

4C Edition

Aspocan

Allies or Enemies

Shades of Gray in Four Color Games

4C POWERED



HAZARD STUDIO

4C SYSTEM



ISSUE 5

FORWARD

Welcome to Issue five of the Ashcan Edition. So far we have tried to have a pretty good selection of stuff to throw into your 4C games. With very little modifications these issues can be twisted into the shape of your favorite Super Hero Rules. We have had monsters, and alien infused anti-heroes. We have had psychopaths and supernatural menace.

But what about the characters who float in shades of gray? The bad guys don't want them because they are too close to how those "capes" operate and the good guys don't want them around because they act too much like villains. So what exactly is a character in these situations supposed to do?

...That is where you come in...



TABLE OF CONTENTS

NEWS.....5

WANTED.....7

ALLIES AND ENEMIES...10

GEARBOX.....12

OPTIONS.....14

RANDOM LOCATIONS.....15

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City Reels from Fourth Animal Attack.

Story By Dave Macklin – A convicted felon is being treated at Our Lady of Mercy Hospital after a vicious animal attack. This marks the fourth such attack in the City’s recent history.

Police have come forward to divulge that several days ago, the Great Cat Exhibit at the Royal Arms Zoo, suffered structural damage in one of the enclosures. Although not offering any further information, the police have armed all patrols with high powered tranquilizer guns. Authorities have been seen responding to several disturbances armed with nonlethal measures.



The fourth victim, identified as two-time convicted felon, Lenny Rubo, was in the middle of an armed carjacking when he was savagely attacked and mauled. The victim of Rubo’s assault was Anna Kincaid, a real estate broker from the Upper East Side. She described the incident before being taken for questioning.

Kincaid claims that while waiting for her traffic light, Rubo pulled her out of the car at knife-point. As she was thrown from her vehicle, she claims she saw a wild animal jump into the car attacking Rubo as it went. It blasted through the passenger compartment taking Rubo into an alley where he was left for dead. Kincaid also marked the attack as happening at blinding speed. She says that she was not afforded a full look at the creature as it took Rubo into the alley.

Hospital officials have offered that the nature of Rubo’s injuries are similar to those of Panther or Cougar attacks that take place in Central and South America. He is currently under arrest and being treated in the ICU of OLM Hospital and has not yet regained consciousness in order to render his account to the police.

City officials are at a loss to explain why all of the attacks have occurred against those with a criminal history. The first two victims were formerly convicted of sexual assault while the third was leaving the scene of a home invasion he was committing. Psychologists surmise that the unidentified predator is attracted to the violence and may attack as a matter of protecting some perceived territory.

U.S. Marshals Hunt for a Murderer

Story by Anna Covington – U.S. Marshals are currently working with the F.B.I. in a desperate manhunt to track down a murderer.



A super powered being identified as Mercedes Verano, also known as Star Burn, has been charged with the murders of three federal witnesses as well as a United States Federal Marshal. Verano turned herself in earlier in the week and had confessed to the crimes. She was awaiting her arraignment when she turned on her security and escaped.



Marshals are not yet willing to divulge the reasons behind Verano's attacks but sources close to the investigation have revealed that her targets may have been connected to a murder spree several months earlier. The witnesses were formerly charged with murder during the rise of the D'Rocco Crime Syndicate. The same individuals were later placed into witness protection following an agreement with the U.S. Attorney for them to testify against former co-conspirators.

Although authorities are unwilling to talk about Verano's motive in murdering the witnesses, they were willing to assert that she was not working with the D'Rocco family. "Although we cannot speculate as to Star Burn's, AKA Miss Verano's reasons behind these heinous acts, we are sure that she has no connection to the cases pending against Michael "Iron Mike" D'Rocco and his family," said Marshal Quinton, senior agent on the case. "We are currently doing everything in our power to bring this person to justice, including enlisting the aid of several super powered beings."

In a related incident, Star Burn posted to her MYLine account that although she was sorry that the Marshal was killed during her attempts to bring the former mafiosos to justice, she claims that he was collateral damage in a war against what she calls, "False Justice." She also promised that she would render restitution to the family of the Marshall for their loss, but in the same page promised to seek out other protected criminals turned witness in order to bring about "True Justice."



