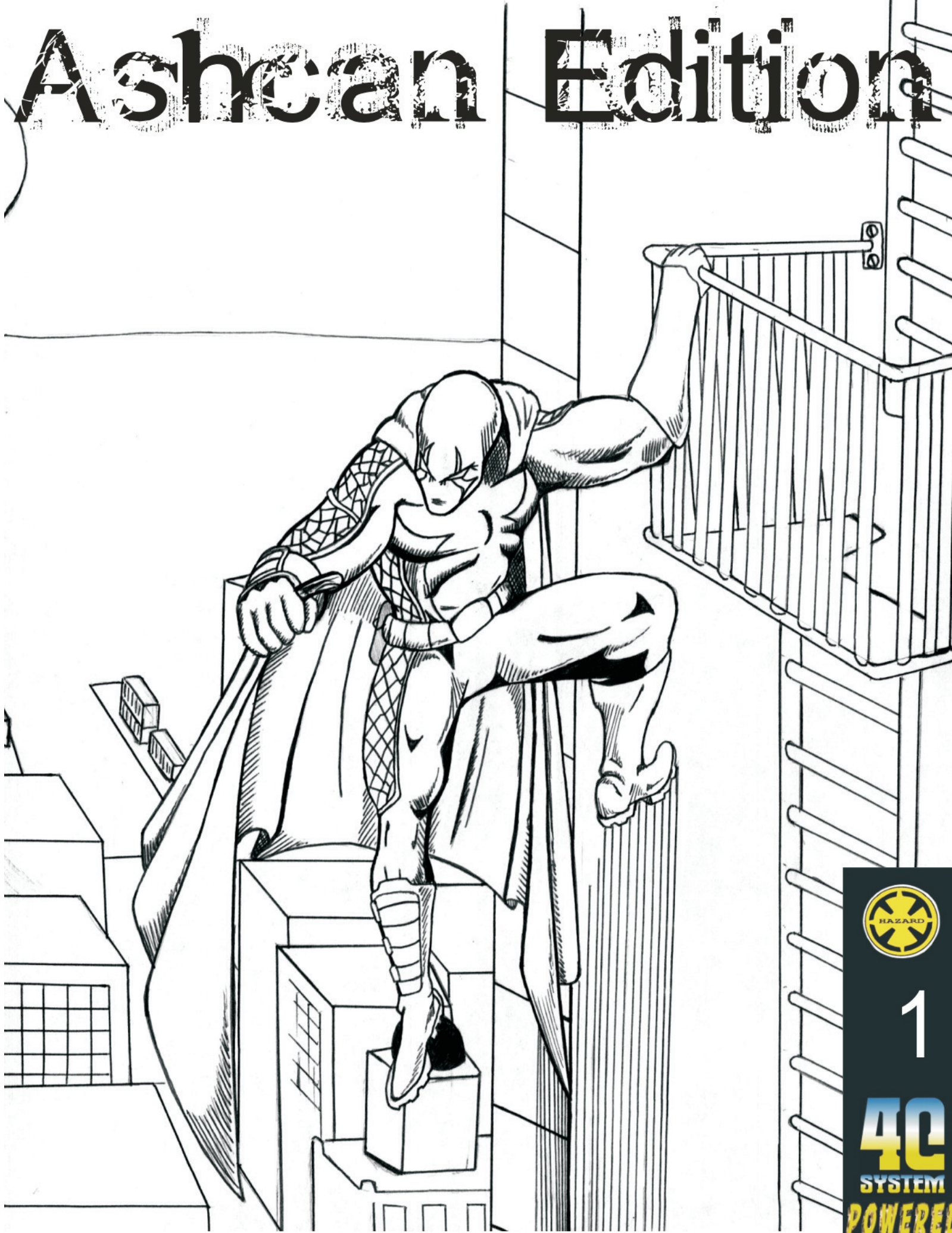


Ashcan Edition



1

40
SYSTEM
POWERED

Ashcan Edition Volume 1: Issue 1

Hey there all. I wanted to take a minute and welcome everyone to the premiere issue of Ashcan Edition. The E-Zine was originally released as a series of web supplements for the 4C Role Playing Game, a retro-fit for the FASERIP RPG system. Since the official release of the rules, there has been very little support seen. Some of the hooligans keeping the system going were Ronin Arts (Phil Reed being the original mad man responsible for resurrecting the system), Daniel Perez of Highmoon Games, and Chuck Rice of RPGOjects.

