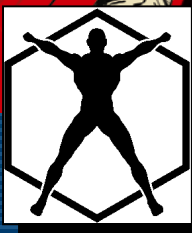


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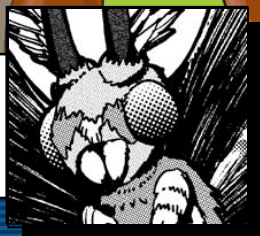
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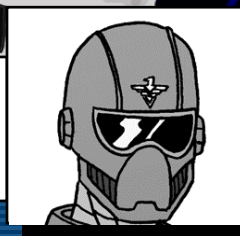


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Issue #37 (May 2006)



When Last We Left Our Heroes...

by Steven S. Long

With April having been a two-book month, we've only got one book definitely slated for May – *Everyman*. Long-time players may fondly remember the old supplement *Normals Unbound*, by Patrick Bradley and Brannon Boren. You might say that *Everyman* is our version of NU – or, more accurately, our take on the concept of a “normals book.”

In virtually every *Champions* campaign setting it's the superhumans who get the lion's share of attention. The PCs are superpowered, their main adversaries are superpowered, and they often spend entire scenarios interacting primarily (or only) with the Superhuman World. But there's more to the world than just people with unusual powers. The vast majority of Earth's population are ordinary, everyday folks, whether they're blue-collar workers, eminent scientists, talented musicians, or powerful government or military officials.

It's those people who are the focus of this book. *Everyman* is a collection of NPCs for your *Champions* campaign, but unlike other character books, it's not filled with megalomaniacal world-conquerors, nefarious servants of evil, and superpowered crooks out to make a quick buck by holding up banks. It provides a GM with *normals* for use in his campaign. Normals may seem weak or useless to a superhuman, but a good GM can do a lot with one. First, a well-populated game world lends a setting depth and verisimilitude. A *Champions* world requires a cast of thousands to make it real in the imaginations of the players, and not all of those thousands can be superpowered fiends and ne'er-do-wells. *Everyman* provides a GM with NPCs ready, willing, and able to populate the streets, restaurants, and office buildings of his world.

Second, a good NPC brings another dimension to the game. He adds flavor. He lends depth. Most importantly, he provides a PC with a further way to define his character. He can be a foil for the character: the cowardly NPC highlights the bravery of the courageous PC; the sophisticated NPC illustrates the naiveté of the inexperienced PC. He can be the victim – a superhero's not much of a hero without people to protect, and when those people have a name and personality it makes the threat all the more menacing. He can be the plot hook – the motivation the PC needs to investigate wrongdoing, or the person who brings the villainous plot to the PC's attention. Or he can be a source of information – the streetwise NPC who knows the ins-and-outs of the criminal underworld, or the scientist who can explain the finer points of time travel and alternate realities.

An NPC can even serve as an antagonist for the character – not on the physical battlefield, but in other ways. The defining feature of an antagonist is that he's in conflict with the protagonist... and conflict takes many forms, not just battle. A rival for a loved one's affections, a boss who's always looking for an excuse to fire a PC, a demanding parent...

Everyman divides the many sorts of NPCs into seven walks of life, each covered by a single chapter: *At The Office*, where you can find formidable bosses and nosy co-workers to populate a workplace; *In The Media*, where newspaper reporters, anchormen, actors, singers, and the like can make the PCs' lives easier, more difficult, or just more enjoyable; *Law And Order*, the world of cops, courts, inspectors, and legislators that crimefighters so often brush up against; *On Campus*, the home of students, academics, professors, and other NPCs whose knowledge may help or hinder the PCs; *My Life As A Hero*, a wide variety of characters whose lives relate directly to superheroes, such as butlers who work for superteams or a doctor who treats heroes' special injuries; *My Life As A Villain*, NPCs who have some special relationship with one or more supervillains; and *Among The Multitudes*, a catch-all for NPCs who don't fit into any other category well (including that staple of comics, the aged or weak relative whom the hero has to look out for).

As usual with our setting books, the final chapter of *Everyman* is *The GM's Vault*, a special section of the book for the GM's eyes only. To some extent all of the contents of this book are mostly for GMs, but players can use the NPCs in various ways as well (see below). The GM's Vault contains information the players should *never* read, such as plot hooks for each NPC.

I really enjoyed writing *Everyman*. Not only was it fun to create a lot of intriguing, funny, weird, and touching NPCs, but I think this is the first Hero Games book *ever* published that has absolutely no math in it. All the character sheets are character briefs, and that means no Character Point costs to add up – which in turn means the book was a joy to create from my end. I hope it does well enough that we can produce similar books for *Dark Champions*, *Fantasy Hero*, *Pulp Hero*, and other genres.

So get ready to spice up your game with some fascinating NPCs!

— Steven S. Long
HERO System Line Developer



HEROglyphs by Steven S. Long

In Effect

CHANGING THE RULES TO EMPHASIZE DRAMATIC EFFECT

How can we alter the *HERO System* rules to emphasize *dramatic* combat resolution rather than *wargaming* combat resolution?

Roleplaying games, including the *HERO System*, descend from wargames, and to this day, three decades later, often bear the marks of their ancestral wargames. In the *HERO System*, the most obvious of these holdovers is the use of hexes to mark distance and measure the size of physical effects and objects, but there are some common to many of RPGs.

One of the most common of these is the use of “hit points” – in the *HERO System*, STUN and BODY – to indicate the effects of attacks, combat, and injuries on a character, ultimately leading to his death. This works just fine in a wargame (where you measure unit degradation rather than character degradation) and tactically-oriented RPGs (of which some people might argue that the *HERO System* is one, in whole or in part). But RPGs aren’t supposed to be just about rules and tactics – they’re *roleplaying* games, meaning they have an element of drama and storytelling in them that wargames don’t. “Hit point”-style rules don’t necessarily do a good job of measuring the *dramatic* effects and aspects of combat. In a story, an attack is made with the intent of achieving a specific effect. Usually that’s to kill the opponent, but it might be just to incapacitate him, maim him, or to inflict some other sort of permanent harm with specific consequences (*e.g.*, castration). Hit point-style rules don’t reflect this; characters don’t make attacks “to kill” or “to incapacitate,” but “to inflict as many points of damage as possible” in the hopes of achieving a knockout or kill. In many *HERO System* games, for example, the goal is to do as much STUN as possible to put the enemy out of the fight as quick as you can. The niceties of drama and roleplaying take a back seat to lading on damage.

Now, that’s not necessarily a bad thing. Some people prefer that style of play, and more power to ’em – there’s no one right or wrong way to play, except to say that “if you’re having fun, you’re doing it right.” Similarly, it’s possible to think of things like STUN, BODY, and “hit points” as representing abstract measurements of skill, “wind,” ability to keep going in the face of adversity, and so forth, rather than physical gauges of how many injuries someone can withstand before dropping. But that being said, the way most games and gamers read, treat, and apply those rules, they tend to represent physical resilience.

Nor is all of this entirely “dramatic” or academic. In a 1962 study of Korean war gunshot wounds, the US Surgeon General found out that when someone gets shot, one of three things happens: they die; they go into shock (*i.e.*, are incapacitated from fighting further); or nothing. RPGs don’t tend to reflect this “reality” (though as I noted in *Dark Champions*, since debates about guns and their effects are ongoing and eternal, undoubtedly other models for damage systems could be found among the copious literature).

So, that leads to the question I started off with: how can we alter the *HERO System* rules to emphasize *dramatic* combat resolution rather than *wargaming* combat resolution? There are probably dozens of possibilities, but for this column I’m going to tackle one.

In this “revised for dramatic effects” *HERO System*, we replace the Attack Powers that cause damage – *i.e.*, which attempt to reduce a character’s STUN and/or BODY for purposes of killing, injuring, or similarly incapacitating him so he can no longer fight – with just two Powers. Those Powers are called *Kill* and *Stun*. Both are Standard Powers and Attack Powers, have the regular range of 5” x Active Points, target a single character, cost END, and are Instant.



CREDIT WHERE CREDIT IS DUE DEPARTMENT

A lot of the inspiration for this article came from Christopher Kubasik's *Interactive Toolkit*, a series of four articles that ran in *White Wolf Inphobia* magazine and which are now available online. I don't necessarily agree with all the conclusions the I.T. reaches, but the articles are definitely worth reading if you enjoy thinking about or designing RPGs.

Kill

Kill costs a number of Character Points set by the GM. Typically the cost equals whatever the GM wants the Active Points/damage ceiling of the campaign to be. For example, if he establishes a limit of 60 Active Points for attacks, then *Kill* costs 60 Character Points.

To use *Kill*, a character makes a standard Attack Roll. If the roll succeeds, the target takes 20 BODY and 60 STUN – in other words, enough BODY to kill any ordinary person, or any character with no defenses and who's purchased no additional BODY. (GMs who want to inject a little randomness into things can make this $15 + 1d6$ BODY, or whatever other total seems appropriate to them.) Resistant Defenses reduce the BODY done by *Kill* in the usual manner.

Characters may apply an Advantage, *More Kill!*, to increase the damage a *Kill* attack does. The Advantage increases the damage done by *Kill* proportionately: a $+1/4$ Advantage increases the damage by 25% (25 BODY, 75 STUN); a $+1$ Advantage doubles it (40 BODY, 120 STUN); a $+1\frac{3}{4}$ increases it to 55 BODY, 165 STUN. They may apply a Limitation, *Less Kill*, to reduce the damage done by 20% per $-1/4$ Limitation (e.g., a *Kill* attack with $-1/2$ Less *Kill* does only 60% of its regular damage, or 12 BODY, 36 STUN).

OPTIONAL EFFECTS OF KILL

At the GM's option, and subject to the GM's approval, a character who makes his Attack Roll with *Kill* by 1 or more can reduce the BODY and/or STUN damage his *Kill* attack does and define its dramatic effects. For example, he could choose to do only 10 BODY and 60 STUN, defined as blowing off the target's legs (leaving him alive, but crippled for life). Or he could do 3 BODY and 60 STUN, representing an attack that's primarily intended to Knock Out the target, but whose impact is strong enough to inflict some lasting physical damage.

Stun

Stun costs half the cost of *Kill*. To use *Stun*, a character makes a standard Attack Roll. If the roll succeeds exactly, the target takes 11 STUN damage (no BODY). For each point by which the Attack Roll is made, the target takes another 11 STUN damage. Thus, for an Attack Roll made by 3, the target takes 44 STUN. Defenses apply against this STUN as if it were Normal Damage; being Stunned or Knocked Out is determined as usual.

Characters may apply an Advantage, *More Stun!*, to increase the damage a *Stun* attack does. Each $+1/2$ Advantage adds 11 STUN to the amount of STUN done by the basic attack and each additional increment of damage. For example, for a $+1$ Advantage, a *Stun* attack does 33 STUN, and each $+1$ the roll is made by adds another $+33$ STUN. They may apply a Limitation, *Less Stun*, to reduce the damage done by -2 per $-1/4$ Limitation (e.g., a *Stun* attack with $-1/2$ Less *Stun* does only 7 STUN with a successful attack, and another $+7$ STUN for every 1 point the Attack Roll is made by).



You Gotta Have Character

by Jason Walters

“What shall I say? Men are like air to me: you can’t live without them. Every now and then I like to breathe good fresh air, you know. I’m just a ‘weak woman,’ after all.”

— Katie Sandwina

Katie Sandwina was believed by many in her era to be the embodiment of the feminine ideal. Her curvaceous, hourglass figure inspired envy in other women, while her curly, blond hair and pleasing features inspired lust in young men. Always ladylike, she spoke softly, moved gracefully, and dressed fashionably. She enjoyed imported perfume and fine jewelry. Yet Katie Sandwina isn’t remembered today simply because she was an elegant Victorian lady, but because she was the strongest woman in the world.

Katie “Sandwina” Brumbach, better known as “The Woman-Hercules,” was the most popular weightlifter in the history of the Ringling Brothers Circus. As part of her act she routinely bent iron rods 5 cm (2 inches) thick, straightened horseshoes, carried a 272 kg (600 lb) cannon on her shoulders, and could lift her 75 kg (160 lb) husband over her head with one arm. News of her arrival usually caused local strongman to slink out of town. Her son Theodore Sandwina was one of the great heavyweight boxers of the 1920s and early 1930s.

Background/History: Katie Brumbach was born in 1884 in Vienna, Austria. Her parents Philippe and Johanna were a renowned German husband and wife powerlifting act, performing feats of strength in circuses around Europe. Her father in particular was famous for his highly developed biceps, which measured a respectable 40-turn cm (16 inches) in circumference. Of her thirteen siblings, Katie and three of her sisters – Barbara, Marie, and Eugenia – inherited their parent’s powerful physiques and became performers. Yet, by the late 1890s, young Kate had grown to be the largest of them all, far outstripping the other Brumbach girls in raw physical ability as well as size.

In her original act, Katie’s father would offer 100 marks to any man in the audience who could best his enormous daughter in a wrestling match. According to legend, nobody ever earned the money. Her husband of 52 years, Max Heymann, was one of the young male daredevils that accepted this challenge. He described the experience of challenging Katie this way, “As I entered the ring I started thinking that if I earned the 100 marks it would be the most extravagant way to earn money I

have ever had. But the only thing I now recall is my sudden rotation in the air with the flashing blue sky in my eyes, and then free falling down. Eventually, I found myself on the floor panting and semi-unconscious, while the girl bent down to me and said, ‘Have I inflicted any damage to you?’ Then she grabbed me in her arms as a dummy and carried me to her tent.”

Yet the defining moment of young Katie’s life would occur while she toured America as the head of a circus company known as “The Herculean Venus and her company of Continental Gymnasts.” Increasingly confident in her abilities as a strongwoman, in 1909 she challenged her hero Eugene Sandow, the father of modern bodybuilding, to a public test of strength at a small athletic club in New York City. He accepted, and the two of them proceeded to lift a series of increasingly heavy weights until, at 136 kg (300 lb), the famous Sandow was only able to lift his barbell to his chest. Katie was able to lift the same barbell above her head, winning the contest and very publicly earning the moniker “The Strongest Woman on Earth.”

As a reward for this remarkable feat, Katie renamed herself “Sandwina” in tribute to her defeated idol. She then began to hone to perfection a legendary act that combined her nearly superhuman strength with an intelligent, skillful grasp of the physics of leverage. During these performances Sandwina set new standards for circus powerlifting that endure to this day. She would elevate her 75 kg (160 lb) husband above her head with one hand, lift specially constructed carousels of 14 people into the air using her shoulders, and stand immobile against a straining team of four horses. She bent iron rods 5 cm (2 inches) thick, straightened horseshoes, and tossed 14 kg (31 lb) iron balls into the air... before catching them with her neck!

Throughout the 1920s, ’30s, and the early ’40s, Sandwina worked as a powerlifter for the Ringling Brothers and Barnum & Bailey Circus. Her abilities remained undiminished with age; at 51 she was still one of their most popular attractions. She retired in 1943 at the age of 59, opening a successful New York restaurant and bar with her husband. Yet her strength still remained relatively undiminished. At 64 she was still strong enough to break horseshoes, bend iron bars, and lift her husband with one hand.

Katie Sandwina died from cancer on January 21, 1952. Brokenhearted, her husband passed away a year later. Yet the family legend lived on

NOTE TO MY READERS

In an effort to better align my work to standards of the Hero Games editorial staff, beginning this issue I am making several significant changes to the You Gotta Have Character column. Firstly, it will no longer include a fictionalized prose introduction; the subject of the column shall have to sink or swim based on the content of his Background/History and Personality/Motivation sections. Secondly, all characters will be limited to between 150 and 200 points in an attempt to more closely reflect their historical, heroic nature as defined by the *HERO System*. In some cases, I may include sidebars with additional “superheroic” level abilities for those characters purported to have them. Thank you for your patronage and patience.

SANDWINA PLOT SEEDS

Fantasy Hero:

One of the PCs, a womanizing warrior type, prides himself on his incredible physical strength. Tired of his constant bragging, the other PCs enroll him in the Kingdom's Strongest Man competition, where he finds himself pitted against an enormous woman... Sandwina! Humiliation ensues.

Champions:

During a period of relative calm, one of the PCs – a huge brick – has spent an inordinate amount of time on the couch, eating cheesy puffs, and watching Oprah. He's gained 50 pounds and looks ridiculous in his costume. The team hires Jorge Sandwina, a descendent of the famous strongwoman, to help him work off the pounds. Hilarious male bonding and crimefighting ensues.

Teen Champions:

Fifteen-year-old, 200-point teenage heroes should definitely **not** try to take down a VIPER nest on their own. Unfortunately, that's exactly what a misfit team of high school supers tried to do... with predictable results. Now the would-be teen heroes languish in the nest's detention facility, awaiting experimentation at the



in their son, the 6'2", 210-pound boxer Theodore "Teddy" Sandwina, who became a champion heavyweight with a career that included 46 wins – 38 of them by knockout! Other decedents of the Brumbach family have become successful bodybuilders and athletes as well.

Personality/Motivation: Katie Sandwina is an impulsive lady; but then again, the world's strongest woman can afford to be impulsive. After all, who's going to stop her? Although considered by many of her contemporaries to be the very embodiment of modern femininity, Sandwina defies convention by refusing to wear a corset. "A man who is embracing a woman" she once told a German reporter, "wants to hold a supple and warm body in his hands – not a lobster!" She also holds a variety of unconventional views on women's health issues, including encouraging other women to eat better and exercise more. In the Victorian era, both doctors and the general public frowned upon exercise for women. Most agree that women lack the energy or strength to perform physical tasks not directly related to the bearing and raising of children. In polite society, women who exercise or exhibit "masculine" amounts of strength were highly stigmatized. Sandwina has defied this convention through sheer force of personality, combined with careful applications of extreme femininity. With her impeccable taste in clothing and her impressive hourglass figure, none can convincingly argue that she isn't womanly.

Katie's amazing strength dominates her character. She's literally, as well as figuratively, larger than life, and refuses to notice its normal, little problems like money, laws, and social conventions. Brushing aside bothersome, annoying, or simply *small* people without a second thought is also an innate part of her personality. She's also incredibly motivated. Trained almost from birth as a circus performer, Sandwina is determined to stay at the top of the circus powerlifting world at all costs.

Quote: "Sometimes I regret that I'm working too honestly. People always question my abilities, although at every show I allow someone to see for himself that my act isn't a fake."

Powers/Tactics: Sandwina is one of history's great strongwoman, and most of her abilities reflect this fact. She can lift 600 kg (1323 lb) without pushing her strength, considerably more if she makes her EGO and Hoist skill rolls. She can bend objects like 3 BODY, 5 DEF iron bars and straighten objects like 2 BODY, 5 DEF horseshoes by first using her *Find Weakness* against the item, then use her *Vise Like Grip* power to do 2½d6 HKA to them at half defense. With effort and by pushing, she can use her *Raw*

Pulling Power to resist the might of four horses with a combined STR of 35 in a direct contest of strength (although it takes double END to do so). She also possesses the Acting and Oratory skills necessary to perform these feats with the high level of showmanship a crowd demands.

Although Katie has nearly superheroic levels of STR, CON, and END, she definitely isn't a superhero. Her PD, while high for an average person, is low for a trained combatant. She also possesses a meager OCV of 5 with no Combat Skill Levels. Unlike her son Teddy, she isn't a fighter: although her enormous strength and personal bravado allow her to approximate one in an emergency. If forced into a physical conflict, Sandwina will use one of two tactics. The first is to simply grab and hold an opponent, forcing them into a contest of strength that will allow her to use her *Raw Pulling Power* against them for a hefty total of 43 STR. The other is to Haymaker a punch at 6½d6, and hope for the best.

Campaign Use: We all have buddies: people we spend our leisure time with, discuss our hobbies with, or talk to when we have problems. We commonly form these friendships with those whom we share life experiences, personal interests, and general temperament. Not surprisingly, heroes and superheroes have a much harder time forming these sorts of easy, lasting relationships. There are few normal people that can meaningfully relate to their extraordinary abilities, bizarre histories, and eccentric natures. Other heroes, with their equivalently strange yet radically different backstories, also tend to be difficult to form casual friendships with.

Katie Sandwina is an example of the sort of person that might be a superhero's buddy. She's a supporting cast NPC who's extraordinary enough to be able to relate to a hero, without the added extra baggage of being in the same "line of work" herself. Furthermore, Sandwina's sufficiently powerful to take care of herself should trouble arise (and doesn't it always?) while she and the hero are socializing. She may even be able to help out by grabbing a baddie at a crucial moment, getting innocent bystanders to safety, or taking down a couple of thugs while the hero deals with the primary villain. Katie is particularly suitable for use as a friend and mentor to a Golden Age female brick, who would face many of the prejudices and problems that Sandwina's already confronted as a young woman. Also, since the Brumbach (and later, Sandwina) family has been producing extraordinary powerlifters for some 150 years, there's no reason that a PC living anywhere along the modern Hero Universe timeline couldn't have one as a close friend. With their

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knowledge of bodybuilding and powerlifting, a Sandwina character would be particularly helpful to a brick PC, acting as a combination buddy and trainer.

Katie Sandwina could also be used as a PC in a Pulp, Victorian, or Western campaign, as these are eras in which she lived. With 100-points of additional powers and martial abilities, she could also be used as a PC in a Golden Age game. To change her character sheet into that of her son Theodore, add 30 points of Martial Arts: Boxing from page 21 of *The Ultimate Martial Artist*. Then add +2 with Boxing, 25% *Physical Damage Reduction*, and PS: Boxing. To bring Katie up to the Standard Superheroic level, give her 30 points of Martial Arts: Brick Tricks from page 31 of *The Ultimate Brick*. Then give her +2 with Brick Tricks, the *Power Skill* Brick Tricks, a couple of Brick Tricks from *TUB*, and 50% *Physical Damage Reduction*.

Genre By Genre: Mankind has always been fascinated with raw physical strength. From the ancient Sumerian superhero Gilgamesh to Mariusz Pudzianowski, the current holder of the title World's Strongest Man, we have celebrated, even worshipped, people who possessed superior levels of physical strength and endurance. Katie Sandwina is a historical example of just such a person. As such, she can be easily inserted into any campaign that involves human beings (which is to say, nearly all of them.) A *Fantasy Hero* Sandwina might be a wandering adventurer and entertainer, earning her living by alternately fighting evil or performing using her superior physical might. A *Dark Champions* Sandwina could work as a bouncer at a popular nightclub, passing information on to vigilante PCs for mysterious reasons of her own. A *Star Hero* member of the Brumbach family might be a rabbleroising, hard drinking Heavy Worlder from the mysterious mining world of Plateau. A *Ninja Hero* character whose skills are dependent on physical conditioning and weight training might have a Sandwina as his tutor. Finally, a Brumbach might serve as a nearly superhuman gym coach and mentor to a group of only slightly more powerful *Teen Champions*.

