agility A: +14.
- Heightened Defense: -4 to be hit.
- Heightened Expertise: +4 to hit with Medieval Weapons.
- Heightened Intelligence A: +10.
- Supernatural Body: 'Half-Orc' (A hybrid Orc-like race from the dimension called Razer.)
  - Strength Bonus: +6.
  - Sensory Bonus: Acute smell: 2x Detect Hidden. Track on 1d20 vs. Intelligence.
  - Speed Bonus: +20" Ground.
- Special Weapon: "Thorn" – This magic bow is +4 to hit, and does HTH+d8 damage per arrow. Range = 104' Thorn is very hard (SR 20) and can be used as a bludgeon in HTH combat (+2 to hit, HTH+1d4). Damage sustained to Thorn will be completely repaired by leaving it for a night under the light of the moon. Thorn can enchant normal arrows as it fires them by simply naming the type of enchantment by its name in the language of Orcish. It has 24 charges per day, and each of the

following types of enchantments cost one charge unless otherwise noted:

- a. Stone: Add 1d10 damage to invulnerable, armored, or solid structures.
- b. Fire: Add 1d8 fire carrier attack. Also causes a weak Blinding Light attack to anyone within 2 inches of the target (Save vs. Endurance on 1d20 or be blinded).
- c. Ice: Add 1d8 cold carrier attack. Target is coated in 100 lbs. of ice per point of damage.
- d. Grapple: This enchantment transforms the shaft of the arrow into 12" of hemp rope and the arrowhead into a barbed grapple upon contact with a target, so that it punches into it and holds on.

Sagittarius carries a quiver of 30 normal arrows on her back. A single combat knife (+1 to hit, HTH+1d2) is hidden in her left boot.

Weight: 160 lbs.

Agility Mod: -

Endurance: 15

Intelligence: 26

Reaction to Good: -1

Hit Mod.: 9.45

Damage Mod: +5

Accuracy: +4

Carrying Cap: 861 lbs.

Movement Rates: 82" ground

Det. Hidden: 36%

Inventing Points: 70

Basic Hits: 4

Strength: 21

Agility: 26

Charisma: 13

Evil: +1

Hit Points: 38

Healing Rate: 1.6

Power: 88

Basic HTH: 1d8

Det. Danger: 22%

Inventing: 78%



**Origin & Background:** Balona Tuskripper was born in Razer, amid the poverty and hard knocks of her tribe. When the Well of Tears began to spread its influence across the nations of Pyr, Piram and Ecredale, she saw her chance to work her way out of the filth and squalor. In time, she became a senior guard at the Pits of Piram, a major stronghold for political prisoners and other enemies of the crown (a puppet dictator controlled by the Well of Tears). That changed when The Company of Shattered Stone (otherwise known as "The Company") attacked the Pits of Piram in order to gain access to a secret portal hidden deep within the prison. The Company escaped through the portal, but not before they crippled part of the prison, slew two dozen senior guards and embarrassed the warden.

Balona was selected by the warden to join a crack team called "The Hunters" to destroy The Company of Shattered Stone. She was infected with Grey Matter to augment her abilities, and she revelled in the new power bestowed upon her. But when The Hunters managed to corner The Company of Shattered Stone on a dark and cursed underground lake, an unfortunate incident occurred.

In the middle of combat with The Company, an earthling named Necron accidentally opened a fell portal that unleashed undead into the area to attack everyone. Unwilling to let his powers tip the balance in favor of The Hunters, he grabbed the rim of the dark portal and pushed it into the lake, causing a whirlpool. Balona, Necron, and Gregorin Brassfeather were sucked into the whirlpool and dumped on Earth along the Montana/Alberta border. In the confusion that immediately followed, Necron escaped into the forest, leaving Balona and Gregorin stranded on this strange world in the wilderness.

They stumbled into the nearest town, found a spot to hide, and pooled their skills and resources. And for six months they managed to live off petty crimes as they learned to speak English. While Brassfeather was driven to return to Razer to continue serving the Well of Tears, Balona saw that Earth had a great deal to offer. They heard about Aries through a television program that examined a recent battle between Aries and Capricorn against a few members of The Canadian Legion. They noted that Capricorn was a spell caster, and so they committed themselves to contacting the founders of the Zodiac. It was surprisingly easy, given Brassfeather's ability to shape the clouds into words.

While Brassfeather was quickly granted membership as Aquarius, Balona wasn't an obvious match for the group until she realized that the Zodiac needed an Archer. Working with Aquarius and Capricorn, she literally poured her blood and sweat into a magic bow that was among the few treasures that Necron's portal had pulled in from Razer. Within a month, Sagittarius was born.

**Combat Tactics/M.O.:** Sagittarius knows her place within the Fire Team. She immediately works to find a strategic position where she can rain pain down on the enemy. While she is quite skilled at hand-to-hand combat, she leaves that task for Leo and Aries, who are both faster and stronger than she is, and who have no ranged weapon to rely upon. Balona is not a show-off by nature, and has no issue working with Aries and Leo. She always works to get to the high ground and then keeps an eye on her allies, easy targets, escape routes and potential distractions to her enemies.

**Personality/Character Traits:** Balona likes Earth. After years of following orders, she feels like a free agent with great potential in a world where she is among the most powerful. She's still getting used to solving issues with careful discussion and not with a fist fight. She likes having power, and enjoys the paradise that the Zodiac members seem to enjoy. She's willing to kill anyone who would take this from her.

Shortly after she joined the Zodiac, she asked Capricorn to alter her appearance so that she matched the human women of Earth. Capricorn agreed to alter her appearance (until then she never appeared among the other Zodiac members without a mask, and it was causing some ruffled feathers) as she saw fit, but warned her that the effect was reversible, and he would reverse it if she ever used treachery against him or Aries. To remind her of this fact, he changed her eyes to his favourite color – purple. She loves her new appearance, but this has put her in an awkward position regarding Aquarius, who has whispered that he'd love

to lead the Zodiac right back to Razer and glory for The Well of Tears. She doesn't know what would happen to her if she turned on Aquarius.

**Appearance:** Sagittarius is tall at 6'2" tall, with shoulder length red hair, and amazing light purple eyes. Her skin is flawless and she wears

a green body suit with matching archer gloves and a domino mask. Her costume has a golden Zodiac symbol of Sagittarius on her chest. Her bow is stained wood with flecks of red liquid (her blood) embedded into it.

## 4. ADVENTURE SEEDS

### 4.1 OVERVIEW

These adventure ideas can build on previous adventures (like Quicksand and Firestorm) to develop experiences, rivalries and relationships between the heroes and the Zodiac Syndicate. These adventures are designed with a full campaign in mind, and include references to characters from other FGU adventures and sourcebooks.

### 4.2 THE REPLACEMENTS

Fighting superheroes is hard work, and sometimes it takes a toll on a team of super-villains. In the course of these battles or in the aftermath of failures to completely achieve their goals, tensions can run high, and tempers can flare. This scenario works well if the heroes have had a mixed bag of success and failure, and only partial wins over the Zodiac. In this situation, it's possible the heroes will not feel overly confident facing them again or will need some kind of advantage that they can exploit. Reminding our heroes that the villains can also have rotten results can encourage them to not give up.

#### Act 1 - The Tip

The heroes, either through their liaison, an anonymous tip to their help line, or from a direct appeal to their headquarters, become aware that the Zodiac is looking for new members. The reason for this membership drive is up to the GM, but whether it's due to the capture and successful incarceration of certain members by the heroes themselves, treachery within the group (from Leo or Aquarius, for example), or the simple death/destruction of a member (Taurus?), these issues can quickly deplete the resources of the Zodiac. And the only good solution for this problem is a membership drive.

The Zodiac will set up a neutral spot for the try-outs, someplace away from the authorities and prying eyes. Good examples include a ranch, a fishing trawler, a ghost town, or an abandoned factory. The Zodiac will also offer each invited candidate \$5,000 for an evening of their time, and to entice the curious to attend.

#### Act 2 - The Try Outs

Whatever neutral spot the Zodiac crew select for their try outs, the perimeter and entry will be equipped with a few armed thugs who are intended to keep the riff raff out and escort the contestants in. So long as the heroes aren't too famous, they can probably get past the thugs just by saying that they heard about the try outs and want to join the Zodiac. The thugs won't stop them - they know that stopping real super-villains is too much for them.

In addition to any new characters the GM would like to introduce, there are a number of possible candidates from past V&V adventures and sourcebooks that the Zodiac could consider to fulfill certain roles in their membership. For example:

Aquarius - Wavemistress from Opponents Unlimited.  
 Taurus - Bull from Crisis at Crusader's Citadel.  
 Leo - Tomcat from Most Wanted, Volume 3.  
 Sagittarius - Apollo from Organized Crimes.  
 Libra - Teleporter from F.O.R.C.E.  
 Aries - Stallion from Supercrooks and Criminals.

#### Act 3 - The Trap

What challenges these candidates will face is left up to the GM. If the heroes overpowered them, then they'll be looking for impressive villains who can do more than the people they're replacing. On the other hand, if the Zodiac member being replaced betrayed the Zodiac, then the entire incident could be a quiet meeting where they really try to get to know them. This crucial detail is left up to the GM to decide.

It's possible that any of these villains are the ones who left the tip with the heroes, either to spoil the Zodiac's event or to get the heroes here to face a large number of villains who would like to pummel them senseless. It's also possible that rather than mundane examples of their powers, that the Zodiac themselves left a tip with heroes, and the heroes are, in fact, the challenge that these candidates will face.

Whoever the anonymous tipster is, it's unlikely that more than three Zodiac members will be here, since they won't have a full complement of members (hence the need for these try-outs), and in order to keep some members in reserve, just in case.

### 4.3 DARK WATERS

This adventure seed is focuses on Aquarius, and his hope to build a war campaign of super-humans to take back to his home dimension, Razer.

#### Act 1 - Betrayal

Aquarius has decided that he has spent enough time on Earth, either through his communication with his inter-dimensional pool, or a simple longing coming from the grey matter that resides within his soul. To this end, he will begin to actively search out people who are violent, simple and capable. In short, he'll be looking for competent criminals. Upon finding a few worthy individuals (none of whom know one another), he'll offer to give them super-powers and purpose in their common, pathetic lives. And his medium for this transformation are the three doses of grey matter that he brought back with him from Razer.

A dose of grey matter will mean that each criminal gains either:

- Gets 3 rolls on the Power and/or Magic/Psionics table plus the same Low Self-Control Weakness that Aquarius has, or
- Gets 3 rolls on the Skills table and doesn't gain the Low Self-Control Weakness (this is what Sagittarius received).

Aquarius will probably opt for the first option, because he wants zealots/slaves to the cause (like himself), and more independent thinkers (like Sagittarius) might be distracting. Of course he won't tell his new recruits this, because they just might feel a bit betrayed.

## Act 2 - Baptism

Aquarius and his three new recruits will then call on Sagittarius to join them. Sagittarius really doesn't want to go back to Razer and the war there, but she doesn't want to openly defy Aquarius either, for fear of what the grey matter within her body might do. So, she will offer the new recruits some weapons from her collection, and suggest that they really need to test the new recruits here on Earth before they are exposed to the war back home. Aquarius, will see the wisdom and agree. Sagittarius will suggest that the heroes or allies of the heroes are a logical choice for a decent challenge. Sagittarius will leave a note with Aries, so that her true leader will not suspect that she has truly turned on the Zodiac.

## Act 3 - Bedlam

The battle will take place wherever Aquarius and his troops can find our heroes, or any other likely challenges for the new troops to test their new powers on. The battle should introduce the villains to the heroes, and prove that in the face of the enemy, these new troops will fight.

Aquarius will be drawn to any dimensional practitioner that he can force into taking him and his troops back to Razer. In fact, if he's frustrated with his success in this regard, he might engineer a high

profile kidnapping, and force the heroes to find a dimensional traveller for him, in return for the safe return of the hostages.

Sagittarius will feel the noose tightening around her as Aquarius becomes more successful. She'll be willing to betray Aquarius and cut a temporary deal with the heroes to get back to the Zodiac and away from Aquarius before he crosses dimensions. That said, ideally, she still wants him to go back to Razer, if only to get him out of her hair. And if he manages to cross over and return to his homeland, will Aquarius and his crew be able to alter the tide of war on Razer? To find out, our heroes would need to make a trip of their own.

