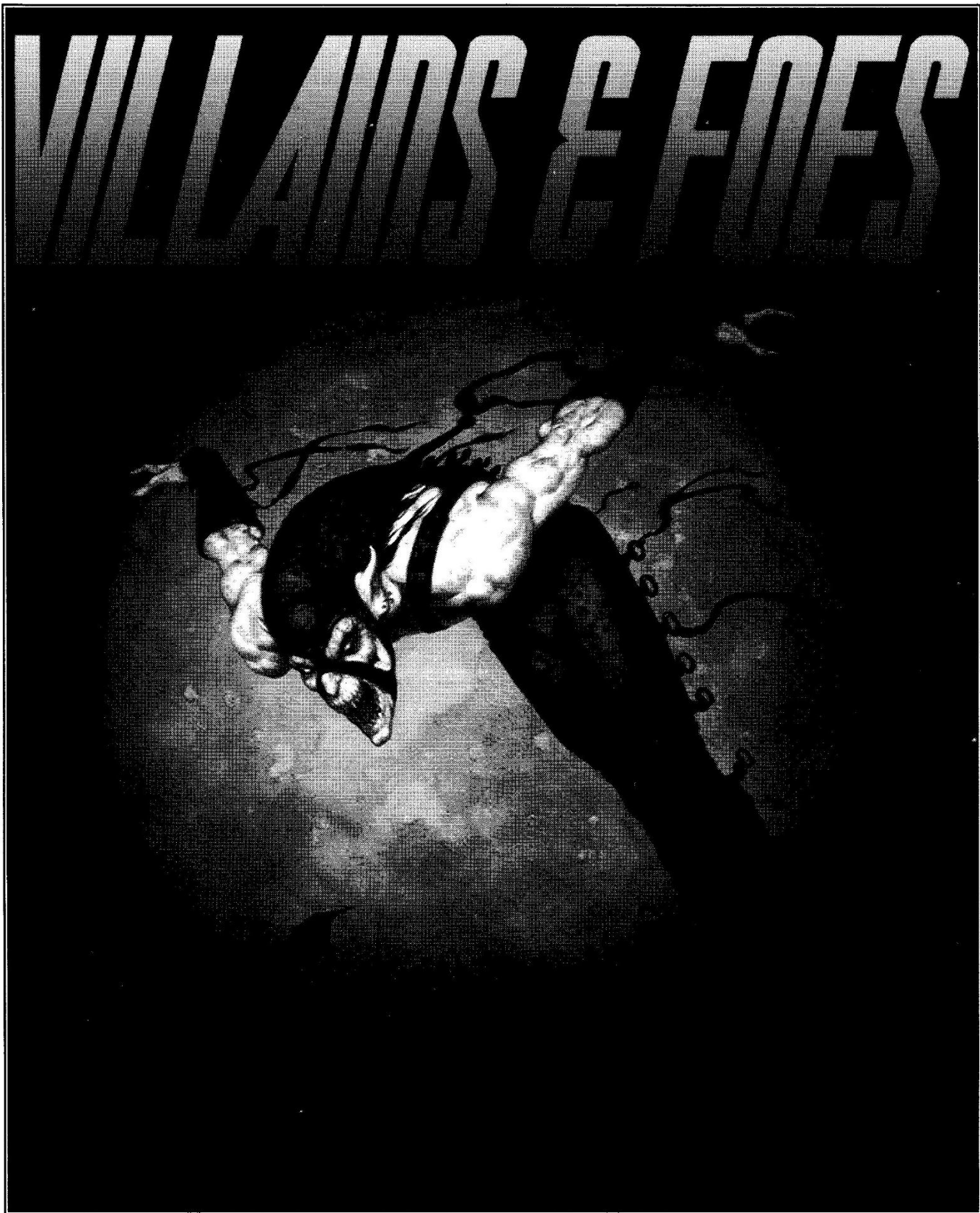


VILLAINS & FOES

by Kevin Long



MYRMIDON PRESS



a Sourcebook for **Cosmic Enforcers™**

MYRMIDON PRESS™

Dedicated to my true love, D'Anne, and to our beautiful daughter, Haleigh.
--Kevin Long

Special Thanks to: Mike O'Connor, Kevin Kirsten, and Vince Martin, for their friendship and moral support.

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--Myrmidon Press

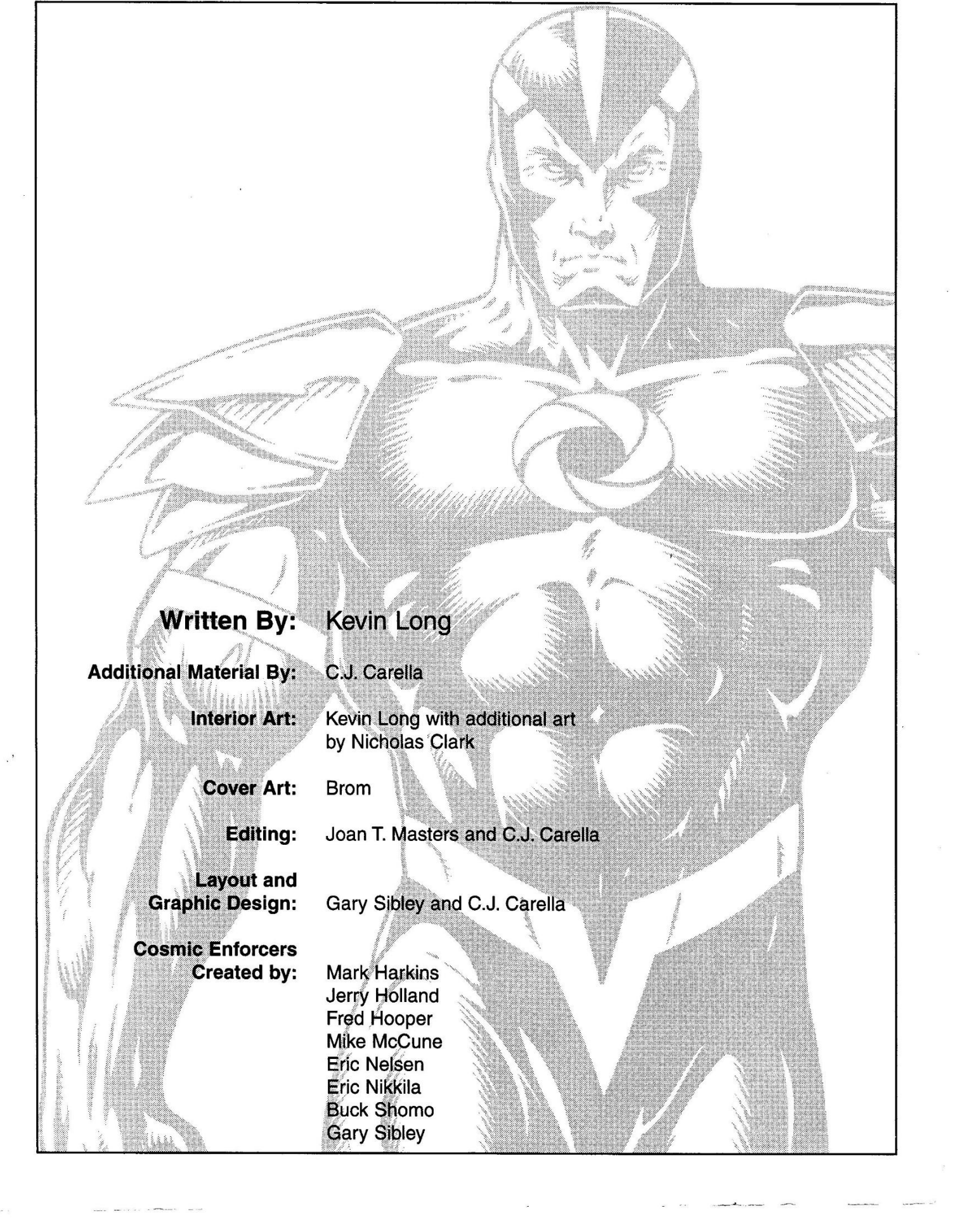
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* For a listing of errata contained in **Cosmic Enforcers**, send a request to:

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Introduction

Villians and Foes is the first edition to the *Cosmic Enforcers* Universe. In these pages you will find new opponents, equipment and powers to use in your games.

This book also marks the return of Kevin Long to the RPG field. Kevin has plans for a number of *Cosmic Enforcers* supplements, and will also contribute to the development of other product lines at Myrmidon Press. We at Myrmidon are very excited about Long's plans and we think that this work is some of his best work to date, both as a writer and and artist.

Please note that this book depicts unique villians designed to challenge the players and some of these opponents transcend the character creation rules outlined in the *Cosmic Enforcers* basic book. Rules for player characters using multiple archetypes and other unique abilities will be covered in future supplements.

Due to space considerations, we had to leave out some material, including new alien race descriptions and archtypes like the Spirit Lord. They will definately appear in the next *Cosmic Enforcers* supplement.

Myrmidon Press has big plans for the future; *Villians and Foes* is the first product of the "new" Myrmidon, with new staff members and freelancers, and an ambitious release schedule. This summer will see the release of a new RPG line, the *Witchcraft RPG*, and supplements for it an the *Cosmic Enforcers* line. We are working with such talented freelancers as Kevin Long, R. K. Post and Fred Hooper, and C.J. Carella (writer of over a dozen books for several RPG companies) has joined our writing and editorial staff. Things are looking up for us.

For now, enjoy this book. We hope you will find it useful and entertaining both for an *Enforcers* campaign or for other super-heroic games. Step into your battlesuit, power up your systems, and charge in with blazing lasers!

About the Author

Raised in Battle Creek, Michigan, Kevin Long moved to Detroit, where he studied graphic communications at the Center of Creative Studies. After college, he worked an advertising for five years. He joined the RPG industry when he became the staff artist at Palladium Books, where he worked for eight years. Currently, Long is working as a freelance artist and game designer. His work has appeared in books by FASA and Myrmidon Press.

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Section One:
New Villains and Foes



New NPC Races

DEADBORE CRYSTALS & THE DEADBORE CRYSTAL CORPSES

Deadbore Crystals are crystalline life forms of extremely low intelligence that have shown up on every planet that makes use of the Quantum Gates. On Earth, they are known as Deadbore Crystals due to their ability to bore through soil and rock in search of recently dead or buried corpses. Once a suitable body is found, they imbed themselves into the back of the throat and reanimate the dead corpse which digs itself free and wanders aimlessly in search of live victims to kill. They seem to have no purpose other than to kill. Some have speculated that they kill in order to create more bodies for others of their kind to animate. Others believe them to be the deadly war

machines of a long dead race that outlived their creators. Whatever the reason, the Deadbore Crystal Corpses are a deadly menace that are found world-wide.

The reanimated corpses will be in differing states of decay and usually announce their presence in advance by the putrid stench emanating from their decayed flesh. All the Deadbore Crystal Corpses can unleash deadly beams of magical destruction from their eyes and mouth, and have the ability to cause extreme pain with just their touch. The imbedded crystal has also enhanced the strength and speed of the frail-looking corpses. Many adventurers have died by underestimating how strong and fast the crystal-animated bodies are.

Besides destructive energy beams, the Deadbore Crystal Corpses have the ability to numb the mind of a character with the glow from their eyes and mouth. They basically hypnotize the character to willingly come to them to be killed. Speculators believe the corpses wish to kill the person with as little damage as possible to the victim's body. Adventurers who have survived encounters with the deadly creatures recommend not looking into their decaying faces if at all possible.

Another deadly and possibly fatal encounter includes the transmission of diseases if scratched or bitten by one of the corpses. Within twenty-four hours, the victim will begin to suffer bouts of nausea, dizzy spells, headaches, debilitating hallucinations, with a real possibility of coma or even death. Until the character seeks medical attention or is healed in some other way, he will suffer penalties of -4 to Constitution, Speed, and to Hit, plus a -3 to Agility, and a -10 to his Hit Points every 12 hours.

Since the strange crystals themselves are indestructible the only recourse left to stop the walking dead is to destroy the body of the creature. But, this is not an easy task since the crystal has imbued its dead host with partial invulnerability. One must be careful of the head even if the arms, legs, and torso have been destroyed. The Deadbore Crystal Corpse's head will still have use of its deadly disruption beams and domination abilities. Once the thing's mobility is restricted it is easy to finally destroy the head surrounding the crystal and remove it. One must be quick since the



crystal will instantly start to bore into the ground in search of another suitable host body. To capture the crystal before it burrows into the ground, one must do so at the exact instant that the Hit Points reach zero. Capturing a crystal requires a successful Hard Task roll, in order to time the capture correctly. Once captured and without a dead host, the Deadbore Crystal is harmless (unless one knows how to tap its energies), but will attempt to escape back into the soil if not properly packed away in a steel container filled with water. The crystals are unable to spin when handled by living flesh or while immersed in water. Captured crystals command a large amount of credits on the black-market due to the fact that its powers can be tapped by a powerful mage with the necessary knowledge of doing so. The highest concentration of the crystals is purchased by the mysterious Coven.

The Galactic Alliance has forbidden the sale or ownership of Deadbore Crystals with a penalty of death or life-imprisonment in one of the Alaskan High Security Containment Stations. The law is generally unenforced due to the Galactic Alliances' other more pressing problems.

The Deadbore Crystal Corpses can be found in nearly every corner of the globe, with the highest concentrations being in areas that were especially devastated by the war. Berlin, Los Angeles, Florida, the Kansas/Nebraska/Oklahoma battlefields, Calcutta, parts of England, Beijing, and others, have attracted the deadly creatures due to the high number of death's that still occur and the multitude of buried corpses surrounding those areas. The Galactic Alliance and a majority of the corporate cities have now made cremation mandatory after the death of a loved one due to the danger posed by the Deadbore Crystals.

GM Note: The Deadbore Crystal Corpses usually travel in packs of 3 to 10 individuals.

TAPPING THE ENERGIES OF A CAPTURED DEADBORE CRYSTAL:

To tap the energies of a captured Deadbore Crystal requires the knowledge of an ancient race now extinct, known as the Jidamm. It is speculated that the Jidamm created the crystals for a war with another race, but was destroyed by their creation as well. Rumor has it that the Tyldeer discovered the extinct world of the Jidamm, found ancient texts of magic, and unwittingly unleashed the Deadbore Crystals on the universe.

After translating the ancient Jidamm texts, the Tyldeer discovered that the curious crystals that permeated the soil of the dead race's world, could

Deadbore Crystals and Deadbore Crystal Corpses

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
30	15	18	28	4	20	1	150	100

Race: Human, Alien, or Animal corpse (majority are Human)

Ht: varies with race or species

Wt: varies with race or species

Real Name: unknown

Bash Resistance: 30

HtH Damage: +4d6

Attitude: none

Spells: The Deadbore Crystal has three magic spells that it can only use while attached to an animated corpse:

Pain Touch

Domination

Disruptive Beams

Blast Resistance: 30

Actions per Turn: 4

Morality: none **Order:** none

Skills: The Deadbore Crystal has a limited intelligence, but automatically gives the animated corpse the following skills:

(15) Brawling

(10) Climbing

(10) Dodge

(20) Magic: Sorcery

Natural Abilities: The Deadbore Crystals have four natural abilities:

Burrow through rock and soil

Animate and Preserve Corpse

Unaffected by Mental, Spirit, or Magic attacks

Invulnerability, with partial invulnerability passed on to the animated corpse

Money: None

Allies: Other Deadbore Crystal Corpses

Enemies: Everybody or anything alive.

Appearance: Walking corpses in varying degrees of decay, with glowing green eyes and mouth.

Base of Operations: Indigenous to every world that uses the Quantum Gates. Usually concentrated in areas with a high death rate or with a high concentration of corpses.

be tapped for unheard of magical powers. Intrigued, the Tyldeer excavated hundreds of thousands of the crystals and brought them back to Tsalkaheri. Soon after their arrival on the Tyldeer homeworld, escaped crystals began animating corpses of the dead and killed thousands more. Since then the Tyldeer have tried to change the ancient rituals for burying the dead, but old traditions die hard. Few, if any, Tyldeer cremate their professional colleagues (there is no family units on Tsalkaheri only profession guilds which become the Tyldeer's family), preferring the old

Deadbore Crystal Spells: The Deadbore Crystal has three magic spells that it can only use while attached to an animated corpse: Pain Touch, Domination, and Disruptive Beams.

Pain Touch

Spell Points Required: 1
Range: Touch
Affects: 1 Target
Duration: 2 Turns

If touched by a Deadbore Crystal Corpse, the victim suffers 6D6 points of Spirit Damage and a -4 to Initiative, -4 to Dodge, and -3 to Hit for 2 Turns.

Domination (3 Chances for Saving Throw)

Spell Points Required: 12
Range: Line of Sight
Affects: Up to 2 targets
Duration: Up to 1/2 hour.

The Deadbore Crystal Corpse attempts to take control of one or two victims. Once the crystal has control of a victim it will order them to come to it. The victim will hear a scratchy and hollow voice in their head commanding "Comeeee", over and over. The victim gets three chances to break free of the hypnotic command before they unwillingly go to their death (Roll a savings throw vs. Magic). If the first try fails, the player gets a second try with a penalty of -1 subtracted from his saving roll. If that fails, they get a third try with a penalty of -2 to their savings roll. If all three rolls have failed, the character will go to the animated corpse and be killed for another Deadbore Crystal to animate his corpse. Of course, if the rest of the group destroys the Deadbore Crystal Corpse before the character reaches its outstretched arms the hypnotic spell is broken. After breaking free of the Domination spell, the character will suffer penalties of -4 to Initiative, -4 to Dodge, and -3 to Hit for 2 Turns.

Disruptive Beams

Spell Points Required: 8 per shot
Range: 350 ft (105 m)
Affects: 1 Target
Duration: None

The Deadbore Crystal Corpse can fire Disruptive Beams of magical energy from its eye sockets and mouth. The beams inflict 10D6 + 10 Blast Damage to the victim.

ways. Consequently, the planet is overrun with the crystal animated corpses. Of course, the Tyldeer vehemently deny any of these rumors. But, since the great majority of mages with the Jidamm knowledge of tapping the crystal's powers are Tyldeer, the rumors are probably true.

Using the ancient Jidamm incantations and spells, a Mage can tap into the crystal and draw on its powers to compliment his own and to wield powerful new magic. The majority of the powers granted by the crystal are dark magic and usually corrupt the Mage (Both Morality and Order drop below 3). There are rumors that wielding the crys-

tal and it's powers cause much more horrifying side-effects than just corruption of the soul.

In order to tap the crystal's dark energies, the Mage uses a Jidamm spell that attaches the crystal to the his upper chest, just below the neck. Once attached, and with the necessary knowledge of tapping the crystal's powers, the Mage gains an additional 100 Spell Points, +10 to Spirit, Mental, and Magic resistance, a greater Bash/Blast resistance of +50, increased strength and speed of +10, and the following spells that fall into the Magic: Sorcery category: Dead Eyes Opened; Control Deadbore Crystal Corpses; Rot Living Flesh; Induce Rigor Mortis; Dead Crawl; Disruptive Eye Beams, Death Glance, and Domination: Major (See New Powers section for stats).

The penalties for wielding the Deadbore Crystal can be severe. The Mage's new Bash/Blast total, while impressive, can only be recovered at half the rate of other Archetypes. If during battle, the Mage suffers total loss of his Bash/Blast Resistance points, he then starts taking Damage to his Hit Points and loses two (2) Hit Points for every point of Damage inflicted upon him. When his Hit Points are depleted to below 50, the Mage's body begins to crumble into dust with every blow of Bash/Blast Damage. At 30 Hit Points left, the Mage's life essence is sucked into the Deadbore Crystal attached to his body's chest (He can still control his now dead and badly damaged body until all it's Hit Points are gone). The Mage's intelligence and will is greater than that of the crystal, and therefore takes over and destroys the original essence within the magical gem. The Mage has now become a Deadbore Crystal, but with his awesome magical abilities and intelligence still intact (crystals with the trapped essence of a Mage are known as Greater Deadbore Crystals). Unfortunately, he is unable to wield those powers unless he finds a host body. Since he is unable to possess a living host, he must resort to animating the dead.

As a Greater Deadbore Crystal, the Mage can be captured just like other lesser Deadbore Crystals. If captured, tapped, and attached to another Mage, the crystal trapped Mage can induce a battle of Wills for control of the tapping Mage's body and mind. If the crystal-trapped Mage is successful in the battle of Wills, he takes over control of the losing Mage's body and gains his Spell Points and spells, and has 30 points of Bash/Blast Resistance and 100 Hit Points (Hit Points are unrecoverable when depleted). As before, once his host loses its Hit Points, he is only a crystal with no body and no ability to wield his powers. He must search for

Natural Abilities of the Deadbore Crystal: **Burrow Through Rock And Soil**

The Deadbore Crystals have the natural ability to burrow through both rock and soil. The crystals are teardrop shaped with one end larger than the other. Screw-like threads running from the front to the back of the crystal allow it to bore through soil, rock, and buried metal while spinning at a high rate of speed. Top Speed While Burrowing: 70 mph (112 kph).

Animate & Preserve Corpse

Spell Points Required: None, natural ability.

Range: Touch

Affects: 1 corpse per crystal.

Duration: Until the corpse's Hit Points are depleted.

The Deadbore Crystals can animate the dead after imbedding themselves into the back of the corpse's throat. Once imbedded the crystal prevents the corpse from continuing to rot, but can't stop the horrible stench of decay. Also bestows every corpse with the attributes listed above.

Unaffected By Mental, Spirit, or Magic Attacks

Spell Points Required: None, natural ability.

Range: Self

Affects: Self

Duration: None

The Deadbore Crystal itself is immune to any Mental, Spirit, or Magic attacks. Psionic and Paranormal Powers also do it no harm, it's invulnerable. The corpse, on the other hand, can take damage, but is also immune to any Mental or Spirit Damage.

***Note:** There are ways to magically tap its energies once captured, but only the most experienced Mages

dare try due to the dangers.

Invulnerability, With Partial Invulnerability Passed Onto Animated Corpse

Spell Points Required: None, natural ability.

Range: Touch

Affects: 1 corpse per crystal.

Duration: Until the Bash/Blast points are depleted.

Unattached to a corpse, the Deadbore Crystals are invulnerable and cannot be destroyed. Imbedded in the back of the corpse's mouth, the crystal is still invulnerable and passes its invulnerability partially onto the corpse that it is animating. The corpse gets a one time Bash/Blast Resistance total of 30. The more the corpse's Hit Points are depleted, the more the corpse starts to fall apart and crumble into dust. When the corpse's Hit Points are depleted to 35, it will have lost its arms and hunks of its chest cavity. Upon reaching 20 Hit Points, the torso is nearly gone with the head attached to the spine running down to the hips. The corpse has also lost its lower legs, but is still able to skitter around balanced on its knees. At 10 Hit Points left, the corpse is nothing but a head and neck attached to a spine lying on the ground. It can still turn its head from side to side. At 5 points, the spine is gone and the head and partial neck is unable to move, but can still use its powers if someone walks into range. By 2 Hit Points left, the head is halfway gone and crumbling to dust. If the Hit Points reach zero the Deadbore Crystal will burrow into the ground in search of another corpse to animate.

***Note:** The crumbling corpse can still use its Domination power and fire its deadly Disruption Beams up until there are 2 Hit Points remaining.

another suitable host (a corpse). If the crystal-trapped Mage loses the battle of Wills with the tapping Mage, the Greater Deadbore Crystal Mage's Spell Points and powers are the victor's to command. He also gains all the abilities and spells bestowed by the captured Deadbore Crystal as described above. He will also suffer the same penalties, and when his essence is sucked into the crystal another battle of Wills will ensue with the first trapped Mage. The loser is destroyed.



GATE DEMONS - A Hyperspace Menace

The Gate Demons are a fairly new menace to travelers crossing through the Quantum Gates. No one knows where they came from or why they attack hyper-jumping ships. Some have speculated that the creatures were placed there by the Drakkha in retaliation for their defeat in the Earth war.

The strange creatures reside in the unstable confines of hyperspace between the Gates. They live without an atmosphere to breathe or environment suits to protect them from the cold of hyperspace. They are extremely tough, taking several laser blasts or particle bursts and shrugging them off as an Earther would a gnat. They have also displayed some limited magical abilities, which include some unheard of spells.

The Gate Demons resemble the gremlins of Earth legends that were said to attack bombers over Europe during WWII, except with one dif-

ference. These creatures are much more insect-like than the fairy tale monstrosities, with a hard exo-skeleton, powerful jaws filled with large teeth, and fearsome looking claws. They use their teeth and claws to attack the hyperspace jumping ships, slicing through metal and composites as though it were butter. The creatures seem to concentrate on the drive engines, external power conduits, and communication systems. They have been known to remove large chunks of the outer hull and shut down several engines on Capital-Class battle cruisers. The Galactic Alliance cruiser *Ferocious* and her crew of two thousand recently disappeared on a Quantum Gate jump to the Tyldeer homeworld. *Ferocious's* disappearance has been attributed to the Gate Demons. Several other races have complained of similar disappearances. All Galactic Alliance ships have recently been fitted with extra external weaponry to fend off the pesky creatures.

GM Note: At this time, the Gate Demons will only be encountered in hyper-space between the Quantum Gates. They usually travel in groups ranging from 3 to 8 when attacking small to medium-sized spacecraft and as high as 50 or more to attack a large-sized battle cruiser or transport. Also, the Gate Demon's Power Levels, Hit Points, Spell Points, Bash/Blast, and Skill Levels can never increase, but can they can recover Hit Points and Spell Points in the normal manner. The secret behind the Gate Demons, their dominated victims, and the fate of the *Ferocious* and several other missing ships will be revealed in a future **Cosmic Enforcers** supplement due in 1997.



Gate Demon Spells:

Snakes For Innards (Saving Throw)

Spell Points Required: 10

Range: Line of Sight

Affects: 1 Target

Duration: 3 Turns

With this spell the Gate Demon has the ability to cause the victim to feel as though 30 or more snakes are slithering within his abdomen. If the victim fails his saving throw, he is in extreme pain and discomfort and takes 6D6 Bash Damage per Turn that the spell is in effect. The victim also suffers -6 to Initiative, -8 to Speed, -6 to Dodge and Hit, and -10 to Hit Points while the spell is in effect.

Boiling Blood (Saving Throw)

Spell Points Required: 12

Range: Line of Sight

Affects: 1 Target

Duration: 2 Turns

By invoking this spell the Gate Demon can cause the victim's blood to boil. If the victim fails his saving throw, he suffers extreme pain as his blood begins to bubble and boil and takes a total of 15D6 Bash Damage and suffers -8 to Initiative, -8 to Speed, Dodge, and to Hit for 2 turns while the spell is in effect. The victim also suffers -15 to Hit Points (can be recovered in the normal manner).

Domination Brand

(3 Saving Throw Opportunities)

Spell Points Required: 5

Range: Touch

Affects: 1 Target

Duration: Unlimited

If the Gate Demon is able, it will brand its victim with the smoldering pitchfork symbol on its forehead. If branded, the victim will become the willing partner of the Gate Demons by attacking his friends and helping the Demons attempt to take control of the ship. The victim gets three saving throw chances to break free of the Domination spell, the first as soon as he is branded, the second after 3 Turns, and the third after 6 Turns. If he fails all three attempts, the character will depart with the Gate Demons when they retreat or leave with them if they are successful in taking over the ship (The player **must** roll a new character, this one is not dead, but lost to him/her). If the character is successful in breaking the brand's hold on him, he is woozy and will suffer a -3 to Initiative, -5 to Speed and Dodge, and a -10 to Hit Points (can be recovered in the normal manner).

Gate Demons

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
30	17	24	21	20	20	3	80	120

Race: unknown

Real Name: none

Ht: 5'6"

Wt: 140 lbs.

Age: unknown

Bash Resistance: *20

HtH Damage: +4d6+10

Attitude: Maniac

* all Bash/Blast damage is halved

Blast Resistance: *20

Actions per Turn: 3

Morality: 1

Order: 1

Spells:

(10) Detect Power

(10) Spirit Shielding

(10) Telekinesis

(10) Invisibility

Unique Spells and Powers:

Magically Enhanced Strength

Bash/Blast Resistance

Toughness

Gate Demons also know three magical spells that fall under the school of Sorcery. All are unavailable to player characters at this time:

Boiling Blood

Snakes for Innards

Domination Brand

Skills:

(20) Acrobatics

(15) Brawling

(15) Dodge

(20) Magic: Mysticism

(20) Magic: Sorcery

(20) Meditation

(15) Pilot: Spacecraft

(15) Stealth

(40) Survival: Zero Gravity

(20) Survival: Low Gravity

(35) Survival: Toxic

(20) Survival: Subterranean

(25) Tactics

Gate Demon Natural Abilities:

Bite inflicts 12D6 Bash Damage

Claws (Hands & Feet) inflict 8D6 Bash Damage per swipe

Tail Swat does 10D6 Bash Damage

Tail Choke/Squeeze does 6D6 Bash Damage per Turn that the victim is choked or squeezed by the prehensile tail.

Can survive in Zero-Gravity environments for unlimited amounts of time.

Special Bonuses: +4 to any Will Contests, Immune to all diseases, Immune to all poisons and toxins.

Money: None

Allies: Unknown

Enemies: Any ship that travels through the Quantum Gates.

Appearance: Shiny grey-black insect-like creatures with glowing red eyes, toothy maws, and a prehensile tail. Hands and feet have large, deadly looking claws. Also has a strange glowing pitchfork-like symbol on their foreheads. Their glowing red eyes and the pitchfork-like symbol seem to smoke and smolder.

Base of Operations: Hyperspace inside the Quantum Gates.

Individual Villains and Foes



THE ATTRACTOR

The Attractor gained his amazing powers over magnetism while trying to commit suicide. Marko Renard was a scientist working on a new and powerful weapon system for the Galactic Alliance. The weapon, tentatively called the Lightning Maker, used two powerful mini-dynamos, a collection magnifier, and a large lightning rod-like barrel, mounted onto a grav-lev platform to fire bolts of man-made lightning. The Galactic Alliance hoped to use these weapons on the battlefields against Drakkha war vehicles.

While Renard was at work in a secret Galactic Alliance base, his wife and two young daughters were slaughtered by a band of cutthroat K-Loks. Depressed when told of his family's fate, he decided to commit suicide using his creation, the Lightning Maker. Turning the weapon on and setting the timer mechanism, he stepped in front of the barrel. When the timer went off, the twin dynamos whined and discharged a powerful bolt of electricity into the body of Renard. The electrical blast lifted him off his feet and slammed him into the wall behind him. His hair on fire and his clothes smoldering rags, Renard bounced off the wall with such force that it flung him back toward the weapon, where he landed on the twin dynamos. The electrical surge from Renard's charged body overloaded the dynamos and they exploded in a tremendous flash of energy.

Within minutes, rescue crews rushed to Renard's devastated lab. The Lightning Maker had been reduced to molten slag, and the lab's ceiling had collapsed killing an additional twelve people from the upper floor. Renard was presumed dead until he emerged from the rubble like some kind of phoenix. His clothes gone, Renard stumbled forward with his body charred and his hair burned away. The rescue crews were amazed that the scientist still lived through such destruction.

Renard was rushed to the burn unit of the local hospital. He had third and fourth-degree burns over ninety-five percent of his body. His throat and lungs were also seared by the intense heat of the explosion. Doctors predicted he wouldn't last through the night, but he did. Renard's body miraculously began healing itself at an accelerated rate. Doctor's were dumfounded when his burns were completely healed over within a two month period without

the need of skin grafts, ointments, etc. Though horribly scarred, Marko Renard lived.

Renard's super-powered abilities revealed themselves while he was still in the hospital receiving therapy for his depression over the deaths of his wife and daughters. While in group therapy, he had forgotten his pen and wished he had one. Suddenly, all the pens leapt out of the hands and pockets of the doctor and other patients, flew to Renard, and stuck to his body. Renard was as surprised as everyone else, but grew distraught when he couldn't remove the pens stuck to him. Upon thinking that he wished the pens would fall off, they did.

News of Renard's ability spread throughout the hospital. Doctors and scientists wanted to study him, and the media wanted to interview him. The Galactic Alliance sent military liaisons to evaluate Renard's potential as a military weapon. Everyone wanted a piece of him. All he wanted was to be left alone to mourn his family. In the middle of the night, he snuck out of the hospital and went into hiding.

Over the next two years, Renard lived like a bum, living off the land, sleeping in ditches and alleys, and eating discarded food out of dumpsters and landfills. During that time, he practiced using his powers and learned the strengths and weaknesses of each. In time, he had mastered them.

The longer Renard thought about the deaths of his family and the accident that disfigured him the more he blamed society and the Galactic Alliance. Bitter over his loss, Renard decided to use his powers to teach them all a lesson. Let them know what it's like to lose a loved one, a home, a job, or a life. He knew what it was like! Now, let them feel the pain he has had to endure the past few years!

The trauma caused by the loss of his family, his failed suicide, and the manifestation of his new powers all drove Renard's mind into the dank depths of madness. As the Attractor, he has stolen, killed, or destroyed nearly everything that has crossed his path. There is no rhyme or reason to his actions or the targets he chooses.

The Attractor

Archetype: Hero

Lvl. 10

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
25	11	10	16	24	23	6	175	-

Race: Human

Ht: 6'4"

Real Name: Marko Renard

Wt: 220

Age: 33

Bash Resistance: 40

Blast Resistance: 92

HtH Damage: +3d6

Actions per Turn: 3

Attitude: Maniac

Morality: 1

Order: 2

*Blast damage reduced by half

Powers:

- (13) Magnetic Manipulation
- (10) Power Leech
- (10) Blast Resistance
- (10) Toughness

Skills:

- (20) Brawling
- (15) Computer Programming
- (11) Computer Use
- (18) Dodge
- (15) Engineering: Weapon
- (15) Engineering: Mechanical
- (20) Meditation
- (15) Pilot: Ground Vehicle
- (11) Science: Physics
- (18) Stealth
- (15) Tracking
- (16) Weapon: Thrown

Special Bonuses: +2 to any Will Contest, +2 to save vs. magic, +7 points of Spirit Resistance, Immune to all diseases, Poison Immunity.

Special Items/Equipment: One Cybernetic Arm and Hand of his own design (Made of non-magnetic materials). The Attractor also has several pieces of shaped metal that orbit his head. These are just ornamentation that are controlled by his power over magnetism.

Money: 14,000,000 in credits stashed in a secret hiding place (He doesn't trust banks). It is sealed in a magnetically-fashioned armored metal sphere with no seams and walls 10 inches thick.

Allies: None, hates everybody.

Enemies: Everybody

Appearance: Horribly scarred with burns. Wears a purple outfit with a light blue cape, gloves, boots, and trim. His shoulder plates, belt, orbiting crown, and cybernetic arm are all highly polished and chrome-plated.

Base of Operations: Detroit, but occasionally visits Chicago and New York.

Powers Unique to The Attractor:

This power is unavailable to player/characters and allows the Attractor to magnetically rip open or tear apart metal objects, such as a suit of power armor. This power also allows him to collapse metal objects in on themselves, like power armor, by willing the opposing sides to have attracting polarities.

GM Note: Completely solid objects cannot be crushed; they must be partially hollow. Fragile objects inside the

metal container, such as a person in power armor, can be crushed and suffer 4D6 Bash Damage for every Phase that the Attractor wills the crushing to remain in effect. If the crushing continues for more than four Phases, the victim must roll a Hard Saving Throw every Phase to prevent a broken leg or arm. The object being crushed squeezes in a half inch (1.25 cm) and suffers 8D6 Bash Damage every Phase until either the Attractor wills it to stop or his concentration is broken. The Attractor must make a

Medium skill roll every Phase that he concentrates for the crushing to continue. If he takes any damage while concentrating he must make a Very Hard skill roll to continue the squeezing onslaught.

Rend & Crush Metal:

Range: 100 ft (30 m) + 10 ft (3 m) per level

Duration: Concentration

Skill Roll: Varies from Easy to Impossible (see below).

Easy: Sheet of metal half inch thick (1.25 cm)

Medium: Sheet of metal 1 inch thick (2.5 cm)

Hard: Sheet of metal 2 inches thick (5 cm)

Very Hard: Sheet of metal 3 to 5 inches thick (7.5 to 12.5 cm)

Impossible: Sheet of metal 5 to 10 inches thick (12.5 to 25 cm)

Accelerated Healing:

The Attractor has the ability to recover from his wounds quicker than a normal person. He can recover up to 15 extra points per day besides those recovered normally from rest and Meditation.

Cold Front

Archetype: Mage

Lvl. 15th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
11	13	16	11	23	22	8	102	202

Race: Human

Ht: 6'

Real Name: Bo Jurgens

Wt: 180lbs.

Age: 38

Bash Resistance: +20

Blast Resistance: +20

HtH Damage: +1d6

Actions per Turn: 2

Attitude: Paranoid

Morality: 4

Order: 3

Spells:

Magic Manipulation

Cold Weather Manipulation

Elemental Ice Manipulation

Elemental Shielding

Healing

Magical Senses

Skills:

(20) Brawling

(20) Combat Pilot: Spacecraft

(7) Computer Use

(13) Dodge

(20) Languages

(25) Magic: Elemental

(20) Magic: Healing

(18) Magic: Mysticism

(20) Meditation

(20) Pilot: Spacecraft

(12) Science: Astrogration

(25) Survival: Arctic

Special Items/Equipment: Cold Front's costume is made from Panoply Protective Cloth and gives him +20 Bash/Blast Resistance.

Money: Steals very little, but has almost \$1,000,000 credits frozen in a block of ice in his Arctic Base. Prefers stealing anything cold (Ice cream, ice, cold drinks, etc). After all, he's a raving lunatic!

Allies: None, doesn't want any.

Enemies: Devon White, Lancelot, the Galactic Alliance, the Cosmic Enforcers, the Posse, and anyone who won't give him what he demands.

Appearance: Good-Looking African-American with brown hair and eyes. Wears a pale blue costume with cobalt blue and white trim.

Base of Operations: The Arctic Circle

COLD FRONT

Bo "Ace" Jurgens was a highly decorated fighter pilot with an impressive record of over three hundred confirmed kills during the Drakkhan War. Shortly after the war he volunteered to be the first human being to travel through one of the newly opened and functioning Quantum Gates. Unfortunately, the gate was one-way and didn't allow Bo to return. Years later, he was pronounced missing in action and given a heroes funeral.

But, Bo Jurgens didn't die. His ship damaged beyond repair, Bo was marooned on a long dead planet whose civilization had passed on eons ago. All that remained was the over-grown ruins of the once proud race. Luckily, the planet did have some plant life that was edible and a few strange looking and odd-tasting animals that provided meat. He had food and lodging in a warm climate, all that was lacking was companionship until his rescue.

Unknown to Bo at that time was the fact that his new home had been hit by an asteroid eons ago that altered its axis and knocked the planet into an elliptical orbit. Due to the planet's greatly altered orbit and axis, the warm weather lasted only three weeks, twice a year. The rest of the year was bitterly cold with temperatures dipping twenty degrees below zero the majority of the time. Bo was ill-prepared for that first winter and nearly died from starvation and exposure.

In his explorations of the dead city, Bo found an ancient library with thousands of texts written in an indecipherable language of hieroglyphic-like printing. The majority of the books in the library had either turned to dust or rotted away, but several of the books survived intact and it took Bo four years to finally decipher the lost language.

It seems that the Taquaar, as the long-dead race was known, were adept in the mystic arts of

magic. After the asteroid disaster, the Taquaar spent a great deal of time creating new spells that let them master the cold weather. They also tried to create a powerful spell that the entire race would invoke at the same time hoping to alter the planet's orbit and axis back to their original positions. There were fears among the Taquaar that a spell of that magnitude could destroy the entire race. Obviously, those fears were fulfilled...the Taquaar had vanished into thin air (see GM Note below).

Bo poured over the books of magic until he knew them by heart, and spent the next nine years perfecting his new-found mystic powers. Like the Taquaar before, he mastered the cold weather spells and with them mastered the weather. He learned to love the bitter-cold winters and grew ever more tolerant of their freezing effects. Sadly though, the thirteen years spent in isolation, with no companionship, had unhinged his mind. Bo Jurgens, one time war hero, was a raving lunatic!

Bo was rescued by a Scrytar exploratory expedition interested in the Taquaar's dead planet. While digging through the ruins of the long dead race, they discovered a frightened Bo Jurgens hiding in an abandoned Taquaar home. Coaxing the marooned human from his hiding place, the Scrytar led him back to their ship and fed and bathed him. It wasn't long before the aliens realized that Bo had gone mad, but he proved invaluable in the Scrytar's explorations of the planet. Several months later, the Scrytar ship lifted off from the dead planet and made the jump through the Quantum Gate. Bo Jurgens was finally on his way home.

Upon his return to Earth, Bo was placed in a mental hospital near Atlanta. Bo kept screaming that it was too hot and kept ripping his clothes off for relief from the heat. Two days later he escaped and wasn't heard from again until months later when he arrived in New York Harbor, in the middle of summer, riding a huge iceberg. The Nu-Tech media made big news of it and carried Bo's raving demands globally. Calling himself Cold Front, Bo demanded every bucket of ice cream, every sno-cone, fudge bar and push-up in New York be given to him or he'd deep freeze the entire city. The gathered crowd on the docks laughed aloud at Cold Front's demands; infuriating him. They all stopped laughing when suddenly a massive blizzard blew in and started covering the docks and buildings of New York in a thick blanket of snow. The harbor



itself was starting to freeze over. Suddenly, Lancelot appeared. Armor glistening in the falling snow, he attacked Cold Front, and after a bitter struggle, Cold Front retreated and disappeared in a blinding blizzard. Hundreds of the spectators were hurt or dead from the battle. Blame for the casualties was put on Cold Front, but in reality Lancelot was the real culprit. The majority of the casualties were the result of Lancelot's power sword "Destroyer" and his aloofness toward innocent bystanders. Of course, Nu-Tech paid off the families of the dead and injured and digitally altered the video of the battle to hide the real facts from the public.

Cold Front makes his home in the Arctic Circle in an underground ice fortress. From time to time

he ventures beyond the confines of his icy home and wreaks havoc on the world. He has plans of plunging the world into another Ice Age by using the Taquaar's powerful spell (known only to him) to alter the Earth's orbit and axis.

GM Note: The Taquaar did not perish. Instead of invoking their spell to alter their planet's orbit and axis, they invoked a mass teleportation spell which took them to a different system a half light year away. Unfortunately for Bo Jurgens, the book holding that spell fell victim to time and rotted away forcing Jurgens to wait thirteen agonizing years for his rescue. The Taquaar were discovered shortly after Jurgens' rescue and are awaiting acceptance into the Galactic Alliance.

Disintegrator

Archetype: Hero

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
14	10	16	16	21	17	12	103	

Race: Human Ht: 5'9"
 Real Name: Gordon Phelps Wt: 175 lbs. Age: 29
 Aliases: Phillip Green, Steve Albright

HtH Damage: +1d6 Actions per Turn: 3
 Attitude: Wisecracker Morality: 2 Order: 2

Powers:	Skills:
(13) Disintegration	(20) Brawling
Force Field	(11) Computer Programming
Blast Resistance	(15) Computer Use
Toughness	(17) Dodge
	(15) Persuasion
	(10) Pilot: Ground Vehicle
	(13) Science: Metallurgy
	(16) Science: Physics
	(18) Stealth
	(20) Tracking
	(16) Weapon: Energy Pistol

Special Items/Equipment: A pair of special Focusing bands and headgear.

Money: Has 18.2 million credits in secret bank accounts in Geneva. Has another 2.2 million invested in Krupps and NuTech Industries. Always has 400,000 credits stashed away for emergencies.

Allies: Devon White, Stealth, and Jumpstart.

THE DISINTEGRATOR

During the war, Gordon Phelps was a scientist working for the Galactic Alliance trying to unravel the mysteries of captured Drakkha particle weapons. The Galactic Alliance wanted to know if there was any way to nullify or lessen the damage caused by the Drakkha's more powerful particle weapons. Phelps' task was to find a substance or chemical that would do the job.

Phelps had tried several hundred different substances and chemicals with no success. One day he was setting up an experiment using Neptunium dust (a by-product of uranium) mixed with a reflective mixture of Vanadium and Chromium. He hoped the Neptunium, Vanadium, and Chromium mixture when sprayed into the beam of the particle weapon would dissipate the beam's energy, lessening its power or neutralizing it altogether.

Phelps set up the dust dispenser, and moved behind the lead shielding to activate the particle weapon. When he pressed the electronic trigger for the dust dispenser, nothing happened. With the particle beam still activated, he went to the dust dispenser, bent down and inspected the nozzle. Suddenly, the dispenser fired and sent a dense cloud of radioactive dust directly into his face. Unfortunately, he was in the act of inhaling and pulled the deadly dust into his lungs. His lungs on fire, Phelps stumbled backwards directly into the engaged particle beam. The scientist screamed in torturous pain as the beam ripped into his being.

Amazingly, Gordon Phelps didn't die. He had

actually found the correct mixture to lessen the particle beam's power. When the beam hit Phelps it changed him. By some miracle, the beam excited the radioactive dust within his lungs, and intermingled the atomic structure of the beam and dust with his genetic code. Phelps had become the living embodiment of a particle beam, a dynamo of deadly destruction. Along with his new powers of disintegration, he was also endowed with the ability to form a force field, and was extra-resistant to energy blasts.

Phelps gave the Galactic Alliance permission to study him and his new powers. With the help of the Galactic Alliance doctors and scientists, he learned to control and focus his unique abilities. With his new-found control, his confidence and arrogance soared to new heights. Feeling he no longer needed the Galactic Alliance and growing tired of the constant poking and prodding, Phelps slipped away unseen.

The old saying that power corrupts was true in Phelps' case. He felt a man of his unique abilities deserved to be rich and powerful. Calling himself the Disintegrator, Phelps resurfaced in Chicago and went on a one-man crime-wave. His confidence and arrogance continued to grow with each robbery he committed until he had a run-in with S.E.C.T.O.R. 5. The paranormal heroes had cornered him and it was only through sheer luck that he escaped. Ever since that incident, Phelps meticulously plans his crimes with several different escape routes.

The Disintegrator is wanted for numerous bank heists, robberies, and murders around the Chicago area. He occasionally freelances for criminal organizations, wealthy individuals, greedy politicians, and corrupt corporations and is paid handsomely for his expertise. He has been courted by a few super-villain teams, but prefers working alone.

Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, and the Posse.

Appearance: Average looking, but muscular, with blond hair and glowing blue-white eyes. Wears a shiny blue costume with silver trim and chrome-plated wrist bands, head gear, belt, and shoulder plate.

Base of Operations: Detroit, but travels to Chicago and New York extensively.



The Disintegrator's Special Focusing Bands and Headgear:

Professor Thigamajig created the two special Focusing Bands that the Disintegrator wears on his wrists. The Focusing Bands focus and increase his disintegration powers and add an additional +4D6 to any energy attack coming from his hands. The bands also add an additional +2D6 to any punch thrown by the Disintegrator. His headgear has two Mini Meta-Lasers on each temple. The lasers can swivel up/down and side to side 45 degrees and cause 8D6 Blast Damage for the pair. Special sensors within his goggles track his eye movements and swivel the lasers wherever he looks. The goggles also have infrared and thermal imaging capabilities.



JUMP-START - LIVING BATTERY

Mitch Roberts was unhappy with his life. He hated his job, loathed his supervisor, couldn't stand his family, believed his co-workers were twits, and wanted more money. He was hot-tempered, and didn't have many friends due to his surliness and excessive complaining. His co-workers believed he was a time-bomb waiting to explode, and feared he would snap at work and kill them all. They were partially right.

Roberts was a vehicle and weapon mechanic for the main garage of the Galactic Alliance in Detroit. His speciality was electrical systems. He was actually the most talented electrician at the garage, but was lazy, with no motivation.

His laziness was the main reason his supervisor had turned him down for a promotion and a major raise. Roberts was visibly upset with his supervisor and wasn't paying attention while working on the electrical system of a large mag-lev transport. Forgetting to disconnect the power cables to the vehicle's powerful battery system, Roberts took a lethal charge of electricity when he opened a conduit line. The massive electrical surge threw a smoldering Roberts backwards thirty feet where he landed on a co-worker. The co-worker was killed instantly by the electricity still coursing through Roberts' body. Believing Roberts was also dead, the other workers were stunned when he stood up, looked at the blue bolts of electricity crackling from his hands, and let out a maniacal laugh of glee.

Roberts couldn't believe he was still alive. Better yet, he could feel the raw power coursing through every fiber of his being. When he saw his hated supervisor staring at him, he wished the bastard dead and a bolt of electricity leapt from his hand. The bolt struck the supervisor in the chest with a deafening boom. The unlucky supervisor danced about involuntarily like an uncontrolled marionette as he was fried to a smoking husk. When Roberts released the supervisor from his electrical onslaught, the smoking corpse collapsed to the floor and shattered into smoldering clumps of ash. Fearing for

their lives, the other workers ran. Many of them had barely turned to run before they shared the same horrifying fate as the supervisor.

Very few employees escaped Roberts' electrical wrath that day, and the garage was nearly destroyed. The only thing that saved the few remaining employees was Roberts running out of juice. His body had become a living battery with the ability to store massive amounts of electricity. Once depleted he needed a recharge. The complete drainage of power left Roberts feeling weak and lethargic with a junky-like need for more electrical power. He barely escaped capture in his weakened condition.

Over time, Roberts has learned the limitations of his power and how to control it. He needs daily charges of electricity or he will die. Those electrical needs can be met by draining power from car batteries, electrical outlets, power lines, or from power generators and power plants. In extreme emergencies, he can drain the electrical impulses firing the synapses inside the brain of a living being. Unfortunately, this usually kills the unlucky creature or person. Roberts has also used this extremely painful method to torture and kill selected enemies.