Appearance: Katie Sandwina has exceptional physical parameters. She's 184 cm (6 feet) in height, 85 kg (187 lb) in weight, has 44-turn cm (17 inches) of biceps, 20-turn cm (8 inches) of wrists, and 67-turn cm (26 inches) of thigh. In short, she dwarfs the vast majority of the healthy men of her day. Described by the European newspapers as a modern Germania and a Brunhilde, she possesses a statuesque, extra-large beauty that, when combined with her unusual size, seldom fail to intimidate those around her.

Although Sandwina disdains the use of the

corset, an item commonly worn by women of her time, she has an extraordinarily small waist - especially when considering her size. When performing, she wears a single-piece white circus costume that looks a good deal like a modern woman's bathing suit. On rare occasions she has been known to wrestle other strongwomen topless, wearing only a tight bikini bottom (for educational purposes only, of course) ! When not performing, she wears the most fashionable attire available; though these are naturally tailored to her unusual dimensions.

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hands of VIPER's scientists. Fortunately, their gym coach Suzan Sandwina, a former Olympic powerlifter, has gathered together a team of brave teachers to rescue them: a shell-shocked Navy Seal, a one-armed police officer, and a burned out '70s superhero with a bad back. Can these aging has-beens rescue their pupils before it is too late?

**OTHER
VICTORIAN
STRONGWOMEN**

Madame Ali-

Braco: This powerful woman, famous for carrying a cannon on her shoulders, began working in the circus world in 1875. As part of her act, she hung upside down on a trapeze while a lifting heavy cannons with her teeth.

**Josephine
“Minerva” Blatt:**

The wife of strongman Paul “Hoboken Hercules” Blatt, this American strongwoman toured Europe as well as the United States for 21 years as part of a husband-and-wife powerlifting team. She could break horseshoes with her bare hands, snap steel chains by expanding her chest, and lift 165 kg (364 lb) stones with one braced finger.

Athleta Huffelen:

The daughter of professional athletes, this Belgian strongwoman

Katie Sandwina



Katie Sandwina

Val	Char	Cost	Roll	Notes
23	STR	13	14-	600 kg; 4½d6 HTH [5]
15	DEX	15	12-	OCV: 5/DCV: 5
21	CON	22	13-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
				Total: 6 PD (4 rPD)
				Total: 5 ED (3 rED)
				Phases: 3, 6, 9, 12
6	PD	1		
5	ED	1		
4	SPD	15		
9	REC	0		
42	END	0		
39	STUN	0		

Total Characteristic Cost: 92

Movement: Running: 6"/12"
 Leaping: 4½"/9"
 Swimming: 2"/4"

Cost	Powers	END
10	<i>Experienced Strongwoman:</i> Find Weakness 11- with STR; Only for Bending, Lifting, and Other Feats of Strength (-1)	0
7	<i>Raw Pulling Power:</i> +20 STR; Can Only Be Used in Direct Contests of Strength (-1½), Increased Endurance Cost (2x END, -½)	8
6	<i>Sure Footed:</i> Knockback Resistance -3"	0
3	<i>Tough Woman:</i> Damage Resistance (4 PD/3 ED)	0
7	<i>Vise Like Grip:</i> HKA 1d6+1 (2½d6 with STR); Can Only Be Used to Bend or Break Metal Objects (-1½), Increased Endurance Cost (2x END, -½)	4

Perks

- 2 Reputation: Strongest Women in the World (Small to Medium Sized Group) 11-, +2/+2d6

Skills

- 3 +1 with Acting, Hoist, and Oratory
- 3 Acting 13-
- 3 Hoist 12-
- 2 KS: Circuses and Circus Life 11-
- 3 Language: English (Fluent, German is Native)
- 3 Oratory 13-
- 3 PS: Bodybuilder 12-
- 3 PS: Weightlifter 12-

Total Powers & Skill Cost: 58

Total Cost: 150

75+ Disadvantages

- 15 Distinctive Features: Enormous Woman (Not Concealable)
- 10 DNPC: Husband 8- (Normal)
- 5 Physical Limitation: Very Large for a Woman; Requires Custom Shoes, Dresses, and So Forth (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Highly Competitive (Common, Strong)
- 15 Psychological Limitation: Impulsive (Common, Strong)
- 5 Rivalry: Professional (with Other Strongmen/Strongwomen)
- 10 Social Limitation: Woman in Male-Dominated World (Frequently, Minor)

Total Disadvantage Points: 250

specialized in lifting and carrying various heavy objects. She could dance with three men on her shoulders, carry five adult men suspended from a heavy iron bar, and lift barbells weighing 100 kg (221 lb) above her head with little apparent effort.

Madame

Montagna: A native of Bologna, Italy, this strongwoman could carry a 105 kg (232 lb) cannon loaded with shot on her back. But her best trick, as reported by a French Algerian newspaper, was her ability to tear a 110 playing card deck in half. Seconds later, she stacked and halved the cards again!

Kate "Vulcana"

Roberts: This famous lightweight Irish strongwoman could only lift 65 kg (143 lb) barbells over her head with one hand. Of course, she only weighed 57 kg (126 lb) herself! Vulcana was the first woman ever to attempt the dangerous "Tomb of Hercules" stunt, in which two horses and their trainers stood for several seconds on a platform supported only by her abdomen. She was beloved by the French for grappling with a thief in the streets of Paris until the police arrived.



A Fistful of Fu by Michael Surbrook

More Martial Arts Techniques from the Author of *Ninja Hero*

While researching and writing *Ninja Hero* for HERO Games, I quickly came to realize there was far more to martial arts combat techniques than breaking bricks and cinder blocks or throwing punches as fast as lightning. In the literature of China and Japan (at the very least), one finds descriptions of innumerable special techniques, stances, and abilities attributable to martial arts mastery. Try as I might, I was unable to include more than a fraction of this in *Ninja Hero* and have been producing follow-up articles ever since. Here I present yet more martial arts “special techniques,” suitable for use in martial arts campaigns of all types (especially those drawing on anime, wuxia, and video game sources). Enjoy!

8 STEPS OF THE HEAVENLY DRAGON

Effect: Running +14”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2
Skill Roll Penalty: N/A

Description: Also known as “Tian Long Ba Bu,” this technique allows the character to run at great speeds. Mastery of this technique enables a martial artist able to outrun horses and even automobiles, although care has to be taken one doesn’t trip and fall – at these speeds it could be quite hazardous!

Game Information: *Running +14”, x4 Noncombat Movement, Combat Acceleration/Deceleration (+¼), Reduced Endurance (½ END; +¼). Total cost: 49 points.*

Options:

- 1) **Faster Steps:** Increase to Running +19”. Total cost: 64 points.
- 2) **Slower Steps:** Decrease to Running +7”. Total cost: 28 points.
- 3) **Difficult Steps:** Add Requires A *Ch’i* Techniques Roll (-1 per 10 Active Points; -½). Total cost: 31 points.
- 4) **Tiring Steps:** Remove Reduced Endurance (½ END; +¼). Total cost: 41 points.

BUDDHA PALM

Effect: EB 15d6
Target/Area Affected: 2” radius
Duration: Instant
Range: 750”
END Cost: 15
Skill Roll Penalty: -15

Description: A variation of the *kongjin* (“empty force”) ability, the Buddha Palm technique allows a character to affect a small crowd or even a building. A very powerful ability, it is known by only a few masters, and is reputed to be extremely difficult to perform.

Game Information: *EB 15d6, Area Of Effect (One Hex Doubled, Two-Dimensional; +½), Invisible To Sight Group (+½) (150 Active Points); Extra Time (Full Phase; -½), Requires A Ch’i Techniques Roll (-1 per 10 Active Points; -½). Total Cost: 75 points.*

Options:

- 1) **Stronger Buddha Palm:** Increase to EB 20d6. Total cost: 100 points.
- 2) **Weaker Buddha Palm:** Decrease to EB 10d6. Total cost: 50 points.
- 3) **Easier Buddha Palm:** Change to Requires A *Ch’i* Techniques Roll (-1 per 20 Active Points; -¼). Total cost: 86 points.
- 4) **Master Of The Buddha Palm:** Remove Requires A *Ch’i* Techniques Roll (-1 per 10 Active Points; -½). Total cost: 100 points.

FLYING DAGGER FINDS ANY TARGET

Effect: Indirect (+½) and No Range Modifier (+½) for thrown knives
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4
Skill Roll Penalty: N/A

Description: The character is so adept with thrown knives he is capable of hitting a target from any direction he chooses. Front, back, or side, all angles are open to the throwing master, provided, of course, there is something for the knife to bounce off of along the way. In addition, the character’s skill with knives is such, he can hit virtually anything he can see, no matter where it is or how far away.

Game Information: *Indirect (+½), No Range Modifier (+½) on any thrown knife built on up to 45 Active Points (45 Active Points); OIF (throwing knives of opportunity; -½) Total cost: 30 points.*

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Options:

- 1) **Stronger Dagger:** Increase to for any thrown knife built on up to 60 Active Points. 60 Active Points; total cost 40 points.
- 2) **Weaker Dagger:** Decrease to for any thrown knife built on up to 30 Active Points. 30 Active Points; total cost 20 points.
- 3) **Tougher Flying Dagger:** Add Requires A Throwing Tricks Roll (-1 per 10 Active Points; -1/2). Total cost: 22 points.

IMPENETRABLE ARROW DEFENSE

Effect: Missile Deflection (arrows/projectiles)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Skill Roll Penalty: N/A

Description: Armed with a sword, long sleeves, a staff, a spear, or some other item, the character can knock arrows out of the sky by the score. He must be able to move freely in the area he is trying to defend and must have sufficient room in which to wield his weapon as well. Although tiring, this technique is often capable of preventing the passage of even a single arrow in a flight of dozens.

Game Information: *Missile Deflection (arrows/projectiles), Range (adjacent hexes; +1/2) (15 Active Points); Costs Endurance (-1/2), Restrainable (-1/2), Will Not Work Against Heavy Missiles (-1/4) (total cost: 7 points) plus +20 with Missile Deflection (40 Active Points); Costs Endurance (-1/2), Restrainable (-1/2) (total cost: 20 points). Total cost: 27 points.*

Options:

- 1) **Improved Impenetrable Arrow Defense:** Increase to +30 with Missile Deflection. Total cost: 37 points.
- 2) **Mostly Impenetrable Arrow Defense:** Decrease to +10 with Missile Deflection. Total cost: 17 points.

LION'S ROAR

Effect: EB 12d6

Target/Area Affected: 16" Cone

Duration: Instant

Range: No Range

END Cost: 13

Skill Roll Penalty: N/A

Description: Calling up the energy found in the *kiai* (shout), this technique allows the character to release a devastatingly powerful scream. This cry can flatten foes, shatter glass, and rip apart buildings. At its most basic level, it allows the character to literally out-yell nearly anyone while a full-blown Lion's Roar can totally neutralize others *kiai* and sound-based *ch'i* techniques. Be warned, however, as the Lion's Roar more than

lives up to its name and can be heard over vast distances. It also has a tendency to crack and/or shattering objects the character may not have wanted harmed.

Game Information: *EB 12d6, Area Of Effect (Cone; +1), Invisible to Sight Group (power is invisible, not the source; +1/4) (135 Active Points); Extra Time (Full Phase; -1/2), No Range (-1/2), Side Effects (fragile objects in the surrounding area crack and shatter; -0), Noisy (+4 to Hearing PER Rolls to detect use; -1/4). Total cost: 60 points.*

Options:

- 1) **Strong Lion's Roar:** Increase to EB 16d6. Total cost: 80 points.
- 2) **Weak Lion's Road:** Decrease to 8d6. Total cost: 40 points.
- 3) **Tougher Lion's Road:** Add Requires A *Ch'i* Techniques Roll (-1 per 10 Active Points; -1/2). Total cost: 49 points.
- 4) **Out-Yell Anyone:** The character purchases the following power: Images to Hearing Group, +4 to PER Rolls, Increased Size (8" radius; +3/4) (30 Active Points); Set Effect (can only amplify what the character says; -1). Total cost: 15 points.
- 5) **Power Of The Lion's Roar:** Dispel Sonic powers 20d6, any Sonic power one at a time (+1/4). Total cost: 75 points.

SHIELD-SHATTERING BLOW

Effect: HKA +3d6, Only Versus Shields

Target/Area Affected: One shield

Duration: Constant

Range: Touch

END Cost: 4

Skill Roll Penalty: N/A

Description: The character is such an accomplished swordsman, and puts such power into his sword strokes, that he can shatter virtually any shield put up to block his blows. Naturally, this often means his sword still has enough force to hit the person behind the shield. In game terms it works like this: use the rules on page 189 of *Fantasy Hero* to determine if the shield was hit by the attack in the first place. If it was, add the 3d6 of HKA to the sword's base HKA and apply that damage against the DEF and BODY of the opponent's shield. If the reason the shield was hit was due to the shield's DCV bonus, then any remaining damage should go through and hit the character behind the shield.

This martial arts technique uses ideas taken from the "Blowthrough" rule seen on page 192 of *Dark Champions*. As such, GMs should examine this power before allowing anyone to take it for their PC and decide if it will be too unbalancing to be allowed in their campaign.

One option is to have the character holding the shield hit by the shield-shattering blow only if the attack make an Attack Roll using just his base OCV (*i.e.*, without any modifiers from Combat Maneuvers, the weapon used, or the like).

Game Information: *HKA 3d6 (45 Active Points); OIF (sword of opportunity; -1/2), Only Versus Shields (-1). Total cost: 18 points.*

SUBLIME SWORD STRIKE

Effect: +8 OCV, **Targeting Skill Levels:** +8 OCV **versus Hit Location Modifiers**

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 6

Skill Roll Penalty: N/A

Description: Years of long practice have given the practitioner such skill with his sword he can strike virtually any target, no matter how small, at will. Of course, such accuracy takes a certain degree of concentration and effort.

Game Information: +8 OCV (40 Active Points); *Costs Endurance (-1/2), OAF (sword; -1) (total cost: 16 points) plus +8 Targeting Skill Levels (24 Active Points); Costs Endurance (-1/2), OAF (sword; -1) (total cost: 10 points). Total cost: 26 points.*

Options:

- 1) **Swordmaster's Version:** Change to OIF (sword of opportunity; -1/2). Total cost: 32 points.
- 2) **Combat Master's Version:** Remove OAF (sword; -1). 43 Total cost: points.
- 3) **True Master's Version:** Remove Costs Endurance (-1/2) and OAF (sword; -1). Total cost: 64 points.
- 4) **Difficult Sword Strike:** Add Requires A *Ch'i* Techniques Roll (-1 per 10 Active Points; -1/2). Total cost: 21 points.

THE SPIRIT OF BRUCE LEE LIVES ON

Effect: +20 PRE, **Only To Intimidate**

Target/Area Affected: Special

Duration: Instant

Range: Self

END Cost: 0

Skill Roll Penalty: N/A

Description: While he was alive, Bruce Lee was often considered the greatest martial artist in the world and one of the greatest who ever lived. And even if he wasn't, his name quickly became so synonymous with martial arts mastery that even today, more than thirty years after his death, many people will give "Bruce Lee" if asked to name a famous martial artist (not to mention he is often the standard other martial artists are judged by).

In addition to his martial arts prowess, Bruce was also an actor, and over the course of no more than a half-dozen films (at best), created a highly memorable on-screen persona. This technique capitalizes on said persona, using a sequence of pantomimed gestures, tightly clenched fists (accompanied by the cracking of one's knuckles), and facial expressions to inform a foe – in no uncertain terms – they are no longer welcome in the area. Brushing the tip of your nose with the edge of your thumb is optional.

Game Information: +20 PRE (20 Active Points); *Extra Time (Full Phase; -1/2), Gestures (-1/4), Only To Intimidate (-1). Total cost: 7 points.*

Options:

- 1) **Imperfect Spirit Of Bruce Lee:** Add Requires An Acting Roll (-1/2). Total cost: 6 points.

TOAD STANCE

Effect: Flight 25", **Only In Straight Lines**

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 6

Skill Roll Penalty: N/A

Description: This powerful and somewhat unnerving technique allows the character to propel themselves at great speeds. Starting from a low, ground-hugging stance, the Toad Stance may look somewhat odd, but its sheer power cannot be denied. A master of the Toad Stance becomes a virtual human battering ram, capable of smashing through doors, walls, and of course, people.

Game Information: *Flight 25", Combat Acceleration/Deceleration (+1/4) (62 Active Points); Only In Straight Lines (-1/2), Must Land At the End Of Each Phase (-1/2) (total cost: 31 points) plus Physical Damage Reduction, 75% (60 Active Points); Only To Protect Against Damage Taken When Performing Move Bys/Throughs (-1), Linked (-1/2) (total cost: 24 points). Total cost: 55 points.*

Options:

- 1) **Strong Toad Stance:** Increase to Flight 35". Total cost: 67 points.
- 2) **Weak Toad Stance:** Decrease to Flight 15". Total cost: 42 points.
- 3) **Difficult Toad Stance:** Add Requires A *Ch'i* Techniques Roll (-1 per 10 Active Points; -1/2). Total cost: 45 points.



Fictional Martial Arts

by Michael Surbrook

Fictional Martial Arts from the Pages of *Ninja Hero*

When I wrote *Ninja Hero* I gave several of the characters new and totally fictional martial arts styles. I now present these martial arts styles in a fully written-up form, complete with histories, full maneuver lists, elements, skills, and special maneuvers. As an added bonus, two completely new styles are included: Flying Dragon Kenjutsu and Verrkess. The former is meant to be reminiscent of the fighting styles often seen in *anime* and video games, while the latter is used by a fantasy-based lizardman race.

FLYING DRAGON KENJUTSU

It is not known exactly when Flying Dragon style (*Hiryuu-ryu*) was developed. Legend has it being taught to a samurai named Kadosuke by a *tengu* (bird-headed goblin) of the mountains. Another story says Kadosuke learned it from a river dragon, after Kadosuke killed a *mukade* (giant centipede) that had been terrorizing the riverbanks. In keeping with its origins, the style has always been fairly rare and is now largely regarded as mythical, especially since the last known practitioner died sometime in the late 19th Century. However, this hasn't prevented it from becoming a popular choice of fighting art for certain samurai, ronin, and ninja characters in several modern day *anime*, *manga*, and video fighting games.

Flying Dragon kenjutsu places a great deal of emphasis on speed and movement. Stylists are taught to avoid staying in one place, to bring the fight to the enemy, and to strike first if at all possible (this can be simulated by either a high DEX or with Lightning Reflexes). The style also emphasizes practicality and unpredictability in combat. Thus it teaches the art of throwing the sword, as well as various unarmed techniques designed to allow the practitioner to get his opponent's sword away from him.

A Flying Dragon stylist must purchase the Dragon Ascends To Heaven, Dragon Cavorts Among The Clouds, and Dragon Returns To The Sea maneuvers. WF: Thrown Sword and the Barehanded element will be taught to any advanced student (defined as someone who has purchased at least five maneuvers, Fast Draw, and KS: Flying Dragon Kenjutsu on an 11-).

FLYING DRAGON KENJUTSU NOTES

Optional Rules: The Breath Of The Dragon, Dragon Expresses His Displeasure, and Dragon Returns To The Sea strikes take location rolls of 3d6; Dragon Ascends To Heaven, and Leaping The Dragon Gate take 2d6+1. The other maneuvers do not require location rolls.

Special Abilities: Flying Dragon has a number of special and very powerful sword techniques. In addition, stylists usually purchase extra inches of Leaping or Running.

1) *Enhanced Running:* This is the ability to attack while moving at great speed.

Enhanced Running: Running +6", Reduced Endurance (0 END, +½) (18 Active Points); Only to Make a Half Move (-1). Total Cost: 9 points.

2) *Dragon Brandishes His Claws:* A rapid series of slashes, all delivered in the space of mere seconds.

Dragon Brandishes His Claws: HKA 1½d6, Autofire (3 shots, +¼) (31 Active Points); OAF (katana, -1). Total Cost: 15 points.

3) *Dragon Emerges From His Pool:* By charging straight ahead, the character can deliver a series of lightning-quick strikes at a large number of foes clustered together. Note: although the Area Of Effect is 10", the character actually moves 12". The first and last inch are not counted as part of the Area Of Effect.

Dragon Emerges From His Pool: HKA 1½d6, Area Of Effect (10" Line, +1) (50 Active Points); OAF (katana, -1), Linked (to Running, -¼) (total cost: 22 points) **plus** Running +6" (12 Active Points) (total cost: 12 points). Total Cost: 24 points.

4) *Dragon Sweeps His Tail:* Similar to Dragon Brandishes His Claws, this technique delivers a rapid series of strikes to everyone around the character, instead of just one target.

Dragon Sweeps His Tail: HKA 1½d6, Area Of Effect (One Hex, Doubled, +¾), Personal Immunity (+¼) (50 Active Points); OAF (katana, -1). Total Cost: 25 points.

5) *Fury Of The Dragon:* This sword flourish is used to defend the character against multiple foes.

Fury Of The Dragon: HKA 1 ½d6, Damage Shield (+½), Continuous (+1) (62 Active Points); OAF (katana, -1), Requires a Successful Attack Roll (-½), Power Stops Working Instantly if the Character is Stunned or Knocked Out (-¼), Not When Grabbed (-¼), No STR Bonus (-½). Total Cost: 18 points.

FLYING DRAGON KENJUTSU

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Breath Of The Dragon	½	4	+2	+2	Weapon +2 DC Strike, Must Follow Block
Coiling Dragon Stands Firm	½	4	+1	+0	Bind, +10 STR
Dragon Ascends To Heaven	½	5	+1	+0	Weapon +v/5, Full Move
Dragon Cavorts Among The Clouds	½	5	+0	+4	Dodge, Abort, Full Move
Dragon Denies His Yin Nature	½	4	+2	+2	Block, Abort
Dragon Expresses His Displeasure	½	4	-2	+1	Weapon +4 DC Strike
Dragon Returns To The Sea	½	4	+2	+0	Weapon +2 DC Strike
Dragon Secures His Pearl	½	4	-1	+1	Disarm; +10 STR to Disarm Roll
Leaping The Dragon Gate	½	5	+2	-2	Weapon +4 DC Strike; Half Move Required

Skills

Breakfall
 Fast Draw (Iaijutsu)
 Defense Maneuver
 KS: Flying Dragon Kenjutsu
 Rapid Attack (Hand-To-Hand)
 Sleight Of Hand
 WF: Blades*
 WF: Thrown Sword

MAD MONKEY KUNG FU

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block	½	4	+2	+2	Block, Abort
Caper	½	5	+0	+4	Dodge, Abort, Full Move
Grapple	½	3	-1	-1	Grab Two Limbs, +10 to STR for holding on
Kick/Punch	½	4	+0	+2	STR +2d6 Strike
Leaping Spin Kick	½	4	+2	+0	STR +2d6 Strike
Monkey Business	½	4	+0	+0	STR +4d6 Crush, Must Follow Grab
Side Kick	½	5	-2	+1	STR +4d6 Strike
Squirm Free	½	4	+0	+0	+15 STR vs. Grabs
Trip	½	3	+2	-1	STR +1d6 Strike, Target Falls

Skills

Acrobatics*
 Breakfall*
 Contortionist
 KS: Mad Monkey Kung Fu
 Sleight Of Hand*
 WF: Common Melee Weapons
 WF: Common Martial Arts Melee Weapons
 WF: Hook Sword
 WF: Three-Section Staff
 WF: Staff*
 WF: Off Hand
 Elements
 Weapons +1 Use Art With Blades
 +1 Use Art With Clubs
 +1 Use Art With Hook Sword
 +1 Use Art With Polearms
 +1 Use Art With Staff*
 +1 Use Art With Three-Section Staff

MAD MONKEY KUNG FU

This style, also known as known as *Feng Hou Wu Shu*, was developed by John Wa the Monkey King from various forms of Tien kung fu mixed with his own self-developed techniques. It is instinctively known by any of his Summoned Monkey Warriors, and while John Wa himself has been unable to spend the time to teach it to the people of Tien, his fellow monkeys have done so with delight.