## 4.4 OTHER SEEDS

There are various other possible ideas for adventures around the Zodiac. How will Libra develop a trade route between her masters and Earth? How will Aries eject Leo from the Zodiac, and how will Leo take his revenge? Will Taurus ever realize his origins, or will Catalyst Incorporated ever come and take him back? On the role-playing side there are ways to bring out the human side of these characters. Will Cancer and Pisces get married? Will Scorpio and/or Virgo ever find a way to have children?

# 5. ZODIAC HEADQUARTERS

## 5.1 IRVING ISLAND

The headquarters for the Zodiac Syndicate is located on a small piece of rock called Irving Island. Named after the original pioneer family that found and worked the island some two hundred years ago, the only outcropping of civilization on this island is the small fishing village of Crow's Nest (pop. 500). Connected to the continent by a long narrow line of rock outcroppings from the North that has been reinforced by the government with a highway, the only other method for reaching the island is by foot, horse, dune buggy or hydrofoil across a sandbar that stretches two miles from the continent to the island. The sandbar is a uniform depth of one foot below the water's surface at high tide, and a sloppy sandy mess during low tide.

## 5.2 IRVING ISLAND - MAP FEATURES

**Old Marina** - Natural harbor which protects local fishing boats from high waves and harsh weather. A small marina has been set up here to facilitate the twenty-five boats that do local fishing.

**Crow's Nest** has a motel, three restaurants, two bed-and-breakfasts, a small school (six rooms), a general store, a church, six shops, a bank, and a small police station (with a two person jail). The village tries to play up a pirate image to the place, but they simply don't get enough traffic or tourists to bother building it up too much. Also, the Zodiac are forbidden to commit any crimes within Crow's Nest by group agreement. Other than the more powerful citizens of the town (who they are either blackmailing or paying off), most people think that there are some super-beings in the area, but don't think they're villains. The Zodiac has pushed this perception by staging the occasional crime where a plainclothes member of the Zodiac (usually Virgo, Capricorn, or Gemini) pretend to be a criminal, and another Zodiac member foils the crime and takes the

criminal away. Captain Barry Cliptin is the senior police officer, who works with the Zodiac in order to keep his addiction to painkillers and his ten-year-old son, Albert, safe from the villains.

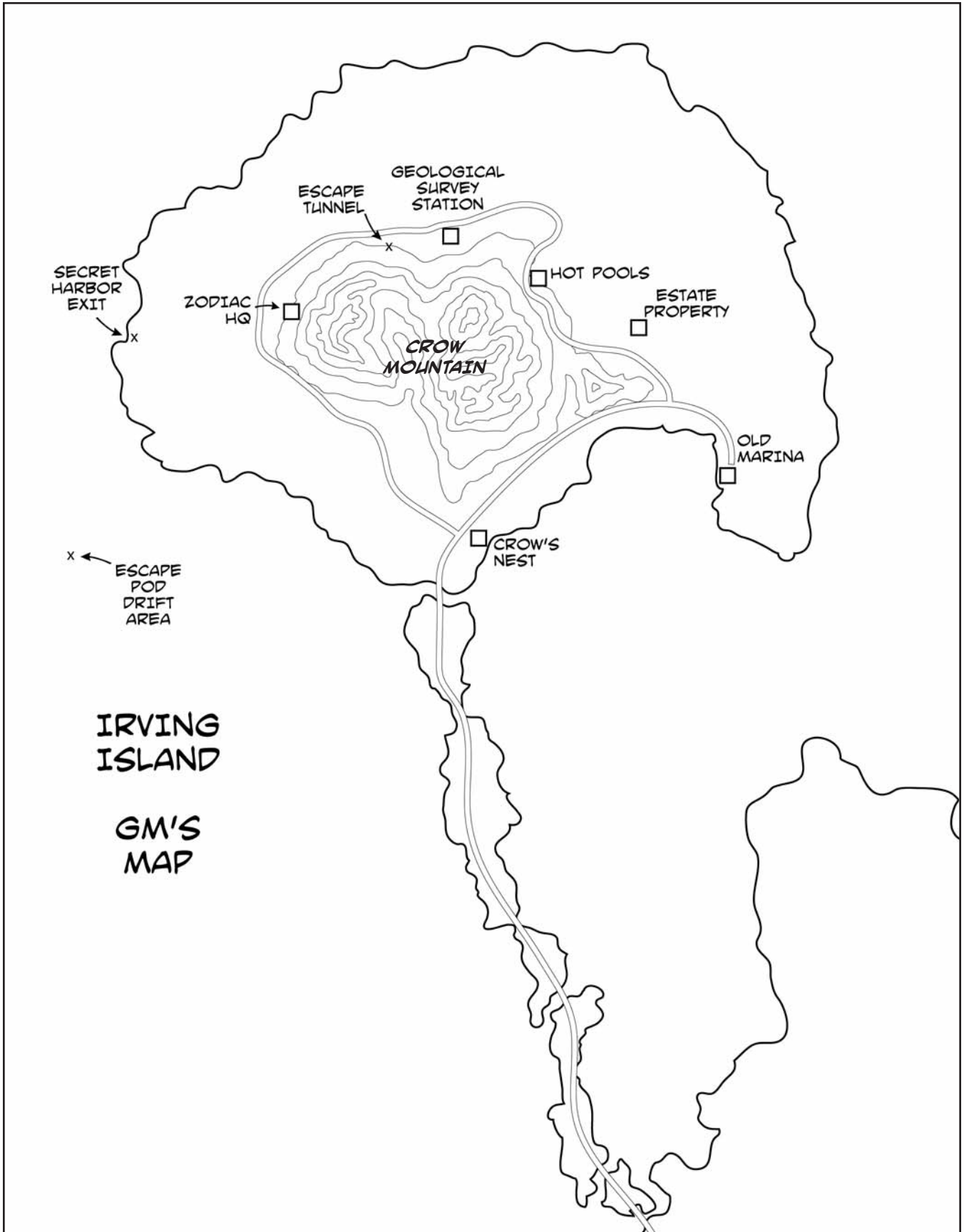
**Crow Mountain** is the only major mountain on the island. Crow Mountain is a dormant volcano that has a number of steam jets and hot springs near the base of the mountain. There are three hot springs on the north side of the mountain, and Crow's Nest uses these small, naturally heated (and vaguely sulphur-scented pools) to bolster their delicate tourist economy.

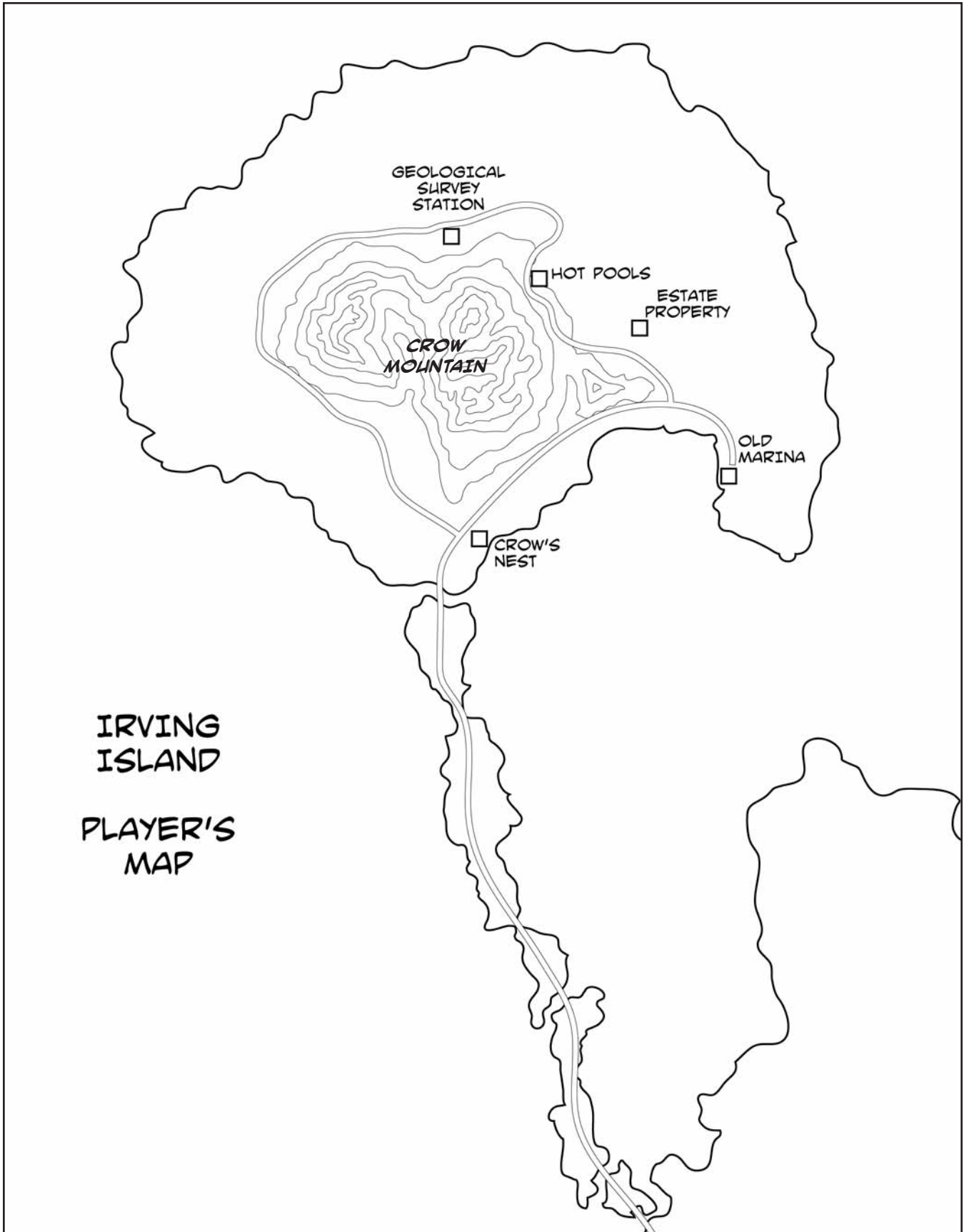
**Geological Survey Station** – originally created to study the volcanic properties of Crow Mountain, and then the hot springs. The government has slated this aging station is to be upgraded, automated, and the human staff pulled out in one year. The survey station currently has a staff of three technicians monitoring the area. All three men agree they are being punished for past mistakes, and so they remain at this backwater armpit of an assignment. They spend long hours drinking, playing cards and napping on the job. Their names are James Niven, Mike Godwin, and Paul Birkin.

(GM Note: The precise location of Irving Island is left for the GM to select. It's suggested that the island be set just beside the coast, to permit water and ground access easily, with the highest level of the headquarters giving the Zodiac instant access to the sky.)

## 5.3 ZODIAC HEADQUARTERS

The Zodiac Syndicate's headquarters is built into the side of Crow Mountain, and shaped from the very rock using Capricorn's magic powers. The four levels of the headquarters are broken down according to the team that lives on that level. While each of the levels has a different focus, all four levels are connected by a single large circular ramp stairwell that replaces the need for an elevator.





**IRVING  
ISLAND**

**PLAYER'S  
MAP**

## AIR LEVEL

**1. Hangar:** This hangar is disguised from the outside to appear only as a large cave in the side of the mountain. The lights within the hangar are hidden behind a retractable black mesh curtain that also keeps out birds and bad weather from the hidden hangar. Within the hangar is a white 8-man VTOL, a small blue helicopter and two medium-sized grey helicopters; each has a transponder. All four are fuelled and charged, and ready to take off as required. A few workbenches, tool boxes and hoists are visible against the back wall. An obvious switch along the back wall can manually retract the mesh curtain for vehicles arriving or leaving.