With his new powers, Roberts proclaimed himself Jump-Start and turned to a life of crime. He not only steals, but performs assassinations, kidnappings, terrorist acts, and industrial espionage. Roberts occasionally takes on deadly jobs for wealthy power-mongers and several criminal organizations throughout North America. Rumors have it that Tommy Capone's organization is heavily recruiting him for permanent employment. At this time, Jump-Start prefers working for himself, but if the money's right....

Jump-Start

Archetype: Hero

Lvl. 7th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
16	15	12	10	9	19	8	101	-

Race: Human

Ht: 6'5"

Real Name: Mitch Roberts

Wt: 225 lbs.

Age: 29

Aliases: Michael Richards, Richard Fredericks, Dave Ot

Bash Resistance: 69

Blast Resistance: 69

HtH Damage: +2d6

Actions per Turn: 2

Attitude: Mercenary

Morality: 2

Order: 2

Powers:

(10) Electrical Manipulation
Bash Resistance
Blast Resistance
Toughness

Skills:

(16) Brawling
(14) Dodge
(12) Pick Locks
(10) Plot: Ground Vehicle
(7) Repairs: Ground Vehicle
(7) Repairs: Power Armor
(10) Security Systems
(10) Streetwise
(10) Weapon: Thrown

Special Bonuses: +1 to any Will Contest, +1 to any save vs magic roll, +5 points of Spirit Resistance, Immune to all diseases.

Money: Self worth of \$17,000,000 and climbing. Always has at least \$1,000,000 stashed away for emergencies.

Allies: Devon White, Tommy Capone's Organization, and occasionally works with the Disintegrator.

Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, and the Posse.

Appearance: Handsome African-American who wears a dark blue costume with gold trim. His shoulder plates and belt are gold-plated.

Base of Operations: Detroit

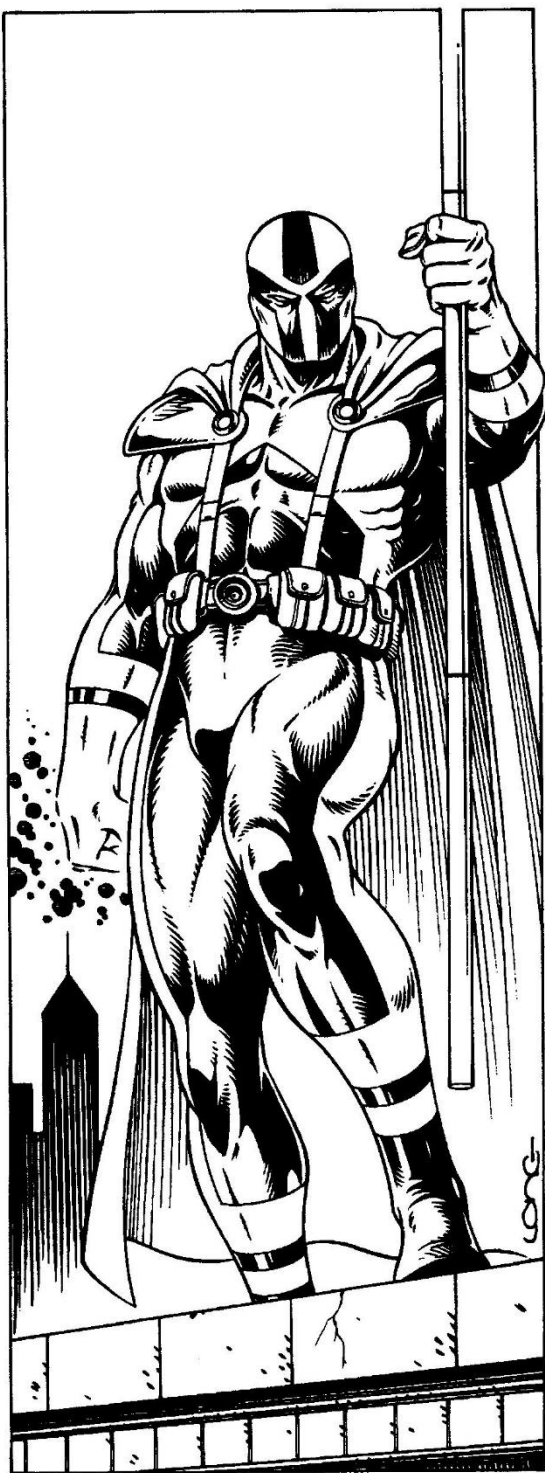
Powers Unique to Jump-Start: Electrical Power Drainage: Jump-Start must be touching the source of electricity (i.e.: batteries, electrical outlets, power lines, etc.) with his hands in order to drain its power. He has the ability to drain up to 3000 volts per turn. His body can hold up to 1.5 million volts at any one time. Anything above that causes him extreme pain and his body to start smoldering, with excess electricity uncontrollably shooting out of his eyes, mouth, and hands, and results in him passing out. If struck by the excess electricity, victims will suffer 3D6 Blast Damage + 1D6 per power level of Jump-Start for a total of 13D6 Blast Damage.

Jump-Start's ability to drain the electrical impulses from the brain of a living being can kill the victim if he is allowed to finish the draining process. The process takes a total of three turns to complete which kills the unfortu-

nate victim. The victim is allowed one Very Hard CON task per turn to prevent his death. If the victim is successful during the first turn of the draining process the victim suffers a headache, disorientation, tunnel vision, and weakness for ten turns, with penalties of -2 to initiative, -3 to speed, -3 to CON, as well as suffering 2D6 + 5 to Hit Points. If successful during the second turn the victim suffers a debilitating headache, disorientation, temporary blindness, and extreme weakness for a total of twenty turns, with penalties of -5 to initiative, -6 to speed, -6 to CON, as well as suffering 4D6 + 10 to their Hit Points. If the victim isn't successful until the third turn he falls into a coma that lasts for at least three weeks. When he awakens, the victim suffers permanent blindness and constant headaches, as well as **permanent** penalties of -4 to initiative, -5 to speed (it hurts his head to run due to the con-

stant headache), -5 to the character's CON, and 5D6 + 10 to Hit Points (The character can remedy the permanent blindness with cybernetic eyes and imaging implants in his brain. But, due to the damage done to his brain by Jump-Start's draining process, the character cannot stand bright lights, which includes sunlight. The character must wear sunglasses at all times, and even with them

on, can be temporarily blinded if hit with a powerful beam of light. When this happens, the character suffers penalties of -4 to initiative (in addition to the permanent penalty) and must make a Hard CON task roll to fend off the light's blinding effects). If the victim is unsuccessful in all three of his Very Hard CON task rolls, he is dead.



LYNCHPIN

Damon Lynch was a small-time professional wrestler and a part-time enforcer for a loan shark before the accident that turned him into a paranormal. While wrestling in an outdoor arena, Lynch was struck by a freak bolt of lightning and flung forty feet into the crowd. Miraculously, he suffered nothing but minor burns and continued his match, beating his opponent.

Unknown to Lynch at that time, the energy from the lightning activated latent mutant genes within his being. In a matter of days, his power started manifesting itself. He had gained the amazing ability to empower inanimate objects with a powerful explosive energy. When thrown, the empowered objects would detonate when they struck their intended targets. Unfortunately, Lynch's marksmanship was extremely poor and he set up a make-shift target range in his backyard for practice. In time, Lynch became an expert marksman with the capability of striking several targets at once.

At first, Lynch was excited by the idea of making extra money using his new-found power as a side-show attraction to his wrestling matches. Eventually, he realized that he could make much more as a "hired gun" and went to work full-time for the loan shark. With time, he decided the loan shark gig was small potatoes and that he could make much more dough as a criminal freelancer. Calling himself "Lynchpin", he started hiring himself out to the highest bidder as a temporary mercenary, bodyguard, and assassin to several criminal organizations and villainous super-teams.

Lynchpin's favorite weapons to empower are a six foot long quarter-staff, ball bearings, playing cards, and poker chips. He can also booby-trap objects that will explode when touched by his intended victim. Lynchpin used this unique technique for his most famous assassination, the Carlotti job.

Rico Carlotti was a crime syndicate big-wig

who had fallen out of favor with his bosses. Fearing for his life, he contacted the Galactic Alliance and in return for a new identity promised to turn state's evidence. Lynchpin was hired by the syndicate to take Carlotti out before he jeopardized the organization's inner circle. Tracking the snitch to a hotel in Detroit, Lynchpin ingeniously empowered his target's room-service ordered sandwich. When the unsuspecting Carlotti picked up his meal, it detonated and instantly killed him and the two Galactic Alliance officers assigned to protect him.

Lynchpin is one of the most successful assassins for hire currently working. He is considered extremely dangerous and will remorselessly kill innocents to escape capture. Rumor has it that he has recently been hired by the Tommy Capone gang in Chicago.

Lynchpin's Weapons:

Lynchpin carries a specially forged and unbreakable metal quarter-staff that is unaffected by the structural weakening that is usually attributed to the Explosive Energy Empowerment power. The quarter-staff does 2D6 Bash Damage unempowered.

He also carries several decks of playing cards, medium-sized ball-bearings, and poker-chips stashed within his utility belt. Damage per item depends on the object's density (see Explosive Energy Empowerment in the New

Powers Unique to Lynchpin:

Intimidation Factor (Passive)- Lynchpin has the natural ability to intimidate any and all opponents. During any confrontation with Lynchpin the characters will subconsciously be intimidated and must make a Hard Task Roll or suffer penalties of -3 to their initiative, -4 to any offensive Hand to Hand Combat or Ranged Combat rolls, but gain a +2 to their Dodge/Defense rolls due to their inane fear of the assassin.

Lynchpin

Archetype: Hero

Lvl. 9th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
16	13	15	14	9	18	9	136	-

Race: Human

Ht: 6'6"

Real Name: Damon Lynch

Wt: 230 lbs.

Age: 29

Aliases: Stevie Court, David Drake

Bash Resistance: 30

Blast Resistance: 30

HtH Damage: +2d6

Actions per Turn: 2

Attitude: Mercenary

Morality: 3

Order: 4

Powers:

- (12) Explosive Energy Empowerment
- (12) Toughness
- (9) Power Dampen

Skills:

- (10) Acrobatics
- (6) Acting
- (15) Brawling
- (10) Climbing
- (4) Contortionist
- (10) Demolitions
- (15) Dodge
- (23) Fast Draw
- (11) Stealth
- (10) Streetwise
- (16) Weapon: Blades Light
- (20) Weapon: Thrown

Special Bonuses: +2 to any Will Contest; +2 to save vs. Magic; +8 points of Spirit Resistance; Immune to all diseases.

Special Items/Equipment: Specially forged and unbreakable metal quarter-staff that is unaffected by the structural weakening that is usually attributed to the Explosive Energy Empowerment power. The quarter-staff does 2D6 Bash Damage unempowered. Also carries several decks of playing cards, medium-sized ball-bearings, and poker-chips stashed within his utility belt. Damage per item depends on the object's density (see Explosive Energy Empowerment in the New Powers section). His costume is made from Panoply Protective Cloth and gives him an additional +20 of Bash/Blast Resistance for a total of 30/30.

Money: Self worth of \$8.7 million and climbing. Always has at least \$100,000 stashed away for emergencies.

Allies: The Posse, the Tommy Capone Gang, and Devon White.

Enemies: The Galactic Alliance, the Cosmic Enforcers, and all do-gooders.

Appearance: A large man with blond hair and blue eyes. Wears a dark blue costume with tan highlights made from Panoply Protective Cloth.

Base of Operations: Whoever is willing to pay his fee is where he will work. Stays just long enough to finish the job, then moves on.

Marksmanship- Lynchpin also has a special ability in marksmanship with thrown weapons that adds an additional +10 to his Weapons: Thrown skill for a total of 40.

Maxim

Archetype: Genesis Knight

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.
15 (55)	15	13	16	17	20	8	85

Race: Human

Ht: 6'4"

Real Name: Wilson Drone

Wt: 205 (400) lbs.

Age: 27

HitH Damage: +1d6 (+10d6)

Actions per Turn: 3

Attitude: Paranoliac

Morality: 3

Order: 5

* stats in parenthesis are for Genesis Knight armor

Genesis Knight Armor:

Structure: 210 Hit Points

Armor Value: 61 Bash/Blast

Programs and Weapons:

Advanced Combat Program:

Hand to Hand

Advanced Flight

Life Support: Advanced

Super Strength

Super Speed

Self Repair

Basic Computer

Energy Shields

(2) Particle Beams (chest)

(2) Heavy Lasers (hips)

(2) Plasma Projectors
(forearms)

(1) Laser Targeting Sight

(1) Retractable Mini-Missile

Rack (left shoulder plate)

(20) missiles:

(10) Armor-piercing

(5) Concussion

(5) Heat-seekers

* see new missile stats in
Cybernetic Weapons section**Skills:**

(15) Brawling

(10) Computer Use

(14) Dodge

(15) Pilot: Power Armor

(10) Repair: Power Armor

(4) Science: Criminology

(8) Survival: Jungle

(5) Survival: Desert

(10) Tactics

(10) Unsheathe

(20) Weapon: Blades Heavy

(15) Weapon: Energy Rifle

(15) Weapon: Plasma Rifle

(15) Weapon: Missile

Special Bonuses: +12 to hit when armored**Special Items/Equipment:** "Mjolnir" Power Sledge**Money:** Has \$50,000 in a savings account that he has forgotten about. Usually steals money or parts to upgrade or repair his armor, or takes weapons and software off other Genesis Knights he has defeated.**Allies:** The Galactic Alliance, and the Cosmic Enforcers who wish to capture him and give him the psychiatric help he needs.**Enemies:** Devon White, K-Lok and Drakkha hold outs, the Skrumm, the Posse, and Lancelot.**Appearance:** Wilson Drone has thinning, dark brown hair and brown eyes. His Genesis Knight Power Armor is painted white with red accents and is dented and scarred from battle.**Base of Operations:** Unknown, shows up unannounced across the country. Occasionally goes into Florida and attacks "real" rogue K-Loks and Drakkha hold outs from the war.**MAXIM- Former Cosmic Enforcer**

Wilson Drone is a former Galactic Alliance Cosmic Enforcer turned bad. When the galactic police force called for volunteers, Drone was one of the first to join up. He graduated from the academy at the top of his class as a Genesis Knight specialist, code-named Maxim, and was assigned to the corporate city of Houston. Once in the field, Drone was quick to distinguish himself and was eventually promoted to team leader. He prided himself on being the youngest Cosmic Enforcer to ever attain that position. Known as the Specialists, Drone's team quickly became one of the most decorated and had one of the highest arrest/conviction rates in their section. An encounter with the super-villain duo of Lurid and the LummoX changed all that.

Drone and his team were called upon to quell a bank robbery in progress. According to the Cosmic Enforcer dispatcher, two paranormals had crashed through the front facade of the bank and had as many as fifty patrons they were holding as hostages. Upon entering the establishment, Drone instantly recognized the perpetrators as the criminal duo known as Lurid and the LummoX. Having recently read the duo's files, he knew them to be extremely dangerous and unpredictable. Although the LummoX was capable of amazing amounts of destruction and death, he feared Lurid more. Her file described her as a Dream-Weaver with the unique talent of being able to mentally manipulate large crowds and to kill her victims with vivid and horrifying hallucinations. Before Drone was able to warn his team to switch on their Psionic-Dampeners, Lurid hit them with her special gift.

Suddenly, Maxim's team started attacking the defenseless hostages! The hallucinating Cosmic Enforcers smashed the innocent patrons with their super-powered fists and ripped open their bodies with their arsenal of powerful weapons. Lurid had mentally induced into the mind of each Enforcer the ultra-real hallucination that the hostages were an army of Deadbore Crystal Corpses ready to attack. At the same time, she made the LummoX and herself mentally invisible to the do-gooders. While Maxim's team was bent on destroying the imagined Crystal Corpses, the LummoX easily walked up behind each Enforcer (he was mentally invisible to them) and gleefully killed them one by one.

Maxim watched all of this in horror. Due to his quicker reaction time, his power-armor's Psionic-Dampener partially blocked out Lurid's special



hallucination for himself; the deaths of his Mother, Father, and little Sister at the hands of his partners. In reality, they had been gunned down by a murderous motorcycle gang when he was only seven years old. His Dad had stopped at the gas station because Wilson had to go to the bathroom. That was the last time he saw his family alive. While he sat on the cold porcelain seat, his family was brutally killed for a measly credit card and twenty-six credits. He had always felt guilty that he was spared a bullet-riddled death because he had to relieve himself and never forgave himself for not being there to try to save them. Through the hallucination of his team killing his long dead family he watched the LummoX kill off his team members. He fought off the hallucination long enough to hit the LummoX point-blank with

The "Mjolnir" Power Sledge -

"Mjolnir" is a specially designed energy-storing sledge hammer that does 10D6 Bash Damage. The special characteristic of the hammer is the Damage Power Booster feature. The energy from the hammer striking its target empowers the weapon with more damage capacity for the next strike. With every strike, the hammer's Bash Damage capacity increases an additional 2D6. This will continue to increase for two Turns then powers back down to the original 10D6 Bash Damage to start all over again. The "Mjolnir" Power Sledge can also emit a powerful electrical bolt from its head once every two Turns. The electrical bolt does 12D6 Blast Damage to its victims. Maxim can also throw the Power Sledge which does 10D6 Bash Damage. An anti-grav unit in the Power Sledge's handle allows it to fly back to Maxim after striking its victim. If the hammer is captured on the fly, special sensors in the hammer and Maxim's gloves allow the hammer to only work for Maxim (The hammer can still do 10D6 Bash Damage, but the Damage Power Booster and electrical bolt will not work). The "Mjolnir" Power Sledge can be attached to a special holder on Maxim's left leg.

two mini-missiles, which the villain shrugged off like pesky gnats. That token bit of heroics provoked Lurid's full-attention. She hit Drone with a full-blown and horrifying hallucination which would have killed anyone else. With the Psionic-Dampener partially on, Drone was spared death and passed out. Believing Drone dead, Lurid and the LummoX gathered up their loot and left.

Drone awoke several minutes later not wholly right. A back-up team had arrived and were assessing the situation and supervising the clean-up. Several CEer's were circled around Drone as the parameds attended to him. When they tried to remove his helmet, he leapt to his feet screaming "K-lok's!", and blasted away with his lasers, raking the assembled back-up team. Two of the Enforcers instantly died and everyone else dived for cover. Still screaming "K-lok's!", Drone ran outside and flew off. Drone's Psionic Dampener had prevented his death from Lurid's onslaught, but couldn't spare his mind. Drone had become a raving lunatic controlling the power of a Genesis Knight.

From time to time, Drone unexpectedly shows up in public places raving about K-loks, the Drakkha, the Skrumm, or Crystal Corpses, etc. His arrival usually means lots of destruction and many innocent deaths. The public has demanded he be stopped, even if it means killing him. Contrary to public demand, the Galactic Alliance has ordered the Cosmic Enforcers not to kill Maxim, but to bring him in alive for psychiatric help. Devon White, playing to the public outcry, has announced that Lancelot will hunt Maxim down and bring him in dead or alive (White secretly hopes they both kill each other).

MR. BASH & SMASH

Norton Sidra always hated the color red. After the accident that unknowingly turned him into a paranormal, he hates it even more. When Norton's very mad and sees the color red, it turns him into a murderous monster of destruction called Mr. Bash & Smash.

Mr. Bash & Smash is a human paranormal that has double the Monstrous Strength, Bash Resistance, Blast Resistance, and Toughness. Norton Sidra gained his curse of immense strength and abilities as a star-drive engineer aboard one of the first Terran starships to traverse

the Gates. During the ship's passage through the Quantum Gates, the shielding on one of the main drive engines gave way and bathed Norton in massive doses of cyclotron radiation. Bombarded with the radiation from both the leaking star-drive and the Quantum Gates, Norton should have died. He was altered instead. The atoms within his body were awash with radiation, and attached themselves to his DNA where they lie dormant until he gets mad.

Whenever Norton is very mad and sees the color red, the irradiated atoms attached to his DNA start emitting nuclear waves of energy



which cause his body to grow in size and strength. In this altered state, Norton is capable of amazing feats of strength and destruction. Besides his incredible growth spurt, Norton's rage increases proportionately as well. In this increased state of rage, he is unresponsive to any form of reasoning or plea for mercy. The only language he understands is violence and destruction.

No one knows that Norton is the monster the media has dubbed "Mr. Bash & Smash" (As he begins to change, some primitive survival instinct takes over and makes him run and hide to complete his change, thus protecting his true identity). In fact, even Norton isn't aware he's the murderous creature. He is beginning to suspect something is wrong, though, since he keeps waking up in back alleys and in abandoned buildings with no idea how he got there.

GM Note: Mr. Bash & Smash gets **double** the amount of Strength bonuses per level that an ordinary character would get. When Norton becomes Mr. Bash & Smash, his Hit Points, Strength, Constitution, Agility, Speed, Bash and Blast Resistance, HtH Damage, and Actions Per Turn all increase. His Intelligence, Will, and Charisma drop. Norton's Attitude, and Morality/Order

change as well. These features are unique to Mr. Bash & Smash and should not be given to the player/characters since it could unbalance the game.

Mr. Bash and Smash

Archetype: Hero

Lvl. 6th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
13	22	12	10	17	9	10	103	-
(90)	(33)	(28)	(22)	(6)	(7)	(5)	(168)	-

Race: Human

Ht: 6' (10'5")

Real Name: Norton Sidra

Wt: 202 (450) lbs. Age: 35

Bash Resistance: 0 (67)

Blast Resistance: 0 (67)

HtH Damage: +3d6 (+15d6)

Actions per Turn: 2 (3)

Attitude: Pessimist (Brawler)

Morality: 6 (2)

Order: 8 (1)

*stats in parenthesis are for Mr. bash & Smash, rather than his Norton Sidra persona.

Powers:

(as Mr. Bash & Smash)
(9) Monstrous Strength X2
Bash Resistance
Blast Resistance
Toughness

Skills:

(as Norton Sidra)
(10) Computer Programming
(10) Computer Use
(10) Dodge
(15) Engineering:
Aerospace

- (15) Engineering: Space Propulsion
- (10) Pilot: Ground Vehicle
- (20) Repairs: Spacecraft
- (15) Science: Physics
- (13) Vac Suit
- (as Mr. Bash & Smash)
- (20) Brawling
- (16) Climbing
- (20) Dodge
- (19) Shield
- (16) Weapon: Thrown

Bonuses As Mr. Bash & Smash: +2 to any Will Contest; +2 to any save vs. Magic roll; +10 points of Spirit Resistance; High Jump: 80 yards (72 m); Long Jump: 240 yards (216 m); **Sonic Clap:** Clapping his hands together, Mr. Bash & Smash can stun individuals up to 20 yards away (18 m) for 2D6 Phases. All characters affected can make a CON vs. Very Hard task to avoid the clap's effect; **Power Punch:** Spending 2 Phases winding up, Mr. Bash & Smash can deliver a massive blow doing an extra 12D6 Damage. He can perform this effect 10 times per day.

Money: Norton has 20,000 credits in a savings account. Mr. Bash & Smash has no need for money.

Allies: None

Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, and the Posse.

Appearance: As normal Norton, he looks just like any human. As Mr. Bash & Smash, he is over 10 feet tall, with rippling muscles and large bony spikes on his head and shoulders.

Base of Operations: Terrorizes Milwaukee (where he teaches Space-Propulsion) and occasionally Chicago.



PIN-UP

After the war, Cory Teleste became the world's most recognized super-model. She was the intergalactic spokesperson for the Galactic Alliance, graced the Cosmic Enforcer's recruiting ads, pushed Nu-Tech weapons, as well as cosmetics, clothing, and perfumes. She was also well known throughout the rest of the Milky-Way. In fact, the Pemeks were so taken with her she became more recognized on their world than the Pemek emperor.

During a casino photo-shoot in Argent City, Cory was mortally wounded during a fight between a group of Cosmic Enforcers and some of the Bio-Creator's creatures. A battle-weakened wall of the casino collapsed on Cory, crushing her body beneath a ton of rubble. Miraculously, she was still alive when pulled from the rubble and was rushed to the local hospital. That night, the once beautiful Cory was smuggled out through the hospital window by one the Bio-Creator's monsters.

The Bio-Creator always wanted to alter one of the beautiful people of the world, and with Cory he had that chance. Unfortunately, Cory's body and limbs were damaged beyond use, he would have to content himself with creating her a new body from the discarded parts of cadavers and cybernetic technology. Once done, Cory's once beautiful visage was a patch-quilt creation of cyber-organs and limbs, as well as, flesh reanimated from the dead.

The Bio-Creator was excited by the prospect of having the one-time super-model his obedient slave, but the twisted researcher's mind enslavement process was not totally successful with Cory. The former model's mind was much stronger than the Bio-Creator thought; having withstood twenty torturous hours under his mind wipe helmet. But, Cory did not survive the mental onslaught unscathed; her mind was teetering between sanity and madness. Large blocks of her memory were also gone, but she still remembered



she was a world class model and wanted nothing more than to escape the Bio-Creator's labs.

Cory made her escape when the Bio-Creator left to get more supplies. Trudging through the bayou, Cory made it back to New Orleans and her hotel. Shuffling into the hotel's lobby, Cory tried to remain dignified as the other patrons let out gasps and stared at her openly. Several even ran for the exits. She couldn't blame them. After all, she must look a frightful sight after traveling through the swamps and backwoods of the Bayou. Making

her way to the front desk, she started to ask the startled manager to phone the police when she noticed her reflection in the mirror behind the desk. She was staring into the face of a monster! The hideous reflection had her face and hair, but the body was a jumbled potpourri of metal limbs and sewn together pieces of corpses. Her left arm was replaced by a high-powered mini-gun and missile launcher. Her right arm was pieced together from parts from two different male corpses. Both legs and feet were cybernetic, as well as, her

Pin-Up

Archetype: Cyber-Technologist/Hero

Lvl. 6

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
27	16	12	36	13	14	3	45	-

Race: Human

Ht: 5'10"

Real Name: Cory Teleste

Wt: *277 lbs.

Age: 22

Aliases: None, but called "Pin-Up" by the media

* due to cybernetics

Bash Resistance: 57

Blast Resistance: 57

HtH Damage: +3d6

Actions per Turn: 5

Attitude: Paranoiac

Morality: 4

Order: 5

Cybernetics:

Skills:

Cyber-Heart

(15) Brawling

Cyber-Lungs

(6) Climbing

Cyber-Stomach

(10) Dodge

Cyber-Blood

(15) Fast Draw

(1) Cybernetic Arm

(8) Pick Locks

(1) Cybernetic Hand

(10) Pilot: Ground Vehicle

Cybernetic Super-Speed Legs

(10) Stealth

Augmented Hearing

(15) Weapon: Missile

Bone-Densifying Polymer

Launcher

(1) Micro-Nuclear Power

(15) Weapon: Gas

Supply

Expansion Rifle

(15) Weapon: Energy Pistol

Powers Unique to Pin-Up: Pin-Up's overall look is so hideous that opponents usually suffer from shock and revulsion when first seeing her. Characters must make a Hard Task roll vs. revulsion or suffer penalties of -3 to Initiative, and -2 to hit in Hand to Hand Combat while in battle with the ex-model.

Special Bonuses: +3 to Initiative

Special Items/Equipment: Pin-Up has a specially designed Mini-Gun/Missile Launcher attached to the cybernetic arm that replaces her left arm.

Money: None, usually steals what money she needs to maintain her cybernetic body and eats garbage out of dumpsters in the back alleys of Argent City.

Allies: None

Enemies: The Bio-Creator and his creatures, the Cosmic Enforcers, and the Posse.

Base of Operations: Argent City

right hand which housed two high-intensity lasers. And what was left of her once beautiful body was covered in a patch-quilt maze of large stitching scars. Cory let out a whimper and screamed as her mind fell into total madness. She ran screaming from the hotel and disappeared into the darkened back alleys of Argent City.

Embarrassed by her looks, Cory hides away from society and ventures out only at night. She lives a nomadic life, sleeping under bridges and in back alleys, and eating discarded food from dumpsters. To pay for repairs and upgrades to her cybernetic body Cory has turned to a life of crime. In her twisted mind, she blames the Cosmic Enforcers for her monstrous looks and the life she now lives. She will attack and try to kill anyone wearing a CE badge.

Pin-Up's Weapon System:

Pin-Up has a specially designed Mini-Gun/Missile Launcher attached to the cybernetic arm that replaces her left arm. The Mini-Gun fires special armor-piercing slugs made from depleted uranium housed in a mega-clip attached to the underside of the gun. The mega-clip holds 300 rounds of ammunition. Once depleted, Pin-Up has to return to where she keeps her stash of ammo to reload the clip. Spare clips are too heavy and awkward to carry on her person. To fire the weapon, Pin-Up must roll to determine how many shots are fired this turn. She can attempt to hit multiple targets as long as they are within 10 feet (2.9 m) of each other. She must roll a new attack roll to hit for each shot. On each side of the Mini-Gun is an opening holding two missiles each for a total of four missiles: two Armor Piercing and two Explosive Mini-Missiles.

The cybernetic hand attached to her right arm has been modified with two high-intensity lasers which do 4D6 Blast Damage each. Reload: None, powered by her Micro-Nuclear Power Generator; Shots: Unlimited; Range: Max Ft 20 50 100 200 500 (6 15 30 60 150 m).

Mini-Gun

Damage: 4D6 Bash per shot

Shots: 2D6 + 5 per Turn

Range: 50 150 500 1000

Missile Launcher

Damage: See Cybernetic Weapons section for missile damages.

Payload: Holds four missiles total: Two Armor Piercing and two Explosive. Can be fired individually or in volleys of two at a time.

Reload: One Turn

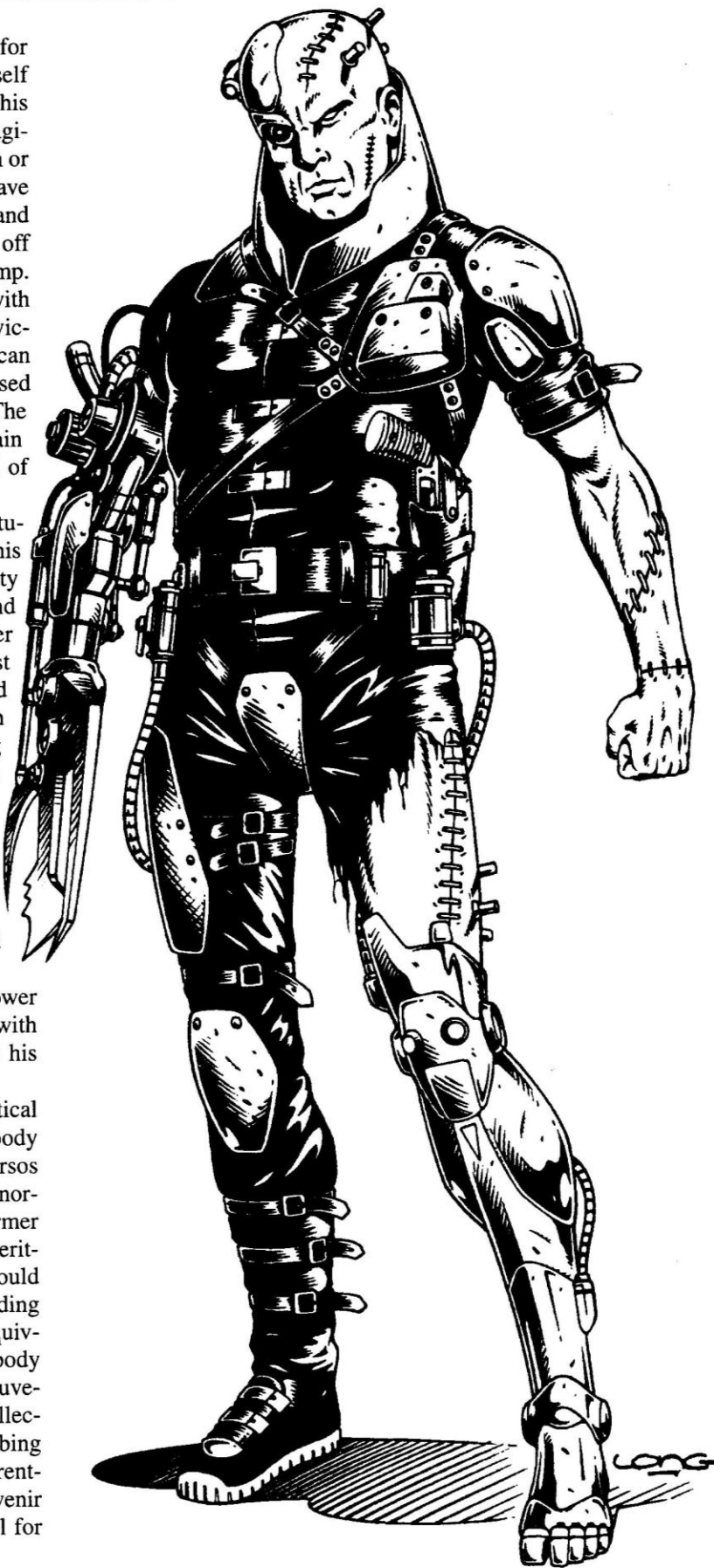
Range: See Cybernetic Weapon section for missile ranges.

THE REASSEMBLER

Peter Voran calls himself the Reassembler for good reason; he can magically reassemble himself with spare body parts and cybernetics from his victims, enemies, or cadavers. His amazing magical abilities allow him to reattach a severed arm or leg, or replace it with a cybernetic one and have them work instantly like new. Sever his arm and the Reassembler can invoke a spell that plucks off your cybernetic one and attaches it to his stump. He then proceeds to pummel or blast you with your own cybernetic arm. After attaching a victim's severed flesh or cybernetic limb, Voran can magically access the powers or weapons housed within the limb by casting another spell. The Access Body Part Power allows Voran to gain two of the hero's powers for a limited period of time.

Voran is a former prince of a small 18th century Eastern European country once ruled by his corrupt and greedy parents. The Voran dynasty stole millions from their subjugated citizens and beheaded those that didn't pay. Young Peter used those pilfered millions to attend the best colleges in Europe, majoring in Biology and Chemistry. A brilliant student, Voran soon grew more interested in the dark arts. Reading volume, after volume on the subject, Voran eventually sought out his favorite author and warlock supreme, Yuri DuSarte. The old warlock was thrilled to have an admirer and readily agreed to teach Voran the ways of magic. Voran soon forsake his college career for full-time schooling of another kind, and moved in with DuSarte. Years passed with student ultimately surpassing teacher in power and understanding. Voran began dabbling with powers best left alone and eventually killed his teacher to absorb his power.

Although Voran loves to collect rare mystical artifacts and books, he prefers collecting body parts. His collection includes limbs and torsos from some of the world's most powerful paranormals, including the casting hand of his former teacher, DuSarte. Voran uses his family's inherited wealth to hunt down individuals he feels would make an excellent addition to his ever-expanding collection. The grisly collection is Voran's equivalent of a clothes closet, with him changing body parts like others change clothes. Using his rejuvenation power, Voran keeps himself and his collection of severed limbs and torsos from succumbing to the ravages of time and decay. Voran is currently interested in garnering a body part souvenir from Singularity, but fears he is too powerful for him to take on at this time.



The Reassembler

Archetype: Cyber-Technologist/Mage

Lvl. 12th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
40	20	18	18	24	17	16	131	164

Race: Human **Ht:** 6'5"
Real Name: Peter Voran **Wt:** *225 lbs. **Age:** 203
 *varies
Bash Resistance: 57 **Blast Resistance:** 57
HtH Damage: +6d6 **Actions per Turn:** 3
Attitude: Megalomaniac **Morality:** 1 **Order:** 2
Spells: (all at 12th level) **Skills:**
 Counter magic (15) Brawling
 Magical Senses (7) Computer Use
 Invisibility (12) Dodge
 Life Drain (10) Fast Draw
 Spirit Shielding (15) Languages
 Evil Eye (20) Magic: Mysticism
Cybernetics: (current) (30) Magic: Sorcery
 (1) Cybernetic Eye w/ (15) Meditation
 Polarized Filter, Infrared & (10) Pilot: Ground Vehicle
 Thermal Imaging (rt. eye) (15) Science: Biology
 (1) Head Laser (15) Science: Genetics
 (rt. side of head) (15) Science: Chemistry
 (1) Psionic Dampening Chip (14) Stealth
 (2) AL Implants (16) Tactics
 (Science and Combat) (12) Tracking
 Cyber-Heart (16) Weapon: Energy Pistol
 Cyber-Lungs (16) Weapon: Blades
 Epidermis Sheathing Medium
 (chest, abdomen, back, and shoulders)

Spells Unique to the Reassembler: Voran has a magically enhanced strength which adds a +10 to his Strength Attribute and Bash/Blast Resistance of +20. Voran also has three unique powers not available to the player/characters at this time: Rejuvenation, Sever Limb, and Access Body Part Power (Both are of the School of Sorcery category).

Special Powers (At this time): Voran's left arm is from a paranormal that had the powers of Disintegration and Force Field. Both powers are at Voran's experience level of 12 and can be accessed with his Access Body Part Power spell.

The Reassembler's "Plucker": Voran has a specially created Cybernetic Plucker which replaces his right arm. It can be used with either arm. The Plucker is based off of a robotic version used to break-up the limbs, heads, and torsos of junked constructs (robots). Voran uses his to quickly sever limbs or to kill. The Plucker has a large pincer at its end that does 15D6 Bash Damage and ignores 10 points of Bash Damage when crushing something. The Plucker also has an energy field generator that creates a powerful

Special Vehicle:

Due to his immense wealth, Voran has his own private jet and pilot. The jet has Vertical Take-Off and Landing (VTOL) capabilities which allows it to land in just about any terrain and has a top speed of 700 mph (1120 kph). The jet is specially armored (Structural Hit Points: 300; Bash/Blast Resistance: 250) and is made from a special alloy that is invulnerable to any attacks based on magnetic or electrical powers (Powers, Psionic, and Magic). It also has a computerized defense system made up of four laser turrets that do 12D6 Blast Damage and have a range of 3500 ft (1050 m). Two turrets are located on the belly of the plane, fore and aft. The other two lasers are located on the upper wing tips. Besides the lasers, the plane has two missile pods on the underside of the wing, and another at the rear of the aircraft. Each missile pod holds 10 missiles made up of 3 Armor Piercing, 3 Explosive, and 4 Heat-Seekers. Located just above the rear missile pod is a Chaff Missile Defense System holding 10 chaff packages. Any missiles fired at the plane will be detected by its radar which will release up to three chaff packages. The pursuing missile has a 70% chance (Roll Percentile) of veering towards the hot burning chaff and exploding harmlessly away from the jet. There are two jet packs (see stats in **Cosmic Enforcers**) on board the plane for the Reassembler and his pilot to use in case the plane is shot down.

Voran's Pilot & Body Guard: Voran's pilot and body guard is a 6th level Hero, known as Volt, with the powers of Electrical Manipulation (9th), Teleportation (9th), and Toughness (6th). Volt has 90 Hit Points and wears a blue and white costume made from Panoply Protective Cloth which with his Toughness power gives him +30 Bash/Blast Resistance. Volt also has the notable skills of: (25)Brawling, (14)Dodge, (40)Pilot: Suborbital, (14)Tracking, and (10)Tactics. Other bonuses include: +1 to any Will Contests, + 1 to save vs. Magic, and +5 points of Spirit Resistance.

energy field between the pincer blades that aid in cutting through flesh, steel, and power armor. The energy field generates an additional 15D6 Blast Damage, which ignores 15 points of Blast Resistance, when wrapped around a limb or other cylindrical object. A powerful Meta-Laser attached to the Plucker's underside does 12D6 Blast Damage and has a range of 2000 ft (600 m). The Plucker also gives the Reassembler an additional +5 to his Strength Attribute.

The Reassembler's Spells:

Rejuvenation

Spell points Required: 2

Range: Touch

Affects: Himself or Severed Body Part

Duration: 2 Weeks per level of Mage (The

Reassembler can preserve and rejuvenate for a total duration of 24 weeks).

By calling on this spell, the Reassembler can keep himself young, heal any diseases or wounds, and preserve his collection of body parts from decay. The Rejuvenation spell grants Voran near immortality.

Sever Limb (Saving Throw)

Spell Points Required: 10

Range: 100 ft (30 m) + 10 ft (3 m) per level

Affects: 1 Target

Duration: None

By invoking this spell, the Reassembler can magically sever a target's limb (flesh or cybernetic), have it fly to him and attach itself to the stump of his missing part. Even if the Reassembler is decapitated, he can still invoke the spell to have his head reattached to his headless body or to another body whose head he magically severs. The newly attached body part instantly becomes his and will follow his every unconscious motor control command. To thwart the grisly spell, the target must make a savings throw vs. Magic. If unsuccessful, the target loses his limb

and suffers the penalties of -5 to Initiative, Dodge and to Hit. A tourniquet must be applied to the severed stump to prevent the target from bleeding to death. The victim also loses -10 Hit Points for every hour the wound is not treated at a medical center or healed through magical or psionic means. When the victim's Hit Points reach zero, he falls into a coma and if his CON points are depleted, he dies.

Access Body Part Power

Spell Points Required: 12

Range: Varies depending on power

Affects: Self

Duration: 2 Turns + 1 per level (The Reassembler's total is 14)

With this spell, the Reassembler can magically access and fire the weaponry in a cybernetic limb, or access two powers (Power, Psionic, or Magic) from the person whose limb it was severed from. If the limb came from a paranormal with the powers of Teleportation, Disintegration, and Toughness, the Reassembler selects two and can then utilize those powers for the allotted duration by only spending the required Spell Points. No further Skill Rolls, Spell Points, or Will Points are needed for the Reassembler to use the stolen powers. All powers work at the Reassembler's experience level of 12. The spell also gives Voran any required Weapon Skills for the cybernetic weaponry at a +50 proficiency.

SEETIN-

Hinnoken Deadbore Crystal Scavenger

Wherever Deadbore Crystal Corpses are found one will most likely encounter ruthless Crystal Scavengers like Seetin. An entire cottage industry sprang up when it was realized that the Deadbore Crystal's powers could be tapped by knowledgeable mages. Ruthless loners, scavengers, and gangs jumped at the chance to make large amounts of credits from the sale of the powerful crystals. One Deadbore Crystal can bring upwards of a million credits on the black market.

Seetin is a loner who makes his entire living from the retrieval and sale of the Deadbore Crystals. He is legendary for his remorseless ferocity against anyone he considers a competitor or interloper in the territory he is working. It is whispered that he has killed at least two thousand people to prevent them from taking what he believes is rightfully his. Other stories have circulated that he uses the corpses of those he has killed to lure in the Deadbore Crystals, then destroys the bodies and retrieves the crystals.

Most of the stories and legends surrounding

Seetin are true. Seetin is by far, the most successful Deadbore Crystal scavenger operating, with a self-worth in excess of \$400,000,000 credits. When not in the field, Seetin lives in one of the wealthiest sections of New York and has the protection of Devon White and his power-armored security forces. The Galactic Alliance has offered a reward of \$3,000,000 credits if he is taken alive. So far, Seetin has eluded both capture and death. Rumor has it that the bounty-hunter team known as the Posse has made Seetin a priority.

Although Seetin is a Hinnoken, he understands technology, having studied under a cyber-technologist, and relies on it for his chosen trade. He is also adept at mystical spell casting, but prefers using technology. This doesn't mean he won't use his magical abilities, just that he likes using technology. Seetin has created several weapons to aid him in his profession. His favorite, called the Flesh-Ripper, is used to keep trespassers out of his Deadbore Corpse target area. The Flesh-Ripper travels a few inches beneath the soil and chases down its victims at high-speeds. The burrowing robot has three buzzsaw-like



blades that can rip through flesh and armored metal. Along with the saw blades, the Flesh-Ripper has a powerful laser, heat sensors, hi-intensity radar, two hi-voltage electric whips, and two ground-burrowing missiles.

Besides being wanted for crimes here on Earth, Seetin has a death sentence waiting for him on his homeworld. The High Priests have requested that the Galactic Alliance extradite him back to Hinnokerous if caught, but Devon White will step in to prevent that.

Seetin's Special Equipment: Seetin wears a helmet to protect his face and head while battling the Deadbore Crystal Corpses. The helmet's faceplate can be easily flipped up to allow him to eat and to "smell" for Crystal Corpses. The helmet also has a toxin/gas filtration system and a small laser turret on the left temple that is linked to his Targeting Sight Eye. The laser can swivel 45 degrees from left to right, and up and down, and does 6D6 Blast Damage, with a range of 1200 ft (360 m). Powered by his Micro-Nuclear Power Generator.

Seetin also has a Lightning Generator Staff that he created. The two arms protruding from the base of the staff's head begin to spin with an audible humming. When they reach the correct velocity, the arms slam down against the head and a bolt of crackling lightning shoots out at the target. The Lightning Generator Staff does 12D6 Blast Damage per lightning bolt strike, has a range of 700 ft (209 m), and can only be used once per Turn. Powered by a Macro-Power Cell.

Special equipment carried by Seetin and used to capture Deadbore Crystals includes: a Thermal Body Heat Sensor (Range: 200 yard/180 m), Hi-Intensity Radar (Range: 1500 yard/1350 m, Track up to four targets), (1) Laser (Range: 1200 ft/360 m, 6D6 Blast Damage), (2) Heat-Seeker Ground Burrowing Missiles (Range: 700 ft/209 m, 8D6 Blast Damage), (3) Diamond-Tipped Buzz Saw Blades (8D6 Bash Damage), and (2) High-Voltage Electric Whips (Range: 50 ft/15 m, 5D6 Blast Damage per strike). The Flesh-Ripper travels under the surface of the ground at speeds of 150 mph (240 kph), and can travel up to a 2 mile radius (3.2 m) from Seetin searching for Deadbore Crystal Corpses and intruders in Seetin's territory.

Seetin

Archetype: Mage/Cyber-Technologist

Lvl. 9th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
35	10	20	38	18	14	8	70	107

Race: Hinnoken

Ht: 6'5"

Real Name: Seetin Tarline

Wt: 275 lbs.

Age: 36

Bash Resistance: 87

Blast Resistance: 87

HtH Damage: +5d6

Actions per Turn: 5

Attitude: Mule

Morality: 1

Order: 6

Spells:

Magic Manipulation
Counter magic
Disguise
Magical Senses
Item Reading
Telepathy
Sustenance

Skills:

(15) Brawling
(7) Climbing
(10) Computer Use
(10) Concealment
(11) Dodge
(11) Engineering: Mechanical
(12) Engineering: Weapon
(11) Languages
(20) Magic: Mysticism
(15) Magic: Healing
(10) Meditation
(10) Pick Locks
(10) Pilot: Ground Vehicle
(10) Security Systems
(10) Shadowing
(10) Stealth
(20) Tactics
(22) Tracking
(16) Weapon: Blades Heavy
(15) Weapon: Energy Pistol
(17) Weapon: Energy Rifle
(15) Weapon: Gas
Expansion Pistol

Cybernetics:

(1) Cybernetic Arm (lower rt.)
(1) Cybernetic Hand (rt.)
Cybernetic Super-Speed Legs
(2) Cybernetic Feet
Touch & Feel Sensor Pads
(partial set on legs/feet and arm/ hand)
Bone-Densifying Polymer
Epidermis Sheathing (chest, abdomen, shoulders, back, and three arms)
Eavesdrop Hearing
(1) VTS Eye
(2) AL Implants
(Stealth & Weapon)
(1) Psionic Dampening Chip
(1) OM Chip
(1) Security Bypass Implant
(5) Map Implants
(Eastern North America, Western North America, Central America, Eastern Europe, Western Europe)
Concealed Gatling Blaster
(lower rt. arm)
(1) Micro Nuclear Power Generator

Special Items/Equipment: Seetin wears a helmet to protect his face and head while battling the Deadbore Crystal Corpses. He also carries a Lightning Generator Staff, (30) Metal Canisters filled with water that are strapped to his legs; (4) Pressure Sensitive Land Mines: 10D6 Blast Damage; (6) Concussion Grenades: 7D6 Blast Damage; (6) Trip-Wire Mines: 8D6 Blast Damage; and (2 to 4) Flesh-Rippers.

Money: Self worth of \$400,000,000 and climbing from the sales

of his captured Deadbore Crystals. Always has at least \$2,000,000 stashed away for emergencies.

Allies: Devon White and the NuTech Security Forces, the Coven.

Enemies: The Galactic Alliance, the Cosmic Enforcers, other Deadbore Crystal Scavengers, and the Posse.

Appearance: Hinnoken male with white hair and blue

eyes. Has one cybernetic arm and hand (right lower), two cybernetic legs, and is covered in Epidermis Sheathing. Usually wears a helmet and a red cape.

Base of Operations: New York, but travels throughout North and Central America, and Europe hunting down Deadbore Crystals.

Singularity

Archetype: Hero

Lvl. 15th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
65	15	11	16	19	20	10	183	-

Race: Human

Ht: 6'2"

Real Name: Trevor Trager

Wt: *500 lbs.

Age: 26

*includes the mass of the primordial black hole that Singularity's body absorbed

Bash Resistance: *131

Blast Resistance: *131

HtH Damage: +11d6

Actions per Turn: 3

Attitude: Megalomaniac

Morality: 1

Order: 2

*all Bash/Blast dmg is halved; all Bash/Blast dmg completely ignored on a roll of 1-4 on a d6

Powers:

Gravity Manipulation
Monstrous Strength
Bash Resistance
Blast Resistance
Toughness

Skills:

(27) Brawling
(10) Bribery
(10) Computer Use
(25) Dodge
(10) Interrogation
(20) Lipreading
(10) Persuasion
(10) Pilot: Ground Vehicle
(20) Pilot: Spacecraft
(20) Science: Astrogation
(10) Science: Mathematics
(20) Stealth
(20) Survival: Zero-Gravity
(25) Tactics
(20) Tracking
(11) Vacuum Suit

Powers Unique to Singularity: Singularity has two powers that are unique to him and not available to player/characters at this time: Open Dimensional Wormhole (Minor) and Black Hole.