Mad Monkey is a very acrobatic style, involving flips, leaps, rolls, and other maneuvers designed to make the practitioner difficult to hit as well as difficult to defend against. Handstands are also common, and are often used to perform kicks into an attacker's face. The *kuen* (staff) is a required element of the Mad Monkey style, with students expected to eventually make their own weapon from an unfinished length of wood.

Practitioners of Mad Monkey Kung Fu must purchase the following skills: *Acrobatics*, *Breakfall*, *Sleight Of Hand*, and *Weapon Familiarity: Staff*. They must also know (at minimum) the maneuvers Block, Caper, Kick/Punch, and Squirm Free. For those who wish to use Mad Monkey in combat, use the rules for Monkey Style Kung Fu on page 41 of *The Ultimate Martial Artist*.

MAD MONKEY KUNG FU NOTES

Optional Rules: The Kick/Punch and the Side Kick take 3d6 location rolls; if the stylist makes an Acrobatics roll to stand on his hands then the Kick/Punch maneuver takes a 2d6+1 roll. The Leaping Side Kick takes a 2d6+1 location roll. Monkey Business takes a location roll of 2d6+1, indicating where the initial Grab occurred, the Grapple maneuver doesn't take a location roll. The Trip automatically targets the legs, but doesn't receive any bonuses or penalties for doing so. All the other maneuvers don't require location rolls.

Special Abilities: Mad Monkey Kung Fu stylists are encouraged to develop their acrobatic skills as well as their sense of balance. This has led to the introduction of the following techniques to the style:

1) *Climbing:* Being able to climb nearly anything or to climb objects freely and with no hindrance. This is usually bought as a form of Clinging (see page 121 of *The Ultimate Martial Artist*).

2) *Hing Kung:* The ability to walk across a surface and not leave any tracks (see page 127 of *The Ultimate Martial Artist*).

3) *Superior Balance:* The ability to fight while balanced on a narrow surface with no ill effects. The more powerful version of this ability includes the ability to move along such surfaces with virtually no chance of falling. For the former use the Environmental Movement Talent "Supreme Balance," for the latter see page 35 of *Ninja Hero*.

NARR'THURNN

Narr'thurnn is the fighting art of the Feline people native to the Illthorn Plains. Its name means "fist and foot fighting," and although the style itself is fairly old (it is known to date back several hundred years), new techniques are constantly being developed and experimented with. The basic elements of *Narr'thurnn* are taught to all young Feline, as the style is used both as a method of self-defense and as a form of exercise. However, the style is normally not taught to non-Feline. *Narr'thurnn* has many sub-styles, with each village (or close cluster of villages) claiming its own form of the art. These sub-styles usually have a modifier to the name to indicate the village it came from. Meow Yen, probably the most famous practitioner of *Narr'thurnn*, calls his particular form of the art *Narr'thurnn-Narr'kanna*, after his home village. Naturally, rivalries between villages over whose style (or sub-style) is best are quite common and can be quite fierce.

Since *Narr'thurnn* emphasizes the use of the hands and feet, it does not include any weapon techniques.

NARR'THURNN NOTES

Optional Rules: The Elbow/Knee Strike and Roundhouse/Side Kick take location rolls of 3d6. The Jab takes a location roll of 2d6+1, while the Front/Low Kick takes a location roll of 2d6+7.

Special Abilities: *Narr'thurnn* stylists have developed several potent kicking and punching techniques:

1) *Double Kick:* A quick pair of kicks.

Double Kick: HA +10d6 (50 Active Points); Reduced Penetration (-1/4), Separate Attack Rolls Required (-1/4). Total Cost: 33 points.

2) *Power Kick:* This kick concentrates all its force into a single powerful blow that sends foes flying.

Power Kick: HA +5d6, Double Knockback (+3/4) (44 Active Points); Increased Endurance Cost (x2 END; -1/2). Total Cost: 29 points.

3) *Rapid Kick:* This is a rapid series of kicks, all delivered in the space of just a few seconds. There are a number of variations of this technique, most have only a three-shot Autofire attack and take the Extra Time (Full Phase) limitation.

Rapid Kick: HA +5d6, Autofire (5 shots; +1/2), Penetrating (+1/2) (50 Active Points); Hand-to-Hand Attack (-1/2), All Shots Versus Same Target (-1/4). Real Cost: 28 points.

4) *Rapid Punch:* With this technique the stylist throws an astonishing number of blows with both arms. As with the Rapid Kick, many variations exist, with most having a five-shot Autofire attack and the Extra Time (Full Phase) limitation.

Rapid Punch: HA +5d6, Autofire (10 shots; +1) (50 Active Points); Hand-to-Hand Attack (-1/2), All Shots Versus Same Target (-1/4). Total Cost: 28 points.

NARR'THURNN

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Arm Sweep Block	1/2	4	+2	+2	Block, Abort
Crescent Kick Block	1/2	5	+1	+3	Block, Abort
Elbow/Knee Strike	1/2	4	+2	+0	STR +2d6 Strike
Footsweep	1/2	3	+2	-1	STR +1d6 Strike; Target Falls
Front/Low Kick	1/2	4	+0	+2	STR +2d6 Strike
Jab	1/2	5	+1	+3	STR Strike
Roundhouse/Side Kick	1/2	5	-2	+1	STR +4d6 Strike

Skills

Breakfall

KS: *Narr'thurnn*

DIGITAL HERO #37

THE SWORD OF THE INSURMOUNTABLE STORM

The Sword of the Insurmountable Storm is fighting art developed by the evil eunuch Tai-Sheng Zeng. He initially based his sword style on a variety of techniques he was taught while part of the Imperial court. Later he refined it on his own, often hiring various swordmasters to instructing him in a specific technique, incorporating it into his style, and then moving on to someone else. No fool when it came to the martial arts, Tai-Sheng was quick to drop anything he felt to be a useless waste of time and energy, and has spent the last twenty years of his life refining the art down to only the most essential techniques.

Tai-Sheng has begun to teach his art to a few of his closest minions, although this training is by no means formal or even required. Any student of Tai-Sheng's must be a eunuch, and must have proven their loyalty. The prospective student must also have sufficient *ch'i* to make all the time and effort worth Tai-Sheng's involvement. Those who don't possess strong reserves of *ch'i* will simply be passed over, or sent back out into the field.

Although The Sword of the Insurmountable Storm is a fairly comprehensive sword art, Tai-Sheng Zeng is by no means finished developing it. He is always looking for new techniques to add to his art, and will incorporate anything he encounters he feels is both effective and useful.

THE SWORD OF THE INSURMOUNTABLE STORM NOTES

Optional Rules: The Dance Of The Swift Wind takes a 2d6+1 location roll. The Fist of the Whirlwind, Leaves in the Wind, Thunderous Strike, and Wind's Gentle Caress maneuvers take 3d6 location rolls.

Special Abilities: There are no specific special powers associated with The Sword of the Insurmountable Storm per se. The various *ch'i* powers Tai-Sheng Zeng possesses were developed separately from his sword style and it is unlikely he will instruct others in their use (at least, for the time being). However, as Tai-Sheng selects students with a strong *ch'i* in the first place, it seems likely they will develop their own techniques and abilities. Only time will tell if any of these powers will become a permanent part of the style.

THE SWORD OF THE INSURMOUNTABLE STORM

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Dance of the Swift Wind	½	5	+1	+0	Weapon +v/5; Full Move
Fist of the Whirlwind	½	5	+2	-2	Weapon +4 DC Strike, Half-Move Required
Leaves in the Wind	½	4	+2	+0	Weapon +2 DC Strike
Push Against the Wind	½	4	+1	+0	Bind, +15 STR
Reed in the Wind	½	4	+2	+2	Block; Abort
Swaying of the Wind	½	5	+0	+4	Dodge All Attacks, Abort; Full Move
Thunderous Strike	½	5	-2	+1	Weapon +4 DC Strike
Wind's Gentle Caress	½	5	+1	+3	Weapon Strike
Wind Takes Away	½	4	-1	+1	Disarm, +10 STR to Disarm roll

Skills

WF: Blades*

Elements

Barehanded +1 Use Art Barehanded (Bind, Block, Disarm, Dodge maneuvers only)

TAJI MOUNTAIN SWORD STYLE

Centuries ago a Taoist named Huailiang settled on the mountain of Taji, with the intent of isolating himself from the rest of the world so he could better achieve harmony with himself and the universe. Among his methods for seeking inner balance was to practice his sword techniques, seeking to understand the idea of *wu wei* (non-action) through his skill with the blade. As time went by and his mastery of the sword grew, word of Huailiang’s expertise spread, and before long others arrived at his mountain top retreat, seeking to become his students.

Initially Huailiang refused, as he still wished to have nothing to do with the material world. This angered some of his visitors, who in turn attacked the Taoist, thinking him to be a fake. His victories only served to increase his reputation, and brought more would-be students. Realizing his refusals were doing more harm than good, by disrupting the harmonious relationship he’d developed with the surrounding countryside, Huailiang eventually decided to take on some of his most promising callers as students. Since that point, the school has grown in fame and size, eventually becoming one of the premier sword schools in Northern China.

Huailiang always meant for his sword style to be more philosophical than combative, to be used only when needed and then, only as far as needed. Taji Mountain stylists shouldn’t seek out duel and fights, but on the other hand, they

shouldn’t back down from challenges either. Killing is to be avoided as well, with binding a foe’s weapon (or better yet, disarming him) the preferred method. The concept of *wu wei* is central to the style, with many students having some form of Defense Maneuver (or even Danger Sense). The typical Taji Mountain stylist knows the following maneuvers: Floating Sword, Swaying Sword, Trapping Sword, Wavering Sword, and for offense; Penetrating Sword. Students must also purchase at least 1 point of KS: Ch’i Centering Techniques and KS: Chinese Philosophy. Advanced students (“advanced” being more a state of mind than skill level) are taught the barehanded element.

Recently, the arrival of the evil eunuch Tai-Sheng Zeng has spelled disaster for the Taji Mountain School. Realizing the danger the school represented to his rule, he demanded they acknowledge his authority and rule. Being Taoists, the school’s elders refused (exactly the opening Tai-Sheng was looking for), resulting in the school and its students being branded outlaws. Shortly thereafter Tai-Sheng himself lead a raid on the school, burning buildings and slaughtering students of all ages and skill levels. By the time he was finished, the Taji Mountain School was in ruins. At the moment, the only known survivor is the outlaw Jiu Xing. It remains to be seen if any else survived the attack or if Jiu Xing will be able to pass on his knowledge to others.

TAJI MOUNTAIN SWORD STYLE

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Dancing Sword	½	5	+2	-2	Weapon +4 DC Strike; Half-Move Required
Dividing Sword	½	5	-2	+1	Weapon +4 DC Strike
Floating Sword	½	5	+0	+4	Dodge, Affects All Attacks, Abort; FMove
Flying Sword	½	5	+1	+0	Weapon + v/5; FMove
Penetrating Sword	½	4	+2	+0	Weapon +2 DC Strike
Swaying Sword	½	4	-1	+1	Disarm, +10 STR to Disarm roll
Trapping Sword	½	4	+1	+0	Bind, +10 STR
Wavering Sword	½	5	+1	+3	Block, Abort

Skills

- Acrobatics
- Breakfall
- Defense Maneuver
- Fast Draw
- KS: Ch’i Centering Techniques
- KS: Chinese Philosophy
- KS: Taji Mountain Sword Style
- Sleight Of Hand
- WF: Blades*
- Elements
- Barehanded+1 Use Art Barehanded (Bind, Block, Disarm, Dodge maneuvers only)

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TAJI MOUNTAIN SWORD STYLE NOTES

Optional Rules: The Dancing Sword, Dividing Sword, and Penetrating Sword strikes all take a location roll of 3d6; the Flying Sword strike takes a 3d6 location roll.

Special Abilities: Over the centuries Taji Mountain stylists have developed numerous special techniques. Only those stylists who have demonstrated sufficient control of their *ch'i* are allowed to learn them.

1) *Side-Slashing Sword:* Using the sword to inflict long and painful cuts on an opponent.

Side-Slashing Sword: HKA 2d6 (plus STR), +1 Increased STUN Multiplier (+1/4) (37 Active Points); OIF (any blade of the right size and shape; -1/2). Total Cost: 25 points.

2) *Slaying Sword:* By focusing his *ch'i*, the stylist can punch the point of his sword through armor.

Slaying Sword: HKA 2d6 (plus STR), Armor Piercing (+1/2) (45 Active Points); OIF (any blade of the right size and shape; -1/2). Total Cost: 30 points.

3) *Splitting Sword:* Similar to the Slaying Sword technique, Splitting Sword allows one to shatter rocks and cut down trees with their sword.

Splitting Sword: HKA 2d6 (plus STR), Penetrating (+1/2) (45 Active Points); OIF (any blade of the right size and shape; -1/2). Total Cost: 30 points.

4) *Whirling Sword:* The stylist unleashes a flurry of sword blows at his target.

Whirling Sword: HKA 2d6 (plus STR), Autofire (5 shots; +1/2) (45 Active Points); OIF (any blade of the right size and shape; -1/2). Total Cost: 30 points.

5) *Whirlwind Sword:* An advanced form of the Whirling Sword technique, the Whirlwind Sword allows the stylist to strike everyone around him. Mastery of this technique can turn a Taji Mountain master into a one-man army.

Whirlwind Sword: HKA 1d6+1 (plus STR), Area of Effect Nonselective (2" Radius +3/4), Personal Immunity (+1/4) (40 Active Points); OIF (any blade of the right size and shape; -1/2). Total Cost: 27 points.

6) *Riveting Sword:* An advanced technique, Riveting Sword allows the stylist to hurl his sword at a target with great force. Naturally, as it then leaves the stylist weaponless, it is only taught to those who already know the style's barehanded elements.

Riveting Sword: HKA 2d6 (plus STR), Ranged (+1/2) (45 Active Points); OIF (any blade of the right size and shape; -1/2), Must Throw Sword (-1/2). Total Cost: 22 points.

7) *Springing Sword:* Possibly the most spectacular technique taught to Taji Mountain stylists, the Springing Sword technique requires the practitioner to leap into the air and catch himself on their outstretched sword blade. The blade bends (often double) and then snaps back straight, hurling the stylist even further along.

Springing Sword: Leaping: +12", Reduced Endurance (0 END; +1/2) (18 Active Points); Can Only Be Used On The Phase Following A Previous Leap (-1); OIF (any blade of the right size and shape; -1/2). Total Cost: 7 points.

VERRKESS

Verrkess is a form of wrestling practiced by the lizardman native to the Gray Marshes. It is a very old style, and its name means simply “to grapple.” Outsiders have taken to calling it “lizardman wrestling.” The style is taught to all warriors, but interestingly enough, isn’t used in open war (at least, to any great extent anyway). Instead, it is normally used between warriors who have met in single combat, usually over a dispute over rank and/or personal honor.

Verrkess bouts are often fought before battles between tribes as well, when one tribe’s champion challenges all comers from the enemy to meet him on the field. It is considered most dishonorable for anyone to interfere in these bouts, regardless of the outcome.

Verrkess combines some basic strikes with an assortment of throws. The aim behind a *Verrkess* bout is to get your opponent to the

ground and then apply a Choke hold, and choke your foe into submission. Naturally, a proud foe may refuse to submit, and matches can be quite deadly.

As the Gray Marshes are large and the lizardmen many, GMs should feel free to develop sub-styles of the art, adding and subtracting maneuvers as desired (See Judo, Sumo Wrestling, Thai Kickboxing, and Wrestling for additional ideas.).

VERRKESS NOTES

Optional Rules: The Choke automatically targets the head location, but receives no penalties or bonuses for doing so. The Elbow/Knee Strike takes a location roll of 2d6+1 (the knee is used to deliver blows to the upper body).

Special Abilities: None.

VERRKESS					
Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Armlock	½	3	+0	+1	Grab One Limb, +10 STR for holding on
Body Slam	½	3	+0	+2	STR +2d6 Strike; Must Follow Grab
Choke	½	4	-2	+0	Grab One Limb; 2d6 NND (2)
Elbow/Knee Strike	½	3	+1	+0	STR +2d6 Strike
Escape	½	3	+0	+0	+15 STR vs. Grabs
Takedown	½	3	+2	+1	STR Strike; You Fall, Target Falls
Throw	½	3	+0	+1	STR +v/5; Target Falls
Trip	½	3	+2	-1	STR +1d6 Strike; Target Falls
Skills					
Breakfall*					



You Gotta Have Culture

by Joshua Keezer

Downeast Maine

The southeastern corner of Maine is known in New England as Downeast Maine. The name comes from the fact it can be reached from Boston by sailing downwind and east. The region covers all land from Route 9 east of Bangor to the coast and all coastal islands. It is an area struck with economic hardship and bustling with pulp excitement.

Downeast Maine is almost entirely at sea level. During the last ice age, a glacier stopped where Route 9 now lies. The glacier formed an impressive ridge, and deposited large stones throughout the land. Most of the land is covered with thick forests. The coastlines include rare coastal oddities such as the reverse tides and thunder tides. Along the coast are countless small islands. It is said by the Passamaquoddy Indians that Gluskabe saw wolves chasing the moose and deer and punished the wolves by turning them into the many islands of the coast.

The people in the area are friendly with outsiders. Many residents are retired US Navy from the Great War. The residents occupy their time by lobster and deep sea fishing. Others are lumberjacks who help cut and guide the lumber down the Machias river on lumber river runs. The rest, including most of the Passamaquoddy Indians, earn their living in one of many salmon factories throughout the region. Eastport features the second largest small cargo shipping port in the United States, and has a large percentage of the population working the docks.

The Passamaquoddy Indians are one of the members of the Wabanaki Confederacy. All of Passamaquoddy speak fluent Passamaquoddy with an Algonquian dialect. Many also speak fluent English. They speak of many legends in the area which may or may not have a strong base in reality. One legend tells of the Squaw-oc-moos. In the legend, two boys were playing the game of t'wis made of a swamp fungus instead of the traditional moose hide and cedar twigs. As one of the boys tossed the t'wis into the air, a Squaw-oc-moo appeared and abducted the boy to her swamp home. The boy woke while the black beast woman was eating. He escaped and reported what he saw.

Another legend of the Passamaquoddy is the story of the old man whose life was within the weasel. The story reports that there was an old man who had whiskers. The touch of the whiskers could make any stew bear powerful healing properties. However, the old man's life is stored within the body of a weasel. Any harm that comes to the old man's weasel will transfer to him.

Old Man's Whiskers: 3d6 Major Transform (Sick Person to Healthy Person), Trigger (Eating Prepared Stew, +¼) (56 Active Points); No Range (-½). Total Cost: 37 points.

Legends are not the only thing that residents of the area talk about. On May 8th, 1927, Charles Nungesser was well on his way to completing the first Transatlantic flight. Unfortunately, over Downeast Maine, Nungesser disappeared, never to be seen again. It is believed that Nungesser lost his bearings and attempted to make a landing at his alternative landing location in Quebec. Search parties failed to locate the final fate of the Nungesser, his navigator, Francois Coli, and his plane the White Bird. To this day, the whereabouts of this plane and any secrets carried on board are buried beneath the canopy of the Maine forest.

The wreckage of the White Bird isn't the only thing hiding within the woods of Maine. Maine was marked as a place safe for gangsters to go. Gangsters had an unspoken rule not to act within the state. Smuggling booze or even brewing it within the state was fine, but any other acts from bank robbing to murder were unseen. Safe in their cabins along the lakes of Route 9, the gangsters remain undisturbed. Should they be recognized on a trip into town for supplies, it would create local gossip, not police inquiries.

Only once did a gangster violate the unspoken rules of Downeast Maine. Al Brady in 1937 decided that Bangor would make a great place to establish power. On the run from killing an Indiana State trooper, Brady found himself Public Enemy No. 1. Instead of lying low to escape from public attention, he began acquiring firearms from local hunting stores. Instead of local gossip, it brought the FBI upon him. On October 12th, 1937, the FBI finally caught up with him, and Al Brady was killed.

Crime certainly did happen in Downeast Maine. The Canadian/Maine border was one of the highest traffic points for illegal smuggling of alcohol into the United States. In the 1940s and '50s there were numerous hidden passageways discovered in old and abandoned homes when high tide generated waves of rats rising up from their entrances on the beaches. The best way to run the goods would be to race across Quoddy Bay at night or in thick fog into one of many hidden coves. From the coves, the cargo was loaded into secret tunnels, relabeled and loaded aboard a train for delivery within the states.

DOWNEAST MAINE PLOT SEEDS

US Intelligence finds that Nazis have learned that Charles Nungesser has been delivering secret documents detailing Project Iron Side to the United States when his plane went down. Now a race is on to find and destroy the lost documents before the Nazis learn the secrets behind the military program.

In response to a string of strange deaths in the Passamaquoddy Bay area, the Wabanaki Confederacy has blockaded and stopped all shipments to and from Eastport until the Government investigates. With the US trade badly crippled, can the heroes uncover the secret behind the deaths?

The heroes raid a villain's lair to discover they are too late. All evidence points to an evil doomsday device being smuggled into US Borders in Maine. Can the heroes track down and stop the villain before the device is reassembled and activated?

ROOSEVELT

During his administration, Franklin D. Roosevelt took three vacations to his family home on Campobello Island. The first trip in June of 1933 was the longest of the trip. From Marion, MA he sailed his schooner, *Amberjack II* to the island. He would later return in July of 1936 and again in August of 1939.

Campobello Island is a part of New Brunswick. Located closer to Lubec, Maine than any other Canadian Territory, the island is a strong symbol of relationships between Canada and the United States. In addition to this, the island is inhabited by the same Passamaquoddy Indians located through all of Downeast Maine. They share a strong relationship with Roosevelt from the man's respect and treatment of them.

Unfortunately, not everyone shares the same relationship with Roosevelt. Enemies of the United States could find the strong bond held over Campobello Island as a weakness. If someone wanted to hold the President of the United States hostage, it might just make the best location to get close enough to succeed.

Carrying cargo in secret across Quoddy Bay didn't come risk free. In fact, the bay was quite deadly to small smuggling vessels. It put them at the mercy of the most famous landmark in Downeast Maine, the maelstrom whirlpool named Old Sow. Old Sow is the smaller of two whirlpools located within Quoddy Bay. Tidal forces cause a 76 meter wide maelstrom with forces recorded at 27.6 km/h to rip apart smaller ships and capsize larger ships unfortunate enough to cross its path.