**2. Aquarius's Suite:** As this room is entered, gentle lighting activates and the sounds of classical flute and guitar can be heard playing. The room is somewhat typical with a kitchenette, living room area, bedroom and bathroom. A pile of books rests on the central coffee table - all of them are fantasy novels, such as *The Lord of the Rings*, *The Chronicles of Narnia*, and the legends of King Arthur. The wall TV has an extensive slide show of different mystical places on Earth (like Stonehenge, the Great Pyramids, etc.) and various weather patterns. Resting in the center of the kitchenette's island is a large, ornate brass bowl decorated with abstract symbols and shapes. Hanging on the bedroom wall is a sheathed dagger, a carved quarterstaff, and a male torso wearing a reinforced leather vest. The hidden safe contains thirty-seven gold coins in a leather pouch, a pair of old style leather boots, and a locked strong box containing three doses of thick grey fluid (this is the same kind of grey matter that currently has possessed Aquarius and given him many of his powers). The hidden exit leads to the hangar.

**3. Libra's Suite:** This room appears at first glance to be a library, but the appearance of a bed in the far corner indicates this is actually a bedroom. Twelve book cases line the walls, filled with a variety of historical books, and digital media (cultures, technology, sports, entertainment, space and astronomy, biological sciences, politics, etc.). The wall TV simultaneously runs four split screens (news, entertainment, science, and personal enrichment programs) before a couch and matching chair. A large map of the Earth and Moon covers a wall in the bedroom. On a scrap of paper under a fridge magnet is a list of names ("Manning? Emerson? Yamashito? Montuori? Where is Achernar?"), but otherwise the kitchen is very clean and tidy. Libra's hidden safe contains newspaper clippings on the space exploits of "Commander Astro," a supply of six spare transponders, three broken and soon to be repaired transponders, and a copy of the schematics for Cancer's Life Support suit, including some upgrades. The upgrades include integral mag boots, and modifying Cancer's harpoon into a tether line that could function in space. A note on the schematics reads: "Okay, so it's possible. But I still like the ocean better. C." The hidden exit leads into the Vehicle Lab.

**4. Gemini's Suite:** This room plays soft jazz and automatically activates soft lighting as the room is entered. A collection of strange and disturbing posters, paintings and x-rays adorn the walls here: most concerning conjoined/Siamese twins, strange surgical anomalies, medical experiments and bizarre circus performers. The wall TV is a split-screen and shows a horror movie, a surgical procedure (hip replacement) and a WWII documentary (the human experiments of the German superhuman called Chamber). A life-sized anatomical skeleton with connecting muscles and organs rests in the corner of the bedroom, hanging on wires. The room is extremely neat and extremely tidy. The hidden wall safe contains a set of two dozen clippings on a serial killer called the "quartermaster," who terrorized cities along the west coast for six months before everything simply stopped. A pair of ugly and crude sack-cloth masks reside here along with a business card for a senior account manager at a Swiss bank. The hidden door leads into the storage room.

**5. Communications:** This room is designed to keep the HQ in connection with distant teams or Zodiac members in the field. The soundproof room has a massive monitor that is linked with satellite imaging, and four computerized telephone stations that offer immediate inter-continental telephone communication. There is optional gear in this room to outfit Taurus and Cancer with shielded camera jacks, so that

field activities can be monitored and supported. This room is also used to remotely retract the mesh curtain from the hangar, to allow easy access or take-off for vehicles.

**6. Storage Room:** This room is labelled as a Storage Room. This room contains a variety of mundane supplies, items and tools needed on the Air and Earth levels.

**7. Vehicle Lab:** This area is for working on small components and performing diagnostic checks on individual components. There are specifications and schematics for both kinds of helicopters, the VTOL, and the entire line of Borysenko Deep Sea Components in the original Russian and the less accurate English versions. There are three workbenches here, a small hoist and tool sets. Set up on one workbench is one of Cancer's Life Support suits, with the gloves and feet partially disassembled. This is Libra's current pet project: a version of this suit that works better in space.

**8. Astrology Lab:** The gold tiles of this room are covered in an intricate multi-star pattern and covered in strange sigils and the signs of the zodiac. Various candles, incense burners, bowls of water and wooden bowls of dirt are set about the empty room, corresponding to the zodiac symbols set into the floor. The protective cover and a retractable window dominate the ceiling, allowing the room to open to the stars and night above the mountain. When performing Cosmic Awareness in this room, Capricorn receives a -10% modifier to his roll due to the precise support this room gives him.

**9. Debriefing/Situation Room:** This room contains a smart board/touchpad that can be used to display aerial photographs, video, illustrations, etc. The room holds eighteen large chairs with arm rests. A computer monitor in the corner helps to set up the presentations.

**10. Bathrooms** - These fairly plain rooms house the usual plumbing and water systems that modern humans have come to rely on. Room 10M for males, and 10F for females.

## EARTH LEVEL

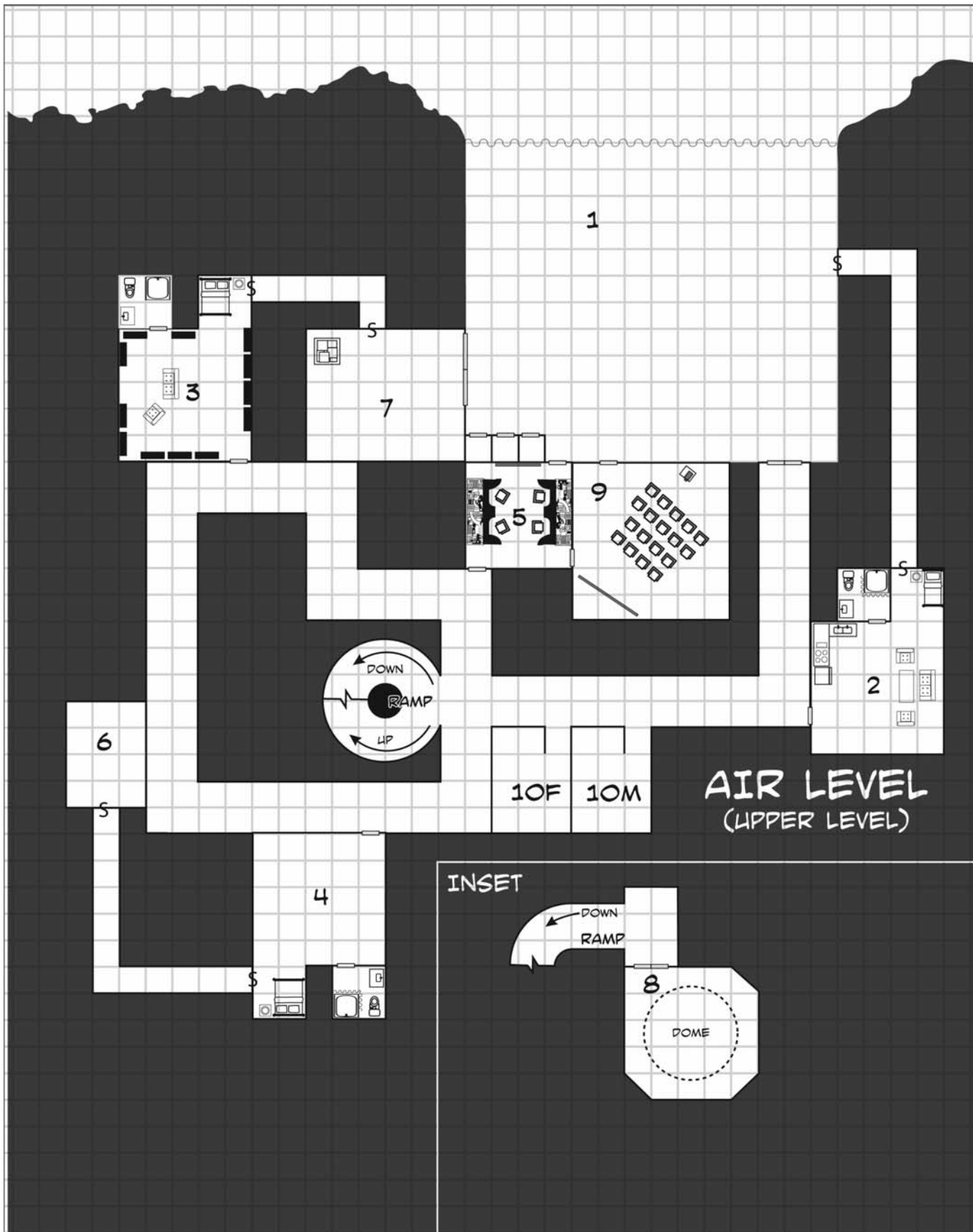
**11. Reception Hall/Lounge:** A massive, reinforced solid oak dining table dominates half of this room, while various games and a dance floor dominate the rest. Set around the dining table are two dozen comfortable chairs set around it. A fully stocked bar, four vintage pinball machines, three game systems, a regulation sized pool table, a wood and marble chess set, and six full bookcases create areas of interest for people to relax in. There are about thirty comfortable plush chairs scattered through the room. Wall mounted controls hide a retractable projector and massive screen for movies and television events, a mirror ball, and lighting that can go from bright, subdued, to strobe in an instant.

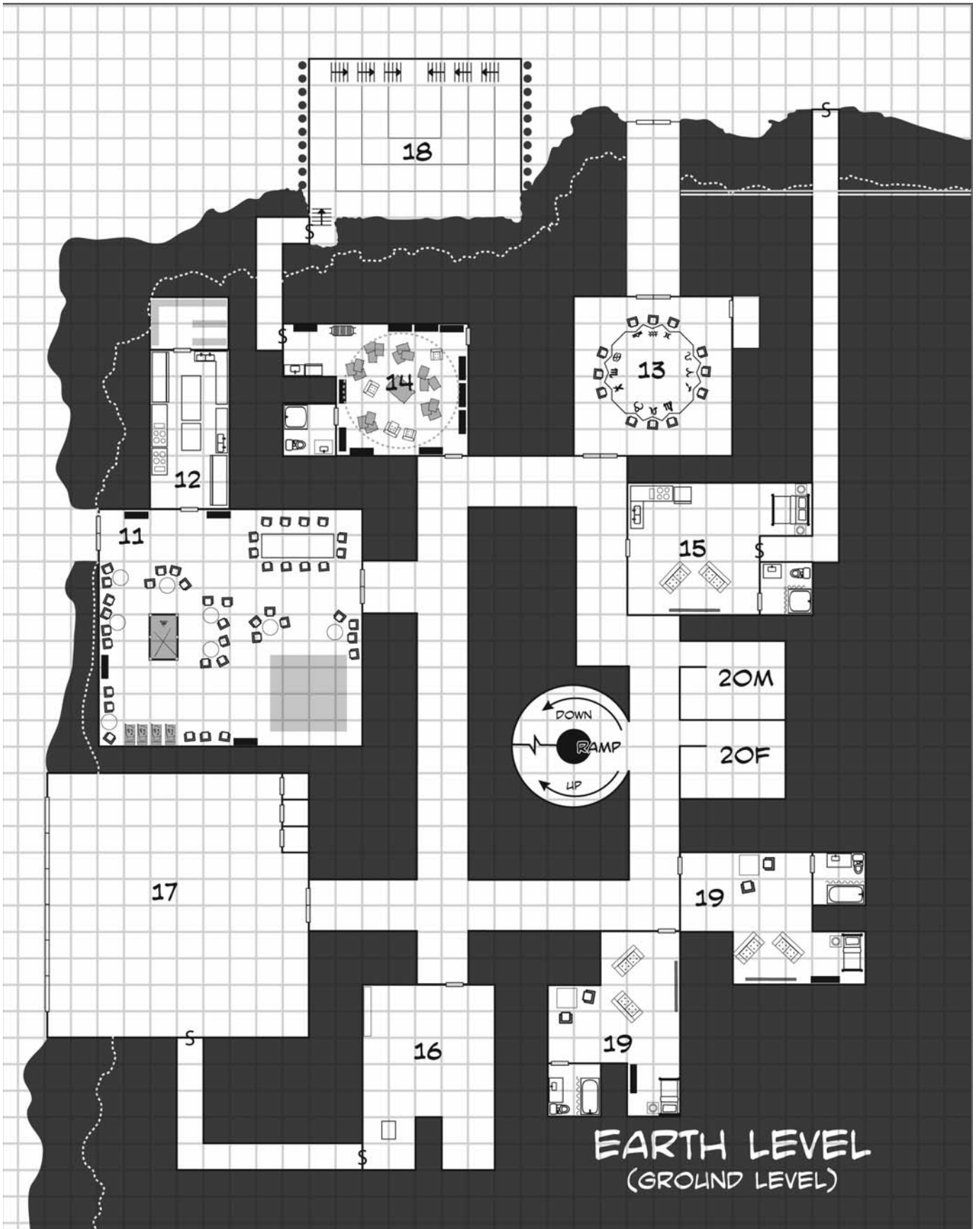
**12. Kitchen:** A wide variety of cooking utensils, tools and appliances dominate the room, allowing for food preparation on a small or large scale. The pantry is kept well-stocked, and a walk-in freezer holds everything from packages of weiners to entire sides of meat.

