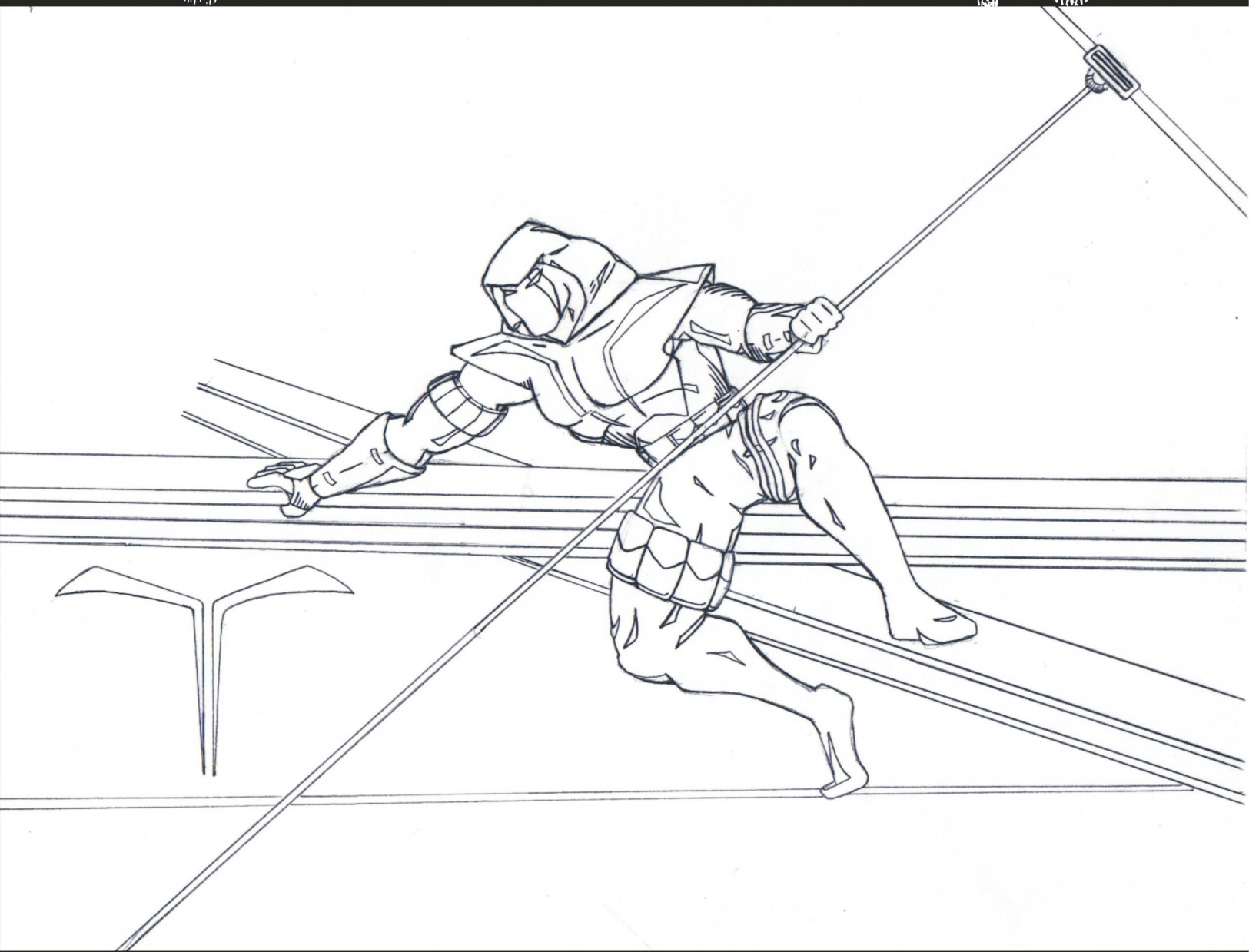


# Ashcan Edition



**4C**  
SYSTEM

# UNPLUGGED



2

**4C**  
SYSTEM  
POWERED

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# FORWARDED

Welcome to Issue 2 of the Ashcan Edition! While everyone is focusing on the super powered pals we love in the pages of our favorite comics, we are taking this issue to look at the flat scans, the super skilled, and the non-powered. In other words, we're looking at normal folks in extraordinary circumstances.

