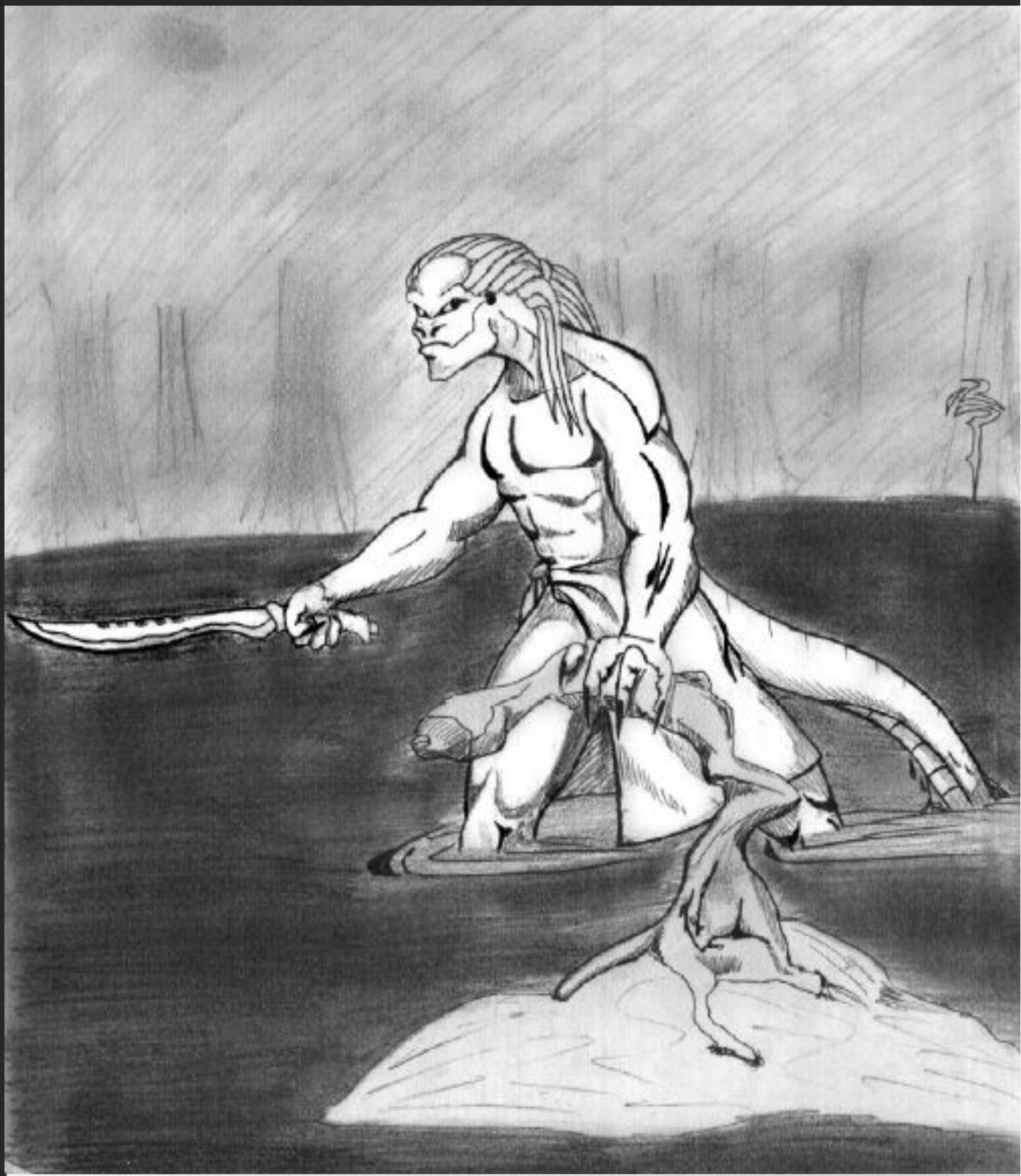


HAZARD STUDIO

Ashtocan

Edition

ALL ABOUT THE FEAR



ISSUE 4

# FORWARD

As mere mortals we have plenty to be afraid of. Even something as simple as a fall from more than 3 feet can kill! That is why as everyday folks we can appreciate and admire the fireman, or the acrobat, or the soldier that regularly take on the risks that few of us dare to.

That could be part of the reason that we admire superheroes. A fire is not so scary if you can't be burned. Those Teflon coated Cop Stoppers aren't so tough if you have bulletproof skin. The Supers represent our wish to take on our worst fears... and kick them in the teeth.

This all leads to the question, "What are Superheroes afraid of? " While certain ones fear exposure to extra-terrestrial rocks or the occasional appearance of the supervillain, they always seem to get through with a passing grade in the gut check. So what is it that the Supers are really afraid of?