**13. Conference Room:** This roomy meeting area is used to debate and discuss issues and operations of importance to the Zodiac. Soundproof walls and electronic jamming afford a measure of privacy to this room. Two full-wall TV monitors, an audio/visual center, and a massive, reinforced conference table with seating for up to twenty-four dominates the room. Any trophies are usually placed in the alcoves in this room to amuse and remind the members of their past exploits. Some of these trophies include a pile of 120 empty vault bags from a bank in France, a copy of a treaty between the Zodiac and the Dragon's Claw (stating a non-aggression between the two organizations; the original is in the Vault), a personalized handgun that's bent in half (belonging to Enforcer of the Crusaders), a sophisticated visor (a copy of the one in the vault that once belonged to Visionary of the Aegis), and a robot head (copy of a SLAM robot on a mission for Doctor Apocalypse).

**14. Capricorn's Suite:** This room is designed in a classical Babylonian style, with live plants hanging from high shelves in the room, and stonework in this room looks organic, artistic and beautiful. The furnishings are very classical, with deep carpets and lounging chairs and pillows in abundance. Set into the ceiling are all the area's constellations set with small magically glowing stones to mark the







stars. The kitchen relies on an open pit to barbeque the food, with various grills available. A large protective circle set into the floor with stained blue tiles fills the entire bedroom, where Capricorn apparently sleeps on a single massive pillow. The speakers built into the room play the sounds of the sea during in the morning, the forest in the afternoon, and the mountains and winds in the evening. The hidden exit from his room leads to a hidden annex off the patio. His hidden safe contains about twenty small bars of gold (that weigh one pound each) a few small curios from the long-forgotten past, and a set of diaries about his old life in Babylon. It seems he intends to have them published one day. Unknown to the rest of the Zodiac, Capricorn has a coffin of glass and gold in a hollow located five feet beneath the floor of this room, but there's no method for a normal person to reach it (he simply manipulates the earth to expose it).

**15. Virgo's Suite:** This room is bright and pop music leaves a constant background noise. The wall TV shows a long list of recorded TV programs that are waiting for Virgo to enjoy. Her kitchenette has an ice cream maker, slush machine, and a full popcorn trolley. A wide variety of posters of mostly naked models and movie stars adorn the walls. In addition to a complete vanity, her bedroom contains a complete set of machines, ink and supplies for doing tattoos and piercings, and a wide selection of hair dyes. A book case has numerous books on fashion, tattoos, make-up artistry, piercing, and acting. Her bed has about two dozen fuzzy stuffed animals resting on it. In her hidden safe is photo album containing dozens of pictures of Virgo in a variety of disguises, many stacks of cash, and some old family photos. Her hidden exit leads into the hanging gardens.

**16. Taurus's Suite:** This spartan room has bright overhead lighting, and is kept quite cool. A single large diagnostic bay is set where the bed would be, with half a dozen power cords leading up to it. The wall TV has been divided into four split screens, focusing on four different news/information channels. The kitchenette has been replaced with a display case of simulated eyes, horns, hooves, skin, and teeth to maintain the robot (Internal components are found in his hidden safe). A single book case is set into the far corner, with most books dealing with psychology, sociology and astrology. Hidden in one Human Motivation textbook is a old newspaper article describing a start-up company called Catalyst Incorporated (a small biogenetics firm). Based on the amount of dust, it seems that neither the bathroom, nor the hidden exit to the garage, have ever been used.

**17. Garage:** This large space has room for a dozen vehicles, but currently contains two matching blue motorcycles (they belong to Gemini), a plain white van, a rusty old beater (this four seat vehicle from twenty years ago has a crumpled left bumper and a cracked windshield), a pair of dune buggies (iridescent green and black with flames), a stretch limo, and Scorpio's little red Italian sports car. The white van is owned by Cancer to take his armor across country, while the old rusty beater belongs to Sagittarius as she learns how to drive. The limo and the dune buggies are owned by the Zodiac syndicate. There's a complete repair bay and a vehicle hoist for raising a vehicle for extensive repairs.

**18. Patio / Hanging Gardens:** This large expansive patio stretches out from the mountain, with dozens of columns holding up layered garden plots. A series of statues of the twelve members of the Zodiac surround the gardens. The columns are wreathed in grapevines, and purple, gold, and red grapes hang in abundance about the area. A variety of fruit trees grow strong and proud in the area, providing abundant shade for picnics, reading and napping. Capricorn has altered the shape, colour and texture of some trees, so a few trees (and their fruit) look a bit alien (but they don't taste any differently). In the center of the hanging gardens is a recessed stone stage that could be used for plays, concerts or even arena combat. Set into the stone of the arena are the twelve symbols of the Zodiac in rich, blood red rock. In one corner are a trio of picnic tables, and a massive barbeque.

**19. Guest Bedroom:** Each of these rooms contains a bed, wet bar, wall TV, various potted plants, a pair of couches, chairs, and a small desk. The bathroom is completed with a jetted tub, set of towels and

various minor creature comforts.

**20. Bathroom:** These rooms have marble finishes, worked stone, and a selection of towels to dry your hands with. The usual plumbing and water systems exist here, but there is a polish and shine that you won't find in the other communal bathrooms in the complex. Room 20M is for males, and 20F for females.

## WATER LEVEL

**21. Robotics Lab:** This room has a dizzying array of tools that are specially designed to repair and maintain Taurus, CRABs, and STARS. Within the room is a set of computer systems, skeletal frames, component molds, metalworking tools, and designs for containment fabrication (such as simulated skin, hair, armor layers, etc.). Set against the far wall is a series of recharge chambers that let the STARS recharge completely in groups of up to three while receiving a complete system diagnostic.

**22. Electronics Lab:** This room contains various tools for building, maintaining, and repairing electronics. The room contains a reasonable supply of batteries, logic circuits, gel capacitors, and other basic components. The only project currently underway is one of Scorpio's cybernetic inhibitors – the device has malfunctioned and fused the logic circuits with the battery. This unstable situation means that, if used, the device would function correctly for two rounds before exploding (1d10 damage in a 1" radius). The entire room has been shielded, and magnetic and lightning control discharges in this room do four fewer points of damage than normal.

**23. Pisces's Suite:** This bright room has six large aquariums in it. Against one wall are a number of family pictures, awards and ribbons for competitive swimming and diving. Most are written in Japanese. A few have Olympic seals on them, although no Olympic medals are here. Spread about the room are various underwater artifacts such as the ship's wheel for a galley or similar ship, a case containing over a hundred 17<sup>th</sup> century silver coins, and a life-sized female torso made of marble that is currently modeling a very modern (and skimpy) string bikini. The kitchen has a complete set of sushi tools, a wok and two dozen laminated chopsticks. In the bedroom is a queen-sized waterbed, and resting on a mostly empty coat rack is a backpack containing a laminated map of underwater sea currents, a spare underwater communicator, and a sealed thirty-two item "Survival Kit" in a seal can. In the hidden safe is a stack of cash in various denominations in a double sealed plastic bag, and various cards and love letters from Cancer. The secret exit leads to the Pools.

**24. Cancer's Suite:** This bright room has a dozen overhead lights, and Russian folk music plays a jaunty tune in the background. A computerized and holographic drafting table shows a virtual three dimensional mock-up of Cancer's armor (details on the armor are not displayed without a password). An upright freezer is full of frozen crabs, lobsters, shrimp, and fish. A single malfunctioning CRAB robot wanders about the room, searching for a missing arc welder (Cancer has the dismantled welder on the drafting table, so the CRAB isn't likely to find it searching the floor the way it is). A range of submarine and boat movies, books, and technical guides fill a bookcase by the bedroom. The wall TV's screen saver shows a variety of coastlines. The hidden safe has a copy of the technical specifications for the life support suit, CRABs, and the Cancer armor. The hidden exit leads to a small room that holds a partially damaged suit of Cancer's armor that is being repaired (current ADR 63; no torpedoes). The other side of the hidden exit opens out into the Dock.

**25. Scorpio's Suite:** Upon entering, scattered area lights give the room many pools of soft lighting as some indie rock fires up in the background. The room feels warm and exotic, with rumpled black silk sheets on the large bed, a full bar has replaced the kitchette, and an array of couches surround a small dance floor, before a massive wall TV. Various nude pictures adorn the walls, along with four terrariums and four aquariums filled with live, toxic animals. The bathroom has a urinal and two stalls covered in lewd and slanderous comments and

pictures. A shelf around the room shows hundreds of empty containers (from liquor bottles to tear gas canisters, these are the toxins the Scorpio has subjected herself to in the name of furthering her career). A workstation in the back corner has various exotic tools and a disassembled sensor array on it. Her hidden safe contains a small but wide array of illegal and experimental drugs, some stacks of cash, and

the technical specs for some of her inventions (in German). A pregnant cat named Galore rules the bar in Scorpio's absence. Scorpio's hidden exit beside her bed leads to an access entrance to the Medical Lab.

**26. Pools:** This area contains one regulation-sized pool, a closed-off sauna (26A), a heated whirlpool (26B), and small heated wading pool (26C). A selection of deck chairs and towels are available.



**27. Weapons Lab:** This area contains a variety of precise tools specially designed to construct, repair, maintain and safely disarm weapons used by the Zodiac. Within the room is a set of schematics, frames, components, metalworking tools, and designs for containment fabrication (such as paint, plastic and metal layers). There are also specific molds for Cancer's mini-torpedoes and ice grenades, and Scorpio's gas grenades and gas gun. Set against the far wall are two enclosed blast chambers for dealing with precise and dangerous explosives or gases, or simply to toss a unstable compound that can no longer be handled safely. The chambers can also be vented, to remove toxic gases or flushed to wash away poisonous compounds. In one corner of the room are an old fashioned anvil, hammers, tongs, and wood working tools to craft arrows. A barrel of one hundred fifty arrows sits in the room, an obviously new addition requested by Sagittarius.

**28. Medical Lab:** This room feels like a mini-hospital with equipment and sensors to treat any kind of common medical problem, including a portable X-ray machine and a portable MRI scanner. There are three examination tables and nine hospital beds. To the side is a surgical bay (28A) to perform surgery or conduct a sealed or private medical examination.

**29. Bathroom:** These fairly plain rooms house the usual plumbing and water systems that modern humans have come to rely on. Room 29M is for males, and 29F for females.

**30. Dock:** This dock is set into a naturally formed cave at the water line of the island. Currently equipped with a motorboat ("Rosebud"), and two sea-doo's (treat as a motorcycle for the water), the dock has the ability to moor a boat as large as a medium hydrofoil or yacht. Various ropes, crates and barrels are left on the dock. Cancer has quietly made it his business to ensure the dock is in ship-shape and may notice if things are disturbed (double his normal detect danger chances).

## FIRE LEVEL

**31. Detention Block:** Six cells, including two solitary confinement cells, make up this block. Any captured intruders will be taken here until they are fully investigated and nullified. Each cell has a reinforced steel door (SR 14), a small bunk on either wall, and some basic plumbing. The solitary confinement cells have only a drain. Super-heroes are given special treatment: a pair of blue metal clamps that attach around their forearms (or calves). The clamps lock into place and glow with mystic sigils that suppress three powers possessed by the captive. These suppression clamps can be told which powers to suppress, or if not, they will simply suppress three at random. The suppression clamps don't work on devices, items, pets, vehicles or animated servants, but it's expected that those will have been taken from prisoners before they're imprisoned. The clamps can be commanded to open by Aries, Libra, Scorpio or Capricorn (the inventor of the clamps). Five sets of these suppression clamps can be found in the Vault.