Of course, the "normals" we are looking at are not necessarily normal. Even though they are exceptional people, they don't possess super human ability, magic or psychic potential. They have achieved their status through training, grim determination and fate.

Find your sensei, stalk the shadows, lock and load, and turn the page...

It's time for the Ashcan Edition!



Ashcan Edition 2

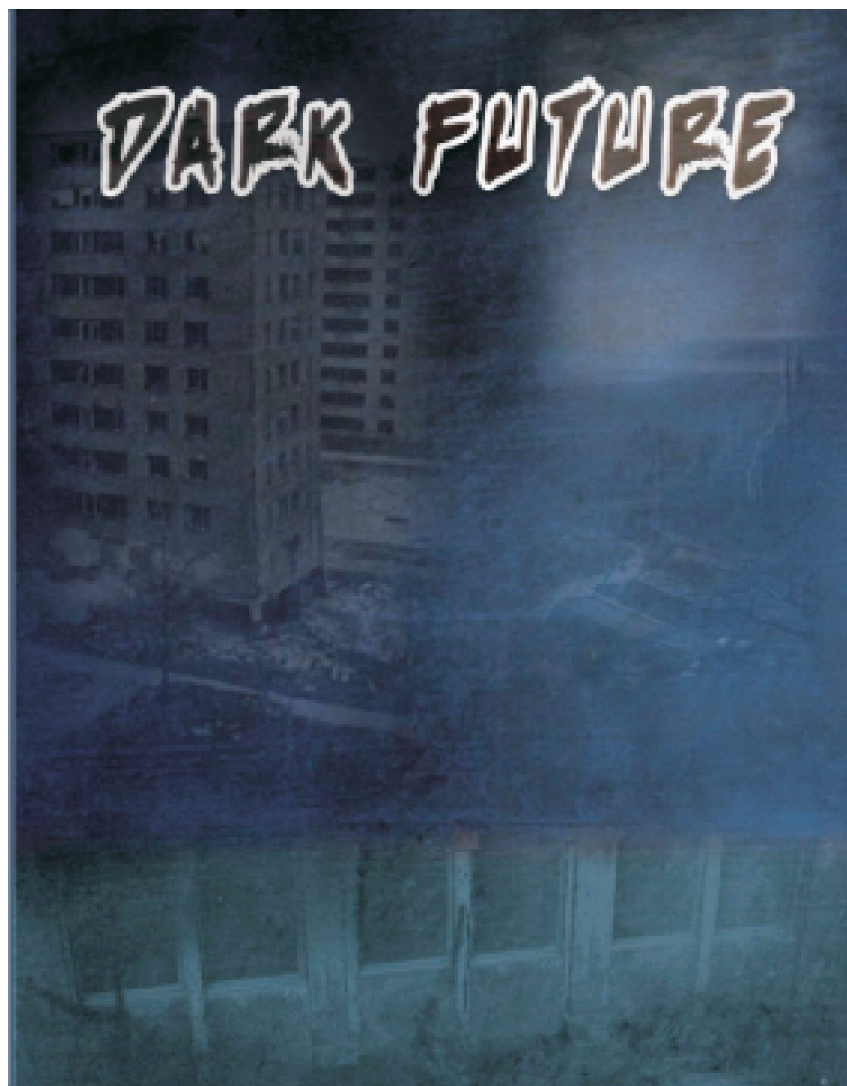
HEZARD STUDIO

VOLUME 1: ISSUE 2

THIS ISSUE BROUGHT TO YOU BY:

# DARK FUTURE

A series of traumatic events in the near future has led to a Dark America. Mutants, known as Jinxes, live in squalid Control Zones patrolled by the government's Black Knights. Will this be a time for you to bring light to tomorrow or will you succumb to a...