... Let's find out.

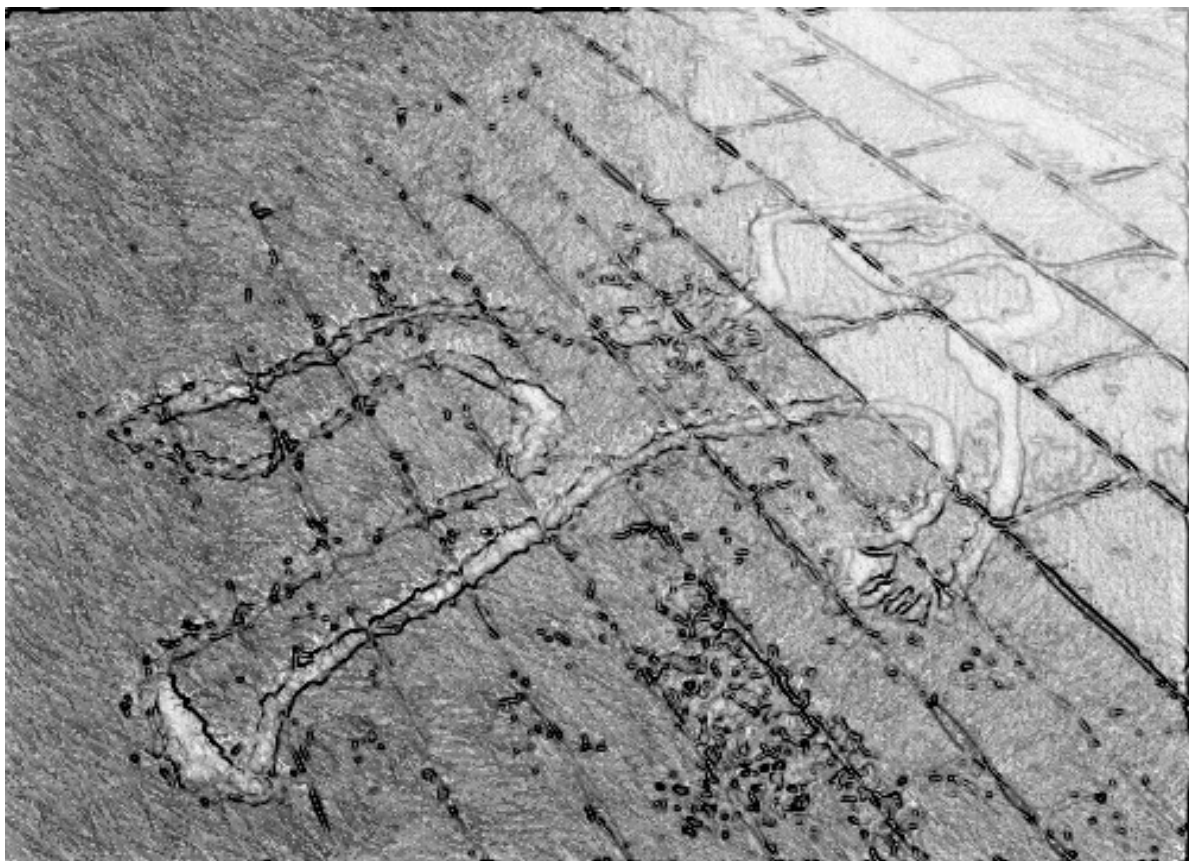


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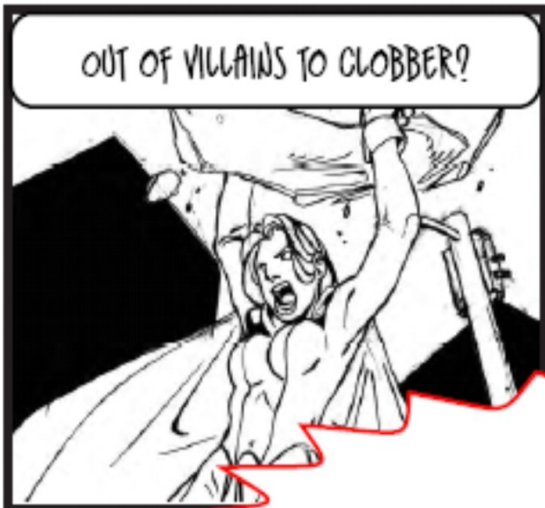
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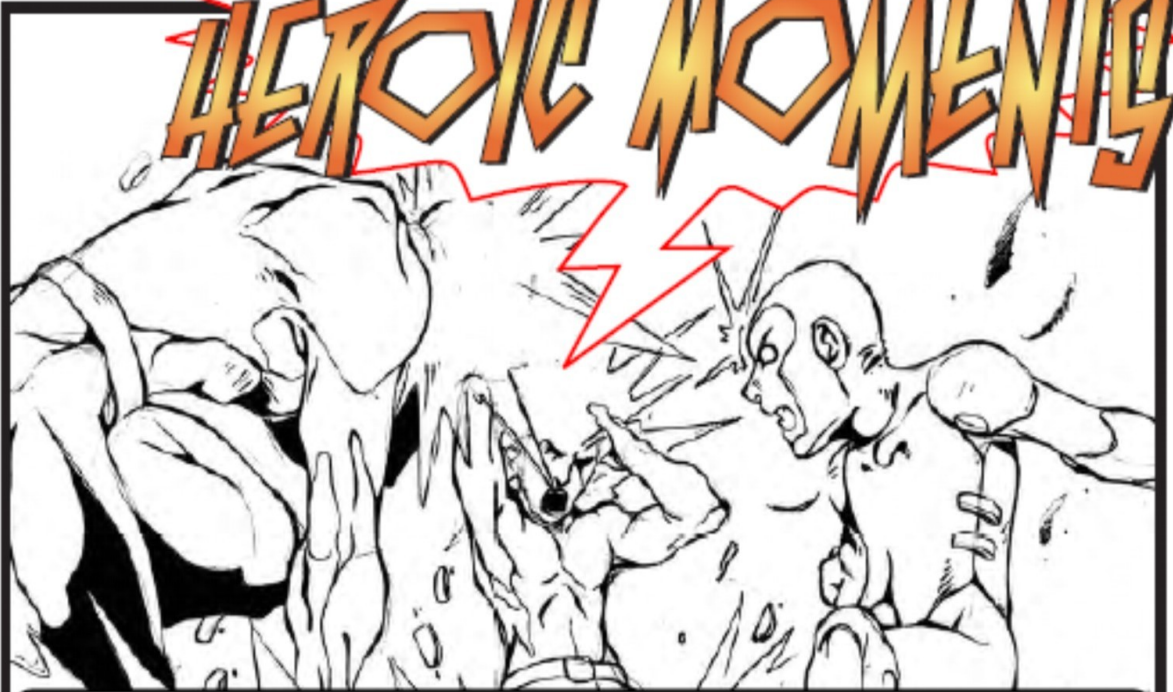
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# GNN

GLOBAL NEWS NETWORK

## Horrors at the Hilmore Hotel:



Story by David Macklin. Police have cordoned off the Hilmore Hotel after the scene of a grisly mass murder.

Authorities responded to several calls of violence in the hotel just after midnight. Two officers arrived to the scene but did not respond to calls from the station. After several attempts at contact, backup was dispatched.

Officers arrived to a scene of mayhem and destruction on the top floor where a banquet was being held in the grand ballroom. The two missing officers lay just outside the door amidst a pool of spent ammunition. Both men were alive but rendered unconscious.

The grand ballroom was set up to host a banquet in honor of the super heroine Power Streak. Power Streak was a speedster who helped the fire department save over twenty lives in a high rise fire. The City decided to hold a banquet for her and declare her woman of the year.