What makes Old Sow so deadly is not its force alone, but its lack of visible presence. In 1930, a failed tidal power plan project made the whirlpool unpredictable. The construction manipulated the tidal pull on the trenches enough to make the whirlpool vanish. All it takes is for an object the size of a large tree branch at the right moment to break the tidal currents and activate the maelstrom. This makes it impossible for sailors to tell when the tides are right for navigating the area.

Old Sow is considered a SPD 4 entity that causes all ships within to be pulled back in a spiral 12" a Phase. Roll 3d6 and add 3" to determine how far from the center of the 19" radius a ship is when the maelstrom erupts into a fury. Ships within 4" from the center of the maelstrom require a Combat Sailing roll or risk capsizing. Ships with 80 STR or higher are safe from capsizing but are not immune to the pull of Old Sow. While GMs are encouraged to invoke the wrath of Old Sow when they want, Old Sow should activate on an 8- roll during low tide and 14- roll during tidal peak.

Although not as unique, Downeast Maine has another natural history. Maine is rich with lumber and the location of the Machias river makes the Downeast region a prime business opportunity. Lumberjacks work upriver for one of several companies. Trees are cut and marked on their trunk. The lumber is rolled into the river and sailed by lumberjacks downstream.

Riding the lumber down the river is not an easy task. Any combat taking place on top of river lumber suffers a -2 penalty to OCV and DCV. Additionally, every Phase anyone making any action other than remaining still must make a DEX roll or fall from their current log. Failure to make a successful Breakfall roll means that the target is unable to land on another log atop the river. If two people stand on the same log they can attempt to cause the other to lose their balance by making an opposed DEX roll. The winner of the opposed roll remains on the log at the end of the Phase but has a -1 penalty on his DEX roll even if he chooses to remain still the following Phase.

LUMBERJACK PACKAGE DEAL

Cost Ability

- 4 +4 STR
- 3 EM: River Lumber
- 2 PS: Lumberjack 11-
- 1 WF: Axes

Total Cost of Package Abilities: 7

There are countless possibilities for adventure in the Downeast region. From tracking down and capturing gangsters to locating missing planes, heroes can find themselves racing down the river or caught during a nor'easter. Of course the locals will recognize the heroes for what they are. And they might even end up walking away with some free lobster in the end.

Robert A. Folger

Background/History: Born and Raised in Bar Harbor, the one thing Robert A. Folger knew was the ocean. He enlisted during World War I and was stationed aboard the USS New Hampshire as a radio operator. After the war, Robert bought a lobster fishing boat. With his new found ship, Lady Lobster, he predominately fishes the Cutler region. He takes frequent trading trips anywhere from Eastport to Bar Harbor. Robert tries to take a trip a year to Boston. After his brother died in boating accident, he takes care of his nephew from time to time for his sister-in-law.

Personality/Motivation: Robert longs to adventure once again. He misses the days of excitement aboard the USS New Hampshire. A good man with a good heart, Robert is quick to jump to the help of anyone in need. Should he see an opportunity to relive his younger days, he will stubbornly climb aboard.

Quote: "Theyuh's a nor'easter headen heyuh. If aye were you, I'd be headen for land wicked fast."

Powers/Tactics: The Great War may have been some time ago, but Robert remembers it as if it were yesterday. He remembers his military tactics and will proceed accordingly should combat arrive. He keeps a shotgun in his lobster boat in case he ever runs into problems. Robert knows how to handle his boats well and will use them under fire if necessary.

Campaign Use: Robert A. Folger makes a great NPC to provide aquatic transportation and support for any heroes looking for help. He knows the area well and can help get heroes anywhere along the coast. His history in the Great War makes him a possible "old friend" of one of the heroes.

DIGITAL HERO #37

Appearance: In his early forties, Robert has begun to show his age. His white hair and beard plus his weatherworn face gives Robert a striking resemblance to images of the Old Man and the Sea.

Robert A. Folger

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 130kg; 2d6 HTH [2]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
2	SPD	0		Phases: 6, 12
6	REC	0		
36	END	0		
27	STUN	0		

Total Characteristic Cost: 46

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 4"/8"

Cost	Powers	END
2	<i>Raised on the Ocean:</i> Swimming +2" (4" Total)	1
3	<i>Raised on the Ocean:</i> +8 versus Range Modifier for Normal Sight; Only while on the Ocean (-1/2)	0

Talents

3 EM: No Penalties on Ship Decks

Skills

- 2 +2 with any Remington Model 30
- 2 AK: Boston 11-
- 4 AK: Downeast Maine 13-
- 3 Combat Piloting 12-
- 1 Cryptography 8-
- 2 KS: The Great War 11-
- 4 KS: New England Weather 13-
- 2 Language: French (Fluent)
- 1 Language: German (Basic)
- 1 Mechanics 8-
- 6 Navigation (Marine) 14-
- 2 PS: Lobster Fishing 11-
- 2 PS: Navy 11-
- 2 Systems Operation (Radio) 12-
- 3 Tactics 12-
- 6 TF: Large Military Ships, Large Motorized Boats, Large Wind-Powered Boats, Small Motorized Boats, Small Rowed Boats, Small Wind-Powered Boats
- 3 WF: Small Arms, Nets

Total Powers & Skill Cost: 54

Total Cost: 100

50+ Disadvantages

- 10 Distinctive Features: Thick Downeast Accent (Concealable)
- 15 DNPC: Nephew David 8- (Incompetent)
- 0 Normal Characteristic Maxima
- 10 Psychological Limitation: Desire for Adventure (Uncommon, Strong)
- 15 Psychological Limitation: Will Never Turn Down a Request for Help (Uncommon, Total)

Total Disadvantage Points: 100



AUTHOR'S NOTE

In our last visit to the island of the Qularr monsters, we got to meet some of the inhabitants of that legendary locale. However, "A Murder on Monster Island" was a big sucker, so a few of the locals got dropped from the finished product. I decided to stick with those who had names in the Champions Universe book and of course, the unwitting star of the show, Sergeant Nuke. But now, let's take a trip back across the Pacific and meet some of the other residents of Monster Island.

Return to Monster Island

by John Ivicsek Jr.

Vash-Ra-Mon

Val	CHA	Cost	Roll	Notes
70	STR	60	23-	400 tons; 14d6 HTH [8]
13	DEX	9	12-	OCV: 4 /DCV: 4(0)
35	CON	50	16-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
55	PRE	45	20-	PRE Attack: 11d6
6	COM	-2	10-	

35	PD	21		Total: 35 PD (35 rPD)
32	ED	25		Total: 32 ED (32 rED)
3	SPD	7		Phases: 4, 8, 12
28	REC	14		
70	END	0		
100	STUN	12		

Total Characteristic Cost: 279

Movement: Running: 36"/72"
Leaping: 14"/28"
Swimming: 2"/4"

Cost	Powers	END
157	<i>Barbed Tail, Sharp Teeth:</i> HKA 7d6, Area Of Effect (One Hex, +1/2), Armor Piercing (+1/2), Reduced Endurance (1/2 END, +1/4); No STR Bonus (-1/2)	10
87	<i>Bodyslam:</i> Area Of Effect (7" Line, +1), Reduced Endurance (1/2 END, +1/4), on 70 STR	8
64	<i>Long Limbs:</i> Stretching 15", Reduced Endurance (0 END, +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
41	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (35 PD/32 ED), Hardened (+1/4)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
26	<i>Heavy:</i> Knockback Resistance -13"	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are Focused:</i> Mental Defense (21 points Total), Hardened (+1/4)	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+1/4)	0

60	<i>Lots o' Legs:</i> Running +30" (36" total)	6
6	<i>Whole Lot o' Legs and a Tail:</i> Extra Limbs (9), Inherent (+1/4)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2)	0

Total Skills & Powers: 712

Total Cost: 971

200+ Disadvantages

35	Enraged: in Combat (Berserk, Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Vulnerability: 2x STUN from Cold (Common)
20	Vulnerability: 2x STUN from Magic (Common)
10	Vulnerability: 2x STUN from Magnetism (Uncommon)
641	Experience Points

Total Disadvantages: 971

Vash-Ra-Mon is a 62 meter long bundle of destruction. He looks like a cross between a snake and a centipede with 6 short (only 5 meter long) pairs of legs along his sinuous body at approximately the 15 meter point and every 5 meters thereafter to his 20 meter tail. His tail is long and tends to hover over his head like a Scorpion's. It is similarly barbed, but it is not poisonous. That rarely seems to matter however, as it punches through steel plate just fine. His head is long and very similar to depictions of Asian dragons. Arrayed inside his mouth is a battery of sharp teeth that rip and tear with extreme force.

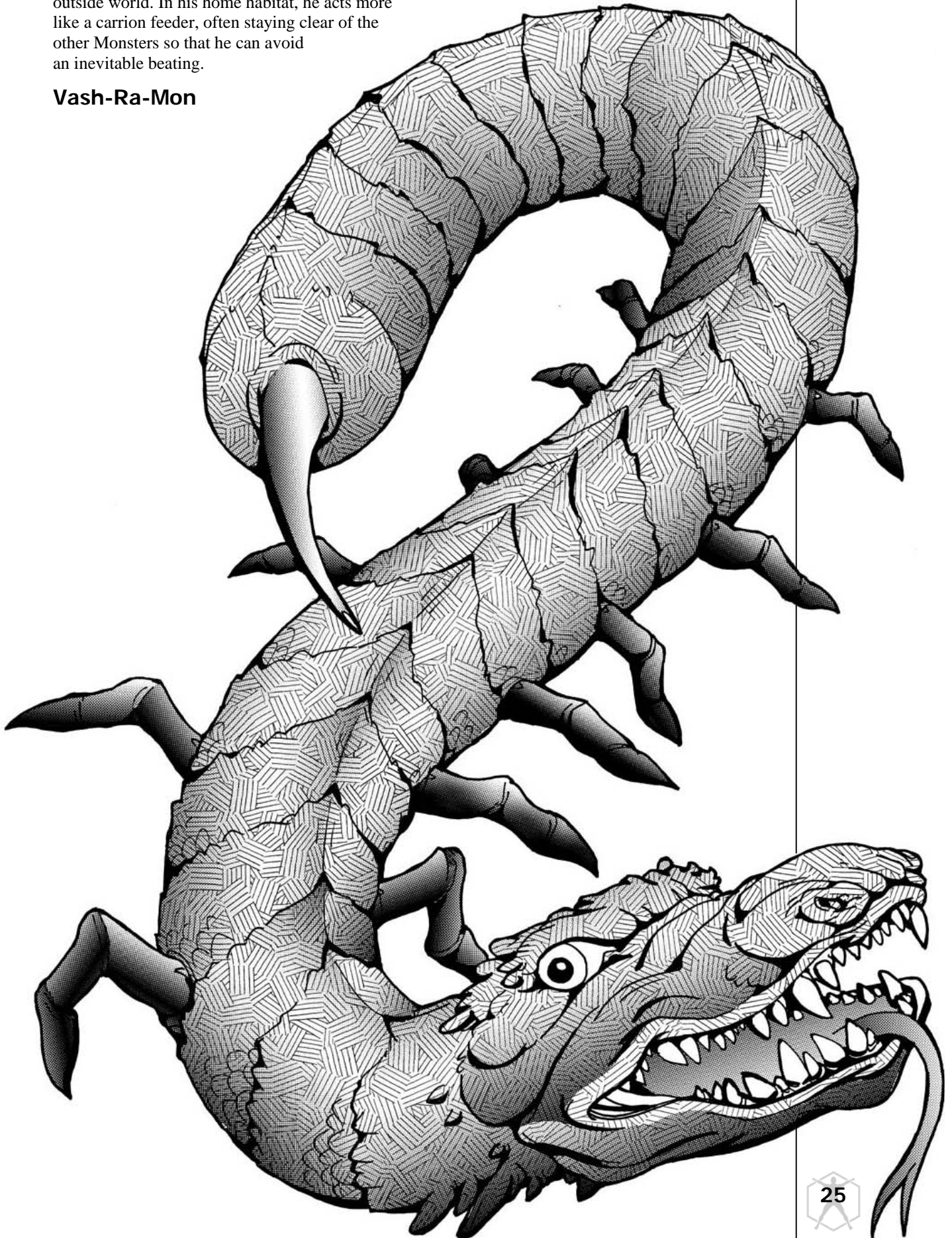
Vash-Ra-Mon is almost a "Might have been" monster. Sure, he's a 62 meter long snake/centipede thing that can tear up a city with the best of them, but he has no defining strength and none of the extreme breath weapons that categorize the top tier of the Kaiju on Monster Island. However, his long and thin form has allowed him to escape more often than the other Kaiju, so he has managed to earn respect in the

artwork by Bradley Bleeker

DIGITAL HERO #37

outside world. In his home habitat, he acts more like a carrion feeder, often staying clear of the other Monsters so that he can avoid an inevitable beating.

Vash-Ra-Mon



Skittarak

Val	CHA	Cost	Roll	Notes
70	STR	60	23-	400 tons; 14d6 HTH [8]
20	DEX	20	13-	OCV: 7 /DCV: 7(0)
35	CON	50	16-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack: 12d6
4	COM	-3	10-	
30	PD	16		Total: 30 PD (30 rPD)
30	ED	23		Total: 30 ED (30 rED)
4	SPD	10		Phases: 3, 6, 8, 12
24	REC	6		
70	END	0		
88	STUN	0		

Total Characteristic Cost: 280

Movement: Running: 36"/72"
 Leaping: 14"/28"
 Swimming: 2"/4"

Cost	Powers	END
183	<i>Strands of Gossamer Death:</i> Entangle (10d6 BODY, 10 DEF), Area Of Effect (61" Cone, +1¼), Sticky (+½); No Range (-½)	27
70	<i>Big Limbs:</i> Area of Effect on STR (2" Radius, +¾), Reduced Endurance (½ END; +¼) on 70 STR	8
64	<i>Long Limbs:</i> Stretching 15", Reduced Endurance (0 END, +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
37	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-½)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-½)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are Focused:</i> Mental Defense (21 points Total), Hardened (+¼)	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+¼)	0
60	<i>Lots o' Legs:</i> Running +30" (36" Total)	6

6	<i>Whole Lot o' Legs:</i> Extra Limbs (4), Inherent (+¼)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (Post-Segment 12, -1¼), Self Only (-½)	0

Total Skills & Powers: 695

Total Cost: 975

200+ Disadvantages

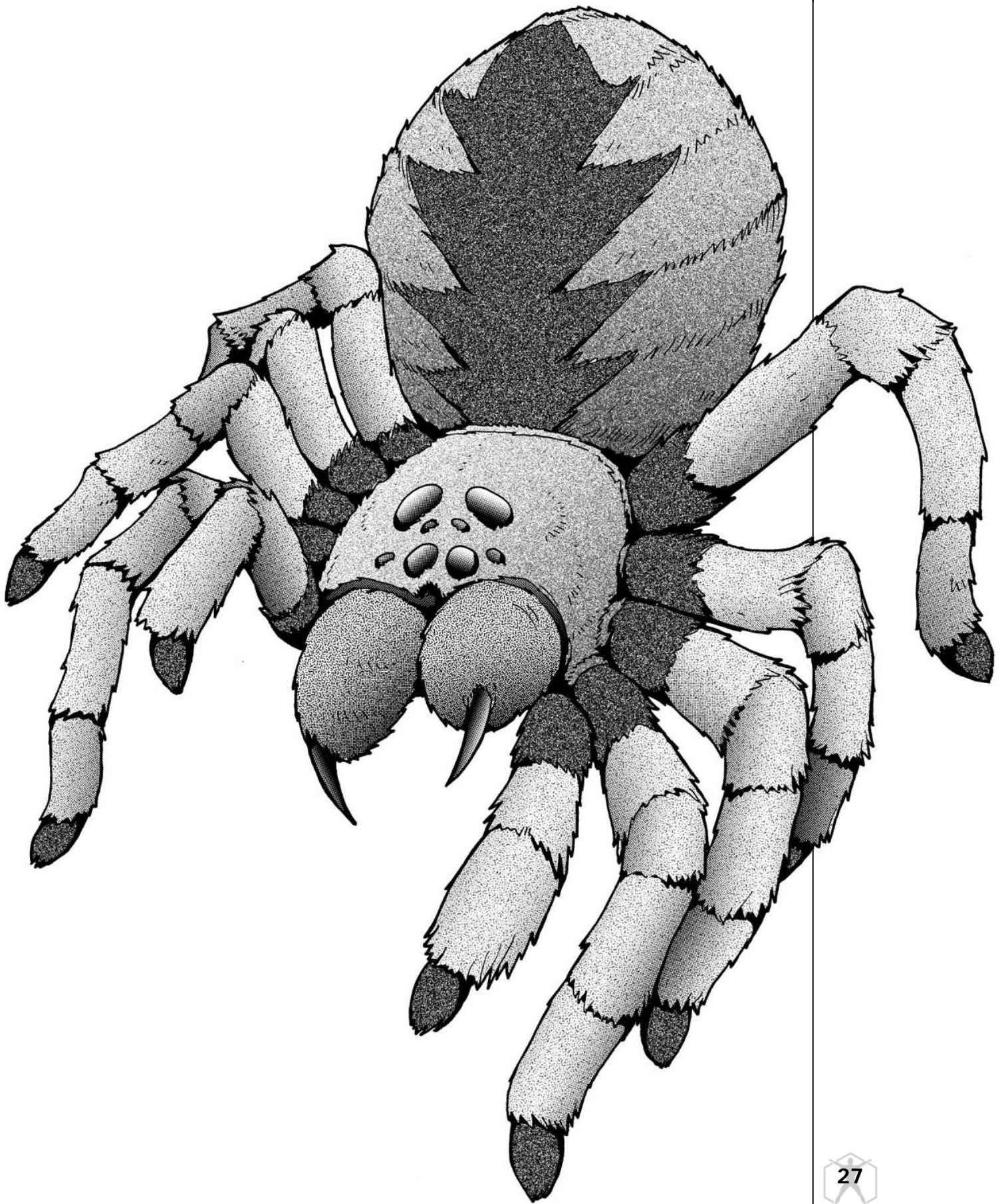
35	Enraged: in Combat (Berserk, Very Common, Go 11-, Recover 11-)
15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Vulnerability: 2x STUN from Blunt Attacks (Common)
20	Vulnerability: 2x STUN from Cold (Common)
20	Vulnerability: 2x STUN from Magic (Common)
635	Experience Points

Total Disadvantages: 975

Skittarak is an arachnophobe's worst nightmare: a 55 meter long Spider. Covered in dense black "hair" he looks like a tarantula with the same somewhat heavy and deliberate looking movements. He can react with extreme speed when needed however, and is one of the more agile Kaiju on the island. This comes at a price however, and Skittarak is one of the more "fragile" Kaiju on the island. This, of course, is a relative term, as it means he still bounces pretty much anything short of tank rounds off of his hide.

Skittarak attacks mainly by wrapping his foes in webbing that he shoots from a sac located under his mandibles. He does not possess any poison, but once his foe is safely entrapped, he can feed on them at his leisure.

Skittarak



Komodo-Goran

Val	CHA	Cost	Roll	Notes
80	STR	70	25-	1.6 ktons; 16d6 HTH [8]
10	DEX	0	11-	OCV: 3 /DCV: 3(0)
40	CON	60	17-	
37	BODY	37	16-	
6	INT	-4	10-	PER Roll: 10-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack: 12d6
6	COM	-2	10-	
40	PD	24		Total: 40 PD (40 rPD)
35	ED	35		Total: 35 ED (35 rED)
2	SPD	2		Phases: 6, 12
27	REC	6		
80	END	0		
97	STUN	0		

Total Characteristic Cost: 275

Movement: Running: 20"/40"
Leaping: 16"/32"
Swimming: 2"/4"

Cost	Powers	END
225	<i>Disease Cloud:</i> Drain BODY 5d6, Area Of Effect (66" Cone; +1/4), Delayed Return Rate (5 per Hour, +1), No Normal Defense (Immunity to Komodo Dragon Disease, Does Not Need to Breathe, or Sealed Systems, +1), Personal Immunity (+1/4)	22
80	<i>Big Limbs:</i> Area of Effect (2" Radius) (+3/4), Reduced Endurance (1/2 END; +1/4) on 80 STR	8
55	<i>Long Limbs:</i> Stretching 13", Reduced Endurance (0 END, +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
46	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (40 PD/35 ED), Hardened (+1/4)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
25	<i>Monsters are Focused:</i> Mental Defense (21 points Total), Hardened (+1/4)	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+1/4)	0

28	<i>Big Strides:</i> Running +14" (20" Total)	3
6	<i>Tail:</i> Extra Limb (1), Inherent (+1/4)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2)	0

Total Skills & Powers: 761

Total Cost: 996

200+ Disadvantages

35	<i>Enraged:</i> Combat (Berserk, Very Common, Go 11-, Recover 11-)
15	<i>Physical Limitation:</i> Animal Level Intellect (Frequently, Greatly Impairing)
15	<i>Physical Limitation:</i> Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	<i>Physical Limitation:</i> Very Limited Manipulation (Frequently, Greatly Impairing)
20	<i>Vulnerability:</i> 2x STUN from Cold (Common)
10	<i>Vulnerability:</i> 2x STUN from Gravitational Powers (Uncommon)
20	<i>Vulnerability:</i> 2x STUN from Magic (Common)
666	Experience Points

Total Disadvantages: 996

Komodo-Goran is another "Giant Radioactive Lizard" and one of the few created by the Qular upon arriving on Earth. He looks like a Komodo Dragon, but one that is 58 meters in length and whose throat area is bulged out more like a Bullfrog's. Created from the Indonesian Komodo Dragon, he is a terrifying opponent. He is deliberate and powerful, but is far slower than most of the other Kaiju. He makes up for this with a unique attack that was modified from the original Komodo Dragon.

Komodo Dragons often kill their prey with one bite. Not because of their skill or accuracy like some creatures, but because the mouth of the Dragon is festering stew of Bacteria. Often in just hours, prey bitten by the Dragon will become so ill that it will just drop dead in front of the patiently waiting Dragon. The Qular thought this was quite innovative, so they gave Komodo-Goran the ability to exhale this stew of Bacteria in a cloud of death.



