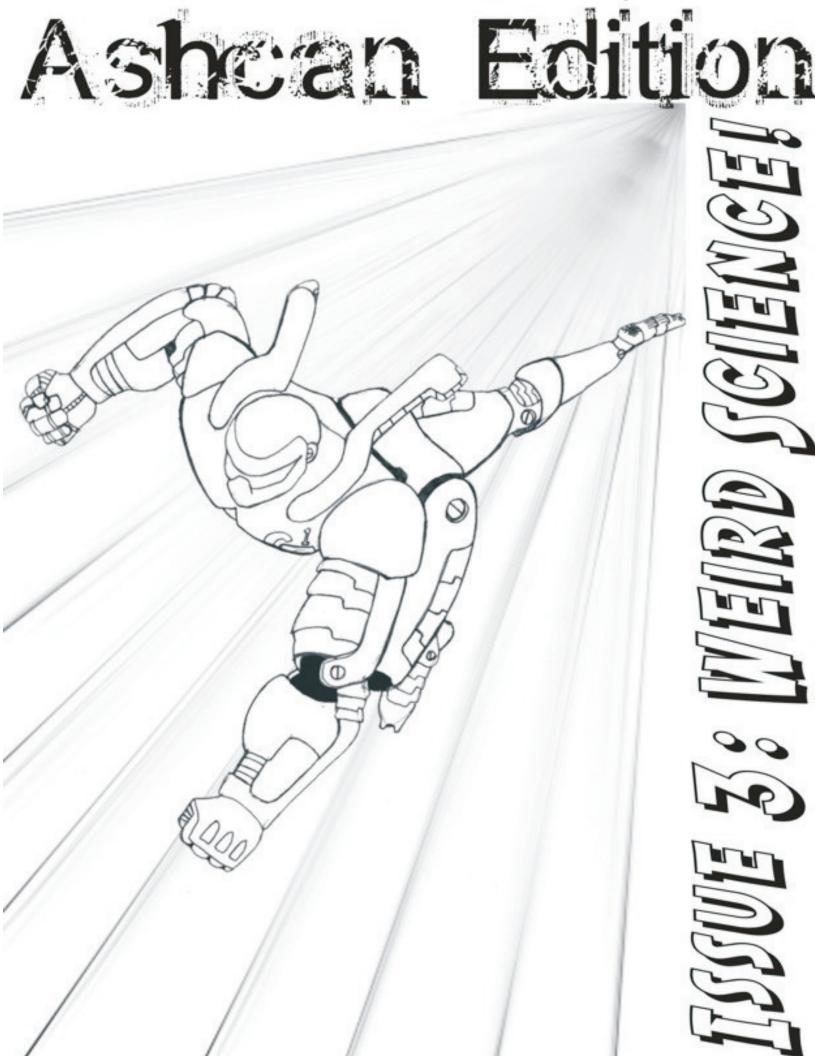
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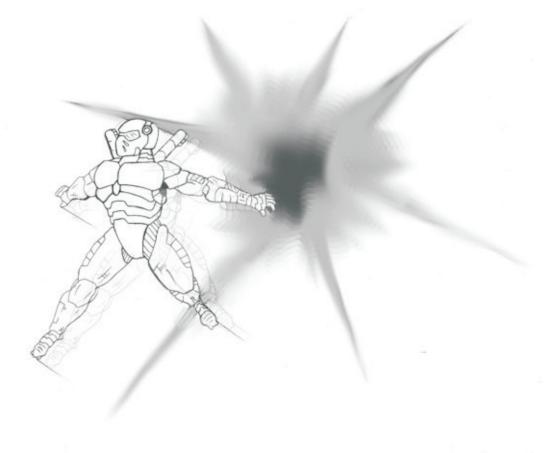




Weird science has always played a role in comics and science fiction, from the super serum that turns the mild and meek into the incredible, to the armor that turns the reckless scientist into an avenging hero. Comics make the best of pseudo science make the impossible sound probable. It is this X factor that we are shamelessly exploiting for Issue 3.

Sit back, hold on, and grab your pencil to scribble some sketch quality fun... It's time for the Ashcan Edition.



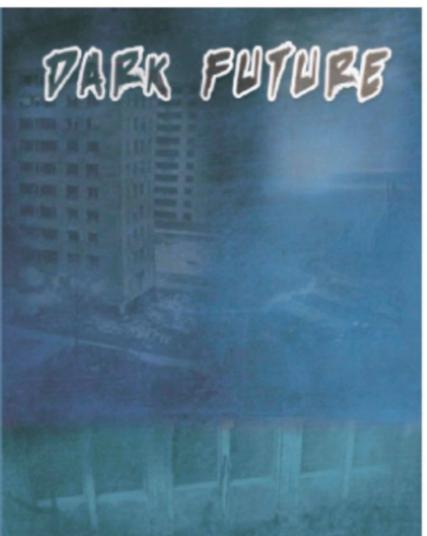


THIS ISSUE BROUGHT TO YOU BY:

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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Hair Treatment Breaks the Barrier between Science and Fiction

Story by Anna Carreira – A new craze has hit the fashion world in and around The City. Cyber-Sensations, a leader in cutting edge fashion, has created the first interactive hair treatment. Although revolutionary in scope, the treatment is causing quite a stir throughout the community.