Even in the wake of these fantastic individuals throwing their support behind the game, Material for 4C was coming out very slowly. In December of 2008, HAZARD Studio released a series of web articles detailing a few characters and organizations using the 4C system. The articles received good feedback from people around the net (those who played 4c and some who didn't). Everything was released "ashcan" style with everything done in a black and white "small time press" look.

In keeping with that, HAZARD Studio's wanted to take the Ashcan Edition to the next level while maintaining it as a free resource to our fans. Starting with this issue, the Ashcan Edition will be released as a monthly free magazine supporting super hero themed role playing games. The features will vary month to month but we hope to be a stomping ground for the Supers Gaming Community to get news, reviews, and the occasional wanted poster for our rogue's gallery.

Thanks for stopping by and enjoy the show...

Regards,
Walt Robillard
[Http://hazardstudio.net](http://hazardstudio.net)

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Ashgrove
Edition

HEZARD STUDIO

1



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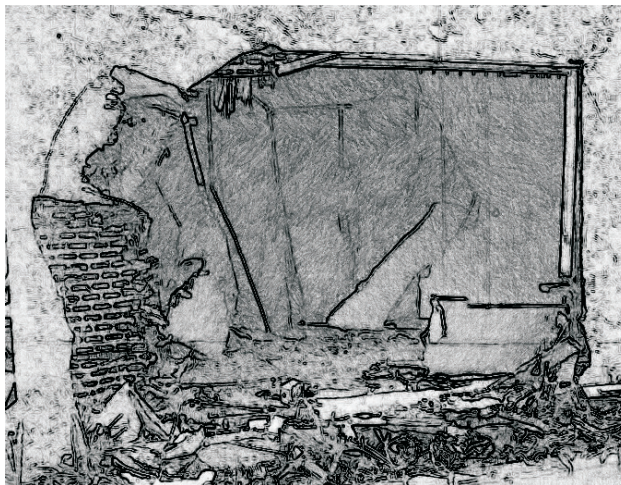


Super Human Rampages through Building:

Story by Dave Macklin – The Warner Federal Building downtown was attacked when a known criminal Super Powered Being, blasted through the outer wall. At 9:10 AM, the being known only as, Verge, blasted his way into the building and stalked one Raymond Valeski. Valeski, a forensic accountant for the Department of Defense, had been at an appointment when the monster attacked.

The assailant searched the building for a short time, damaging property and injuring several of the workers present. When Special Reaction Teams arrived the creature disappeared. No one saw the creature leave, although one eyewitness claims to have seen it shimmer before dropping out of sight.

As of the time of this writing, the FBI has taken Mr. Valeski into protective custody.



New Satellite Telescope Changes the Way We See Our Galaxy:

Story by Dave Macklin – The Khoury Observatory, on the outskirts of the city, is debuting a new advance in telescope technology. Linked to the Power Star Satellite, the Observatory can now thrill audiences and scientists alike with high-resolution holograms of our galaxy and beyond.

The Space Agency launched the Power Star in order to study our galaxy like never before. The Khoury Observatory is unveiling the Power Star Observer system this weekend for a large audience. The center will debut several shows in the planetarium as well as a demonstration show of the Power Star Satellite itself.

Ashes

Exhibition

1

HEZARD STUDIO

Wanted



Name: Amy Nakamura

Known Aliases: Saya (Japanese word for "sheath")

Wanted for: Assault on military personnel, destruction of government property, kidnapping of government personnel, grand theft, assault and battery.

Reward: 25,000 Dollars US for information leading to the capture of the suspect

Point of Contact: 1-888-555-2157

Special Agent Samantha Graham



Name: Unknown

Known Aliases: Verge

Wanted for: Destruction of government property, brandishing, assault and battery with intent to kill, wanted for questioning in conjunction to 14 murders

Reward: 25,000 Dollars US for information leading to the capture of the suspect

Point of Contact: 1-888-555-2157

Special Agent David Ross

SAYA

Amy Nakamura

(Alien Enhanced / Known - 20)

M:30 C:40 B:30 F:30 I:20 A:20 W:30

**Damage: 130, Fortune:70, Lifestyle:30,
Reputation:20**

Powers:

Note: All of Saya's powers and abilities come from her Gauntlet. Her normal scores are:

M:10 C:20 B:10 F:10 I:20 A:20 W:30

Armor (50)

Energy Control – Light Force (50): Saya's gauntlet is capable of channeling and controlling Light Force, an energy field prevalent across the cosmos. With it she can create force fields, lift objects, and attack.