Tonight on **ROUND TABLE RIOT**:

Senator Wildheim runs the pulpit in the senate when he addresses the need for superhuman law reform. Before his big day in Washington the Senator has agreed to come to GNN for a discussion at the Round Table. The Senator will talk about his plans for revising the law, penalties for those who break it, and who pays when super powers go wrong. Watch what happens when policy meets push and shove as the Senator matches against our experts at the Round Table.

WANTED

Name: Mercedes Verano

Alias: Star Burn

Wanted For: Wanted for the murders of 3 protected witnesses and a federal marshal. Also wanted for escaping federal custody and reckless endangerment.

Reward: 25,000 dollars for information leading to the capture of the suspect.



Point of Contact: 1-888-555-2157 –Special Agent Samantha Graham

POINT OF CONTACT:

Due to the nature of crime fighting, Heroes will sometimes come into contact with thugs who might just need a slight nudge back onto the side of the angels. There is also the occasional public official who is tired of losing because of the law rather than winning as a result of it.

These rare individuals usually have skills and resources that are valuable to those trying to fight crime from just outside of the law.

A contact can be chosen in lieu of selecting a skill or through game play. Each contact has to be cleared through the GM before being used in the game. Here are a few contacts that are flirting the line between Light and Dark.

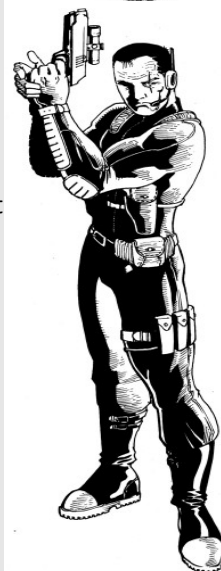
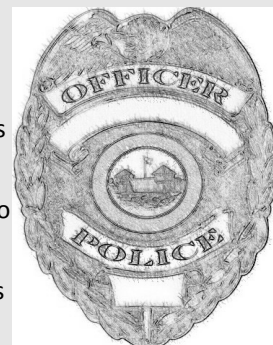
The Beat Cop: This person has suspicions about trusting the PC but will help if he can to keep the streets safe. This person has access to criminal data bases and can intercede in minor ways. Requisitioning equipment could be tricky.

The Senior Officer: This person is in a position of authority in the Department. This person would have all the access of the Beat Cop with the ability to requisition equipment and steer investigations.

The Attorney: This is the contact with the access to the inner workings of the city or state government. They can often grease wheels and get access to the secrets of the cities upper crust.

Street Soldier: This is a low to mid level criminal who operates on the fringe of the law. They have access to the black market in varying degrees and access to higher level criminals. Whether the higher level criminal helps is a matter for a REPUTATION Check.

Mafioso: This is the leader of a criminal syndicate. This person has major access to money and equipment and would have access to some contacts in government.



RAVAGER

(Mutated Menace/ Unknown ID)

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

Damage:170, Fortune:46, Lifestyle:0,
Reputation:-10

Powers:

Armor (50)

Superleap (50)

Superspeed (50)

Supersense: Smell (50)

Claws (100)

Skills: Brawling (m), Tracking (a)



Background: Captain Deacon Jacobs was a Marine officer whose job it was to decommission top secret military sites. During the recovery of a secret location holding the secrets of the failed Project Panther, The site came under attack by members of the Scion Fist, the military arm of the dictator, Dominus. One of the vials ruptured and covered Captain Jacobs before he fell over a cliff side. The last thing Captain Jacobs saw were his men being slaughtered. Several hours later, a wild beast emerged from the pit, ravaging the area as it stalked down and killed the Scion Fist team responsible for the slaughter. As the beast fled the scene, it left the dog tags from all of the Marines killed, including Jacobs. The beast has since been seen around The City, where it has attacked numerous people in the midst of committing crimes. No one knows where it goes in between attacks

Identifying Quote: "RUWAHHHHHHHHH!"