Special Bonuses: +4 to any Will Contest, +4 to save vs. Magic, +11 points of Spirit Resistance, Immune to all diseases, Immune to all poisons, Invulnerable to Mental Attack.

Money: \$21,000,000 credits stashed in a secret bank account in Geneva. Has 2 to 3 million credits handy in case of emergency.

Allies: None, believes everyone is beneath him.

Enemies: The Galactic Alliance, the Cosmic Enforcers, and all do-gooders.

Appearance: Good-looking and muscular man with sandy blond hair and blue eyes. Wears an entirely black costume with white trim and logo.

Base of Operations: Houston

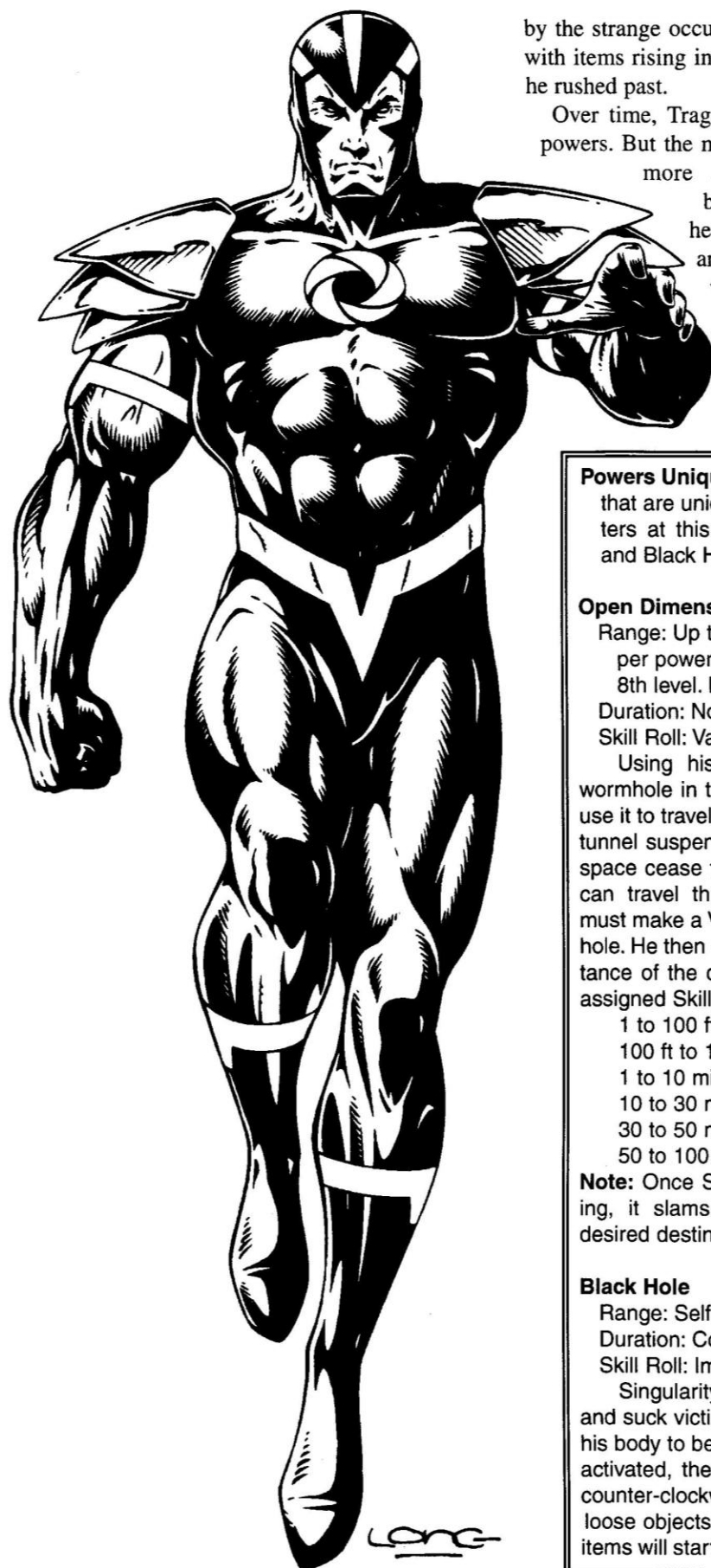
SINGULARITY

Trevor Trager and his six crew members were one of the first expeditions from Earth to explore the mysteries of the Quantum Gates. Unfortunately, Trager was the only survivor of that doomed flight. While traversing through one of the Quantum Gates their ship was hit by a tiny primordial black hole.

Primordial black holes were formed from small clumps of matter compressed by the force of the Big Bang explosion that started the expansion of the universe. A primordial black hole is tiny compared to their stellar-remnant brethren which can contain the mass of several stars compressed into an area a few miles in diameter. Primordial black holes can range in size and mass from as little as a pinhead weighing an ounce to as big as a tennis ball with a mass exceeding that of the earth.

Trager's ship and crew were instantaneously destroyed by the collision with the rapidly traveling black hole. Metal and plastic as well as flesh and bone were ripped asunder by the powerful gravitational pull of the primordial monster. All was destroyed within minutes; all except Trevor Trager. By some miracle, perhaps some unknown side-effect of the Quantum Gates, Trager's body was struck by the black hole and absorbed it! His mass and the black hole's became one. Trager had essentially become a living black hole with amazing powers over gravity!

After the collision, Trager luckily made it to the ship's only undamaged escape pod and jettisoned into the void. Rescued several days later, Trager made his way back to Earth. Weeks had gone by before his amazing powers over gravity finally revealed themselves in his local grocery store. While shopping, Trager was startled when all the containers of food in his area of the isle leapt into the air and remained suspended there. As he walked further down the isle, more food products leapt into the air as the first batch crashed to the floor. Patrons of the store were lifted off their feet as Trager passed by, only to crash in a heap seconds later. Trager was frightened and bewildered



by the strange occurrence, and ran from the store with items rising into the air and falling again as he rushed past.

Over time, Trager has learned to control his powers. But the more powerful he became, the more arrogant and maniacal he became. He began to believe he was better than normal folk, and felt he deserved enormous wealth and the power that came with it. Calling himself Singularity, he went on a spree of crime and terror,

Powers Unique to Singularity: Singularity has two powers that are unique to him and not available to player/characters at this time: Open Dimensional Wormhole (Minor) and Black Hole.

Open Dimensional Wormhole (Minor)

Range: Up to 10 miles (16 m) + 10 miles (16 m) per power level. Singularity gained this power at 8th level. He can travel up to 80 miles (128 m).

Duration: None

Skill Roll: Varies (see below)

Using his gravity powers, Singularity can create a wormhole in the dimensional fabric of space and time and use it to travel miles in milli-seconds. The wormhole is like a tunnel suspended in between dimensions, where time and space cease to exist. Singularity and up to four individuals can travel through the dimensional shortcut. Singularity must make a Very Hard Task roll in order to open the wormhole. He then chooses his destination and based on the distance of the dimensional jaunt, Singularity must make the assigned Skill Roll:

- 1 to 100 ft (30 cm to 30 m): Simple
- 100 ft to 1 mi (30 m to 1.6 km): Easy
- 1 to 10 miles (1.6 to 16 km): Medium
- 10 to 30 miles (16 to 48 km): Hard
- 30 to 50 miles (48 to 80 km): Very Hard
- 50 to 100 miles (80 to 160 km): Impossible

Note: Once Singularity steps through the wormhole opening, it slams shut and reopens instantaneously at his desired destination.

Black Hole

Range: Self

Duration: Concentration

Skill Roll: Impossible

Singularity can turn himself into a temporary black hole and suck victims and objects within 50 ft (15 m) of him into his body to be crushed out of existence. When this power is activated, the center of Singularity's chest begins to swirl counter-clockwise and turns a deep flat black. Any small loose objects nearby will be sucked into Singularity. Larger items will start to slowly slide toward the villain. Victims hold-

ing onto anchored items must make a Medium Task roll every Phase to avoid losing their grip. Non-anchored victims trapped by Singularity's irresistible gravitational pull get three chances to break free. The victim must make a Hard Task roll to break free and avoid being pulled in. If he fails that, he gets a second chance by making a Very Hard Task roll. If unsuccessful, he gets a third try by making an Impossible Task roll. Failure of the third and last roll means the character gets sucked into Singularity and is crushed out of existence.

Villainous Duos

HELLFIRE & BRIMSTONE-

A Villainous Duo

Hellfire and Brimstone are an unlikely pair. Hellfire is a Cyber-Technologist with a complete cyber-body makeover, and Brimstone is a powerful mage and outcast from the secretive Coven.

stealing millions of credits and killing innocents along the way. In a matter of weeks, Singularity made the Cosmic Enforcers "Top Ten Most Wanted" lists. But, the Enforcers have been unable to stop the "Master of Gravity", and have several deaths to show for their botched attempts to capture him.

Oddly, their awesome powers seem to complement each other, forming a smooth running machine of villainy. How the two of them became partners is unknown to the public. What is known is, as a duo they are an extremely dangerous and ruthless pair, with little or no concern for laws or for the lives of innocents.

Hellfire

Archetype: Cyber-Technologist

Lvl. 15th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
100	25	28	38	15	16	9	*290	162

Race: Human	Ht: 7'2"	
Real Name: Harry Durange	Wt: 550 lbs.	Age: 35
Bash Resistance: 60	Blast Resistance: 60	
HtH Damage: +18d6	Actions per Turn: 5	
Attitude: Brawler	Morality: 2	Order: 2
Spells: Magic Weapon (see new spells section)	Skills:	
The Magical Fire and Disruption beam are fired out of his Abdomen Meta-Laser.	(20) Brawling	
Cybernetics:	(13) Demolitions	
Galactic Alliance NXP-245	(18) Dodge	
"Hellfire" Combat Chassis	(15) Magic: Healing	
(see Cybernetics section for weapons and stats)	(14) Magic: Mysticism	
with an optional Abdomen Meta-Laser	(15) Magic: Sorcery	
(2) AL Implants	(5) Meditation	
(Combat & Weapons)	(10) Tactics	
(2) Map Implants	(7) Tracking	
(Eastern & Western North America)	(20) Weapon: Energy Pistol	
Full-Body set of Touch and Feel Sensor Pads	(22) Weapon: Energy Rifle	
	(22) Weapon: Missile Launcher	
	(22) Weapon: Plasma Rifle	

HELLFIRE

Hellfire is a former military specialist by the name of Harry Durange. Harry volunteered for an experimental Galactic Alliance program, code-named "Hellfire", to create a powerful full-body Cyber-Soldier. Harry had lost both legs and an arm in a firefight with the Drakkha and gladly volunteered just to be able to walk again. After the cyber-operation, only Harry's brain, inner mouth, and tongue would remain. The rest of his body was expendable.

The cyber-operation was a success with no complications. Over the next few weeks, the doctors and scientists were very happy with Harry's progress. His remaining organs did not reject his new mechanical body and the electronic nervous system worked beautifully. Within months, Harry was ready for active military duty.

Harry was assigned to some of the most dangerous operations against the Drakkhan invaders and returned victorious. But, as the war raged on Harry became more and more of a risk taker; playing with his Drakkhan and K-Lok opponents instead of quickly dispensing with them. The Galactic Alliance scientists and doctors feared that Harry's greatly reduced sensory input (Touch & Feel Sensor Pads had not yet been invented) was making him find his thrills in other ways;



Special Bonuses: The symbols, his metal body, and implants give Hellfire special bonuses of: +3 to Initiative; +12 points of Spirit Resistance; +12 points of Mental Resistance; +12 points of Magic Resistance; and +7 to any Will Contest.

Money: Self worth of \$55,000,000 and climbing. Always has at least \$10,000,000 stashed away for emergencies, upgrades, and replacement missiles, etc.

Allies: Devon White and Brimstone.

Enemies: The Coven, the Galactic Alliance, the Cosmic Enforcers, all do-gooders, and Quentin Maron.

Appearance: Harry has been installed into a Candy Apple Red Galactic Alliance NXP-245 "Hellfire" Cyborg Combat Chassis. Harry's Combat Chassis is covered in symbols.

Base of Operations: New York

such as deadly risk taking. The scientists and doctors determined that the thrill of the added danger was stimulating his brain's endorphins and adrenaline to abnormal levels. Harry had become a danger junky, getting high on the glandular secretions the thrills induced.

Harry was ordered to return to Galactic Alliance headquarters for evaluation and a full-diagnostic systems check. Harry feared that the GA was planning on taking him off-line. With no body in which to have his remaining organs returned, he believed he was cursed to spend the rest of his life in a glorified test-tube. Harry disappeared and the Galactic Alliance put out a reward for his capture.

While the Galactic Alliance's Hellfire program was put on hold due to the problems with its first test subject; Harry was finding thrills in other ways. He had resorted to a life of crime to pay for the expensive repairs and upgrades needed for his mechanical body. He was also hiring himself out to the highest bidder for dirty jobs such as kid-

napping, industrial espionage, arson, and assassinations that required his special military and cybernetic abilities. During this period of his criminal career, Harry's biggest client was Devon White of Nu-Tech. Hellfire's new life of crime quenched his insatiable need for danger and thrills.

During a kidnapping attempt of one of Devon White's competitors, Hellfire met Brimstone. Brimstone had been hired on as a body-guard for Hellfire's intended victim, Quentin Miles, a powerful CEO of M-Corp. A tremendous battle ensued between the two combatants, destroying three entire floors of the Maron's Houston office building. Hellfire and Brimstone reluctantly joined forces when

Miles' power-armored security forces opened fire on both of them. Hellfire leapt in front of Brimstone deflecting a barrage of weapons fire meant for the unsuspecting mage. Greatly outnumbered and also appreciative of Hellfire's life-saving act, Brimstone mystically teleported himself and Hellfire to safety. The two soon became friends and realized that they made a good team. They have been committing crimes together for over six years.

GM Note: Hellfire's candy-apple red cybernetic body is covered with symbols inscribed by Brimstone. Hellfire is now a nearly indestructible magic weapon, with the ability to invoke several magic spells endowed by the symbols (see the New Powers section for stats on those spells). Unknown to Hellfire, Brimstone has also inscribed a special spell into Harry's armored body that would prevent Hellfire from attacking his partner.

BRIMSTONE

Evan Drago was one of the world's premier illusionists and magicians before the Drakkhan war. Known by his stage name, "Brimstone, Master of Illusion", he played all the big venues around the world including several shows for England's royal family and for the President of the United States. Audiences loved him and women fell to their knees in desire for the wealthy and handsome Brimstone. But Brimstone was not happy. He yearned to learn real magic to make his shows more spectacular and to satiate his desire for power. He got his chance when he learned of the secret society called the Coven. Putting his world tour on hold, Brimstone disappeared from public

life for six long years.

At first, the Coven was reluctant to take on a mere illusionist. But, when Brimstone offered his entire fortune to the mystical society, they relented. It was Brimstone's money that allowed the Coven to purchase Salem, Massachusetts after the Drakkhan retreat. Brimstone was elated.

For the next six years, Brimstone was a devoted disciple of the Coven. He learned quickly; mastering difficult spells that took others decades to control. Brimstone participated in dark rituals, paid homage to other-worldly powers, and sacrificed living creatures, human and animal, to those powers. The Coven's Council of Power were delighted with his progress and invited him to sit

with the inner circle. The invitation was considered a great honor, but Brimstone declined the offer by letting them know that he was going back on tour with his new-found powers. The Coven's Council was appalled and told Brimstone that he would not be allowed to reveal the mystical secrets that he now commanded. Brimstone was no fool, so he apologized and accepted the Council's original offer, but secretly had no intention of staying. The adoration of the crowds were what he now desired and nothing, nor no one, was going to prevent him from attaining what he wanted.

Over the next few months, Brimstone convincingly played his part. As a member of the Council of Power, Brimstone was privy to much of the inner workings of the Coven. One day, he caught a glimpse of several old and withered books that one of the elder council members was reading. When Brimstone asked what the books contained, the council member remarked that they contained ancient spells; magic older than time itself. Inquiring further, Brimstone was told that he was too inexperienced and foolhardy to be trusted with the knowledge of the demons. Brimstone respectfully agreed with the elder, but discreetly watched where the books were kept for future reference. That night Brimstone snuck into the library, jimmied the locked drawer, and removed the ancient texts. With a miniature micro-film camera he had purchased weeks before, he was able to photograph a few pages before he heard voices outside the door. Quickly replacing the books, Brimstone then slipped out a window and disappeared into the night.

Some months later, Brimstone was in the middle of his new smash hit world tour, when the Coven learned that he was revealing their secrets to the masses. The mystical society was furious and vowed to destroy the traitor at his next show in Los Angeles. Unfortunately, the Coven was unable to fulfill their vow since Los Angeles was bombarded that day by the Drakkha. Brimstone was thought to have been killed in the devastation, but he had survived.

During the war, Brimstone travelled to a remote area of the Nevada desert, set up home in a secluded cave, and practiced his craft. By the time the Drakkha were defeated, Brimstone was a supremely powerful mage who wielded the power of the demons.

With the world devastated by war, Brimstone traveled the wastelands in search of others of his kind and for further magical enlightenment. Any

Brimstone

Archetype: Mage

Lvl. 15th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
11	15	10	10	23	21	20	101	189

Race: Human

Ht: 6'1"

Real Name: Evan Durango

Wt: 175 lbs.

Age: 30

HtH Damage: +1d6

Actions per Turn: 2

Attitude: Glory Hound

Morality: 1

Order: 3

Spells:

Inscribe Magical Symbols
(see new spells section)

Evil Eye

Domination

Spirit Shielding

Summoning

Life Drain

Animate Dead

Skills:

(15) Acting

(10) Computer Use

(13) Concealment

(20) Dodge

(12) Languages

(30) Magic: Mysticism

(30) Magic: Sorcery

(25) Meditation

(16) Persuasion

(10) Pick Locks

(10) Pick Pockets

(15) Pilot: Ground Vehicle

Spells Unique to Brimstone: Brimstone has four additional spells that he is able to use: *Dead Senses*, *Snakes For Innards*, *Boiling Blood*, and *Rapid Aging*. All four fall into the School of Sorcery category and cannot be used by the player/characters at this time. Snakes for Innards can be found in the **Gate Demons** description, and the others are listed in the **New Spells** section.

Special Items/Equipment: Brimstone has a special amulet that he stole from the Coven that allows him to levitate and fly at 50 mph (80 kph). Spell Points Required: 3 points for every hour in flight. Also owns several Deadbore Crystals and knows the incantation to tap into it, but believes the penalties are far too costly for the added power benefits.

Money: Self worth of \$35,000,000 and climbing. Always has at least \$1,000,000 stashed away for emergencies.

Allies: Devon White and Hellfire.

Enemies: The Coven, the Galactic Alliance, the Cosmic Enforcers, all do-gooders, and Quentin Miles.

Appearance: Devastatingly handsome man with black hair with a white streak running through it. Chiseled features with penetrating green eyes. Wears black clothing and a flowing black cape with a red satin interior.

images he encountered were mere illusions of power compared to him. Brimstone had truly become a powerful mage, but once again he yearned for the lime-light and the money it brought. Since the entertainment industry had been destroyed, he turned to a life of crime to fulfill those desires.

Brimstone stole priceless artifacts, assassinated those he was hired to kill, and hired himself out to

the highest bidder. When he met Hellfire, the highest bidder had been Quentin Maron of Maron Industries.

At this time, the Coven still has a death warrant on Brimstone's head. So far, he has proven much too powerful for the society's mystical assassins, and with Hellfire's help has killed them all.

LURID & THE LUMMOX-

A Villainous Duo

The teaming of Lurid and LummoX make for a peculiar couple.

The media have dubbed the pair "Beauty & the Beast". The LummoX is a large, disgustingly overweight paranormal, and Lurid is a stunningly beautiful Vjour Dream-Weaver. The pair are

extremely dangerous and usually end up killing or maiming innocents during every crime they commit. The Cosmic Enforcers are extremely interested in capturing the duo, especially after the massacre with Maxim and his team (see Maxim in the Individual Villains & Foes Section), and have placed them into the Top Ten Most Wanted list of Earth criminals.

The LummoX

Archetype: Hero

Lvl. 14th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
65	12	15	16	8	12	5	139	-

Race: Human **Ht:** 7'
Real Name: Jackie Paltrow **Wt:** 470 lbs. **Age:** 25

Bash Resistance: *106 **Blast Resistance:** *106
HtH Damage: +11d6 **Actions per Turn:** 3
Attitude: Brawler **Morality:** 2 **Order:** 2

*all Bash/Blast damage is cut in half

Powers:

Monstrous Strength
 Power Dampen
 Bash Resistance
 Blast Resistance
 Life Support

Skills:

(22) Brawling
 (9) Computer Use
 (20) Dodge
 (10) Pilot: Ground Vehicle
 (17) Shield
 (10) Streetwise
 (19) Tactics
 (19) Tracking
 (20) Weapon: Thrown

Special Items/Equipment: The LummoX has a Vjour Disorientation Amulet strapped to his chest.

Money: Has about \$9,000,000 credits stashed in a secret bank account in Geneva. Allows Lurid to have access to it (she'll steal it when she decides he's outlived his usefulness).

Allies: Lurid

Enemies: The Galactic Alliance, the Cosmic Enforcers, Maxim, all do-gooders, and the Posse.

Appearance: Large, overweight man with brown hair and blue eyes. Wears a purple costume with gold trim. His shoulder plates are gold plated.

Base of Operations: Houston

THE LUMMOX

Contrary to the definition of his chosen moniker, the LummoX is neither stupid nor slow. As a boy, Jackie Paltrow was always large and overweight. He never made friends easily and was the butt of unending jokes and relentless teasing. In high school, his excessive girth continued to be a source of embarrassment, but served him well as a lineman for the high school football team. Dreaming of one day joining the NFL and wishing to become even more powerful, Paltrow started taking steroids. The stronger he got, the more he took, which eventually brought about the bizarre side-effects that changed his life forever. Normally, the abusive amounts of steroids that Paltrow was taking would've had a debilitating effect on the body and eventually lead to death. With Paltrow, the steroids somehow benefited the obese youth and granted him the paranormal powers of monstrous strength and partial invulnerability.

Shortly after gaining his new found powers, the verbally victimized Paltrow snapped at school and killed several of his high school tormentors. He also destroyed an entire wing of the school injuring and killing several hundred other students and faculty. Hearing police sirens, Paltrow suddenly realized what he had done and ran to avoid capture. Hiding out over the next few months, Paltrow learned to control his powers and brimming with confidence announced himself to the world by robbing and completely destroying the First National Bank of Atlanta. He spent the next five years committing crimes and terrorizing the



The LummoX's Disorientation Amulet:

This device was given to the LummoX by Lurid. The Vijour Disorientation Amulet doesn't need any outside Will Points to work. It has a limited number of its own Will Points which can be used to trigger its disorientation effects. The LummoX can call upon the amulet as often as he likes until it's Will Points are depleted. The amulet's Will Points regenerate completely within a 24 hour period. When triggered by the LummoX, the amulet emits a powerful psionic disorientation blast that affects individuals up to a 100 foot radius (30 m). The LummoX is unaffected since he is wearing the device, and Lurid is unaffected since she is a Vijour Dream-Weaver. Victims caught in range of the disorientation blast must win a Will Contest with the amulet or suffer -4 to Initiative, -4 to Hit, and -3 to Dodge for 2 Turns. Victims also suffer 2D6 in Mental Damage. Each triggering requires a Medium skill roll and costs 5 Will points. The Vijour Disorientation Amulet has a Will of 16 and has 30 Will Points to spend daily. If stolen from the LummoX, the device will work for whoever pilfered it.

Lurid

Archetype: Mind Lord

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	W.P.
20	10	9	12	20	24	22	86	143

Race: Vijour Ht: 6'
Real Name: Excene 4365 Wt: 275 lbs. Age: 20

Bash Resistance: 75 Blast Resistance: 75
HtH Damage: +2d6 Actions per Turn: 2
Attitude: Manipulator Morality: 1 Order: 3

Psionics: Skills:
Mental Shield (13) Brawling
Body Control (5) Bribery
Natural Abilities as a Vijour: (12) Dodge
All Vijour have the natural (10) Interrogation
abilities of Phantasmal Imagery (20) Meditation
and Mental Pleasure/Pain (see (20) Persuasion
new psionics section) Lurid's (25) Psionics
are at level 10. (8) Science: Psychology
 (20) Seduction
 (16) Tactics

south-eastern United States. During the Drakkhan war, Paltrow laid low and counted his ill-gotten wealth. After the conflict, Paltrow re-emerged and took up where he had left off.

While plundering yet another bank, Paltrow met and was saved by the alien soon to be known as Lurid. Innocently doing her banking, Lurid was as surprised as the other patrons when the LummoX came crashing through the front doors and announced he was robbing the bank. Before Paltrow could make his getaway, a superior force of Cosmic Enforcers entered the bank and ordered the LummoX to surrender. Believing he was finally captured, Paltrow was surprised when Lurid came to his aid by causing the unsuspecting heroes to relive their worst nightmares through her hallucination powers. While the heroes were distracted by their terrifying mental demons, Lurid and the LummoX escaped with the loot.

After their escape from the bank, Lurid and the LummoX became partners in crime, as well as lovers. Unknown to the LummoX, Lurid is only using him to serve her own greed-filled wants and desires. When he finally realizes he's being used, he will likely kill her. Paltrow is excessively possessive and jealous of Lurid, and will kill anyone he believes is looking at her in an admiring or desirable way. Lurid is the LummoX's very first girlfriend and he is head over heels in love with her. Anyone causing harm to Lurid will face the LummoX's wrath.

LURID

Lurid is one of a newly discovered race of beings, known as the Vijour Dream-Weavers, that were genetically created by another race for the express purposes of physical and mental pleasure. After their rebellion and subsequent victory over their creators, the Vijour interspersed into the galaxy reveling in their new-found freedom. Lurid was one of several thousand Dream-Weavers that made their way to Earth by way of the Quantum Gates. At an early age, Lurid discovered she was different from others of her kind. All Vijour have the ability to cause mental pain as well as mental pleasure, but a very small percentage have the ability to tap into another's brain and cause horrifying hallucinations that can kill or maim. Known as Nightmare-Weavers, these Vijour Mind Lords are even feared by other Vijour. Lurid is an extremely powerful Nightmare-Weaver, who enjoys killing for thrills.

After joining forces with the LummoX, Lurid

realized a lifelong dream of becoming rich and powerful like the creators whom she once served. She also enjoys the power she exerts over the lovesick LummoX. Using her powers of thought and dream manipulation along with the immeasurable power of the LummoX, the two have become a force not to be reckoned with.

Being a Vijour, Lurid is incapable of emotional love and feels nothing towards the LummoX. He doesn't know this and is unaware of her true feelings or intentions. She plans on keeping him around long enough to garner what she really loves; massive amounts of credits. Or at least until another more powerful male comes along that she can manipulate to do her bidding. She realizes that her parting with the LummoX will enrage him so she plans to either kill him or have him imprisoned by setting him up. At this time, the LummoX is a useful and much-needed pawn for her to use in her greed-filled plans.

Special Bonuses: +11 to any Will Contests, +11 points of Magic Resistance, +5 points of Spirit Resistance, and +35 points of Mental Resistance.

Special Items/Equipment: Lurid has a Vijour Mind Shield Amulet which gives her an additional +5 to any Will Contests, +5 points of Magic Resistance, +5 points of Spirit Resistance, and +5 points of Mental Resistance. The Mind Shield Amulet also grants her invulnerability to any Mental Domination attacks.

Money: \$21,000,000 credits in a secret bank account in Geneva. Has access to the LummoX's \$9,000,000, and plans to steal it when she is through using him.

Allies: The LummoX

Enemies: The Galactic Alliance, the Cosmic Enforcers, all dogooders, and the Posse.

Appearance: Stunningly beautiful Vijour, with shimmering gold colored eyes and hair. Wears a purple costume with gold trim, and gold plated shoulder plates.

Base of Operations: Houston

ROUGH & TUMBLE-

Robin Hoods of New York

Rough and Tumble are a father and daughter team who excel at crime and generously give to the poor of New York. Steve McTagg and his daughter, Meagan, were always down on their luck. Meagan's mother, Sara, died at a young age leaving Steve to raise his infant daughter. Steve had dropped out of high school to support his young family, and after his wife's death had trouble finding a good paying job with no high school diploma. One day, while searching the want ads, Steve noticed an ad for the Galactic Alliance's Interplanetary Exchange Program. The ad offered great money, adventure, and excitement for individuals and families. Steve and Meagan traveled to Houston, signed up, and were accepted.

Assigned to the Nalta homeworld, Steve and his young daughter loved their new life. The Nalta treated Steve and Meagan like one of their own, with respect and affection. They loved the Nalta world and it was with great reluctance that they left when called back to Earth.

During the trip home their transport's hull plates were breached by a small asteroid while exiting one of the Gates. Six poor souls were sucked into the void and disappeared through the Gate and into hyperspace (See the upcoming **Villains & Foes 2** for the fate of those six poor souls). The hull's auto-sealant system closed the breach just

before Steve and Meagan suffered the same fate as the others. But, Steve and his daughter did not escape the incident unscathed. They were hit with large doses of radiation from the closing Gate. Steve now calls that day the best day of his and Meagan's life.

Several months after returning to Earth, Steve and Meagan's super-powers began to surface. Steve persuaded Meagan that they should use their powers to help the poor of New York by stealing from the rich, and at the same time, get what they always wanted: wealth and respect. Meagan didn't believe stealing was right, but loved her father and agreed to his request.

In time, Meagan learned to love the thrill that committing crimes brought out in her. After all, they didn't kill innocents. She and her father only stole credits from the wealthy and distributed it to the poor after taking their small cut. In her eyes, they were modern-day Robin Hoods; taking from wealthy oppressors and giving to the needy.

The wealthy of New York do not look upon the pair's crimes in the same light as Meagan and Steve. Nu-Tech and its media have painted Rough and Tumble as extremely dangerous paranormals who deserve life-imprisonment for their despicable crimes. Devon White, Nu-Tech's head honcho, has personally lost millions to the daring duo and recently hired the Posse to hunt them down and kill them. He also requested that Rough and

Tumble's severed heads be returned to him before any payment is made to the bounty hunters. He plans to have the heads encased in plexiglass to be used as book ends for his personal library.

GM Note: There are several ways to get the player/characters involved in a scenario involving Rough and Tumble. Scenario #1: The group could encounter them when are in New York and are held up by the daring pair for their credits. With all the negative publicity and propaganda being spewed about the duo, the group may believe Rough and Tumble are the villains they are portrayed to be in the press. A fight ensues, then a battle when the Black Aces (see NuTech write-up in **Cosmic Enforcers**) get involved to aid their friends. Scenario #2: The group is hired by a trusted outside source or assigned by a Galactic Alliance officer on Devon White's payroll to cap-

ture Rough and Tumble, dead or alive. A battle ensues with the group eventually realizing they've been duped. Scenario #3: If the group plans to go against NuTech and its minions: After a chance encounter (see Scenario #1), Rough and Tumble join up with the group to take on NuTech. The duo will help the group break into NuTech's headquarters (they've done it before) and a battle with NuTech's security forces and eventually Lancelot breaks out. Rough and Tumble will be most concerned with stealing credits to aid the poor and needy, but will valiantly fight by the group's side when needed. Player/characters with a high level of morality and order will be disgusted by Rough and Tumble's thievery and vigilante antics, and may try to stop them (another battle?). At the GM's discretion, all three scenarios can be tied together to make a larger campaign.

Rough

Archetype: Hero

Lvl. 8th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
45	17	14	11	10	15	10	106	-

Race: Human

Ht: 6'3"

Real Name: Steve McTagg

Wt: 230 lbs.

Age: 34

Bash Resistance: 66

Blast Resistance: 66

HtH Damage: +8d6

Actions per Turn: 2

Attitude: Vigilante

Morality: 6

Order: 3

Powers:

Skills:

(11) Monstrous Strength
Power Leech
Bash Resistance
Blast Resistance

(20) Brawling
(10) Climbing
(15) Dodge
(14) Pick Locks
(10) Pilot: Ground Vehicle
(18) Security Systems
(6) Stealth
(16) Weapon: Thrown

Special Items/Equipment: Steve wears a pair of specially adapted Power-Punch Gloves.

Money: Self worth of \$225,000 and growing. Always has at least \$5,000 stashed away for emergencies. Has given away at least twenty times his worth to the poor and needy of New York. Due to his love for the Nalta people, Steve is especially generous to any needy Nalta. Also helps fund the Black Aces.

Allies: The Black Aces of Alphabet City and the poor of New York.

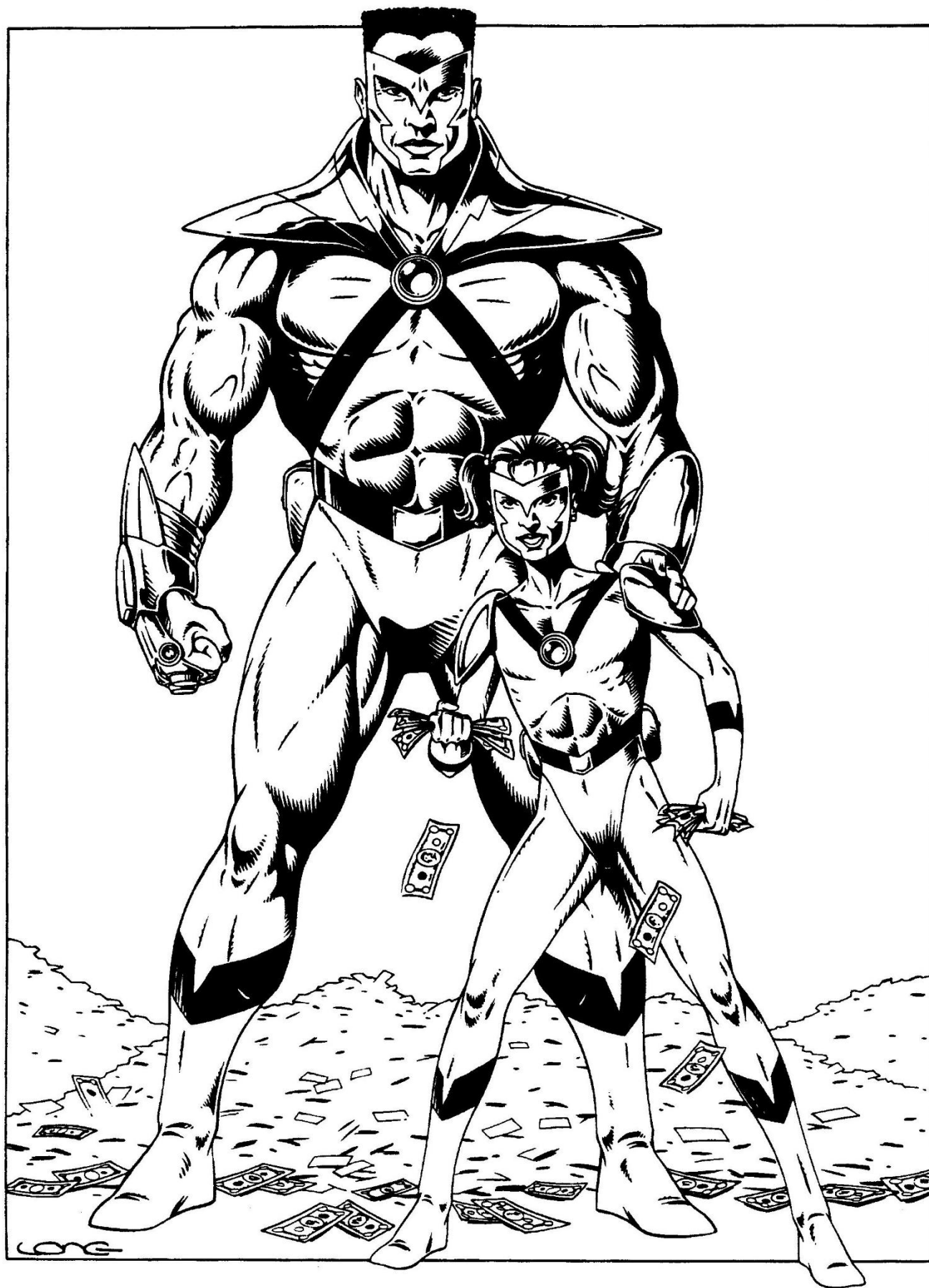
Enemies: Devon White, Lancelot, and the Posse.

Appearance: Handsome African-American male with black hair and brown eyes. Wears a green costume with black trim.

Base of Operations: Works out of Alphabet City.

ROUGH

In his younger days, Steve McTagg was a promising amateur heavy-weight boxer with several promoters interested in promoting him as a professional. An unfortunate car accident with a drunk driver severed the tendons of his left arm (his best punch was a devastating left hook). It took five years of therapy and several operations to get his arm back to 85% proficiency. After that, he was damaged goods and no professional promoter would touch him. Steve continued to fight in seedy clubs for chump change, but never attained his former punching power. He finally gave it all up when Meagan was born. After his wife died, he would occasionally fight to bring in much needed money to pay for food and rent, but it never seemed to be enough. After the accident that turned him and Meagan into paranormals, Steve's arm fully recovered and his boxing background was helpful in his newly chosen profession.



Rough's Special Power-Punch Gloves:

Steve has a pair of specially adapted Power-Punch Gloves given to him as a gift from the Black Aces. The gloves have a unique Power-Up knob which allows Steve to change the power/damage setting of the gloves. There are six different settings that are added to his HtH Damage per punch: Setting 1-2D6, Setting 2-3D6, Setting 3-4D6, Setting 4-5D6, Setting 5-6D6 (Can only be used three times before it wears out the Macro-Power Cell and the gloves must then cool for 2 Turns before

operating again), and Setting 6-12D6 (Can only be used once before it wears out the Macro-Power Cell and the gloves must then cool for 4 Turns before they will operate again). Range: Hand to Hand, Shots: Same as Macro-Power Cell - 25 (Once Rough uses the 6D6 setting three times, the Power Cell is depleted even if ten or twenty shots remained on the Power Cell. Same with the 12D6 setting), Reload: 2 minutes to replace the Macro-Power Cell when depleted.

Tumble

Archetype: Hero

Lvl. 8th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
9	15	18	17	12	21	16	114	-

Race: Human

Ht: 4'9"

Real Name: Meagan McTagg

Wt: 65 lbs.

Age: 10

Bash Resistance: 35

Blast Resistance: 35

HtH Damage: no extra dmg.

Actions per Turn: 3

Attitude: Wisecracker

Morality: 8

Order: 4

Powers:

- (11) Teleportation
- (11) Toughness
- Life Force/Power Absorption

Skills:

- (20) Acrobatics
- (12) Climbing
- (16) Contortionist
- (8) Computer Use
- (16) Dodge
- (15) Pick Pockets
- (10) Streetwise

Special Bonuses: +3 to any Will Contest, +3 to save vs. Magic, +9 points of Spirit Resistance, Immune to all diseases, Immune to all poisons.

Special Items/Equipment: Costume made of Panoply Protective Cloth which affords Tumble an extra +20 of Bash/Blast Resistance (already added in to B/B totals).

Money: Self worth of \$75,000 and growing, which she's saving for college. Always has at least \$2,000 stashed away for emergencies.

Allies: The Black Aces of Alphabet City and the poor of New York.

Enemies: Devon White, Lancelot, and the Posse.

Appearance: Ten year old African-American girl with short black hair and brown eyes. Wears a green costume with black trim.

Base of Operations: Works out of Alphabet City.

TUMBLE

Meagan is an extremely gifted acrobat, who uses her gymnastic abilities along with her paranormal powers to steal from the rich and give to the poor. With her powers of Teleportation, Toughness, and Life Force/Power Absorption she is a formidable adversary even though she is only ten years old. Wise beyond her years, Meagan knows it is only a matter of time before she and her father are caught, but doesn't care. The thrill of using her powers for the good of others far out weighs any of her concerns.



Villainous Teams and Gangs

GANGLAND CHICAGO-

A City Under Siege

When Earth Central allowed private corporations to purchase cities devastated by the conflict with the Drakkha, a partnership of two powerful criminal organizations with a corporate front bought Chicago. Tommy Capone, owner and president of the Krupp department store chain, reluctantly formed a partnership with his criminal rival, Krootik the Feared, to purchase the Windy City. Ever since that purchase the two gangs have fought over turf, gambling, prostitution, drugs, etc. The skirmishes for control of the city and its illegal activities are usually violent and bloody, with many innocents being caught in the deadly crossfire. The days of gangland violence have returned to Chicago with a vengeance.

Although the city is owned by Tommy Capone and Krootik the Feared, the citizens of Chicago demanded that the city government and police force be separate entities from the corporate ownership before allowing its purchase. Thus, all government and police officials are elected every six years by the citizenry. Corporate representatives of Capone and Krootik sit in on all meetings concerning the city's welfare, and have the ability to vote on every issue. Both agencies are full of corruption and take bribes from the criminal organizations that own the city. The Mayor, Police Chief, and a majority of City Councilors and Commissioners are on the take and in the hip pocket of both Capone and Krootik. The corrupt officials readily fix votes, funnel commission money, award tax breaks, fix judicial hearings and decisions, and other illegal activities to favor the

two criminal organizations. Even lowly City Clerks and beat-walking Police Officers are known to accept a dishonest buck. The entire Chicago Police Department is so corrupt that insiders in-the-know jokingly call the force, the Million-Five By Five Club, since any officer can easily make \$1,500,000 credits or more in bribe money in five years.

Since the war, Chicago has once again become a dry city. No alcohol or recreational drugs of any kind is allowed to be purchased, consumed, or imported into the city. The mandate, called Prohibition II, was the idea of Tommy Capone, who saw the great potential of making untold millions of credits in illegal booze and drug sales (Just like his Uncle Al). Tommy pushed it through the City Council who passed it after being cajoled with bodily harm or bribe money. Both Tommy and Krootik manufacture their own illegal booze and drugs and sell it to the citizens of Chicago at three to four times the price outside the city. Several "Goody-Two-Shoes" within the city government firmly believe in the "No Booze, No Drugs" mandate and disapprove of the violence associated with the illegal sales of alcohol and drugs. They have requested that the Galactic Alliance come in and enforce the city law and put a stop to the bloodshed. Since that request, the Galactic Alliance have installed several Cosmic Enforcer stations within the city's confines that specialize in gang violence and their illegal activities. Tommy Capone and Krootik, along with the Spiders and the Chicago Police Force, disapprove of the GA's presence and have declared war on the Cosmic Enforcers.

SCARFACE CAPONE, KINGPIN OF CHICAGO

The Corporate City of Chicago is known for its diversification of races, both alien and human, that call it's boundaries home. Though not as classy as Nu-Tech's New York, it is a beautiful city with a modern skyline still dominated by the world's tallest building once known as the Sears Tower. Before the war, Chicago was not only home to Sears, but also to a less well-known department store chain known as Krupps.

Although not as large as Sears, Krupps still had a great number of chains throughout North America and had hopes of toppling its rivals from the number one spot. Unfortunately, the department store giant was poorly run and eventually bought out in the late twentieth century by an international weapons supplier and drug dealer known as Tommy "Scarface" Capone. Though never proven, Tommy claimed he was the great, great grandson of the famous 1920's and 30's Chicago gang boss, Al Capone. Tommy wanted to legitimize himself and his ill-gotten billions, so he bought Krupps.



Capone's Area Stunner:

(GM Note: Not Available to Players!). The Area Stunner is attached to Capone's Chest Epidermis Sheathing. In times of extreme danger to his person, he slaps the device which super-charges the air surrounding him. The super-charged air becomes the conductor of an area-wide energy blast which temporarily incapacitates everyone, but Capone (the device protects its wearer from its effects), for 5 full minutes. The stunning blast leaves the victims fully conscious and aware of their surroundings, but unable to move their bodies. The Area Stunner disrupts the victim's electromagnetic impulses that control their body's motor functions. The unique device causes 4D6 + 10 Blast Damage to the victims, has a Range of 25 feet in all directions, and can stun up to ten individuals at one time. The Area Stunner can only be used once per day since it needs to recharge all its expended energy. The victim does have one chance to shrug off the weapon's debilitating effects; a VERY HARD task roll. A successful roll means the character's body still functions and he is unaffected except for 2D6 in Blast damage. An unsuccessful roll means the character is stunned and suffers the full damages.

At the time of Tommy's purchase, the department store chain was struggling with massive losses due to more aggressive competitors under-selling them, poor business decisions, and prehistoric thinking by its upper management. Tommy changed all that. Using his talents of managing a crime cartel, he made Krupps a major contender by revamping the company's stodgy image with more aggressive advertising, remodeled the stores, brought in higher quality merchandise, and under-cut his competitor's prices. Behind the scenes, Tommy's henchmen crippled his competitors or drove them out of business with threats, corporate espionage, extortion, kidnapping, and even murder. Within a year, Krupps was number one and Tommy was dreaming of ways to become the only department store chain in North America and eventually the world. Unfortunately, those dreams were shattered by the Drakkha invasion of Earth.

With the Earth in the throes of war, Tommy saw the multitude of opportunities the deadly conflict presented. There was going to be a vast need for weapons to fend off the invaders, and illegal drugs for the soldiers to cope with the atrocities of war. Both needs were Tommy's former specialty, and with his network of organized crime still intact, he had the ability to deliver what he promised. By the end of the war, Tommy was one of the wealthiest men in the world (second only to Devon White). Unfortunately, the conflict ended too soon and Tommy was stuck with a huge stockpile of weaponry that was soon to be outdated. Owing untold millions for those weapons, Tommy fell in monetary stature and was unable to fulfill his biggest wish- owning an entire city. When Earth Central asked industries to bail out the devastated cities of the world, Tommy had desperately wanted Chicago. Unfortunately, he couldn't afford the entire amount and reluctantly took on an underworld partner; Krootik the Feared. With his partner's additional money, Tommy created the legitimate front, Lakeshore Development Agency (see GM Note below), and outbid all his competitors.

Tommy Capone controls the east, south, and northeast sections of Chicago, while Krootik commands the west and northwest sections. After the war, Tommy purchased the now defunct Sears Tower and had the damage to the building repaired and made it his base of operations. Now known as Krupps Tower, the world's tallest building still dominates the Chicago skyline, as well as, the economy, both legal and illegal, of the windy city. Tommy had fulfilled another wish- Krupps

was the only major department store still in operation after the war with stores in Chicago, Detroit, New York, New Orleans, Atlanta, Munich, Rio de Janeiro, Amsterdam, Paris, and Perth.

Tommy Capone controls the majority of Chicago's politicians, judges, and police officers. With the influx of alien races coming and going from the Nalta city of New Atlantis, Chicago caters to the legal and illegal needs of its citizens and visitors. Tommy controls the largest portion of the city's illegal activities within his territory. Krootik controls those same activities on a smaller level in his. Those activities include the manufacturing and sale of illegal drugs and alcohol (alien and human), prostitution, gambling, hijacking, union control and corruption, political and judicial payoffs, kidnapping, and murder.

Tommy Capone isn't happy having to share the city with his partner. He wants to control the entire city and has started a bloody gang war with his rival. Now, the upstart Spiders want in on the action and intend to escalate the conflict even more. With Wired (his Second-In-Command), Stealth (his deadly Enforcer Field Commander), Scurrilous (his mad-dog assassin), and his army of Enforcers, Capone has a formidable team in which to make his bid for total control. The city of Chicago and it's millions in illegal booty is up for grabs and Tommy wants it all.

GM Note: The Lakeshore Development Agency was created by and is a front for Tommy Capone. The agency is run by people hand-picked by Tommy. The majority of the agency's employees (same with Krupps) have no idea that they are working for a criminal organization. Even S.E.C.T.O.R. 5, who is funded by the Lakeshore Development Agency, is unaware of this fact. Tommy gets a kick out of knowing that he secretly controls the superhero group. He never uses them for anything illegal, but sics them on his competitors and any troublemakers new to town who may be a threat to his empire.

Tommy "Scarface" Capone

Archetype: Cyber-Technologist

Lvl. 14th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
25	16	18	18	24	16	17	173	-

Race: Human

Ht: 5'10"

Real Name: Tommy Capone

Wt: *285 lbs.

Age: 38

*due to cybernetics

Bash Resistance: 61

Blast Resistance: 61

HtH Damage: +3d6

Actions per Turn: 3

Attitude: Manipulator

Morality: 2

Order: 1

Cybernetics:

Bone Densifying Polymer
Epidermis Sheathing
(full-body)
CID & Augmented
Neural Information Storage
(1) AL Implant (Streetwise)
Photographic Memory
Implants
Microwave CSM Ears

Skills:

(25) Bribery
(15) Bugging
(25) Conversation
(17) Dodge
(20) Engineering: Weapons
(20) Forgery
(21) Gambling
(24) Interrogation
(20) Languages
(26) Persuasion
(10) Pilot: Ground Vehicle
(17) Science: Biochemistry
(20) Science: Biology
(20) Security Systems
(19) Seduction
(10) Slight of Hand
(17) Streetwise
(10) Tactics
(20) Weapon: Knife
(20) Weapon: Energy Pistol
(15) Weapon: Energy Rifle

Special Bonuses: +3 to Initiative

Special Items/Equipment: Wears an Area Stunner, carries one Laser Pistol, and one Smart Pistol with two extra clips for a total of 60 rounds. Also has a set of poker dice on him which he tosses when bored.

Money: 35 billion credits and growing.

Allies: Wired, Stealth, and his employees.

Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, Krootik's Gang, Jacked-Up's Spider Gang, and the Posse.

Appearance: Chubby and balding with full lips and beady eyes, still quite handsome, though. Has a prominent scar running from his right ear to his chin. Usually wears expensive hand-tailored black or gray pinstriped business suits.

Base of Operations: The Krupps Tower in Chicago.