Kokuou-Batafurai

Val	CHA	Cost	Roll	Notes
65	STR	55	22-	200 tons; 13d6 HTH [6]
15	DEX	15	12-	OCV: 5/DCV: 5(0)
33	CON	46	16-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll: 11-
5	EGO	-10	10-	ECV: 2
65	PRE	55	22-	PRE Attack: 13d6
6	COM	-2	10-	
28	PD	15		Total: 28 PD (28 rPD)
35	ED	28		Total: 35 ED (35 rED)
3	SPD	5		Phases: 4, 8, 12
23	REC	6		
96	END	15		
85	STUN	0		

Total Characteristic Cost: 276

Movement:

Running:	6"/12"
Leaping:	13"/26"
Swimming:	2"/4"
Flight:	30"/240"

Cost	Powers	END
94	<i>Blast of Air:</i> Telekinesis (70 STR), Area Of Effect (27" Cone, +1), Reduced Endurance (½ END, +¼); Affects Whole Object (-¼), Concentration (½ DCV, -¼), Gestures (Throughout, -½), Only to Push Away from Kokuou-Batafurai's Wings (-½)	10
160	<i>Antennae Blast:</i> Ego Attack 6d6 (Alien, Human, and Animal), Armor Piercing (2x, +1).	16
44	<i>Feel the Cosmos:</i> Drain BODY 8d6, Delayed Return Rate (5 per Minute, +¼); Side Effects (Deals 2d6 BODY Damage to Kokuou-Batafurai per round power is used, -1), Must Follow a Grab Attack (-¼)	10
39	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (28 PD/35 ED), Hardened (+¼)	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-½)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-½)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
25	<i>Monsters are Focused:</i> Mental Defense (21 points Total), Hardened (+¼)	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0

20	<i>Heavy:</i> Knockback Resistance -10"	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+¼)	0
105	<i>Aloft on Gossamer Wings:</i> Flight 30", 8x Noncombat, Reduced Endurance (0 END, +½)	0
68	<i>Long Limbs:</i> Stretching 16", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (Post-Segment 12, -1¼), Self Only (-½)	0

Total Skills & Powers: 790

Total Cost: 1057

200+ Disadvantages

35	<i>Enraged:</i> Combat (Berserk, Very Common, Go 11-, Recover 11-)
15	<i>Physical Limitation:</i> Animal Level Intellect (Frequently, Greatly Impairing)
15	<i>Physical Limitation:</i> Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	<i>Physical Limitation:</i> Very Limited Manipulation (Frequently, Greatly Impairing)
20	<i>Vulnerability:</i> 2x Effect from Air Manipulating Powers (Common)
20	<i>Vulnerability:</i> 2x STUN from Fire (Common)
10	<i>Vulnerability:</i> 2x STUN from Gravitational Powers (Uncommon)
20	<i>Vulnerability:</i> 2x STUN from Magic (Common)
707	Experience Points

Total Disadvantages: 1057

Kokuou-Batafurai is an armored 67 meter wide space Butterfly. He is patterned with a map of the cosmos across both wings, and when he is angry or attacking, the cosmos moves and shifts disconcertingly. A small head tops his slim body with massive 15 meter antennae. Small almost residual legs sprout from his body but they are usually tucked close when he is flight. Widely regarded as one of the "Unholy Trio" along with Ganika and Zorgatha, he is one of the more powerful Kaiju on the island. His delicate appearance belies his capability.

Kokuou-Batafurai attacks through the gusts of wind that his wings generate and by blasts of pure mental energy from his antennae. His greatest attack is to "Share the cosmos", wrapping his enemy in the embrace of his wings and exposing them to the bitter cold and vacuum of space itself. This has a debilitating effect on

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Kokuou-Batafurai however, and can lead to his temporary death. The key word though is temporary, as Kokuou-Batafurai has always returned to far.

Kokuou-Batafurai



Okami-Koma-Inu

Val	CHA	Cost	Roll	Notes
75	STR	65	24-	800 tons; 15d6 HTH [7]
15	DEX	15	12-	OCV: 5/DCV: 5(0)
35	CON	50	16-	
38	BODY	56	17-	
8	INT	-2	11-	PER Roll: 11-/16-
5	EGO	-10	10-	ECV: 2
60	PRE	50	21-	PRE Attack: 12d6
6	COM	-2	10-	
33	PD	18		Total: 33 PD (33 rPD)
30	ED	23		Total: 30 ED (30 rED)
3	SPD	5		Phases: 4, 8, 12
25	REC	6		
80	END	5		
94	STUN	0		

Total Characteristic Cost: 279

Movement: Running: 30"/60"
Leaping: 35"/70"
Swimming: 2"/4"

Cost	Powers	END
117	<i>Sonic Shriek:</i> Energy Blast 10d6, Area Of Effect (46" Cone; +1/4), No Normal Defense (10 points Hearing Flash Defense or Deafness, +1), Personal Immunity (+1/4); No Range (-1/2)	17
75	<i>Big Paws:</i> Area of Effect (2" Radius, (+3/4), Reduced Endurance (1/2 END, +1/4) on STR	7
60	<i>Long Limbs:</i> Stretching 14", Reduced Endurance (0 END, +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
39	<i>Leathery Skin, Tough as Steel:</i> Damage Resistance (33 PD/30 ED), Hardened (+1/4)	0
10	<i>Big Ol' Puppy Ears:</i> +5 PER with Hearing Group	0
40	<i>There's a Lot of Me to Hurt:</i> Physical Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
40	<i>There's a Lot of Me to Hurt:</i> Energy Damage Reduction, Resistant, 75%; BODY Only (-1/2)	0
60	<i>Monsters are Strong of Will:</i> Mental Damage Reduction, Resistant, 75%	0
72	<i>Big Strides:</i> Running +24" (30" Total), Reduced Endurance (0 END; +1/2)	0
30	<i>Big Hoppin' Dog:</i> Leaping +20" (35" Total), Reduced Endurance (0 END, +1/2)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
36	<i>Monsters Forever:</i> Life Support (Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High	

	Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum)	0
25	<i>Monsters are Focused:</i> Mental Defense (21 points Total), Hardened (+1/4)	0
25	<i>My Power is My Own:</i> Power Defense (20 points), Hardened (+1/4)	0
25	<i>Big Monsters Never Die:</i> Healing 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Post-Segment 12, -1/4), Self Only (-1/2)	0

Total Skills & Powers: 684

Total Cost: 963

200+ Disadvantages

15	Physical Limitation: Animal Level Intellect (Frequently, Greatly Impairing)
15	Physical Limitation: Gargantuan, 32x Human Size (64m, -10 DCV) (Frequently, Greatly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Limitation: Capricious and Playful (Common, Moderate)
10	Vulnerability: 2x Effect from Drains (Uncommon)
10	Vulnerability: 2x Effect from Sight Group Flash Attacks (Uncommon)
20	Vulnerability: 2x STUN from Fire (Common)
20	Vulnerability: 2x STUN from Magic (Common)
648	Experience Points

Total Disadvantages: 963

Okami-Koma-Inu is a 60 meter tall, vaguely anthropomorphic Foo Dog. This means he has a maned head that combines lion and dog features with massive upright pointed ears, a furry pelt and a short non-prehensile tail. Unlike ordinary Foo Dogs, he walks upright on his hind feet, using his front paws for bashing and grabbing. He can emit a strong sonic attack as a shriek and is able to jump in massive bounds as his primary means of movement.

Okami-Koma-Inu has been seen less than the other Kaiju, mostly because he doesn't really want to fight anyone. It's not that he's a coward; he just thinks playing and having fun are much better. He'll roughhouse with the other Kaiju on the island, but he's as likely to jump off if the fight starts getting serious or he loses interest. This has lead several of the scientists to conjecture that he might be able to be trained and could show them the way towards integrating the Kaiju into the world at large.



Roketta-Tora (Rocket Tiger)

Val	CHA	Cost	Roll	Notes
20/80	STR	10	25-	1.6 ktons; 16d6 HTH [8]
20	DEX	30	13-	OCV: 7/DCV: 7(0)
30	CON	40	15-	
20/32	BODY	20	15-	
18	INT	8	13-	PER Roll: 13-
15	EGO	10	12-	ECV: 5
20/60	PRE	10	21-	PRE Attack: 4d6/12d6
12	COM	1	11-	
20	PD	16		Total: 30/55 PD/ED
20	ED	14		(10/35 rPD/rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
20	REC	20		
120	END	30		
60/72	STUN	15		

Total Characteristic Cost: 244

Movement: Running: 30"/60"
Leaping: 16"/32"
Swimming: 2"/4"

Cost	Powers	END
75	<i>I Get BIG!</i> : Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400 tons, -8 DCV, +8 PER Rolls, 32 m Tall, 16 m Wide), Costs END Only to Activate (+1/4)	7
144	<i>Rocket Tiger Combat Systems:</i> Multipower, 180-point Reserve; All Slots Linked (-1/4)	0
14u	1) <i>Super Hyper Cutting Beam!</i> : Energy Blast 18d6, Armor Piercing (2x, +1); Linked (-1/4)	18
14u	2) <i>Super Blasting Arcing Missiles!</i> : Energy Blast 12d6, Indirect (Same Origin, Always Fired away from Attacker, +1/4), Explosion (+1/2), Autofire (3 shots, +1/4); Linked (-1/4)	18
14u	3) <i>Special Changing Super Beam!</i> : Energy Blast 16d6, Variable Special Effects (Limited Group of SFX, +1/4), Variable Advantage (+1/2 Advantages; +1); Linked (-1/4)	18
40	<i>My Fists Get BIG!</i> : Area of Effect on STR (2" Radius, +3/4) on 80 STR; Linked (-1/2)	14
56	<i>My Arms Get LONG!</i> : Stretching 15", Reduced Endurance (0 END, +1/2); Always Direct (-1/4), Linked (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)	0
30	<i>Case Steel Chassis:</i> Armor (10 PD/10 ED)	0
50	<i>Strengthened to Fight Monsters!</i> : Armor (25 PD/25 ED); Linked (-1/2)	0
40	<i>I am Large and in Charge!</i> : Physical Damage Reduction, Resistant, 75%; Linked (-1/2)	0

40	<i>I am Large and in Charge!</i> : Energy Damage Reduction, Resistant, 75%; Linked (-1/2)	0
60	<i>My Wiring is More Complex than Your Brain!</i> : Mental Damage Reduction, Resistant, 75%	0
12	<i>My Eyes are Electronic!</i> : Sight Group Flash Defense (10 points), Hardened (+1/4)	0
12	<i>My Ears are Transistors!</i> : Hearing Group Flash Defense (10 points), Hardened (+1/4)	0
9	<i>Try Controlling a Computer THIS Complex!</i> : Mental Defense (10 points Total), Hardened (+1/4)	0
47	<i>I am a ROBOT!!</i> : Life Support (Does Not Breathe, Does Not Eat, Does Not Sleep, Immune to All Diseases, Biowarfare, Poisons, and Chemical Warfare Agents, Safe in Zero Gravity, High Pressure, High Radiation, Intense Cold, Intense Heat, Vacuum, Longevity: 200 Years)	0
48	<i>My Legs Get LONG!</i> : Running +24" (30" Total), Reduced Endurance (0 END, +1/2); Linked (-1/2)	0
27	<i>I am an Impressively Large Robot!</i> : +40 PRE; Linked (-1/2)	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
8	Lightning Reflexes: +5 DEX to act first with All Actions
8	Speed Reading (x1000)

Skills

Maneuver	OCV	DCV	Notes
Martial Arts: Kaiju Combat Karate!			
4	Block	+2 +2	Block, Abort
4	Dodge	— +5	Dodge, Abort
4	Disarm	-1 +1	90 STR to Disarm
4	Strike	+0 +2	18d6 Strike
5	Kick	-2 +1	20d6 Strike
3	Acrobatics	13-	
3	Analyze Combat Technique	13-	
5	Defense Maneuver II		
8	KS: Kaiju	18-	
10	Rapid Concentrated Sprayfire		
3	Tactics	13-	

Total Skills & Powers: 818

Total Cost: 1062

200+ Disadvantages

10	Physical Limitation: Extremely Large and Heavy, Cannot Use Normal Clothes or Items (Frequently, Slightly Impairing)
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- 10 Physical Limitation: Sinks Like a Stone in Water, Can't Swim or Float (Infrequently, Greatly Impairing)
- 10 Psychological Limitation: Bound by Logic (Common, Moderate)
- 15 Psychological Limitation: Protective of Home Terrain (Uncommon, Total)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 20 Vulnerability: 2x Effect from Water (Common)
- 20 Vulnerability: 2x STUN from Electricity (Common)
- 10 Vulnerability: 2x STUN from Magnetics (Uncommon)
- 747 Experience Points

Total Disadvantages: 1062

Roketta-Tora or the “Rocket Tiger” robot is the latest in defensive technology from the minds at Bureau 17 and Monster Island. A Self-sentient machine, it holds the latest “framework” AI that the scientists have developed. They have also managed to create something of extreme capability. Roketta-Tora was the ability to grow to tremendous size to combat the Kaiju on Monster Island. As he gains mass and height, he also is able to access the onboard weapons array that is only fully powered once he has drawn mass and energy from the unspecified “extra dimensional source” that fuels his growth. He still retains some capability at his “man-sized” height due to the programming in Martial arts that was hard-wired into him.

Roketta-Tora is usually about 6’7” in height and roughly 400 pounds of case hardened steel. The secrets of his growing powers and weaponry are closely guarded, but with the expenditure of just a little energy, he can grow to 60 meters in height and gains tremendously power-wise. He is a human shaped robot, silver in basic color, with gold tiger stripes across his face and body. The features of his face are definitely robotic with sharp, angular features and a small projecting fin on the top of his head.

Roketta-Tora (Rocket Tiger)



Response Force One

by John Ivicsek Jr.

“What the... I’m not sure if you can see this Katie, but Grond just tore that entire bridge support out of the ground! It looks like he’s going to— OH MY GOD! He hit the cable support Katie, one of the main supports for the Governor’s Island tramway! I can see the terrified people being thrown about in the tram car from here! Katie, the destruction here is almost as extreme as it was at the beginning of this swath of doom in midtown at Broadway. As we watch the overmatched but undeniably heroic New York police trying to rescue all of those in danger, we can only ask, where are the supers? Where is PRIMUS?”

— Johnny Rocket’s broadcast on New York One, December 10th, 1998

In the wake of what came to be called “The December Debacle,” a lot of hard questions were asked and there were no ready answers. The public clamored for answers. How could no one have responded to Grond’s rampage for over an hour? How could the resident Super teams, PRIMUS, and UNTIL all have been caught with their pants down? Investigations into the event following in the wake of the announcement calculated that it would take twenty billion dollars to repair the damage. The relatively light final death toll of nineteen New Yorkers did nothing to assuage those cries as all reports indicated that it was sheer luck that kept the number from climbing exponentially. Congress reverberated with indignation and outrage as Senators and Representatives demanded to know why their multi-billion dollar agency had failed and asked quite vocally what good had come of the treaty allowing UNTIL to act on US soil when this was the result.

An internal review of the “December Debacle” concluded that the main issues were response time and inter-service communication. Examining past cases, the investigators discovered that it was, again, sheer luck that nothing like this had happened before. Many cases highlighted the discrepancy of response. In some cases, the units on hand were overkill. A cited example was when two full PRIMUS assault teams, an Iron Guard unit, an UNTIL Peacekeeper detachment and the Champions all showed up to stop Armadillo.

On the other end of the spectrum, the agencies had been lucky when Prince Marus of Atlantis had happened to be nearby on a date and pitched in with a badly outgunned PRIMUS assault team against the War Machine. They managed to hold out until reinforcements arrived, but it was a near disaster in the making.

New policies of communication with UNTIL and any resident super teams were the first obvious result of this investigation. But they were only the harbinger of what was to come. The investigators concluded that what was truly needed was a team capable of responding near instantaneously to reports of trouble. A team whose entire goal was to corral the high threat entities of the world and at least tie them up long enough for reinforcements to arrive. Additionally, they had to be able to limit property damage and civilian casualties as much as possible. In their downtime, they would be responsible for developing the tactics and training needed to take down these threats.

Thus was born Response Force One.

The main goal of this team was to provide initial response to a threat, and to organize the back-up. They were to put down threats to civilians hard, fast, and with minimal collateral damage. Response Force One was not organized for the purposes of publicity, and in fact would be considered an adjunct to the standard PRIMUS bases. The initial budget requests were not encouraging. At a time when Congress was still openly lambasting their multi-billion dollar agency, PRIMUS requested a budget greater than the operating costs for the New York and Millennium City bases combined. Needless to say, this did not go over well.

Response Force One may have remained a dream if two events had not occurred to bring it new life. One was the recruitment of a young mutant codenamed “Portal.” Suddenly the transport budget could be slashed as transportation to most locales was now the matter of an eye blink. The other was finding the legendary Doctor Isaac Hamilton, known to the world as “Doc Grond,” and getting him to agree to help in both the planning and fieldwork.

The more austere budget passed by a narrow margin and work began in earnest in January of 2000.

AUTHOR’S NOTE

A Special thanks to HooliganX, Enforcer84, Metaphysician, and Sketchpad of the Hero Boards for proofreading. Any lingering mistakes are mine, not theirs.

FALLEN HEROES

RF-1's great failure. To date, only one black mark exists on the response record of PRIMUS following their upgrade, and that is September 11th, 2001. Since they were geared so heavily towards stopping Metahuman threats, they were caught as unawares as anyone else when the attacks occurred. With RF-1 in San Francisco battling Firewing, they were unable to prevent the tragedy. Since that day, they have more closely intermeshed their network with that of the civilian fire and disaster response units.

The first goal of RF-1, as it came to be called, was to organize a national network of communications to monitor any potential threats and to send the appropriate response. They liaised heavily with local super teams to ensure that they could accurately gauge what was required in a given event. Their first victory came in March of 2000 when the Ultimates tried to take the Sears Tower hostage. Local supers, PRIMUS, and a nearby UNTIL Light Horse Unit were vectored in quickly and the situation was resolved with minimal collateral damage.

But the true debut of RF-1 came six months later. Holocaust had attacked New York City at a time when it seemed that everyone else was occupied. Unfortunately, it was also at a time when the President was visiting to speak at the United Nations. With no one obviously in sight, it looked as if the "December Debacle" was about to be repeated on a far grander scale.

However, the timely arrival of RF-1's strike team settled the matter quite definitively, and moreover, on national television. When the Champions arrived on the scene to bolster RF-1, Holocaust fled the field of battle. Able to keep Holocaust tied up until reinforcements arrived, and moreover, able to keep him from hurting others, RF-1 was an "overnight" success.

As the months carried on, the hallmark of RF-1 became their timely arrival. When no one else could respond, they were there. No system is perfect, but combined with the enhanced communication network that was now in place, PRIMUS had taken the initiative away from the criminal element.

Basic Structure

RF-1 is really three organizations in one. The first and seldom seen group is the communications network. 200 dedicated agents in 4 shifts of 50 provide 'round-the-clock coverage of the United States and any calls for assistance. Theirs is an unsung job of dedication and hard work that helps to keep the country a little safer.

The second group is RF-1's research team. Consisting of 40 scientists and researchers, and headed by Doc Grond, they endlessly go over reports and footage of villains in action in an attempt to tailor defenses against them. In some cases, they also invent the technology used to exploit a weakness, such as the Holy Water cannon that was so effective against the Crowns of Krim.

The last group is the most public, the field team of RF-1. When most people hear "Response Force One," this is who they think about. Nominally led by Silver Avenger David Billis (In reality he shares leadership with Doc Grond), the team is made of several components, the first of which is two ten-man strike squads culled from the best Assault agents PRIMUS has to offer. Next is a three-man Iron Guard operational detachment, also gathered from the best pilots available. The Iron Guard unit tends to have the latest technological adaptations for a specific opponent if time permits. Lastly, there are the superhuman agents; Doc Grond, Portal, Ward, and Shutdown round out the team.

Tactics and Operation

RF-1 utilizes many of the common PRIMUS tactics when engaging a foe, but they also have developed a variety of their own due to their unique membership. Silver Avenger Billis acts as the team martial artist, Doc Grond as the brick, Shutdown as the mentalist. Portal never engages in combat if possible, and Ward devotes her time to limiting damage. The Iron Guard and Assault Agents provide a fusillade of cover fire.

In most situations, the role of the team is to keep an enemy busy until Shutdown can live up to her name. Failing that, they work together to coordinate attacks and take out their opponents quickly and decisively. RF-1 will focus on one opponent at a time and drop them before moving on to the next one. If this is not viable, like say a VIPER unit reinforced by someone from the Dragon Branch, they will devote part of their resources to keeping the lesser threat "busy" while they drop the main threat.

Doc Grond

Background/History: “Someday Isaac, you’ll be a doctor like your daddy, and then you can help people all the time. Doesn’t that sound nice?” Isaac glanced up from his coloring book to his mother, a small happy smile tugging at the corners of his lips. “Yes Momma, that would be cool!” They both turned as the key rattled in the lock of the front door and their shared smiles grew wider as Doctor Hamilton returned home from the hospital. “How are my two favorite people?” he asked as he began the ritual of placing his keys on the table, his coat on the hook, and his bag by the door. This quiet earnest homecoming was the good doctor’s favorite part of the day.

Twenty years later a key turns in a lock, a door opens, and a man walks in to set his keys on the table, his coat on the hook, and his bag by the door. “How’s my favorite person?” carries softly into the room beyond. A sly giggle responds and Isaac Hamilton, now a good doctor as well, finds himself wrapped up in the arms of his fiancée Kathy as her breath tickles his ear. “I’m doing pretty well. But I was wondering...” the tone drops coyly, “You too tired to play a little doctor, Doctor?” It was his favorite part of the day.

Five more years and a key turns in a lock, a door opens, and a man walks into a darkened room. His keys get set on the table, his coat finds its way to the hook, and his bag ends up by the door. “How’s my...” it trails off to nothing as his voice chokes silent. Sobs wrack his shoulders in the darkness. He slowly makes his way to the dining room table and sits heavily in a chair, one hand dropping to his lap as the other wipes across his eyes. Through the tears he can see the letters and cards still scattered across the table from last night. “Our deepest condolences...” “At this terrible time...” “You have our sympathy...” They still ring hollow six months after he put his beloved Kathy into the ground. All that mattered now was making it mean something, making it count for something more than just his own shattered dreams. “It” was out of control. “It” was a monster. “It” had killed his Kathy in another one of its temper tantrums. He might not have been able to save her, but he was determined to bring an end to the rage induced monster known as Grond.

Yet another year, but not at home this time. Across the laboratory, his keys are on the table, his coat is on the hook, and his bag is by the door. At the work bench, Isaac squints slightly and leans back from the microscope to rub his tired eyes. “It has to work... they just couldn’t see it... too many variables, too many causes, way too many effects. Look at the whole problem, not the variables, Isaac.” He sighs and peers through the looking glass again.

One more year passes, but this time there is a sign of hope in the same laboratory. He’s done it. After his dogged pursuit of the problem, Isaac is sure he has the answer this time. In all of the tests, the retrograde serum has changed the cells back to their original composition. There was only one thing left to do and that was to try it on a living subject.

No one really knows what happened that night, why the good doctor forsook logic completely and injected himself with the cellular stew he’d nicknamed “Grond Juice” or why the tried and tested retrograde serum failed so spectacularly. But in the morning it took amazing amounts of self-control and patience on the part of the security team when the eight foot tall, four armed creature walked out of Doctor Hamilton’s laboratory.

Two years pass and the PRIMUS office waits quietly. A door opens, and a man in the shape of a monster walks in to the room. His keys go on the table, his coat goes on the hook, and his bag goes on the desk, right next to the brass name plate that reads “Doc Grond, Project lead: Response Force One.” The man-monster flicks on the light switch and the harsh white light bounces off of the framed articles and letters on the wall. “Ultimates captured...” “Grond beaten...” “Thousands saved...”