Except for the officers at the doors, all the people in the grand ballroom were dead on the floor. The body of Power Streak hung from the chandelier in tatters, as though ripped apart by an animal. Early reports suggest that everyone in the ballroom become crazed and killed each other.

Authorities are at a loss to describe how the gruesome event happened and whether or not some form of biological agent was involved. The Center for Disease Control ruled the area safe just shortly after arriving and teams of forensic analysts are struggling to find evidence of what really happened.

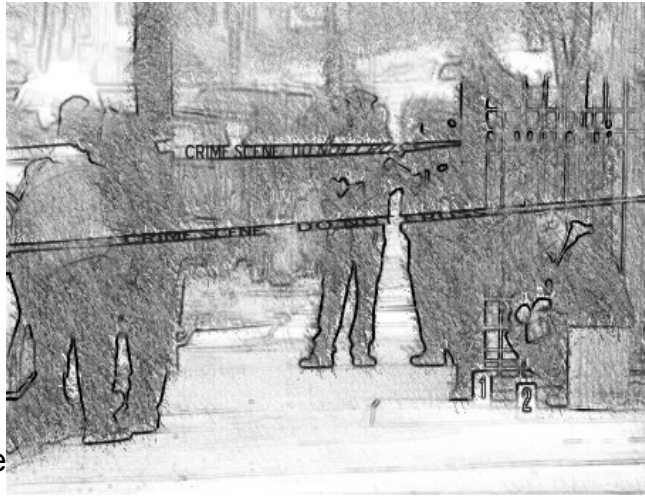
In a related incident, police arrested 21 year old security guard Mitchell Gutierrez on scene at the Hilmore. Gutierrez was found slumped at his desk in the security room after erasing all video footage of any events that occurred. He claims to have no memory of the events of the evening and says he is innocent of the charge of tampering with evidence. He is being held by City Police for further questioning.