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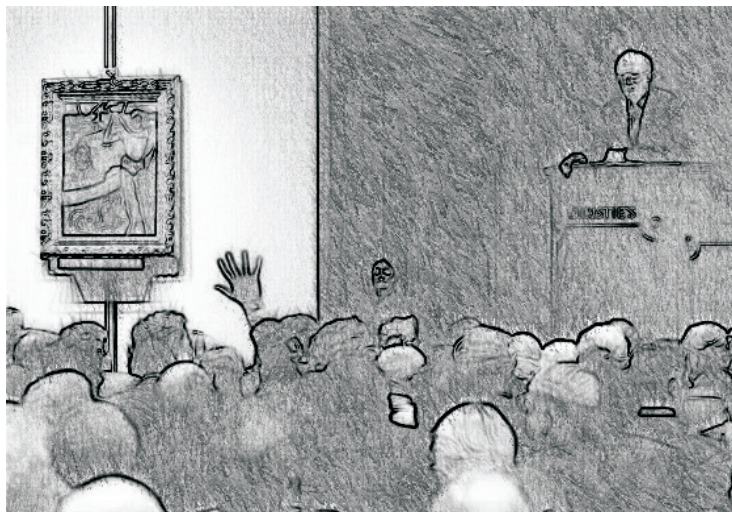
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## High Society Springs for Down and Out



Story By Anna Carreira – All of the posh and wealthiest amongst the City’s upper crust came out dressed to the nine’s in order to raise money for the homeless. The Hand-Up Foundation, an organization that sponsors free housing and education for the homeless, put on a spread that rivaled the Mayor’s victory celebration. Sporting live bands, a ballroom

dancing area featuring the stars of “Dancing with Celebrity,” and food fit for royalty, the guests caroused well into the midnight hours. Event coordinator Dominic Baldino was in great spirits. “Good to see so many people coming out. This event isn’t about a hand out. It’s about raising money to help folks get back on their feet and start living again.”

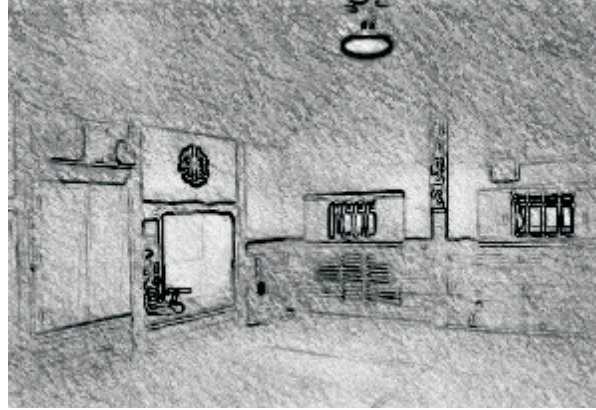
Dominic was optimistic about the night’s only hiccup, the misplacement of the famed Golden Nugget, The final unlit cigar of famed Mafia Don Carlo Gugliametti. “It was probably a goof by the post office. We’ll see it and then auction it off at the next Hand-Up event.”

Baldino, CEO of Artemis Incorporated, plans to have three more events set for the month. With an auction each week, Hand-Up should start the year off with a boost. Get your tickets early, as the events sell out quick due to City’s celebrity wanting to hobnob with mobsters reported to be friendly to Baldino. Among the items for sale include relics of the recent Mafia War that blanketed the city.

When asked if he was worried about gangsters coming for the items and the secrets they hold, Baldino remarked, “That stuff only happens in the movies.”

## Local Martial Arts Instructor Murdered

Story by David Macklin – Police were called to the scene of a bizarre and grizzly murder during the early hours of the morning. David Lau, a martial arts instructor who lived and ran his school in the factory district, was found brutally slain inside the studio. Lau was found by passing truck drivers who witnessed a small explosion in the back of the small remodeled factory building.