It was his favorite part of the day.

Personality/Motivation: Doc Grond is a driven man. No longer obsessed solely with Grond, he has widened his scope to all metahuman villains. Through science or action, he has made it his own personal cause to keep them from harming others. His personal convictions are still strong and he will not take a life, but that still leaves him a staggering amount of leeway. This doesn’t mean that Doc Grond is all business, however. Over time his coworkers have managed to get him to relax just a little bit and much to their amazement, have discovered that the good doctor is also possessed of a keen satirical wit and great timing. Most recently, he reduced the entire lab to tears of laughter when he announced he had come up with a way to maintain a secret identity. They all watched expectantly as the somber and serious doctor donned a pair of glasses and then spread his four arms wide asking with a huge grin, “So, what do you think?”

Quote: “Now come on Sydney, we’ve done this dance before. Just calm down and I won’t have to hurt you.”

Powers/Tactics: Doc Grond got all of the powers that the original did, but at much lower levels. He can only lift a fraction of what Grond can manage, but he makes up for it by fighting smart. He is an extremely skilled combatant as well, and commonly will grab an opponent in a

Doc Grond



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DIGITAL HERO #37

Doc Grond

Val	CHA	Cost	Roll	Notes
70	STR	60	23-	400 tons; 14d6 HTH [3]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
26	INT	16	14-	PER Roll: 14-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
30	PD	16		30/38 PD (30/38 rPD)
24	ED	18		24/32 ED (24/32 rED)
5/7	SPD	20		Phases: 3, 5, 8, 10, 12
20	REC	0		(2, 4, 6, 7, 9, 11, 12)
80	END	10		
70	STUN	0		

Total Characteristics Cost: 262

Movement: Running: 6"/12"
Leaping: 22"/44"
Swimming: 10"/20"

Cost	Powers	END
7	<i>Skilled Four-Armed Combat:</i> +2 SPD; Activation Roll 14- (-1/2), Only To Punch (-1), Costs Endurance (-1/2)	2
27	<i>Super-Tough Skin:</i> Damage Resistance (30 PD/24 ED)	0
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); OIF (-1/2), Activation Roll 14- (-1/2)	0
8	<i>Super-Tough Skin:</i> Lack Of Weakness (-8) for Normal Defense	0
4	<i>Super-Strong Lungs:</i> Life Support (Extended Breathing: 20 Minutes)	0
8	<i>Super-Strong Legs:</i> Leaping +8" (22" Total)	1
8	<i>Super-Strong Swimmer:</i> Swimming +8" (10" Total)	1
7	<i>PRIMUS Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-1/2)	0
6	<i>Four Arms:</i> Extra Limbs, Inherent (+1/4)	0
17	<i>Kinesthetic Training:</i> Reduced Endurance (1/2 END; +1/4) on STR	3

Perks

- 3 Federal/National Police Powers
- 1 Licensed Physician
- 5 Money: Well Off
- 4 PRIMUS Top Man
- 2 Reputation: Famous Geneticist (Scientific Community) 11-, +2/+2d6

Skills

- 10 +2 with Hand-to-Hand Combat
- 12 +4 with Brick Tricks

Martial Arts: Brick Tricks

Maneuver	OCV	DCV	Notes
4 Bearhug I	+0	+0	20d6 Crush, Follows Grab
5 Bearhug II	-2	+0	Grab 2 Limbs, 3d6 NND
3 Grab	-1	-1	Grab 2 Limbs, 90 STR
4 Punch	+2	+0	18d6 Strike
4 Slam	-1	-1	Grab 2 Limbs, 18d6 Strike, Target Falls
4 Toughness	+2	+2	Block, Abort
8 +2 Damage Classes (added in)			
3 Acrobatics	13-		
3 Breakfall	13-		
7 Brick Tricks (DEX-Based)	15-		
3 Bureaucratics	13-		
3 Climbing	13-		
3 Computer Programming	14-		
3 Conversation	13-		
3 Criminology	14-		
3 Defense Maneuver I			
3 Forensic Medicine	14-		
5 Hoist	15-		
3 KS: Criminal Law	14-		
3 KS: The Law Enforcement World	14-		
3 KS: PRIMUS	14-		
3 KS: The Superhuman World	14-		
5 Paramedics	15-		
4 PS: Doctor	15-		
3 PS: PRIMUS Agent	14-		
3 Tactics	14-		
3 Teamwork	13-		
4 WF: Common Melee Weapons, Small Arms			
3 Scientist			
2 1) SS: Biochemistry	14-		
2 2) SS: Biology	14-		
2 3) SS: Emergency Medicine	14-		
3 4) SS: Genetics	15-		
3 5) SS: Medicine	15-		
3 6) SS: Mutagenics	15-		
2 7) SS: Surgery	14-		

Total Skills & Powers: 266

Total Cost: 528

200+ Disadvantages

- 20 Distinctive Features: Big, Four-Armed, Mutated Green Body (Not Concealable, Major Reaction)
- 25 Hunted: Holocaust 8- (Mo Pow, NCI, Easy to Find)
- 25 Hunted: VIPER 8- (Mo Pow, NCI, Easy to Find)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 10 Psychological Limitation: Perfectionist (Common, Moderate)

- 15 Psychological Limitation: Protective of Innocents (Common, Strong)
- 10 Social Limitation: Famous (Frequently, Minor)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 10 Vulnerability: 1½x STUN Fire Attacks (Common)
- 173 Experience Points

Total Disadvantages: 528

nigh-unbreakable hold while raining down shattering blows from his other powerful fists. Doc Grond is also a team player. He isn't out for the glory, just to get the job done, and done right the first time. If that means he sits in the back or plays the target, so be it. Coupled to his immense strength is a staggering intellect that tackles problems methodically, worrying them like a dog with a bone until a resolution presents itself. In single combat, his preferred attack pattern is to execute a slam on his target to get them off balance, followed by a hold, followed by many, many punches. To date, this has proved to be a devastatingly simple yet effective plan. Doc Grond also suffers from a similar vulnerability to fire as his "namesake." Isaac is positive that this is a purely psychological reflex, but to date he has been frustrated by his ability to overcome it.

Appearance: Doc Grond is a huge, light green-skinned human; he stands eight feet tall, and weighs a quarter of a ton. What's even more distinctive is that he has four massively-muscled arms. His ears have pointed tips at the very top. He has very slightly pronounced canines. Strong Brown eyes look out from a relatively normal looking face and his dark green hair is usually cut in a conservative "businessman" style. He often wears expensive custom tailored suits, with a customized lab coat thrown on top while in the lab. In battle, he wears a modified PRIMUS Assault Agent uniform.

Portal

Background/History: John Brewster was a bad kid. He was bounced from foster home to foster home, and his sheet read like a tragic reminder that parents don't need a license. John was from an abusive home and regularly suffered at the hands or belt of his father. He was removed by child services by the time he was ten, but it was too little, too late.

Drifting in with a bad crowd, John graduated from simple theft to breaking and entering. One night his gang broke into the wrong warehouse, however. They had been told that the building wasn't guarded. They'd been told that a fortune in electronics was just waiting to be resold on the streets. They'd been lied to, of course.

The warehouse belonged to a VIPER cell in Queens and John was the only one to survive the first five minutes after entering. Running for his life, he stumbled into a lab where VIPER scientists were working with a matter transportation device that just didn't seem to work right. Sure it could teleport things out to extreme distances, but what arrived on the other end rarely bore any resemblance to what had been placed in the machine.

Barging in only seconds ahead of the VIPER guards, John ran full tilt into the machine just as it was being tested again. The discharge of energy knocked all of the VIPER personnel to the floor and vaporized a section of the floor and ceiling. There was no trace left of the machine of the young gang member.

In Wichita, the Vice-President was just getting ready to deliver a speech on farm subsidies to the local families. Just as he was about to be cleared to the stage, a terrified young man appeared out of nowhere, screaming his lungs out. He collapsed into a little ball in front of the momentarily stunned Secret Service agents who managed to quickly shake off their surprise and take him into custody.

John was terrified by the interrogation, the loss of his friends and the trouble he was sure he was in now. He told them everything; his past, his gang affiliation, the location of the VIPER base, everything. Then he collapsed into a little ball and sobbed for ten minutes straight. His case was referred to PRIMUS and John entered into therapy with one of their consultants, Doc Grond.

Six months later, John was presented with the opportunity of a lifetime. If he continued his sessions with Doc Grond and the PRIMUS psychologists, he would be given a new life, a new job, and a reason for being. He leapt at the chance. One year later, Portal was one of the vital lynchpins of Response Force One.

Personality/Motivation: Portal is a dedicated and loyal member of PRIMUS. As far as he is concerned, PRIMUS has given him a chance at a real life and he intends to make sure they know he appreciates it. He is a serious young man, one who has been through the wringer and almost became the kind of man he hated. Now he serves PRIMUS with the quiet passion of a zealot. He is very concerned about his lack of real combat ability however, and is constantly going out of his way to be helpful. While endearing at first, many agents have begun to feel sorry for the powerful young mutant. They hide it as well as they can however, as it would most likely only fuel his feelings of inadequacy. He is one of the few members allowed to maintain a secret identity. Doc Grond convinced the higher-ups that John needed to have a normal life outside of his PRIMUS duties, and it needed to be as low key as possible. So far, he's been right.

Quote: "Someone call a taxi?"

Powers/Tactics: Portal may be one of the most powerful teleporters on the planet. In addition to staggering range and carrying capacity, Portal has figured out how to use his teleportation in several unique ways. He can create portals to block or deflect incoming ranged attacks. He also is constantly surrounded by a low level portal effect that makes it hard to get a solid hit on him, or even to surround him in a fight. His teleportation is also completely under his control so he can cancel velocity, shift his position, or even teleport to areas he has never seen without risking harm. In battle, he gets the team there and then starts getting the civilians out of harm's way. If sorely pressed, he does carry a PRIMUS rifle and has passed the hand-to-hand training course, but as he often says "If I'm fighting, we're really in trouble." Portal has two unique vulnerabilities. One is that his physiology tends to suffer greatly from the effects of draining attacks as a side effect of acting as a conduit for so much extra-dimensional energy. The other is that he is still a poor hand to hand combatant, training or not. He is still suffers from the abuse he went through as a child and physical attacks tend to have a greater effect on him than they should.

Appearance: John is a slightly built young man, approximately 5'10" and 155 pounds. He has regulation length brown hair and dark brown eyes. His features are hawkish, with sharp cheek bones and a slim aquiline nose. He tends to slouch slightly, his shoulders stooping in, and his head slightly downcast. When in civilian clothes, he tends towards jeans and work shirts, but on missions he always wears his PRIMUS uniform.



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Portal

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
21	DEX	33	13-	OCV: 7 /DCV: 7(9)
18	CON	16	13-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll: 12-
16	EGO	12	12-	ECV: 5
14	PRE	4	12-	PRE Attack: 2½d6
12	COM	1	11-	
7	PD	4		7/18 PD (0/11 rPD)
6	ED	2		6/17 ED (0/11 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
27	STUN	0		

Total Characteristics Cost: 101

Movement: Running: 6"/12"
 Leaping: 2½"/5"
 Swimming: 2"/4"
 Teleport: 20"/40"

Cost Powers **END**

151	<i>Portal Physics:</i> Multipower, 151-point Reserve	0
15u	1) <i>Take the Long Way Home:</i> Teleportation 5", No Relative Velocity, Position Shift, 64x Increased Mass, MegaScale (1" = 1,000 km, Can Be Scaled Down 1" = 1km, +1¼), Reduced Endurance (½ END, +¼), Safe Blind Teleport (+¼)	7
13u	2) <i>Down on the Corner:</i> Teleportation 20", No Relative Velocity, Position Shift, 64x Increased Mass, Reduced Endurance (½ END, +¼), Safe Blind Teleport (+¼)	6
6u	3) <i>Not So Fast, Slim:</i> Missile Deflection (Any Ranged Attack), +10 OCV, Ranged (+1)	0
24	<i>PRIMUS Plasma Rifle:</i> EB 8d6, 32 Charges (4 Clips, +½); OAF (-1), Two-Handed (-½)	[32]
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
7	<i>PRIMUS Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½)	0

Talents

6 *Flicker Field:* Combat Luck

Perks

3 Federal/National Police Powers
 3 PRIMUS Special Agent

Skills

Martial Arts: PRIMUS Combat Training				
Maneuver OCV DCV Notes				
3	Aikido Throw	+0	+1	2½d6 + v/5; Target Falls
4	Boxing Cross	+0	+2	4½d6 Strike
4	Escape	+0	+0	28 STR Escape
4	Kung Fu Block	+2	+2	Block, Abort
4	Judo Disarm	-1	+1	23 STR Disarm
10	+2 with DCV			
3	+1 with Portal Physics			
3	Acrobatics	13-		
3	Breakfall	13-		
3	Bureaucratics	12-		
3	Climbing	13-		
3	Criminology	12-		
10	Defense Maneuver	I-IV		
2	KS: Criminal Law	11-		
2	KS: The Law Enforcement World	11-		
3	KS: PRIMUS	12-		
2	KS: The Superhuman World	11-		
3	Paramedics	12-		
3	PS: PRIMUS Agent	12-		
3	Tactics	12-		
3	Teamwork	13-		
3	Teleport Tricks (INT-Based)	12-		
4	WF: Common Melee Weapons, Small Arms			

Total Skills & Powers: 324

Total Cost: 425

200+ Disadvantages

25	Hunted: Holocaust 8- (Mo Pow, NCI, Easy to Find)
25	Hunted: VIPER 8- (Mo Pow, NCI, Easy to Find)
15	Psychological Limitation: Code Against Killing (Common, Strong)
15	Psychological Limitation: Feels He Doesn't Pull His Own Weight (Common, Strong)
20	Social Limitation: Secret Identity (Frequently, Severe [Many Enemies])
20	Social Limitation: Subject to Orders (Very Frequently, Major)
15	Vulnerability: 1½x STUN from All Physical Attacks (Very Common)
20	Vulnerability: 2x Effect from Drains (Common)
70	Experience Points

Total Disadvantages: 425

Silver Avenger David Billis

Background/History: “David! Time for dinner, honey!” The call drifted down the halls of the modest ranch house into his room. “But Mom, I still have to finish my punch drills!” He could hear the sigh “You can finish them after dinner, young man, and after your homework is done.” “Awwww, Ma.....”

All things considered, David grew up as a normal American boy. He was in the cub scouts, played little league, and was on the football team in high school. He was a smart, friendly, and modest kid whose one source of pride was his kung fu. When he was three years old, his mother had read an article about how children who got into certain sports early in life tended to possess greater grace and self-confidence as they matured. For two long months it was up in the air whether David was going to become the next Bruce Lee or Baryshnikov.

By the time he was in his teens, he was entering – and winning – all-state junior competitions across California. His bedroom was filled with ribbons and trophies testifying to the skill of the young man. Through it all, his mother provided a strong grounding for David, never letting him get too big for his britches. The usual line went something like this. “Yes David, I am extremely proud that you won all-state again. But unless you want to become a stuntman and live in a trailer, you better stop hitting that bag, and hit your books instead.”

The little doses of reality got the slightly directionless David as far as college. While there he decided to monitor a criminal law class because, “it sounds kinda cool.” This chance decision ended up as a vocation. David was fascinated with the intricacies of the law and the legal system. He was also annoyed with portions of it and decided that he’d rather be enforcing the law than practicing it. Graduating in the top ten percent of his class, he was quickly recruited by the still young PRIMUS agency. Initially, David was set on the path towards becoming a Detective in Investigations. His routine physical displayed his affinity for Cyberline, however, and in short order David had been fast tracked for an even bigger position; Silver Avenger.

Working out of the Washington, DC office for a year, he was surprised when he was hand-picked by Doc Grond for Response Force One. He even asked the famous four-armed physician why he had been selected over more experienced agents. “Simple,” he said, “You have the right attitude.” David never asked for a clarification on what that meant, but the team has continued to rely on his cool competence ever since.

Personality/Motivation: Silver Avenger Billis is a remarkably relaxed individual. He is always calm and a smile is usually just waiting to come out. David is also a very professional man, however, and his easygoing nature masks a high level of dedication to his job. He sees this as his calling, something that fate has placed in his hands. He loves his country completely and would do anything to protect it. This same level of protectiveness extends to the civilians he safeguards on a daily basis. He can be a bit too sure of himself and his capabilities, but he does have a long list of successes to back up his ego. He can be a little bit of a ham and has been known to mimic his idol, Bruce Lee, in combat.

Quote: “Whatever you say boss, just tell me who to hit.” or “HI-YAAAAHH! WHHHAAAAAHHHHH!”

Powers/Tactics: Silver Avenger Billis is a product of the PRIMUS Cyberline treatments. He is strong, durable, and extremely fast. While his enhanced physique is not among the physically strongest of the Silver Avenger Corps, he is one of the fastest. Additionally, a lifetime of training in Jeet Kune Do makes him a brutally effective hand-to-hand combatant. In Response Force One, he fulfills the role of “Team Martial Artist,” though he tends to be stronger and considerably more durable than the norm. He is perfectly content to follow orders, and sees himself as the trusted Captain to Doc Grond’s General. In single combat, Billis is likely to hold an action and feel out his opponent. He initially fights defensively, favoring blocks. Once he feels he has the measure of his opponent however, he is likely to get that opponent off the ground with a leg sweep or throw before raining down blows with his batons. His weakness to poisons and toxins is a side effect of his Cyberline treatments.

Appearance: David Billis is approximately 6 feet tall and weighs in at 220 pounds of solid, sculpted muscle. He is a very handsome man, cut very much in the “surfer dude” image. He has slightly longer than regulation length straight black hair gathered in a small ponytail at the nape of his neck and ice blue eyes with a slight epicanthic fold. He is tanned, and of course has a scuzzlingly white perfect smile. It is rare to see him out of uniform, though in his few moments of downtime, he favors simple work clothes. Polo shirts and khakis predominate.



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Silver Avenger David Billis

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 HTH [1]
26	DEX	48	14-	OCV: 9/DCV: 9
24	CON	28	14-	
14	BODY	8	12-	
17	INT	7	12-	PER Roll: 12-/15-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
20	PD	14		20/28 PD (5/13 rPD)
20	ED	15		20/28 ED (5/13 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
48	END	0		
45	STUN	4		

Total Characteristics Cost: 189

Movement: Running: 9"/18"
Leaping: 6"/12"
Swimming: 2"/4"

Cost	Powers	END
20	<i>Shock Baton:</i> Multipower, 40-point Reserve; OAF (-1)	0
2u	1) <i>Shock Touch:</i> Drain STUN 4d6; OAF (-1), 12 Charges (-¼)	[12]
1u	2) <i>Club:</i> HA +3d6 (9d6 with STR), Reduced Endurance (0 END, +½); OAF (-1), HA Lim (-½)	0
5	<i>Another Shock Baton</i>	0
14	<i>Flare Gun:</i> Sight Group Flash 8d6; OAF (-1), 6 Charges (-¾)	[6]
14	<i>Bolo Gun:</i> Entangle 4d6, 4 DEF; OAF (-1), 6 Charges (-¾)	[6]
5	<i>Toughness:</i> Damage Resistance (5 PD/5 ED)	0
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); Activation Roll 14- (-½), OIF (-½)	0
10	<i>Augmented Physiology:</i> Power Defense (10 points)	0
6	<i>Swift:</i> Running +3" (9" Total)	1
6	<i>Enhanced Vision:</i> +3 with Sight Group	0
7	<i>PRIMUS Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½)	0
7	<i>Efficient Physiology:</i> Reduced Endurance (½ END, +¼) on STR	1

Talents

- 3 Ambidexterity (-2 Off Hand penalty)
- 6 Lightning Reflexes: +4 with All Actions

Perks

- 3 Federal/National Police Powers
- 3 PRIMUS Silver Avenger

Skills

- 16 +2 with All Combat
- 5 +1 with Hand-to-Hand Combat
- 6 +2 with Jeet Kune Do

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke Hold	-2	+0	Grab One Limb, 3½d6 NND
4 Dodge	—	+5	Dodge, Abort
3 Grab/Joint Lock	-1	-1	Grab Two Limbs, 55 STR
5 Kick/Knee	-2	+1	13d6 Strike
3 Legsweep	+2	-1	10d6 Strike, Target Falls
4 Nerve Strike	-1	+1	3 ½d6 NND
4 Punch/Elbow	+0	+2	11d6 Strike
3 Throw	+0	+1	9d6 +v/5, Target Falls
2 Use Art with Blades, Clubs			
12 +3 Damage Classes (added in)			
5 Acrobatics 15-			
3 AK: Washington D.C. 12-			
3 Breakfall 14-			
3 Bureaucratics 13-			
3 Climbing 14-			
3 Concealment 12-			
3 Criminology 12-			
3 KS: Criminal Law 12-			
3 KS: Jeet Kune Do 12-			
3 KS: The Law Enforcement World 12-			
3 KS: PRIMUS 12-			
3 KS: The Superhuman World 12-			
1 Language: Mandarin (Basic)			
3 PS: PRIMUS Agent 12-			
5 Rapid Attack (HTH)			
3 Shadowing 12-			
3 Stealth 14-			
3 Tactics 12-			
3 Teamwork 14-			
10 Two-Weapon Fighting (HTH)			
5 WF: Common Melee Weapons, Small Arms, Off Hand			

Total Skills & Powers: 273

Total Cost: 462

200+ Disadvantages

- 10 Hunted: Cheshire 8- (Less Pow, Public ID)
- 25 Hunted: VIPER 8- (Mo Pow, NCI, Public ID)
- 15 Psychological Limitation: Overconfident (Common, Strong)
- 15 Psychological Limitation: Patriot (Common, Strong)
- 15 Psychological Limitation: Protective of Innocents (Common, Strong)
- 20 Social Limitation: Public Identity (Frequently, Severe [many enemies])
- 20 Social Limitation: Subject to Orders Very (Frequently, Major)
- 5 Vulnerability: 1½x STUN from Poisons/Toxins (Uncommon)
- 137 Experience Points

Total Disadvantages: 462

Ward

Background/History: Sarah Livingstone led a very normal life until her 18th birthday. Raised in rural Omaha, she helped out around the farm, went to school, and worried about who to date at homecoming. Her parents were the sort you only find in Hallmark specials these days, and they instilled a strong sense of civic responsibility in the young woman. She was class president and volunteered to help out on the weekends with the local “Meals on Wheels” program.

But her graduation ended up being far more than she could have anticipated. Unknown to her at the time, her family farm was adjacent to a series of nuclear silos that had been quietly going about their business since the '50s. Her parents were only vaguely aware that some sort of government facility was over the next hill.

Unfortunately, others managed to find out about the silos. As she was getting ready to head to her graduation, a team of agents working for Eurostar had infiltrated the base and were intent on triggering a launch. They had severed communications with the American command structure and were only an hour away from launching on the nation's capital when their long range monitors showed Sarah and her family getting ready to leave.