Energy Generation – Light Force (50)(Saya has a +1Row Step to Coordination when attacking with her power)

Flight (50)

Life Support (50): The Gauntlet allows Saya to exist in any climate. From crushing ocean depths to the coldest reaches of space, nowhere is unreachable for Saya. She can maintain this state for her 50 turns.

Skills: Aerial Combat (C), Stellar Navigation (I), Piloting (C)

Background: Amy Nakamura was living her dream when she entered the Air Force to get to the Space Program. Leading her peers, she was selected to be a part of the prestigious *Crimson Flight* program, a manned research vessel on a two year trip to Mars. Just shy of orbit, the *Crimson* was caught amidst a space battle with between unidentified ships. Battling those who boarded her ship she came into possession of a *Light Force Gauntlet*. Amy used the gauntlet to overpower and annihilate both groups of ships. Using it she returned what was left of her crew and her ship to Earth. Appearing before the U.N. she warned of the alien threat but was laughed at. She obliterated the roof and flew off, officially announcing herself as Saya, the living sheath of the Light Force. Her new goal, to punish the governments and space agency's for sending them out unprepared for the threats they faced. When not taking her vengeance, Saya spends her time researching the Gauntlet to find a way to duplicate it and defeat their creators.

Identifying Quote: "Your feeble technology is no match for the Light Force..."



Ashes of
War

Evolution

HEZARD STUDIO

1

VERGE

(Superhuman Menace / Known - 45)

M:30 **C:**20 **B:**75 **F:**75 **I:**10 **A:**6 **W:**20

Damage:200, **Fortune:**36,
Lifestyle:0

Powers:

Armor (75)
Super Leap (50)
Super Speed (50)
Shape Shifting (20)

Skills: Brawling (M), Piloting
(C), Driving(C), Security
Systems (I)



Background: No one is sure who Verge really was before he became the security nightmare he is today. Originally, Verge was a special Wheel Man who delivered “packages” not intended for a standard delivery. What made him special was not his vicious delivery style; it was that he was a mutant with the power to shift shape. He could assume the shape of animals or people and with effort could mimic specific people. His life changed forever when he was sent to pick up a package containing a new strain of viral nanotechnology. The package broke when Verge tried to outrun a group bent on stealing it. Swarming with the tech, Verge drove off of a cliff. Emerging from the fire below as a seething mass of anger and hate, verge stormed after the thieves and killed all of them. The tech had mutated his body increasing his size and granting him a monstrous armored form. Since the mishap, Verge has become known as a top notch assassin who moonlights as a transporter.

Identifying Quote: “Want to see a trick?”

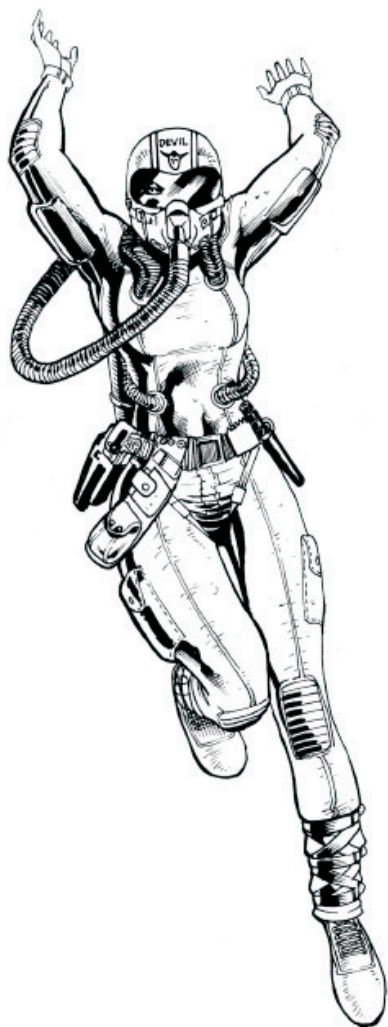
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Ashes and