“There was a bright flash and then a few wisps of smoke. We went to check it out because the guy that runs the place is super nice. We found him all messed up.”

Witnesses at the scene claim the body was laid in the middle of the studio floor showered in white flower petals and surrounded by candles. He had a clean cut across the throat and a stab wound through the chest. He was covered with a large scroll that appeared to have been written in the victim’s blood.

Police have declined to comment as to the nature or motive of the crime. “When we know something, you will know something.”

Lau Xian Hsu, or David, to his friends, was a friend to the community and was known to train the City’s Police for free. He was well liked by all in the area, who had an open invitation at the school. As he had defected from China to the US several years ago, he leaves no known relatives and a legion of loyal students behind.



Watch Anna Carreira tonight as she begins a three part series detailing the Fall of the Baldino Family. Follow their rise to power during prohibition and their fall from grace ending in murder at the hands of the Gugliametti Family. Witness power, corruption, and greed tonight as Anna brings you:

**BLOOD BARONS:** The Baldino’s

Only on:

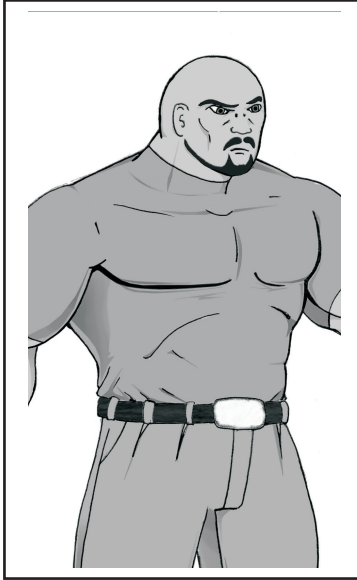


Check local listings for air times

ANNA CARREIRA  
PROHIBITION

HAZARD STUDIO

# Wanted



**Name:** Dominic Baldino

**Known Aliases:** "The Padre"

**Wanted:** Information leading to the arrest and conviction of subject, Baldino. Information wanted in connection to the murders of Salvatore "The Biscuit" Bisgotti, Michelangelo "The Turtle" Tomaselli, Antonio "Little Tony" Ferrera, and Sony "The Boss" Gugliemetti

**Reward:** 50,000 Dollars US

**Point of Contact:** 1-800-323-7450

Special Agent Giuseppe Nardolillo



**Name:** Real Name Unknown

**Known Aliases:** Bloodsong, The Oni, The Mad Tengu

**Wanted:** Wanted for questioning for his role in the death of 4 known Japanese Criminals and 87 passengers of Train 1077 in Germany. Suspected in conjunction with the death of the Iranian ambassador to the UN.

**Reward:** 25,000 Dollars US

**Point of Contact:** 1-877-995-2200

Special Agent Martin Blaine



## THE PADRE

**Dominic “The Padre” Baldino**  
(Mafia Boss / Well Know)

**M:10 C:6 B:10 F:10 I:10 A:6 W:10**

**Damage:36, Fortune:26,  
Lifestyle:50, Reputation: 20**

### **Powers**

(All of the Padre’s powers come from his equipment).

Combat Under Mesh (Armor: 10)  
Trinity Auto Pistol (DMG:20)

**Skills:** Brawling (M+1RS), Business (I+1RS), Fire Arms Skill Mastery (C+3RS), Military (I+1RS), Security Systems (I+1RS)

**Background:** The son of a wealthy crime family, Dominic sought to distance himself from the mayhem that spawned him. Leaving for the military, Dominic fought as a Force Recon Marine on three continents before seeking a life in a quiet southern college town. As he was ready to graduate he received word his entire family had been brutally slain by a rival gang. Returning home, he waged a bloody war on the captains of his family’s crime syndicate to gain control. Rebuilding from the ground up, Dominic spent years reforming the Baldino family into a business and criminal empire. Revisiting his family’s killers, Dominic obliterated them and absorbed their territory. Now as the reigning Over Boss of the City, Dominic and his Chimera Crew ensure that those that step out of line...pay dearly.