Ben Janich, a spokesman for Cyber-Sensations, had this to say, "Our new product, Spectra, will revolutionize the hair care industry. We hope to have the product on the market nationwide within the month. For now, we have chosen The City as our first 'test' market to gauge the interest, which has been overwhelming. We are looking forward to seeing Spectra take the nation by storm."

Spectra is administered by taking the contents of the bottle and rubbing it directly to the scalp. Within the solution are millions of nanites, microscopic machines that bond with a person's hair. A small stylus is packaged with the



treatment. Acting almost like a magic wand, the stylus can be touched to any color and by rubbing across the hair; the machines change the hair to that color. The treatment lasts for about a month and the nanites eventually lose power and wash out.

While the fashion elite were rabid for the product upon its release, Police Commissioner Labron Azari had grave concerns about the product. "Spectra is good for the City. Cyber-Sensations has brought in jobs as well as an influx or tourism due to folks looking to get it. My problem with this is that there is no limit to the colors that Spectra can imitate. If someone is committing a crime, they can tap their head and suddenly they look totally different. I think that Cyber-Sensations should consider this before they market this stuff worldwide."

Janich has responded several times to the possible criminal use of his product as well as other allegations. "We can't be held responsible for how people use our product any more than a leg stocking company can when some twit robs a bank with nylons on his head. As far as allegations of Spectra's safety, we did extensive tests before releasing it. We have absolute faith in our product."

Spectra is out in stores now and will be released nationwide at the end of the month.



Passing the Buck: Cyber Sensation's plant in the North Point district of the City has been the target of an attack by the People for Animal Welfare. Picketing outside of the main gate, the group served as an excellent distraction, while a saboteur made his way inside to wreak havoc about the site. PAW representatives claim they have no

connection to the attack that took place and claim that their presence during the incident was a coincidence. More on this story at 9pm eastern time.

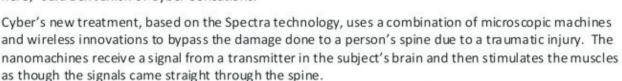


New Lease on Life from Cyber-Sensations

Story by Dave Macklin – Cyber-Sensations made history breaking news this month with the release of Spectra, their new hair care product. They are once again breaking the news barrier with a controversial use of their Spectra technology.

Using a combination of nanotechnology and burst transmitter science, Cyber – Sensations has produced a miraculous new treatment to those with debilitating spinal injuries, called Uplift.

"We have seen a miracle in the science we are seeing here, "said Ben Janich of Cyber-Sensations.





"We have had promising results. In fact, not only am I responsible for unveiling these breakthroughs to the public, I am also a client."

In a near fatal car crash several years ago, Janich now walks with his company's proven Uplift technology. As a proven client, he makes the perfect spokesperson as well as a very public face of the successes Cyber-Sensations has had.

"We hope to make the technology available to everyone very soon. We are in final trials with the FDA and once they are done, Uplift can be given to the world," says Janich.

Not only are local City hospitals looking into the Uplift Technology, the military and law enforcement are very interested. Uplift tech introduced to a healthy subject can increase a person's strength and endurance, making them prime applicants for fighter pilot and exo-pilot programs.









SKIN

Claudia Vernon (Assassin - Saboteur / Fashion Model / Known)

M: 30 C: 10 B: 20 F: 20 I:10 A:20 W:4

Damage: 80, Fortune: 34, Lifestyle: 40,

Reputation: 20

Powers:

Claws (40): Claudia can use the Spectra-Tech to alter the shape of her hands into razor sharp claws.

Combat Sense (50): Claudia's Tech continually monitor the world around her and alert her to danger.

Shapeshift (50): Claudia can alter her appearance at will using the Spectra-tech infused into her system. Her powers only give her the ability to alter her appearance, including imitating the opposite sex as well as specific people.

