

Avalon's Round Table of Fun



Star Girl

Jalthrowi U'ul

Age: 15

Sex: Female

Nationality: Alien-American

Type: Hero

Strange Visitor Superhuman 2

Init +3; **Senses;** Perception +1

Defense

AC 18, touch 14, flat-footed 14

(+3 Dex, +4 Armor, +1 Dodge)

HPs 13 (2d6+4)

Fort +4, **Ref** +6, **Will** +1

Defensive Abilities None

Offense

Spd 30 ft.; Fly 30 ft.

Melee Unarmed Strike +0 (1d3-1)

Ranged Star Blasts +4 (1d6)

Special Attacks None

Statistics

Str 9, **Dex** 17, **Con** 13, **Int** 12, **Wis** 12, **Cha** 14

Base Atk +1 **CMB** +0 **CMD** 14

Powers

Deflection 2 (2 PP)

Flight 2 (2 PP)

Energy Ray 1 (1 PP)

Class Features

None

Feats

Dodge

Languages

English

Combat Gear

Armored Costume (Armor 2);

Other Gear

None

Flavors

None

Flaws

None

RP 2 (-2 Armored Costume)

Winter is coming and its time to bundle up, get ready for the snow and hoard a few good games for those dark nights.

Avalon of course is here to help with some great new games for you to play.



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Before she was old enough to understand or even form coherent memories the infant Jalthrowi U'ul, daughter of the mad Star King Hulrobad U'ul, was exiled to the Earth to prevent her bloodline from ever again ruling the planet of her birth. Earth was specifically chosen for its relatively high level of civilization despite lacking FTL capabilities. The naked infant was quickly discovered and brought into foster care, where she was eventually adopted out to the Talbert family. The Talberts had been on a waiting list to adopt a baby for years, and were thrilled with their young daughter. At that time they made the decision never to tell their daughter that she wasn't their biological child, an effort which would one day prove quite futile.

Although outwardly the young girl, whom the Talberts named July, seemed to be a normal human by the time she reached puberty her strange alien abilities were beginning to manifest. July started to inadvertently produce strange star-shaped bursts of energy, and even take to the air with no visible means of support. Encouraged by her parents, who feared the emotional ramifications for July if she discovered that the Talberts were not her biological parents, July made great efforts to suppress her new powers.

Things all came to a head when the secret the Talberts convinced their daughter to keep conflicted with the strong moral compass they had instilled into her. July was out with some friends when they came upon a group of classmates who were drinking on a bridge. The drunk teens yelled insults and even tossed a bottle at July and her friends, who decided to leave. Just as she was turning to leave, July saw one of the teens drunkenly stumble backwards into the road. The teen failed to notice the car speeding around a corner.

July had less than a second to make her decision. If she had had more time she might have been able to take into consideration the risks of openly displaying her powers and the mistreatment she had faced at the hands of the teen. None of that crossed her mind. All July knew was that someone was in trouble. In a brilliant burst of starlight July flew to the aid of her classmate, pushing her out of the path of the car and cushioning them both with a star-shield.

The cat was out of the bag. July had just made a large-scale display of her powers in front of dozens of witnesses. She didn't care. A seed had been planted that night. July knew that from that moment on, she was going to be a superhero. She was Star Girl.

July has just begun attending Star High as a freshmen. It's only a matter of time before Star Girl enters the picture.

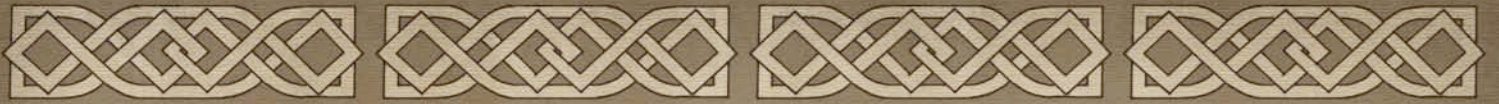
Hero Adventure Seeds

Figurehead - Aliens from Star Girl's home planet have come to Earth looking for the lost princess. They plan to use Star Girl as the figurehead ruler of a new oppressive monarchy with themselves as the ruling class. The aliens are perfectly willing to kidnap an unwilling Star Girl for use in this plot. The PCs will have to join the All Star Squad in defending Star Girl from alien abduction.

Star Power - Master Mind has kidnapped Star Girl and is using the energy she generates to power a device to psychically dominate all life on Earth. With only Star Girl for power the range of the machine extends only to one neighbourhood of one city, but Master Mind plans to kidnap more superhumans to increase the machine's power and thus range. The PCs will have to find a way to shield themselves from the mind control machine and breach the psychically dominated neighborhood and rescue Star Girl before it's too late.



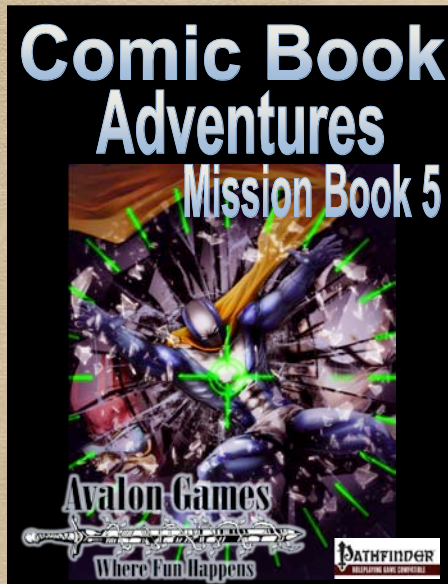
**Avalon
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Comic Book Adventures Week One

Mission Book 5

This next in a series of mission usable with Comic Book Adventures, these mid level missions and adventures are geared towards 5th to 7th level heroes and meant to continue your fun solo games. The mission book is packed full of new missions and adventures and builds on the story and plot lines begun in previous mission books.