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STARBUK

(Mercedes Verano / Murder Suspect)

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

Damage:62, Fortune:50, Lifestyle:30,
Reputation:-10

Powers:

Elemental Control:Light (50)

- *Force Field*
- *Flight*
- *Intangibility*

Light Blast (50)

Skills: Law (I), Criminology (i)

Background: Mercedes lived a life of privilege as the daughter of Giuseppe Verano, A prominent businessman. It wasn't until just before the end of her senior year in college that Mercedes found out that her father's business was organized crime. While exiting her classroom, she just managed to catch a glimpse of the machine gun barrels of a car about to drive by. She dove to avoid the gunfire and the stress ignited her mutant powers for the first time. Stress and anger ignited her powers, killing her attackers.

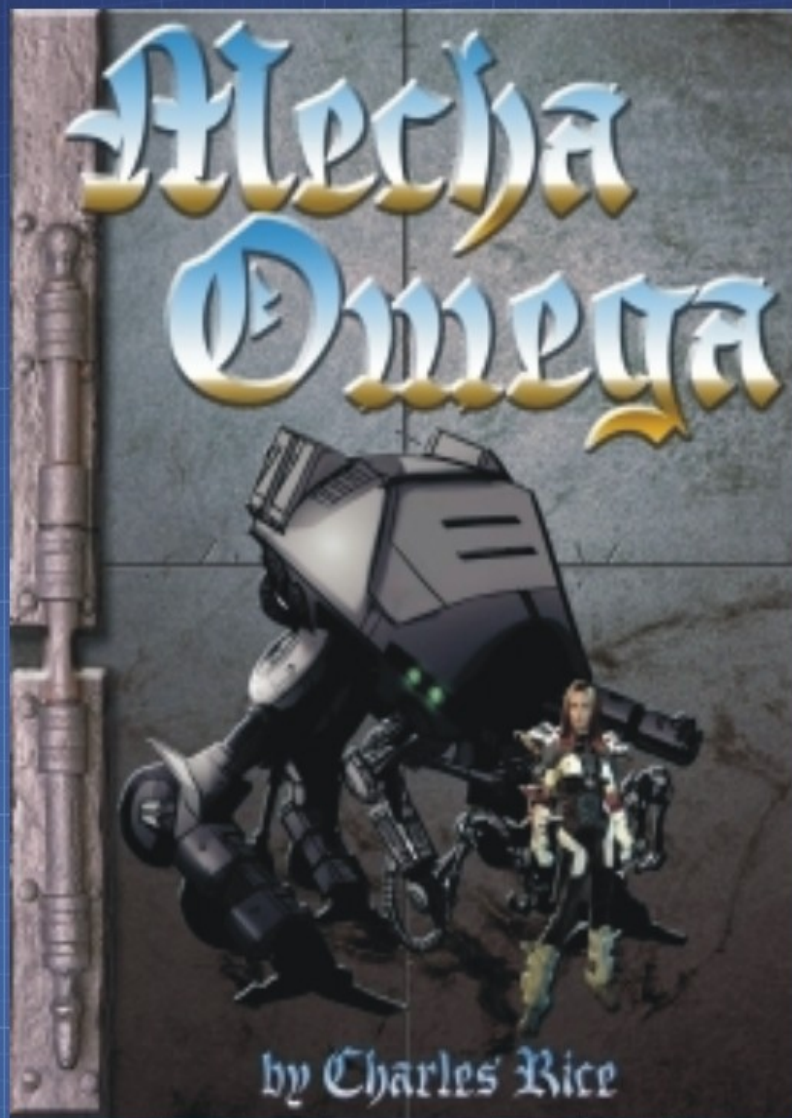
Returning home she found her entire family murdered. Taken into federal protection, Mercedes was whisked away and told that the D'rocco family had made a move to take over the east coast crime syndicates and the final piece to cement their control was the Verano Family. When the very men responsible for her family's death were taken into witness protection, Verano petitioned against it. She was promptly denied. Being a student of the law, she knew nothing would be done unless she did it herself. Fully embracing her powers, Mercedes tracked down her targets and began to eliminate them one at a time. When she discovered that one of the marshals was helping one of the D'Roccos stay in touch with his family, she killed them both and turned herself in to see how far the conspiracy went. She has since escaped in order to pursue other leads.