Skills: Acrobatics (C), Climbing (C), Firearms (C), Martial Arts (M), High Society (I)

Background: Claudia Vernon was a fashion model born to a wealthy family whose holdings rivaled that of small countries. As she grew into adulthood, her stunning looks and elegance caught the attention of the public time and again. Fashion runways, reality television, and a charisma that could charm royalty, Claudia led a charmed life. An accident involving high speed and alcohol flavored reflexes put Claudia into a hospital bed, horribly disfigured. Angry and afraid, her family reached out to Cyber-Sensations for a miracle. Using technology leaps and bounds ahead of the Spectra Tech, Claudia was rejuvenated back to health and beauty. As is often the case with trauma, she knew something wasn't right. Bringing in a savvy tech and a freewheeling fixer, Claudia discovers that she had unwittingly been turned into an assassin using the Spectra and Uplift nanotechnology. Being unleashed at the whim of her father, call sign, Skin, could be unleashed against corporate enemies at will, with her having no memory of the event. Breaking the mind control, Claudia wages a bloody war, killing the techs that restored and altered her, her handlers, and confronting her father. Giving the FBI all the evidence against her father, he goes to jail for life. Armed with superhuman ability and allies to help her, Claudia continues to wage a shadow war against Cyber-Sensations as well as selling her services as a high powered hitter.

Identifying Quote: "I plan on getting under your skin..."

KNIGHT RAIDER

(Marco Zane / Unknown)

M:10 C:10 B:40 F:30 I:6 A:10 W:20

Damage: 90, Fortune: 36, Lifestyle:30, Reputation:0

Powers:

Body Armor (30)

Super Leap (40)

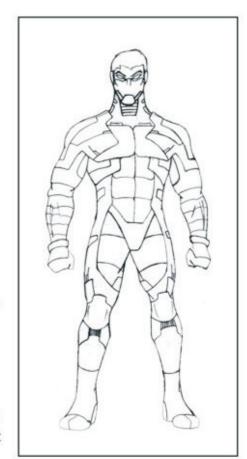
Super Speed (40)

Wall Crawling (30)

The Lash - The Lash is a composite weapon created by Cyber-Sensation originally for manipulating entire vats of nanites. When Raider was changed by his encounter, he reached out and grabbed one of the manipulators, transforming it from simple tool into complex weapon.

Whip Damage (30)

Telekinesis (30): The whip can be used to entangle objects and be used to manipulate objects at a distance. The Lash cannot exert fine control and can only be used to affect one object at a time.



Skills: Business (I), Climbing(C), Security Systems(I), Weapon Skill (M+2)

Background: Marco Zane was a corporate spy. With a specialty in capturing his objective and sabotaging any hope of recovering the project. On a routine mission into Cyber-Sensations, Zane encountered the City vigilante known as The Sheppard. As Zane tried to escape, Sheppard knocked him over a catwalk. As he hung there helpless, Sheppard came along to gloat just long enough to watch him loose his grip. Zane fell into a vat of nanomachines whose job was to break down and reassemble an exoskeleton to test their efficiency. As Zane was introduced to the vat, they reasoned that he must be part of the experiment and integrated him into their process. The result fused the exoskeleton into Zane's body as well as infused his body with trillions of nanites. Emerging from the vat, Zane went back into the building, killed Sheppard, and walked off with his objective. As he jumped to the roof of the next building, Zane blew up the building. Utilizing the amazing accident to his advantage, Zane now sells his services to the highest bidder as a high powered saboteur who specializes in taking on high profile supers.

Identifying Quote: "What's mine is mine and what's yours is mine..."







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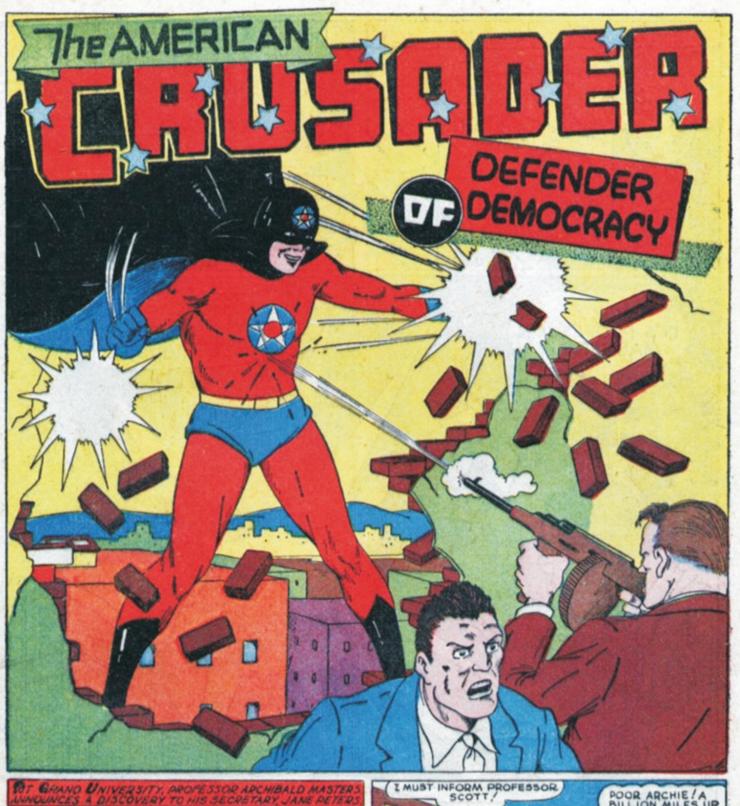