## Heroes Fall in the Wake of a Monster

Story By Gemma Kincaid. City officials are stunned after a mad man killed one of the City's Supers and injured four federal marshals. The federal marshals are currently in critical condition in Mercy General Hospital.



Earlier today marshals were set to escort Mac Thompson from federal holding in order to be sentenced for a murder committed during an armed robbery. Thompson had been a well behaved prisoner during his trial and incarceration and was reported to be preparing to throw himself on the mercy of the court.

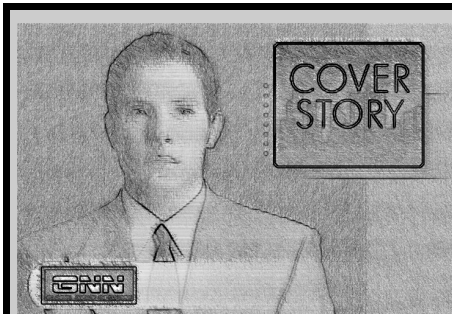


As Thompson was taken off of the bus and being led into the courthouse, he broke free from his cuffs and threw three of the guards into traffic and one over a wall. Red Phantom, the hero that caught Thompson, was on the scene in order to testify against him. He stormed toward Thompson in order to bring him to justice.

Thompson took the time to rip off a latex mask he was wearing and reached over to an electrical transformer to rip a wire free. As the desolidified Phantom reached the false Thompson, the perpetrator threw the wire. Electricity arced in great bursts and ripped through the Phantom, forcing him solid. The Perpetrator then took the large heavy cable and strangled the hero to death.

Seemingly satisfied that his task was done, the killer opened a manhole cover and disappeared into the sewers. Authorities are at a loss to find the killer's whereabouts. Although the location of the killer is unknown, law enforcement has identified him as Angyr, a serial killer that targets super humans.

Prison officials have found the body of Mac Thompson on prison grounds yet they are loath to speculate on how Angyr got into the facility. Federal and local law enforcement have combed the prison and area around the courthouse for any clue about Angyr but have come up empty. A reward for any information leading to the capture of Angyr has been issued.

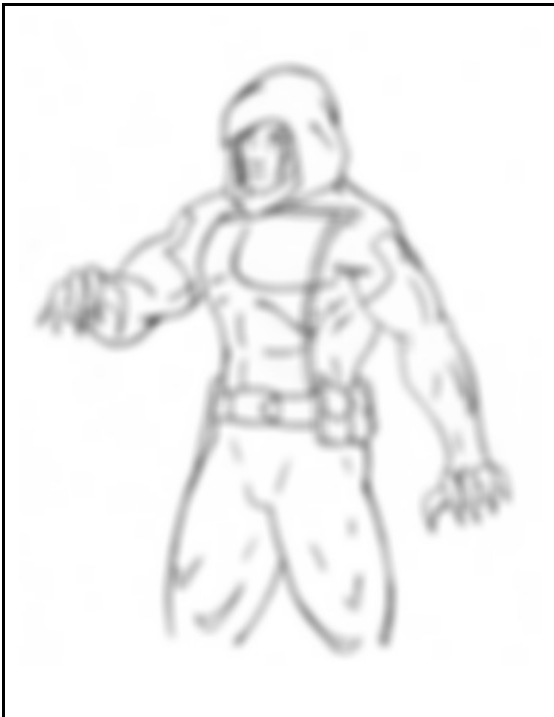


Join Mike Ferrel tonight as he explores the dangers of people being mentally unstable while possessing a superhuman ability. What can the authorities do and warning signs you can look out for to keep your loved ones safe.

**ONLY ON**



# WANTED



**Name:** Unknown

**Alias:** Angyr

**Wanted for:** The multiple murders, property destruction, cruelty to animals, and identity theft.

**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

## SIDEBAR

### Martial Maneuvers!



#### Grappling (Combat Option)

The 4C System has very basic rules for grappling found on page 24, 25, and 27. As an optional rule, the target of a throw (*pounding*), can give up his current or next action to avoid getting *pounded*.

<b>BLACK</b>	No luck. Target is slammed
<b>RED</b>	Target is slammed for ½ effect
<b>BLUE</b>	Target falls but avoids DMG
<b>YELLOW</b>	Target lands on his feet and recovers next action.