Wired

Archetype: Cyber-Technologist

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
30	34	18	48	15	20	15	73	-

Race: Human**Ht:** 6'7"**Real Name:** Mason Wier**Wt:** 337 lbs.**Age:** 32**Aliases:** Van Reisen, Mark Dime

*due to cybernetics

Bash Resistance: 35**Blast Resistance:** 35**HtH Damage:** +4d6**Actions per Turn:** 6**Attitude:** Mule**Morality:** 2**Order:** 6**Cybernetics:****Skills:**

Bone Densifying Polymer

(22) Brawling

Cybernetic Super-Speed

(11) Bribery

Legs

(10) Bureaucratics

(1) Cybernetic Hand (left)

(16) Climbing

Retractable Finger Blades
(left hand only)(15) Combat Pilot: Ground
Vehicle

Cybernetic Stamina

(10) Computer Use

Stimulator

(21) Dodge

(1) Electro-Blast Power-
Punch Sleeve (left arm)

(20) Fast Draw

(2) AL Implants

(11) Interrogation

(Combat & Weapon)

(11) Streetwise

(1) Micro-Nuclear Power

(21) Tactics

(21) Weapon: Blades Medium

(16) Weapon: Energy Pistol

(22) Weapon: Gas

Expansion Pistol

(20) Weapon: Knife

Special Bonuses: Ignore one chosen Phase of stun on any given turn; Double the healing ability.**Special Items/Equipment:** One Smart Pistol with two extra clips for a total of 60 rounds; Laser Whip.**Money:** 8.5 million credits invested in Krupps stock, with an additional 6 million in numerous banks around Chicago. Has 100,000 credits handy in case of emergency.**Allies:** Tommy Capone, Stealth, the Capone Enforcers, Mayor Orton Daily, Police Chief Theisen, and the Disintegrator.**Enemies:** The Galactic Alliance, the Cosmic Enforcers, all dogooders, Krootik's Gang, Jacked-Up's Spider Gang, and the Posse.**Appearance:** Dark hair, vivid green eyes, and craggy good-looks. Usually wears dark sunglasses, expensive business suits and top coats.**Base of Operations:** The Krupps Tower in Chicago. Rarely goes out into the field preferring to run things from the office.**WIRED -****CAPONE'S SECOND IN COMMAND & HEAD ENFORCER**

Wired was the nickname given to Mason Wier by his platoon sergeant during the Drakkhan war. He was extremely hyper-active and needed very little sleep, hence the nickname "Wired". At first, Mason hated the nickname, but eventually grew to love it and was proud of the moniker.

While on patrol in a heavily wooded area of Montana, Wier and his platoon were ambushed by a superior K-Lok force. Wier and his best buddy Dave Hocken were the only survivors. Hocken suffered only a minor leg wound from the skirmish. Wier wasn't so lucky. Both of his legs had been seared off by a Drakkha particle beam. Luckily, the intense heat from the beam had cauterized the severe wounds, preventing him from bleeding to death. Also, both of Wier's arms had been badly burned when his laser rifle exploded when hit by the particle beam. His left hand had taken the brunt of the blast and had been reduced to a smoldering stump. Hocken carried the mortally wounded Wier five grueling miles to a field hospital. Wier didn't see Hocken again until five years later in Chicago.

After months of recovery from his wounds, Wier was confined to a wheelchair and forced to collect veteran's benefits from the Galactic Alliance. He moved back to Chicago and found his wife had left him for another man. Forced to live in the seedy part of town, Wier scratched out a living begging on street corners and on the subway platforms. One day while begging for hand-outs, Wier was recognized by his old friend Dave Hocken. Hocken was dressed in the best clothes money could buy and drove an expensive car. Saying he worked for Krupps Department Stores, Hocken offered Wier an opportunity he couldn't refuse: a new job that paid thousands a week and the chance to walk again. Wier took Hocken up on his offer and never once regretted it.

Hocken paid for Wier to be made-over with two cybernetic legs, left hand, weapons, and cyber-implants that controlled pain and released adrenaline, endorphins, and hormones when needed. A special process stolen from the Drakkha coated Wier's bones with a high-density polymer making his skeleton nearly as strong as steel. At a later date, Wier also had a pinpoint force field generator added to his body's collection of cybernetics.

Once his orientation and therapy for his new body was completed, Wier was slowly broken into

the illegal activities behind the daily operations of the world's only remaining department store chain. He slowly worked his way up the ladder of corruption, eventually catching the eye of Tommy Capone himself. Capone was impressed with Wier's ruthlessness and his ability to control and command men. Capone also noticed that Wier had a head for tactics and planning and offered him the position of second-in-command/head enforcer.

Wier is a can-do, no excuses type of commander, who is greatly feared by all of Capone's henchmen. Punishment for displeasing him can be as simple as the severing of a limb or as severe as death. Dave Hocken is Wier's only close friend and the only one of Capone's employees who can get away with joking around with the hostile second-in-command. Wier is usually stoic and stone-faced, but when Hocken shows up he's all smiles and laughs easily. Wier loves Hocken like a brother and would personally torture or kill anyone who severely hurt or killed his buddy.



STEALTH -

FIELD COMMANDER OF CAPONE'S ENFORCERS

Stealth was the nickname given to Dave Hocken because of his uncanny ability to sneak up on the enemy without being detected and dispatching them with nothing more than a knife. He would amaze the other members of his platoon by being able to creep over dry leaves and branches, through snow and water, with not the slightest sound. This ability later served Hocken well as a freelance industrial spy and assassin after the Drakkhan war.

Hocken was working freelance for the Capone organization when he was offered a permanent position as the Enforcer Field Commander. In the field, he is a no-nonsense commander who expects the men under him to obey his every command without question. When not in the field, Hocken is a jovial rabble-rouser who enjoys telling raunchy jokes and playing practical jokes on his men. The Enforcers under his command worship him and would jump through burning

Stealth

Archetype: Grey Man

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
22	18	13	16	22	19	16	112	-

Race: Human

Ht: 6'4"

Real Name: Dave Hocken

Wt: 225 lbs.

Age: 31

Aliases: David Cole, Frank Drake

Bash Resistance: 20

Blast Resistance: 20

HtH Damage: +3d6

Actions per Turn: 3

Attitude: Mercenary

Morality: 3

Order: 2

Powers:

Luck Power

(Stealth has a total of 50 Luck Points/day)

Skills:

(15) Acrobatics
(25) Brawling
(8) Bugging
(15) Climbing
(10) Computer Use
(10) Demolitions
(20) Dodge
(20) Fast Draw
(10) Interrogation
(10) Pick Locks

Powers Unique to Stealth:

Exude Bad Luck:

Hocken not only has the Grey Man's Luck Power, but has the unique ability of causing bad luck to befall his opponents. Hocken isn't even

aware he has this special ability. He just believes he's extra lucky. This ability subtracts -4 Points from any roll made by an opponent that is in personal combat with Stealth.

- (10) Pilot: Ground Vehicle
- (10) Security Systems
- (3) Shadowing
- (20) Stealth
- (10) Streetwise
- (18) Tactics
- (20) Weapon: Energy Pistol
- (20) Weapon: Thrown

Standard Equipment & Weapons: Chameleon Implant, Midnight Silencer, Heat-Seeker Throwing Stars, Piton Gun & Powered Winch, Lock Picks.

Special Items/Equipment: A pair of Power-Punch Gloves.

Contacts/Favors:

Orton Daily, Mayor of Chicago: Stealth foiled an assassin's attempt on the mayor's life (actually the assassin was one of Stealth's men in a ploy to gain the mayor's favor). Stealth has also laundered several million ill-gotten credits for the mayor. (5 Favors)

Chicago Police Chief Thadius Theisen: Stealth personally killed the man that the Chief's wife was having an affair with, as well as, laundering illegal protection money for the Chief. (3 Favors)

The Disintegrator: Stealth hid out the Disintegrator when the heat was on. (1 Favor)

Skink the Stoolie: Stealth prevented several criminals from killing

Skink after he had fingered them to the police. (4 Favors)

Money: Has a personal worth of 15.2 million credits stashed away in various bank accounts around Chicago. Also has an additional \$500,000 stowed in his apartment floor safe for emergencies. Carries at least \$5000 in credits at all times.

Allies: Mayor Orton Daily, Police Chief Theisen, the Disintegrator, Skink the Stoolie, and everyone affiliated with the Capone organization.

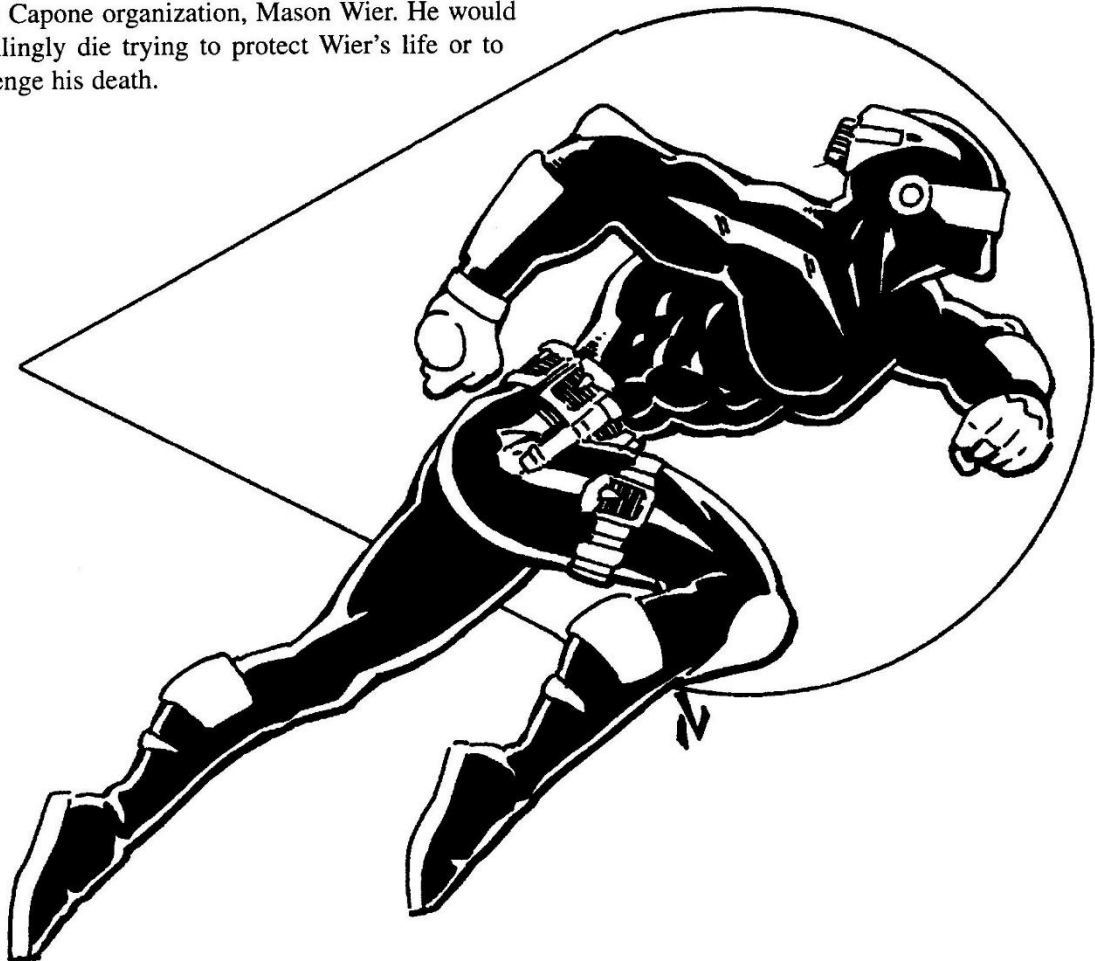
Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, Krootik's Gang, and Jacked-Up's Spider Gang.

Appearance: Handsome man with sandy-blond hair cut into a flat-top. Has a scar on his right cheek. Usually wears expensive suits made from Panoply Protective Cloth (+20 Bash/Blast Resistance). When on a job he wears a tight-fitting black body suit and a full-face mask with a red accents. A black leather utility belt holding his weapons and equipment finish off his field outfit.

Base of Operations: The Krupps Tower and the south, east, and northeast sections of Chicago.

hoops if he asked.

Hocken's best friend is second-in-command of the Capone organization, Mason Wier. He would willingly die trying to protect Wier's life or to avenge his death.



SCURRILOUS-

CAPONE'S MAD-DOG ASSASSIN

Scurrilous is a sadistic, insane killer. Both Wired and Stealth dislike the killer, believing he takes too much joy from his work. For Scurrilous, the more his victims suffer, the better he enjoys it.

Richie Blevins loves to kill and is doubly happy that he's being paid to do it. He loves killing so much, he'd kill for free if Capone asked. As a young lad in Detroit, he killed everything in sight; insects, birds, chipmunks, rabbits, cats, and dogs. By the time he was ten, he had killed his little sister and both his parents. Tried as an adult, Richie was convicted of firstst degree murder and sentenced to life in prison at Jackson State Prison. While imprisoned, he killed two guards and six convicts, and almost killed the warden during a meeting in his office. Richie finally escaped ten years to the day that he was imprisoned and was never caught again.

Richie eventually wound up in Atlanta, Georgia and found work at the Eatin Hazardous Material Disposal Plant as a waste handler. Eatin H.M.D.P. disposed of unwanted nuclear waste, toxic chemicals, chemical and biological weapon agents, and noxious gases. While working, Richie was exposed to toxic chemicals during an accidental spill. A fork-lift loaded with several drums of Durium 440, a deadly chemical used in the manufacture of chemical weaponry, ran into the fork-lift that Richie was driving and completely drenched him in the chemical. Screaming a high-pitched wail, Richie leapt from the fork-lift and ran. Bypassing safety procedures, Richie entered the nuclear waste section and dived into the heavy water holding pool (water exposed to heavy doses of radiation and used to cool nuclear reactors). Floating unconscious, Richie was pulled from the radioactive pool and rushed to the nearest hospital.

Richie spent the next four days in intensive care, but exhibited no outward sign of radiation or chemical burns. In fact, he seemed perfectly healthy and was released. Unknown to the Richie's dumfounded doctors, the radiation-drenched water and the exposure of the Durium 440 was beginning to slowly change Richie on a genetic level. Within days, he had become a living chemical weapon with a taste for killing.

Richie spent the majority of the Drakkha war in an isolated cabin in the mountains outside Salt Lake City in Utah. He would occasionally venture into the city to kill, but spent the majority of his

Scurrilous

Archetype: Hero

Lvl. 9th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
14	13	12	11	18	15	7	103	-

Race: Human

Ht: 6'1"

Real Name: Richie Blevins

Wt: 190 lbs.

Age: 32

Aliases: Robert Conas, Harry Futter

Bash Resistance: 40

Blast Resistance: 40

HtH Damage: +1d6

Actions per Turn: 2

Attitude: Maniac

Morality: 1

Order: 3

Powers:

- (12) Poison Spray
- (12) Life Force/Power Absorption
- (12) Shape Change

Skills:

- (19) Acrobatics
- (21) Demolitions
- (20) Dodge
- (4) Languages
- (10) Meditation
- (10) Pilot: Ground Vehicle
- (18) Shadowing
- (20) Stealth
- (10) Streetwise
- (17) Tracking
- (15) Weapon: Energy Pistol
- (15) Weapon: Thrown

Powers Unique to Scurrilous:

Scurrilous has several powers related to the Poison Spray Power that are unique to him (Not yet available to Player/Characters). Those powers are: Chemical Transposition of Saliva; Defoliant Spray; Combustible Gases and Liquids Spray; and Immunity To Toxins and Chemicals.

Special Items/Equipment: Carries a Laser Pistol in a holster, and a Disrupter Baton. Always has ten Heat-Seeker Throwing Stars (see favorite tactics). Also has a costume made from Panoply Protective Cloth that gives him an additional +20 Bash/Blast Resistance.

Favorite Tactics: Scurrilous has several favorite tactics that he employs to kill his intended target. Using his Chemical Transposition Saliva power, Scurrilous chooses the chemical makeup of his saliva, licks his hand, then shakes the hand of his victim or touches an area of exposed skin. He also favors licking a Heat-Seeking Throwing Star with a hallucinogen, Napalm, or Nitroglycerine and throwing it at a target (see Range and additional Damages of the Heat-Seeking Throwing Stars in the Weapons and Gear section).

Money: 9.7 million credits in a secret Geneva bank account. Has another 3.1 million scattered in different accounts around the Chicago area. Has quick access to \$250,000 credits for emergencies.

Allies: Tommy Capone

Enemies: The Galactic Alliance, the Cosmic Enforcers, all do-gooders, and the Posse.

Appearance: Average looking man with black hair and blue eyes. Wears a black costume with yellow accents, along with a black trench coat.

Base of Operations: The Krupps Tower and the south, east, and northeast sections of Chicago.

time honing his powers and hunting.

When the war finally ended, Richie made his way back to civilization and started working as an assassin for several small criminal organizations. He eventually ended up in Chicago, and was hired by Tommy Capone's organization. As Capone's number one assassin, Richie relishes his job and the joy that it brings him. His mom always said it was best to be paid very little money and love your job than it was to make lots of money and hate your job. With Capone, Richie has the best of both; he loves his job and he's paid handsomely for it.



Powers Unique to Scurilous:

Chemical Transposition of Saliva

Range: Self or can spit with accuracy up to 25 ft

Duration: Depends on chemical or toxin chosen.

Skill Roll: Depends on chemical or toxin chosen.

Scurilous has the ability to will his saliva to change its chemical composition into a deadly acid or even a nerve agent (when he reaches the 15th level). He can then spit or lick his hand and touch an exposed area of the victim's skin with drastic effect. Saliva made up of the toxins and chemicals from Acid Spray, Knockout Spray, Hallucinogenic Spray, Fear Spray, Corrosive Acid Spray, Nerve Gas Spray, Defoliant Spray, and Combustible Gases and Liquids Spray all have the same Skill Rolls required to induce and the same Durations, and Damages.

Defoliant Spray

Range: 100ft (30 m) + 10 ft (3 m) per level.

Duration: Unlimited if sprayed on foliage; 1D6

Turns if sprayed on a victim.

Skill Roll: Medium

Scurilous can spray out a defoliant that instantly kills all forms of plant life. Once hit with the defoliant, the plant will shrivel up and die in a matter of minutes. The defoliant can also cause victims hit with the deadly toxin to experience a burning sensation in their eyes, lungs, throat, and skin. The toxin will inflict 4D6 + 10 Bash Damage and a 1D6 penalty to all actions for four Turns. Unless the defoliant is washed out of the victim's eyes, blindness could occur, and continued exposure to the toxin could cause eventual death.

Combustible Gases and Liquids Spray

Range: 100 ft (30 m) + 10 ft (3 m) per level.

Duration: 1 Turn

Skill Roll: Range from Hard to Impossible.

Also requires Scurilous to have the Demolitions skill to be able to properly ignite his emanations.

Scurilous' body can manufacture combustible gases and liquids, which can then be sprayed and ignited (see Damages and Skill Roll required below). This power also gives Scurilous an additional +20 of Bash/Blast Resistance and reduces any damage caused by fire and explosions by half.

Gasoline (Liquid & Fumes) - Skill Roll:

Hard; Damage Ignited: 6D6 Blast Damage with a additional 3D6 Blast Damage per Turn that the gasoline fire is allowed to burn. Gasoline fumes, if released within an enclosure (room or similar enclosure) cause 12D6 + 1D6 per every 10 ft (3 m) over 20 sq. ft (6 sq. m) when ignited.

Alcohol (Liquid & Fumes) - Same Skill Roll and Damages as Gasoline, but burns with an invisible flame.

Natural Gas (Methane) - Skill Roll: Very Hard; Damage Ignited: When released within an enclosure (room or similar enclosure) cause 15D6 + 1D6 per every 10 ft (3 m) over 20 sq. ft (6 sq. m) when ignited.

Nitroglycerine (Liquid Only) - Skill Roll: Very Hard; Damage: 10D6 Blast Damage per explosion. Scurrilous can manufacture liquid Nitroglycerine, then spit the highly volatile explosive at a target where it explodes upon contact.

Napalm (Liquid Only) - Skill Roll: Impossible; Damage: 15D6 Blast Damage per explosion. Scurrilous can manufacture Napalm, then spit the highly volatile explosive at a target where it explodes upon contact.

Immunity To Toxins and Chemicals

Scurrilous is immune to all toxins and chemicals and their effects. Acids and other burning chemicals do not cause any chemical burns to Scurrilous. Hallucinogenics, tear gas, and even nerve gas have no effect on the assassin.



Typical Capone Enforcer

Common Archetypes: 85% are Cyber-Technologists and Grey Men, with the remaining 15% made up of Heroes, Genesis Knights, and Mages (Mages are extremely rare in the Capone Organization).

Experience Lvl: 3rd to 6th

Race: All of Capone's Enforcers are human. Tommy Capone dislikes aliens (especially the way they smell) and therefore prefers his army of underlings to be human. They are usually tall and muscle-bound, with a quiet demeanor. Most have a low intelligence, but can be counted on to follow orders to the letter.

Number of Enforcers: 4000+ working in Chicago and at the other department store outlets.

Common Attitudes: Maniac, Brawler, Mercenary, and Mule.

Cybernetics: 65% of the Capone Enforcers are augmented with cybernetic implants and/or weaponry. 20% of those augmented have also had limbs (usually both legs and one arm) replaced with cybernetic equivalents. 10% are full-body Cyber-Technologists with usually only the entire head or brain, plus other vital organs remaining from their original human body.

Standard Weaponry: The typical enforcer usually carries one to two energy pistols (any), and one knife (non-energy or energy) under their coat. They also like using Heat-Seeker Throwing Stars, Laser-Garrotes, Laser-Whips, Disrupter Sais, and Power-Punch Gloves. Will also use more powerful weapons, like the Death Seeker Bio-Blaster, Disintegrator Pulse Rifle, and Plasma Assault Rifle, when the situation calls for it. Also relies on any cybernetic weaponry installed in their being. Prefers wearing dark blue or black business suits made from Panoply Protective Cloth (+20 Bash/Blast Resistance), but will wear full-body power armor when needed.

Appearance: Prefer wearing expensive dark blue or black business suits and dark sunglasses.

Base of Operations: Chicago

THE NINTH MOON GANG



Krootik the Feared

Archetype: Tyldeer Mage

Lvl. 14th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
9	15	9	6	22	29	15	88	179

Race: Tyldeer

Ht: 5'

Real Name: Krootik Fahrtoo

Wt: 135 lbs.

Age: 37

Bash Resistance: *20

Blast Resistance: *20

HtH Damage: no extra dmg.

Actions per Turn: 2

Attitude: Megalomaniac

Morality: 3

Order: 2

*from amulet

Spells:

Counter Magic

Invisibility

Magical Senses

Disruption

Skills:

(21) Bribery

(20) Bureaucratics

(12) Conversation

(19) Dodge

KROOTIK THE FEARED

Krootik the Feared is a Tyldeer Mage who originally came to Earth in search of the traitor, Eddie Hollier (see "The Twister" write-up below). Back on Shi-Tock, Krootik had befriended Eddie and taught him all he knew pertaining to the dark arts of Magic. In return for Krootik's friendship and the magical knowledge he imparted, Eddie was to return to Tsalkaheri and kill Krootik's most hated enemy, Symock. But before Eddie had fulfilled his end of the bargain, he left Shi-Tock on the next ship back to Earth. Krootik becomes enraged when he thinks that he spent five long years teaching and prodding the stupid human, only to have him welch on their deal. Krootik chased after Eddie, but had to wait an agonizing two years for the next ship to arrive the backwater world of Shi-Tock before he could do so.

Once on Earth, Krootik traced Eddie to the Jackal's stomping grounds, but nearly died when was attacked by an army of the leather-clad scavengers. Barely escaping with his life, Krootik made his way to Chicago and fell into a job with the Johnny Dupree gang, which specialized in loan sharking and numbers running. In time, he worked his way up to second in command of the small-time gang and eventually killed Johnny and took his rightful place as its head-honcho. Renaming the gang the Ninth Moon (if he couldn't be head of the real Ninth Moon on Tsalkaheri he'd be it on Earth), Krootik revamped the small-time gang's business practices to include drugs, prostitution, gambling, protection rackets, assassination, kidnapping, etc. Today the Ninth Moon is the second most powerful gang in Chicago after the Tommy Capone gang.

Krootik and Capone have always hated each other, so when Tommy asked him to be his partner in the purchase of Chicago, Krootik leapt at the opportunity. Krootik still wonders why Capone asked. Controlling the west and northwest sections of Chicago, Krootik will only be happy when the entire city is his to command. Only Capone, and now the Spiders, stand in the way of that dream.

Domination
Evil Eye
Life Drain
Spirit Shielding

(13) Interrogation
(26) Magic: Mysticism
(26) Magic: Sorcery
(17) Persuasion
(13) Seduction
(12) Stealth
(20) Streetwise
(15) Tracking

Special Items/Equipment: Krootik has a special magic amulet around his neck that gives him 20 points of Bash/Blast Resistance.

Money: Self worth of \$25,000,000 and climbing. Always has at least \$100,000 stashed away for emergencies.

Allies: Pipsqueak, Weezer Phillips, and the Ninth Moon Enforcers, Mayor Daily, and Chief of Police Theisen.

Enemies: The Twister, the Galactic Alliance, the Cosmic Enforcers, all do-gooders, Capone's Gang, Jacked-Up's Spider Gang, and the Posse.

Appearance: Tydeer with a tattoo on his forehead designating him as a royal member of the powerful House of the Ninth Moon back on Tsalkaheri. Usually wears black robes with purple trim and lots of gold jewelry.

Base of Operations: Chicago's north side.

PIPSQUEAK- SECOND-IN-COMMAND OF THE NINTH MOON GANG

Pipsqueak has immense power and intellect, but is small in stature. He was chosen by Krootik as his second-in-command because of his intelligence, his can-do attitude, and his ability to intimidate his subordinates into action. Pipsqueak is also a master tactician and has the ability to correctly read situations crucial to the well-being of the gang. Pipsqueak takes his job very seriously and expects the same of his subordinates.

Born and raised in Chicago, Pipsqueak was always fascinated with the criminal gangs of Chicago during the 1920's and 30's. He read anything and everything concerning those days of gangland violence. The more he read, the more he wanted to be a gangster.

As he grew older, he tried several times to join known Chicago gangs, but was usually laughed at and escorted to the door due to his size. It was only after the accident that gave him his paranormal powers that he was accepted into the criminal underworld.

Pipsqueak came about his superpowers as a result of an automobile accident that put him into a coma. In the hospital, Pipsqueak was given a private room that was directly above the area where patients had their X-ray's taken. The hospital was unaware that the lead shielding in the room's ceiling was defective and was allowing Pipsqueak's room to be bathed in deadly amounts of radiation. For two years the leak went undetected, and when Pipsqueak awoke from his coma he had unknowingly been changed forever.

The first sign of Pipsqueak's paranormal powers was when he showed no signs of atrophied mus-



Pipsqueak

Archetype: Hero

Lvl. 8th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
45	12	14	12	24	17	16	106	-

Race: Human**Ht:** 3'6"**Real Name:** Unknown**Wt:** 141 lbs.**Age:** 30**Bash Resistance:** 71**Blast Resistance:** 71**HtH Damage:** +8d6**Actions per Turn:** 2**Attitude:** Wisecracker**Morality:** 3**Order:** 3**Powers:****Skills:**

(11) Monstrous Strength
Disintegration
Bash Resistance
Blast Resistance

(19) Brawling
(16) Bribery
(10) Bureaucratics
(10) Climbing
(10) Computer Use
(25) Dodge
(5) Oratory
(10) Persuasion
(15) Pilot: Ground Vehicle
(19) Streetwise
(20) Tactics
(20) Weapon: Gas
Expansion Pistol

Special Items/Equipment: Carries a Smart Pistol with two spare clips in a shoulder holster.**Money:** 5.8 million credits distributed in several bank accounts around Chicago. Has at least \$50,000 handy for emergencies.**Allies:** Krootik and the Ninth Moon Gang, Gnarl "The Fence" Mallow, and Police Chief Thiesen.**Enemies:** The Twister, the Galactic Alliance, the Cosmic Enforcers, all do-gooders, Capone's Gang, Jacked-Up's Spider Gang, and the Posse.**Appearance:** An extremely short man with grey eyes and black hair in a pony-tail. Usually wears expensive grey or black business suits and sunglasses.**Base of Operations:** The west and northwest sections of Chicago.

cles in his arms and legs. When a patient is in a coma for an extended period of time, the muscles of the arms and legs atrophy. Usually several months of therapy is required to build up the muscles to allow the patient to lead a normal life. Pipsqueak's doctors were amazed, but released him the following week when he showed no mental or physical problems from his time in a coma. Some weeks later, Pipsqueak's new paranormal powers fully revealed themselves. He had gained inhuman strength, and had the ability to fling energy blasts from his hands. The paranormal midget had also gained the ability to withstand large amounts of damage that normally would have crippled or killed a non-paranormal.

Pipsqueak was hired by the Johnny Dupree Gang, and was then promoted to his current position when Krootik took over. He is a master tactician who can plan a crime or retaliatory action down to the most minute detail. He expects perfection when executing his plans and doesn't want to hear excuses if it fails. Even with his small stature, he is an intimidating presence with a booming and demanding voice. His men respect his authority and brutally beat any outsider who makes a crack about their boss' size.

WEEZER PHILLIPS- HEAD FIELD ENFORCER

Weezer Phillips is an extremely powerful and excessively violent Mind Lord. He gained his nickname from his constant wheezing and coughing caused by his chain-smoking. He doesn't look dangerous and appears rather weak and sickly. Because of his appearance he is often overlooked in crowds and underestimated by opponents.

Weezer's psionic powers manifested themselves while he was still a teenager. He used those powers to con people out of money and to manipulate

poker games, roulette, horse races, etc. His psionic powers made Weezer a small fortune, but he craved the adventure of more deadly games. He was eventually hired into the Dupree gang as an Enforcer, and stayed on and was promoted to Head Enforcer when Krootik took over.

Weezer is extremely dangerous and will kill with no thoughts of guilt or hesitation. He always exudes an irritating calmness and nonchalantness no matter what the situation. An entire operation can go haywire and Weezer acts like he just woke from a nap and hasn't a care in the world. Because



Weezer's Cloaking Device:

Weezer wears a special Cloaking Device that bends the visible light spectrum around him rendering him invisible. The device can keep Weezer totally invisible as long as he doesn't move. Any movement shows up as a slight rippling effect that is visible to the naked eye. Weezer is still invisible but his outline can be seen while moving. The Cloaking Device is a cybernetic device that is attached to his chest and powered by his body's electro-magnetic impulses. Once activated, the Cloaking Device can keep Weezer invisible for up to 30 minutes. Characters must make a Very Hard skill roll to be able to detect Weezer's micro-movements

of his laid-back attitude, many opponents have underestimated Weezer as harmless and lazy only to die a violent psionic death.

Weezer Phillips

Archetype: Mind Lord

Lvl. 12th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	W.P.
7	6	10	10	20	24	14	109	163

Race: Human

Ht: 5'5"

Real Name: Richard Phillips

Wt: 135 lbs.

Age: 42

Aliases: Richard Seltz, Harry Gordon

Bash Resistance: 40

Blast Resistance: 40

HtH Damage: no extra dmg.

Actions per Turn: 2

Attitude: Manipulator

Morality: 1

Order: 5

Powers:

Telekinesis
Thought Control
Mental Attack
Telepathy

Skills:

(10) Bribery
(10) Computer Use
(17) Dodge
(10) Gambling
(10) Lipreading
(16) Meditation
(17) Pilot: Ground Vehicle
(21) Psionics
(10) Security Systems
(20) Streetwise
(18) Tactics
(12) Weapon: Gas
Expansion Pistol
(10) Weapon: Knife

Special Bonuses: +11 bonus to all Will Contests;

Special Items/Equipment: Weezer wears a special Cloaking Device and carries a Laser Pistol in a shoulder holster, and a Standard Survival Knife in a sheath on his belt. His suit and trench coat are both made from Panoply Protective Cloth with each having 20 points of Bash/Blast and afford him a total of 40 points Bash/Blast Resistance while wearing both.

Money: \$450,000 total, but owes four times that in gambling debts from games rigged by paranormals more powerful than himself. Can never hold on to any amount of money for long.

Allies: Krootik and the Ninth Moon gang, Skink the Stoolie, Gnarl "The Fence" Mallow, and he's owed several favors from Police Chief Theisen.

Enemies: The Twister, the Galactic Alliance, the Cosmic Enforcers, all do-gooders, Tommy Capone's Gang, and Jacked-Up's Spider Gang.

Appearance: A small, rail-thin man in his forties. Appears very pale and sickly and wears a dirty trench coat over his rumpled suit.

Base of Operations: The west and northwest sections of Chicago.

Typical Ninth Moon Enforcer

Common Archetypes: 30% are Cyber-Technologists, with another 25% Heroes, 25% Mind Lords, 15% are Grey Men, with the remaining 5% made up of Mages and Genesis Knights.

Experience Lvl: 3rd to 6th

Race: 45% are Human, 20% Nalta, and the remaining 35% are made up of Tydeer, and Hinnoken.

Number of Enforcers: 650+ with new recruits joining daily.

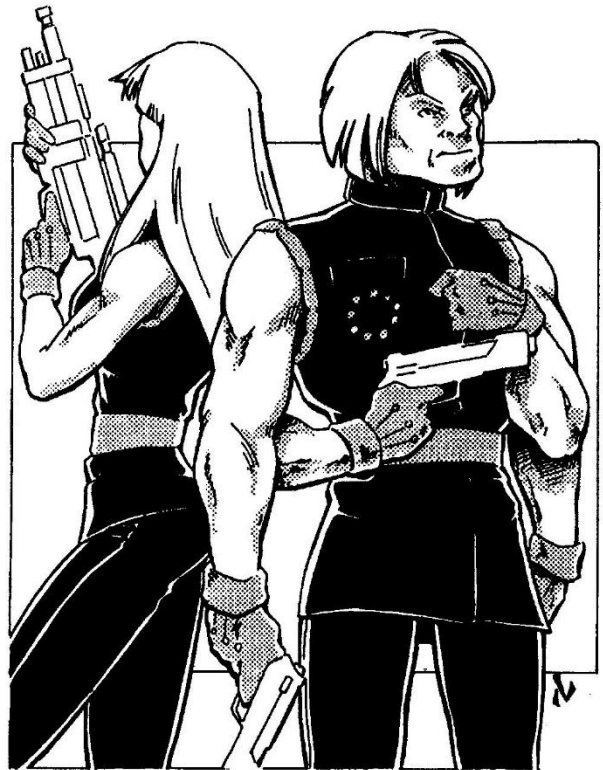
Common Attitudes: Maniac, Brawler, Mercenary, and Mule.

Cybernetics: 50% of all the Ninth Moon Enforcers (Hero, Mage, Mind Lord, etc.) are augmented with cybernetic implants and/or weaponry. 15% of those augmented have also had limbs (usually both legs and one arm) replaced with cybernetic equivalents. Only 2% are full-body Cyber-Technologists with usually only the entire head or brain, plus other vital organs remaining from their original human body.

Standard Weaponry: The typical Enforcer usually carries one to two energy pistols (any), and one knife (non-energy or energy) under their coat. They also like using Heat-Seeker Throwing Stars, Laser-Garrotes, Laser-Whips, Disrupter Sais, and Power-Punch Gloves. Will also use more powerful weapons, like the Death Seeker Bio-Blaster, Disintegrator Pulse Rifle, and Plasma Assault Rifle, when the situation calls for it. Also relies on any cybernetic weaponry installed in their being. All members wear dark purple shark skin business suits made from Panoply Protective Cloth (+20 Bash/Blast Resistance), but will wear full-body power armor when needed.

Appearance: All wear dark purple suits with an insignia on their breast pocket that resembles the tattoo on Krootik's forehead.

Base of Operations: West and Northwest sections of Chicago.



THE SPIDER GANG

The Spiders are a leather-clad motorcycle gang who terrorize the streets of Chicago. Living out of heavily fortified abandoned buildings in the dilapidated Loop district, the Spiders commit crimes that range from petty vandalism to thrill-killings. The citizens of Chicago know to run and hide when they hear the roar of over 250 motorcycles racing through the streets.

Until recently, the Spiders had always preferred committing small-time crimes, like muggings,

breaking and enterings, and simple assault. Since Jacked-Up took over, they have branched out into prostitution, manufacturing and selling illegal drugs and alcohol, and running several gambling operations out of seedy Loop-area bars. The Capone and Ninth Moon gangs both dislike the fact that the upstart bikers are muscling in on their territories and stealing their illegal profits. Both gangs are planning to put a stop to the biker's activities, which could broaden the already deadly gang war between Capone and Krootik.

JACKED-UP

Jose Herta is a former Jacker-Technologist who uploaded more than the recommended amount of information one too many times. During the war, Jose volunteered to have the Cranial Input Device & Greatly Augmented Neural Information Storage unit installed in his head. Earth Central was offering volunteers the expensive units as part of their contract for a two year enlistment in the Jacker-Technologist Corp. Make it through the two year stint, and keep the merchandise. Besides, Jacking was exciting and paid "Danger Bonuses", which made it the highest paying section in the military. No matter what, Jose was going to make it through two years and go freelance after the war. Freelance Jacker-Technologists were rumored to make millions a year.

As a Jacker-Tech for Earth Central, Jose would carry sensitive information vital to the Terran war effort to and from the front lines. Should Jose be caught, he was to destroy the information by blowing the mini-explosives planted in his brain. Two months before his discharge, Jose was caught by the Drakkha and in a cowardly and selfish act, didn't self-destruct. Downloading the information from Jose's head, the Drakkha learned Earth Central's secret battle plans for a major assault which was to take place in the region of Kansas, Nebraska, and Oklahoma. With that information the Drakkha and their K-Lok minions turned a hoped-for Terran victory into a blood-bath. Over two hundred and fifty thousand humans lost their lives in that battle, and Jose was to blame for it all. Caring only for money, Jose made a deal with the Drakkha and started working for both sides. Realizing he could make a fortune selling top-secret information to the aliens, Jose reenlisted for another stint in the military.

For the next two years, Jose was paid well by the alien invaders for his continued acts of betrayal against humanity. Because of Jose, Earth Central was slowly losing the war. The Terran command knew someone was leaking vital information, and was close to deciphering who was the traitor. In time, it was apparent that Jose was the guilty party, but before they could arrest him, he had disappeared. If it hadn't been for Willforce and Judge Justice, the Drakkha would have easily won the war with the damaging information provided by Jose.

After the Drakkhan defeat, Jose used his ill-gotten wealth to purchase a new identity (I.D. card, birth certificate, passport, etc.), and also had cosmetic surgery done to alter his face. Confidant

Jacked-Up

Archetype: Cyber-Technologist

Lvl. 7th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
21	13	13	14	13	12	5	88	-

Race: Human

Ht: 6'6"

Real Name: Jose Herta

Wt: 300 lbs.

Age: 27

Aliases: Rico Soren

Bash Resistance: 63

Blast Resistance: 63

HtH Damage: +3d6

Actions per Turn: 2

Attitude: Brawler

Morality: 2

Order: 2

Cybernetics:

- (1) Laser Weapon Eye
- CSM Ears
- CID and Augmented Neural Information Storage
- Magnetic-strip Scanner
- Information Chip Transmitter (Illegal!)
- Psionic Dampening Chip
- Anti-Virus Chip
- (1) AL Implant (weapon)
- Cyber-heart
- (2) Cybernetic Arms
- (2) Cybernetic Hands
- Bone Densifying Polymer
- Epidermis Sheathing (full body)
- (2) Concealed Gatling Blaster
- (1) Micro-Power Generator

Skills:

- (16) Brawling
- (15) Computer Use
- (15) Computer Programming
- (13) Dodge
- (20) Pilot: Ground Vehicle
- (11) Streetwise
- (16) Weapon: Gas Expansion Pistol
- (15) Weapon: Energy Pistol
- (16) Weapon: Energy Rifle
- (13) Weapon: Knife

Special Bonuses: +3 to Initiative.

Special Items/Equipment: Owns a Vormax Super-Cycle

Money: Self worth of 6.8 million credits all stored in his head. Has \$25,000 available at all times for emergencies.

Allies: His fellow Spiders.

Enemies: The Galactic Alliance, the Cosmic Enforcers, all dogooders, Capone's gang, and Krootik's gang.

Appearance: Black spiked hair and pale skinned. Distinguishable by the Magnetic-Strip Scanner slot located in the middle of his forehead. Also has two Cybernetic Arms and a Cybernetic Laser Weapon Eye (right eye). Wears a black leather motorcycle jacket, gloves, and pants. The jacket has a "Spider Gang" logo on the back.

Base of Operations: Chicago's Loop

that he was now unrecognizable as the old Jose, he went to work Jacking for Devon White's NuTech, plus several other corporations. As a freelancer, Jose made untold millions, but continued to push the limits of his brain's information capacity. The continued abuse to his brain was slowly driving Jose crazy and making him paranoid. Believing Earth Central was close to catch-

Jacked-Up's Special Vehicle:

Jacked-Up owns a Vormax Super-Cycle capable of teeth-chat-tering speeds. Top speed of: 290 mph (464 kph); Structure: 40 Hit Points; Armor Value: 60 Points of Bash/Blast, and equipped with Gravity-Lock Wheels which aid in high-speed cornering and allow 45 degree angle turns at speeds in excess of 100 mph (160 kph). His cycle is also outfitted with twin mini-guns. The mini-guns fire armor-piercing bullets made from depleted uranium housed in a 100 round clip (total of 200 rounds; 100 rounds per gun) attached to the side of the gun. Once depleted, the clip must be replaced. Reload time: 5 minutes per gun. Jacked-Up carries two spare clips under the seat of the bike. To fire the weapons, Jacked-Up must roll to determine how many shots are fired this turn. He can attempt to hit multiple targets as long as they are within 10 feet (2.9 m) of each other, but has a penalty of -3 to hit if his cycle is moving. He must roll a new attack roll to hit for each shot.

ing him (they weren't), he started purchasing increasing amounts of cyber-hardware to be added to his body. However, his unwarranted paranoia caused him to go too far with the aug-mentations, which only hurt his viability as a Jacker- Technologist (A Jacker-Tech's greatest asset was his ability to remain unnoticed and blend in with a crowd. Too much hardware drew unwanted attention and set off weapon scanners and security checkpoint alarms in airports and spaceports. Once that happens, a Jacker-Tech's

Typical Spider Gang Member

Common Archetypes: 40% are Cyber-Technologists, with 10% Mind Lords, with another 5% made up of low-level Mages. The remaining 45% are non-paranormal.

Experience Lvl: 3rd to 5th

Race: 90% are Human, with the remaining 10% made up of Nalta and Tyldier.

Number of Gang Members: 300+ with new recruits joining daily.

Common Attitudes: Maniac, Brawler, Whiner, and Wisecracker.

Cybernetics: 40% of all Spider members are augmented with cybernetic implants and/or weaponry. 25% of those augmented have also had limbs (usually both legs and one arm) replaced with cybernetic equivalents. There are no full-body Cyber-Technologists in the gang.

Standard Weaponry: The typical Spider usually carries one to two energy pistols (any), and one knife (non-energy or energy) under their coat. They also like using Heat-Seeker Throwing Stars, Laser-Garrotes, Laser-Whips, Disrupter Sais, and Power-Punch Gloves. Will also use more powerful weapons, like the Death Seeker Bio-Blaster, Disintegrator Pulse Rifle, and Plasma Assault Rifle, when the situation calls for it. Also relies on any cybernetic weaponry installed in their being.

Vehicles: The majority of the members have motorcycles.

Appearance: All members wear black leather jackets with the Spider's logo on the back.

Base of Operations: Chicago's Loop

days are numbered). As he added more and more cybernetics, his clients slowly stopped using him as a courier. Jose's insane need for more cybernetics not only put him out of a job, but depleted his bank account as well. Out of work and penniless, Jose started committing petty crimes to get by.

Calling himself Jacked-Up, Jose eventually ended up in Chicago where he took over the leadership of a small motorcycle gang known as the Spiders. Jose molded the band of unorganized thugs into a viable financial threat to both Capone and Krootik. The Spiders are the most violent of the Chicago gangs, and have plans to take on the other two criminal organizations for control of the city.

Jose is a capable leader, but crazy and quite scary. Even his fellow gang members are afraid of him. He is prone to violent mood swings and debilitating headaches and has been known to suddenly frenzy and kill the person nearest him. Jose is also inclined to savage outbursts when he can't remember something due to his excessive memory loss. The only things that seem to alleviate his moodiness and frustrations are violence and destruction.

Jose continues to have himself cybernetically augmented, and has since had a Magnetic-Strip Scanner and a highly-illegal Information Chip Transmitter installed in his head. Now, after mugging some poor soul and stealing their credit dispersal card, Jose scans it and has the funds transferred to his head via the Information Chip Transmitter. Jose's head has essentially become a living bank. Later on, he can jack into a Credit Dispersal Machine, download the uploaded credits and have it dispersed to him in cash. The unit also comes in handy when customers purchase his gang's illegal drugs and alcohol; they can pay with their Credit Dispersal Card and instantly have the funds transferred to Jose's head.

Spider Gang Vehicles:

Most of the Spiders ride motorcycles, a small percentage of which (15%) have a side-pod attached. Typical Motorcycle Stats - Structure: 25 Hit Points; Armor Value: 30 Points of Bash/Blast; Top Speed of Cycles: 125 to 170 mph (200 to 272 kph). Weaponry attached to the cycles usually consists of dual front-mounted lasers doing 5D6 Blast Damage each, or one Gatling Blaster (See Cybernetics Section on page 38 of **Cosmic Enforcers** for stats). Cycles with a side-pod have a pivot mounted Plasma Assault Rifle or a NuTech 40 MegaWatt Pulse Cannon for the passenger to wield.

OTHER CHARACTERS OF CHICAGO

The characters listed below can be added into any campaign involving the corporate city of Chicago. They can provide the player/characters

with useful information, help open doors, or cause confusion and create additional problems for the group. The GM is free to alter the characters (add cybernetics or archetype powers, etc.) to fit better into his campaign.

MAYOR ORTON DAILY

Elected Mayor of the city government controlled by Capone. Daily is a kind and caring man, but very greedy, and has accepted numerous

bribes and kick-backs for his favors. Capone's Head Field Enforcer, Stealth, launders the Mayor's illegal credits and is owed several favors by the city's government head.

Mayor Orton Daily

Archetype: None

Lvl. 12th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
6	10	5	6	15	16	17	70	-

Race: Human

Real Name: Orton Daily

HtH Damage: no extra dmg.

Attitude: Optimist

Skills:

(20) Bribery

(18) Bureaucratics

(10) Computer Use

(20) Oratory

Ht: 5'6"

Wt: 237 lbs.

Actions per Turn: 2

Morality: 7

Age: 54

Order: 4

(20) Persuasion

(7) Pilot: Ground Vehicle

(10) Trading

Money: 8.7 million laundered credits invested in several corporate fronts, including Krupps and the Lakeshore Development Agency. Has an additional 1.2 million credits in secret bank accounts in Geneva.

Allies: Tommy Capone, Wired, Stealth, and Scurrilous, who the Mayor dislikes and is scared of.

Enemies: No one, willingly does "favors" for anyone willing to pay him.

Appearance: Roly-poly man that resembles a walking bowling ball. Balding, with grey hair, blue eyes, and manicured finger nails. Wears expensive business suits and spectacles.

Base of Operations: Chicago

POLICE CHIEF THADIUS THEISEN

Police Chief Theisen is a quick tempered and violent man who will arrest any player/character

who accuses him of any wrong doing. The character will then be personally interrogated by the Chief (using his blackjack). Any attempts to escape or any acts of violence against the Chief

Police Chief Thadius Thiesen

Archetype: None

Lvl. 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
12	13	15	9	11	18	12	75	-

Race: Human

Real Name: Thadius Thiesen

Bash Resistance: 20 (uniform)

HtH Damage: +1d6

Attitude: Buck-Passer

Skills:

(20) Brawling

(11) Bribery

(11) Bureaucratics

(12) Dodge

(15) Fast Draw

(20) Interrogation

Ht: 6'1"

Wt: 170 lbs.

Blast Resistance: 20 (uniform)

Actions per Turn: 2

Morality: 2

Age: 43

Order: 3

(11) Persuasion

(10) Pilot: Ground Vehicle

(10) Streetwise

(10) Tracking

(10) Weapon: Blades Light

(18) Weapon: Energy Pistol

Special Items/Equipment: Carries an laser pistol in a holster and a blackjack in his back pocket which does 2D6 Bash Damage when struck with it. His uniform is made from Panoply Protective Cloth which affords him +20 Bash/Blast Resistance when wearing it.

Money: 1.3 million illegal credits from bribes and pay-offs for his favors. Has it hidden in a mason-jar in his backyard.

Allies: Mayor Orton Daily, Tommy Capone, Wired, Stealth (Owes several favors to Stealth for killing his wife and her lover), and Scurrilous (The Chief loathes and is scared of the assassin).

Enemies: The Spiders.

Appearance: Distinguished looking man with brown hair graying at the temples and grey eyes. Tall and well-toned.

Base of Operations: Chicago

will cause the character to be labeled a criminal and treated as such. The Chief will be suspicious of the player/characters and fear that they know of his illegal activities. He'll call Capone as soon as they leave to have the matter taken care of by

Stealth and/or Scurrilous and the Capone Enforcers. The Chief may even release several imprisoned Spiders in return for the favor of hounding and possibly killing the group.

Typical Chicago Police Officer

Common Archetypes: None, the department doesn't allow persons with paranormal abilities or cybernetics to join the force.

Experience Lvl: 3rd to 8th

Race: The Chicago Police Department is made up of predominantly human officers, but have many Pemek, Nalta, and Scrytar members. 70% are Human, with the remaining 30% made up of other races.

Number of Enforcers: 1500+ with new recruits joining daily.

Common Attitudes: Manipulator, Mule, Whiner, Pessimist, and Wisecracker.