Worried that the young girl and her family might know about the silo and its capture, they dispatched a team of agents and Durak to make sure they told no one about their operation.

When the family car was stopped abruptly and then launched through the air, Sarah and her family screamed in panic. Nothing could save them from their imminent demise. They hurtled through the air like a runaway rocket, gaining speed and momentum as they flew. Then the car started to fall rapidly towards the ground.

Throwing her hands in front of her, Sarah let loose a primal scream of denial and rage. Something triggered in the young woman and the car suddenly started to slow as it touched down on a barely visible ramp. Sliding the rest of the way to the ground, the car touched down on the asphalt and her father gunned the engine while her mother called the police on the family's cell phone.

The whole event was over in minutes. A dispatch team from NORAD arrived shortly thereafter and the combined military and PRIMUS resources were able to wrest back control of the silo with seconds to spare. Instrumental in this assault was Sarah, now employing her shields to defend the good guys, while simultaneously herding Eurostar's agents into areas where they could be quickly subdued. Even the mighty Durak was unable to breach her ward, though it was a near thing.

At the end of the day, the Silver Avenger on the scene gave her a business card and suggested that if she still needed a job after college, she had one waiting for her. After graduating from the University of Omaha with a degree in Law Enforcement, she took him up on his offer. Scarcely six months later, she made her debut with Response Force One.

Personality/Motivation: Sarah is a confident, self-possessed young woman. She is friendly and relaxed most of the time, but becomes a consummate professional on the job. Her upbringing gave her a simple and direct moral code, which is occasionally the butt of good natured jokes about her “girl scout” complex.

She works hard at being a solid team member, and is always trying to come up with new ways to use her ward to save lives in the field. Sarah is often found training with the Assault Agents and Iron Guard to come up with new ways to help protect them as well as the innocents on a battlefield. This of course has made her a favorite of the normal Joes and they will go out of their way to make sure she doesn't get hurt. So far no one is really sure how Sarah got her powers. The leading PRIMUS theory is that she is a latent psychokinetic who manifested in a very specific but very big way.

Quote: “Give it up, you're not getting through my walls.”

Powers/Tactics: Ward can generate extremely powerful force walls to protect an area. She cannot shape them into a bubble or small construct to imprison an enemy, but she can make walls around a section of a battle to minimize civilian and property damage. She can use them to funnel a villain's path of to cut off escape routes as well, but in general, her job is keeping the battle confined and the damage to a minimum. She also possesses a low grade version for personal protection, but it is nowhere near as powerful as her ward. Sarah has been extensively trained to raise a ward with dazzling speed and it is now even beyond a reflexive action for her to do so. If she ends up in combat however, she has little else to add beyond her PRIMUS-issued gear and training.

Appearance: Sarah is fairly average at 5'6" and 120 pounds. She is cute rather than attractive and tends to remind people of the little sister they never had. She is athletically built and carries herself with an air of confidence. Her blonde hair is worn shoulder length with a slight wave and her blue eyes tend to miss little that goes on around her. Off duty she tends to wear dresses or business suits of good quality, but rarely designer labels. On duty, she wears the standard PRIMUS uniform.

Ward



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DIGITAL HERO #37

Ward

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
11	BODY	2	11-	
17	INT	7	12-	PER Roll: 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
6	PD	3		6/19 PD (0/13 rPD)
7	ED	3		7/20 ED (0/13 rED)
4/7	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		(2, 4, 6, 7, 9, 11, 12)
60	END	10		
29	STUN	0		

Total Characteristics Cost: 103

Movement: Running: 6"/12"
Leaping: 3"/6"
Swimming: 2"/4"

Cost	Powers	END
24	<i>PRIMUS Plasma Rifle:</i> Energy Blast 8d6, 4 clips of 32 Charges (+½); OAF (-1), Required Hands Two-Handed (-½)[32]	
156	<i>The Ward:</i> Force Wall (22 PD/22 ED; 10" Long and 2" Tall), Reduced Endurance (½ END, +¼), Hardened (+¼); Restricted Shape (cannot englobe a target, must be used to make vertical walls, -¼)	8
15	<i>Reactive Training:</i> +3 SPD; Limited Power: Only to Raise a Force Wall (-1)	0
15	<i>Personal Ward:</i> Force Field (5 PD/5 ED), Reduced Endurance (0 END; +½)	0
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
7	<i>PRIMUS Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½)	0

Talents

8 *Reactive Training:* Lightning Reflexes: +8 DEX to act first with Raising a Force Wall

Perks

3 Federal/National Police Powers
3 PRIMUS Agent

Skills

Martial Arts: PRIMUS Combat Training			
Maneuver	OCV	DCV	Notes
3 Aikido Throw	+0	+1	3d6+v/5; Target Falls
4 Boxing Cross	+0	+2	5d6 Strike
4 Escape	+0	+0	30 STR Escape
4 Judo Disarm	-1	+1	25 STR Disarm
4 Kung Fu Block	+2	+2	Block, Abort
6	+2 with PRIMUS Weapons		
3	Acrobatics 13-		
3	Breakfall 13-		
3	Bureaucratics 12-		
3	Climbing 13-		
3	Criminology 12-		
3	KS: Criminal Law 12-		
2	KS: The Law Enforcement World 11-		
3	KS: PRIMUS 12-		
2	KS: The Superhuman World 11-		
3	Paramedics 12-		
3	PS: PRIMUS Agent 12-		
3	Tactics 12-		
3	Teamwork 13-		
9	Warping the Ward (INT-Based) 15-		
4	WF: Common Melee Weapons, Small Arms		

Total Skills & Powers: 318

Total Cost: 421

200+ Disadvantages

25	Hunted: Holocaust 8- (Mo Pow, NCI, Public ID, Capture)
25	Hunted: VIPER 8- (Mo Pow, NCI, Public ID, Harshly Punish)
20	Psychological Limitation: Code Against Killing (Common, Total)
15	Psychological Limitation: Overconfident of Ward's invulnerability (Common, Strong)
15	Psychological Limitation: Protective of Innocents (Common, Strong)
20	Social Limitation: Public Identity (Frequently, Severe [many enemies])
20	Social Limitation: Subject to Orders (Very Frequently, Major)
10	Vulnerability: 1½x STUN from Chemical Attacks/Gas/Poison (Common)
71	Experience Points

Total Disadvantages: 421

Shutdown

Background/History: Growing up in Detroit before the birth of Millennium City, Elizabeth Sandlake was just like every other kid on her block. Maybe she got better grades, but in general, she was just another kid trying to get through school without catching a bullet on her way home.

Once she got into high school, she began to realize that if she wanted a better life for herself and her family, she'd have to take it. No one was going to give it to her on a silver platter. It was also during this time that she began to discover her nascent psionic abilities. She spent her sophomore year making the captain of the football team worship her, got straight A's even if she never went to class, and laughed along with the rest of her grade when her chief rival suddenly decided to run around the school screaming, "I'm a teapot!" while wearing a paper bag on her head for 20 minutes.

At some point during that following summer, Elizabeth realized that it was all too easy. She made a connection between her powers and the abilities of a professional athlete. Sure, she could probably coast along on her powers for the rest of her life, but what would she end up being as a human? She wouldn't become any better, wouldn't grow as a person. That summer she sent herself to summer school and made up for the classes she had "skipped" previously. In the fall, a new self-confident Elizabeth started her junior year like gangbusters and never looked back.

Graduating Salutatorian of her high school, she picked up a full academic scholarship to Georgetown University and went to pass the bar there as well. But these were not carefree times for Elizabeth. It was only pure luck that had her family was in DC to visit her on the day Dr. Destroyer leveled Detroit. Elizabeth felt that she had been handed a blessing, and it was one she intended to make the most of for her family. She relocated them to Maryland and took a job clerking in a large Mount Washington law firm to help make ends meet as she studied for the bar.

After passing up several offers from prestigious firms, Elizabeth presented herself at the DC PRIMUS office and announced that she'd like to serve her country to the best of her ability. One year later, she debuted with Response Force One. She is one of the few PRIMUS operatives allowed to have a secret identity out of respect for her family's safety.

Personality/Motivation: Elizabeth is a very smart woman. Having to work for everything she has achieved along the way has ingrained several traits. One, she always looks for an advantage. She is attractive, and knows it, and uses her personal appearance to make men forget that a formidable brain is lurking behind her twinkling eyes. Two, she takes nothing she has gained for granted. She never thinks that she is owed something; she thinks she has to earn it. In her own eyes, she is part of the American dream, and it is one she'll fight to keep alive. Having been raised in a depressed area, she knows how easy it would be to look out just for herself. Instead, she feels that she has to at least try and help everyone. She isn't unrealistic about it, but it does mean that in combat, she is much more likely to put herself in harm's way if an innocent is threatened.

Quote: "Someone's cranky. Time for you to take a little nap..."

Powers/Tactics: Shutdown is an extremely powerful and versatile mentalist. In most combat situations, she'll act in a fairly traditional manner, using her abilities as warranted. She is most well known for her power to literally shutdown another sentient, however. By a highly focused push that combines elements of her ego attack, telepathy, and mind control, she can force another being into a coma-like state. While this power does not work particularly well against other mentalists, it has been used to staggering effect against those with lower willpower. This attack is particularly draining for her, however, and she is not likely to use it liberally unless the situation is very grave. The intense mental concentration that she is always exhibiting makes her somewhat vulnerable to sonic attacks that will disrupt her control and cause her to lose her equilibrium.

Appearance: Elizabeth stands 5'1" in height, and weighs 102 pounds. She has short black hair in a bobbed style cut, and light brown eyes. She's attractive in a "girl next door who has a naughty side" sort of way and usually favors fitted clothing when not on duty. She has a wide mouth with a devilish smile and a café au lait complexion. While all PRIMUS uniforms are tailored to their agents, Shutdown's seems to be custom fit to accentuate her figure as well as to move easily in combat. She has the build and grace of a professional dancer.



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Shutdown

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 HTH [1]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll: 13-
29	EGO	38	15-	ECV: 10
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
7	PD	4		7/25 PD (0/18 rPD)
6	ED	1		7/25 ED (0/18 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
46	END	0		
32	STUN	0		

Total Characteristics Cost: 151

Movement: Running: 6"/12"
Leaping: 3"/6"
Swimming: 2"/4"

Cost	Powers	END
135	<i>Mental Arsenal:</i> Multipower, 135-point Reserve [Human and Alien Minds]	0
13u	1) <i>Mind Shredder:</i> Ego Attack 8d6, Reduced Endurance (0 END, +½)	0
12u	2) <i>I Didn't Say You Could Do That:</i> Mind Control 14d6, Reduced Endurance (0 END, +½)	0
12u	3) <i>No Secrets Here, Sweetie:</i> Telepathy 14d6, Reduced Endurance (0 END, +½)	0
12u	4) <i>Now Where Did You Go?:</i> Mind Scan 14d6, Reduced Endurance (0 END, +½)	0
13u	5) <i>Crowd Control:</i> Mind Control 7d6, Area Of Effect (16" Radius, +½), Selective (+¼)	11
11u	6) <i>Shutdown:</i> Major Transform 4d6 (into Coma-Like State, Heals by Telepathy with a +40 Result), Based On ECV (+1), Works against EGO, Not BODY (+¼); Limited Target (Sentient Organic Beings, -¼)	13
18	<i>PRIMUS Plasma Pistol:</i> Energy Blast 6d6, 4 clips of 16 Charges (+¼); OAF (-1)	[16]
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
11	<i>PRIMUS Force Belt:</i> Force Field (10 PD/10 ED); OIF (-½), 2 Continuing Fuel Charges lasting 5 Minutes each (-¼)	[2cc]
14	<i>Mental Shields:</i> Mental Defense (20 points Total)	0
7	<i>PRIMUS Helmet:</i> Radio Perception/Transmission (Radio Group); OIF (-½)	0
Talents		
5	Eidetic Memory	

Perks

- 3 Federal/National Police Powers
- 1 License to Practice Law
- 3 PRIMUS Agent

Skills

Martial Arts: PRIMUS Combat Training
Maneuver OCV DCV Notes

- 3 Aikido Throw +0 +1 4d6 + v/5, Target Falls
- 4 Boxing Cross +0 +2 6d6 Strike
- 4 Escape +0 +0 35 STR Escape
- 4 Judo Disarm -1 +1 30 STR Disarm
- 4 Kung Fu Block +2 +2 Block, Abort
- 4 +1 Damage Classes (added in)
- 10 +2 with Mental Combat
- 5 +1 with Hand-to-Hand Combat
- 3 +1 with PRIMUS Weaponry
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Bureaucratics 13-
- 3 Conversation 13-
- 3 Criminology 13-
- 3 Scholar
- 3 KS: Criminal Law 14-
- 3 KS: Estate Law 14-
- 2 KS: The Law Enforcement World 13-
- 2 KS: PRIMUS 13-
- 2 KS: Personal Injury Law 13-
- 2 KS: The Superhuman World 13-
- 3 Oratory 13-
- 3 Paramedics 13-
- 3 Persuasion 13-
- 3 PS: Attorney 13-
- 3 PS: PRIMUS Agent 13-
- 3 Tactics 13-
- 3 Teamwork 13-
- 4 WF: Common Melee Weapons, Small Arms

Total Skills & Powers: 380

Total Cost: 531

200+ Disadvantages

- 40 Hunted: PSI 8-, VIPER 8- (Mo Pow, NCI)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 15 Psychological Limitation: Patriot (Common, Strong)
- 15 Psychological Limitation: Protective of Innocents (Common, Strong)
- 20 Social Limitation: Secret Identity (Frequently, Severe [many enemies])
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 5 Vulnerability: 1½x STUN from Sonic Attacks (Uncommon)
- 196 Experience Points

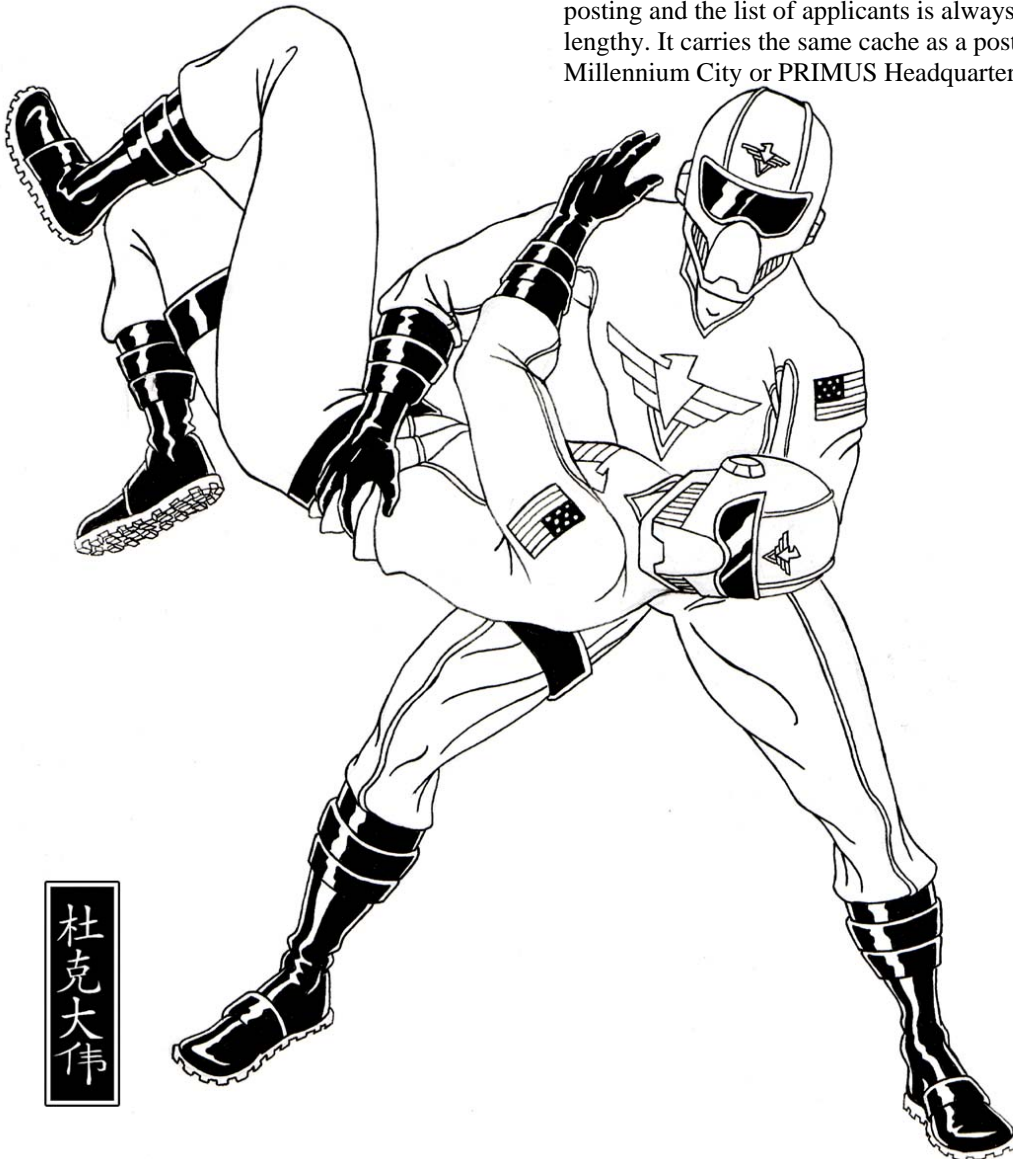
Total Disadvantages: 531

PRIMUS Agents

PRIMUS Agents are the best of the best. While this has been said many times in many sound bites, it also happens to be true. A rigid selection and training process ensures that the agent caliber is comparable to what one would find in the US military's Special Forces ranks. All agents follow a training model similar to the US Marine Corps. This means that even a clerk or a computer technician is trained to act as infantry support at the drop of a hat. In addition to increasing the potential ranks of available troopers, it also engenders a feeling of equality among the various specialties. For instance, while there is a friendly rivalry between the Iron Guard and the Assault Agents, they all came through the same basic training and that is something they never forget. In fact, the various specialties train together extensively so that operations in the field are smooth and as error-free as is possible. They may not receive the powerful Cyberline enhancements like the Silver Avengers, but they are among the premier warriors in any service.

The Iron Guard utilizes one of the more powerful mass produced battlesuits in service. There have been inevitable comparisons to the UNTIL Peacekeeper armor, and in part, the two programs have fed off of each other in terms of benchmarks attained, developed weapon suites, and movement capabilities. One thing that is irrefutable, however, is that the Iron Guard armor is just flat out tougher. The strength enhancement used in some Peacekeeper suits is standard in the Iron Guard. The Iron Guard is also armored more extensively than the Peacekeeper. The result of this additional plating is that while the Peacekeeper can fly, the Iron Guard is limited to jet assisted leaps.

The PRIMUS Assault Teams organize in groups of six, the Iron Guard in a trio called "Trident Formation." Two Assault Teams and an Iron Guard detachment are permanently attached to Response Force One. Training is conducted regularly with the superhuman agents, and they operate as a group of equals. This equality with the "average joe" trooper tends to be in marked difference to most other groups. Inside PRIMUS, assignment to RF-1 is considered to be a "prime" posting and the list of applicants is always lengthy. It carries the same cache as a posting to Millennium City or PRIMUS Headquarters.



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PRIMUS AND CYBERLINE

As per *Champions Universe* page 43, the only Cyberline enhanced agents of PRIMUS are the Avenger Corps. If you wish to have the Cyberline treatment be an agency wide enhancement, you can raise the STR, DEX, and CON of all PRIMUS Agents by 5 each to reflect their near perfect altered physiques.