**ANGYR**

(Unknown / Unknown)

**M:40 C:30 B:50 F:50 I:30 A:20 W:30**

**Damage:170, Fortune:80, Lifestyle:40, Reputation:0**

**Powers:**

Armor (40)

Claws - Angyr's fingers and toes can form into razor sharp talons (DMG= 55 slashing)

Wall Crawling (40)

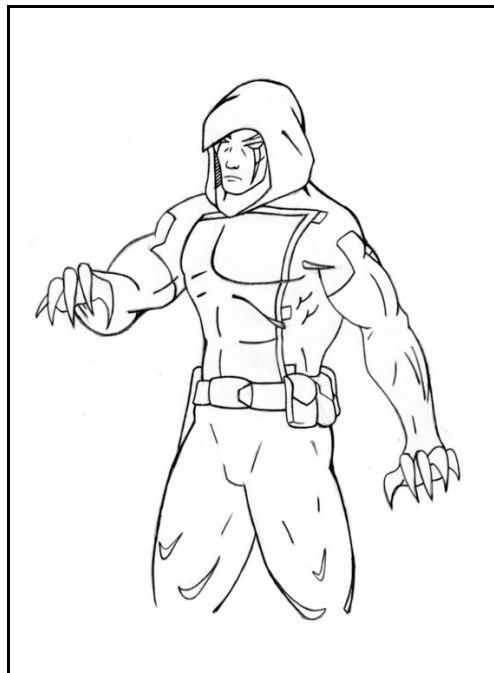
Night Vision

**Equipment:**

45 Caliber Handgun (DMG=15, Armor Piercing -1RS, 49 shots)

Security "pic" (+1 RS to Security Skills)

Quick Form Latex (+1 RS to Disguise)



**Skills:** Martial Arts (M), Disguise (I), Security Systems (I), Acting (I)

**Background:** He was found on the street as a young man. He had no name and no past. He was still for months. He sat in the middle of his room and stared out of the window. At the exact minute of the six month anniversary of his arrival at Crest View Asylum, he began to write. On every surface of the room, he wrote the same word over and over again, "Angry." As exhaustion set in, the spelling of the word became slightly warped. A doctor soon walked in after hours of studying his frantic writing and asked a single question.

"Can you tell me your name?"

The young man stood up and put his fist through the doctor's chest. With the blood on his hand he wrote the word, "Angyr."

Angyr (pronounced like anger) appeared a year later outside of a bank in the City. He walked through the crowd, assaulting several of the officers as he approached Captain Action, a hero who had stopped an armed robbery of the bank. Angyr plunged his hand into the man's chest and stared into his eyes as he died. "You are not the one."

Since his awakening, Angyr has killed 27 super humans and 2 normal humans. It is unknown why he only targets supers. He has been heard on several occasions to have issued his signature quote after killing a super human. He remains at large

**Identifying Quote:** "You are not the one."



## SCOURGE:

(Possessing Spirit/ Unknown)

**M:10 C:10 B:6 F:10 I:30 A:40 W:50**

**Damage:36, Fortune:120, Lifestyle:75, Reputation:40**

**Limitation:** Scourge does not have a corporeal body of his own. In his normal state he is at best, a ghost. His above stats in *italics* are for his current persona. Powers in *italics* are for his “ghost” form only. Scourge cannot suffer physical damage while in his form. In his natural state his stats are **M:20, C:10, B:10, F:30**. He is vulnerable to magnetic attacks which disrupt his “center.” Striking him with a magnetic attack causes him to make a feat roll against his Fortitude. Each successful attack causes him -1 RS to his actions. He can suffer 6 hits (6 steps to Zero due to his Endurance) in this fashion before dissipating. It takes him about a month to reconstitute.

### Powers:

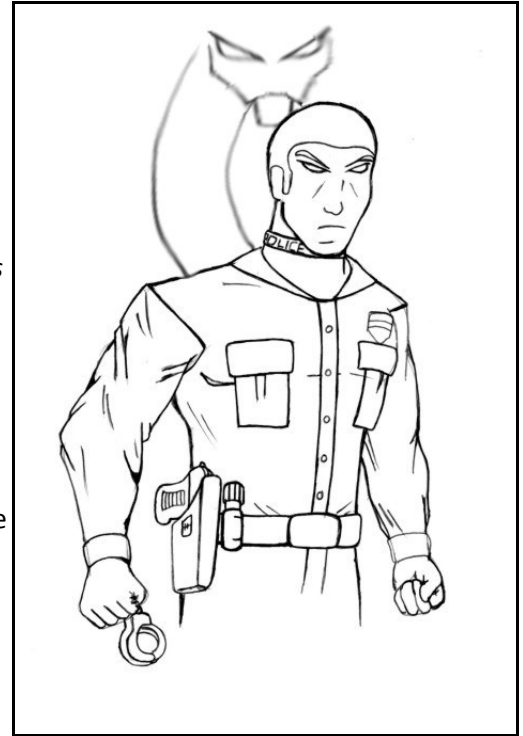
Possession (75)  
 Astoundingly Wealthy  
 Telepathy (40)  
 Mind Shield (40)  
*Flight (10)*  
*Phasing (40)*  
*Invisibility (50)*