**32. Aries's Suite:** The door to this room is reinforced and is two inches thicker than the other doors to suites. The large living space inside has a scrolling display of picturesque locations on the wall TV. A picture of the entire Zodiac team is mounted on the wall, along with pictures of super-hero teams like The Crusaders, The Centurions, The Rookies, The Aegis, and even The Dragon's Claw. There are pictures of Aries (in costume) climbing mountains, zip-lining, bungee jumping, cliff diving, automobile racing and even a few photos of Aries with affectionate starlets. A computer terminal in the corner contains a constant feed of the actions and decisions occurring within the Security / Master Control Room (there's no ability to influence the control room from here – this is just a copy of the records of the headquarters' security and activities). A detailed full color picture of Irving Island is set against one wall, and a Canadian flag drapes against another. The full kitchen in this chamber is an impressive and elegant affair, filled with an array of spices, vegetables and high quality meats. A binder tucked between the microwave and the counter has

about one hundred fine and somewhat difficult recipes that have been hand written on small index cards. Aries' bedroom has a king-sized bed with white silk sheets, and an array of firm pillows. The hidden safe holds a copy of the deed to the land around Crow Mountain, a notebook of individuals that Aries has deduced the weaknesses of (including members of the Zodiac), a list of the people in Crow's Nest that the Zodiac is paying off, and a file folder of photos, emails and information to threaten or blackmail a half-dozen other people in Crow's Nest and in the local government. The Hidden Exit leads into the Power Plant.

**33. Leo's Suite:** This room opens to what appears to be an indoor garden. The room has a dirt floor, with tall plants set into recesses in the dirt floor, and the stereo is usually making forest and wildlife noises. The walls are painted various shades of green, and the ceiling painted blue with white puffy clouds and a large central bulb-like a sun overhead. Where the living room would normally be is a 10' x 10' x 5' deep pool filled with little fishes and pebbles. In the space that would be the bedroom is a low mound of soft grass. A short waterfall and simple hole provide the essential parts of the bathroom, with the water fall trickling partially in the fishing pool. The hidden wall safe holds a set of clothes, a driver's license and French ID for one Dion LeClaire, and an old diary which details Leo's origins. The hidden exit leads into a long passage way that extends for four hundred feet, to open in a grove of trees on the island's surface.

**34. Sagittarius' s Suite:** Heavy metal rock music thumps from the moment the doors open. Soft pools of light dot the room. On the wall TV is a fashion channel playing the latest in styles from Milan and Paris. In one corner is a wicker torso that a slightly damaged suit of chain mail rests upon. Set upon the wall is a fairly massive battle axe (+1 to hit, HTH, +1d8 damage), a pair of throwing knives (+2 to hit, HTH+d2 damage; Range: A"), a solid metal hand axe (+1 to hit, HTH +1d6, Range: A/2"), and a short sword (+2 to hit, HTH+1d4) that is currently embedded in a large stuffed teddy bear. A few pictures of Sagittarius (in costume, in a swim suit, in a skirt and top, etc.) are framed about the room, along with the occasional stack of fashion magazines. In the bedroom, a set of free weights sits in the corner beside a pink vanity with cosmetics lying about. Within the hidden wall safe is an old leather pouch with 102 gold coins in it, another pouch with 291 silver coins in it, a glowing gem (this flawed and common gem isn't worth much, but the glow could be focused in a tube to produce a flashlight effect), and a old, folded up piece of parchment with a broken seal on it (her commission to join The Hunters written in Razer's Common tongue). The hidden exit leads to the Storage Room.

**35. Vault:** This room stores valuable papers, files (on allies, enemies, and potential targets), various stolen goods, stacks of real and counterfeit cash, prototype weapons and equipment. The door is three feet thick reinforced steel which requires two keys and a voice code to open. The keys are held by Libra and Scorpio, and the combination is known by Aries and Capricorn only. The original SLAM that Scorpio found is in here, along with Visionary's Goggles (they can block various types of light from getting to the wearer), six fully charged laser rifles, and one small thermonuclear device (2d100+40 damage in a 300" radius; requires a special key to activate; thirty minute countdown).

**36. Storage Room:** This room is labelled as a Storage Room. This room contains a variety of mundane supplies, items and tools needed on the Water and Fire levels.

**37. Escape Hatch:** Behind this door, which can be opened by anyone (but that sends an alarm to the Security/Master Control Room), is an eight foot in diameter tube that runs on an angle up to the surface. This long passage runs on a slight incline for 750". At the surface is a two foot thick, titanium hatch that is covered by natural terrain and completely hidden from view. This surface hatch is on the other side of the mountain, not visible from anywhere in the complex.

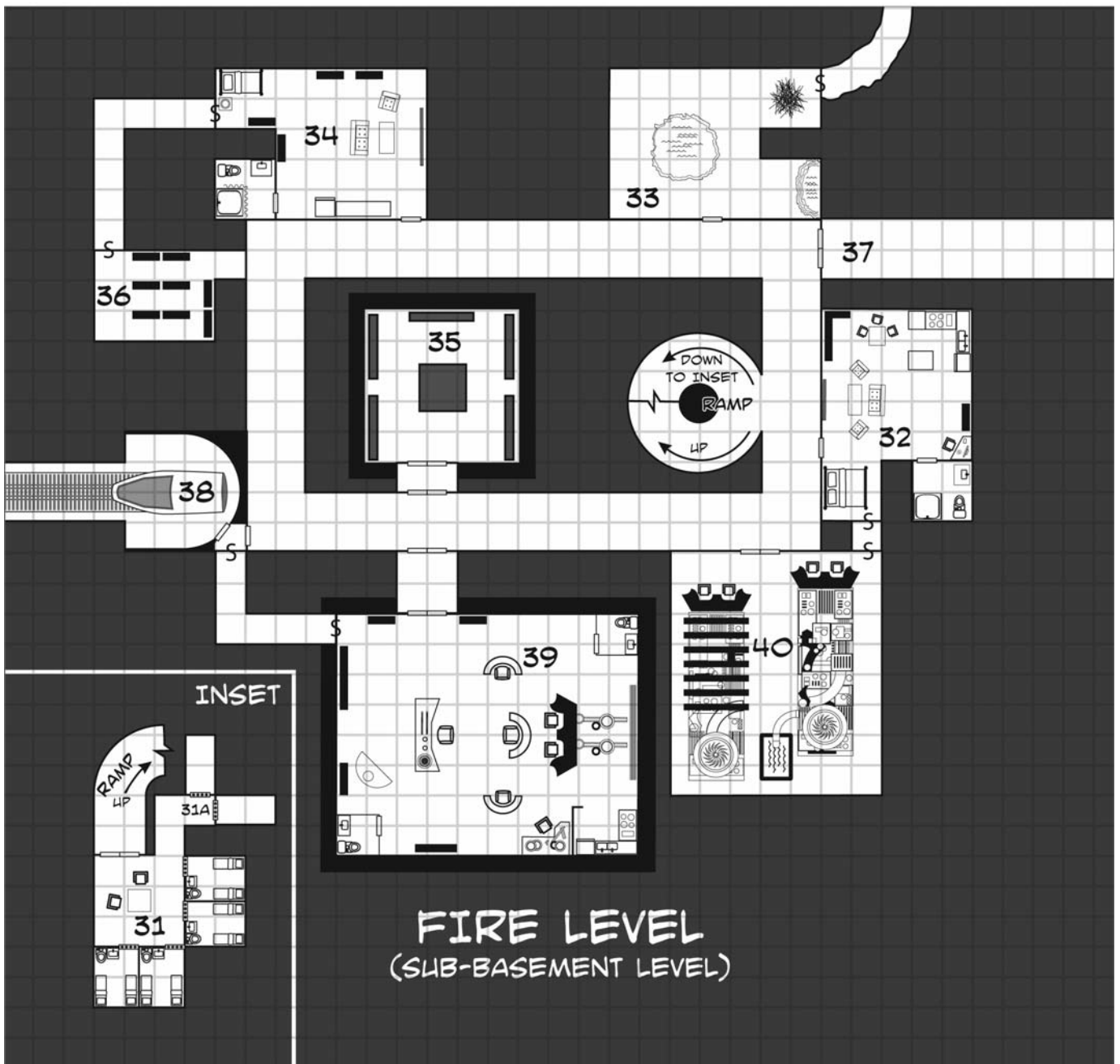
**38. Escape Pod:** This security door opens up into a small padded room with shuttered windows. Upon sealing the security door, the room lights up, and after a thirty second countdown (which is ample time for the Security/Master Control Room to shut off the impending chain of

events), a series of alarms go off, as distant locks begin to open and an engine hums to life. As the countdown reaches zero, the pod shoots off in a rapid acceleration, and this eight person vehicle shoots out of the mountain and across the sea at 350 MPH (or 1540") before the lifeboat engine burns out after one minute, and the pod slows to a crawl upon the surface of the nearby ocean. The pod holds enough food and water for eight people for three days.

**39. Security / Master Control Room:** The electronic door to this room is made of four inch thick super-alloy (SR 25). This room has an array of video screens, displaying the video feed from hidden cameras within passageways and common areas within the complex. One terminal controls lighting in the area, a second terminal controls and monitors temperature, and a third terminal monitors the unusual sensors (seismic sensors built into the mountain to detect earthquakes, and characters using vibratory powers or non-corporeality to slip

into the Headquarters or the mountain unnoticed; 42% chance of Detect Hidden with these sensors). This room has the ability to turn alarms on or off, activate intercom controls to speak to anyone in the complex, or one level at a time, or even to the entire complex. This room can also shut down power to different areas, and activate a self-destruct sequence (for a two minute countdown with automatic warning horns, and a series of bombs [as 4d10 damage large bombs in a ten inch radius] embedded in the central staircase at all four levels. Two small bathrooms are located off this room, along with a small but decently stocked kitchenette.

**40. Power Plant:** Built into this room is a geo-thermal turbine (water is pumped into a shaft deep in the ground, where it turns to steam that rises up a second shaft to run a turbine). This large power generator normally runs the entire complex, but a secondary, conventional turbine is also housed here for times when the geo-thermal turbine



needs repairs or maintenance. Any major damage inflicted on either engine will cause flickering lights and screens throughout the complex, a large amount of steam in this room, and will immediately be noticed by all personnel, since they will need to switch over to the secondary turbine. Back-up power will be enough to keep the Security/Master Control Room operating, but no more. At no point will the complex go

completely black: back-up lighting is provided by a simple enchantment spell cast by Capricorn throughout the complex at ten foot intervals. These magical lights activate when the power goes out completely and the area is plunged into darkness. Only Aries and Capricorn are aware of this new magical addition to the headquarters.

## 6. ELEMENTAL TEAMS

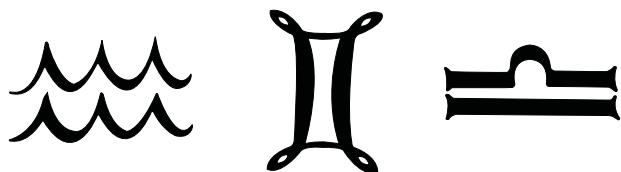
### 6.1 AIR TEAM

**Mission Focus:** Espionage, eco-terrorism, kidnapping, theft and extractions missions.

**Environmental Focus:** Air, Space, and fortified targets.

**Team Members:** Aquarius, Gemini, and Libra

**Leader:** Libra



#### Team Dynamics

The Air Team is among most powerful teams that exist within the Zodiac Syndicate. All the members are quite resistant to mental attack, all of the team have the ability to cover a great deal of terrain when needed, and none lack the confidence to dominate others in combat or within negotiations.

However, there are problems within the Air Team as well. Each member of this team has an alliance with someone or something else, and the dynamics of the Air Team simply haven't been able to crack these secret and personal bonds. Aquarius wants to use the Zodiac as an incubator to promote the Well of Tears on Earth. Gemini is interested in giving his surgical experiments free reign to develop procedures that will replicate his ability. And Libra has plans to develop her own secret space base in order to become a trade power across space. None of these projects are being shared within the group because none of these villains trust their team mates enough to share such important details with them.