Standard Weaponry: The typical street officer usually carries one Energy Pistol and one Disrupter Baton. They also occasionally use Power-Punch Gloves. For more firepower, all patrol cars are issued either a Death Seeker Bio-Blaster, Disintegrator Pulse Rifle, or a Plasma Assault Rifle.

Vehicles: The majority of the Chicago Police Department Motor Pool is made up of Quantum Motors' "Pursuer", a specialized pursuit unit specially designed for Police and Security Force use.

Base of Operations: Chicago

Chicago Police "Pursuer" Patrol Cars:

The "Pursuer" comes equipped with dual front and rear-mounted lasers (4 total) doing 5D6 Blast Damage each (Range: 1200 ft (360 m), a Concussion Cannon turret (360 degree rotation) on the roof that dishes out 10D6 Bash Damage per shot (Range: 1000 ft (300 m), armor plating, armored glass, and puncture resistant tires. The "Pursuer" Stats - Armor Value: 35 Bash/Blast; Hit Points: 75; Top Speed: 200 mph (320 kph).

SKINK THE STOOLIE

Skink the Stoolie is a fountain of information concerning the criminal going-ons of greater Chicago. He can usually be found sleeping off the previous night's drunken stupor in a trash-filled back alley. Buy him a bottle of his "favorite elixir" (any, they're all his favorite), and he'll be happy to provide any info that he can. He'll avoid implicat-

ing anyone to any particular crime, but can tell the group who works for who and where they can be found most times. He's usually plastered out of his mind and will pass out from time to time. Waving an open bottle of his "favorite elixir" under his nose will always bring him back to consciousness. Friendly, and loves to talk. In fact, the group will be hard pressed to get away from him.

Skink the Stoolie

Archetype: None

Lvl: 7th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
4	8	4	7	13	10	9	41	-

Race: Human

Ht: 5'7"

Real Name: Unknown

Wt: 156 lbs.

Age: 37

HtH Damage: no extra dmg.

Actions per Turn: 2

Attitude: Optimist

Morality: 7

Order: 5

Skills:

(20) Conversation

(20) Streetwise

(12) Persuasion

(15) Survival: Urban

(12) Pick Pocket

Money: Whatever spare change or credits he can get for his information. Will spend it all on booze.

Allies: Stealth, S.E.C.T.O.R. 5.

Enemies: Police Chief Theisen, and is scared of Scurrilous.

Appearance: Shabby-looking street bum with greasy salt n pepper hair, a pointy nose with large nostrils, beady eyes, and one eyebrow. He always wears the same pair of jeans that are too big for him, a hole-ridden T-shirt, a tan overcoat, two different style shoes, and a baseball cap with half the bill missing. All his clothes are stained and dirty and stink to high heaven!

Base of Operations: Back alleys of Chicago.

GNARL "THE FENCE" MALLOW

Gnarl "The Fence" Mallow's "Crazy Tyldeer Pawn & Resale" is Chicagoland's most popular pawn and fencing proprietary. The majority of Chicago's criminal element visit Gnarl on a weekly basis to fence stolen goods, purchase forged documents, launder stolen credits, and to catch up on crimeland gossip. The Chicago Police know that Gnarl is a Fence, but don't care since he gives them a 75% discount on the already low-priced stolen goods. Heck, most of the police force has Gnarl launder their illegal bribe money for them. Gnarl is loved by both the criminals and the police.

If the group visits the pawn shop, they'll find Gnarl to be talkative, but closed-mouthed about his customers. Especially to agents of the Cosmic Enforcers. He'll get annoyed after ten minutes of questioning, and ask the group to leave. The presence of Cosmic Enforcers or known bounty-hunters will keep his "real" customers away, which means he's losing money. If the group refuses to leave, he'll get overly friendly and start feeding the group tons of false information peppered with tid-bits of the truth. Gnarl will have the group so confused that they'll wonder what's really true and what isn't. He's sent many an Enforcer on wild goose chases before and laughed about it. After all, there's no law that says little white lies are illegal. Besides, the Chicago Police have jurisdiction in the Loop and they always protect the Tyldeer Fence.

Gnarl "The Fence" Mallow

Archetype: None

Lvl. 11th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
5	12	10	16	24	16	12	69	-

Race: Human

Ht: 4'8"

Real Name: Gnarl Mallow

Wt: 195 lbs.

Age: 40

Aliases: Two Tek, and Surherl Taak

HtH Damage: no extra dmg.

Actions per Turn: 3

Attitude: Pessimist

Morality: 6

Order: 5

Skills:

(19) Computer Use

(5) Pilot: Ground Vehicle

(16) Conversation

(5) Security Systems

(12) Dodge

(25) Streetwise

(15) Fast Draw

(18) Trading

(15) Forgery

(16) Weapon: Energy Pistol

(20) Persuasion

Special Items/Equipment: Has a Laser Pistol that he keeps tucked into his belt at all times.

Money: Has \$1,500,000 credits saved and hopes to return to Tsalkaheri a wealthy Tyldeer in another ten years time. By then he figures he'll have over 7 million credits, a small fortune back on the his homeworld, that will allow him to live out his remaining years in wine, women, and luxury.

Allies: Police Chief Theisen and the majority of the Chicago Police Force, Wired, Stealth, Pipsqueak, Weezer Phillips, and the Spider gang.

Enemies: The Galactic Alliance and the Cosmic Enforcers.

Appearance: Ordinary-looking Tyldeer with rust colored scales. He wears a human's cheap and ill-fitting blonde toupee on his head. Always has a lit cigarette hanging from his mouth.

Base of Operations: His pawn and fence shop is located in the Loop.

LAZARUS

AND HIS ARMY OF CYBER-ZOMBIES

Sergei Tesla was a former scientist of the Russian provinces and already in his late seventies when he helped to adapt the stolen Drakkhan technology for Galactic Alliance weapons. Fearful of his eventual death, Tesla also created a process using Drakkhan technology that restored artificial life to the dead which he calls, "The Resurrection Process". The Galactic Alliance pronounced Tesla's new experiments with the dead "inhuman", and stopped all funding of his research.

Unfortunately for Tesla, the process turned the corpses into mindless zombies that would follow his every order, and exhibited no free thinking of their own. In order for him to forestall his own death he would have to sacrifice his mind. Tesla wasn't willing to do that and resigned himself to an entire cyberbody make-over. Using the millions of credits remaining from the Galactic Alliance research grants, he made himself into a lethal machine with a human brain. After the conversion, very little of his original body remained. Only his brain, some glands, tongue, olfactory system, and blood were left. His entire body was

Lazarus**Archetype:** Cyber-Technologist**Lvl.** 10th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
60	30	25	40	24	20	4	*175	-

*for Cyborg Combat Chassis

Race: Human**Ht:** 7'**Real Name:** Serge Tesla**Wt:** 400 lbs.**Age:** 78**Bash Resistance:** 50**Blast Resistance:** 50**HtH Damage:** +10d6**Actions per Turn:** 5**Attitude:** Megalomaniac**Morality:** 1**Order:** 3**Cybernetics:****Skills:**

A specially upgraded (greater speed) and fully chrome-plated Galactic Alliance "Hellcat" Cyborg Combat Chassis (see cybernetics section)

(16) Brawling
(15) Computer Programming
(15) Computer Use
(10) Dodge
(25) Engineering: Bio-

Abdomen Cyber-Tentacle

Mechanical

Twin Missile Launchers

(20) Engineering: Electrical

(under chest plates)

(20) Engineering: Weapon

(6) missiles each:

(18) Engineering: Computer

(6) Armor-piercing

(10) Pilot: Ground Vehicle

(3) Explosive

(15) Science: Biology

(3) Heat-seekers

(15) Science: Biochemistry

(2) AL Implants

(18) Weapon: Blades Heavy

(Weapon & Engineering)

(18) Weapon: Plasma Rifle

(2) Map Implants

(10) Weapon: Energy Pistol

(Eastern & Western

(15) Weapon: Missile

Europe)

Launcher

Special Bonus: +4 to Initiative.

Special Items/Equipment: A special Magic and Psionic-Dampening System created by Lazarus that gives him a +5 vs. Magic and a +5 vs. Psionics. This system replaces the Cyborg Combat Chassis' Psionic Dampening Chip issued as standard equipment.

Non-Cybernetic Weapons/Equipment: None, relies solely on his cybernetic weaponry and equipment.

Money: \$170,000,000 in numerous secret bank accounts in Geneva. Always has at least \$5,000,000 stashed away for emergencies.

Allies: Synik and his Cyber-Zombies.

Enemies: The Galactic Alliance, the Cosmic Enforcers, and all do-gooders.

Appearance: Full-Body Cyber-Technologist with a red cape. His Galactic Alliance LX-425 "Hellcat" Cyborg Combat Chassis is completely chromed and is polished daily by Synik.

Base of Operations: Berlin

now replaced with mechanical appendages and torso. Even his head is made of metal with electronic eyes capable of seeing several different spectrums of light. With a completely mechanical body, he can easily replace damaged parts or do upgrades with new ones. Unfortunately, replacement parts cost a lot of money. To afford those parts, Tesla turned to crime. In time, he had amassed a fortune which he used to not only upgrade himself, but his army of mindless zombies into walking machines of death and destruction.

Calling himself Lazarus, Tesla and his army of deadly drones steal credits and technology for their constant upgrades and research. Lazarus calls Berlin his home due to the high concentration of abandoned Drakkha technology and the ever present bodies of the dead from the Drakkha booby-traps. With so many scavengers hunting salvageable weapons and equipment, Lazarus has an unending supply of bodies for his mindless army of zombies. He has appropriated a secret underground Drakkhan laboratory and manufacturing facility as his base of operations. Within the confines of his hidden base he has erected over thirty Resurrection units and several mass-assembly lines for the cyber-body upgrades to the artificially resurrected zombies.

Lazarus has also befriended a K-Lok which he found in the underground laboratory when he first discovered it. Instead of killing it, he gained its trust by leaving food out for the arachnid-like alien. With its Drakkhan masters gone, the lonely K-Lok yearned to serve another master. In Lazarus it found a new purpose. Named Synik by Lazarus, the K-Lok underwent several cybernetic conversions and is now a weapon-laden mass of destruction. Synik follows every order given it by Lazarus and would gladly give its life to protect its master.



Synik

Archetype: Cyber-Technologist

Lvl. 9th

STR CON AGL SPD INT WIL CHR H.P. S.P.

40 20 22 30 7 8 6 73 -

Race: K-Lok Tui-En**Ht:** 6'**Real Name:** Unknown**Wt:** 295 lbs. **Age:** Unknown**Bash Resistance:** 43**Blast Resistance:** 43**HtH Damage:** +7d6**Actions per Turn:** +4**Attitude:** Maniac**Morality:** 3**Order:** 1**Cybernetics:****Skills:**

CSM Ears

(18) Brawling

Epidermis Sheathing

(13) Climbing

Increased Strength

(11) Concealment

Stimulator

(18) Dodge

Increased Speed

(12) Shadowing

(2) AL Implants

(15) Stealth

(Weapon and Stealth)

(9) Survival: Jungle

Twin Missile Rotors

(9) Survival: Urban

(40) missiles:

(20) Tracking

(20) Explosive

(17) Weapon: Energy Pistol

(10) Armor-piercing

(19) Weapon: Energy Rifle

(10) Heat-seeker

(19) Weapon: Missile

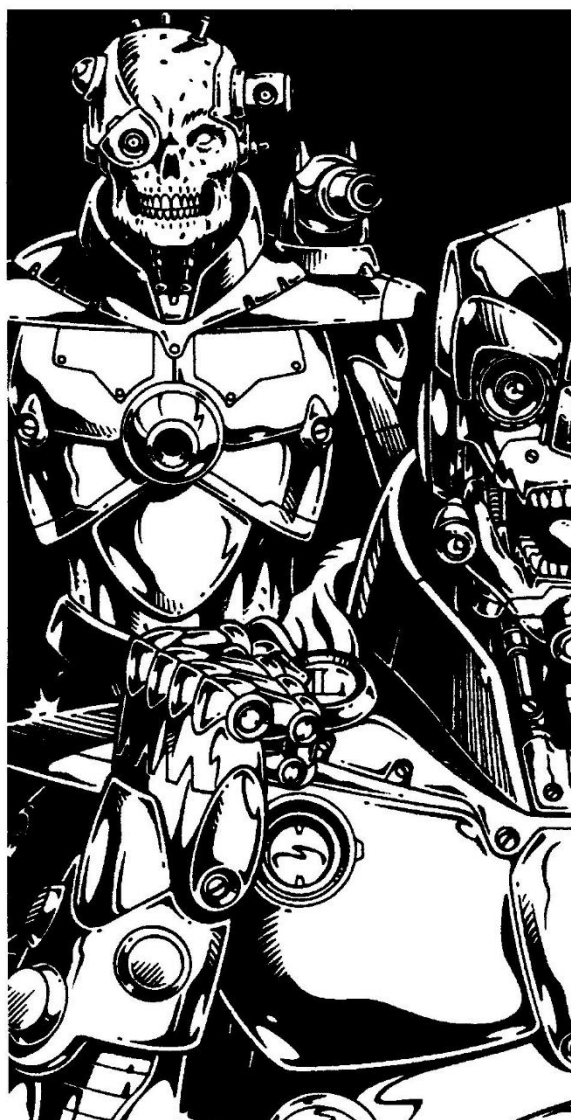
Cybernetic Gatling Blaster

Launcher

(10) Weapon: Knife

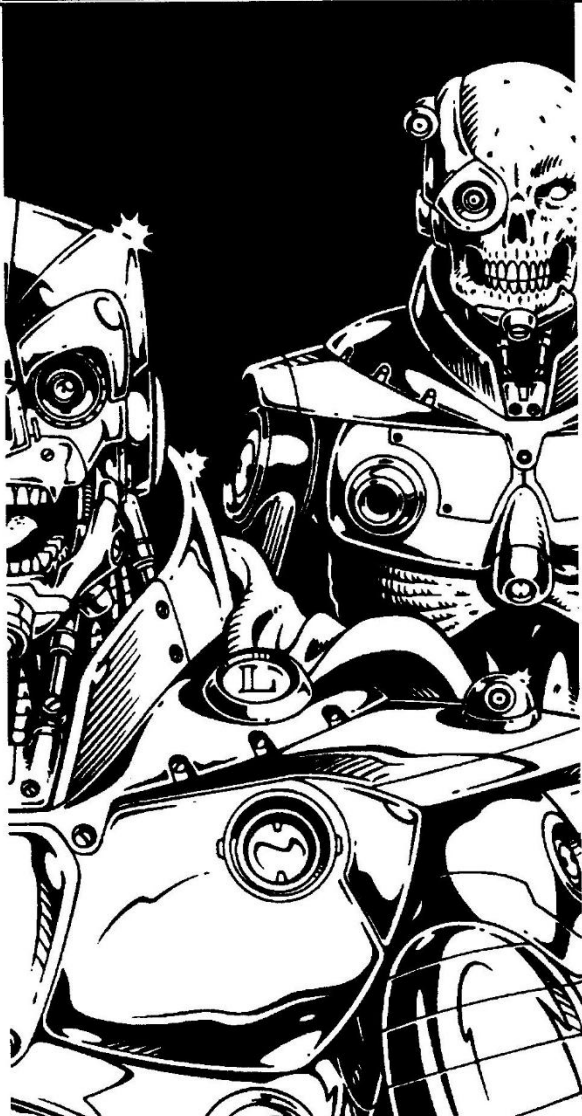
Special Bonuses: +3 to Initiative, Double Healing Rate, Ignore one chosen Phase of stun on any given turn.**Non-Cybernetic Weapons/Equipment:** One Keetsis Ultrasonic Weapon**Money:** None, gives it all to Lazarus.**Allies:** Lazarus, his Cyber-Zombies, the Drakkha, and other K-Loks.**Enemies:** Any and all enemies of Lazarus.**Appearance:** Typical Tui-En K-Lok augmented cybernetically with a chrome-plated Twin Missile Rotor and Cybernetic Gatling Gun attached to his back.**Base of Operations:** Berlin**SYNIK-****LAZARUS' K-LOK PROTECTOR**

Synik was found by Lazarus in the abandoned underground laboratories of the Drakkha hidden throughout the devastated city of Berlin. Lazarus gained the K-Lok's trust by leaving food for the creature everyday for a month. With its Drakkhan masters gone the alien was searching for a new master to serve, and Lazarus' acts of kindness insured its servitude. Augmented by Lazarus with cybernetic weaponry and equipment, the already dangerous creature is now a juggernaut of destruction and death. Synik would willingly die to protect its new master.



Cyber-Zombie Brains:

This implant can be programmed to allow the Cyber-Zombie the ability to remember simple commands, and also allows the mindless drone to perform simple tasks without being shown how to do them every time. Each chip has also been programmed with simple combat tactics, fighting styles, and the ability to recognize when the creature is being attacked and when to dodge. Each zombie also has a voice recognition chip that descrambles a special fluctuating digitized code that is hidden within Lazarus' voice patterns. The code changes every nano-second and is so complex that it is impossible to break it. This system prevents anyone from simply recording Lazarus' voice to control the drones. All implants self-destruct when the creature is destroyed or if it loses its head. The Cyber-Zombie also has a very basic touch and feel system to allow it to determine when it has made contact with a punch and to feel the ground beneath it when it walks.



Typical Lazarus Cyber-Zombie

Archetype: Cyber-Technologist

Lvl. None

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
35	*	20	25	*	*	*	**10	-

* none

** Cyber-Zombies have no Con or Wil in which to generate Hit Points, and only gain 10 H.P. from the Bone Densifying Polymer process

Race: a dead human

Typical Ht: 6'7"

Real Name: Unknown

Typical Wt: 300 lbs.

Age: Unknown

Bash Resistance: 45

Blast Resistance: 45

HtH Damage: +6d6

Actions per Turn: 3

Attitude: None, the Cyber-Zombie is a mindless pawn of Lazarus.

Morality: None, the Cyber-Zombie has no mind in which to understand the concept of morality.

Order: None, the Cyber-Zombie has no mind in which to understand the concept of order.

Cybernetics: All Cyber-Zombies have had their remaining bones processed with the Bone Densifying Polymer, are outfitted with Epidermis Sheathing, and have had both legs replaced with cybernetic equivalents. The majority have also had at least one arm replaced with a cybernetic one. The zombies can be outfitted with any cybernetic equipment or weapons described in the cybernetic sections of **Cosmic Enforcers** or **Villains & Foes** except: the X-Ray Eye, any Cyber-Organs, any Head Implants, the Cybernetic Power Hand and Arm, the Nano-Tech Medical Bio-System, Cybernetic Stamina, the Stimulator, and any weapons or equipment meant for Full-Body Cyber-Techs only.

Powers Unique to a Cyber-Zombie: Immune to any and all Psionic or Magic attacks that affect the mind or living tissue.

Skills: Specially programmed skills of Brawling, Dodge, Tactics, and any necessary Weapon Skills. All skills are programmed at the proficiency level of 30.

Special Items/Equipment: Special implant that acts as a rudimentary brain.

Money: None

Allies: Doesn't need allies

Enemies: Anybody who is an enemy of their master.

Appearance: A dead corpse in differing states of decay and augmented with an array of cybernetic limbs and weaponry.

Base of Operations: Berlin or wherever Lazarus goes.

THE POSSE- A BOUNTY-HUNTING TEAM

The Posse are a group of greedy bounty-hunters who willingly hunt down anybody, friend or foe, for a fee. They have no allegiances to any individual or corporation. They trust no one and consider no one a friend. The only thing they hold in esteem is the almighty credit. The Posse not only hunt down villains, killers, and psychos, but heroes and vigilantes.

The Posse's members include: **Lore**, an ancient magical sword with the ability to talk and with a mind of its own. Lore's wielder is mentally controlled by the sword; **Ironclad**, a rogue combat robot who became self-aware and loves to hunt and kill; **Tin Star**, former Sydney Police Officer and Cyber-Technologist with a tin star and a taste for blood; and **Law-Bringer**: a suit of Genesis Knight Power Armor possessed and controlled by the ghost of its deceased owner.

Lore

Archetype: Mage/Hero/Magic Weapon

Lvl.15th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
37	15	25	26	*2	8	2	*82	*242

* **Ronny** has been wielding the sword for six years (experience level: 6th), and has a Hit Point total of 82 H.P.

Bash/Blast Resistance: 50

Lore is a sentient sword and thinks for Ronny; it adds its INT+level bonus to Ronny's WILL for a spell point total of 242.

Lore's Structural Hit Point total is 145 H.P.

Bash/Blast Resistance: 170

Race: Human

Ht: 6'6"

Real Name: Ronny Fisk/Lore

Wt: 235 lbs.

Age: 23

HtH Damage: +5d6

Actions per Turn: 4

Attitude: Megalomaniac (Lore)

Morality: 2

Order: 2

Ronny's Powers: All of

Ronny's Skills:

Ronny's paranormal abilities are magical in nature and granted by wielding Lore:

(20) Brawling

(8) Climbing

(13) Dodge

Enhanced Strength,

(10) Shield

Agility, and Speed, which adds +20/10/10 to his attributes.

(11) Unsheath

(25) Weapon: Blades Heavy

Bash/Blast Resistance, and also gains Lore's Nearly Invulnerable to Damage bonus.

Lore's Skills: Lore is allowed only the skills needing the attributes of INT and WILL:

(20) Interrogation

(20) Languages

(30) Magic: Sorcery

(20) Meditation

(22) Psionics

(25) Tactics

(15) Tracking

Lore's Spell/Magic Weapon:

(15) Telepathy

Lore automatically bestows its wielder with an additional +20 to the Weapon: Blades Heavy skill.

Stolen Powers: Lore has also gained several powers by sucking the life-essence of its victims. These are passed on to Ronny. The retarded youth will not call upon them unless Lore orders him to:

(15) Teleportation

(15) Power Dampen

(15) Invisibility

LORE (Ronny Fisk)

Lore is an ancient sword that has been handed down from warrior to warrior over the centuries. Lore appears to have some semblance of life, with its ability to think and talk. The sword is extremely intelligent and very adept at tactics. For this reason, Lore is the leader of the Posse.

Lore is wielded by a powerfully-built but mentally-handicapped human. The sentient sword not only chose Ronny Fisk for his massive size, strength, and agility, but mainly because Lore could control the weak-willed youth. In the past, Lore had always been wielded by strong-bodied and strong-willed individuals that had bent the sentient sword to their own desires and wishes. With Ronny, Lore is the one making all the decisions.

Lore and Ronny became sword and wielder while Ronny was on an outing with his special-education class. Visiting Perth's Natural History & Art Museum, Ronny and his classmates entered the ancient weapons hall. The museum had several newly discovered weapons on display; one of them was Lore. The richly-engraved sword was displayed in its own glass case in the center of the Hall. When Ronny came close to the sword, it called to him. For several minutes, the handicapped youth stood transfixed, listening to an inner voice. Few patrons paid attention to the obviously addled youth who stood nodding and grunting to the sword. Ronny continued his odd behavior until his instructor had to physically pull him away from the case.

Later that night, Ronny snuck out of his home, broke into the museum and stole Lore. Lore was pleased with his choice of wielder. From Ronny the sword gained mobility and a mindless drone it could command to carry out its every wish. From Lore, Ronny gained power, strength, and agility, and an intelligence that he lacked. Apart the two



Money: Lore and Ronny have amassed a total of \$32,000,000 credits stashed at the Posse's Headquarters in Perth. Because of Lore, Ronny lives in a luxurious penthouse apartment with several servants to wait on him and Lore.

Allies: Devon White, Lynchpin, and the other members of the Posse.

Enemies: Anyone assigned to be captured or terminated.

Appearance: Lore: A beautiful sword inlaid with gold and jewels, with symbols inscribed along its length. Lore's blade has a greenish tinge to it.

Base of Operations: Perth, Australia. Travels the world with the other members of the team hunting down bounties.

were nothing. Together, they were a formidable team that was nearly unstoppable.

Lore formed the Posse when Ronny and it met Law-Bringer and Tin Star. The three joined forces for different reasons, but for a common goal. Lore only wished to gain more power, while Tin Star wanted credits, and Law-Bringer's ghost wanted a purpose. Later on, the construct Ironclad joined the team. Lore and the rest of the Posse are in high demand and command huge fees for their expertise. There is no better bounty-hunting team currently working.

GM Note: The sword, Lore, makes all the decisions for Ronny concerning combat, spells chosen, etc. Although Lore can talk, it telepathically tells Ronny what to say, who to attack, and what action to take. The telepathic orders from Lore are just like Ronny's own thoughts, allowing the retarded youth to act almost instantly.



IRONCLAD

Ironclad is a Drakkhan Combat Construct that became self-aware and went rogue. The Drakkha Combat Constructs were created with an Expandable Thought & Intelligence Sapience System that could grow and learn new skills, tactics, and make rudimentary battlefield decisions. What was amazing about the the E.T.I. Sapience

System was that the construct could learn from its mistakes and conquests, filing them away in their artificial brain for future use. Occasionally, the Combat Construct's artificial intelligence would become sentient and were diligently destroyed by the Drakkha. The Drakkha weren't interested in creating a new form of sentient life, they wanted expendable cannon-fodder like the K-Lok.

Sentient constructs are rare and very few survived the War or Drakkha termination. Ironclad is one that did.

Ironclad became self-aware during the bloody battle for the Kansas/Nebraska/Oklahoma territories. During the heat of battle, Ironclad's artificial brain suddenly went self-aware and wondered why it was fighting in a battle that didn't concern the construct. Ironclad wandered off the battlefield and into the wilderness. Hiding out in an abandoned library, Ironclad taught itself to read English and voraciously read book after book. The construct especially liked fiction concerning mercenaries and/or bounty-hunters. After the war, major corporations began manufacturing constructs based on abandoned Drakkhan technology. In time, Ironclad could wander the streets of the rebuilding corporate cities with no fear of capture since the streets were full of other constructs busy fulfilling their programmed tasks. While roving Perth, Australia, Ironclad met the Posse.

Passing an alley, Ironclad caught a glimpse of three individuals; a large human with a sword, a Cyber-Technologist, and a Genesis Knight in bat-



Ironclad

Archetype: Construct

Lvl. 11th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
30	0	20	20	25	16	2	*165	-

*construct Structural Hit Points

Race: None, it is a Construct

Ht: 6'6"

Real Name: none, known only as Ironclad

Wt: 400 lbs.

Age: 10 years since its conception date

Bash Resistance: 45

Blast Resistance: 45

HtH Damage: +4d6

Actions per Turn: 3

Attitude: Mercenary

Morality: 2

Order: 3

Construct Weapon Systems:

(1) VTS Eye w/ Polarized

(1) Concealed Gatling Blaster
(rt. forearm)

Filter, Infrared, and

(2) Retractable Finger Blades
(both hands)

Thermal Imaging

Twin Chest Plasma Ball

(1) Shoulder-Mounted Flame
Thrower (rt. shoulder)

Turrets

Abdomen Meta-Laser

Turret

Cyber-Arm Whip (left arm)

Construct Assemblage Equipment/Additions: Combat

Constructs are manufactured with an armored assemblage (body) that grants them a Bash/Blast Resistance of 100. Ironclad has opted to have the Cyber-Technologist's Epidermis Sheathing attached to it's exo-skeleton which gives it another 25 + 1 per level which equals: +35 for a total of 135.

Ironclad's other Assemblage Equipment/Additions:

(1) Cybernetic Eye

Microwave CMS Ears

CID

(7) Map Programs (same as Map Implants. Constructs are allowed 7. Ironclad's selections are: Australia, Western Europe, Eastern & Western North America, Central America, South America, and the Caribbean Islands)

Jump Boot Thrusters

(1) Nuclear Power Generator

Skills: Combat Constructs are instilled at conception with the following programmed skills. All inception skills are installed at the base level of 10 and grow with the E.T.I.'s expansion:

Brawling

Tactics

Combat Pilot: Ground Vehicle

Tracking

Combat Pilot: Spacecraft, and/or

Weapon Skills appropriate for the Construct's weapon systems

Suborbital (based on the

Construct's intended use)

Demolitions

Dodge

Gunnery (Starship-based

Combat Constructs)

Ironclad's E.T.I. Sapience System and sentient self-awareness have given it several other skills that were learned at a later date and not subject to the base installation bonus. Ironclad's skills are:

- | | |
|-----------------------------------|----------------------------|
| (20) Brawling | (11) Security Systems |
| (15) Combat Pilot: Ground Vehicle | (20) Tactics |
| (15) Combat Pilot: Suborbital | (15) Tracking |
| (10) Computer Use | (15) Weapon: Blades Light |
| (10) Demolitions | (20) Weapon: Plasma Rifle |
| (20) Dodge | (15) Weapon: Energy Pistol |
| (13) Languages | (20) Weapon: Energy Rifle |
| (15) Lipreading | |
| (10) Pick Locks | |
| (15) Pilot: Ground Vehicle | |

Special Bonuses: +3 to Initiative.

Assemblage Points: Assemblage Points are the Construct's equivalent of credits. They're used to purchase new parts, weapons, and upgrades to the construct's assemblage. One Assemblage Point is equal to two credits. Ironclad has accumulated 7.5 million Assemblage Points.

Allies: Devon White, Lynchpin, and the other Posse members.

Enemies: Anyone assigned to be captured or terminated.

Appearance: Drakkhan Combat Construct with Epidermis Sheathing attached to his exo-skeleton. Deep red in color.

Base of Operations: Perth, Australia. Travels the world with the other members hunting down bounties.

tle with a powerful paranormal. Intensely curious, the construct stood transfixed as the paranormal was told he was wanted for a long list of crimes and was to be terminated. Ironclad's memory of it's favorite fiction novels leapt into the fore of its artificial brain. The paranormal criminal was winning the fray, having knocked out the human with the sword and crushed the cybernetic legs of the Cyber-Technologist. The paranormal was able to make it past the Genesis Knight and run down the alley straight towards Ironclad. Without thinking, the construct ordered the paranormal to halt, and when he didn't, opened fire with its weapon systems. Already nearly beaten to a pulp, the paranormal succumbed to Ironclad's deadly barrage and fell in a bloody heap at the construct's metal feet. The Genesis Knight came running up, and in an other-worldly voice, thanked the construct. When the others were told what Ironclad had done, the threesome offered the Combat Construct a position with the team, and it accepted.

Taking the name Ironclad, the former Drakkhan Combat Construct is a formidable opponent and remorseless in its bounty-hunting tasks.

Tin Star

Archetype: Cyber-Technologist

Lvl. 8th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
45	17	18	24	8	9	6	83	-

Race: Human

Ht: 6'7"

Real Name: Bill Wasserman

Wt: 360 lbs.

Age: 35

Bash Resistance: 84

Blast Resistance: 84

HtH Damage: +7d6

Actions per Turn: 3

Attitude: Maniac

Morality: 1

Order: 3

Cybernetics:

- (1) VTS Eye w/ Polarized Filter, Infrared, and Thermal Imaging

CSM Ears

CID

- (2) AL Implants (Stealth and Weapons)

- (1) Psionic Dampening Chip

- (1) Security Bypass Implant

- (3) Map Implants (Australia, Eastern North America, and Western North

America)
Compass/Clock/Calendar/
Thermometer Implant

Cyber-Heart

Cyber-Lungs

- (2) Cybernetic Arms

- (2) Cybernetic Hands

- (2) Cybernetic Legs

- (2) Cybernetic Feet

- (1) Cybernetic Hard-Point

Exo-Skeleton & Spine
Strengthening Augmentation

TIN STAR

Bill Wasserman is a former Sydney police officer who was drummed out of the law-enforcement agency for excessive violence. Since the Drakkhan defeat, Wasserman has upgraded himself into a cybernetic killing machine, with everything but his outer torso and head replaced with cybernetic augmentations and weapons. Wasserman is now a walking arsenal of pain-inducing destruction. Probably the most violent and unpredictable of the four Posse members, Wasserman is totally insane and kills because he loves it.

Called Tin Star because of his penchant to still wear his police shield on his left breast, Wasserman believes wholeheartedly in the role the Posse fills. Although excessively violent himself, he feels he's doing the world a service by killing or arresting the criminals that he and the Posse are assigned to take down. He doesn't care if they kill the occasional hero, the other criminals more than make up for it. Besides, bounties on supposed heroes are usually astronomically high and too good to turn down. Tin Star will kill anybody for the right price, and having to kill a hero won't stop him from pocketing what he loves most; credits.

Touch & Feel Sensor Pads
(hands & feet only)

(2) Micro-Nuclear Power
Generators

Epidermis Sheathing
(chest, abdomen, back,
neck, and shoulders)

Giant-Size Cyber-Saw Arms
(Attached to back and
shoulders)

Skills:

(18) Brawling

(7) Computer Use

(14) Concealment

(19) Dodge

(10) Gambling

(19) Pick Locks

(10) Pilot: Ground Vehicle

(2) Science: Criminology

(15) Security Systems

(16) Shadowing

(2) Electro-Blast Power-
Punch Sleeves

(1) Concealed Gatling
Blaster (Right Forearm)

(1) Head Laser

(2) Hip-Mounted Flame
Throwers (same Damage/
Range as the Shoulder-
Mounted version).

(16) Stealth

(5) Streetwise

(15) Tracking

(16) Weapon: Blades
Heavy

(16) Weapon: Energy Pistol

(17) Weapon: Energy Rifle

(16) Weapon: Missile
Launcher

Special Bonuses: +3 to Initiative, +2 to any Will
Contest.

Special Items/Equipment: (2) Retractable Missile
Launchers located in his cybernetic thighs (One
each leg). Each holds ten missiles (4 Armor
Piercing, 4 Explosive, 2 Heat-Seekers - see Missile
Damages/Ranges in Cybernetic section).

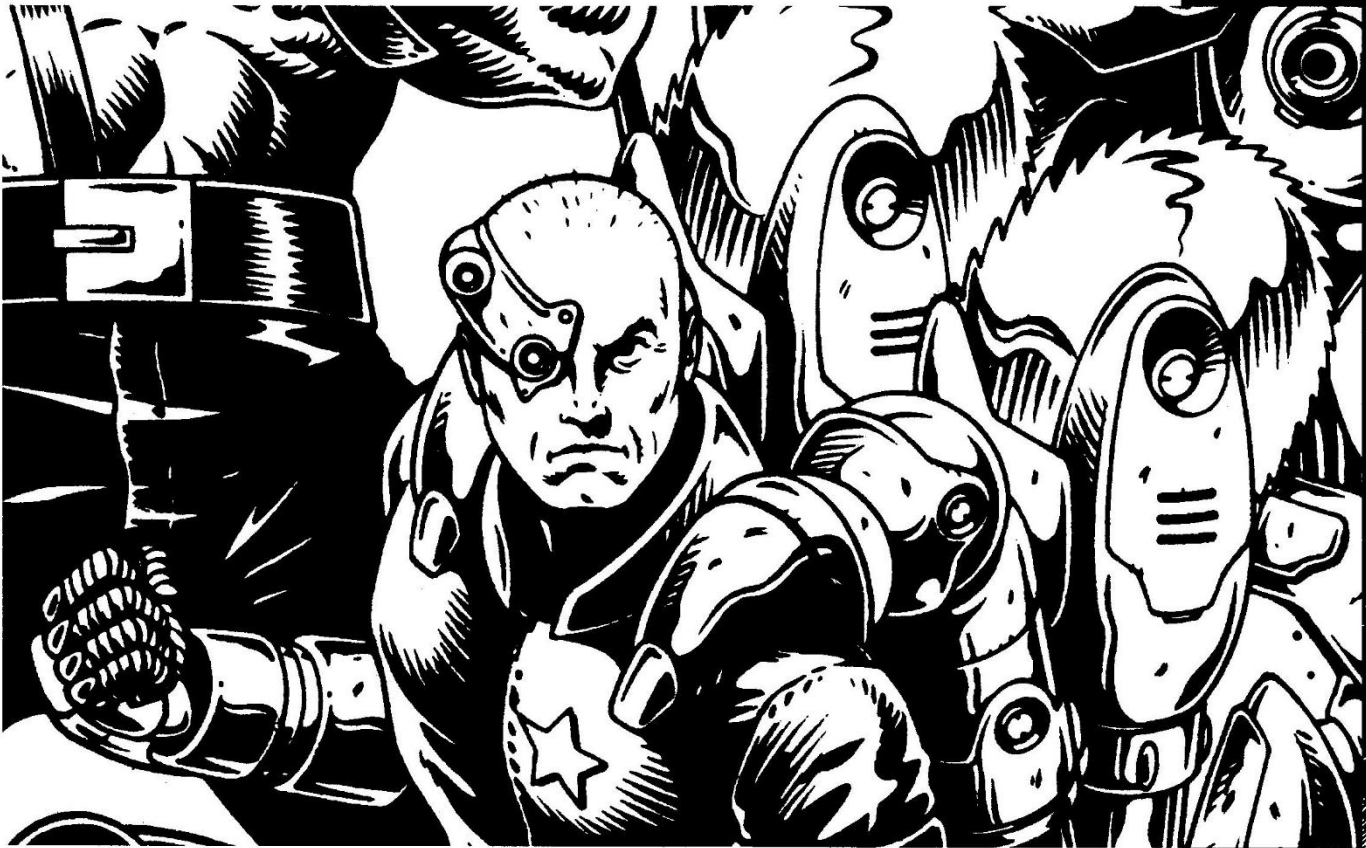
Money: Has \$11,000,000 stashed back at the
Posse's headquarters in Perth. Usually spends his
share of the team's take on further augmentations
or gambling.

Allies: Devon White, Lynchpin, and the other Posse
members.

Enemies: Anyone assigned to be captured or termi-
nated.

Appearance: Human with a shaved head and eyes
so dark they look like doll's eyes. His body is
loaded down with cybernetic weaponry.

Base of Operations: Perth, Australia. Travels the
world with the other members hunting down boun-
ties.



Law-Bringer

Archetype: Genesis Knight/Mind Lord

Lvl. 10th

STR CON AGL SPD INT WIL CHR H.P. S.P.

*64 12 15 *29 15 23 10 92 136

*outside his armor, Reese's ghost has no applicable strength score and a speed of 12

Race: Human

Ht: * 7'

Real Name: Trenton Reese

Wt: *350 lbs.

Age: was 28 at the time of his death 5 years ago

*including the power armor that the desiccated husk of Reese never leaves

HtH Damage: +10d6

Actions per Turn: 4

Attitude: Vigilante

Morality: 1

Order: 5

Genesis Knight Power Armor:

Structure: 230 H.P.

Armor Value: 51 Bash/Blast

Programs and Weapons:

Advanced Combat

Program: HtH

Advanced Flight

Life Support: Advanced

Super Strength

Super Speed

Self Repair

Basic Computer

Energy Shields

(2) Particle Beams (Chest)

(1) Laser (left side of helmet)

(1) Plasma Projector

(rt. forearm)

(1) Laser Targeting Sight

(rt. side of helmet)

Dual Shoulder-Mounted Ion

Cannons

(1) Mini-Missile Rack (Left

Forearm) with six missiles

(2) Armor-piercing

(2) Concussion

(2) Heat-seekers

*see stats of missiles in the Cybernetic Weapons Section).

Skills:

(18) Brawling

(11) Dodge

(11) Meditation

(19) Pilot: Power Armor

(19) Psionics

(10) Tactics

(17) Weapon: Blades

Medium

(16) Weapon: Energy Rifle

(16) Weapon: Plasma Rifle

(14) Weapon: Missile

Launcher

Psionics:

Telekinesis

Mental Attack

Mental Shield

Special Bonuses: +15 to any Will Contests, +30 points of Mental Resistance, +6 points of Magic Resistance.

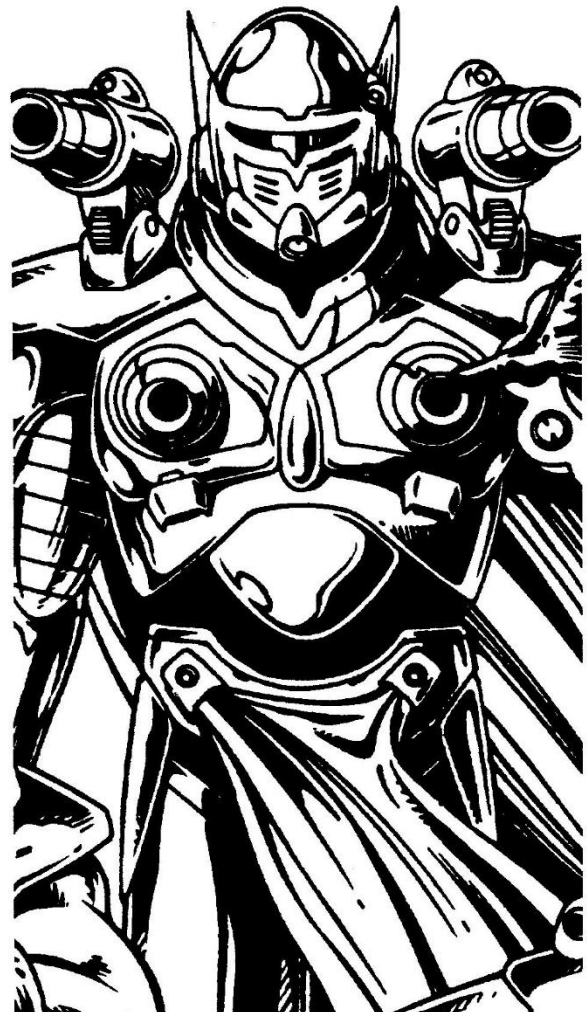
Special Items/Equipment: Law-Bringer has a special energy mace that inflicts 9D6 Blast Damage and ignores 15 points of Blast Resistance. When stowed, the mace is magnetically attached to Law-Bringer's right thigh.

Money: Has \$21,000,000 in a safe back at the Posse's headquarters in Perth. The Posse has replaced Law-Bringer's original benefactor and awards the ghostly Genesis Knight any request for upgrades or repairs. Law-Bringer will occasionally take weapons and software off other Genesis Knights the group has defeated or killed, and incorporates them into its armor.

LAW-BRINGER

Law-Bringer is a suit of Genesis Knight Power Armor possessed by the ghost of it's former owner, Trenton Reese. Reese was killed by a Mage's Touch of Death spell. Instead of going to the great beyond, however, Reese's essence refused to die and supernaturally possessed the suit. The Mage was fatally surprised when the possessed suit of armor got up and killed him. The mummified remains of Reese are still inside the suit. One can see the desiccated Genesis Knight's dead eyes staring out of the helmet's visor.

Besides the awesome firepower of the Genesis Knight armor, Reese's ghost also has psionic abilities it can wield while in combat. When Reese became a possessing spirit he was endowed with the amazing psionic powers. It has been five years since Reese's demise and his subsequent supernatural rebirth. Law-Bringer has sent many a soul to the hereafter, but it seems the restless spirit has no intention of moving on to its own great reward.



Allies: Devon White, Lynchpin, and the other Posse members.

Enemies: Anyone assigned to be captured or terminated.

Appearance: Reese's body inside the armor is a dried out husk. The corpse's dead eyes can be seen staring

out of the highly polished chrome Silver-Knight Genesis Knight Power Armor.

Base of Operations: Perth, Australia. Travels the world with the other members hunting down bounties.

THE TWISTER AND HIS ARMY OF SCAVENGERS, THE JACKALS

The Twister and his army of scavengers make their home in the wastelands of Kansas, Nebraska, and Oklahoma. They scavenge the battlefields of the Great War for salvageable weaponry, cybernetics, and precious metals left behind by the war-

ring armies. Roaming the plains in souped-up pre-war cars and trucks, the scavengers and their leader, the Twister, make examples of anyone foolish enough to venture into their territory. The Jackals' boundaries are easy to recognize. The desiccated bodies and heads of captured interlopers are impaled on metal poles every fifty feet as a warning to stay out.

THE TWISTER

Eddie Hollier was a Kansas farm boy before he volunteered for military duty to fend off the Drakkhan attack on Earth. After the war, he returned home to find his family long dead and his farm gone due to Drakkhan aggression. Bitter and saddened by his loss, he wandered the wasteland that was Kansas and joined the Jackals as a scavenger. He eventually tired of the nomadic and dangerous life as a Jackal and made his way to Houston, where he volunteered for the then fledgling Interplanetary Exchange Program. Due to his farming background and outstanding military record, he was assigned as a terra-farmer on a distant world known as Shi-Tock in the Tyldeer system. Eddie was part of the Earth's first good-will exchange of peoples and cultures with the Tyldeer race.

While stationed on Shi-Tock, Eddie was befriended by a young Tyldeer Mage known as Krootik. Unknown to Eddie, Krootik could sense the latent mystical powers that lay untapped within Eddie and had sought him out. Krootik had plans for Eddie.

Krootik was related to Hormaan, the former High Priest of the Ninth Moon. The Ninth Moon was the most respected house of mystical arts on the Tyldeer homeworld and commanded immense power and wealth. Krootik was next in line to take over the reigns of power within the Ninth Moon. Unfortunately, Hormaan and his advisors were killed in a mystical coup by Krootik's rival, Symock. After taking power, Symock banished Krootik to the barren world of Shi-Tock. He was ordered never to return to Tsalkaheri or he would suffer a torturous death. Krootik secretly vowed to return, kill Symock, and take his rightful place on

The Twister

Archetype: Mage

Lvl. 12th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
12	15	11	16	23	24	19	79	167

Race: Human

Ht: 5'10"

Real Name: Eddie Hollier

Wt: 165 lbs.

Age: 30

Aliases: David Eddie, Harrison Marcus

HtH Damage: +1d6

Actions per Turn: 3

Spells:

Warm Weather Manipulation

Counter Magic

Teleportation

Magical Senses

Invisibility

Evil Eye

Skills:

(14) Dodge

(10) Fast Draw

(25) Magic: Elemental

(25) Magic: Mysticism

(20) Magic: Sorcery

(15) Meditation

(10) Pilot: Ground Vehicle

(14) Tactics

(17) Weapon: Gas

ExpansionPistol

Special Items/Equipment: Carries a Smart Pistol (see **Cosmic Enforcers** page 129) with ammunition magically attuned by the Twister to home in on other magic users. The magic homing bullets use the target's magic aura signature for tracking. Every round that hits causes the victim Mage to suffer 6D6 Bash Damage, -10 to Spirit Resistance points, -5 to Magic Resistance points, plus a permanent loss of 10 Spell Points.

Money: Self worth of \$21,000,000 and climbing. Always has at least \$50,000 stashed away for emergencies.

Allies: The Jackals

Enemies: The Galactic Alliance, the Cosmic Enforcers, Krootik and the Ninth Moon Gang, all do-gooders, and the Posse.

Appearance: Good-looking young man with long, sandy blond hair and green eyes. Usually wears jeans, motorcycle boots, and a white t-shirt under a black leather jacket adorned with shoulder plates made from discarded rubber tires.

Base of Operations: The Jackal's Territory (Kansas, Nebraska, and Oklahoma)

the throne of the Ninth Moon. Eddie was a vital pawn in Krootik's plans.

Krootik knew he was a dead Tyldeer if he returned to Tsalkaheri. Therefore, he needed an ally that Symock would never suspect; Eddie Hollier. Krootik patiently taught Eddie the dark arts, and found that the human was especially

adept at weather related spells. The Tyldeer slowly gained Eddie's trust and was elated when Eddie seemed genuinely appalled by Krootik's cruel twist of fate at the hands of Symock. Krootik spent five long earth years teaching and prodding Eddie, until finally he thought the human was ready to perform his task of revenge. Unknown to



Krootik, Eddie had no intention of fulfilling his debt to the alien and left Shi-tock on the next ship back to Earth.

Once back on Earth, Eddie returned to the wastelands of Kansas and declared them his. Calling himself "The Twister, Master of Weather", he took over command of the Jackals and gave orders to kill any interloper who dared to cross into Jackal territory. With his mystical com-

mand over the weather and an army of loyal mercenaries, Eddie Hollier is a force to be reckoned with.

GM Note: Rumors have it that the Jackals have discovered several Pre-Drakkhan nuclear missile silos with the warheads still intact. The Twister and his army are said to have plans to use them in a bid to get a huge ransom from either Argent City or the space port of Galveston.

CORD- SECOND IN COMMAND OF THE JACKALS

Known only as Cord, the second in command of the Jackals is a ruthless and vicious commander. Mistakes and failures by his army of underlings is not tolerated by the volatile Cyber-Technologist. The price for those mistakes and failures usually ends in Cord snapping the bungler's neck with one of his slithering cyber-tentacles and displaying the corpse as an example.

Not much is known about the closed-mouthed Cyber-Tech's past. Rumors abound concerning his horribly scarred face and body. Cord looks like he had been dropped into a vat of acid, which is exactly what happened to him.

Cord was a highly trained Cy-Ranger (cybernetically augmented soldier) with Earth Central's 43rd Broadsword Insertion Unit. Cord and his unit were considered the very best at turning impossible missions behind enemy lines into successes. It was during one these insertions into the South American rain forest that Cord was captured by the Drakkha and tortured daily for over two months. The aliens had hopes of extracting information about Earth Central's future battle plans from their hapless prisoner.

The Drakkha mercilessly tortured Cord for hours every day by dipping him into a large vat of low-level acid. The daily acid baths turned the Cy-Ranger's cybernetic legs into melted stumps of slag and ate away his arms and hands up to the elbow. The skin on his once athletic body and handsome face was turned into what now resembles a mass of melted cheese. Although Cord screamed and whimpered at the pain induced by his captors, he never once gave up valuable information.

Realizing the Drakkha had no intention of letting him die and unable to take anymore, Cord desperately tunneled out of his dirt floor cage with his acid devoured arms and slithered into the jun-

Cord

Archetype: Cyber-Technologist

Lvl. 9th

STR	CON	AGL	SPD	INT	WIL	CHR	H.P.	S.P.
63	17	25	36	14	14	11	105	-

Race: Human

Ht: 6'6"

Real Name: Unknown

Wt: 405 lbs.