**Skills:** Acting (I), Business (I), Espionage (I), Fighting (M), Firearms (C), High Society (I), Law (I), Military (I), Psychology (I), Streetwise(I), Security Systems (I)

**Background:** Scourge has been around a long time. Born just ahead of the American Revolution, Scourge fell in love with the country and the promise of what it stood for. As he stood against the red coats in the battle for independence, he used his mutant gift to take over the bodies of British officers and use their knowledge to overwhelm the enemy. Tragedy came when his body was discovered during a transfer and he was labeled a warlock by the enemy. Murdering his body and capturing his target they tried an exorcism. He left the body willingly and took over another. Mourning the loss of his true form he went to his wife to try and explain things. When he reveled himself, she committed suicide in a fit of sorrow over being married to a “demon.”

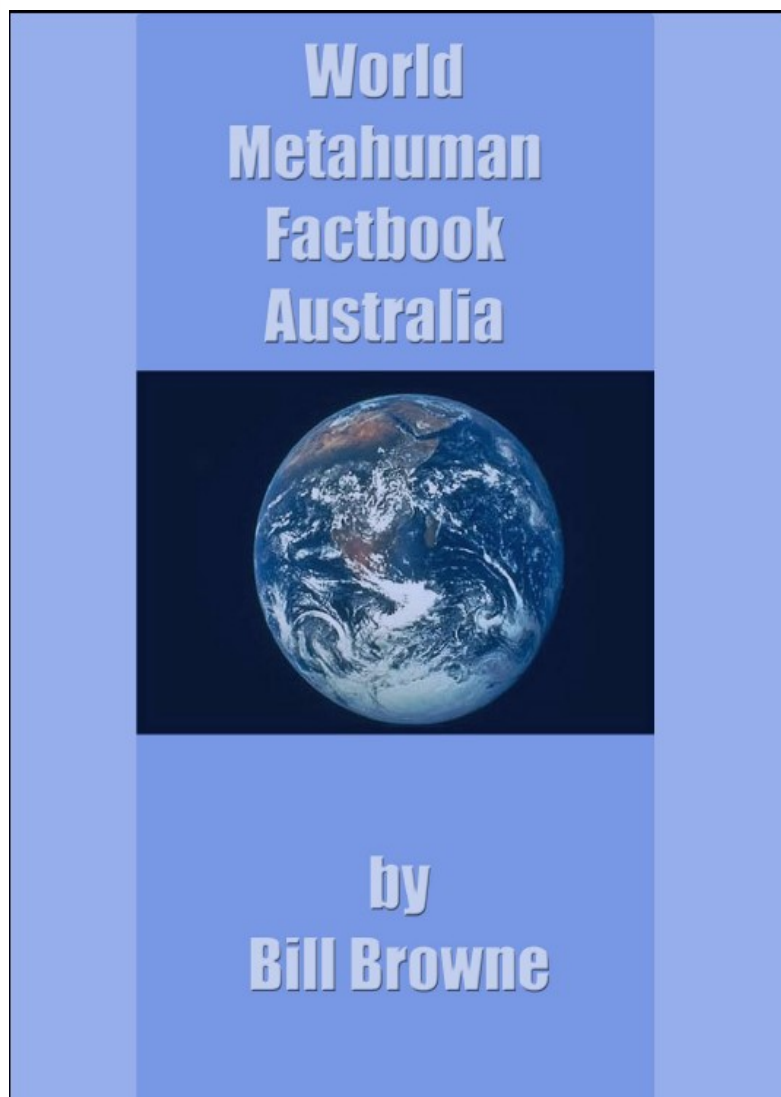
The years dragged on for Scourge and he spent it learning and amassing an incredible fortune. Not content with a scholars life and still angry after centuries of existence, Scourge has forged an ultimate goal for himself. Although currently in the body of a police officer, Scourge's current “hide” is Alan Verros, who currently is the CEO of Phantom Sciences, Scourge's company. As Verros, Scourge has planned to use his technology and powers to take over the United States. In the mean time, he must use his abilities to kill anyone that finds out the truth behind his plans or his true self.