Exhibition

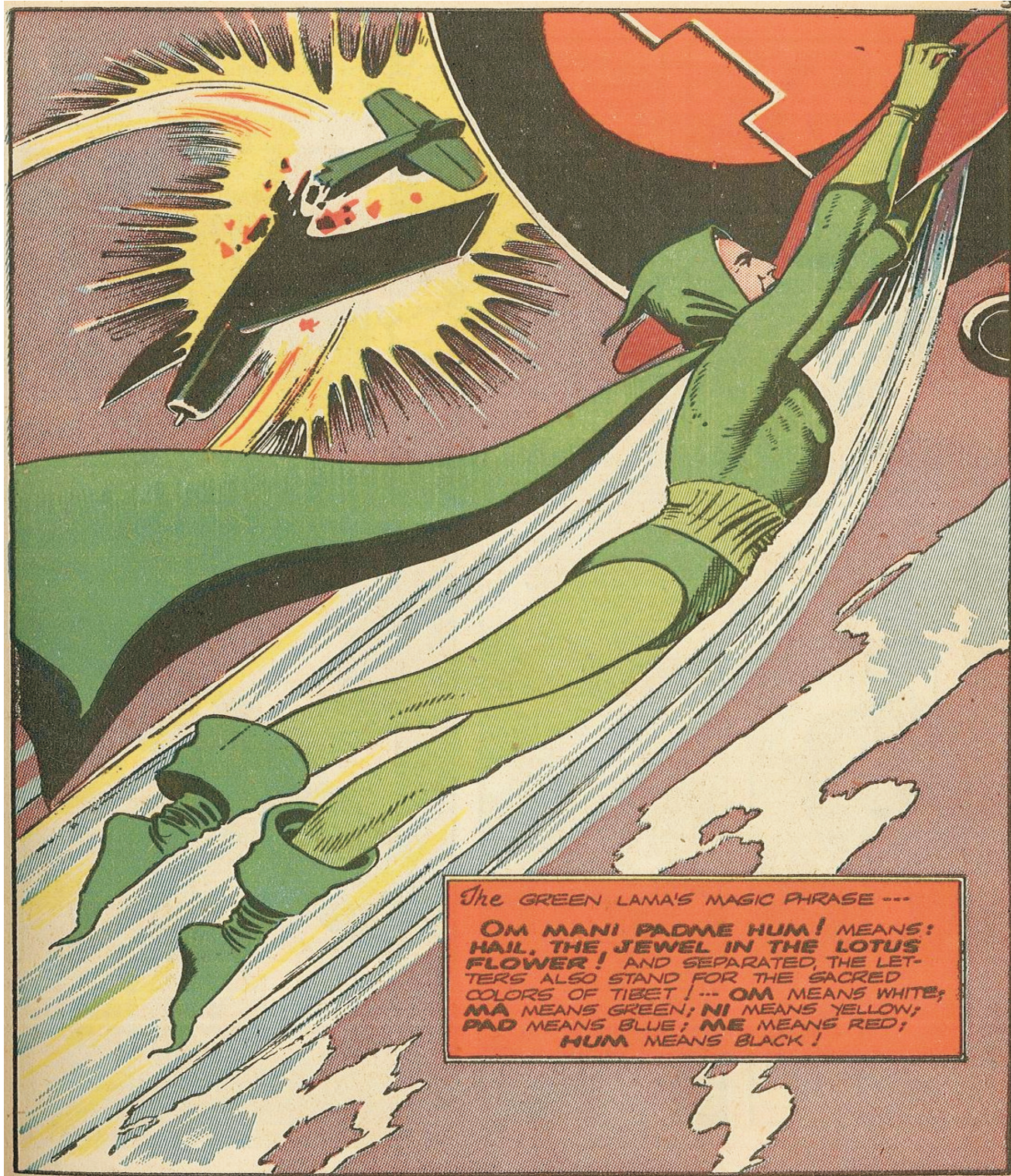
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HEZARD STUDIO

Golden Age Redux!

By Bill Browne.