Age: Unknown, probably in his mid-thirties

Bash Resistance: 52

Blast Resistance: 52

HtH Damage: +6d6

Actions per Turn: 5

Attitude: Brawler

Morality: 2

Order: 3

Cybernetics:

Skills:

(1) VTS Eye w/ Polarized Filter, Infrared, and Thermal Imaging (left eye)

(20) Brawling
(15) Combat Pilot: Sub-Orbital

CSM Ears

(13) Computer Use

(1) AL Implant (Weapon)

(15) Dodge

Photographic Memory

(10) Demolitions

Implant

(8) Engineering: Bio-Mechanical

Compass/Clock/Calendar/

(20) Interrogation

Thermometer Implant

(10) Persuasion

Cyber-Heart

(10) Stealth

Cyber-Lungs

(15) Streetwise

Cyber-Blood

(18) Tactics

Increased Strength

(12) Tracking

Touch & Feel Sensor Pads

(20) Weapon: Energy Pistol

(2) Cybernetic Arms

(20) Weapon: Energy Rifle

(2) Cybernetic Hands

(20) Weapon: Missile

(2) Cybernetic Legs

Launcher

(2) Cybernetic Feet

(20) Weapon: Thrown

Cybernetic Hard-Point Exo-

Skeleton & Spine Strengthening Augmentation

Epidermis Sheathing (chest,

abdomen, shoulders,

and back)

(2) Micro-Nuclear Power

Generators

Cybernetic Repair Kit

(2) Electro-Blast Power-

Punch Sleeves

Shoulder-Mounted Flame

Thrower

GM Note: Cord's cybernetic equipment and weapons are in top-notch working condition. He suffers no misfire or energy sputter penalties like the rest of the Jackals (see below).

Special Items/Equipment: Six Cyber-Tentacles.

Non-Cybernetic Weapons & Equipment: Laser Pistol and ten Heat-Seeker Throwing Stars.

Money: Has a personal wealth of 2.5 million credits, and another 5.2 million in used cybernetics and weapons that he plans to sell through his contacts in the black market.

Allies: The Twister and the Jackals

Enemies: The Galactic Alliance, the Cosmic Enforcers, all dogooders, and the Posse.

Appearance: Horribly scarred by acid burns over his face and body parts that aren't covered in cybernetics. There also appears to be forty or so additional burn scars about the size of a cigar covering his head and face. His ears, nose, and hair have been seared away and he has one eye replaced with a cybernetic one. Both legs and both arms from the elbow down are cybernetic replacements. All his cybernetic replacements, weapons, and armor are covered in a flat black paint that is scratched and chipped off in spots. Prefers wearing weathered black leather when donning any clothing.

Base of Operations: The Jackals Territory (Kansas, Nebraska, and Oklahoma), occasionally visits Argent City.

gle unseen. Hoping to finally find release from the horrible pain, Cord wished for death to take his soul. But something within the ravaged Cy-Soldier wouldn't allow him to die; he had to live on. Fighting back waves of searing pain, he crawled deeper into the jungle in search of salvation.

Over the next six weeks, Cord crawled along the jungle floor, eating bugs and drinking from stagnant pools of water to sustain himself. Once again on the verge of giving up, Cord was miraculously found by a Brazilian farmer known as Juan Sepaldi. The normally emotionless Cy-Soldier wept with joy as the kindly farmer carried him back to his plantation hidden in the center of the rain forest. Cord was eternally grateful as the farmer diligently bandaged his ravaged body and fed him hot meals, nursing him back to health. But, his gratefulness ended when the beatings started and he was forced into slave labor for the international drug dealer he had mistaken for a kindly farmer. Cord spent the next four years as Juan Sepaldi's shoe-shine boy and resident punching bag. The volatile drug czar loved to crush out his lit cigars on Cord's already scarred face and kick the helpless cripple around the house for fun. Cord was finally saved from this hell by his ex-comrades who raided Sepaldi's operation because of suspected collusion with the now defeated Drakkhan invaders.

From there, Cord spent the next few months at



a Veterans Hospital in Atlanta. He was eventually given cheap cybernetic arms and legs and released from the hospital to fend for himself. Unable to find work due to his looks, Cord turned to a life of crime. He eventually ended up with the Jackals, further augmenting himself with stolen or scavenged cyber-parts, and was eventually offered the position of second-in-command by the Twister. A loner, he has no friends and wants none.

Cord's Tentacles:

Six unique cybernetic tentacles are coiled in an armored housing on Cord's back (+15 Bash/Blast value). The snake-like tentacles uncoil from the housing and erupt from six openings located on his shoulders, forearms, and waist. Each tentacle has a Strength of 25, a +10 Bash/Blast value, 50 Hit Points, and a Range of 20 feet (5.9 m). They can also deliver a powerful electrical

shock once wrapped around a victim (3D6 + 1D6 per Cord's experience level of Blast damage per Phase while wrapped in the tentacles. The victim, once released, suffers -5 to his initiative and dodge skill rolls, and -7 to his speed for two Turns due to the disorientation and weakness caused by the electrical onslaught). Cord can mentally control the tentacles like they were an extension of his own body.



The Jackals' Vehicles:

Typical Jackal Gang members usually rove around their territory in homemade Dune Buggies, and rusted-out, but souped-up and armored pre-war cars and pick-ups. Structure: 40 Hit Points; Armor Value: 70; Speed of Vehicle: 35). All the vehicles are painted flat black and have metal spikes and poles welded onto the body. The spikes and poles usually hold an impaled and decaying corpse or decapitated head to strike fear into unwanted trespassers. The majority of the vehicles also sport a spike-laden cow-catcher welded to the front. Weaponry usually consists of a pivot mounted Plasma Assault Rifle or a NuTech 40 MegaWatt Pulse Cannon, and one (1) Missile Rack holding 10 Standard Explosive Missiles (12D6 Blast, 40 ft (11.9 m) radius) in the usual disrepair.

Typical Jackal Gang Member

The Typical Jackal Gang Member under Twister's command aren't too smart, but can be counted on to follow orders. They are most dangerous when working together as a group. All will cut your throat for a measly credit and enjoy their new-found power under the leadership of the Twister, whom they worship.

Common Archetypes: 60% are Cyber-Technologists, 15% are Heroes, 8% are Mind Lords, with less than 1% Mages (Jackal Mages are rarely encountered). The remaining 16% are non-paranormal thugs.

Experience Lvl: 3rd to 6th

Race: 75% are human, 10% are Hinnoken, with the remaining 15% made up of disgruntled Nalta. **Note:** Tyldeer are not tolerated, and are usually killed when encountered due to the Twister's hatred of the manipulative aliens.

Number of Gang Members: 20,000+ and growing.

Common Attitudes: Maniac, Paranoid, Brawler, Mercenary, and Whiner.

Cybernetics: Since 60% of the Jackals are Cyber-Technologists they are augmented with cybernetic implants and/or weaponry. 40% of those augmented have also had limbs (usually both legs and one arm) replaced with cybernetic equivalents. 2% are full-body Cyber-Technologists with only the entire head or brain, plus other vital organs remaining from their original human body.

GM Note: The Jackals' equipment is sub-par and this includes their cybernetics as well. Roll a 1D6 to determine if the gang member's cybernetic weapons function properly (same as above).

Standard Weaponry: The typical Jackal Gang Member usually carries one to two energy pistols (any), and one knife (non-energy or energy) on their person. They also favor using the Pemek Energy Mace, Energy Broad Swords, Laser-Whips, Disrupter Sais, and Power-Punch Gloves. For weapons with more firepower, the Jackal's will occasionally use the NuTech 40 MegaWatt Pulse Cannon, Death Seeker Bio-Blaster, Disintegrator Pulse Rifle, or the Plasma Assault Rifle. Also rely on any cybernetic weaponry scavenged from the old battlefields and/or stolen from interlopers unlucky enough to have stumbled into the Jackal's territory. Rare to see a Jackal wearing full-body power armor.

GM Note: Once again, most of the Jackals' weaponry is in shoddy repair and may occasionally misfire or suffer an energy sputter. Roll a 1D6 each Phase to determine if the weapon misfires or has an energy sputter: 1-2: Misfire or Sputter; 3-6: No Misfire or Sputter.

Appearance: A typical Jackal looks like a ragtag scavenger, wearing discarded clothing and outfitted with scavenged or stolen weaponry and cybernetics. All are dirty and unwashed and announce their presence with their odoriferous bodily emanations.

Base of Operations: Kansas, Nebraska, and Oklahoma



Section Two: New Cybernetics

The following list of Cyber-Gear is for the Cyber-Technologist, but can be bought and implanted by nearly all the archetypes. The cyber-gear is designed to augment the character's body or senses to super-human levels. Cybernetics also allow the character to replace damaged cyberlimbs, weapons, and implants fairly quickly, but at great expense. Many a Cyber-Technologist with-

out personal wealth or a rich patron resort to crime to pay the exorbitant prices asked for the hardware. Black market prices are sometimes 50% cheaper, but quality usually suffers with shoddy workmanship and second-hand equipment such as; used circuit boards and chips, old wiring, worn-out ball bearings and seals, etc.

Sensory Systems

Cybernetic Eye Augmentation

Note: All Cybernetic Eyes have a Bash/Blast rating of +5.

Cybernetic Eye

Cost: 25,000 per eye

This artificial cyber-eye is the cheapest available. It resembles a small camera ball installed into a socket of artificial bio-bone which is attached and grows into the original bone socket of the recipient. The artificial eye's movements are controlled by the Cyber-Tech's own musculature. The cyber-eye has the ability to zoom in clearly on objects up to 1 mile (1.6 km) away. It has no infrared or other light spectrum abilities. Has perfect 20/20 vision.

Telescoping Cybernetic Eye

Cost: 60,000 per eye

This artificial eye also resembles a small camera ball, but can extend out from the Cyber-Tech's sockets up to four feet (1.19 m). The eyes are attached to mechanically controlled and bendable stalks which allow the character to see around corners and over walls without exposing his head to possible danger. The eyes are also fitted with polarized filters and zooming abilities which allow the Cyber-Tech to see objects clearly up to 2 miles away (3.2 km). Infrared and thermal imaging can be added for an additional 25,000 credits per eye. Perfect 20/20 vision. Powered by the Cyber-Tech's own electro-magnetic impulses.

Visual Targeting System (VTS Eye)

Cost: 160,000

Same as the Cybernetic Eye above except that it has a targeting system that is attuned to a weapon of the Cyber-Tech's choice. The targeting system is switched on when the character pulls his weapon. The eye then moves independently, fol-

lowing the movement of the weapon's barrel. The weapon is locked-on when the eye is looking directly at the intended target. Digital information is displayed within the eye giving distance to the target, wind velocity and direction, and when to fire the weapon. When the weapon is reholstered the targeting system switches off and control of the eye is resumed by the Cyber-Tech's own muscles. A polarized filter, infrared, and thermal imaging can be added for an additional 30,000 credits. Perfect 20/20 vision. **Note:** The targeting system only works with one eye. Two targeting sight eyes will only confuse the targeting system, completely throwing-off the Cyber-Tech's aim. The targeting sight eye can be used with other cyber-eyes, and is powered by the Cyber-Tech's own electro-magnetic impulses.

Magnifying Cybernetic Eye

Cost: 75,000 per eye

Same as the Cybernetic Eye, but has the ability to magnify objects up to 400X. This eye is helpful when working on intricate circuitry or when trying to pick a lock (adds an additional 5 points to the character's Lock Picking skill). Also has a polarized filter, and infrared and thermal imaging capabilities.

Micro-Disc Camera Eye

Cost: 110,000

Resembles a real eye, but has a micro-disc camera installed within. The system also requires the implantation of a miniature disc recorder installed into the head of the Cyber-Tech. A small shutter activation button is also installed under the skin of the temple. The Cyber-Tech inserts a micro-disc

into the recorder slot hidden beneath his hair, presses his temple, and the pictures are digitally recorded onto the disc. The camera eye has a limited zoom feature for focusing only. Normal sight is not interrupted by the camera mechanism. Not available with any filters, infrared, or thermal imaging. Perfect 20/20 vision. **Note:** Uses a #1 Micro-Power Cell to operate.



X-Ray Eye

Cost: 100,000 per eye

Resembles a real eye, but has the ability to see through all substances except lead. This allows the Cyber-Tech to determine if someone is carrying a weapon; has cybernetic implants; or if a door is booby-trapped. The ability of X-ray vision adds a +5 to initiative, and an additional 5 points to the skills of Lock Picking, Pick Pocketing, Security Systems, Shadowing, and Engineering. A polarized filter, infrared, and thermal imaging can be added for an additional 30,000 credits per eye. Perfect 20/20 vision. Needs a #3 Micro-Power Cell to operate.

Note: Having the X-ray eye installed makes the character 20% more susceptible to brain cancer. Roll a percentile die every five years: 1-3 the char-

acter starts suffering from the effects of a malignant brain tumor; 4-100: No tumor and no penalties. The symptoms of a brain tumor include memory loss, increased pressure within the skull, severe headaches, nausea, vomiting, loss of the sense of smell, and a major personality change (roll a 1D10 twice to determine the character's new scales of morality and order. A good character can suddenly become a villain, or a villain a hero depending on the rolls. After rolling the character's new morality and order values, determine which attitude (Glory Hound, Maniac, etc.) best fit those values and assign it to the character).

If the brain tumor is not removed the character will die after six months and continue to suffer from progressive penalties until his death. The first two months, the character suffers penalties of -3 to initiative and Hit Points, and -3 to Strength, Constitution, and Agility, which affect the corresponding skills. The penalties increase to -5 across the board the second two months, then to -10 the last two, with death resulting after the full six months.

If the character opts for surgery, there is a chance he will either die on the operating table or slip into a coma only to reawaken with permanent memory loss or worse. Roll percentile: 1-5: the character dies on the operating table; 6-10: the character slips into a coma that lasts for 2 to 4 weeks and awakens with permanent amnesia - can't remember his name, his past, friends, etc. Has a 5% chance of retrieving his memory by rolling a percentile once a day until successful; 11-15: Awakens from coma with the permanent loss of sight in one eye (Roll 1D6 to determine which eye; 1-3: right eye; 4-6: left eye). Suffers permanent penalties of -3 to any skills which require sight; such as Gunnery, Lock Picking, Lipreading, and Engineering. The character also suffers a -1D6 to his Dodge roll from attacks coming from his blind side. Bash and Blast damage coming from his blind side is also increased by 1D6. Cybernetics cannot replace his lost sight since the problem lies within the brain; 16-20: Character awakens from coma having permanently lost the motor functions of one arm (roll 1D6 to determine which arm; 1-3: right arm; 4-6: left arm). A cybernetic replacement will not work since the problem lies within the brain; 21-30: Awakens from coma with permanent memory loss of the six months before his coma (Unretrieveable); 31-40: Awakens with permanent memory loss of the week before his coma (Unretrieveable); 41-50: Awakens from coma

with the memory loss of how to read or write. Must relearn those abilities which will take up to six months; 51-60: Awakens with intermittent, but temporary, blindness for 1D6 minutes during times of stress (combat, etc.); 61-100: The character suffers no ill side-effects from his surgery.

Laser Weapon Eye

Cost: 150,000 per eye

Resembles a real eye, but has a high-intensity laser within which does 3D6 Blast damage (6D6 Blast damage if two Laser Weapon Eyes were

installed). The Cyber-Tech must also have a micro-power cell outlet installed in his skull which is hidden by his hair. The power cell is replaceable and has a life span of 25 shots. The eye laser is fired by pressing a trigger installed in the character's temple (one in each temple if two laser eyes were installed). Not available with any zoom capabilities, filters, infrared, or thermal imaging. Perfect 20/20 vision. **Note:** Needs a #2 Micro-Power Cell to operate or can be powered by the Nuclear Power Generator if a Full-Body Cyber-Technologist.

Cybernetic Hearing Augmentation

Cybernetic Sound Magnification (CSM Ears)

Cost: 25,000 for both ears

Tiny implants connected to the Cyber-Tech's inner ear allow the character to hear sounds that would normally be inaudible or out of his range of hearing. The implants allow the Cyber-Tech to hear soft sounds as far away as 600 feet (180 m). Whispering can be heard as far away as 100 feet (29.9 m). A sound filtration system using white noise filters out possibly damaging sounds that might disorient or destroy the Tech's hearing. The implants can also filter out unwanted background noise to aid in concentrating on the desired sounds.

Eavesdrop CSM Ears

Cost: 45,000 for both ears

Same as the CSM Ears, but the character can hear whispering up to 600 feet (180 m) away. Louder noises can be picked up as far away as 1000 feet. The system is specially attuned to pick up voices. All other sounds have the same ranges as the CSM Ears.

Microwave CSM Ears

Cost: 65,000 for both ears

Same abilities as the CSM Ears, but also allows the Cyber-Tech to hear clearly through glass, wood, brick, and concrete. The microwave hearing ability has a limited range of 100 feet (29.9 m). Same bonuses.



Head Implants

Cranial Input Device (CID)

Cost: 45,000

The CID allows the Cyber-Tech to upload and download information quickly and easily. The small jack is easily concealed by the character's hair. The amount of information that can be uploaded into the Tech's brain is limited to 10 terabytes. Anything beyond that can cause pinprick hemorrhaging and partial memory loss. Adds 5 skill points to the skills of Computer Use and Computer Programming.

CID & Neural Information Storage

Cost: 105,000

Allows the character to upload up to 300 terabytes of digital information. Pinprick hemorrhaging and large blocks of memory loss will occur if the Cyber-Tech doesn't download the information within 24 hours. Holding onto the information for longer than 30 hours will result in coma, and a 60% chance of becoming a permanent vegetable. Adds 6 skill points to the skills of Computer Use and Computer Programming.

CID & Augmented Neural Information Storage

Cost: 250,000 credits

Allows the Cyber-Tech to upload an astounding 1000 terabytes of digital information. The character must willingly give up half his memories to have this system installed into his brain. The memory loss is permanent. Pinprick hemorrhaging, brain swelling, and further memory loss can occur if the character uploads more than 1000 terabytes and doesn't download the information within twelve hours. Going beyond the twelve hour limit results in death. Adds 7 skill points to the character's skills of Computer Use and Computer Programming.

Photographic Memory Implants (PMIs)

Cost: 60,000

These implants increase and improve the Cyber-Tech's memory. The character has the ability to remember written words and conversations word for word. He can also relate visual sequences down to the most minute detail. A must for all characters with an espionage background. Adds a skill bonus of 5 to the skills of Languages, Lipreading, Conversation, Oratory, and Interrogation.

Holographic Thought Projector

Cost: 75,000

This cyber-implant can be utilized by itself or used in conjunction with the Photographic Memory Implants. The Holo-Thought Projector allows the Cyber-Tech to project his thoughts and memories into holographic images up to 20 feet away from himself. With the PMIs he can holographically project entire visual sequences exactly as he had seen them earlier. The Cyber-Tech simply concentrates, his forehead begins to glow a pale blue, and the holo-images come to life before him. A must for all characters with an espionage background. No bonuses if used without the PMIs. **Note:** Needs a #1 Micro-Power Cell that plugs into a power slot in the side of the Cyber-Tech's head.

Map Implants

Cost: 25,000 per chip with a limit of five.

Implants encoded with detailed maps of a given area or region. The chips allow the Cyber-Tech to mentally consult a map of the area or city he is traversing. Never get lost again!

The map implants give detailed maps of the new corporate cities, some ruined cities of the past, and some wilderness areas of the region. Areas of extreme danger are usually missing from the Map Implant's individual menus. Map chips available for purchase; Eastern North America, Western North America, Central America, South America, the Caribbean Islands, Australia, England/Ireland/Scotland, Eastern Europe, Western Europe, Russia, China, Middle East, Northern Africa, Southern Africa, Asia (Japan, Korea, India, Thailand, Vietnam, etc.), Antarctica and the Arctic Circle (includes Greenland and Iceland).

Map Implants of Charpin, Hinnoken, Nalta, Pemek, Scrytar, and Tyldeer homeworlds and planetary systems are also available, but cost 100,000 credits per chip. Some of these chips cannot be counted on to be fully accurate due to the aliens possibly providing false information to protect regions of military or industrial importance.

Black Market Map Implants can be purchased of the more dangerous areas or regions not supplied by the mass market chips. These areas were usually mapped by Deadbore Crystal Scavengers, Bounty-Hunters, explorers, or wilderness folk and include areas such as Los Angeles, Florida, the Jackal's domain, Berlin, the Free City of Salem,

Calcutta, etc. Not always accurate and very expensive at 75,000 each.

Radar/Sonar Implant

Cost: 75,000

This micro-technology allows the Cyber-Tech to emit radar or sonar waves (sonar can only be used underwater) and track up to six individuals or vehicles at a time. Range for both is one mile (1.6 km). Can also detect radar or sonar when emitted by another source (same range). Powered by a #3 Micro-Power Cell.

Code-Breaker Implant

Cost: 250,000

Special chip designed to help the Cyber-Tech hack into encrypted computer files and break secret codes. The Code-Breaker Implant is programmed with millions of encryption code variations and has the ability to learn and adapt when encountering new cipher or code. Highly illegal and available only on the black market. Add +10 to Science: Cryptography skill.

Compass/Clock/Calendar/Thermometer Implant

Cost: 5,000

This implant allows the Cyber-Tech to mentally know which direction he is going, what time it is, what date it is, and the temperature of the surrounding air. The Cyber-Tech simply concentrates and the implant mentally feeds him the information. Powered by the Cyber-Tech's own electro-magnetic impulses.

Artificial Learning Implant (AL Implants)

Cost: 200,000 each (Limit of two can be installed)

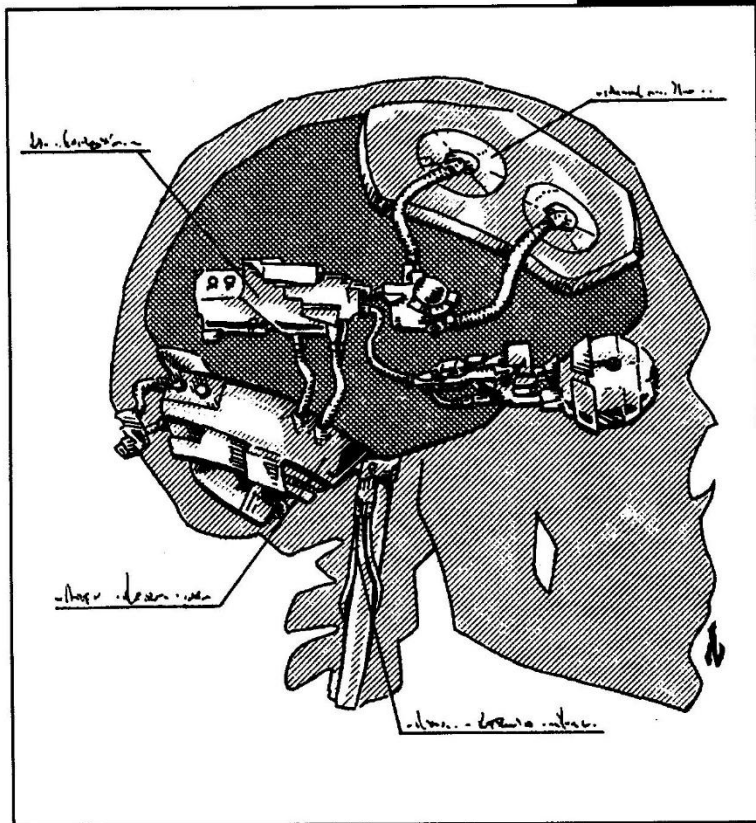
The Artificial Learning Implants (popularly known as "ALs") are programmed to increase the Cyber and Jacker-Tech's abilities in selected physical, academic, technical, and combat skills. The AL Implants award an additional +5 or +10 (see below) to any four skills that the chip is designated to enhance, or give the character an effective skill equal to the appropriate attribute divided by 5. AL Implants for the skills of Magic and Psionics are not available. Chips available are: **Weapon:** (+5 to any four Weapon Skills), **Science:** (+10 to any four Science skills), **Engineering:** (+10 to any four Engineering and/or Repair skills, including Computer Use and Computer Programming), **Pilot:** (+5 to any four Piloting skills, both Combat Pilot and Pilot),

Stealth: (adds +5 to any four Stealth skills which include: Stealth, Shadowing, Concealment, Sleight of Hand, Tracking, and Disguise/Camouflage), **Combat:** (+5 to any four Combat skills which include: Acrobatics, Brawling, Demolitions, Dodge, Fast Draw, Gunnery, Shield, and Tactics), and **Streetwise:** (+5 to any four illegal skills which include: Bribery, Bugging, Bureaucratics, Forgery, Gambling, Persuasion, Pick Locks, Pick Pockets, Security Systems, and Trading. Available only on the Black Market at twice the price listed above).

Security Bypass Implant

Cost: 65,000

Aids the character in bypassing Security Systems and in Lock Picking by adding an additional +10 to those skills.



Anti-Virus Chip

Cost: 100,000

The Anti-Virus Chip can identify and help destroy digital viruses introduced to the Cyber-Tech's or Jacker-Tech's neural net by uploading infected data. Adds a +10 to save vs. Digital Virus.

Virtual Guide Implant

Cost: 80,000

Aids the character in surfing the Webwork. Adds a +5 to any Task roll needed while panning in the Webwork. Also adds an additional +5 to the skills of Computer Use and Computer Programming.

Neural Point Expander

Cost: 100,000

The Neural Point Expander adds an additional +20 to the character's Neural Points.

Psionic Dampening Chip

Cost: 350,000 credits

Aids the character in defending himself when attacked by Psionics by adding a +3 to any Will Contest roll.

Psionic Enhancement Chip

Cost: 1,500,000

An implant that not only enhances a Mind Lord's Psionic abilities, but gives non-psionic characters one limited Psionic ability. The chip gives the Mind-Lord a +3 to any Will Contest roll and a +5 to any Psionic Skill Roll. Non-Psionic characters can pick one Psionic ability but receive only half the Will Points (subtract half after deter-

mining Will Point total, see Archetypes: Mind-Lord in **Cosmic Enforcers**, pages 54-55), and all required Psionic Skill rolls go up one in difficulty (i.e.: An Easy roll is changed to Medium. A Very Hard roll is changed to Impossible, etc.). **Note:** Not available to Mages or Full-Body Cyber-Technologists.

Surge Protector Implant

Cost: 25,000

Protects the character's sensitive chips and implants against electrical feedbacks or attacks. Adds a +10 Of Blast Damage defense against any electrical attack or surge.

Memory Reclaiming Chip

Cost: 1,000,000 per chip

Before installing a Neural Information Network, the Cyber-Tech or Jacker can have blocks of their memories scanned and digitized onto chips by a Memory Scanning and Reclamation Shop. The shop then keeps the chips stored away in a vault until needed by the character who then purchases a copy. There is a 15% chance that the character's memories were misfiled and they will end up with someone else's memories. Of course the character won't know that they are the wrong memories since he couldn't remember his own in the first place. Memory Reclaiming Chips available and the number of chips required to hold that particular memory block: Long Term Memory (historical dates, learned skills, things learned in school, etc.): 8 chips; Childhood: 4 chips; Adolescence: 5 chips; Military Service: 3 chips; Last 10 years: 4 chips; Last 5 years: 2 chips; Former Lovers: 1 chip; Enemies & Allies: 1 chip; Phone Numbers and Addresses: 1 chip; Important Dates in the character's life: 1 chip. **Note:** Entire blocks must be bought, not just one or two chips.

Olfactory Magnification Chip (OM Chip)

Cost: 85,000

This implant enhances the character's sense of smell allowing him to identify his quarry's scent off of personal articles, etc. The character can then track his target much like a blood-hound. Adds a +10 to Tracking Skill.



Digi-Weapon Chips

Digi-Weapon Chips allow the Jacker-Technologist to fire digital representations of weapons in cyberspace. The Digi-Weapons do Neural Damage. The Jacker is limited to three only.

Digi-Knife Chip

Cost: 50,000

Range: HtH

Neural Points Required to Wield: 3

Allows the Jacker to wield a digital knife that does 4D6 Neural Damage to digital targets.

Digi-Blaster Chip

Cost: 250,000

Range: 2500 Digi-ft (750 Digi-m)

Neural Points Required to Fire: 7

A cyberspace blaster that does 10D6 Neural Damage to digital targets.

Digi-Beamer Chip

Cost: 150,000

Range: 1500 Digi-ft (450 Digi-m)

Neural Points Required to Fire: 5

Allows the Jacker to fire digitized Beamer that does 6D6 Neural Damage.

Digi-Cannon Chip

Cost: 350,000

Range: 2000 Digi-ft (600 Digi-m)

Neural Points Required to Fire: 10

The Jacker can fire digitized balls of energy that do 12D6 Neural Damage to digital targets.

Digi-Missile Launcher Chip

Cost: 500,000

Range: 3000 Digi-ft (900 Digi-m)

Payload: Unlimited

Neural Points Required to Fire: 10 per digital missile

Fires digital missiles that do 8D6 Neural Damage to the digital target.

Artificial Cyber-Organs

Cyber-Heart

Cost: 100,000

Artificial heart with a life-span of 70 years. Adds a +5 to the character's CON attribute.

Cyber-Lungs

Cost: 80,000 for the pair

Artificial lungs with a life-span of 60 years. A toxin filtration system can also be installed for an additional 30,000 credits which gives the character immunity from any poison gas or airborne sleep agents.

Cyber-Liver

Cost: 40,000

Artificial liver with a life-span of 60 years.

Cyber-Kidneys

Cost: 50,000 for the pair or 20,000 for one.

Artificial kidneys with a life-span of 60 years.

Cyber-Intestinal Tract

Cost: Large Intestine - 40,000; Small Intestine - 35,000. 65,000 for both.

Each has a life-span of 40 years.

Cyber-Stomach

Cost: 45,000

Works just like the original and has a life-span of fifty years. Also makes its own artificial stomach acid.

Cyber-Glands

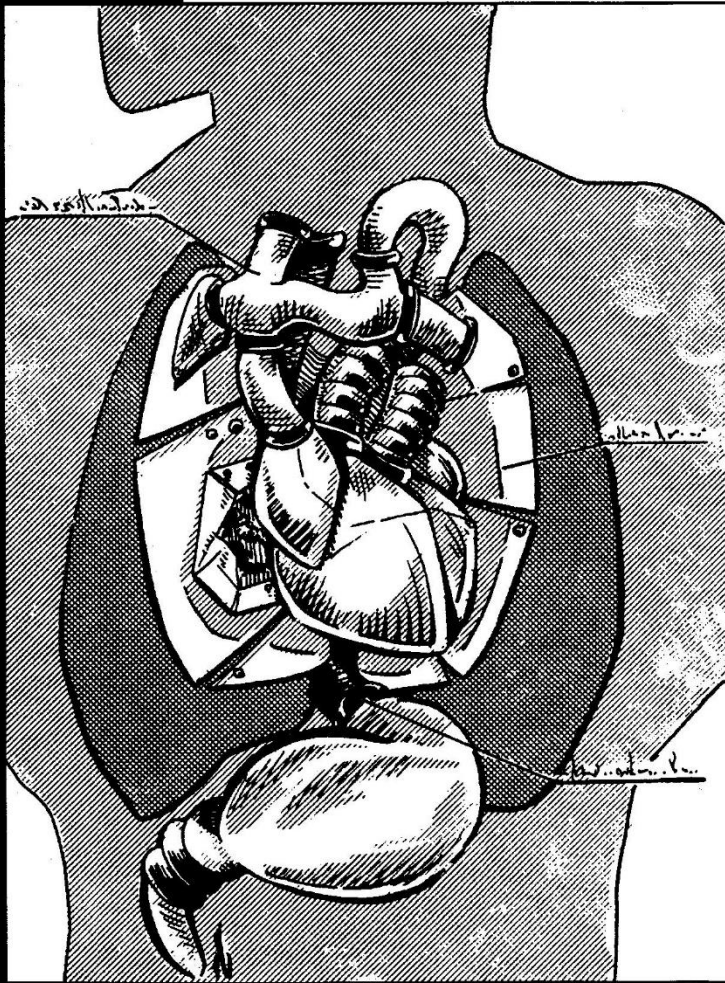
Cost: 15,000 each

Artificial glands which manufacture artificial hormones. The saliva, pineal, pituitary, thyroid, thymus, pancreas, and adrenal glands are available for replacement. All have a life-span of 50 years.

Full-Body Cyber-Nerve Network

Cost: 400,000

Artificial nerve network which works just like the original, but slightly faster (Add +5 to Speed and +4 to initiative). Has a life-span of 75 years. Very expensive due the delicate and time-consuming surgery needed to install it.



Cyber-Muscle

Cost: 10,000 for arm; 17,000 for leg/calf; 15,000 for back/chest/abdomen.

An artificial muscle used to replace damaged musculature beyond saving. Life-span of 60 years. Adds +5 to the character's Strength and Speed attributes.

Cyber-Blood

Cost: 20,000 per pint

Artificial blood with better clotting and oxygen-carrying abilities than the original (Add +3 to Speed and +5 to Constitution). Life-span of 60 years.

Cyber-Bone

Cost: 8,000 per pound (.45 kg)

Artificial bone which is completely compatible with the subject's original skeleton, but stronger (Add +5 to Constitution and Hit Points). Unlimited life-span.

Cyber-Spine

Cost: 75,000

Artificial spine with an artificial Cyber-Nerve Conduit installed. Adds +5 to Strength and Constitution.

Cyber-Skin

Cost: 5,000 per 1 foot (.53 m)

Can be grafted onto the subject's original skin with no fear of rejection. Looks and feels like the real thing. Skin color and texture is computer-matched to perfection, as is body hair. Life-span of 50 years.

Cyber-Teeth

Cost: 1,500 for one, or 30,000 for a full set.

Artificial teeth that will never decay or wear out. Unlimited life-span.

Cyber-Hair

Cost: 12,000 for a full head of hair.

Artificial hair that looks and feels like the real thing. Color can be computer matched. Fire resistant.

Artificial Cyber-Limbs and Torso Accesories

This section describes artificial replacement parts for the Cyber-Tech's body and limbs. Some of the replacement parts are only available to full-body Cyber-Techs. Each of the replacement units

come with fully-articulated joints, an artificial nerve network, and are armored.

Touch & Feel Sensor Pads

Cost: 2500 per pad

Artificial sensor pads which give the Cyber-Tech's replacement parts (hands, feet, arms, legs, etc.) the sense of touch. The sense of touch with the artificial sensor pads is 100% of what a real limb or appendage would feel. The pads can also register pain or damage, as a slightly irritating tingling sensation.

The sensor pads are surgically connected to the subject's original nerve network or can work with the artificial equivalent. It works on much the same principle as his original sense of touch. The sensor pads act as nerve endings and send the information obtained from touching something along the nerve network to the brain where it is collated.

There are two types of sensor pads available—the basic touch unit and a special unit which consists of microscopic silicon hairs which can register the sensation of another person brushing past or the wind blowing on the Cyber-Tech's artificial face or body.

The basic touch unit is usually used throughout the palm, fingers, and knuckles of an artificial hand, on the bottom of the foot and toes, at the knee and elbows, and around the lip region on an artificial head. The silicon hair unit is used on the areas where the sense of touch is not as important; along the length of artificial arms and legs, on the torso and face, and on the back of hands and feet.

Average Costs and Number of Sensors Needed

Hand: 24 Touch Units and 2 Silicon Hair Units - 65,000

Foot: 10 Touch Units and 1 Silicon Hair Unit - 27,500

Knee or Elbow: 2 Touch Units each - 5,000 each

Arm/Shoulder: 8 Silicon Hair Units - 20,000 per arm

Leg/Calf: 15 Silicon Hair Units - 37,500 per leg

Torso: 25 Silicon Hair Units - 62,500

Face/Head/Neck: 20 Silicon Hair Units - 50,000

Lip Region: 8 Touch Units - 20,000

Note: The Cyber-Tech can opt to to have some areas of his artificial body with few or no sensors at all. He can even choose to have absolutely no Touch and Feel Sensors on his artificial limbs or body. But, he would never be able to hold a glass or someone's hand without breaking it since he would have no idea how much pres-

sure his mechanical hand was applying. Without the sense of touch, the Cyber-Tech would be nothing but an unfeeling machine with a human brain.

Cybernetic Hand

Cost: 50,000 per hand

Armor Value: +2 Bash/Blast rating per hand.

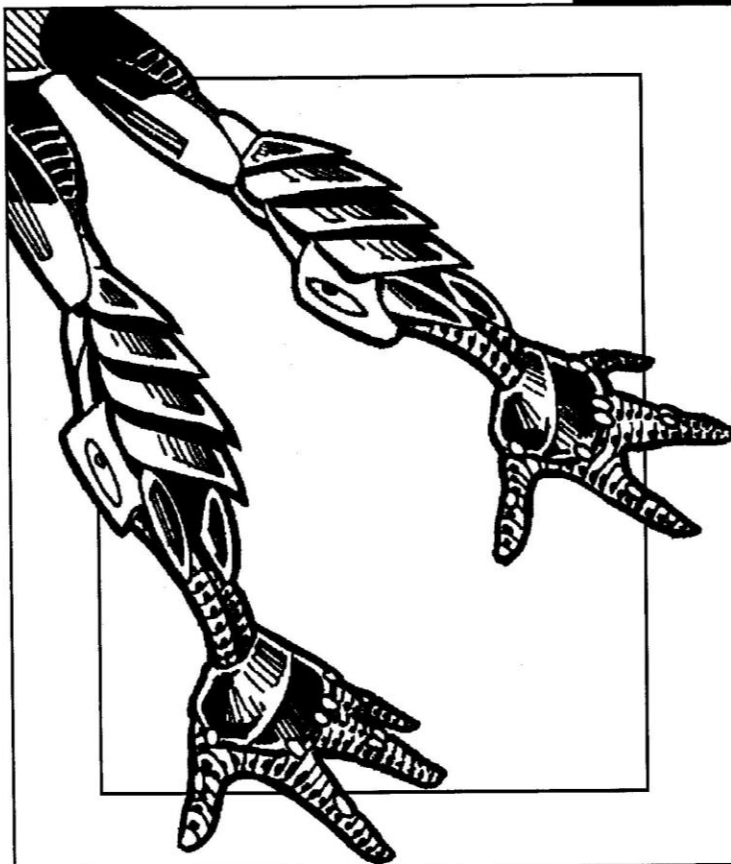
Works just like the original, only it's stronger (Add +1 to the character's Strength attribute per artificial hand). Can be covered with artificial skin and nails to resemble the real thing for an additional 2,500 per hand. Can also be fitted with cybernetic weapon systems of the Cyber-Tech's choosing at additional cost. A Micro-Nuclear Power Generator must be purchased to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Power Hand

Cost: 75,000 per hand

Armor Value: +3 Bash/Blast rating per hand.

Works like the original, but is larger and much stronger (Add +3 to Strength per hand). Usually reserved for military applications, but available on the black market at 50% more. Can be covered with artificial skin, but looks odd due to the larg-



er size of the hand. Cybernetic weapon systems of the Cyber-Tech's choosing can be added at additional cost. A Micro-Nuclear Power Generator must be purchased to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Arm

Cost: 55,000 per arm

Armor Value: +5 Bash/Blast rating per arm

Works like the original, but is stronger (Add +5 to Strength attribute per arm). Can be covered with artificial skin and fitted with cyber-weapon systems at additional cost. The Cyber-Tech must also purchase a Micro-Nuclear Power Generator to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Power Arm

Cost: 75,000 per arm

Armor Value: +7 Bash/Blast rating per arm

Stronger and better armored than the plain

Cybernetic Arm (Add +7 to Strength per arm). Usually reserved for military applications, but available on the black market for 50% more. As always, can be fitted with artificial skin and cybernetic weapon systems at additional cost. The Cyber-Tech must also purchase a Micro-Nuclear Power Generator to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Foot

Cost: 30,000 per foot

Armor Value: +2 Bash/Blast rating per foot

Artificial foot that works like the original, and resembles a real foot when covered in artificial skin. Can be fitted with cybernetic weapon systems at additional cost. The Cyber-Tech must also purchase a Micro-Nuclear Power Generator to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Leg

Cost: 75,000 per leg. 30,000 if calf and knee only.

Armor Value: +5 Bash/Blast rating per leg. +3 if calf only.

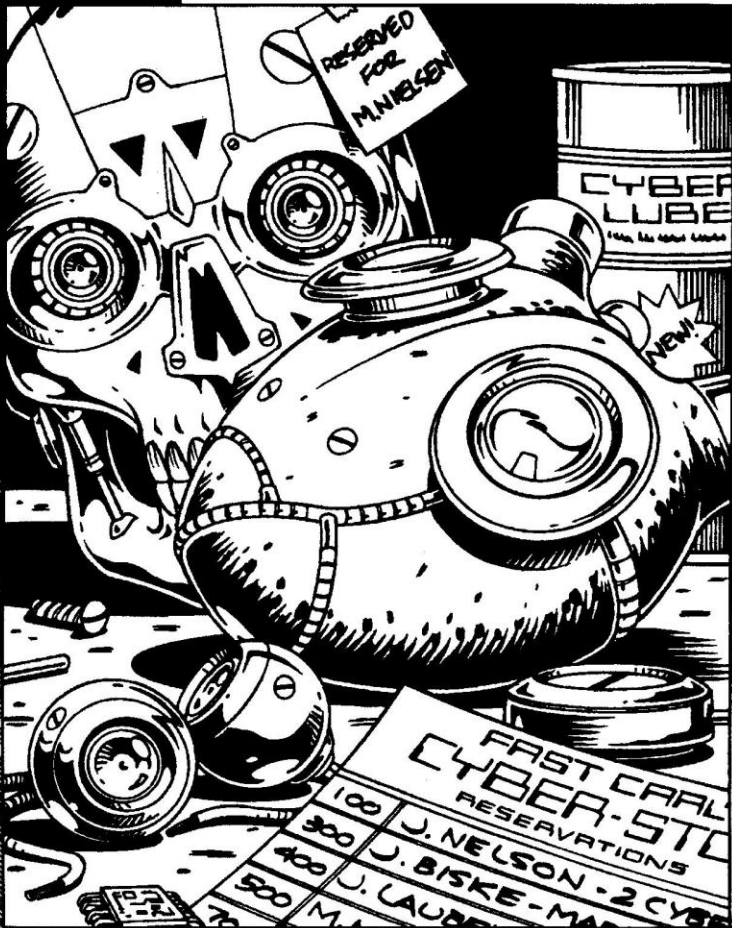
Artificial leg which can run faster than normal legs (Add +6 to Speed attribute per leg). Can be covered in artificial skin to resemble real leg and fitted with cybernetic weapon systems at additional cost. The Cyber-Tech must also purchase a Micro-Nuclear Power Generator to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a Cybernetic Torso.

Cybernetic Super-Speed Legs

Cost: 300,000, only available as a pair.

Armor Value: +7 Bash/Blast rating per leg.

More heavily armored cybernetic legs with faster running capabilities (Add +20 to Speed attribute). Usually reserved for military applications only, but available on the black market for 50% more. Can be covered with artificial skin and fitted with cybernetic weapon systems at additional cost. The Cyber-Tech must also purchase a Micro-Nuclear Power Generator to operate the unit (see Cybernetic Power Sources below). **Note:** There is no need to purchase the Micro-Nuclear Power Generator if the unit is being used with a



Cybernetic Torso.

Cybernetic Torso

***Note:** Available to Full-Body Cyber-Technologists only.

Cost: 550,000

Armor Value: +10 Bash/Blast rating

An artificial torso which includes a fully articulated spine and waist. Replaces the original torso and rib cage and houses the Cyber-Tech's remaining original and/or artificial organs. Can be covered with artificial skin to resemble a real torso. Also outfitted with several ports and hard-points that allow the fitting of cybernetic weapon systems or additional limbs at additional cost. A Nuclear Generator power source is included in the price. Total number of weapon systems allowed: three.

Heavily Armored Cybernetic Torso

***Note:** Available to Full-Body Cyber-Technologists only.

Cost: 750,000

Armor Value: +15 Bash/Blast rating

Same as the Cybernetic Torso but more heavily armored and has more ports and hard-points to hold more weapon systems. Usually reserved for military applications, but available on the black market for 50% more. Artificial skin can be used to cover the torso, but most Cyber-Techs usually reject it preferring to show off their arsenal of weapons. A Heavy-Duty Nuclear Power Generator is included in the price. Total number of weapon systems allowed: six.

Cybernetic Head & Neck

***Note:** Available to Full-Body Cyber-Technologists only.

Cost: 550,000

Armor Value: +5 Bash/Blast rating

Replaces the Cyber-Tech's skull and neck, and houses his brain. Comes with a pair of Cybernetic Eyes and CSM Ears as standard equipment (see appropriate sections above for stats). The eyes and hearing can be replaced with ones of the Cyber-Tech's choosing at additional cost. The head can also be covered in artificial skin and hair and fitted with one cybernetic weapon system.

Heavily Armored Cybernetic Head & Neck

***Note:** Available to Full-Body Cyber-Technologists only.

Cost: 750,000



Armor Value: +7 Bash/Blast rating

Same as the Cybernetic Head and Neck, but more heavily armored. Usually reserved for military applications, but available on the black market for at 50% more. Standard equipment includes one VTS Eye, one Telescoping Cybernetic Eye, and Microwave CSM Ears (see appropriate sections above for stats). The eyes and hearing can be replaced with ones of the Cyber-Tech's choosing at additional cost. Artificial skin and hair can be used to cover the head, but most Cyber-Techs usually reject it preferring the monstrous visage of the unadorned pate. Can be fitted with one cybernetic weapon system.

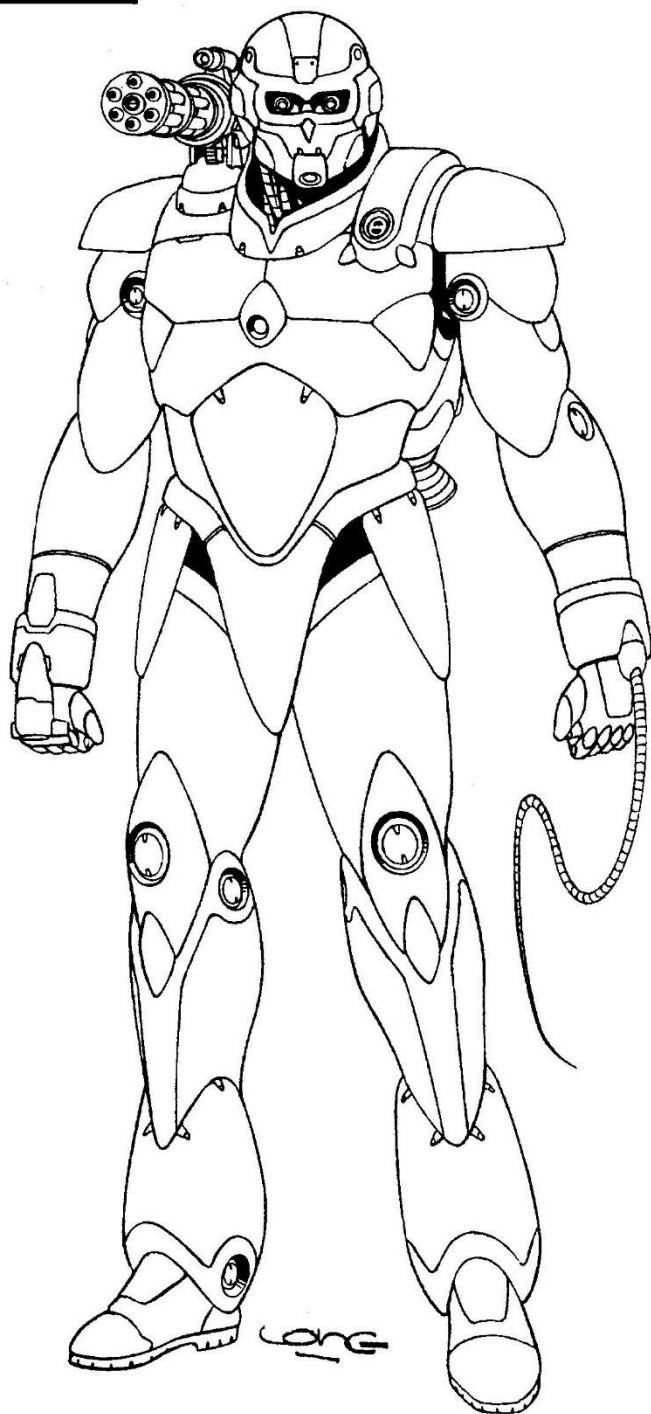
Cybernetic Hard-Point Exo-Skeleton and Spine-Strengthening Augmentation

Cost: 500,000

A Hard-Point Exo-Skeleton that resembles a bulky harness with hard-points to attach cybernetic weapon systems. The Cyber-Tech's spine must also be strengthened to withstand the additional weight that the exo-skeleton and attached weapon systems represent. The Hard-Point Exo-Skeleton can hold up to three weapon systems.

Cybernetic Full-Body Combat Chassis

The following are Combat Chassis for use by full-body Cyber-Technologists only. These units are reserved for military use, but are available to non-military personnel on the black market for exorbitant prices (Add an additional 50% to the prices listed). Each comes already outfitted with weaponry and includes the necessary implants and power sources to allow peak performance. These Combat Chassis' are the cream of the crop of full-body cyborg technology.



Maron Industries **B-880 "Conflagration"** *Cyborg Combat Chassis*

Cost: 7,200,000

Structure: 65 Hit Points

Armor Value: 25 Bash/Blast

Strength: 25 total (Increases an additional +5 at levels 5, 10, and 15)

HtH Damage: +3D6

Bonuses Attributed to the Chassis: +20 to Speed, +5 to Constitution

Standard Equipment and Weapons:

- (1) VTS Eye (Left Eye)
- (1) Cybernetic Eye w/ Polarized Filter, Infrared, and Thermal Imaging (Right Eye)
- CSM Ears
- (1) Compass/Clock/Calendar/Thermometer Implant
- (1) AL Implant (Consumer's Choice)
- (1) Map Implant (Consumer's Choice)
- (1) Cyber-Heart
- (2) Cyber-Lungs
- (1) Cyber-Liver
- (2) Cyber-Kidneys
- (1) Cyber-Stomach and Intestinal Tract
- (1 Set) Cyber-Glands
- Cyber-Blood
- (1) Full Body Cyber-Nerve Network
- Touch and Feel Sensor Pads (Limited to Hands and Feet only)
- (1) Nuclear Power Generator
- (1) Jet Harness (Back - Not removable)
- (1) Electro-Blast Power Punch Sleeve (Right wrist)
- (1) Cyber-Arm Whip (Left arm)
- (2) Retractable Finger Blades (1 set each hand)
- (1) Abdomen Missile Launcher
- (1) Cybernetic Gatling Blaster (Attached to right shoulder and back).