Identifying Quote: "Let me shine some light on the matter!"



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In the 4C rules, a Player character can use one of the skill slots they get to buy a contact. Doing so can have both pros and cons for both the player and the game in general. To see how far we can tip the scales in favor of one or another... here is a contact to use for or against your players.

The Mercer

Kevin Sellger

(Former Anti Superhuman Task Force M.A.C.E./Known within Superhuman Community)

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

Damage: 70, Fortune: 50, Lifestyle: 50, Reputation: 10

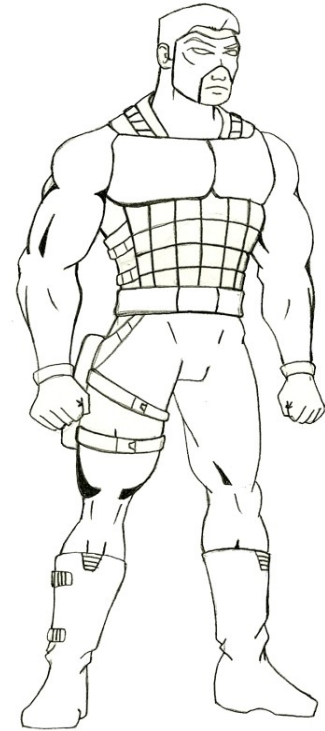
Powers:

Body Armor (20)

Personal Inertia Shield (20): In addition to his body armor, Mercer can activate a personal force field tied to his wrist watch. The power takes an activation roll on the Power Rank 20 column.

Gyrojet Pistol: Mercer carries a pistol that has customizable ammunition. The projectiles are usually slow moving and have variable effects. It carries 7 shots before needed to be reloaded.

- *High Impact High Velocity rounds (DMG:20, -2RS to any armor) – 7*
- *Ice Cubes (20 point freezing entangle - The target must then roll d% on the Master Table using the target's Fortitude Rank Value to resist. If the result is black the target is paralyzed. Inflicts double effect in Target Area and normal effect to all in adjacent areas) – 2*
- *Hot Rockets (20 point burn attack – burns for 2 consecutive rounds) -2*
- *Silhouettes (The round releases a burst of smoke that obscures vision. Anyone in the target area and adjacent areas are affected. -2 to all targeted attacks while in the cloud and a subject can escape from those within the cloud since they can't see him. Any target trying within the cloud trying to see the shooter must make an AWARENESS check scoring a black result) – 1*
- *Tracker (50 point detection – the round paints the target in a harmless radioactive dye that allows it to be followed as long as it stays within 100 miles)*



Skills: Brawling (m), Firearms (c), Inventor (i), Finance (l)

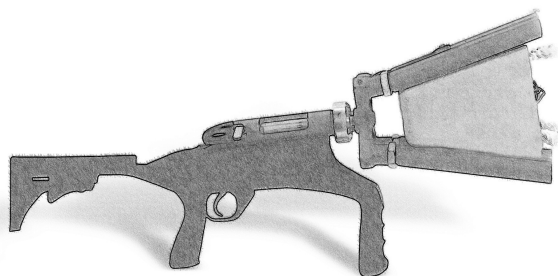
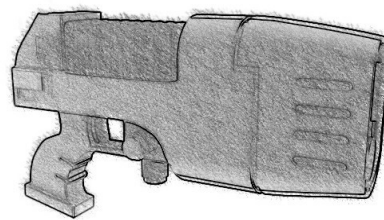
Background: After being expelled from the Marine Corps for defying a direct order to assault a hospital treating known superhumans, Kevin was at a loss for what to do with his life. He was soon recruited by the *Metahuman Assault, Control and Enforcement (M.A.C.E.)* division of the FBI. Their charter was to help track down and arrest known super human criminal threat to the country. Sellger's views on harming the innocent were seen as a balancing influence for the team. He served with distinction until a rogue super brought to justice revealed he received his abilities by the former CO of Sellger's old unit. MACE swept in and put a stop to the operation but the CO escaped. Not a month afterwards, Sellger was framed for selling weapons to a known superhuman terror group. Escaping custody Sellger disappeared. He emerged several years later as the Arms dealer known as The Mercer. Not known to give up a sale, he has been observed selling his weapons, both mundane and fantastic, to heroes and criminals alike. He is currently wanted by the FBI for questioning concerning his alleged crimes in the past as well as the new ones performed in his new identity. It is rumored that the Mercer has put a 20 million dollar bounty out on the former CO he believes ruined his life.