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The Green Lama

In a period of comic books characterised by factual inaccuracies and gross stereotypes of other cultures, the Green Lama was an unusual character. Created in 1940 by Kendell Foster Crossen, the Green Lama was designed to compete with the Shadow – a role he fulfilled, though he never matched the Shadow's popularity. Crossen read extensively on Buddhism, but applied his knowledge shakily – the Green Lama, though a Tibetan Buddhist, more often refers to aspects of the Theravada form of Buddhism.

Wealthy New York scientist Jethro Dumont studied to become a Tibetan lama (Buddhist teacher) for ten years. This training taught him numerous mystic secrets which – coupled with his use of radioactive salts – allows him to manifest supernatural powers of flight, super-speed, super-strength and the power to fire energy beams.

As well as his metahuman identity the Green Lama, Dumont can also disguise himself as Doctor Pali, a Buddhist priest.

The Green Lama

(known to authorities, Jethro Dumont; playboy and lama)

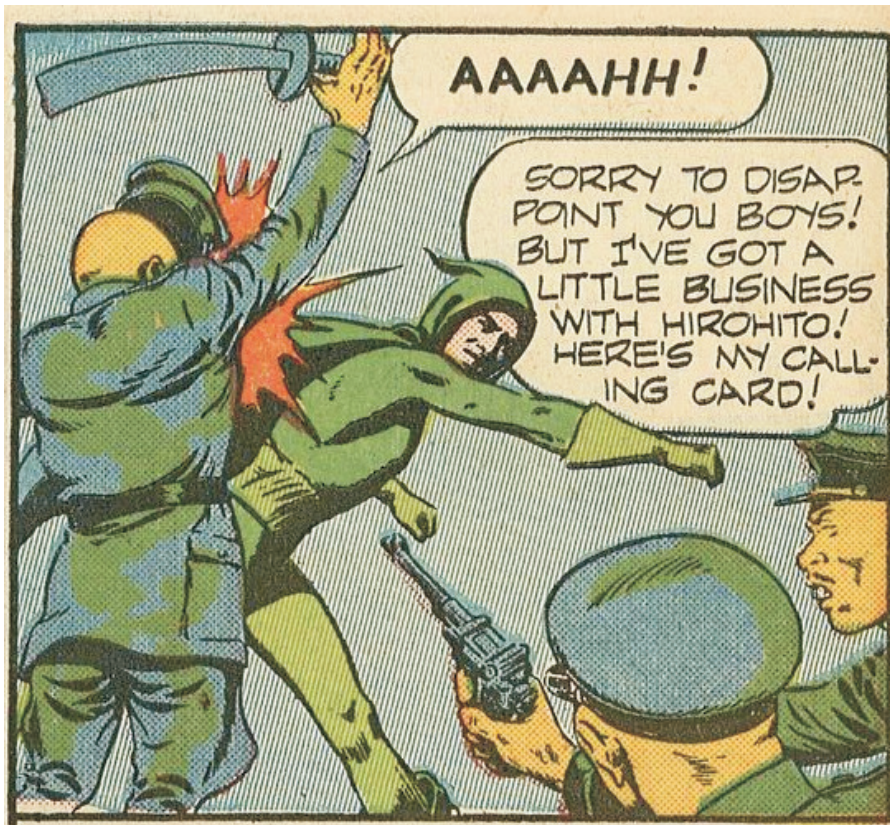
M 30, C 40, B 50, F 30, I 30, A 40, W 50

Damage 150; Fortune 120

Powers: Flight (50), Superspeed (20), Fire Generation (20).

Equipment: Green Lama outfit, Buddhist monk's robe, suit.

Skills: Martial Arts (C), Science! (I), Buddhist Lore (I).



Ashcrossen

Exhibition

1

HERZARD STUDIO

The Japanese

During World War II, the Green Lama did his patriotic duty to the United States by foiling Japanese plots, deflecting missiles and downing planes. He was well-known in Japan as a fearsome enemy, and many of the Japanese revered him.

Japanese Soldier

M 10, **C** 10, **B** 10, **F** 10, **I** 10, **A** 10, **W** 10

Damage 40; **Fortune** 30

Equipment: Pistol (10 damage).

Skills: Never Surrender (W).

Japanese Officer

M 30, **C** 10, **B** 10, **F** 20, **I** 10, **A** 10, **W** 30

Damage 70; **Fortune** 50

Equipment: Pistol (10 damage), katana (+15 damage).