Note: Different weapon systems or additional weapon systems can be added at additional cost

to the consumer (see prices in the Cybernetic Weapons section).

NuTech
CZ-1M "Pivot"
Cyborg Combat Chassis

Cost: 15,500,000

Structure: 85 Hit Points

Armor Value: 40 Bash/Blast

Strength: 35 total

(Increases an additional
+5 at levels 5, 10, and 15)

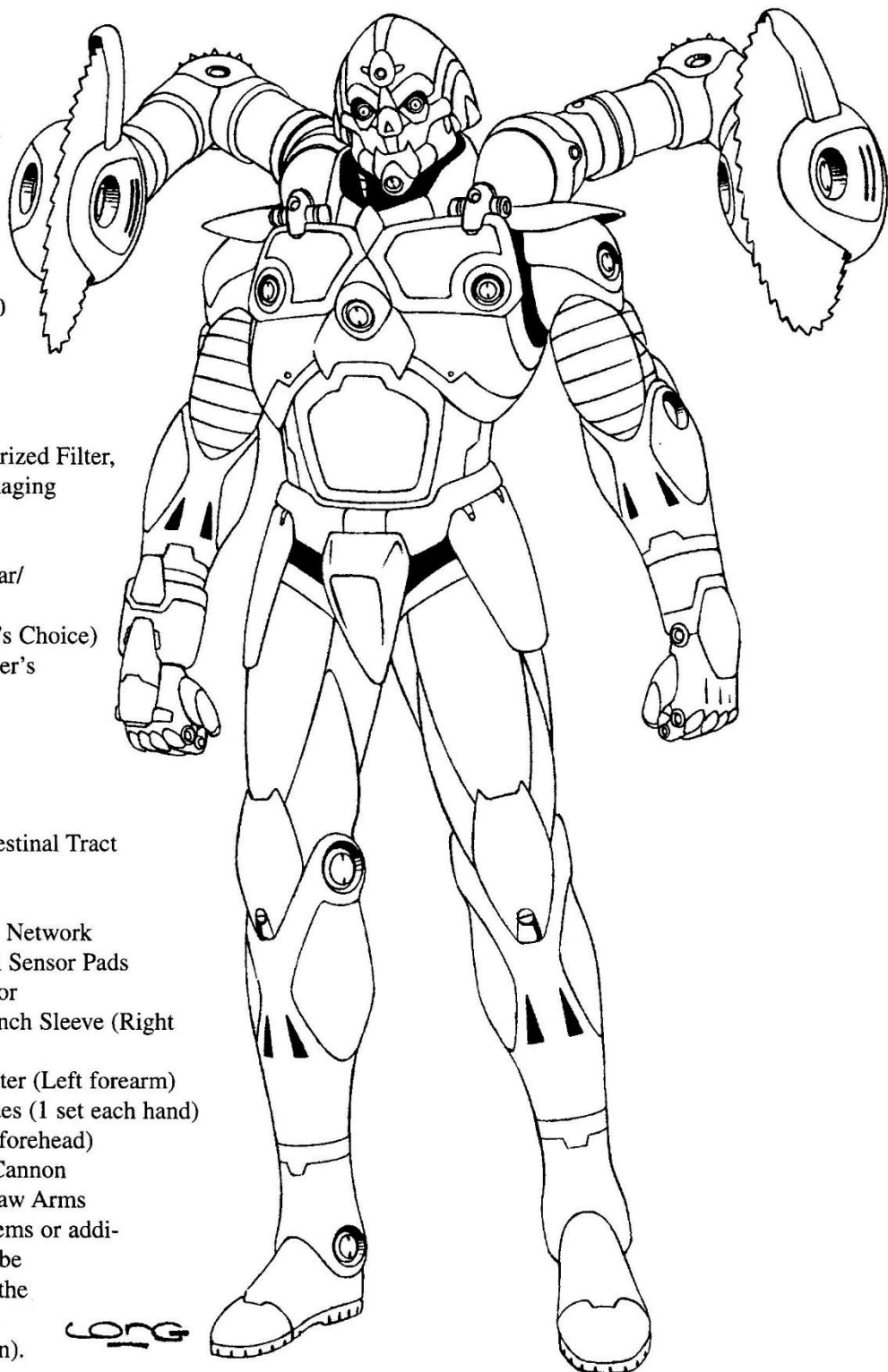
HtH Damage: +5D6

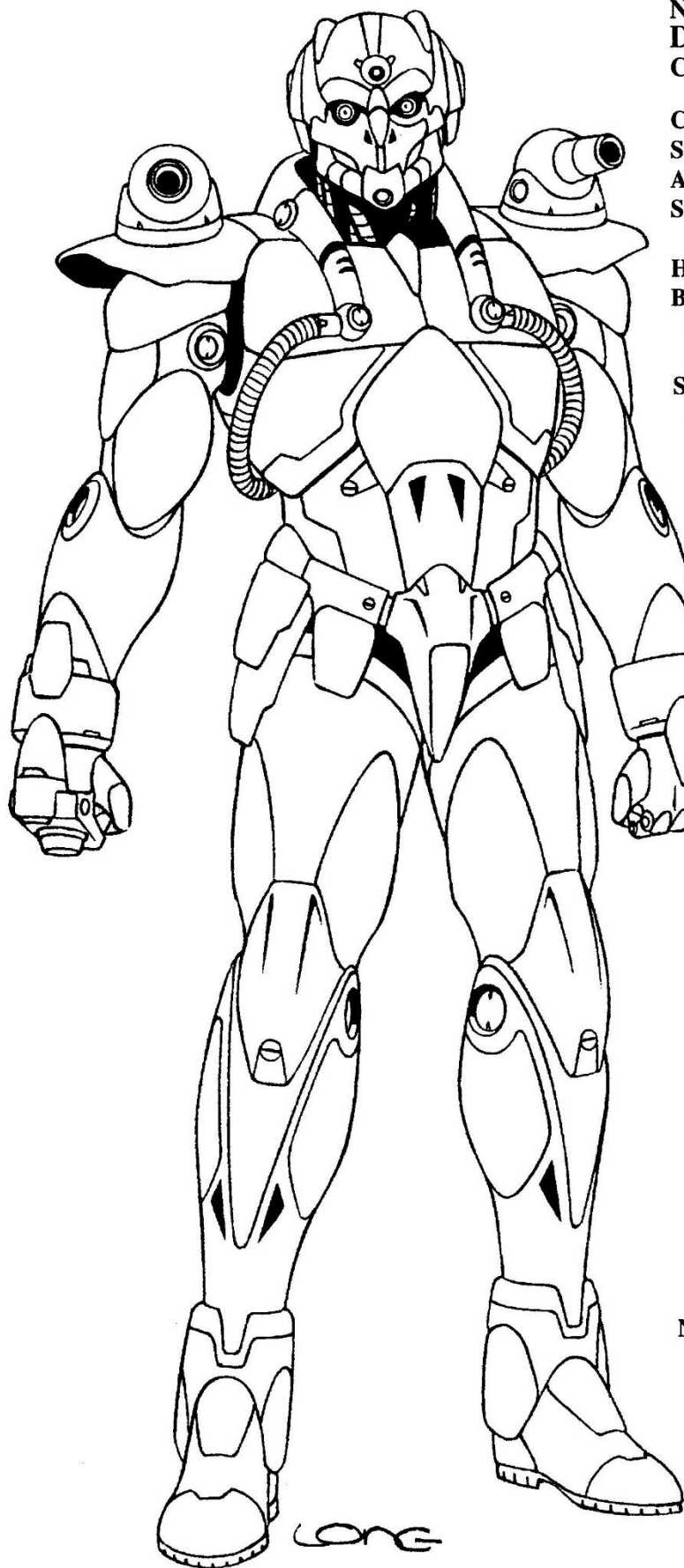
**Bonuses Attributed to the
Chassis:** +15 to Speed, +10
to Constitution

**Standard Equipment and
Weapons:**

- (1) VTS Eye (Left Eye)
- (1) Cybernetic Eye w/ Polarized Filter,
Infrared, and Thermal Imaging
(Right Eye)
- CSM Ears
- (1) Compass/Clock/Calendar/
Thermometer Implant
- (1) AL Implant (Consumer's Choice)
- (2) Map Implants (Consumer's
Choice)
- (1) Cyber-Heart
- (2) Cyber-Lungs
- (1) Cyber-Liver
- (2) Cyber-Kidneys
- (1) Cyber-Stomach and Intestinal Tract
- (1 Set) Cyber-Glands
- Cyber-Blood
- (1) Full Body Cyber-Nerve Network
- (1 Full Set) Touch and Feel Sensor Pads
- (1) Nuclear Power Generator
- (1) Electro-Blast Power Punch Sleeve (Right
wrist)
- (1) Concealed Gatling Blaster (Left forearm)
- (2) Retractable Finger Blades (1 set each hand)
- (1) Head Laser (Middle of forehead)
- (1) Abdomen Concussion Cannon
- (1 Set) Giant-Size Cyber-Saw Arms

Note: Different weapon systems or additional weapon systems can be added at additional cost to the consumer (see prices in the Cybernetic Weapons section).





**NuTech
DZ-2M "Pincer"
Cyborg Combat Chassis**

Cost: 25,000,000

Structure: 130 Hit Points

Armor Value: 160 Bash/Blast

Strength: 45 total (Increases an additional +5 at levels 5, 10, and 15)

HtH Damage: +7D6

Bonuses Attributed to the Chassis: +12 to Speed, +12 to Constitution, +3 to any Will Contest.

Standard Equipment and Weapons:

- (1) VTS Eye (Left Eye)
- (1) Telescoping Cybernetic Eye (Right Eye)
- CSM Ears
- (1) Compass/Clock/Calendar/Thermometer Implant
- (2) AL Implants (Consumer's Choice)
- (2) Map Implants (Consumer's Choice)
- (1) Psionic Dampening Chip
- (1) Cyber-Heart
- (2) Cyber-Lungs
- (1) Cyber-Liver
- (2) Cyber-Kidneys
- (1) Cyber-Stomach and Intestinal Tract
- (1 Set) Cyber-Glands
- Cyber-Blood
- (1) Full Body Cyber-Nerve Network
- (1 Full Set) Touch and Feel Sensor Pads
- (1) Nuclear Power Generator
- (1 Set) Dual Shoulder-Mounted Ion Cannons (1 on each shoulder)
- (1) Electro-Blast Power Punch Sleeve (Right wrist)
- (2) Retractable Finger Blades (1 set each hand)
- (1) Head Laser (Middle of forehead)
- plus an empty Abdomen Weapon Port which the consumer can choose to add one of the following:
 - Abdomen Missile Launcher,
 - Abdomen Meta-Laser Turret
 - Abdomen Concussion Cannon
 - Abdomen Cyber-Tentacles.

Note: Different weapon systems or additional weapon systems can be added at additional cost to the consumer (see prices in the Cybernetic Weapons section).

Equipment and Weapons Unique to the "Pincer":

The "Pincer" comes equipped with an "Energy-Blast Battering Ram" located in the left forearm. The cybernetic hand folds back against the underside of the forearm allowing the battering ram to emerge. The Energy-Blast Battering Ram batters blindingly fast (emits an ear-shattering "Brrrraaaapp!" sound as it strikes) allowing several strikes with a single hit. As the battering ram blindingly pistons in and out of the Cyber-Tech's forearm, it releases an energy blast every time it strikes the target. The ram causes 3D6 Bash Damage and an additional 4D6 Blast

Damage with every strike. The Cyber-Tech first rolls to determine if he hits the target. If he does, he then rolls 3D6 to determine the number of strikes per his hitting the target. He then rolls to determine the Bash/Blast Damage the device has delivered to the target. The victim can attempt to lessen the damage caused by the battering ram by rolling with the initial impact. The victim must make a Hard Task roll to lessen the damage. If successful the Bash/Blast damage caused by that particular strike is cut in half. If unsuccessful, the victim suffers the full amount of damage delivered. The Energy-Blast Battering Ram is effective against concrete or metal barriers or to weaken and open up power armor.

Galactic Alliance LX-425 "Hellcat" Cyborg Combat Chassis

Cost: 35,000,000

Structure: 175 Hit Points

Armor Value: 55 Bash/Blast

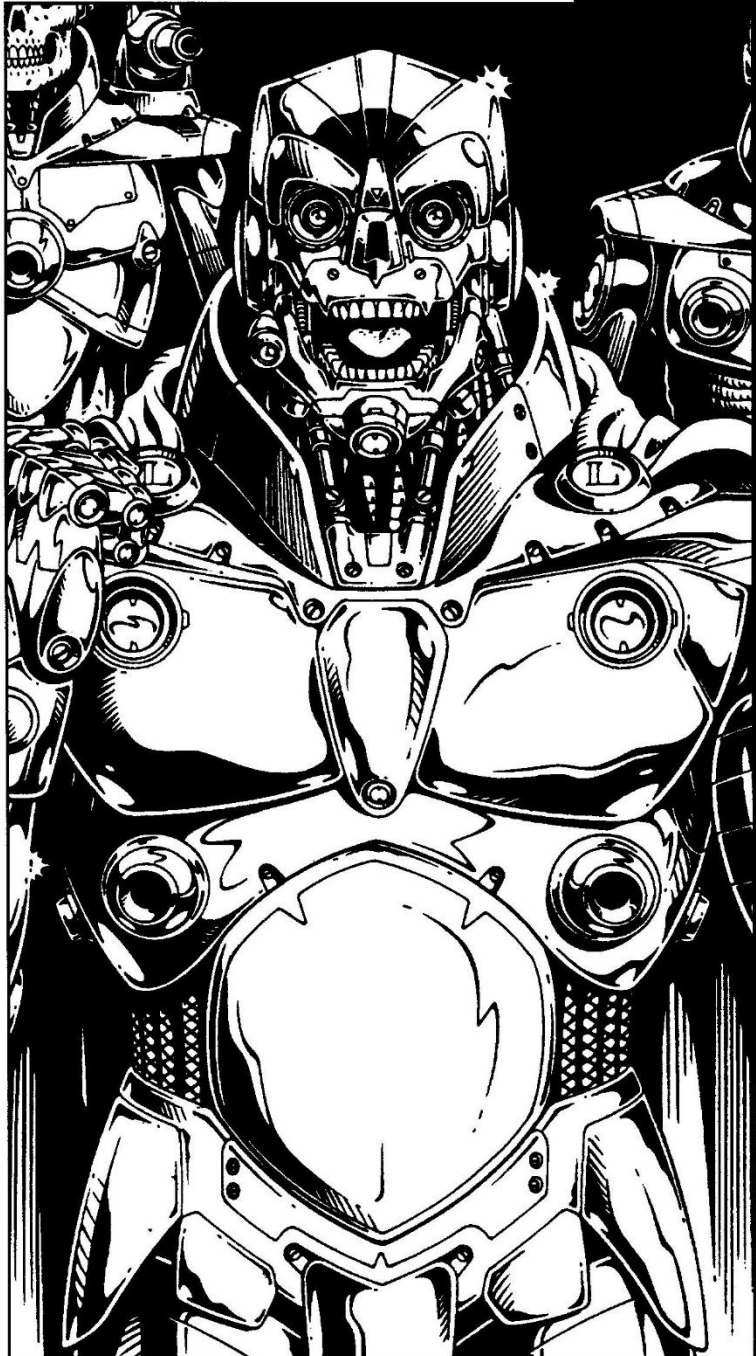
Strength: 55 total (Increases an additional +5 at levels 5, 10, and 15)

HtH Damage: +9D6

Bonuses Attributed to the Chassis: +15 to Speed, +12 to Constitution, +10 Blast defense vs. Electrical surge or attack, +3 to any Will Contest.

Standard Equipment and Weapons:

- (1) VTS Eye (Left Eye)
- (1) Telescoping Cybernetic Eye (Right Eye)
- Eavesdrop CMS Ears
- (1) Compass/Clock/Calendar/Thermometer Implant
- (2) AL Implants (Consumer's Choice)
- (2) Map Implants (Consumer's Choice)
- (1) Surge Protector Implant
- (1) Psionic Dampening Chip
- (1) Cyber-Heart
- (2) Cyber-Lungs
- (1) Cyber-Liver
- (2) Cyber-Kidneys
- (1) Cyber-Stomach and Intestinal Tract; (1 Set)
- Cyber-Glands
- Cyber-Blood
- (1) Full Body Cyber-Nerve Network
- (1 Full Set) Touch and Feel Sensor Pads
- (1 Set) Jump Boot Thrusters
- (1) Nuclear Power Generator
- Twin Plasma Ball Turrets (Located on each side of mid-torso)
- (2) Electro-Blast Power Punch Sleeves (1 each wrist)
- Shoulder Mounted Flame Thrower (Right Shoulder)



- (1) Molecular Acid Ejector (Left Shoulder)
 - (1) Head Laser (Right side of jaw)
- plus an empty Abdomen Weapon Port which the consumer can choose to add one of the following:

- Abdomen Missile Launcher
- Abdomen Meta-Laser Turret
- Abdomen Concussion Cannon
- Abdomen Cyber-Tentacles

Note: Different weapon systems or additional weapon systems can be added at additional cost to the consumer (see prices in the Cybernetic Weapons section).

Equipment and Weapons Unique to the "Hellcat":

The "Hellcat" comes equipped with a personal Teleport Device that allows the Cyber-Tech to teleport up to 20 ft (6 m) from his original position. The device can be used once every 2 Turns. A mini-computer reads the Cyber-Tech's mind about where he wishes to teleport, plots the coordinates, and engages the device. Very useful in HtH combat.

Galactic Alliance NXP-24S "Hellfire" Cyborg Combat Chassis

Cost: 50,500,000

Structure: 200 Hit Points

Armor Value: 60 Bash/Blast

Strength: 65 total (Increases an additional +5 at levels 5, 10, and 15)

HtH Damage: +11D6

Bonuses Attributed to the Chassis: +10 to Speed, +15 to Constitution, +10 Blast defense vs. Electrical surge or attack, +3 to any Will Contest.

Standard Equipment and Weapons:

- (1) VTS Eye (Middle Eye - Front)
- (2) Telescoping Cybernetic Eyes (Either Side of the Targeting Sight Eye - Front)
- (1) Cybernetic Eye (Back of Head)
- Microwave CSM Ears
- (1) Compass/Clock/Calendar/Thermometer Implant
- (2) AL Implants (Consumer's Choice)
- (2) Map Implants (Consumer's Choice)
- (1) Surge Protector Implant
- (1) Psionic Dampening Chip
- (1) Cyber-Heart
- (2) Cyber-Lungs
- (1) Cyber-Liver
- (2) Cyber-Kidneys
- (1) Cyber-Stomach and Intestinal Tract
- (1 Set) Cyber-Glands
- Cyber-Blood
- (1) Full Body Cyber-Nerve Network
- (1 Full Set) Touch and Feel Sensor Pads
- (1 Set) Jump Boot Thrusters
- (1) Nuclear Power Generator
- Twin Chest Plasma Ball Turrets
- Retractable Twin Missile Rotors

- (Housed On Back)
- Shoulder Mounted Flame Thrower
- (Right Shoulder)

- (2) Head Lasers

plus an empty Abdomen Weapon Port which the consumer can choose to add one of the following:

- Abdomen Missile Launcher
- Abdomen Meta-Laser Turret
- Abdomen Concussion Cannon
- Abdomen Cyber-Tentacles

Note: Different weapon systems or additional weapon systems can be added at additional cost to the consumer (see prices in the Cybernetic Weapons section).

Equipment and Weapons

Unique to the "Hellfire": The "Hellfire" has two weapon systems that are available only with this Cyborg Combat Chassis: Pile-Driver Punch Enhancers and the Firestorm Anti-Personnel Device.

Pile-Driver Punch Enhancers:

Damage: +10D6 Bash Damage per punch added to the Cyber-Tech's HtH Damage bonus.

Reload: None

Shots: Can be used six times before needing to recharge for 2 Turns.

Range: HtH

The Pile-Driver Punch Enhancers resemble four raised discs on the Combat Chassis' hands; two are on the knuckles and two are on the back of the hand. When the Cyber-Tech's punch strikes the target, the discs are pushed in, then before the Cyber-Tech's fist can recoil

from the force of the punch, the discs slam out into the target causing additional Bash Damage. To avoid the full force of the enhanced punch, the victim must make a Hard Task roll in order to roll with the punch. If successful the additional damage from the Pile-Driver Punch Enhancers is cut in half, but the victim still suffers the Cyber-Tech's full HtH Damage bonus + the 5D6 from the Pile-Drivers.

Firestorm Anti-Personnel Device:

Damage: 5 points of Bash Damage per ball bearing that strikes its target.

Reload: None while in the field. Must return to base for reload that takes 30 minutes for each unit.

Shots: One per unit

Range: 150 ft (45 m) with a horizontal spread 50 ft wide (15 m).

The "Hellfire" is equipped with two Firestorm Anti-Personnel Devices; one located under the plate in the middle of the chest, and the other on the lower back. The Firestorm Anti-Personnel Device fires over 200 steel ball-bearings that rip into flesh, bone, and armor. When fired, the ball bearings fan out in a spread 50 ft wide (15 m) which enables the weapon to strike multiple targets. Victims within range of the weapon must make an Impossible Task roll to avoid being hit by the rain of ball bearings. If unsuccessful, the victim must then roll 4D6 to determine how many of the steel projectiles struck them, then multiply the resulting total by 5 (the amount of Bash Damage caused by each ball bearing) to determine the amount of Damage suffered.



Cybernetic Power-Sources

This section describes replacement power sources that are needed to empower the cybernetic equipment and body parts of the Cyber-Technologist. The Micro-Power Cells are about the size of a dime.

#1 Micro-Power Cell

Cost: 200 for one, or 1,800 for a pack of ten
Life-Span: Can power the unit for a total of one hour of continuous use.

#2 Micro-Power Cell

Cost: 300 for one, or 2,500 for a pack of ten
Life-Span: 25 Shots

Used exclusively to power cybernetic and hand-held weaponry.

#3 Micro-Power Cell

Cost: 350 for one, or 3,000 for a pack of ten
Life-Span: Can power the unit for up to four hours of continuous use.

#4 Micro-Power Cell

Cost: 500 for one, or 4,500 for a pack of ten
Life-Span: 45 Shots

Used exclusively to power cybernetic and hand-held weaponry.

Macro-Power Cell

Cost: 1000 for one
Life-Span: 25 Shots

Used to power higher Blast damage cybernetic and hand-held weaponry which demands a larger power source. Can also power cybernetic non-weaponry for up to 10 hours of continuous use.

Micro-Nuclear Power Generator

Cost: 20,000
Life-Span: Half-Life of 10 years.

Used to power large high-powered weaponry and up to three individual cyber-limbs.

Nuclear Power Generator

***Note:** Available to Full-Body Cyber-Technologists only.

Cost: 150,000
Life-Span: Half-Life of 25 years.

Used exclusively to power full-body Cyber-Technologists.

Special Cybernetic Processes and Equipment

Bone Densifying Polymer

Cost: 580,000 for the entire skeleton.

A process stolen from Drakkhan technology. The subject's skeleton is removed piece by piece and dipped into a special polymer which strengthens the subject's bones, making them unbreakable (Add +10 to Bash/Blast Resistance and +10 to Hit Points).

***Note:** Not cumulative with cybernetic limbs or armor bonuses.

Epidermis Sheathing

Cost: 600,000 for full-body, or individual areas listed below.

An armored sheathing that is genetically-bonded to the Cyber-Tech's remaining original flesh and blood body-parts. The full-body sheathing (with one to two cyber-limbs) affords the

character an additional 25 points + 1 per level of Bash/Blast defense versus any given attack.

***Note:** Not cumulative with cybernetic limbs or armor bonuses.

Cost and Bash/Blast Defense Per Body Part:

Arm/Back of Hand: 75,000 per arm,
+5 Bash/Blast Defense

Leg/Top of Foot: 150,000 per leg,
+7 Bash/Blast Defense

Chest: 90,000, +5 Bash/Blast Defense

Abdomen: 120,000, +5 Bash/Blast Defense

Back: 200,000, +10 Bash/Blast Defense

Shoulders: 75,000, +5 Bash/Blast Defense

Back and Sides of Neck: 125,000,
+5 Bash/Blast Defense

Head: 35,000, +5 Bash/Blast Defense

***Note:** Four or more individual area sheathings is considered to be full-bodied and entitles the character to the 25 + 1 per level of Bash/Blast Defense only.

Nanotech Medical Bio-System

Cost: 350,000

A small housing is surgically attached to the Iliac arteries and veins located in the Cyber-Tech's abdomen. The tiny housing holds microscopic nano-machines that rush through the arterial and vein system of the subject to surgically repair wounds and damage caused by combat or accidents. The tiny machines help bones knit more quickly, fight off disease and viruses, clear away plaque build-up in the arteries, aid in healing cuts and bruises, aid in breaking down any toxins or poisons that have entered the body, stabilize the body from entering into shock, help in clotting blood, etc. This system allows more rapid healing of wounds since the nano-machines help to prevent infection of the damaged area. Also aids in helping the Cyber-Tech's metabolism run more efficiently while healthy. Add +5 to Constitution, +5 to Strength, and +10 to Hit Points. Powered by the Cyber-Tech's own electromagnetic impulses.

Retinal Doppleganger Eye

Cost: 8,500,000

A special and highly illegal artificial copy of someone's retina. So perfect is the match that retinal scanners cannot tell the difference between the original and the copy. The copy is obtained by either tapping into the scanner as the subject has his eye scanned, or using specially adapted long-range 3D photo equipment to snap a digital picture of the target's eye. The target must be looking directly into the lense for the process to work. Useful for characters involved in espionage. (**Note:** Most high-powered people now wear dark or reflective glasses in public to avoid having their retinal pattern stolen. Special reflective contacts have also recently become available. Although these defenses make it tougher for the Cyber-Tech or Jacker to get their quarry's retinal image, patience is needed. After all, the target must remove his glasses/contacts from time to time and inadvertently reveal his retina. Game Master determines difficulty of this task).

***Note:** There is a 10% chance that retinal scanners will recognize the Retinal Doppleganger Eye as a fake and sound alarms (Roll Percentile).

Cyber-Morphing Mask

Cost: 2,550,000

The Cyber-Morphing Mask allows the character to alter his facial features and eye, hair, and skin color into one of four faces programmed by the character into the system. Facial structure is changed by inflating or deflating mini-air bladders installed under the skin. The character's lips can be made fuller and wrinkles made to disappear with mini-callogen injectors also under the facial skin (Callogen injections last up to 10 hours per injection). Eye color can be altered by mini-dye injectors introducing harmless dyes into the character's iris (Lasts up to 10 hours then eye color reverts back to normal). Altering hair color works using dyes also. Small nozzles interspersed throughout the scalp spray harmless chemicals that change black hair to blonde, etc. (Lasts 10 hours). The character's skin color on his face, neck, and hands is changed by introducing artificial melanin into the skin. The more melanin used, the darker the skin (Lasts for 10 hours, then skin color reverts to normal). An Entire Body Skin Color Alteration Unit can be purchased for an additional 1.5 million credits. Powered by a replaceable Macro-Power Cell.

***Note:** The Cyber-Morphing Mask does not allow the character to copy a particular person's face since bone structure and facial size and shape come into play.

Cyber-Morphing Body Mask

Cost: 2,000,000

Works on the same principle as the Cyber-Morphing Mask, but alters the body. Air bladders throughout the body can inflate or deflate to make the character look heavier and fatter. The Entire Body Skin Color Alteration Unit is included and alters skin color by injecting artificial melanin into the body skin (Lasts up to 10 hours). Powered by a replaceable Macro-Power Cell.

Palm & Fingerprint Morphing Module

Cost: 6,700,000

The unit uses a special artificle skin, called "Morph-Skin", stretched over a specially adapted Cybernetic Hand. The Cyber-Hand has micro-scanning units interspersed throughout the palm and fingers that digitally read the victim's palm and fingerprints while shaking hands, etc. The unit can even "read" fresh prints recently left on a glass or other smooth surface. Once the quarry's hand print has been digitally read, it stores the information in a memory bank for later use (the

memory bank can store up to 10 different print patterns at a time). When needed, the character accesses the unit's memory bank, which then feeds the information to the Morph-Skin covering. The Morph-Skin then morphs into that particular victim's palm and fingerprints. Palm and fingerprint scanners are unable to detect the difference between the real print or the dopple-ganger. Powered by the character's Mini-Nuclear Power Generator.

***Note:** As with any technology, there is a 10% chance that the character's copied print will be recognized as a fake by the scanners (Roll Percentile).

Forearm Keypad

Cost: 60,000

Hidden under the skin on the inside of the character's forearm is a mini-keypad that is linked to the headjack for the purposes of Jacking. Punch a special button on the wrist and high-intensity mini-bulbs illuminate the keypad's keys through the skin. Eliminates the need to carry an external keypad. Powered by a replaceable Macro-Power Cell.

Strikepad

Cost: 25,000

A basic computer keyboard that folds up for easier carrying.

Neural Modem

Cost: 150,000

An implanted computer modem that allows the Jacker to jack into the Webwork, request access codes, etc.

Virtua Goggles & Gloves

Cost: 250,000 for the pair

Virtual Reality goggles and gloves that allow the Jacker to participate in cyberspace. Required to surf the Webwork and fire Digi-Weapons.

Cybernetics Masker

Cost: 2,200,000

This mini-unit is installed in the character's chest and uses a variable frequency field to help mask a limited amount of cybernetic augmentations from security and weapon scanners. The unit can only mask up to one cybernetic arm and hand, one cybernetic leg, one weapon system, and the character's head implants. Powered by a replaceable Macro-Power Cell.

***Note:** Even with the Cybernetics Masker, the

character has a 10% chance of having his equipment detected (Roll percentile).

Magnetic-Strip Scanner

Cost: 45,000

Used in conjunction with the CID and Information Storage units, the Magnetic-Strip Scanner allows the Cyber-Tech to scan magnetically stripped cards while jacked into a computer. Perfect for the Cyber-Tech on the go. Usually installed in the Cyber-Tech's arm, the Magnetic-Strip Scanner can be installed just about anywhere on the Cyber-Tech's body. Powered by the character's own electro-magnetic impulses.

***Note:** Used with the highly illegal Information Chip Transmitter, the Magnetic-Strip Scanner can be used to transfer funds from a victim's Credit Dispersal Card account into another account of the Cyber-Tech's choosing.

Information Chip Transmitter

Cost: 1,500,000 (Available through Black Market only, extremely rare and costly)

Highly illegal to own, the Information Chip Transmitter allows financial institutions to transfer funds from one account to another or from bank to bank. The chip bypasses the bank's encrypted codes by giving the correct passwords and secret account numbers necessary for the credit transfer. If caught with the Information Chip Transmitter, the Cyber-Tech faces a mandatory death sentence and removal of the chip.

Jacker Link-Up Kit

Cost: 30,000

Allows up to four Jackers to link together to ease the difficulty of breaking highly classified security codes and encrypted files. With each additional Jacker added to the link-up the difficulty of the Task decreases by one (Example: Add two additional Jackers to the one already attempting to break into an encrypted file and a Very Hard Task roll drops two slots to a Medium Task roll needed to complete the task).

Jump Boot Thrusters

***Note:** Available only to Cyber-Techs with both legs cybernetically augmented.

Cost: 120,000

Range: Able to make leaps up to 200 feet (59.9 m) vertically and horizontally.

Mini-jet thrusters installed in the cybernetic calf and bottom of the feet allow the Cyber-Tech to leap vertically and horizontally the equivalent

of a 15 story building. When landing, the Jump Boot Thrusters fire again to cushion the impact. When purposely using the thrusters to slam into a person or object, the Cyber-Tech dishes out 6D6 Bash damage, and takes 2D6 Bash damage to himself. Powered by the Cyber-Tech's Micro-Nuclear Power Generator or Nuclear Power Generator if a Full-Body Cyber-Technologist.

Cybernetic Lock Picking Kit

Cost: 75,000

A lock picking kit for one of the cybernetic hands listed above. The first three fingers of the hand are replaced with ones featuring the lock picking devices. The index finger houses several different picks of varying sizes for cracking conventional locks. The middle finger houses electronic over-ride equipment connected to a powerful mini-computer in the back of the hand for defeating electronic locks and alarms. The third finger conceals a mini-laser used to cut wiring, etc. The unit is all powered by a replaceable #3 Micro-Power Cell. Add +13 to Pick Lock and +12 to Security Systems skills.

Internal Radio Transmitter/Receiver

Cost: 25,000

A Radio Transmitter/Receiver that can be installed in a cybernetic arm or head. An implant in the brain allows the Cyber-Tech to mentally turn it on and off, pick the frequency, and broadcast or receive. The Cyber-Tech must still speak aloud to transmit information. Powered by a replaceable #3 Micro-Power Cell.

Neural Radio Transmitter/Receiver

Cost: 75,000

Same as the Internal Radio Transmitter/Receiver, but the Cyber-Tech can transmit and receive information mentally, without speaking aloud and without a speaker. Very stealthy. Also scrambles/descrambles transmissions. Powered by a #3 Micro-Power Cell.

Cybernetic Repair Kit

Cost: 65,000

A repair kit with replacement parts for making minor repairs to the Cyber-Tech's cybernetic body parts and weapons. Comes in a leather pouch that can be attached to the Cyber-Tech's belt.

Contents:

- Numerous nuts, bolts, and screws in varying sizes
- Varied bearings, seals, and clips
- Various sized wiring and electrical connectors
- 10 Nerve Links
- 10 Sensor Pads
- 20 Artificial Skin Patches
- 2 Mechanical Cyber-Eyes
- 1 Can of Lubritech Lubricating Compound
- 2 of each of the Micro-Power Cells
- 1 tube of Metal-Patch
- 1 Replacement Headjack
- Set of Tools that include a Micro-Laser, screw drivers, needlenose pliers, regular pliers, powered socket wrench with a set of sockets, volt meter, and laser-welder.
- Small Med-Kit with bandages, needle and suture, pain killers, liquid blood clotter, tourniquet, and antibiotics.

Cybernetic Weapon Systems

Head Laser

Skill Required: Weapon: Energy Pistol

Cost: 50,000

Damage: 4D6 Blast damage per shot

Shots: Three per Phase for a total of fifteen shots before it needs to cool for four Phases.

Range: Max. 1500 ft (450 m)

Power Source: Linked to the Cyber-Tech's Full-Body Nuclear Power Generator.

Hidden from view by a sliding panel on the top of the head until it is mentally ordered into use by the Cyber-Tech. Can swivel 45 degrees from side to side and up and down. Can also be attuned to the VTS Eye.

Twin Missile Rotors

***Note:** The Cyber-Tech must either be a Full-Body Cyber-Technologist or have the Hard-Point Exo-Skeleton to use this weapon system.

Skill Required: Weapon: Missile Launcher

Cost: 650,000 for the pair, includes 40 missiles.

Twin Missile Rotors mounted on hard points on the Cyber-Tech's shoulders. Each rotor holds 20 missiles of the Cyber-Tech's choice for a total of 40 missiles. The missiles are fired by mental command and can be fired singularly or in four volleys of ten. The Cyber-Tech must also purchase the Radar/Sonar Implant and the VTS Eye for the system to operate properly. Powered by the

Cyber-Tech's Micro-Nuclear Power Generator or Nuclear Power Generator if a Full-Body Cyber-Technologist.

Available Missiles:

Explosive

Cost: 1000 per missile.
Range: 2 miles (3.2 km)
Damage: 8D6 Blast causing damage to a 20 foot (6 m) radius.

Concussive

Cost: 1500 per missile.
Range: 2 miles (3.2 km)
Damage: 7D6 Bash causing damage to a 20 foot (6 m) radius. Ignores 35 points of Bash resistance.

Armor Piercing

Cost: 2500 per missile.
Range: 2 miles (3.2 km)
Damage: 6D6 Blast causing damage to a 20 foot (6 m) radius. Ignores 30 points of Bash resistance.

Incendiary Charge

Cost: 2500 per missile.
Range: 2 miles (3.2 km)
Damage: 6D6 Blast causing damage to a 20 foot (6 m) radius. Bypasses 20 points of resistance.

Flare

Cost: 500 per missile.
Range: Adjustable up to 1 mile (1.6 km).
Damage: None, but can cause 1D6 Bash damage if fired at and hitting a desired target.
Used mainly to illuminate an area 1 mile (1.6 km) in diameter.

Chaff Missile Defense

Cost: 3000 per missile.
Range: Adjustable up to 1 mile (1.6 km).
Damage: None, but can cause 1D6 Bash damage if fired at and hitting a desired target.
Used as defense against heat-seeker missile and rocket attacks. The Chaff Missile explodes igniting the slow burning, and excessively hot powder. The enemy heat-seeker is attracted to the Cyber-Tech's deception

and it explodes harmlessly.

Heat-Seeker

Cost: 4000 per missile.
Range: 2 miles (3.2 km)
Damage: See Explosive, Concussive, Armor Piercing, or Incendiary.
Same properties as the Explosive, Concussive, Armor Piercing, or Incendiary, but outfitted with heat-seeking technology.

Fly-By-Wire

Cost: 3500 per missile.
Range: 2 miles (3.2 km)
Damage: See Explosive, Concussive, Armor Piercing, or Incendiary.
Same properties as the Explosive, Concussive, Armor Piercing, or Incendiary, but outfitted with fly-by-wire technology. A thin, but strong wire attached to the missile unfurls behind it and can be controlled by the Cyber-Tech via the wire. The missile's vanes have control surfaces that allow the missile to make minor course changes in mid-flight. Course changes can vary only by a few feet. Add a +5 to Missile Launcher Weapon Skill when using this system.

* **Note:** The Cyber-Tech must also purchase the Fly-By-Wire Control System that allows mid-flight course changes. Cost: 30,000.

Laser Guided

Cost: 5000 per missile.
Range: 2 miles (3.2 km)
Damage: See Explosive, Concussive, Armor Piercing, or Incendiary.
Same properties as the Explosive, Concussive, Armor Piercing, or Incendiary, but outfitted with laser targeting technology. The missile homes in on a laser beam targeted onto the intended target. The missile's vanes have control surfaces that allow the missile to make minor course changes in mid-flight. Course changes can vary only by a few feet. Add a +7 to Missile Launcher Weapon Skill when using this system.

* **Note:** The Cyber-Tech must also purchase the Laser Targeting System. Cost: 60,000

Concealed Gatling Blaster

Skill Required: Weapon: Energy Rifle
Cost: 500,000
Damage: 3D6 to 6D6 Blast damage per shot
Shots: 1D6 + 2 per 2 turns
Reload: Unlimited
Range: Max Feet or Meters: 50 150 500 1000
Essentially the same as the Cybernetic

Gatling Blaster described in the **Cosmic Enforcers** rulebook on page 38. The differences lie in the increased number of shots every two Turns and the fact that it is concealed within the cybernetic forearm. The Cyber-Tech's cybernetic hand swivels down and back against the underside of the forearm to reveal the muzzle of the weapon. The Gatling Blaster fires high-powered laser

beams that can vary in intensity by mental command of the Cyber-Tech. The laser's intensity determines how long the weapon needs to cool before being used again: 3D6 Damage: 2 Phases; 4D6 Damage: 4 Phases; 5D6 Damage: 1 Turn; 6D6: 2 Turns. The Cyber-Tech may attempt to fire at multiple targets that are within 10 feet (2.9 m) of each other. A new attack roll must be made for each shot. Powered by the Cyber-Tech's Micro-Nuclear Power Generator or Nuclear Power Generator if a Full-Body Cyber-Technologist.

Twin Chest Plasma Ball Turrets

***Note:** Available to Full-Body Cyber Technologists only.

Skill Required: Weapon: Plasma Rifle

Cost: 750,000

Damage: 12D6 Blast damage per Ball Turret

Shots: Unlimited

Range: Max. 3000 ft (900 m)

The ultimate in devastating firepower! Linked to the Cyber-Tech's VTS Eye, the ball turrets swivel in unison and have a 90 degree rotation up and down and side to side. Powered by the Full-Body Cyber-Tech's Nuclear Power Generator.

Abdomen Missile Launcher

***Note:** Available to Full-Body Cyber-Technologists only.

Skill Required: Weapon: Missile Launcher

Cost: 400,000

Payload: 10 Missiles of the Cyber-Tech's choice.

A plate covering the abdomen slides up into the chest cavity to reveal a missile launcher holding ten missiles. The missiles are fired by mental command and can be fired singularly or in five separate volleys of two. The Cyber-Tech must also purchase the Radar/Sonar Implant for the system to operate properly. Powered by the Full-Body Cyber-Tech's Nuclear Power Generator. See Twin Missile Rotors above for available missiles and cost of each.

Abdomen Meta-Laser Turret

***Note:** Available to Full-Body Cyber Technologists only.

Skill Required: Weapon: Energy Rifle

Cost: 350,000

Damage: 10D6 Blast damage per Phase

Shots: Unlimited

Range: Max. 2500 ft (749 m)

A plate covering the abdomen slides up into the chest cavity to reveal the Meta-Laser Turret.

Linked to the Cyber-Tech's VTS Eye, the turret can swivel 90 degrees up and down and side to side. Powered by the Full-Body Cyber-Tech's Nuclear Power Generator.

Abdomen Concussion Cannon

***Note:** Available to Full-Body Cyber Technologists only.

Skill Required: Weapon: Energy Rifle

Cost: 300,000

Damage: 8D6 + 2 of Bash damage per shot

Shots: 10 before overheating and needing to cool for 1 Turn.

Range: Max. 2500 ft (749 m)

A plate covering the abdomen slides up into the chest cavity to reveal a Concussion Cannon which fires ionized balls of crackling energy. The cannon is linked to the Cyber-Tech's VTS Eye and can swivel 90 degrees up and down and side to side. Powered by the Full-Body Cyber-Tech's Nuclear Power Generator.

Abdomen Cyber-Tentacles

***Note:** Available to Full-Body Cyber Technologists only.

Skill Required: Weapon: Blades Heavy

Cost: 375,000

Damage:

Squeezing: 8D6 + STR Bash damage per Phase until the victim breaks free;

Punching: 6D6 + STR Bash damage per tentacle

Lasers: 5D6 Blast damage.

Shots: Total of nine (9) per Turn

Reload: None

Range:

Tentacles: HtH, but has a reach of 25 feet

Lasers: 1500 ft (450 m) each

A plate covering the abdomen slides up into the chest cavity to reveal three armored Cyber-Tentacles coiled inside (+15 Bash/Blast rating per tentacle). At the Cyber-Tech's mental command the tentacles come to life to grab, squeeze, immobilize, punch, or blast unfortunate victims. Each tentacle has a three-fingered manipulator and laser mounted in an armored housing at its tip. The tentacles are mentally controlled by the Cyber-Tech and are powered by his Nuclear Power Generator.

Dual Shoulder-Mounted Ion Cannons

***Note:** The Cyber-Tech must either be a Full-Body Cyber-Technologist or have the Hard-Point Exo-Skeleton (see Cyber-Limbs,

Appendages, and Torsos) to use this weapon system.

Skill Required: Weapon: Particle Accelerator Rifle

Cost: 600,000

Damage: 10D6 Blast damage per cannon

Shots: Total of 4 per Turn

Range: Max. 3500 ft (1049 m)

Two ion cannons are mounted to hard-points on the Cyber-Tech's shoulders. They can be used as an anti-aircraft weapon or to hit ground-based targets. The cannons are linked to the VTS Eye and can swivel 60 degrees up and down. Powered by the Micro-Nuclear Power Generator or Nuclear Power Generator if a Full-Body Cyber-Technologist.

Giant-Size Cyber-Saw Arms

***Note:** The Cyber-Tech must either be a Full-Body Cyber-Technologist or have the Hard-Point Exo-Skeleton (see Cyber-Limbs, Appendages, and Torsos) to use this weapon system.

Skill Required: Weapon: Blades Heavy

Cost: 900,000

Damage: 10D6 Bash per Cyber-Saw Arm, ignores 30 points of defense.

Shots: Unlimited

Range: HtH, but have a reach of 10 feet (2.9 m).

Skill Roll: If the Cyber-Tech misses his intended target, or spends 10 minutes outside combat with the saws activated, he must roll a medium Agility roll to avoid hitting himself.

A set of heavy duty cybernetic arms equipped with diamond-tipped saw blades. The Cyber-Saw Arms are connected to hard-points on the Cyber-Tech's shoulders and back. Motor functions of the arms are controlled mentally and powered by the Micro-Nuclear Power Generator or Nuclear Power Generator if a Full-Body Cyber-Technologist.

Electro-Blast Power-Punch Sleeve

Skill Required: Brawling

Cost: 350,000 per sleeve

Damage: 8D6 + 2 X STR Bash damage

Shots: Total of 25 per Macro-Power Cell

Reload: 2 minutes to replace the power cell.

Range: HtH

An armored cybernetic sleeve (+10 Bash/Blast rating) that fits over the fist and forearm of the Cyber-Tech. Mini-jet thrusters along the sleeve kick-in when the wearer throws a punch. The added velocity increases the power behind

the punch. As an added punishment, the sleeve discharges a devastating blast of electric energy as the wearer makes contact with his target. Powered by a replaceable Macro-Power Cell.

Shoulder-Mounted Flame Thrower

***Note:** The Cyber-Tech must either be a Full-Body Cyber-Technologist or have the Hard-Point Exo-Skeleton (see Cyber-Limbs, Appendages, and Torsos) to use this weapon system.

Skill Required: Weapon: Energy Rifle

Cost: 200,000

Damage: 5D6 + 10 Blast

Shots: 15 per cannister of Flame-O (The #4 Micro-Power Cell can be used with 3 cannisters of Flame-O before needing to be replaced).

Reload: 5 minutes to replace an empty cannister of Flame-O. 2 minutes to replace a depleted power cell.

Range: 50 feet (14.9 m)

A shoulder-mounted flame thrower connected to a cannister of Flame-O Combustion Liquid in an armored sleeve (+10 Bash/Blast rating) mounted on the Cyber-Tech's lower back. The nozzle of the weapon is mentally controlled by the character, and can swivel 60 degrees up and down and side to side. Powered by a #4 Micro-Power Cell. Spare cannisters of Flame-O can be purchased for 3500 credits.

Molecular Acid Ejector

Skill Required: None

Cost: 35,000

Damage: 3D6 Bash damage per Phase until washed away by water. Onlookers unfortunate enough to be splashed by the acid as it strikes its intended target take 2D6 Bash damage per Phase until washed away by water.

Shots: 25 per cannister of acid (same as power cell).

Reload: 5 minutes to replace empty cannister. 2 minutes to replace the power cell.

Range: 50 ft (14.9 m)

Mounts easily on the Cyber-Tech's forearm. Sprays out a stream of burning acid that will eat through flesh, plastic, and metal. The ejector's powerful pump is powered by a replaceable #2 Micro-Power Cell.



Section Three: New Weapons and Gear



This section lists additional non-cybernetic weapons and gear not available in **Cosmic Enforcers**. Prices listed are for Free Cities. Corporate City pricing is 50% higher, and 100% more expensive in undeveloped areas. The Black Market sells these items 50% cheaper (except highly illegal or military issue which command higher prices), but all are slightly to heavily used and may fail when needed (15% percent chance of failure, roll percentile anytime a used item is wielded).

Disrupter Baton

Cost: 10,000
Damage: 3D6 Bash Damage
Reload: 2 minutes to replace depleted Power Cell.
Shots: 25 per Power Cell
Range: HtH
Skill Requirement: Weapon: Blades Light

A billy-club like weapon that dispenses Bash Damage, but also discharges a disruptive charge when striking the target. The disruptive charge muddles the victim's electro-magnetic impulses which causes disorientation and involuntary convulsions. Also disrupts the electrical impulses of power-armors. The victim must make a Hard Task roll to avoid the penalties of -3 to Initiative, -3 to Dodge, -5 to Speed, and -4 to Hit for 2 Turns. Powered by a #2 Micro-Power Cell.

Disrupter Staff

Cost: 18,000
Damage: 4D6 Bash Damage
Reload: 2 minutes to replace depleted Power Cell.
Shots: 25 per Power Cell
Range: HtH
Skill Requirement: Weapon: Blades Heavy

Same as above, but in a quarter-staff version that has a greater Bash Damage capacity. Besides dispensing Bash Damage, The Disrupter Staff also discharges a disruptive charge when striking the target. The disruptive charge muddles the victim's electro-magnetic impulses which causes disorientation and involuntary convulsions. Also disrupts the electrical impulses of power-armors. The victim must make a Hard Task roll to avoid the penalties of -3 to Initiative, -3 to Dodge, -5 to Speed, and -4 to Hit for 2 Turns. Powered by a #2 Micro-Power Cell.

Disrupter Sai

Cost: 24,000 for a pair.

Damage: 3D6 Bash Damage
Reload: 2 minutes to replace Power Cell.
Shots: 25 per Power Cell
Range: HtH
Skill Requirement: Weapon: Blades Light

Has the same Bash Damage and penalties as the Disrupter Baton, but in a Sai version. Powered by a #2 Micro-Power Cell.