Identifying Quote: I don't deal in good or bad... I deal in guns and greenbacks.

MERCER'S GEARBOX

The cost of each item is listed as the Rank value of the LIFESTYLE score of those trying to purchase the item.

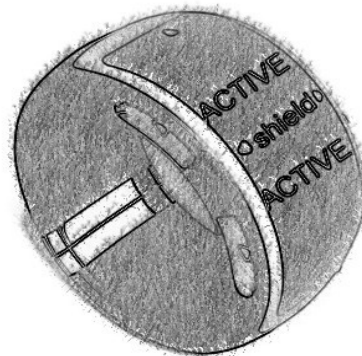
Power Nullifier: The power nullifier is a projectile weapon that fires high intensity particle packets. Upon impact the shooter must make a successful hit roll to the target. On a successful hit with a red result, the target's powers are halved. On any other roll the target's powers are negated. Although the nullification lasts for 10 turns, each turn the target can make a successful FORTITUDE roll to shake off the effect. A red result will recover the powers at half strength while a blue or higher result will recover the powers. The energy field generated by the particles causes a minor surge in the brain, disrupting the ability to regulate powers. The Nullifier does not work on abilities that have altered the structure of the target permanently. A super that permanently has stony skin would not be affected but one that turns stony and back again would be. The particles are dangerous enough to work on unshielded powered armor and devices as well. An explosive version of the weapon has also been created for large groups of super villains or the occasional pesky super group (Target area takes full effect while each adjacent area suffers at half). Cost: 40



Net-Launcher Rifle: The Net Rifle was developed to trip up those trying to get away. Originally used to humanely trap wild animals in urban areas, the Net Rifle has been put to good use by the forces of MACE as well as used as a get away distraction by some of the more tricky super

criminals. The net acts as a **Power Rank 50 Paralyze attack** (4C rules Page 16). The shooter must make a successful ranged attack. The target then gets a COORDINATION roll to try and avoid the incoming net. A black result (failure) means that the target is entangled and cannot move. There are rumors of this weapon being combined with a Power Nullifier in order to maximize its effect on Super Humans. Cost: 20

Personal Force Field Emitter: This is a small bracelet that emits a skin tight power field that covers the subject. The emitter projects a **POWER RANK 30 Force Field**. If damage done to the wearer exceeds the POWER RANK of the shield, the device shorts out for 1-10 turns. The device can be instantly powered back on once the short is cleared. Cost: 30



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ADVANCED RULES OPTION: CONTACTS

In the 4C rules, to gain a contact one must either use a skill slot gained at character creation or use experience (FORTUNE Points) to buy one. Using this advanced option, one can gain a number of contacts at character creation the same way one gains powers or skills. After a character has rolled on the skills and powers tables as described in the 4C rulebook, they can then roll on the following table to see if they have any contacts.

Roll	# of Contacts
00-22	No Contact
22-69	1
70-91	2
92-99	3

The GM has final approval on all contacts the players may or may not gain.