**Identifying Quote:** “My city, my way...”



## BLOOD SONG

(Nathan Saito)

(International Assassin / Unknown)

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

**Damage:**60, **Fortune:**26, **Lifestyle:**30,  
**Reputation:**

### Powers:

(All of Blood Song's powers are based on his equipment and skills)

*The Pike* (Blood's Sword) Rank 40

Material, +10 to Brawn Slashing

Damage, AP(-2 RS to armor)

*The Thug* (Blood's Pistol) Damage:20,  
C+1RS to hit (laser designator), 6 shot  
revolver, 20 rounds.

*Slaps* (Shuriken) Damage: 10

Body Armor: 10

*Shiko* (Climbing Claws) +1 RS to Climbing  
Skill

*Eggshell Bombs* (+1 RS to Stealth Skill to  
"Teleport out of sight" through the flash  
/ target gets an "AWARENESS" roll verses Blood's skill roll)



**Skills:** Martial Arts (M+2RS), Botany (I+1RS), Chemistry (I+1RS), Climbing (C+1RS),  
Firearms (C+1RS), Stealth (C+1RS)

**Background:** Nathan Saito was born the son of an American ambassador and a Japanese business magnate. In his early youth, Nathan was sent to live and learn with private tutors that gave him the best education money could buy. Growing to manhood, Nathan attended university and gained a degree in chemistry. Entering into the family business, Nathan was placed in charge of a pharmaceutical division. As time passed, Nathan began to distance himself from the company. Worried about his son, Nathan's father investigated his whereabouts. He came to find out that the very tutors his son was entrusted to as a child, had also indoctrinated him in the "Way of Stealing In," also known as Ninjutsu. In his long absences, he was serving his other family, The Silver Shadows, as their premier assassin. Turning away from his real family, Nathan embraced the Silver Shadows and sought to kill anyone they threw his way.

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HERZARD STUDIO

# RETRO VIEW

*The characters and images that follow have lapsed into the public domain. The text of this article are released into the public domain as well.*

## Black Fury

**Real Name:** John Perry  
(Human Street Vigilant / Secret Identity)

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

**Damage:**80, **Fortune:**40, **Lifestyle:**20, **Reputation:**0

**Powers:** Black Fury possesses no superhuman abilities

**Skills:** Dirty Infighting (M), Acrobatics (C), Journalism (I), Criminology (I), Stealth

**Background:** A gossip columnist for the Daily Clarion, John Perry had a knack for getting dirt off of clean surfaces. Often going undercover, John would investigate the underworld and government corruption. Donning the mantle of the Black Fury, John would use this identity to fight those who the law couldn't touch. While fighting the scourges of society, John would also use his alter ego to gather material for his columns.

When a cop was murdered on his watch, John adopted the man's son, Chuck Marley. Taking Chuck as his ward, John taught him the finer arts of crime fighting and would allow the lad to accompany him as *Kid Fury*, wearing a similar costume as the Black Fury.

## Kid Fury

**Real Name:** Chuck Marley  
(Human Street Vigilant / Secret Identity)

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

**Damage:**50, **Fortune:**26, **Lifestyle:**20, **Reputation:**0

**Powers:** Kid Fury possesses no superhuman abilities

**Skills:** Dirty Infighting (M), Acrobatics (C), Stealth(C)

**Background:** Taken in by John Perry after his father, a police officer, is slain. To help deal with his grief, John teaches Chuck the finer points of costumed crime fighting, allowing him to take to the streets as Kid Fury!



# THREAT RECORD

BY JAMES F KECK

## Safe and Sound

This scenario is one of five that will be included in Threat Record, Issue #1. The main villain is called Flash Blind, a mild speedster with a low-powered Plasma Flare ability that he can use to cut through metallic objects like a hot knife through butter. His stats are included below, and his background can be downloaded here (<http://www.keckpublishing.com/downloads/trsample.pdf>)

Threat Record will be a bi-monthly supplement giving game masters five new NPCs to use with, or against, their player characters in 4C System Powered games. Each issue will also showcase new powers, equipment, vehicles, and anything else that might crop up during the creation process. The supplements will be available for download through RPGNow and DriveThruRPG. The release date for Issue #1 is projected for June 1.