Skills: Strategy and Tactics (I), Never Surrender (W), Love for the Emperor (I).

Japanese Plane

Durability 20, **Handling** 15, **Velocity** 20 (sectors/turn).

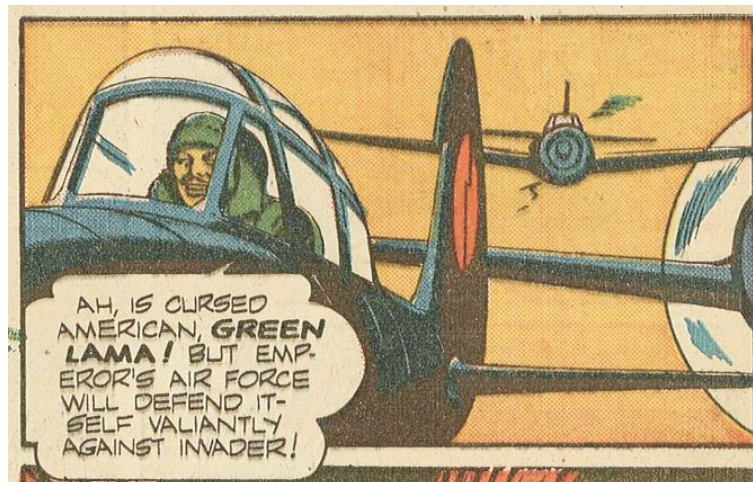
Equipment: Machine guns (30 damage).

Each Japanese plane is piloted by a Japanese officer.

Japanese Robot-Bomb

Durability 5, **Handling** 50, **Velocity** 25 (sectors/turn).

Equipment: Explosives (50 damage to all in sector, 25 to all in adjacent sectors). Once the robot-bomb's explosives go off, the bomb is destroyed.



The robot-bomb, an invention unique to the Japanese, is a bomb that tracks its target. Once on course it is difficult to escape.

GETTING THE GEAR

Gear Files: Covert Ops Phantom

The Phantom was created as a rapid response vehicle for the countries covert super human response team. Used as a quick response vehicle for special investigators, the Phantom has become a favorite piece of gear for the unit.

Chassis: Sports Car (2 seat sports car with enhanced chassis and small cargo trunk)

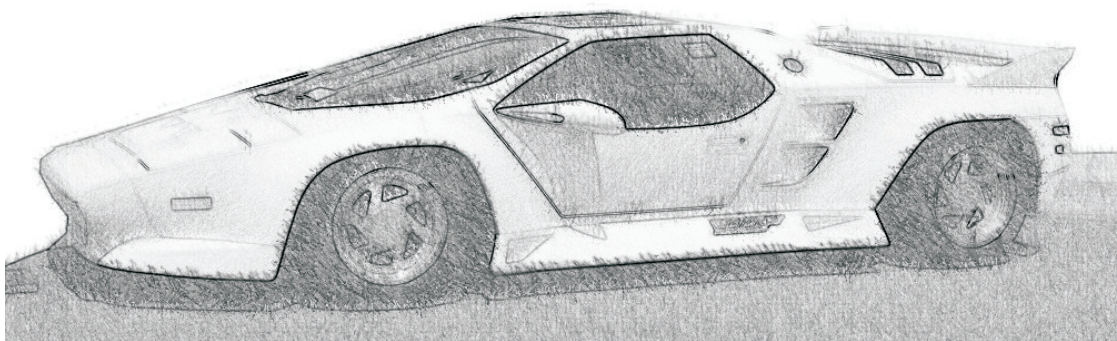
Durability: 15, Handling: 30, Velocity: 12

Special Abilities / Equipment:

Sensors (30) – 1 kilometer range.