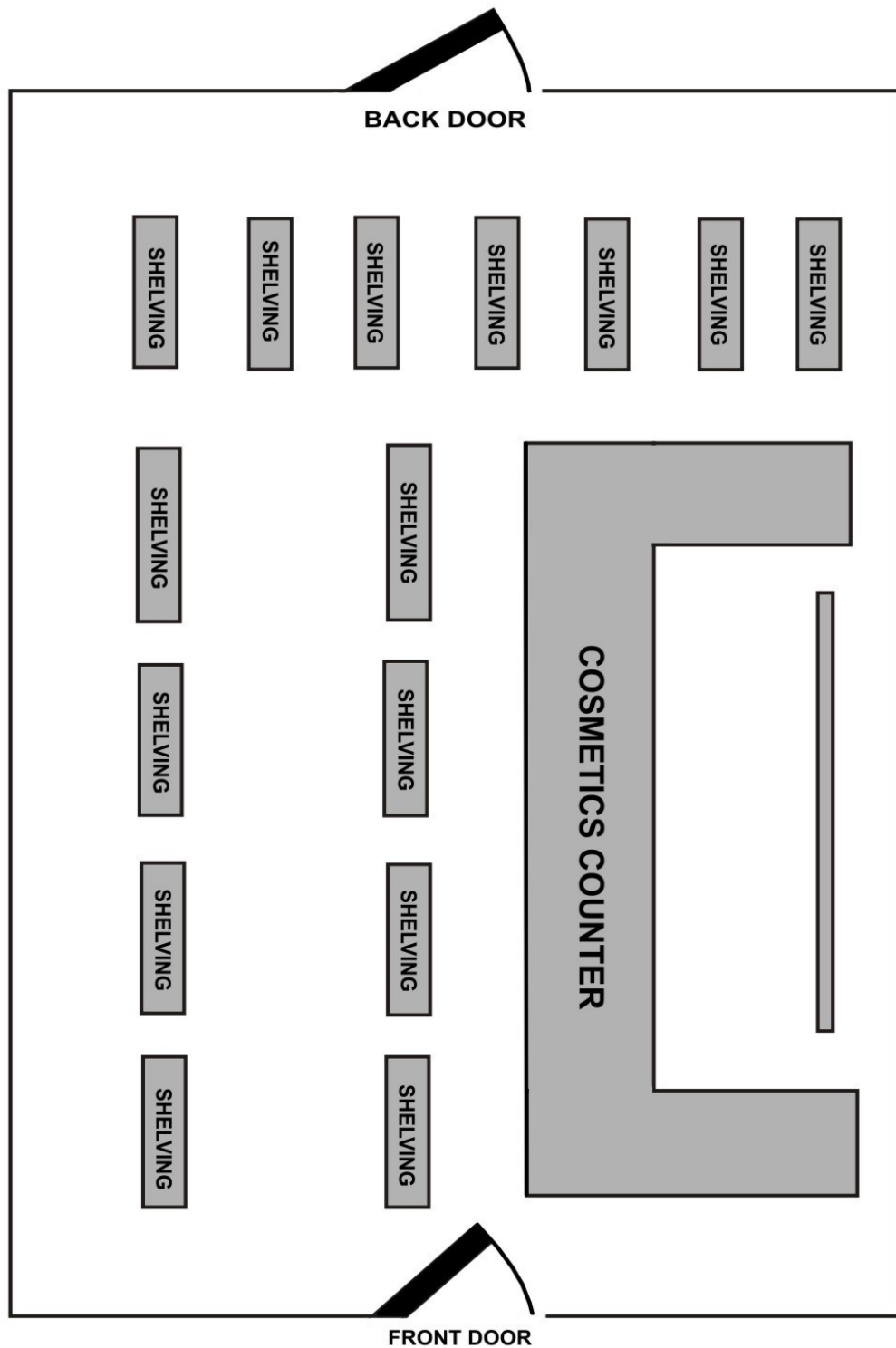
One option for the GM to determine how powerful a contact may be is to roll on the Power Rank Value Determination table on **Page 9** on the **4C Rulebook**. He can then apply that rank to the Contact to see how much success that particular contact may have in filling a player request.

Contacts can be used for or against the players in a variety of ways. While a player might seek out his contact for some help, the GM can also use the contact as a way to lure the PC into all sorts of traps. The more important the contact, the more dire the consequences should something happen to them or should they be exposed for helping the hero.



RANDOM LOCATIONS:

This is a snapshot that can be used as a location for your modern super heroic games. The location in this snapshot is a storefront similar to a convenience or small department store. The cosmetics counter can double as a check out counter and the flat panel to the back of the counter is a large multi-screen wall monitor.



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