The personal side is also somewhat bleak. Aquarius and Libra are as different as magic and technology, and neither of them have enough of a common background to fall back upon (one is extra-terrestrial and the other extra-dimensional). And Aquarius is tired of taking orders from a female. Gemini doesn't blend well either, since the twins somewhat fear Libra's teleportation power if she ever used it against them. Gemini also isn't thrilled about getting on the wrong side of Aquarius, since if he wanted to, he could simply wait in the sky and pepper them with storms and lightning.

#### Battle Tactics

Libra typically lets Aquarius control the environment, while she teleports Gemini into the thick of it. Libra will usually take up a position nearby and monitor progress, so that she can attack with magnetic powers or teleport to deliver a crippling blow.

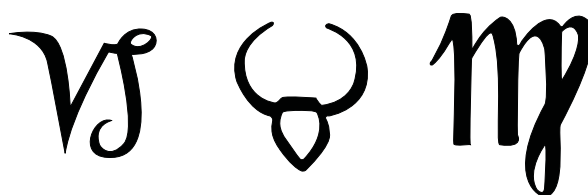
### 6.2 EARTH TEAM

**Mission Focus:** Espionage, eco-terrorism, kidnapping, theft and heavy extraction missions.

**Environmental Focus:** Urban, fortified targets.

**Team Members:** Capricorn, Taurus, and Virgo

**Leader:** Capricorn



#### Team Dynamics

The Earth Team works together surprisingly well, given their extremely different experiences. Capricorn is the obvious leader of the team, having the greatest breadth of abilities and experience within the team. Taurus supplies the raw power and some technological knowledge. Virgo supplies the practical, everyday grounding in real life that makes many of their missions and plans possible. And because there aren't many instances where they overlap in terms of abilities, the team itself is usually quite harmonious because the trio accept one another as experts, and don't really have much to hide (like the Air Team), or hostilities to vent (like the Fire Team).

This team sees the most growth as all three members frequently learn quite a bit from one another the more they work together. Taurus learns from Virgo how to integrate and understand humanity better, while Capricorn teaches him about medicine, history, strategy and magic principles (despite the fact Taurus can't craft magic, he does record the philosophy that Capricorn reviews, and stores this in the compound's computer network). Virgo is learning about basic principles around robotics, technology, magic, history and military strategy. Capricorn is beginning to understand basic principles of technology, and the massive cultural changes that have occurred in the last two hundred fifty years since his last awakening.

Private time among the trio is surprisingly common, since Capricorn takes his leadership duties seriously, and he already has a full sense of the dangerous machinations in some of the other teams (Leo and Aquarius specifically). Their meetings usually include a teaching session by Capricorn, a technical review by Taurus, and ends with a movie selected by Virgo for its cultural merits. While it goes without saying that the Water Team has more fun during their outings, there is a growing bond that's starting to flourish among this strange team.

#### Battle Tactics

Capricorn usually devises a plan that allows Virgo to infiltrate the enemy while Capricorn stays in mental contact with her. Then Capricorn directs Taurus to greatest effect and places himself near to where the action is, where his telepathy and spells can carry the day.

## 6.3 FIRE TEAM

**Mission Focus:** Heavy and light mobile assault, terrorism.

**Environmental Focus:** Land based encounters.

**Team Members:** Aries, Leo, Sagittarius

**Leader:** Aries



### Team Dynamics

The fire team is easily the most chaotic, emotional and violent group in the Zodiac Syndicate. Led by Aries, this team's primary focus is combat and violence. This trio doesn't really get along well, because Leo is constantly challenging Aries's authority and patience. Sagittarius is wise enough to remain neutral, and tries to get along with both boys as they snap at each other, but she usually favors Aries. Leo lacks both the intelligence and charisma to lead this group, let alone the Zodiac, so when he's in a good mood, he often reverts to the role of naysayer, critic and devil's advocate. When he's in a bad mood, he'll threaten, insult and literally growl at Aries or anyone else who is getting in his way.

There is mutual admiration between the members of this team, but it's really starting to wear thin. In terms of speed, Aries is second only to Aquarius and their air vehicles. In terms of strength, Leo is second only to Taurus, and no one can match Sagittarius for a long ranged attack. Despite this level of power, the fact still remains that Leo would be perfectly happy to see Aries's head on a stick so that he could take over the Zodiac.

(In point of fact, there have already been two very lopsided and quite recent battles between Leo and Aries. In the first, Leo slashed Aries, shredding his costume and wounding him although not critically. Leo said "oops" and smiled, so Aries took a three hundred foot walk and then ran into him at full speed, sending the feline smashing into a compact car. Aries then rammed the car, sending it rolling down a hill into the path of an oncoming truck. Leo survived, but Aries and Sagittarius had to finish the mission without him. The second time, Leo prematurely opened the bomb doors on the VTOL, dropping Aries on a farm about twenty minutes from the target. Aries shattered the barn, and while only slightly injured, he had profound difficulty getting the cow pies off his white costume. Leo didn't stop laughing for twenty minutes and the mission had to be completely rescheduled. Following this incident, Aries has quietly begun searching for another paranormal to take on the Sign of Leo.)

On a personal level, Sagittarius has managed to form close bonds with Leo and with Aries, largely because she's been a witness to all of the issues. Leo and Sagittarius get along because she's willing to serve him, and for the most part, do what he wants. Aries and Sagittarius get along well because both are terrible flirts, and because Aries is teaching Sagittarius about life on Earth. This has recently included driving, cooking, and dates to the movies. Sagittarius doesn't hide anything from Aries, even if Leo asks her to, and Aries is subtle enough to not reveal that Sagittarius is fully his ally.

### Team Tactics:

Aries tries to develop strategies that play to the specific strengths of the fire team, even though he knows there's a rift in the team. With this in mind, Aries tries to place Leo right in the middle of the enemy whenever possible. This works because Leo is strong and invulnerable, and because if he bites off more than he can chew, Aries will still come to his aid for the sake of the mission. Sagittarius is always in search of a good firing position, which depends on the mission and the amount of cover the enemy have. Aries will look for high profile targets and attempt to steal or destroy them, and then draw opponents toward Sagittarius and/or Leo.

## 6.4 WATER TEAM

**Mission Focus:** Espionage, tech crimes, light mobile assault missions.

**Environmental Focus:** Coastal, River, underwater and Sea Vessel encounters.

**Team Members:** Cancer, Pisces, and Scorpio

**Leader:** Scorpio



### Team Dynamics

The Water Team is the best small team that exists within the Zodiac. The trio get along quite well for quite a few personal and practical reasons. Scorpio likes the raw power that Cancer and Pisces possess. Pisces appreciates Cancer's wide assortment of armaments and his sheer capacity to take a beating. And both Pisces and Cancer deeply respect Scorpio's powerful intellect, and her ability to disappear within a crowd as required.

This mutual admiration and respect means that the Water Team have gotten into the habit of relying on each other. Scorpio routinely requests some poison from Pisces, who can usually afford to give up half a dozen doses of venom over the course of a day. Cancer isn't afraid to bring a technical problem to Scorpio, because she has a vested interest in keeping his armor in good working condition. And while a few other members of the Zodiac can adapt to the underwater life (Aquarius and Taurus, for example), Cancer is the only one that will travel with Pisces beneath the waves for the sheer pleasure of the experience.

On a personal level, the three villains have bonded culturally as well. In order to fully help Cancer with the components of his armor, Scorpio has taken the time to learn the Slavic language of her Russian ally. Scorpio also knows Japanese (a skill she learned for the Zodiac/Dragon's Claw treaty negotiations), and she has begun language lessons to teach Cancer to speak Japanese, and Pisces to speak Slavic, but the classes usually devolve into an all-night sake / beer/ vodka party...

### Team Tactics:

Scorpio tries to create strategies that naturally play to the specific strengths of her team mates. Scorpio will usually take on an espionage role, using her subtle powers and inventions to integrate herself and then, at a moment of weakness, strike from within. Cancer is typically placed where his raw force and heavy fire power can weaken the enemy and distract them from what Scorpio is doing. Pisces is typically the link between the two, having more raw power than Scorpio and more finesse than Cancer.



# 7. STARS

While some criminal organizations would use a variety of grunts and goons to do their dirty work, the Zodiac instead uses a dozen sophisticated androids to do a variety of tasks. These tasks include acting as a pilot, housecleaners, guards, bodyguards and even, occasionally to represent members of the Zodiac themselves. Each member of the Zodiac has a STAR assigned to them, and can treat them as they see fit (although most quickly regard them as useful allies, and not slaves) as a valet, assistant, and bodyguard.

STARS usually stay around the Zodiac headquarters as the primary defenders and first line of defense when the Zodiac members themselves are absent. They recharge four hours a day at the headquarters, where repairs and routine maintenance also are completed. Their memories are downloaded weekly to the headquarters mainframe, so that if a STAR is destroyed, not all of their experiences and knowledge are lost.

## STAR

### Specialized Tactical Android Replica

Identity: Various (see below)                      Side: Zodiac (Evil)  
Sex: Male or Female (see below)                  Level: 4  
(these animated servants are all treated as 4<sup>th</sup> level)

#### Powers:

1. Android Body: 90% Human Appearance. 75% Self -Repair Capability, +10 Endurance.

a. Body Power: Alter Ego – Each STAR has an alter ego that they can transform into. Treat this as a Transformation - Power Activation.

Weight: 175 lbs.	Basic Hits: 4
Agility Mod: -	Strength: 15
Endurance: 22	Agility: 15
Intelligence: 14	Charisma: 12
Reaction to Good: -1	Evil: +1
Hit Mod.: 6.4064	Hit Points: 26
Damage Mod: +1	Healing Rate: 2.4
Accuracy: +2	Power: 66
Carrying Cap: 488 lbs.	Basic HTH: 1d8
Movement Rates: 52" ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 6.4	Inventing: 42%

**Origin & Background:** These androids were created by Libra and Scorpio working together (the design comes from Libra, the machines to build and maintain the androids were adapted by Scorpio).

There are twelve STARS currently in service:

**Ariel** – This STAR is assigned to Aries, and can assume his appearance. When in this form, her ground speed increases by 120", with +4 bonus on Initiative rolls.

**Libby** - This STAR is assigned to Libra, and can assume her appearance. When in this form, she can shoot a magnetic blast (1d12 damage, Range 12", PR =5 per shot) from her hands.

**Fletcher** - This STAR is assigned to Sagittarius, and can assume her appearance. When in this form, he gains heightened expertise (+4 to hit with bows).

**Gill** – This STAR is assigned to Pisces, and can assume her appearance. When in this form, he has Water Breathing (PR=3 per hour) with a swimming speed bonus of +40".

**Herman** - This STAR is assigned to Cancer, and can assume the appearance of Cancer (in armor). When in this form, his "skin" is treated as Armor B (ADR 60). Herman can travel underwater (as per Life Support; PR=3 per hour).

**Kitty\*** - This STAR is assigned to Leo, but since he doesn't like the idea of a STAR assuming his appearance, Kitty is programmed instead to assume the appearance of Gemini. When in this form, she gains heightened expertise (+4 to hit with knives).

**Minnie** - This STAR is assigned to Gemini, and can assume the appearance of Gemini. When in this form, she gains heightened expertise (+4 to hit with knives).

**Pierce** - This STAR is assigned to Scorpio, and can assume her appearance. When in this form, he gains Natural Weaponry (+2 to hit and +4 damage for programmed martial arts).

**Ric** - This STAR is assigned to Capricorn, and can assume his appearance. When in this form, he "skin" is treated as Armor B (ADR 60).




































































**Russell** - This STAR is assigned to Taurus, and can assume his appearance. When in this form, his Carrying Capacity increases fivefold (2440 lbs.; Basic HTH Damage: 1d12).










































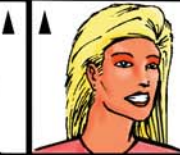



















**Virgil** - This STAR is assigned to Virgo, and can assume her appearance. When in this form, he gains Natural Weaponry (+2 to hit and +4 damage for programmed martial arts).