### Flash Blind

M	C	B	F	I	A	W
10	6	10	20	6	6	10
Damage			46	Fortune		22

#### Powers

Plasma Flare	30
Super Speed	10

#### Skills

Welding	2
Firearms	2

#### Contacts

Joseph Thompson

### Phase I

At about 11:30 AM, Flash Blind and a half-dozen thugs entered the National Bank, and began to rob it. One of the tellers hit a silent alarm, and the bank is now surrounded by police. Since it was right in the middle of lunch hour, Flash Blind and his men now have over thirty hostages to use as bargaining chips whenever they decide to get away.

Flash Blind is intent on cracking open the vault and plans to use his Plasma Flare power to cut his way through the heavy door. Even though his power rank is high, it will still take him about half an hour to get into the vault. He will direct his men to stall the police for as long as possible.

The heroes should hear about the robbery/hostage situation as soon as the police are called in. If they are on good terms with the authorities, they will be given whatever information is available. The police will also give them any assistance requested, should the heroes decide to make a move on the bank.

The heroes will be met with a hail of gunfire, and death threats against the hostages from the thugs if they attempt to enter the bank. The thugs are armed with handguns (Damage 10), shotguns (Damage 20), and knives (Damage 6).

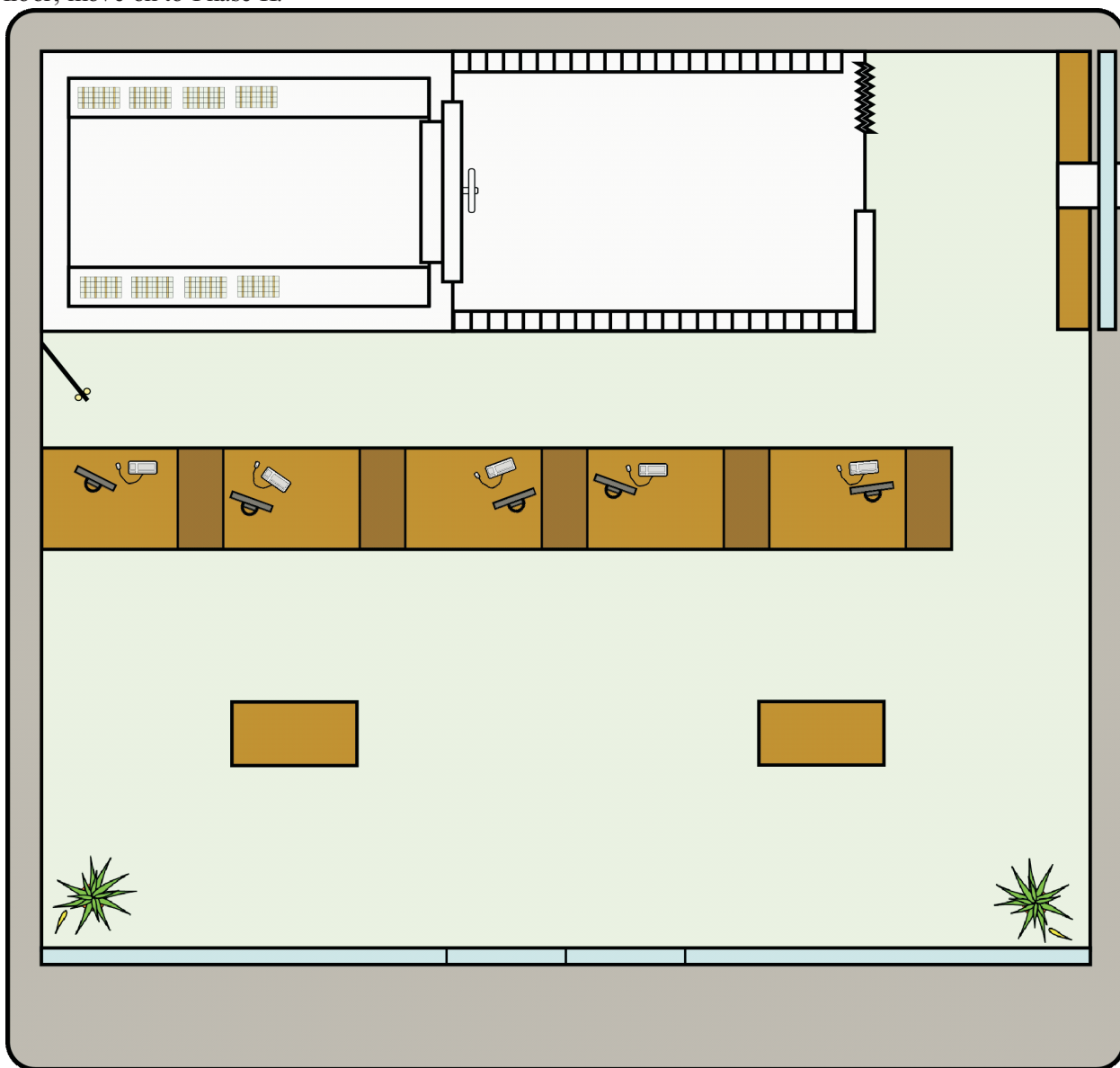
AVARON  
EDITION  
HIZARD STUDIO

# THREAT RECORD

10	6	10	10	6	6	6
Damage		36	Fortune		18	

The hostages have all been corralled into the bank president's office through a door behind the cashiers stalls. Two of the thugs stand guard over them with shotguns at the ready. The other thugs have been positioned so that they have an excellent view of all points of entry to the bank, and of each other.

If Flash Blind gets into the safe before the heroes can stop him, he will load up several duffel bags full with cash, and prepare to make his escape. He plans to burn a hole through the floor of the vault which sits directly over the city's subway system. This will, of course, take at least another ten to twenty minutes to achieve. If the thugs manage to hold off the heroes, and the police, until he can cut through the floor, move on to Phase II.