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AMERICAN CRUSADER

(Costumed Crime Fighter / Known)

M:10 C:20 B:100 F:75 I:30 A:20 W:30

Damage:205, Fortune:70, Lifestyle:10, Reputation: 0/30

Powers:

Body Armor (100) Life Support (50) (see Ashcan Edition Issue 1) Flight (50) Electromagnetic Blasts (50)

Skills: Astronomy (I), Aerial Maneuvers (C)

Background: Grand University Astronomy Professor Archie Masters locates a mysterious astral body near Uranus. Excited beyond measure, he rushes off to find his colleague Professor Scott, a scientist about to split an atom. Masters is caught in the experiment and awakens in the hospital with nearly limitless power.

Foiling an attempt to take over the United States, Masters decides to fight crime as the masked man known as American Crusader.

Identifying Quote: Now you boys asked for it!













Sometime when the heroes are on the street, the battles they get in with the local bad guys can draw the attention of the authorities. Sometimes the police joining the fray can be a good thing. But not all police view costumed crime fighters the same way. Here are some goodies to help PC's in their dealings with the long arm of the law.

Police Response: This is based on a medium sized city with regular to moderate flowing traffic and regularly spaced resources. For extremely small or large cities, add 3-9 minutes to the times listed.

0 Time: Call is placed to 911 response line to notify authorities.

1-5 Minutes: First responders arrive on scene to provide initial aid. This would most likely be city police or ambulance personnel on patrol in the area.

6-8 Minutes: Back up support personnel arrive on scene. This would include Fire Rescue personnel as well as HAZMAT trucks if the situation called for it. Some SWAT units can be assembled and arrive on scene during this time.

9+ Minutes: City resources are being collectively mobilized and gathered. This would include on call personnel being called in, Hospitals being put on alert, and city officials trying to establish a central command and control center, most likely in one of the city's police stations.

Police Response (Good Guy / Bad Guy): If they stay in the spotlight for any length of time, the heroes will encounter the police from time to time. How the police can respond will be based off of several different factors.

You're a Stand up Guy: The heroes are a boon to local law enforcement and they are seen as comrades by local police. +2 Row Steps to Repute.

They're pretty cool: The police have been occasionally helped by the heroes when it mattered. +1 Row Step to Repute.

Super Who?: The police have no feeling toward the heroes one way or the other. The heroes are either too new to the crime fighting scene or have been careful till now to not be seen. Either way the police have no good or bad feeling toward the Heroes.

No good so and so's: The heroes are reckless and have caused collateral damage or some other mayhem (real or perceived). The police see the heroes as an annoyance. - 1 Row Step to Repute.

I Want Them In Cuffs!: The heroes are extreme in their crime fighting methods or have been misunderstood in a major way. They are -2 Row Steps to Repute when dealing with authorities and may be wanted for questioning.



GETTING THE GEAR

WAR VIPER STRIKE ARMOR



War Viper Strike Armor was created by a secret government program developed to battle super humans. The armor's ability to boost the wearer's natural athletic prowess can transform a run of the mill soldier or law enforcer into a armed method of mayhem.

Currently there are only a handful of operators capable of running the suit. The black ops program that ordered them are hoping to get more agents and suits sooner rather than later. The problem in getting them is that they have to be delivered well under any scrutiny.

Trait Boost:

- +2 Ranks Melee (Max of 75)
- +5 Ranks Coordination (Max of 75)
- +3 Ranks Brawn (Max of 30)
- +3 Ranks Fortitude (Max of 30)

Armor Powers:

Body Armor (40)

Electro Fangs (30) The armor has the ability to deliver a massive static shock through the gauntlets. There is no range to the shock but the operator must score a successful Melee attack.

Super Speed (40)

Super Leap (40)

Life Support (40) (see Ashcan Issue 1)





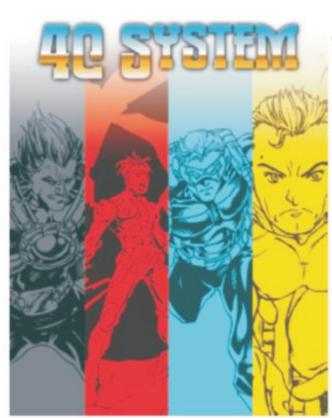


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