PRIMUS Elite Assault Agent

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 HTH [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
				Total: 4/12 PD (0/8 rPD)
				Total: 4/12 ED (0/8 rED)
				Phases: 4, 8, 12
4	PD	1		
4	ED	1		
3	SPD	5		
6	REC	0		
30	END	0		
26	STUN	0		

Total Characteristics Cost: 47

Movement: Running: 6"/12"
 Leaping: 3"/6"
 Swimming: 2"/4"

Cost	Powers	END
54	<i>PRIMUS Plasma Rifle Mk. II:</i> EB 10d6, 32 Charges (+¼), Armor Piercing (+½); OAF (-1) plus +1 OCV; OIF (-½) plus +1 versus Range Modifier; OIF (-½) plus HA +3d6 (6d6 with STR); OAF (-1), HA Lim (-½)	1
15	<i>PRIMUS Wiregun Mk. III Pistol:</i> Entangle 4d6, 5 DEF; OAF (-1), 6 Charges (-¾), Limited Range (6", -¼)	[6]
22	<i>PRIMUS Flashbang Grenades:</i> Sight and Hearing Groups Flash 8d6, Explosion (+½); OAF (-1), 6 Charges (-¾), Range Based On Strength (-¼)	[6]
12	<i>PRIMUS Uniform:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 14- (-½)	0
5	<i>PRIMUS Helmet:</i> Armor (6 PD/6 ED); Activation Roll 8- (-2), OIF (-½)	0
9	<i>PRIMUS Helmet Noise and Flare Compensation:</i> Sight Group Flash Defense (6 points), Hardened (+¼); OIF (-½) plus Hearing Group Flash Defense (6 points); OIF (-½)	0
6	<i>PRIMUS Helmet Comm-link:</i> High Range Radio Perception (Radio Group); OIF (-½), Affected as Sight, Hearing, and Radio Groups (-½)	0
2	<i>PRIMUS Helmet Chronometer:</i> Absolute Time Sense; OIF (-½)	
2	<i>PRIMUS Helmet GPS Link:</i> Bump Of Direction; OIF (-½)	
1	<i>PRIMUS Helmet Laser Range Finder:</i> Absolute Range Sense; OIF (-½), Does Not Function Beyond 2 Kilometers or Through Smoke (-½)	0

Perks

- 3 Federal/National Police Powers
- 2 PRIMUS Assault Agent
- 1 Weapon Permit (where appropriate)

Skills

- 4 +2 with PRIMUS Plasma Rifle
- 3 Criminology 12-
- 3 KS: Federal Criminal Law 12-
- 3 KS: Federal Criminal Procedure 12-
- 2 KS: PRIMUS 11-
- 2 KS: The Superhuman World 11-
- 3 PS: PRIMUS Agent 12-
- 3 Teamwork 12-
- 4 WF: Clubs, Energy Weapons, Small Arms
- 15 Choose 15 points of Martial Arts (Primus Combat Training)
- 2 One KS 11- of a particular supervillain, villain group, or criminal group
- 1 One KS 8- of a particular supervillain, villain group, or criminal group
- 24 Choose 24 points from among the following: Bugging, Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Lockpicking, Martial Arts Maneuvers, Mechanics, Paramedics, Security Systems, Shadowing, Skill Levels, Stealth, Streetwise, Systems Operation, Tactics, any Background Skill, improve any package deal

Total Skills & Powers: 203

Total Cost: 250

150+ Disadvantages

- 5 Distinctive Features: PRIMUS Uniform (Easily Concealed)
- 15 Hunted: Enemies of PRIMUS 8- (Mo Pow, Harshly Punish)
- 10 Hunted: PRIMUS 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Loyal to PRIMUS (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 35 Choose 35 points in additional Disadvantages. Examples include: Patriot, DNPCs, Rivalries

Total Disadvantages: 250

DIGITAL HERO #37

PRIMUS Iron Guard

Val	CHA	Cost	Roll	Notes
15/45	STR	20‡	18-	12½ tons; 9d6 HTH [4]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll: 12-/16-
11	EGO	2	11-	ECV: 4
13/20	PRE	8*	13-	PRE Attack: 4d6
10	COM	0	11-	
4	PD	1		4/24 PD (0/20 rPD)
4	ED	1		4/24 ED (0/20 rED)
3/4	SPD	12*		Phases: 3, 6, 9, 12
6	REC	0		
30	END	0		* OIF (-½), ‡ OIF and
26	STUN	0		No Figured Chars (-1)

Total Characteristics Cost: 74

Movement: Running: 6"/12"
Leaping: 19"/76"
Swimming: 2"/4"

Cost	Powers	END
60	<i>Iron Guard Weaponry Array:</i> Multipower, 90-point reserve; OIF (-½)	0
6u	1) <i>Plasma Cannon:</i> EB 12d6, Reduced Endurance (0 END, +½); OIF (-½)	0
6u	2) <i>Adjustable Blaster:</i> EB 10d6, Reduced Endurance (0 END, +½), Variable Special Effects (Limited Group: Sonic, Electrical, Fire/Heat, Cold/Ice, +¼); OIF (-½)	0
6u	3) <i>Tanglewire:</i> Entangle 5d6, 7 DEF, Reduced Endurance (0 END, +½); OIF (-½)	0
6u	4) <i>Thunderclap:</i> Sight and Hearing Groups Flash 8d6, Explosion (+½), Reduced Endurance (0 END, +½); OIF (-½)	0
1u	5) <i>Punch Enhancer:</i> HA +4d6 (13d6 with STR), Reduced Endurance (0 END, +½); HA Lim (-½), OIF (-½)	0
50	<i>PRIMUS Iron Guard Armor:</i> Armor (20 PD/20 ED), Hardened (+¼); OIF (-½)	0
3	<i>TEMPEST Shielding:</i> Power Defense (5 points); OIF (-½)	0
7	<i>Sealed Systems:</i> Life Support (Self-Contained Breathing), 1 Fuel Charge lasting 3 Hours (+0); OIF (-½) [1cc]	0
10	<i>Noise and Flare Compensation:</i> Sight Group Flash Defense (6 points), Hardened (+¼); OIF (-½) plus Hearing Group Flash Defense (6 points), Hardened (+¼); OIF (-½)	0
20	<i>Jump Jets:</i> Leaping +10" (19" Total), 4x Noncombat, Accurate, Reduced Endurance (0 END; +½); OIF (-½)	0
8	<i>Computer Enhanced Pickups:</i> +4 PER with all Sense Groups; OIF (-½)	0

3	<i>Lowlight Compensation:</i> Nightvision; OIF (-½)	0
3	<i>Infrared Compensation:</i> Infrared Perception (Sight Group); OIF (-½)	0
6	<i>Comm-link:</i> High Range Radio Perception (Radio Group); OIF (-½), Affected as Sight and Hearing Groups as well as Radio Group (-½)	0
2	<i>Chronometer:</i> Absolute Time Sense; OIF (-½)	0
2	<i>GPS Link:</i> Bump Of Direction; OIF (-½)	0
2	<i>LIDAR Range Finder:</i> Absolute Range Sense; OIF (-½), Does Not Function Beyond 4 Kilometers (-¼)	0

Perks

3	Federal/National Police Powers
2	PRIMUS Assault Agent
1	Weapon Permit (where appropriate)

Skills

4	+2 with PRIMUS Plasma Cannon
3	Criminology 12-
3	KS: Federal Criminal Law 12-
3	KS: Federal Criminal Procedure 12-
2	KS: PRIMUS 11-
2	KS: The Superhuman World 11-
3	PS: PRIMUS Agent 12-
3	Teamwork 12-
4	WF: Energy Weapons, Small Arms, Clubs
15	Choose 15 points of Martial Arts (Primus Combat Training)
2	One KS 11- of a particular supervillain, villain group, or criminal group
1	One KS 8- of a particular supervillain, villain group, or criminal group
24	Choose 24 points from among the following: Bugging, Bureaucratics, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Concealment, Deduction, Demolitions, Electronics, Lockpicking, Martial Arts Maneuvers, Mechanics, Paramedics, Security Systems, Shadowing, Skill Levels, Stealth, Streetwise, Systems Operation, Tactics, any Background Skill, improve any package deal

Total Skills & Powers: 276

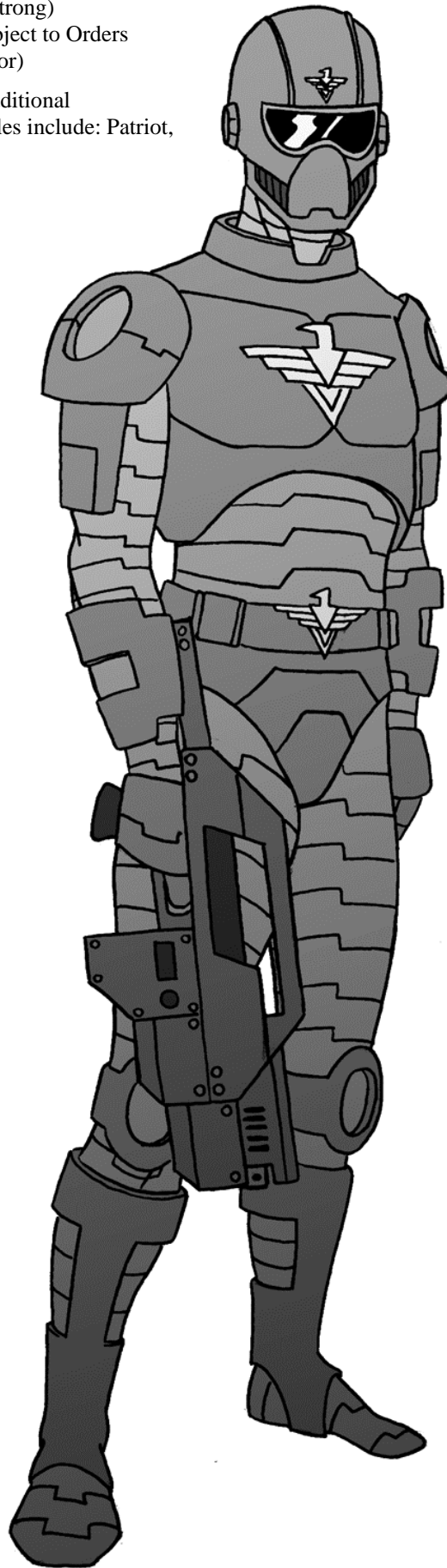
Total Cost: 350

250+ Disadvantages

5	Distinctive Features: PRIMUS Uniform (Easily Concealed)
15	Hunted: Enemies of PRIMUS 8- (Mo Pow, Harshly Punish)
10	Hunted: PRIMUS 8- (Mo Pow, NCI, Watching)

- 15 Psychological Limitation: Loyal to PRIMUS (Common, Strong)
- 20 Social Limitation: Subject to Orders (Very Frequently, Major)
- 35 Choose 35 points in additional disadvantages. Examples include: Patriot, DNPCs, Rivalries

Total Disadvantages: 350



Champollion/Rosetta

by John Ivicsek Jr.

Background/History: “Look honey, Elizabeth is pretending to read the cookbook we bought in Paris last month. Isn’t that just sooo cute?” As her mother gushed, Elizabeth continued quietly reading, turning the pages with her chubby little two-year old fingers. She heard her father approach and lean down, looking over her tiny shoulder. “Well, have you learned how to *parlez-vous français*?” She looked up from her reading and nodded solemnly. “Oui père, j’ai.” Her father just stood there for a minute and blinked hard. Her mother seemed confused and Elizabeth began to wonder what she had done wrong. When they asked her later to speak to them in French, she just looked at them for a long time and then said, “Sorry Mama, Papa, no more French.” Over the years Elizabeth displayed a keen mind that saw her advanced into special classes where she flourished. There had been no repeat of the strange incident with the cookbook... at least not until she hit third grade.

As her mother continued to get dressed to go out with her father, Elizabeth animatedly related her day at school. “We started learning about the pyramids today Mom. The Egyptians built them a long time ago and even today, we’re still not sure how they got everything so precise and perfect.” Her mother nodded absently. “And they had this neat writing! It all looks like pictures. See, here it says that the Pharaoh Ramses had become a god unto his people and his son had become the general of his armies. And here it says that he was sad because his son died fighting enemies.” Her mother glanced over and realized that Elizabeth was looking intently at a sheet of Hieroglyphics, not even bothering to use the translation guide she had set to the side. “Oh! And here it says that he built great monuments to the gods and was thus welcomed into their fold, living on as a guide to his people.” Elizabeth looked up smiling, but it faltered when she saw her mother’s shocked expression.

Eventually, her parents discovered that she could understand and read almost any language as long as she was exposed to it first. They couldn’t explain it, but they tried to help her understand it and more importantly, to keep it a secret. Distraught that it might just be the first of many new strange changes, her parents fought bitterly and accused each other of fostering a “freak.” Little Elizabeth listened in quiet from the shadows of the stairs, silent tears running down her cheeks. Why wasn’t she normal? Maybe she could just stop being a freak and her parents would love her again?

Her life was now one of loveless devotion. Her parents made sure she had every advantage, every single thing she wanted. The sole

exception to this was their unconditional love. The one thing she wanted more than anything was denied to her by her curse. It wasn’t long before her parents began discussing boarding school. They made it sound like a treat instead of the banishment it really would be. They would send her to the prestigious Ravenswood Academy so that she could again, have the best of everything.

During her initial entrance exams, Elizabeth found herself confronted with a final battery of strange tests in different languages. Desperate to not disappoint her parents yet again; she translated the questions and answered them all as best she could. The final results were, to say the least, surprising. She was told that she would be assigned to a special homeroom for children like herself who had a gift. She would learn to harness it and develop it and she would learn how to live how she wanted when she graduated. This was like a bolt from the heavens to Elizabeth, and she dedicated herself to her studies from that day forward. Curse no more; her new gift drew praise from teachers and classmates alike. She even excelled physically, taking to the self-defense classes like a fish to water. There were times when she swore that she could almost tell what her opponent was going to do before they did it... but it never worked on the training robots, so she realized she must be imaging it.

She had a new problem, however. Her former desire to be “normal” was replaced with a deep envy of those with “real” powers. After all, it might be cool to be able to read ancient Sumerian, but it wouldn’t help her much if Mechanon came knocking! She also hated her codename, Champollion. Sure the guy had been a linguistic genius, but he was a guy! And to her, it just underscored the passive nature of her own powers. Still, Ravenswood Academy had been the start of a whole new life, and she was determined to embrace it.

As graduation approached, she went to a conference with Headmistress Pelvanen to discuss her options in the outside world. They both agreed that hers was not a life of derring-do and adventure, but that she could still help out by becoming the secret support of heroes that needed her unique talents. Soon, Elizabeth found herself acting as a consultant to groups like the Justice Squadron and the Fabulous Five, but it was a new group, the Champions, that truly changed the course of her life.

Nighthawk had consulted with her about a series of Hieroglyphs found in a base once used

AUTHOR’S NOTE

Champollion/Rosetta is designed to offer GM’s a character at two different points in her development. As Champollion, she is admirably suited for a 200 point *Teen Champions* campaign, while as Rosetta, she provides an interesting character for a standard 350 point *Champions* game. More ambitiously, she could serve as a recurring character in an extremely long-running campaign. She could be one of the students the characters meet as a teenager while she is at the Ravenswood Academy, then become an asset after graduation, and further down the line, an ally.

Ravenswood Academy is covered extensively in *Teen Champions* and Nighthawk can be found in the *Champions* campaign book.

by Anubis. As the two poured over the sheets of glyphs, he began to look at her oddly. After a full day of that, she finally turned to the grim detective and snapped. “What are you looking at?!” He chuckled, a rarity in itself, but answered. “I’m trying to figure something out. How did you know to hand me the pen? Or that glass of water earlier? Or the half a dozen little things you’ve been predicting since I got here?” She sat in stunned silence for a moment, all of her anger gone as she pondered the question. “You looked thirsty?” He chuckled again. “In a full face-concealing mask, I looked thirsty?” She just nodded.

Over the next few weeks, Nighthawk returned to see her on several occasions, but this time to help her work out the new applications of her gift. It seemed she could read body language as easily as ancient texts. This new spin on her powers allowed Elizabeth to seriously consider the offer made by the grim detective. “I’ll train you for this game if you want it, but I can’t advise it.” He didn’t need her powers to know the answer before she practically shouted, “Yes!”

Two years later, a new superheroine took to the streets of Millennium City. Taking a cue from Nighthawk, she added a suit of light armor and a multi-purpose truncheon to her crime-fighting arsenal. She also looked for a new codename. Champollion served as her guide one last time as she took his life’s work to heart and dubbed herself “Rosetta.” Her first outing was at Nighthawk’s side as she helped him to clean out a small VIPER side nest that had popped up on the city’s borders. While she performed admirably, it’s earned her the enmity of that organization and they’ve been looking for some payback ever since.

Elizabeth is just getting started in “the game” as her mentor called it, but it’s one she intends to win.

Personality/Motivation: As Champollion, Elizabeth is a hard worker, dedicated to making the best of her abilities. She sees her role as one of support, not action. She knows she has a rare gift and tries her best to help out when it is needed. She does wish that she had a more active power, but she tries to remember the old saying, “They also serve, who only sit and wait.” In general, she is a friendly and polite young woman, a bit on the shy side and overawed by the abilities of her classmates. She seems to have almost no clue that she is a staggering beauty in the making, and carries herself with a relaxed air.

As Rosetta, Elizabeth is determined to make a difference. She is only now coming into the full spectrum of her powers, and she feels that she has to use them to help out those without her gifts. She still feels that she has to prove herself to her mentor and the world at large, however.

Elizabeth is more outgoing and self assured, but still feels a bit out of place in her new vocation. She has faith in her training, but next to someone like Sapphire, she still feels a bit inadequate. She does take some pride in her appearance after the last few years of intensive training and tend to dress “daringly” in midriff baring outfits and short skirts. Elizabeth is only just starting to figure out that the looks she draws are admiring ones.

Quote: As Champollion: “I think I have it figured out. It says, ‘don’t open under pain of death.’” As Rosetta: “No matter what language we say it in, you are going down.”

Powers/Tactics: Champollion possesses the ability to translate nearly any form of communication with a very good chance of success. She is no slouch in close combat, but she is more likely to try and avoid a physical confrontation or use her Martial Throw to redirect opponents to any of her more physical classmates. Out of combat, she has supplemented her translation skills with a keen understanding of cryptography. In addition to translating a language, she can decode it, a useful addition.

Rosetta is an accomplished Martial Artist and combatant who will usually spend the beginning of any combat avoiding her enemy’s attacks and looking for weaknesses. Once she has succeeded twice or gotten as much information as she can, she will strike hard and fast, usually using a Billy club-backed punch to inflict maximum damage. If she has allies, she will work to redirect combat as best she can, using her Throw to position others for attacks. She has a keen grasp of tactics and is usually able to size up her opponent in the opening moments of any combat. Out of combat, Rosetta has decided that knowing a language all of the time is even better than knowing it only when you see it or hear it. She’s become a bit of a polyglot.

Appearance: As Champollion, her costume is a Ravenswood Academy uniform, complete with Image Inducer and School Pin.

As Rosetta, she wears a form-fitting suit of light tan leather armor marked in triple bands of Greek, Hieroglyphs, and Demotic Egyptian red script around the neck, arms, and legs. In all three languages, it says “Rosetta,” repeated around the bands. She wears red gloves, boots, and belt, with the same language bands in tan on her boots and gloves. A tan half mask covers her upper face, with her long black hair spilling out from the top in a low ponytail and across her back.

Elizabeth is a stunningly attractive woman standing 5’4” in height, and varying in weight from 95 as Champollion, to 115 as Rosetta.

DIGITAL HERO #37

While younger, she had a slight “waif” quality to her, with large brown eyes and a slight build. After her training, she has packed on twenty pounds of smooth muscle, and has a grace that most dancers would kill to attain.

Rosetta



Champollion

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg; 2d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6(9)
15	CON	10	12-	
11	BODY	2	11-	
23	INT	13	14-	PER Roll: 14-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
16	COM	3	12-	
				Total: 3/7 PD (0/4 rPD)
				Total: 3/7 ED (0/4 rED)
				Phases: 3, 6, 9, 12
3	PD	1		
3	ED	0		
4	SPD	12		
6	REC	2		
30	END	0		
24	STUN	0		

Total Characteristic Cost: 77

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Swimming: 2"/4"

Cost	Powers	END
8	<i>Ravenswood Costume:</i> Armor (4 PD/4 ED); OIF (-1/2)	0
15	<i>Image Inducer:</i> Shape Shift (Sight Group), Instant Change, 1 Continuing Fuel Charge lasting 1 Day (+1/2); IAF (-1/2) [1cc]	
13	<i>School Pin:</i> Mind Link , Specific Group of Minds, No LOS Needed, Number of Minds (x16); Only With Others Who Have Mind Link (-1), IAF (-1/2), Affected as Radio and Hearing Groups, not Mental (-1/2)	0

Talents

6	<i>Stepping Aside:</i> Combat Luck
22	Universal Translator 16-

Skills

Martial Arts: Self-Defense Instruction

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Dodge	—	+5	Dodge, Abort
5 Kick	-2	+1	6d6 Strike
4 Punch	+0	+2	4d6 Strike
3 Throw	+0	+1	2d6+v/5, Target Falls
7 <i>Sidestepping:</i> +3 with DCV; "Luck" Limitations as per Combat Luck (-1/2)			
3	Breakfall	14-	
3	Computer Programming	14-	
7	Cryptography	16-	
3	Deduction	14-	
3	KS: Linguistics	14-	
2	KS: Literature	11-	
3	Lipreading	14-	
3	SS: Mathematics	14-	
3	Systems Operation	14-	
3	Tactics	14-	
3	Teamwork	13-	

Total Skills & Powers: 123

Total Cost: 200

100+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable, Major, Unusual Senses)
20	Hunted: Ravenswood Staff 11- (Mo Pow, NCI, Mildly Punish)
20	Psychological Limitation: Code Against Killing (Common, Total)
15	Psychological Limitation: Needs to Prove Herself (Common, Strong)
10	Psychological Limitation: Wishes She Had "Real" Powers (Common, Moderate)
15	Social Limitation: Secret Identity (Frequently, Major)
15	Social Limitation: Minor (Occasionally, Minor)
5	Unluck: 1d6

Total Disadvantages: 200

DIGITAL HERO #37

Rosetta

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
23	DEX	39	14-	OCV: 8/DCV: 9(12)
20	CON	20	13-	
12	BODY	4	11-	
23	INT	13	14-	PER Roll: 14-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
6	PD	2		Total: 6/12 PD (0/6 rPD)
6	ED	2		Total: 6/12 ED (0/6 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
32	STUN	0		

Total Characteristic Cost: 126

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 2"/4"

Cost	Powers	END
15	<i>Billy Club</i> : Multipower, 30-point Reserve; OAF (-1)	0
1u	1) <i>Club</i> : HA +3d6 (7d6 with STR); Hand Attack (-1/2), OAF (-1)	1
1u	2) <i>Hurled Club</i> : Energy Blast 6d6; 1 Recoverable Charge (-1/4), Lockout (Cannot Use Any Other Slot in Multipower Until Charge is Recovered, -1/2), OAF (-1)	[1rc]
1u	3) <i>Swingline</i> : Swinging 10"; OAF (-1), Lockout (-1/2)	1
1u	4) <i>Hanging on to Projections</i> : Clinging; Cannot Resist Knockback (-1/4), No Movement Allowed (-1/2), OAF (-1), Requires A STR Roll (-3/4)	0
13	<i>Body Reading</i> : Find Weakness 11- with Martial Arts/Billy Club; Only Works Against Sentient Beings with "Body Language" (-1/2)	0
12	<i>Armored Costume</i> : Armor (6 PD/6 ED); OIF (-1/2)	0
Talents		
6	<i>Stepping Aside</i> : Combat Luck	
24	Universal Translator 18-	
Perks		
4	<i>Mentor</i> : Contact: Nighthawk (Very Useful, Limited by Identity, Good Relationship) 11-	
2	<i>The Woman Who Can Translate Anything</i> : Reputation (The Superhero Community) 11-, +2/+2d6	

Skills

Maneuver	OCV	DCV	Notes
4	Block	+2 +2	Block, Abort
4	Dodge	— +5	Dodge, Abort
5	Kick	-2 +1	10d6 Strike
4	Knifehand Strike	-2 +0	HKA 2d6
4	Punch	+0 +2	8d6 Strike
4	Tien-Hsueh Strike	-1 +1	3 1/2d6 NND
3	Throw	+0 +1	9d6+v/5, Target Falls
8	+2 Damage Classes (added in)		
1	Use Art with Clubs (Block, Dodge, Punch, Throw)		
16	<i>I Can Read You Like a Book</i> : +4 with All Combat; Requires an Analyze Roll (-1/2), Only Works Against Sentient Beings with "Body Language" (-1/2)		
10	<i>Sidestepping</i> : +3 with DCV; "Luck" Limitations as per Combat Luck (-1/2)		
5	+1 with DCV		
3	+1 with Martial Maneuvers		
3	+1 with Billy Club Multipower		
3	Acrobatics 14-		
7	Analyze Combat Technique 16-		
3	Breakfall 14-		
3	Computer Programming 14-		
7	Cryptography 16-		
3	Deduction 14-		
10	Defense Maneuver IV		
5	KS: Linguistics 16-		
2	KS: Literature 11-		
2	KS: World History 11-		
3	Lipreading 14-		
3	SS: Mathematics 14-		
3	Systems Operation 14-		
3	Tactics 14-		
3	Teamwork 14-		
3	Linguist		
1	Language: Arabic (Conversational)		
1	Language: Coptic (Conversational)		
1	Language: Dutch (Conversational)		
1	Language: French (Conversational)		
1	Language: German (Conversational)		
1	Language: Mayan (Conversational)		
1	Language: Japanese (Conversational)		

Total Skills & Powers: 224

Total Cost: 350

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable, Major, Unusual Senses)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Harshly Punish)
- 20 Psychological Limitation: Code Against Killing (Common, Total)
- 15 Psychological Limitation: Needs to Prove Herself (Common, Strong)
- 15 Psychological Limitation: Needs to Make Things "Better" (Common, Strong)
- 15 Social Limitation: Secret Identity (Frequently, Major)
- 10 Rivalry: Other Martial Artists (Professional, Mo Pow, Seek to Outdo, Rival Aware)
- 45 Experience Points

Total Disadvantages: 350