Infinite Futures, Weapons 2

What Sci-Fi is complete without some cool gear and guns to play with. Well Avalon is here with a great series of gear books for IF 2.0. Inside you will find all kinds of cool weapons to use in your game, so strap on your new toys and conjure the universe.



Nova Blast Cymark Star Fighter, Avalon Mini-Game #172

A great expansion for the Nova Blast Start Fighter game, now you can field a whole bunch of cymark fighters. Added this to the core game and you get some really cool star fighter paper models, as well as new cards and excitement.



For Use with
Infinite Futures 2.0



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Week Two

Arcana Journal #78

The true wonders of Arcana are explored in the monthly journals. Each issue focuses on hex within the game world, offering rumors, hidden lore, and detailed descriptions of all the important sites and people of that area. Full color maps (also offered in print-easy black and white) are provided on the hex itself, plus all sites of worthwhile note, such as towns and major adventure sites. Floor plans of castles and other location are also offered.

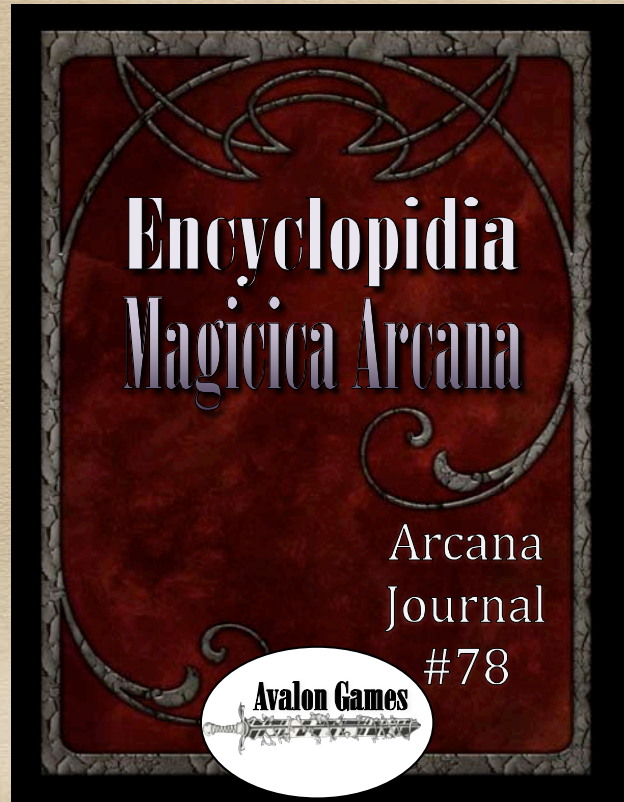
In addition to this detailed write-up of the hex, each issue will also focus on other aspects of the game world, its history, important people, the Magi and gaming classes. When you add it all up, these journals take the mundane and make it magical. It is through the journals that the Arcana game world will grow, expand, and become a living place of adventure.

This issue of the Journal will cover the following aspects of the game world.

House Cardhold

The magic school of the Art

Magic Symbols



Infinite Futures, Armor

What Sci-Fi is complete without some cool gear and sci-fi armor to protect you. Well Avalon is here with a great series of gear books for IF 2.0. Inside you will find all kinds of cool armor to use in your game, so strap on your new armor and conjure the universe.

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Week Three

Avalon's Mystic Treasures, Set 23

Five Spears

Each issue will showcase news items and new treasures, so get each and every issue and add to your magical collection.



Avalon Models, "A", Tri-Fold and Figure Flat Models

Villains Set 1

A collection of 10 "A" Frame Paper Models. This set offers 10 super heroes in full color. Save your money and don't go out and buy those expensive plastic and metal figure when you can get great models for a small price. Print up as many as you need and have fun.

Look for other great models in this series.



One Knight Games Vol 2, Issue #15, Hopelessness

For all of their efforts in the defense of the Sticks, the Vigilantes have been branded criminals. And not just petty criminals, either – they have been labeled terrorists. Which means that they now face an opponent like no other: the entire might of the Ultrapolis. They are to be hunted down and executed. Their hidden benefactor is already dead. The Vigilante group is finished. Their only hope of survival is to flee the city and live in hiding far away. Only, there are monitoring devices all throughout the Ultrapolis. To go out into the streets of the city is to be instantly spotted. Their chances of escaping are so slim as to be non-existent. ...But to remain in the city is to guarantee that they will be caught and killed, eventually. So, they will take their one, small chance and hope. For as long as hope lasts.

Week Four

Avalon Clip Art, Droids And Avalon Covers

Over the years, Avalon Games has collected a ton of artwork for use in various games. Well, we got to thinking, why couldn't you use this great art in your products? So, here it is, Avalon Clip Art! Each set within this series offers you a ton of great art and for a great price. Each product focuses on a set genre or character type and provides you with great filler art and character art for your gaming products.



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Clip Art

Sci Fi

Droids

Great Art
For a
Great Price



Avalon

Art

Cover Art

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With over 1,000 games and gaming products, Avalon Games can offer you any sort of game you are looking for. Tabletop miniatures, RPG, board games, card games and dice games. Gaming art and gaming accessories are all available at Avalon Games.