**Identifying Quote:** “Hold on a sec. Let me walk a mile in your shoes...”



# RETRO VIEW

This episode of the RETRO VIEW is brought to you by:



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**CONTINUE THE INVESTIGATION OF USHER AS THE FILES EXPOSE AND EXPLORE THE METAHUMAN THREATS OF AUSTRALIA!**

## Night Shade

(Super Crime Fighter / known)

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

Damage:50, Fortune:50,  
Lifestyle:40, Reputation:10

### Powers:

Elemental Control (50)(**Shadows**)

### Equipment:

Ankle Lights  
Dark Goggles  
Dapper White Tuxedo

**Skills:** Anthropology (I), Brawling (M), Far East Mysticism (I),

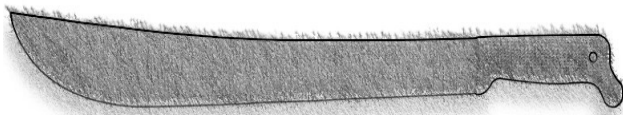


**Background:** independently wealthy scientist Howard Hall travels to the far east in order to study the local Mysticism. He soon learns ancient mysteries that allow him to cast and control his shadow. By harnessing the power of **Shadow**, Howard can have his shadow affect the physical world, reach to affect objects at a distance, and to sometimes see, hear, and act of it's own accord. To ensure he always has a shadow to control, Howard crafted ankle lights to cast his silhouette when needed. As long as Howard Hall has light, He has **Shadow** to become **Nightshade!**

**Identifying Quote:** Beware the long reach of the cold dark!

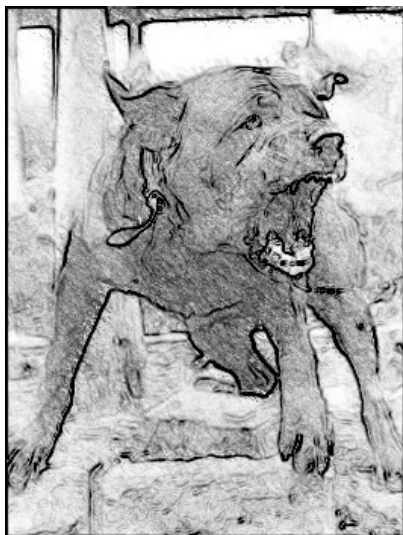


# FEAR GEAR



**Machete** : A usually one handed instrument intended to cut brush, this tool can make an excellent makeshift weapon. Using this as a sword does +5 points of damage added to the

hero's Brawn trait. These tools have a Material Rank (power rank) of 20 as the blades are strong yet thin. These can be found at almost any hardware or online blade seller and have a Fortune rating of 6.



**DOGS!**: Something as simple as a well trained dog or a small group of the same can ruin the day for heroes trying to get to an objective.

**(Man's Best Friend / Well Known)**

**M:10 C:6 B:6 F:6 I:2 A:6 W:2**

**Damage: 28**

**Powers:**

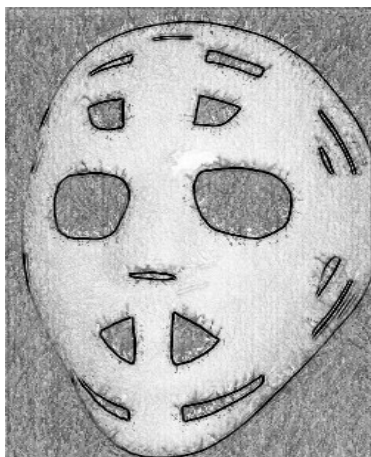
Bite (10)

Track by Smell (30)