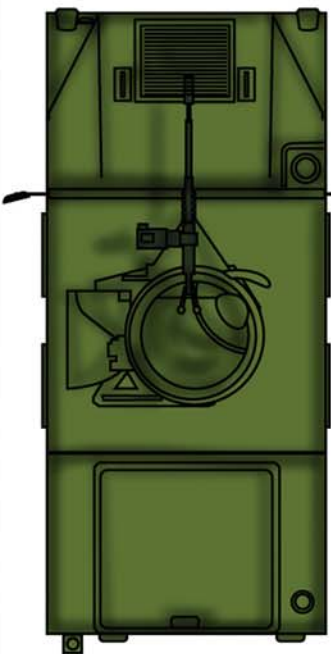
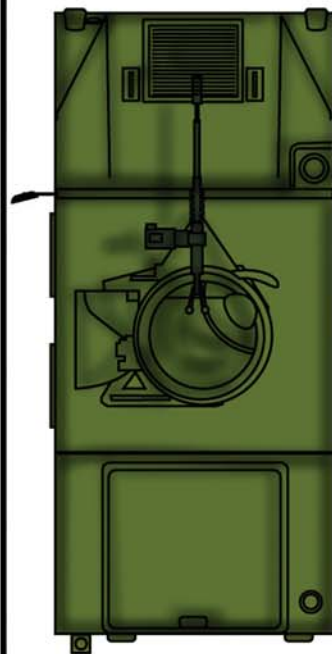












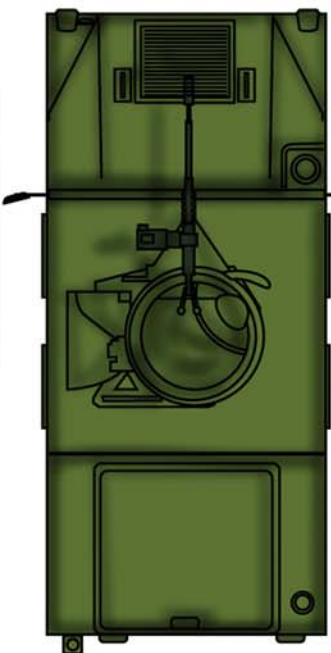
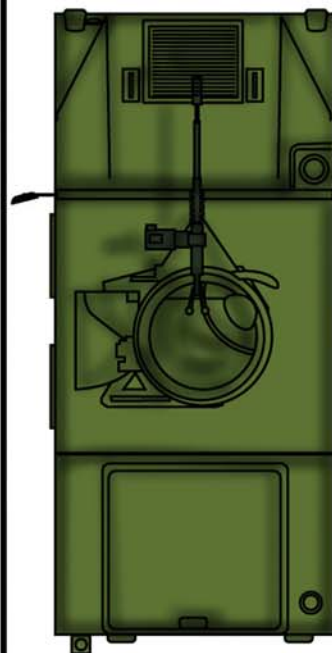



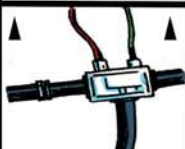






















**Wade** - This STAR is assigned to Aquarius, and can assume his appearance. When in this form, the STAR can shoot a blast of Ice (1d12 damage, Range 12", PR =5 per shot) from his hands.

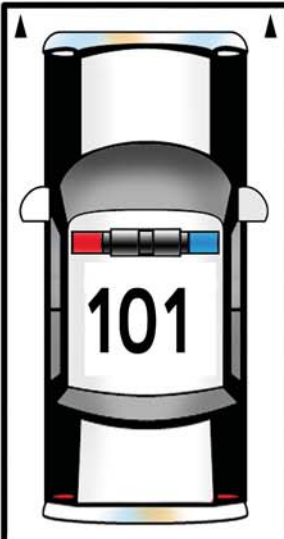
\*It should be noted that Leo has elected to not have a STAR as a replica – he feels challenged and somewhat unnerved by something that looks so much like him. That said, he has no scruples about using his STAR (Kitty) as a servant and groundskeeper within his suite.



						
COOK	CHEF	EXECUTIVE ASST	CAMERAMAN 1	CAMERAMAN 2	REPORTER 1	REPORTER 2
						
DECKHAND	CREW CHIEF	STEWARD	DJ SNAZZY RAJ	BARTENDER	LIFEGUARD	DECKHAND
						
NADIYA SCHMIDT	SOPHIE MANOR	ROBERT CROSS	CAPTAIN ALBERT	VALERIE SKINNER	ENGINEER	CHIEF ENGINEER
						
MIRIAM KOY	JESSI NELSON	JEFFREY MAGSON	DEBORAH MAGSON	TERRY TOLT	DEB TOLT	ZOEY
						
FLETCHER	ARIEL	RIC	PIERCE	RUSSELL	VIRGIL	BARRY
						
MINNIE	KITTY	WADE	GILL	HERMAN	LIBBY	BRUCE HAYES
						
GEMINI	GEMINI	CANCER	SCORPIO	SAGITTARIUS	KNUTE SMITH	KAREN SMITH
						
SECURITY CAMERA	SECURITY CAMERA	SECURITY CAMERA	SECURITY CAMERA	ARIES	LIBRA	CAPRICORN
						
TAURUS	SPECS	PLANS	SCHEMATIC	DIANE REESE-TOPPLE	EQUALIZER	ANDREW TOPPLE
						
		LEO	VIRGO	AQUARIUS	PISCES	

						
SOLDIER 1	SOLDIER 2	SOLDIER 3	SOLDIER 4	SOLDIER 5	SOLDIER 6	CAPT. LUKE GIBBONS
						
SOLDIER 7	SOLDIER 8	SOLDIER 9	SOLDIER 10	SOLDIER 11	SOLDIER 12	LT. 'BILLY' STRAUSS
						
LT. S. ALBER	SHERIFF COCHRANE	DEPUTY 1	DEPUTY 2	DEPUTY 3	DEPUTY 4	LT. MAX PINCOMBE
						
RACHEL ELLIS	FATHER JEROME	DENNIS WOOD	THEATER STAFF 1	THEATER STAFF 2	THEATER STAFF 3	THEATER STAFF 4
						
RICCO GIOVANNI	TRUCKER 1	TRUCKER 2	WAITRESS	WAITRESS	WAITRESS	WAITRESS
						
MAJ. SHANE ELLIS	GORD THOMPSON	JERRY BIRD	PETE HENRIKSON	PHIL HOCKING	SANDY LEE	CANDY CARLSON
						
DJ MARK SOPRANO	BOUNCER 1	BOUNCER 2	BOUNCER 3	BOUNCER 4	DR. ANNE DREBS	JANITOR
						
	NURSE 1	NURSE 2	NURSE 3	NURSE 4	NURSE 5	NURSE 6
						
	KEVIN SCOTT	MED-EVAC PILOT	SECURITY GUARD 1	SECURITY GUARD 2	CAPT. BARRY CLIPTIN	ALBERT CLIPTIN

 S.T.A.R.	 S.T.A.R.	 S.T.A.R.					
 S.T.A.R.	 S.T.A.R.	 S.T.A.R.					
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 S.T.A.R.	 S.T.A.R.	 S.T.A.R.					
 S.T.A.R.	 S.T.A.R.	 S.T.A.R.					
 POSE OF GREY MATTER	 STRONGBOX 53	 S.T.A.R.			 UNDERGROUND RELAY		
 TRANSPONDER	 TRANSPONDER	 HOIST			 WORKBENCH		
 TRANSPONDER	 TRANSPONDER						
 BRIEFCASE	 BRIEFCASE	 JET SKI 1	 JET SKI 2	 HUMM-V 1	 HUMM-V 2		
 PROT X269	 PROT X312			 JAMES NIVEN	 MIKE GOODWIN	 PAUL BIRKIN	 THE QUARTERMASTER
 WATERPROOF BAG	 PORTABLE HARD DRIVE						
 TOOLBOX 1	 TOOLBOX 2						



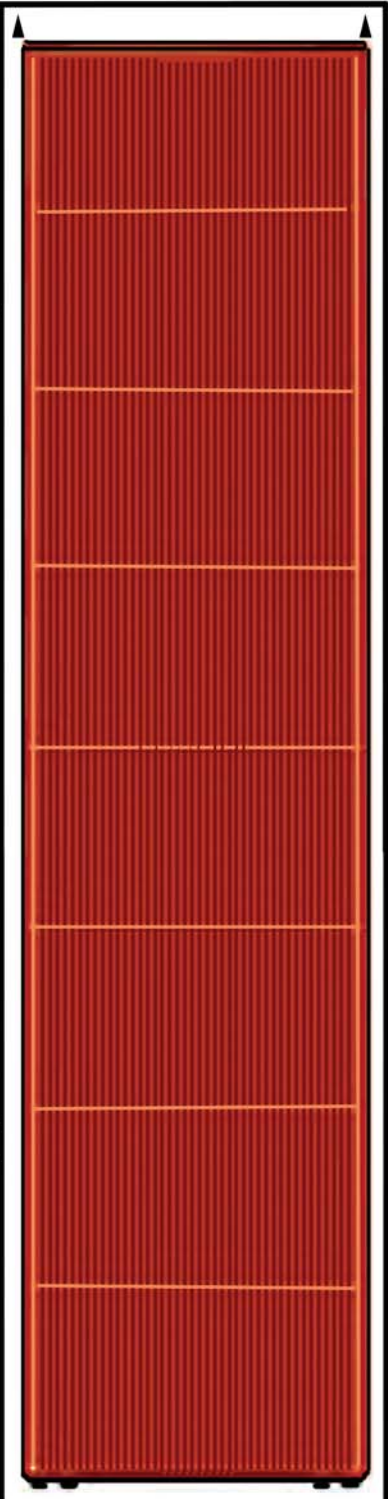
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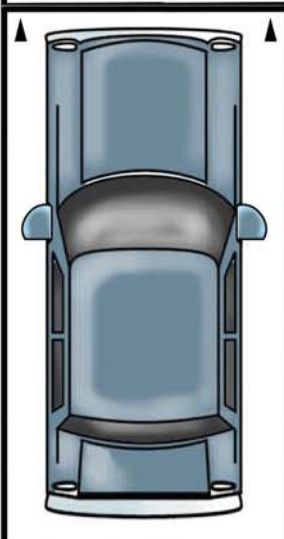
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PETERBUILT SEMI TRACTOR



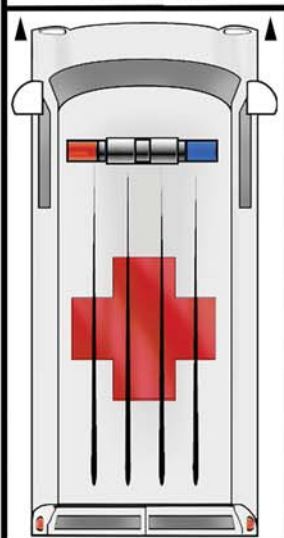
40 FOOT TRAILER



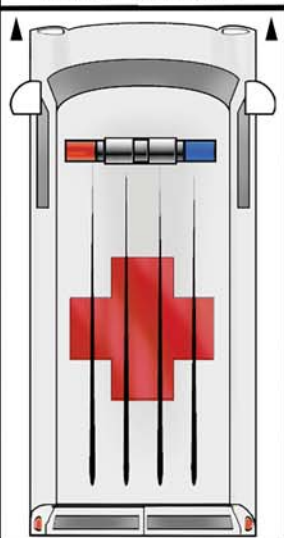
GREY SEDAN



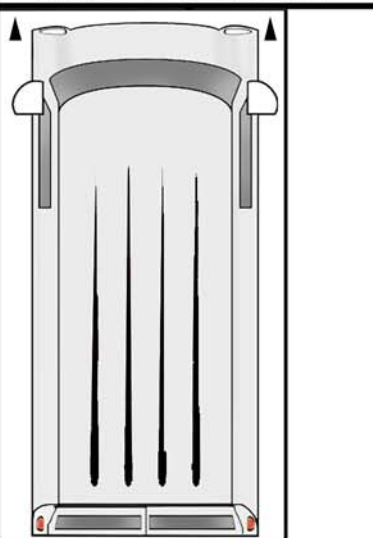
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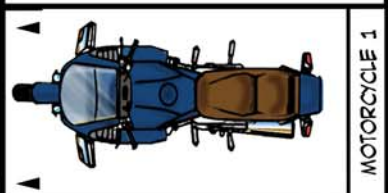
AMBULANCE 1