# THREAT RECORD

## Phase II

Flash Blind has been given a map of the subway tunnels, and a train schedule, so he can avoid any mishaps while making his escape. He is to meet up with Mr. Thompson who is waiting at a station that is over fifteen blocks away. Flash Blind will use his super speed ability to make his way to the rendezvous point. Once there, Mr. Thompson will take the cash, and tell Flash Blind to hold off anyone attempting to follow him.

Flash Blind will fight with the heroes if they have pursued him into the tunnels. He will use his special abilities, and any weapons that he can manage to scramble up along the way. He will also use any civilian bystanders in the train station as human shields whenever possible.

Flash Blind's sole purpose is to give his boss as much time as possible to make a getaway. He will attempt to hold off the heroes for at least ten turns before trying to get away himself. If he is defeated before the end of the tenth turn, the heroes may attempt to track down, and capture Mr. Thompson, and recover the cash.

## Joseph Thompson

M	C	B	F	I	A	W
10	20	10	10	20	10	10
Damage			50	Fortune		40

Joseph Thompson was a street tough from the age of eight. His parents split up before he could walk, and he was passed around from one family member to another throughout his childhood. He struck out against his misfortune by stealing, cheating, and fighting anyone who dared to keep him from getting what he wanted. Today, he uses his knowledge of the streets, and his recent discovery of Flash Blind, and Demo, to acquire the spoils of his own personal war on society.

Joseph tries to avoid doing the dirty work these days, but if he must, he must. He carries a gold plated switch-blade and a concealed semi-automatic pistol (Damage 10) with him wherever he goes. He will attempt to bargain with his opponents before reverting to violence. Buying someone is cleaner, and often cheaper, than shooting them.