**Skills:** Dog Fight (M)

**Background:** Guard and attack dogs usually attempt a take down and then savagely bite while their target is down.

**Identifying Quote: WOOF!**



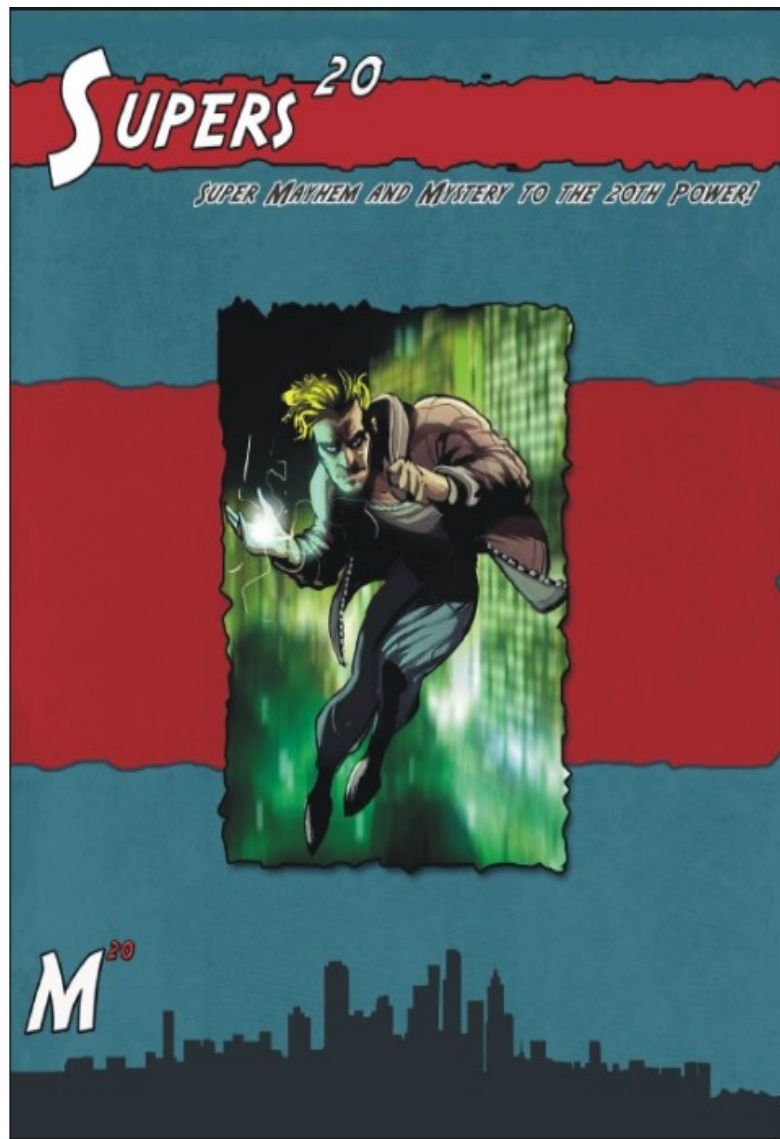
**Hockey Mask:** These masks are nothing more than a sport protector for the face. However, due to popular culture, wearing of these masks outside of the rink can inspire terror in all that see them. They provide 1 point of armor to anyone wearing them and shield the identity of the wearer. When combined with either or both of the above items, the **machete** and the **dogs**, the appearance of these masks can inspire fear to those that see them.

**Power - Fear:** The character can inspire fear in others.

A target of Fear must be within visual range of the character and possess a Willpower Rank of equal or lesser value than the character's power rank. To attempt to inspire fear in a target, the character makes a power check (d%) at your rank value. If the target has a Willpower Rank that is in the same range as the power's Rank then the result of the power check suffers a -1 CS. If the result of the check is a minor success

the target suffers -1 CS on all actions for the duration of the power, a success results in a -2 CS and a major success prevents the character from taking any action because they are paralyzed with fear. Fear effects last for a number of turns equal to the Rank Value divided by 5 (minimum 1 turn). For more on Effects of this power pick up **METAHUMAN FACTBOOK: Australia** from **Vigilance Press**.

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## ***NEW POWER: POSSESSION!***

The super has the power to control another person by projecting his spirit into the target body. Once the power has taken effect, the possessed has no control over his body. At the same time, using this power is like driving a car, the person using this power has no control of his own body. To take control of the target the super rolls d% on the master table using the rank value of the power or the character's Willpower +10, whichever is greater. If the result is black the possession fails. If the result is red or greater the target is controlled until the character releases the targeted character. If the target is forced into actions that are way outside normal behavior (like injuring a friend) the target gets a chance to break free and rolls d% on the Master Table using the Rank Value of the target character's Willpower. A result of red or greater is needed to break free of the possession.

If the target breaks free of control, the possessor snaps back into his own body, no matter the distance. He can also choose at any time to release control and return to his own body.

The Following are power options that can be chosen when the character is built.

**POWER OPTION 1:** Phased Possession: The Super's body becomes insubstantial and phases into the target at the time of possession. Reduce the rank of the power permanently by one row step.

**POWER OPTION 2:** Ghost Possession: The Super has no physical body of his own and can only affect the physical world by possessing another. Increase the power rank of this ability permanently by one row step.



## 4C System

Player

## Character Record Sheet

Hero Name

Age

Identity

 Secret  Public

Origin

Affiliation

## Primary Traits

	Rank Level	Rank Value
Melee		
Coordination		
Brawn		
Fortitude		
Intellect		
Awareness		
Willpower		

## Secondary Traits

Damage M+C+B+F	
Fortune I+A+W	
Lifestyle	
Repute	

## Skills

## Powers

Power	Rank Level	Rank Value

## Contacts

## Other Notes

This character sheet created by Mike Conway ([www.dsmedia.com](http://www.dsmedia.com)) and donated to the public domain

SEE YOU NEXT MONTH

GOT' 4C SYSTEM **POWERED**

4C SYSTEM

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