AMBULANCE 2



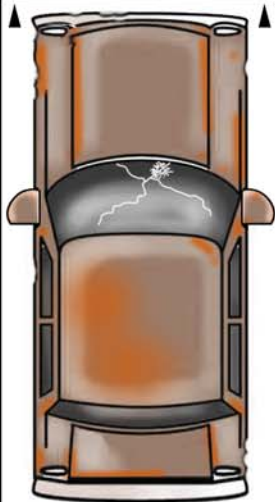
WHITE VAN



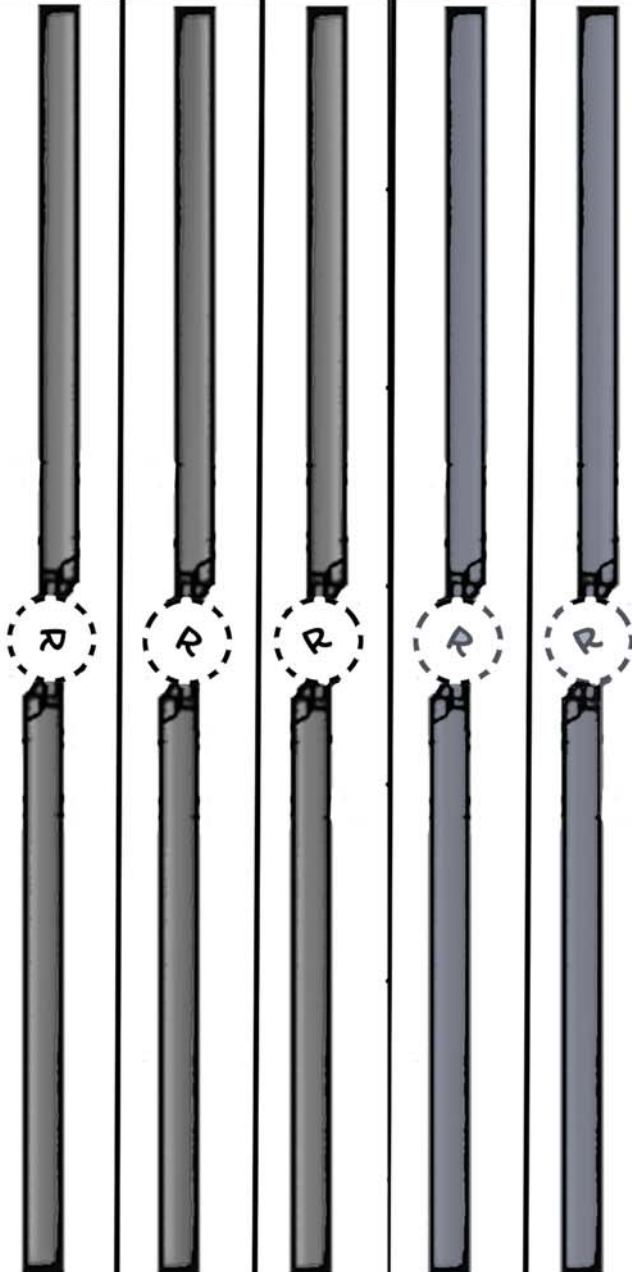
MOTORCYCLE 1



LIMOUSINE



RUSTY OLD BEATER



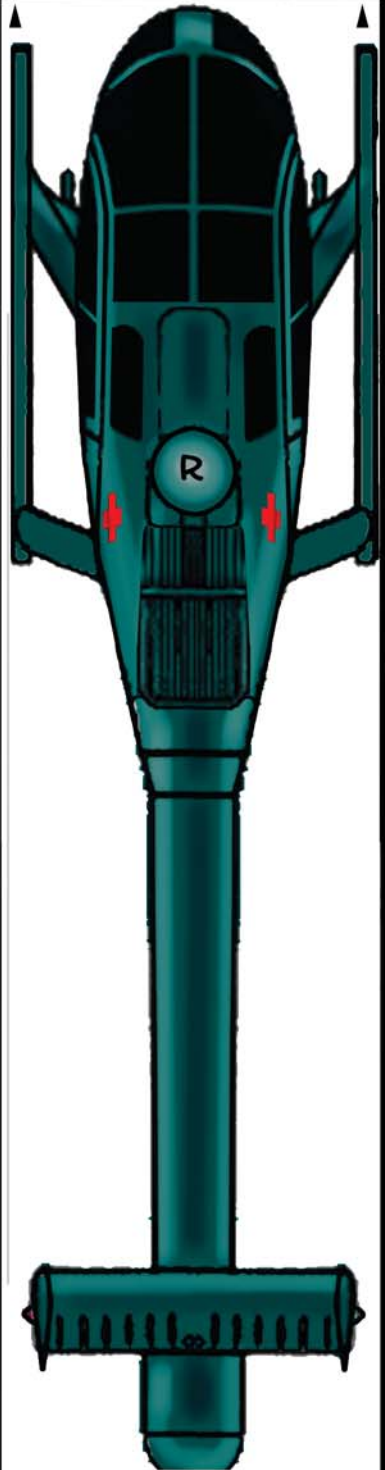
ME ROTOR 1-4

ME ROTOR 2-5

ME ROTOR 3-6

ROTOR 1-3

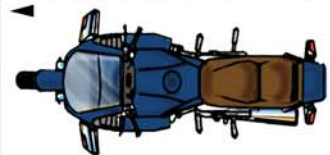
ROTOR 2-4



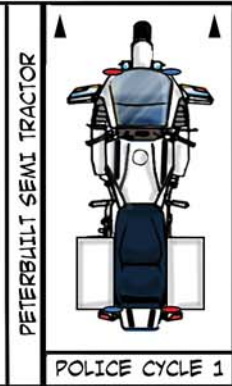
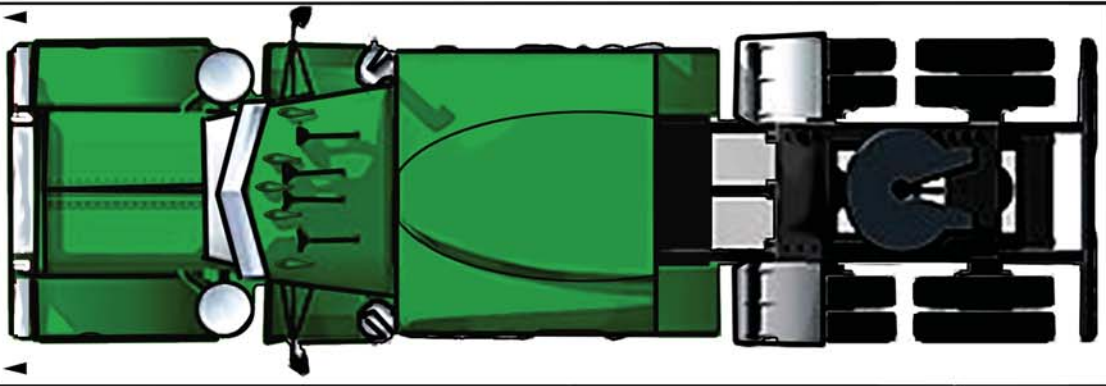
MEDEVAC CHOPPER



MOTORBOAT ROSEBLVD

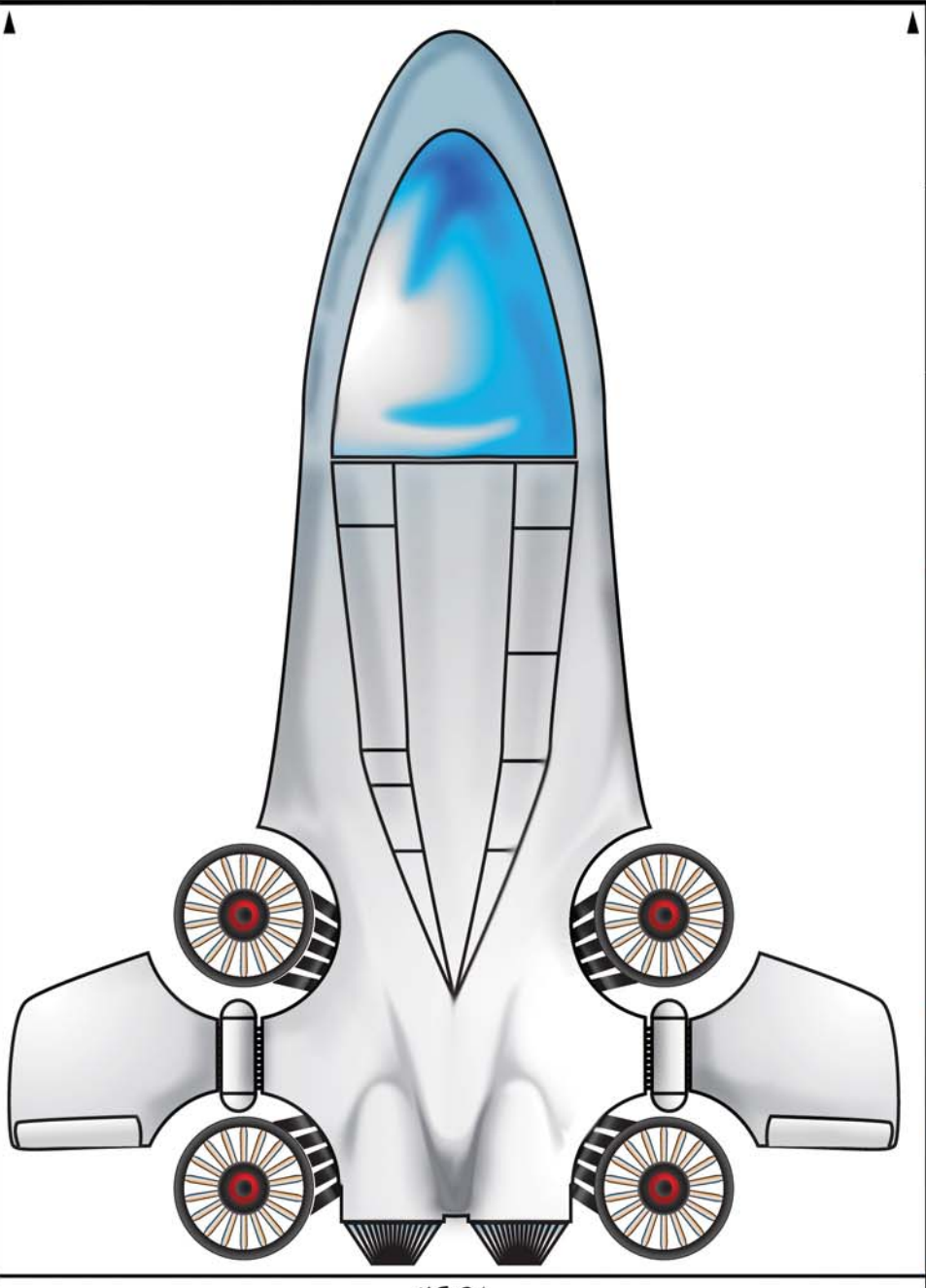


MOTORCYCLE 2

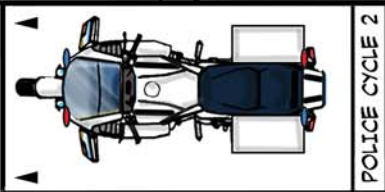


PETERBILT SEMI TRACTOR

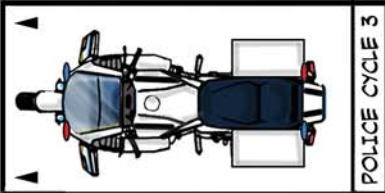
POLICE CYCLE 1



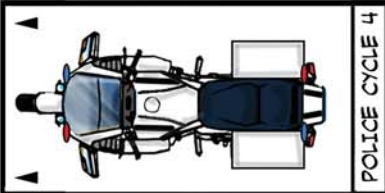
V.T.O.L.



POLICE CYCLE 2



POLICE CYCLE 3



POLICE CYCLE 4



VAULT DOOR