Flight (20 sectors per turn)

Auto Guns (twin swivel cannons pop up from the hood just ahead of the windshield) **(DMG:25)**



Ashes and
Rebellion

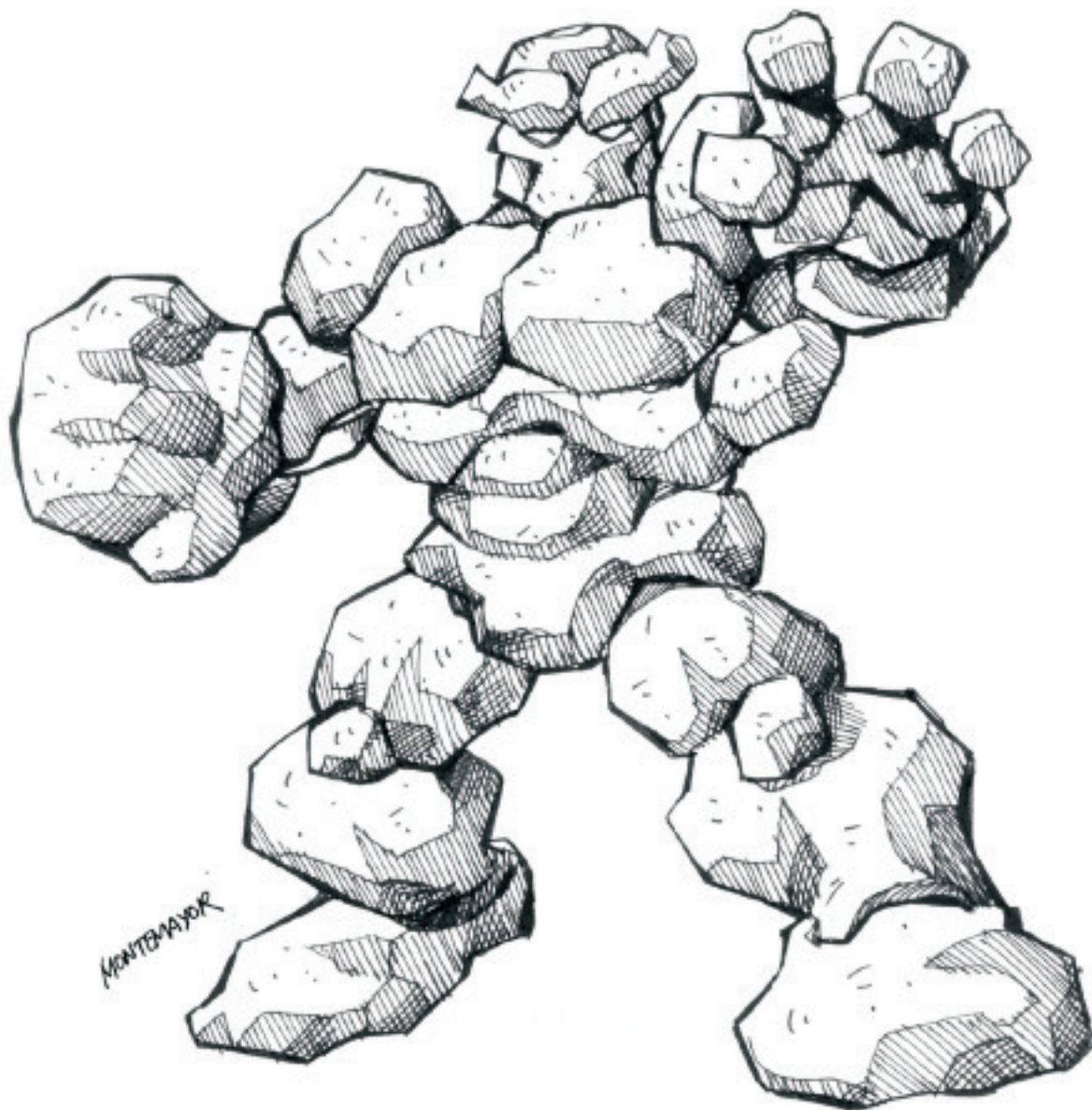
Rebellion

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HEZARD STUDIO

POWERS AND ABILITIES

Life Support: The hero has the ability to exist in adverse climates for prolonged periods of time. Examples of such environments include the crushing depths of the oceans, the primal cold of the arctic, and the reaches of space. The power rank of this ability represents the amount of time (in turns) the hero can exist in a hostile environment. Once the time has expired, the hero has to make a Fortitude Check as if he were drowning (see 4C Rule Book, Page 22). If the Hero has a power rank of 250 or higher, he can function indefinitely while in hostile conditions (At Rank 500, the Hero has no longer needs to breath or consume food or water).



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SEE YA NEXT MONTH!

Ashcan

Edition

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HAZARD STUDIOS