## Awards

Each hero should receive the standard individual awards for good role playing, and other circumstances. The heroes should receive the following awards if the listed conditions are met:

Flash Blind is worth 30 points of Fortune to all heroes that contribute to his capture.

Each thug captured is worth 10 points.

The capture of Joseph Thompson is worth 50 points.

Returning the cash to the bank, or authorities, is worth 30 points to each hero involved.

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# IN THE KNOW:

Need a quick sketch of that shiny new hero? Got the vision in your head of what you look like and what you can do? Just can't get your compadres to share that vision... We have the technology!



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# HENCHMAN

## Chimera Crew

(Criminal Gang / known)

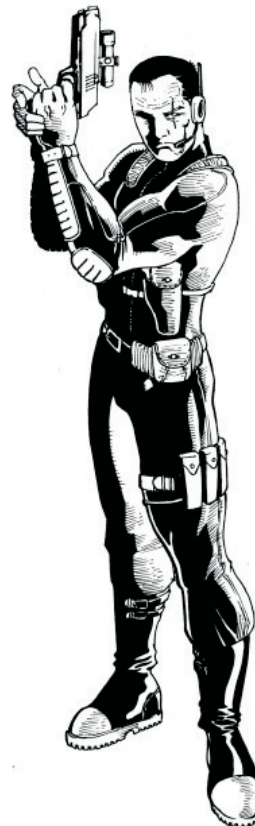
M:10 C:6 B:10 F:10 I:6 A:6 W:10

Damage:36, Fortune:22, Lifestyle: 20, Reputation: -5

**Skills:** Streetwise (I), Firearms (C),

**Background:** All orphans and unwanted street urchins, The Padre has taken the unwanted children of The City and formed them into a “family.” Training and conditioning ensued until the Chimera Crew was formed, acting like a military unit under the shadow of Baldino’s legitimate businesses. In plain sight they are his personal security. When the need arises, Baldino leads them on raids against other criminal elements of the City.

**Identifying Quote:**” We own these streets!”

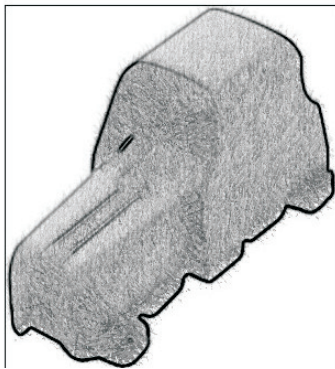


# GETTING THE GEAR



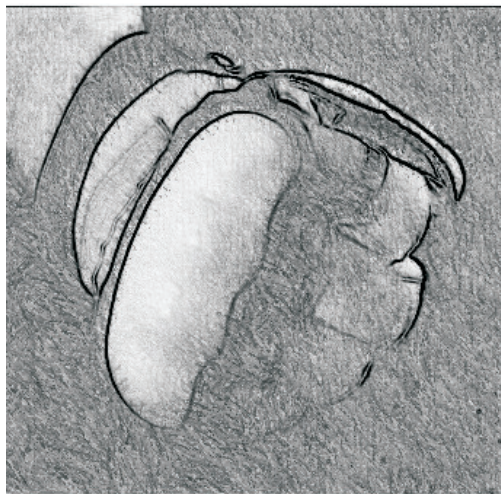
## Armored Plate Carrier (w/Plates)

Armor (15) / -1RS to Coordination for purposes of dodging due to bulk. Minimum Brawn of 6 required to wear effectively.



## Red Dot Sight

+1 RS to Shooting or Firearms when mounted to a rifle (and in rare cases a pistol).



## Combat Gloves:

These gloves add +5 points of damage to the BRAWN of the wearer for purposes of damage. The knuckles are made of carbon fiber for a shockingly powerful assist in knocking down doors, or people. Most commonly worn by Law Enforcement or Military, the easy and availability of these gloves are making them a favorite of thugs in the know.

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