Laser Whip

Cost: 35,000
Damage: 7D6 Blast Damage, ignores 10 points of Blast defense.
Reload: 2 minutes to replace depleted Power Cell.
Shots: 25 per Power Cell
Range: Up to 25 ft (7.5 m)
Skill Roll: Requires a Weapon: Blades Medium skill to master. Even with the Blades Medium skill, the user must make an Easy Agility roll to avoid striking himself with the whip when wielding it. Unskilled users must make an Impossible Agility roll to avoid being hit.

A hand-held baton that when switched on produces a powerful laser beam that flows like a real whip. Difficult to learn how to master. Powered by a #2 Micro-Power Cell.

Laser Garrot

*(Illegal- Available through Black Market only)
Cost: 400,000
Damage: 12D6 Blast and Bash Damage, ignores 15 points of Blast and Bash defense.
Reload: 1 minute to replace depleted Power Cell.
Shots: Life-Span of 1 hour of continuous use per Power Cell.
Range: HtH
Skill Requirement: Weapon: Blades Light

The Laser Garrote is a favorite weapon of assassins. Outlawed by the Galactic Alliance after one was used to decapitate Emperor Slith II of the Tylder homeworld. The Laser Garrote resembles an ornate wrist watch, but unlike a real watch, has a magnetically attached and removable laser beam collection node. When the node is grasped between the thumb and index finger and removed, the weapon is activated. A powerful laser beam stretches out from the main unit to the collection node. Letting go of the node causes it to magnetically fly back to its cradle shutting off the unit. Powered by a #1 Micro-Power Cell.

Heat-Seeker Throwing Stars

Cost: 1,000 per Throwing Star

Damage: 3D6 Bash Damage

Reload: None

Shots: None

Range: Depends on strength of character, but typically up to 300 ft (90 m).

Skill Requirement: Weapon: Thrown

The Heat-Seeker Throwing Stars are a throw and forget weapon. With simple heat-seeker micro-technology installed in every throwing star, it is impossible not to hit the target. Each throwing star also has its own mini-power source. Simply point the shuriken at its target, depress the activation button, and it reads and memorizes its target's heat signature. Throw it and forget.

***Note:** If the target is out of range of the character's throwing strength, the throwing star will simply fall to the ground. Also, targets clumped together confuse the heat-seeking technology causing it to possibly read and strike an unintended victim.

Energy Knife

Cost: 15,000

Damage: Turned On: 4D6 Bash Damage per thrust or slash. Turned Off: 2D6 Bash Damage.

Reload: 1 minute to replace depleted Power Cell.

Shots: 1 hour of continuous use per Power Cell.

Range: HtH, but can be thrown. Range thrown usually depends on character's strength, typically up to 300 ft (90 m).

Skill Requirement: Weapon: Blades Light. If thrown: Weapon: Thrown.

An energy knife available in several different sizes and styles; from Bowie to Stiletto. When the switch is turned on, a power unit within the handle creates an energy aura around the blade of the knife which causes additional Bash Damage. Powered by a #1 Micro-Power Cell.

Power-Punch Gloves

Cost: 55,000 for the pair.

Damage: An additional 6D6 Bash Damage added to the character's HtH Damage bonus.

Reload: 2 minutes to replace depleted Power Cell per glove.

Shots: 25 per Power Cell per glove.

Range: HtH

Skill Requirement: Brawling

The Power-Punch Gloves are a kinetic power device which adds additional damage to the char-

acter's punches. Powered by a Macro-Power Cell.

Forearm Mini-Concussion Cannon

Cost: 70,000 per unit.

Damage: 6D6 + 5 of Bash damage per shot

Reload: 2 minutes to replace depleted Power Cell per unit.

Shots: 8 before overheating and needing to cool for 1 Turn.

Range: Max. 2000 ft (600 m)

Skill Requirement: Weapon: Energy Rifle

A Mini-Concussion Cannon affixed to a strap-on forearm plate which fires ionized balls of crackling energy. The unit also has a recoil suppression system to prevent the character from losing his balance, etc. The cannon can be linked to the character's Targeting Sight Monocle which allows pinpoint targeting. Powered by a Macro-Power Cell.

Forearm Armor-Eater Buzz Saw

Cost: 50,000 each

Damage: 3D6 Bash + Strength, ignores 10 points of Bash defense.

Reload: 2 minutes to replace depleted Power Cell per unit.

Shots: Limited to the life of the Power Cell.

Range: HtH

Skill Requirement: Weapon: Blades Medium

12 inch diameter (30 cm) diamond-tipped saw blades attached to a high-speed power source and forearm housing. The unit is strapped onto the character's forearm and activated by a thumb switch. The Armor-Eater specializes in ripping into armor, but can also tear into flesh and bone with disgusting consequences. Powered by a Macro-Power Cell.

***Note:** Any time the user misses his target, a Medium Skill roll is required to avoid striking himself.

Backpack Missile Rack

Cost: 75,000

Range: Depends on missile used (See Cybernetic Weapon section for missile ranges and damage).

Reload: 20 minutes to reload missiles into rack.

Shots: 10 missiles

Skill Requirement: Weapon: Missile Launcher

A backpack made from Panoply Protective Cloth that is slipped on over the shoulders and held in place by a waist belt. When the character wishes to deploy missiles, he presses a button on the waist belt buckle, and the missile rack lifts out

of the backpack (takes 1 Phase) over the character's head. A blast shield outfitted with a digital display extends to protect the user's face from missile exhaust. The digital display gives information concerning distance to target, wind velocity and direction, and when to fire the weapon. The unit can be fitted with the equipment necessary to fire and control fly-by-wire, radar, and laser guided missiles at penalties of extra cost and extra weight (see Cybernetic Weapons section under Twin Missile Rotors). With the Backpack Missile Rack on, the character suffers a -4 to Initiative, -5 to Speed, -5 to Dodge due to the added weight of the unit (75 lbs).

Targeting Sight Monocle

Cost: 90,000

Range: Up to 3000 ft (900 m)

A targeting system monocle that is strapped over one of the character's eyes (either). The monocle can be attuned to three or less weapons of the character's choice by installing targeting chips onto the weapon's barrel ends. The targeting system is switched on when the character pulls the monocle over his eye. The character looks at his target and special sensors within the monocle follow the path of the eye and digitally tell the character when his weapon is dead-on target. The weapon is then zeroed in when the eye is looking directly at the intended target. Digital information is displayed within the monocle giving distance to the target, wind velocity and direction, and when to fire the weapon. A polarized filter, infrared, and

thermal imaging can be added to the Targeting Sight Monocle for an additional 45,000 credits. Adds a +5 to Hit and a +2 to the appropriate Weapon Skill. Powered by a Macro-Power Cell.

Piton Gun and Powered Winch

Cost: 28,000 for unit; 20 credits per CO2 cartridge.

Range: Up to 700 ft (209 m)

Reload: 1 minute to load piton; 2 Minutes to replace depleted Power Cell.

Shots: 10 per CO2 Cartridge

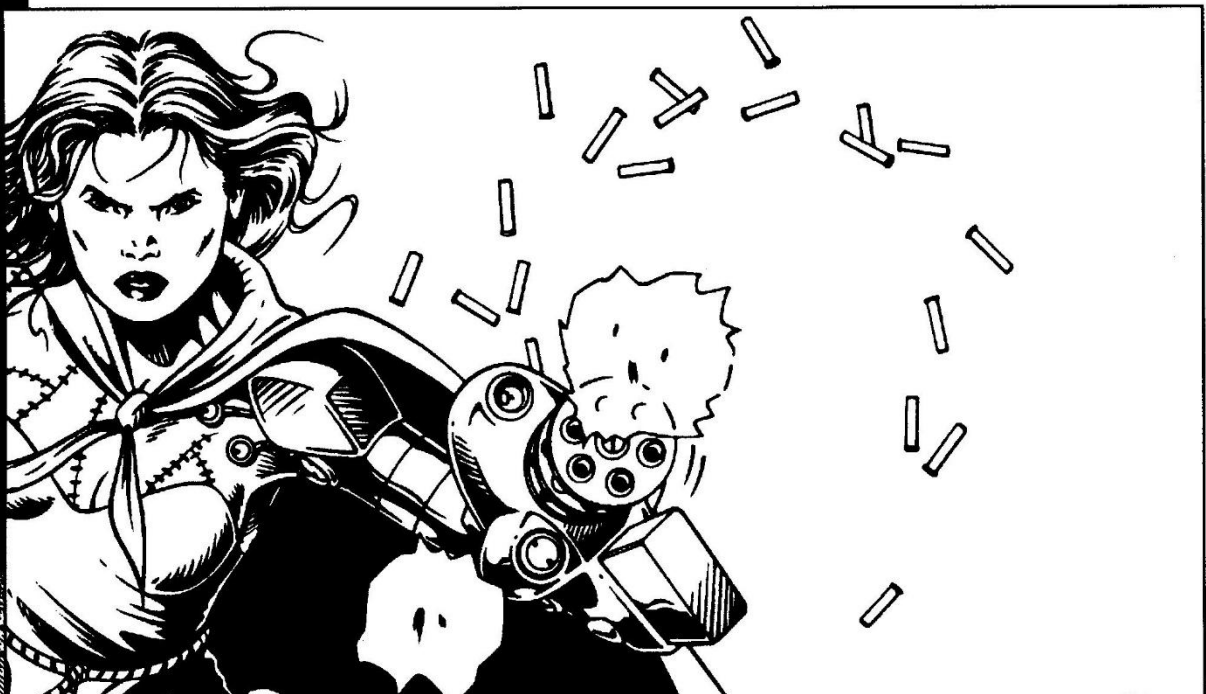
Skill Requirement: Weapon: Gas Expansion Pistol

A Piton Gun and Powered Winch about the size of a small camera. Using a compressed CO2 propellant, it silently fires metal pitons attached to a high tensile mono-filament with a weight capacity of 1000 lbs (450 kg). The metal pitons can be fired and driven into concrete, rock, and metal. Once the piton is firmly entrenched, the character can attach the main unit to his belt and have himself silently winched up to his destination. A must-have for any Grey Man, assassin, or industrial spy. Winch powered by a Macro-Power Cell.

Panoply Protective Cloth

Cost: 5,000 per 1 yard (2.7 m)

A special armored cloth created by Maron Industries. Clothing and costumes made from Panoply Protective Cloth give its wearer an additional 10 points of Bash/Blast Resistance.





Section Four:
**New Powers, Spells,
and Psionics**

Explosive Energy Empowerment (Active) - Requires Demolition Skill

This power gives the character the ability to empower objects with explosive energy and unleash it when striking the intended target. At higher levels, the character can actually empower pockets of air as floating bombs, and empower an entire section of city street as a devastating land mine.

Level 1 - Empower Small Hand Weapon

Range: Touch

Duration: Until Discharged Upon Target

Skill Roll: Easy

The hero can consciously empower a hand-held weapon with explosive energy. The empowered weapon is limited to a bladed or bashing weapon, such as a knife or billy club. The weapon can be made of steel, wood, or plastic. Hand guns can be empowered, but can only be used as a bashing weapon. When the empowered weapon strikes its intended target, it discharges an explosive blast of energy that does 4D6 Blast Damage + 1D6 per power level. The weapon takes no damage when the explosive energy is discharged, but will weaken structurally after 100 empowerments and must then be replaced.

***Note:** Requires the Weapon: Blades Light skill to use correctly.

Level 2 - Empower Large Hand Weapon

Range: Touch

Duration: Until Discharged Upon Target

Skill Roll: Medium

The character can empower medium to large hand weapons with explosive energy. The empowered weapon is limited to bladed or bashing weapons, such as a sword or quarter-staff. The weapon can be made of steel, wood, or plastic. When the empowered weapon strikes its target, it discharges an explosive blast of energy that does 6D6 Blast Damage + 1D6 per power level. The empowered weapon takes no damage when the explosive energy is discharged, but will weaken structurally after 50 empowerments and must then be replaced.

***Note:** Requires the Weapon: Blades Heavy skill to use correctly.

Level 4 - Empower Thrown Weapons

Range: 100 to 300 ft (30 to 90 m) + 10 ft (3 m) per level

Duration: None

Skill Roll: Medium

The character can empower small objects with explosive energy and throw them at desired tar-

gets. When the empowered object strikes its target, it releases an explosive energy blast. Damage per object varies. The more dense the object, the more explosive energy it can hold. Thrown empowered objects will blow apart when they strike their intended target. This is due to the character not being in physical contact with the object to prevent its destruction.

***Note:** Requires the Weapon: Thrown skill to use correctly.

Object Density and Damage:

Density 1: Includes Playing Cards, Nails, Paper Clips, Food, Paper Wads, Etc: 2D6 Blast Damage + 2 per power level. Range thrown is limited to 100 ft (30 m).

Density 2: Includes Small Plastic & Wooden Objects - Chess Pieces, Poker Chips, Tennis Balls, Small Toys, Dice, Pens & Pencils, Etc: 4D6 Blast Damage + 2 per power level. Flying shrapnel does 1D6 Bash Damage to anyone within 30 ft (9 m) of blast. Range thrown is limited to 200 ft (60 m).

Density 3: Includes Small to Medium Rocks & Solid Hard Plastic Objects - Baseball, Golf Balls, Frisbee, Solid Glass Globes, Rocks, Small Carved Statues, Etc: 6D6 Blast Damage + 5 per power level. Flying shrapnel does 2D6 Bash Damage to anyone within 50 ft (15 m) of blast. Range thrown is 300 ft (90 m).

Density 4: Includes Softball-Sized Rocks and Metal Objects - Medium-Sized Ball Bearings, Knives/Forks/Spoons, Paper Wiegths, Etc: 8D6 Blast Damage + 5 per power level. Flying shrapnel does 4D6 Bash Damage to anyone within 100 ft (30 m) of blast. Range thrown is 300 ft (90 m).

Density 5: Includes items bigger than a Toaster - Radios, Full Paint Cans (Covers victims in scalding paint: Additional 3D6 Blast Damage), Car Batteries (Acid does additional 4D6 Blast Damage), Medium-Sized Kitchen Appliances, Etc: 10D6 Blast Damage + 10 per power level. Flying shrapnel does 7D6 Bash Damage to anyone within 100 ft (30 m) of blast. Range thrown is 300 ft (90 m).

Level 6 - Empowered Bomb (Small)

Range: Touch

Duration: 2 Hours

Skill Roll: Hard

The character can empower a small object and leave it as a bomb that explodes when touched by the target. The explosive energy empowered within the object will last for up to 2 hours before dissipating. The empowered bomb can be anything

smaller than 6 inches (16 cm), from a door knob to a sandwich. The blast from the bomb does 12D6 Blast Damage + 1D6 per power level.

Level 8 - Empowered Air Shield

Range: Self

Duration: Once every 4 Turns

Skill Roll: Medium

The hero can empower the air surrounding himself as a kind of explosive force field. Anything striking (fist, thrown object, bullet, energy beam, etc.) the empowered air shield causes it to explode outward causing 6D6 Blast Damage to anyone standing within 15 ft (4.5 m) of the blast. The character still takes half damage from energy beam (lasers, plasma, etc.), elemental, sound wave, and electrical attacks. Mental and Spirit attacks are unaffected by the barrier and do full damage.

Level 10 - Empower Hands

Range: Self

Duration: At Will

Skill Roll: Medium

The character can empower his fists and do 6D6 Blast Damage + 1D6 per power level per punch. The punch itself does additional Bash Damage per the character's HtH Damage bonus.

Level 12 - Pocket of Air Bomb

Range: Touch

Duration: 2 Hours

Skill Roll: Very Hard

The character can empower a pocket of air 2 ft (60 cm) + 1 ft (30 cm) per power level in diameter with explosive energy. When the pocket of air is struck or hits an object it explodes causing 12D6 Blast Damage + 1D6 per each additional 1 ft (30 cm) in diameter. The air bomb can last up to two hours before the explosive energy dissipates. The pocket of empowered air is susceptible to wind and turbulence caused by the passage of people or cars, etc. Air conditioning and heating vents can also cause the pocket to move. This power is ideal for preventing pursuit by your enemies.

Level 15 - Empowered Bomb (Large)

Range: Touch

Duration: 4 Hours

Skill Roll: Impossible

The hero can empower a large object as a bomb that explodes when touched by the target. The explosive energy empowered within the object will last for up to 4 hours before dissipating. The empowered bomb can be anything from a car or semi-truck to a concrete pillar or patch of roadway up to 40 sq ft (12 sq m). The blast from the bomb does a devastating 25D6 Blast Damage + 30 to the target. Shrapnel from the blast does 10D6 Bash Damage to anyone or anything within 200 ft of the blast.

New Spells

Tapped Deadbore Crystal Spells (School of Sorcery)

These spells are available ONLY to Mages who have tapped into and attached a Deadbore Crystal to their chest.

Disruptive Eye Beams

Spell Points Required: 2 per shot

Range: 350 ft (105 m)

Affects: 1 Target

Duration: None

The Deadbore Crystal Mage can fire Disruptive Beams of magical energy from his eyes. The beams inflict 8D6 + 10 Blast Damage to the victim.

Induce Rigor-Mortis

Spell Points Required: 4

Range: Touch

Affects: 1 Target

Duration: 1 Turn per level.

By touching the target, the caster can induce

rigor-mortis which is extremely painful and causes a -5 to Hit Points every Turn that the spell is in effect. The victim will also suffer penalties of -10 to Speed, -5 to Initiative, and -6 to Dodge.

Rot Living Flesh (Saving Throw)

Spell Points Required: 6

Range: Touch

Affects: 1 Target

Duration: Unlimited

By touching the bare skin of the target, the Mage can cause the flesh of the area touched to rapidly rot. By touching an arm; only the arm will rot. The face; only the face will begin to rot, etc. If the victim fails his saving throw after being touched, his flesh in that area will begin to rot and emanate a sickening stench of death. The infected area will continue to rot and must be treated immediately to prevent the spread of infectious diseases to the rest of the body. A Counter Spell,

Dispel Magic, Cure Disease, or Regeneration spell can possibly save the victim from further pain and suffering, but will leave the area horribly scarred for life. While afflicted, the victim suffers penalties of -4 to Initiative, and to Dodge.

Dead Crawl

Spell Points Required: 8

Range: Line of Sight

Affects: 1 Target

Duration: 4 Turns

With this spell, the caster can cause the victim's speed to drop to 1 for three Turns. The victim moves as though they were in slow motion and suffers other penalties of -10 to Initiative, and -15 to Dodge. Especially devastating to speedier characters.

Domination: Major (Saving Throw)

Spell Points Required: 10

Range: Line of Sight

Affects: Up to 5 Targets

Duration: 1 hour per level of the Mage.

The Mage attempts to take control of up to five victims. If any of the intended targets fail their saving throws, the caster can control their every action. The Mage must concentrate to control his puppets. When the Mage is not consciously controlling the affected targets, they will stay in one spot and do nothing. The victim will get another saving throw if the Mage orders him to do some self-destructive act.

Command Deadbore Crystal Corpses

Spell Points Required: 12

Range: Line of Sight

Affects: Up to 8

Duration: 5 hours + 1 per level of the Mage.

The Mage can command and control up to eight Deadbore Crystal Corpses who will do his every bidding. *If the Mage orders one of the crystal animated corpses to fire its disruption beams at a target, it will do so.*

Dead Eyes Opened

Spell Points Required: 15

Range: 200 ft (60 m) + 10 ft (3 m) per level of the Mage.

Affects: Up to 30 Corpses

Duration: 1/2 hour per level of the Mage.

The caster can raise and animate up to thirty corpses within the given range of him. Works best when near a graveyard. The corpses will dig themselves free and follow every command given them by the Mage. Once the duration limit runs out the animated corpses will crumble to the ground in a pile of dust. The spell grants the corpses a Strength of 20, a Speed of 12, and 35 Hit Points each. Victims have a 75% chance (Roll Percentile) of contracting some deadly disease if bitten or scratched by the rotting dead. Within twenty-four hours, the victim will begin to suffer bouts of nausea, dizzy spells, headaches, debilitating hallucinations, with a real possibility of eventual coma or even death. Until the character seeks medical attention or is healed in some other way, he will suffer penalties of -4 to Constitution, Speed, and to Hit, plus a -3 to Agility, and a -10 to his Hit Points every 12 hours.

Inscribe Magic Symbols (School of Mysticism)

With this ability the Mage can read and inscribe magical symbols. He can also create magical weapons, curses, and invisible symbols. Using his knowledge, the Mage calls upon those powers and draws the symbols upon the item with his finger. His finger glows an unearthly red as he etches the bizarre inscriptions into the desired item. A Mage with the power to inscribe magic symbols is in high demand and able to ask exorbitant prices for his expertise.

Level 1 - Create Magic Wood Weapon

Range: Touch

Affects: Inscribed Item

Duration: Unlimited

The Mage has the ability to inscribe symbols on wooden items and weapons (Staff, Pole Arm, Nunchaku, Mallet, Boomerang, etc) which add the spells and abilities of the Magic Weapon

power listed below.

Level 2 - Create Magic Metal Weapon (Small)

Range: Touch

Affects: Inscribed Item

Duration: Unlimited

The Mage has the ability to inscribe symbols on small metal items and weapons (daggers, knives, small swords, sais, maces, ball & chains, sceptors, etc) which add the spells and abilities of the Rune Weapon power listed below.

Level 4 - Create Magic Metal Weapon (Large)

Range: Touch

Affects: Inscribed Item

Duration: Unlimited

The Mage has the ability to inscribe symbols on large metal items and weapons (Bastard Sword, Claymore, Katana, Broadsword, Sledge

Hammer, Quarter-Staffs, etc) which add the spells and abilities of the Magic Weapon power listed below.

Level 6 - Create Magic Metal Weapon (Very Large)

Range: Touch

Affects: Inscribed Item

Duration: Unlimited

The Mage has the ability to inscribe symbols on very large metal items and weapons (Power Armor, Cyborg Combat Chassis, cars, etc) which add the spells and abilities of the Rune Weapon power listed below.

Level 8 - Symbol of Ownership

Range: Touch

Affects: Inscribed Item

Duration: Until Nullified

This spell causes all magic effects on an object to function only for the magician who empowered the item. With special symbols, the Mage can prevent his creations from being used against him, or prevent others from being able to access the powers of a magic weapon created for himself (2D6 Spirit Damage per Phase while held by someone other than the creating Mage). The Mage can also inscribe control symbols on doors, safes, cars, etc., to prevent access to areas or items by unwanted interlopers. Other Mages with the ability to read symbols can nullify the control symbols by instilling 25 + 2 per level points of Spiritual Damage to the control symbols in one Phase. The interloping Mage must be touching the symbols in order to nullify them. While touching them, the Mage suffers 1D6 points of Spirit Damage every Phase. If unsuccessful in his attempt at nullification, the Mage will suffer an additional 6D6 points of Spirit Damage.

Level 10 - Invisible Symbols

Range: Touch

Affects: Inscribed Item

Duration: None

The Mage now has the ability to inscribe invisible symbols upon items from levels 1 through 10. The symbols are undetectable unless a Mage casts a Detect Magic or Sense Danger spell. **Note:** Most Mages charge their clients three to four times the normal amount in credits, magic items,

or favors, for the invisibility process.

Level 12 - Invisible Entrapment Symbols

Range: Touch

Affects: 1000 sq ft + 100 ft per level (300 sq m + 30 m)

Duration: Until Nullified

The Mage can inscribe invisible entrapment symbols around the doorways, cave mouths, entire rooms, etc. Once a target enters an affected area, he is trapped and unable to leave. Others can enter, but not leave. The Invisible Entrapment Symbols can only be nullified from outside the affected area by instilling 100 points of Bash, Magical, or Spiritual Damage in one Phase. The Invisible Entrapment Symbols can be detected by casting a Detect Magic or Sense Danger spell.

Level 14 - Inscribe Invisible Curses

Range: Touch

Affects: Inscribed Item

Duration: Until Nullified

The Mage can invisibly inscribe one of the Evil Eye curses onto an item that may be touched by the intended target. The invisible curse can be detected by a Detect Magic or Sense Danger spell, and then dispelled using a Counter Curse spell.

***Note:** This spell automatically gives the Mage the Evil Eye spell group.

Level 15 - Inscribe Invisible Symbols On Flesh

Range: Touch

Affects: Inscribed Person

Duration: Unlimited

The Mage can now inscribe invisible symbols onto his own flesh or onto others who desire it. The symbols give non-Mages the allotted Spell Points and the spells and abilities of the Magic Weapon power listed below. Having symbols added to your body is extremely dangerous and painful. Characters opting to have their flesh inscribed with symbols have a 10% chance of dying from the process (Roll Percentile). If the character survives, he requires at least one week of recovery time. The inscribed character also suffers a permanent loss of 10 Hit Points and 20 Bash/Blast points that are awarded at 2nd level of the magic weapon power. The character's invisible symbols can be detected by a Detect Magic spell.

Magic Weapon (School of Sorcery)

These spells are the result of having a weapon inscribed with symbol magic. Weapons can include power armors, cyborg combat chassis, swords, staffs, hammers, and some non-energy cybernetic weaponry (GM decides what can be

inscribed). The symbols bestow the weapon with magical powers that can be called upon by the wielder. If the wielder is not a Mage, the symbols grant the weapon its own Spell Points which the wielder can use to call forth the weapon's magical

powers (Mages use their own Spell Points to call forth the magic weapon's powers). The weapon's Spell Point base starts at 75 + half the wielder's Intelligence per power level and is recovered exactly like regular Spell Points.

Level 1 - Enhanced Strength, Agility, and Speed

Range: Weapon's Wielder
Affects: Weapon's Wielder
Duration: Unlimited

The symbols upon the weapon bestow the wielder with an increase of +10 to their Strength, +5 to Agility, and +5 to Speed. The weapon itself is granted a greater damage capacity and adds +3D6 + 1D6 per power level to its Bash/Blast Damage capacity.

***Note:** Power Armors and Cyborg Combat Chassis are allowed the increases to their Strength, Agility, and Speed (and the bonuses those increases affect), but **not** the additional +3D6 + 1D6 per power level damage capacity described above.

Level 2 - Enhanced Weapon & Wielder Invulnerability

Range: Self
Affects: The Weapon
Duration: Unlimited

This spell enhances both the weapon and wielder's invulnerability by increasing their Bash/Blast Resistance. The weapon is endowed with a +5 + 1 per power level of Bash/Blast Resistance and a +10 + 5 per power level in Structural Hit Points. The wielder is granted a +5 + 1 per level of Bash/Blast Resistance and a +10 to Hit Points. The weapon's bonuses can be added to the existing Bash/Blast defensive points and Structural Hit Points if it has any. If the weapon's Structural Hit Points are then completely depleted it is destroyed. The spell also allows the item to recover up to 12 Hit Points every 24 hours. Eight hours of Meditation by the wielder every day can double the amount of points recovered per 24 hour period. The wielder's Hit Points are recovered in the normal manner.

Level 4 - Magical Flame

Range: 1500 ft (450 m)
Affects: 1 Target
Duration: None
Damage: 10D6 Blast + 1D6 per power level

A deadly stream of magical flame can be fired from the weapon or from a weapon system designated by the wielder on symbol enhanced power armor or cyborg systems.

Level 6 - Disruption Beam

Range: 2500 ft (750 m)
Affects: 1 Target

Duration: None

Damage: 15D6 Blast + 2 per power level

A magical Disruption Beam can be fired from the weapon or a weapon system designated by the wielder on symbol enhanced power armor or cyborg systems. Inanimate, non-organic material takes double the damage from this attack.

Level 7 - Heal Damage

Range: The Weapon
Affects: The Weapon
Duration: None

Using this spell, the weapon can heal any damage to itself. Wood mends, steel reforms, dents disappear, wiring rejoins, and parts blown away magically reappear. The damage will "mend" over the next 12 to 24 hours depending on the complexity of the part and the damage it took. The spell also allows the item to completely recover any depleted Structural Hit Points. Six hours of Meditation by the wielder can reduce the recovery time by half.

Level 9 - Silent Invisibility

Range: Self
Affects: Self
Duration: Up to 30 minutes + 5 per level

With this spell the weapon and its wielder can become invisible and silent. They cannot be detected using visible light, and make no involuntary noise.

***Note:** If the weapon and its wielder are moving while invisible, the player/characters have a 25% chance (Roll Percentile) to perceive a very vague outline of them using infrared light. If not moving, the weapon and wielder remain invisible. The symbols mask any thermal emissions, so they are completely invisible to thermal imaging.

Level 10 - Turn to Stone (Saving Throw)

Range: 100 ft + 10 ft (30 m + 3 m) per level
Affects: 1 Target
Duration: 2D6 Turns

The magic weapon can turn a chosen target into stone. The target can be organic or non-organic. The victim must make a saving throw to avoid being turned to stone. As a stone statue the victim can still take damage. If an arm or leg is broken off as a statue, the victim's limb will have been severed when he reverts back to flesh and blood. If he is completely shattered as a stone monolith, he will revert back in tiny torn pieces and is dead. All stone statues have a base Bash/Blast defense of 20 and normal Hit Points. If the character's Hit Points are completely depleted before reverting back, the character is dead.

Level 12 - Bio-Blast

Range: 100 ft in diameter + 10 ft (30 m + 3 m)

per level

Affects: All Targets In Range

Duration: None

Damage: 15D6 Blast + 1D6 per level per Target

The magic weapon can unleash a blast of supernatural energy that affects only organic targets. All non-organic material is unaffected by the blast.

Level 14 - Nearly Invulnerable To Damage

Range: Self

Affects: Weapon Only

Duration: None

The magic weapon and its wielder are now nearly invulnerable to damage. All Bash/Blast Damage is completely ignored on a roll of 1-4 on a D6. The item also gets one effect that it is completely invulnerable to, such as a particular material, power, or force; such as steel, mental domination, or lasers. The invulnerability chosen must be approved by the GM. If approved, the weapon will take no damage or suffer any ill-effects from the chosen effect.

Level 15 - Capture Life Force (Two Saving

Throw Opportunities)

Range: Touch

Affects: 1 Target

Duration: None

The magic weapon can suck a victim's life essence into itself. The weapon gains all the victim's Hit Points, Bash/Blast Resistance points, and one power from the character's Powers, Psionics, or Magic. The victim gets two chances to save himself from being sucked into the Magic Weapon. On the first attempt, the character must make a saving throw vs. Magic. If successful, the character suffers no ill-effects. If unsuccessful, he gets a second chance to save himself and must make another saving throw vs. Magic. If successful, the character suffers a loss of half his Hit Points, and half his Bash/Blast Resistance, if any, but is still alive (the character's lost Hit Points and Bash/Blast Points are gone forever and are not recoverable). The weapon adds the stolen Hit Points, and Bash/Blast points to its totals. If unsuccessful, the character's life essence is sucked into the weapon and his body falls to the ground a lifeless husk. The weapon then gets the dead character's total amount of Hit Points, Bash/Blast Resistance points, and gets to choose one power from the character's own powers to add to its arsenal.

Warm Weather Manipulation (School of Elementalism)

***Note:** This group of spells costs two spell slots.

Level 1 - Call Forth Rain

Range: 5 miles (8 km) per level

Affects: Area of 500 feet (149 m) per level

Duration: Concentration

The caster has the ability to call forth rain which lasts up to one hour.

Level 2 - Call Forth Gale Force Winds

Range: 5 miles (8 km) per level

Affects: Area 500 feet (149 m) in width + 50 feet (15 m) per level. Speed of wind is 50 mph (80 kmph) + 5 mph (8 kmph) per level.

Duration: Concentration

The caster creates gale force winds which blow away from him in the direction he is facing. The high-speed winds can blow victims from their feet, dislodge trees, rip small dwellings to pieces, shatter windows, and fling a deadly barrage of debris.

Level 4 - Strike Target With Lightning

Range: Line of Sight

Affects: One individual or target

Duration: None

The caster has the ability to call forth lightning and strike designated targets in his line of sight. The mage can hit moving vehicles or individuals as long as he keeps his eyes on the intended target. Bolt of lightning does 5D6 + 2 damage per level.

Level 5 - Call Forth Torrential Rain and Hail

Range: 5 miles (8 km) per level

Affects: Area of 500 feet (149 m) per level

Duration: Six hours + one hour per level

The caster can call forth torrential rain which can cause flooding. The hail will cause 2D4 + 5 damage per level.

Level 7 - Create & Control Small Twister

Range: Line of Sight

Affects: Caster can control the direction of the twister within an area of 1 mile (1.6 km) + 500 feet (149 m) per level.

Duration: Concentration

The caster has the ability to create and then control the direction of a twister 15 feet tall (4.5 m) and 8 feet (2.3 m) in width. The small twister

can over-turn cars, uproot small trees, and pick up and carry up to three individuals within its vortex. Winds within the twister are traveling in excess of 80 mph (128 kmph) and can cause 3D6 damage per turn for every turn that an individual is trapped within the whirling dervish. The victim must roll a save vs. magic every turn until released. Upon release, the victim then suffers a penalty of -2 to initiative, -3 to agility, and a -3 to speed, for three turns from disorientation and dizziness caused by the spinning twister.

Level 9 - Fly On The Wind

Range: 20 miles (32 km) per level

Affects: Self

Duration: Concentration

The caster can create a stiff breeze and fly on the wind at 40 mph (64 kmph). The direction of the breeze is determined by the caster.

Level 10 - Create & Control Tornado

Range: Line of Sight

Affects: Caster can control the direction of the tornado within an area of 5 miles (8 km) + 500 feet (149 m) per level.

Duration: Concentration

The caster has the ability to create and then control the direction of a tornado. The tornado can lift and throw cars, derail trains, uproot large trees, destroy homes, and create a swath of destruction up to 1000 feet wide (300 m) through small communities. Winds within the tornado can travel up to 300 mph (480 kmph) and can cause 6D6 damage per turn for every turn that an individual or object is trapped within the whirling monster. The victim must roll a save vs. magic every turn until he is flung free. The victim then takes an additional 5D6 + 10 damage from being flung into an object or to the ground. Upon release, the victim then suffers a penalty of -5 to initiative, -4 to agility, and a -4 to speed for five turns from disorientation and dizziness caused by the tornado.

***Note:** For this spell, the caster must spend the required Spell Points every 10 minutes to maintain control of the tornado. Each 20 minutes of concentration by the Mage requires a Hard Will roll to maintain control. For every 20 minutes spent concentrating beyond the first the Mage receives a cumulative -2 to his Will roll. If the Mage takes any damage while concentrating he must roll a Very Hard Will task or lose concentration and control of the tornado. If stunned he automatically loses concentration and therefore control. Once control of the tornado is lost, it will travel where it may and peter out within 20 to 30 turns.

Level 12 - Call Forth Heat Wave & Drought

Range: 5 miles (8 km) + 1 mile (1.6 km) per level

Affect: An area 2 miles (3.2 km) in diameter + 1 mile (1.6 km) per level.

Duration: 5 days + 1 day per level

The caster has the ability to call forth a heat wave and drought with temperatures exceeding 115 degrees during the day and dipping no lower than 95 degrees at night. Older people, small children, and pets can succumb to the heat and die. Also, the intense heat and sunlight will dry up plant life, shallow streams, and ponds. This is usually used on cities or communities that have angered the Mage.

Level 15 - Create & Control Tornado & Four Small Twisters

Range: Line of Sight

Affects: Caster can control the direction of the tornado and four twisters within an area of 10 miles (116 km) + 500 feet (149 m) per level.

Duration: Concentration

The caster has the ability to create and then control the direction of a tornado and four small twisters. The Mage can, if he so desires, control the tornado from its eye. He floats 100 (30 m) to 200 feet (60 m) above the ground and controls the destructive beast from within. The tornado can lift and throw cars, derail trains, uproot large trees, destroy homes, and create a swath of destruction up to 1000 feet wide (300 m) through small communities. Winds within the tornado can travel up to 300 mph (480 kmph) and can cause 6D6 damage per turn for every turn that an individual or object is trapped within the whirling monster. The victim must roll a save vs. magic every turn until he is flung free. The victim then takes an additional 5D6 + 10 damage from being flung into an object or to the ground. Upon release, the victim then suffers a penalty of -5 to initiative, -4 to agility, and a -4 to speed, for five turns from disorientation and dizziness caused by the tornado.

The caster also has the ability to control four small twisters while he also controls the tornado. The twisters are each 15 feet tall (4.5 m) and 8 feet (2.3 m) in width. The small twisters can over-turn cars, uproot small trees, and pick up and carry up to three individuals within its vortex. Winds within the twisters are traveling in excess of 80 mph (128 kmph) and can cause 3D6 damage per turn for every turn that an individual is trapped within the whirling dervish. The victim must roll a save vs. magic every turn until released. Upon release, the victim then suffers a penalty of -2 to initiative, -3 to agility, and a -3 to speed, for three turns from disorientation and dizziness caused by the spinning twister.

***Note:** For this spell, the caster must spend the required Spell Points every 5 minutes to maintain

control of the tornado and four small twisters. Each 10 minutes of concentration by the Mage requires a Hard Will roll to maintain control. For every 10 minutes spent concentrating beyond the first the Mage receives a cumulative -3 to his Will roll. If the Mage takes any damage while concentrating he must roll an Impossible Will task or lose

concentration and control of the tornado and twisters. If stunned he automatically loses concentration and therefore control. Once control of the tornado and twisters is lost, they will travel where they may and peter out within 20 to 30 turns.

Cold Weather Manipulation (School of Elementalism)

***Note:** this group of spells costs **two** spell slots.

Level 1 - Immunity to Cold

Range: Self

Affects: 1 target

Duration: 1 day per level of Mage

The caster has total invulnerability to natural cold. This ability allows the Mage to withstand subzero temperatures as they occur in nature.

***Note:** this spell does **not** protect against magical cold or the Ice Manipulation power.

Level 2 - Walk on Ice

Range: 100'

Affects: 1 target

Duration: one hour + one hour per level

The caster can freely move on ice and is completely unimpaired while traversing icy surfaces.

Level 3 - Ice Vision

Range: 100'

Affects: 1 target

Duration: Six hours + one hour per level

The caster's vision has the increased ability to see through solid ice and frozen precipitation, and is completely unimpaired during any type of snow or ice storm.

Level 4 - Cold Field

Range: 5 miles (8 km) per level

Affects: Area 500' (149m) per level of the mage

Duration: After concentration ends, temperature returns to normal at a rate of one degree per turn.

The caster has the ability to decrease the temperature of a target area by 10 degrees per turn of concentration. All creatures affected within this area will take 1d3 *magical* damage for every level of the caster.

Level 5 - Freezing Wind

Range: 500'+100' per level

Affects: cone, 100' + 5' per level long, 40' + 2' per level diameter base.

Duration: Concentration

The caster creates a blast of cold air that inflicts 1d6+1d6 per level of *magical* damage.

Level 7 - Call Freezing Rain

Range: 5 miles (8 km) per level

Affects: area of 500' (149m) per level

Duration: concentration or until ice melts

The caster can summon a storm of freezing rain. This rain will cover an area with a slippery coat of ice that impairs the speed and vision of all those trapped within the spell's effect. The speed of all ground-based creatures is reduced to -4 while in this area. All ranged attacks are -2 during the down-pour that coats the area.

Level 8 - Advanced Immunity to Cold

Range: Self

Affects: 1 Target

Duration: 1 hour per level of the mage

This spell grants the caster total immunity to both natural and magical cold. This spell ability protects the Mage from the effects of subzero temperatures and all cold attacks do half of their normal damage.

***Note:** this spell **does** protect against the Ice Manipulation power.

Level 10 - Blizzard

Range: 5 miles (8 km) + 1 mile (1.6 km) per level

Affects: An area 2 miles (3.2 km) in diameter + 1 mile (1.6 km) per level

Duration: 5 days + 1 day per level of the mage

This spell allows the caster to summon a powerful snow storm capable of dropping 2d6 feet of snow on the area of effect. the snow storm will cripple all above-ground transportation of any kind. All attacks during combat in the blizzard are at -8. Any character not wearing protective clothing who is exposed to these harsh conditions for more than 1d6 turns will suffer from frostbite, taking 1d6 damage per turn.

Level 12 - Call Forth Jack Frost

Range: 5 miles (8 km) + 1 mile (1.6 km) per level

Affects: An area 2 miles (3.2 km) in diameter + 1 mile (1.6 km) per level

Duration: 5 days + 1 day per level

The caster has the ability to call forth a cold wave. Temperatures will spiral down into the nega-

tives, not exceeding -1 degrees during the day and dipping lower than 40 below at night. Anything living unprotected in this area when exposed takes 1d10 damage per turn. Those with protection take only half damage. Older people, small children, and pets exposed will succumb to the cold and die. Also, the intense cold will destroy most plant and insect life.

Level 15 - Ice Age

Range: Line of Sight

Affects: Caster can control the direction of glaciers within an area of 1000 miles +1000' per level

Duration: Concentration

The caster has the ability to create and then control a powerful storm that triggers an ice age, along with the ability to accelerate and control the growth and movement of glaciers. The glaciers can crush cars, derail trains, uproot large trees, destroy homes, and create a swath of destruction up to 1000 feet wide through small communities.

Spells from The Coven's Book of Demons

Dead Senses (Savings Throw)

Spell Points Required: 10

Range: Line of Sight

Affects: 1 Target

Duration: 1D6 Turns

By invoking this spell the Mage has the ability to shut off the victim's senses of sight, hearing, smell, taste, and touch for 1D6 Turns. If the victim fails his savings throw, he will be unable to see, hear, smell, taste, and feel anything during the duration of the spell. Any abilities, powers, or skills that require the victim's senses are unusable. While the spell is in effect the victim will be an easy target since he is unable to Dodge any attacks, and will also lose all Initiative bonuses. If attacked by psionics or another magic spell while suffering the Dead Senses' penalties, the victim is able to attempt a savings throw or enter into a contest of wills.

Boiling Blood (Saving Throw)

Spell Points Required: 12

Range: Line of Sight

Affects: 1 Target

Duration: 2 Turns

By invoking this spell, Brimstone can cause the victim's blood to boil. If the victim fails his saving throw, he suffers extreme pain as his blood begins to bubble and boil and takes a total of 15D6 Bash Damage and suffers -8 to Initiative, -8

to Speed, Dodge, and to Hit for 2 turns while the spell is in effect. The victim also suffers -15 to Hit Points (can be recovered in the normal manner).

Rapid Aging (Saving Throws)

Spell Points Required: 13

Range: Touch

Affects: 1 Target

Duration: 1D6 Days

By calling forth this spell, the Mage can cause the target to rapidly age for up to 1D6 days. As the victim ages, all his attributes will drop by one every two hours. When a particular attribute reaches zero, the victim will be unable to perform any skills or motor functions requiring that attribute. For example, when the victim's Speed attribute reaches zero he will be unable to run or walk. The victim will also lose one Hit Point every two hours that the spell is in effect. Hit Points cannot be recovered until after the spell's duration has run its course. If the character's Hit Points reach zero and then exceed his depleted CON total, he is dead. The victim has several chances to break the Rapid Aging spell. When the Mage first invokes the spell, the victim must make a savings roll vs. Magic to prevent the spell from forming. If he fails, the spell takes effect and the character begins to age and suffer the penalties. The victim will get one savings throw a day that the spell is in effect to try and stop his rapid aging.

Mental Pleasure/Pain

Level 1 - Sense Pleasure/Pain

Range: 5' per level
Duration: Concentration
Skill Roll: Medium

The character has the ability to sense if the target is feeling pleasure or pain, and to get an idea of what things would pain or pleasure him. The psionist will be able to recognize any beings within range who are in the throes of pleasure or pain.

Level 2 - Inspire Lesser Pleasure/Pain

Range: 5 ft per level
Duration: 1 turn per level
Skill Roll: Medium

The Mind Lord can inspire mild sensations in the target, either pleasurable or painful. In this case, neither feeling will be very strong or even noticeable. The target may feel vaguely pleased for no apparent reason, or may be afflicted by a minor discomfort (like a rash or paper cut). Either feeling will be easily ignored if more pressing matters are at hand.

Level 4 - Project Pleasure/Pain

Range: Line of Sight
Duration: 1 phase per level
Skill Roll: Hard

If the character succeeds in a Will Contest with the target, he projects pleasure or pain in the victim. The feeling of ecstasy or agony will be enough to distract the victim from his surroundings; all skill rolls are at -5 for the duration of the power. If the target felt pleasure, he may eventually become conditioned or even addicted to it. The pain projection can be used as a torture device.

Level 5 - False Pain

Range: Line of Sight
Duration: Concentration
Skill Roll: Medium

This power is to the Phantasmal Imagery power of the same name (see Cosmic Enforcers, p. 93).

Level 7 - Overwhelming Pleasure/Pain

Range: Line of Sight
Duration: 1 phase per level

Skill Roll: Hard

The Mind Lord must win a Will Contest to inflict waves of pure pleasure or suffering on the target. In either case, the feeling is so overwhelming that the target is effectively paralyzed for the duration of the power.

Level 8 - Mass Pleasure/Pain

Range: Line of Sight
Duration: 1 phase per level
Skill Roll: Hard

This is identical to the 4th level ability Project Pleasure and Pain, except the Mind Lord can affect a number of targets equal to his level.

Level 11 - Mass Overwhelming Pleasure/Pain

Range: Line of Sight
Duration: 1 phase per level
Skill Roll: Very Hard

This is identical to the 7th level ability Project Pleasure and Pain, except the Mind Lord can affect a number of targets equal to his level.

Level 13 - Killing Pleasure/Pain

Range: Line of Sight
Duration: 0
Skill Roll: Very Hard

If the Mind Lord wins a Will Contest, the victim's entire nervous system is overloaded by pleasure or pain. The target takes 3D6 Mental Damage plus 1D6 for every two levels of the Mind Lord. Furthermore, even if the victim survives the attack, he may be mentally scarred by the experience (at the GM's discretion).

Level 15 - Mass Killing Pleasure/Pain

Range: Line of Sight
Duration: 0
Skill Roll: Impossible

This is identical to the level 13 ability Killing Pleasure/Pain, but it can affect a number of targets equal to the Mind Lord's level.



Section Five: New Archetype

Jacker-Technologist

With the advent of the computer age and the exchange of digitized information traversing the world's telecommunications grids, the Jacker-Technologist was born. The Jacker-Tech is a cyber-weapon in the daily war for information. That information could start wars, save lives, or garner someone immense wealth and power. In today's world, whoever controls the planet's digital information controls the world. Men will pay exorbitant amounts of credits for the Jack that zips through the conduits of the planet. Some will even kill for it.

The Jacker-Technologist makes a living jacking into the Webwork, downloading classified information and selling it to the highest bidder, breaking encrypted codes and security systems, stealing digital credits, or crashing Corp systems. The Jacker-Tech can also hire himself out as a Wad-Courier, using his cyber-auged brain as a flesh and blood vault to transport data worth millions. The Jacker-Technologist is part spy, part mercenary, and part thief.

Jacker-Technologists were used extensively by the Galactic Alliance as couriers of top secret information during the War. Known as the Jacker-Technologist Corp, they carried top-secret data to and from the front lines of battle. After the War, many went to work for the emerging new world powers, the Corporations. Jacker-Tech's that sign an exclusive contract with a single corporation are known as "Corpers". Armed with their neural cyber-systems, a strikepad, Virtua Goggles & Gloves, and an arsenal of weapons, the Corpers raid other corporation's data nets to pirate data and credits to digitally disrupt or destroy the competition. To retaliate, most corporations have Upside Hit & Kill Squads whose entire purpose is to hunt down Jack-Pirates responsible for cyber-espionage or the theft of digital data and credits. Geneva Corp, the banking giant, has an army of Hit & Kill Squads that are by far the best funded and equipped. The corporate Hit & Kill Squads are made up of paranormals that ruthlessly pursue their quarry. The corporations also have Virtua Hit & Kill Squads hard-rigged onto the system. The Virtua H.K.'s digitally search the Webwork for the responsible interloper and have the ability to kill or mind-wipe within the virtual world.

Having the CID & Augmented Neural Information Storage System (see Cybernetics section) installed requires the Jacker to dump a por-

tion of his long term memory. The dumped memory can be saved onto master chips at a Memory Reclamation Center. Every major city has at least one M.R.C., with MEMSTOR being the world's largest chain. Technology levels have allowed the M.R.C. techs to map the brain and tap into it's memory centers. Strapped into a bulky, wire-laden helmet, the Jacker's memories are cataloged and the selected memories are downloaded onto a MemChip or Memory Reclamation Chip (see Cybernetic section). The Jackers that can afford it will have their entire life's memories imprinted onto MemChips. Although expensive, the procedure is well worth it when accidental or deliberate information overloading occurs. Overloading the brain's storage capacity will cause more lost blocks of memory and result in possible pinprick hemorrhaging of the brain. Once lost, the Jacker's memories are unrecoverable, unless they were downloaded onto MemChips.

The Webwork is a virtual reality world filled with Eluci-Cubes, Crypto-Blocks, Nark Nodes, Seek & Destroy Rovers, and tons of information for the taking. Using Virtua Goggles & Gloves the Jacker is represented in cyberspace as a head-like icon with free-floating hands called a SymNaut. The look of the SymNaut is left to the Jacker. A SymNaut can anything from a screaming skull with skeletal hands to a dog with devil's horns. Once jacked into the Webwork, the Jacker can access the Index Cube to open travel gates to his desired destination. Eluci-Cubes impart information vital to the Jacker's chosen Cyber-Plain. Every Cyber-Plain has a number of Nark Nodes that inform that plain's main program or neural intelligence of unauthorized access to an area of classified information. The more sensitive the area, the more difficult it is to defeat the Nark Nodes (see Nark Node classifications below). Once alerted to the intrusion, the Jacker is considered a hostile virus and must fend off the program's Gobblers or the dreaded Octopi Security System. Neural combat within the virtual world of the Webwork can be just as painful and deadly as any combat on the Upside.

The Jacker-Technologist is a vital part of any Cosmic Enforcer team. With their ability to digitally locate wanted criminals, defeat stingy security systems, and break encrypted codes and files, the Jacker-Technologist is indispensable.

New Virtual Reality Skills

To traverse the world of virtual reality, or to conduct combat within cyberspace, the Jacker-Technologist must purchase these new skills: Virtual: Jacking, Virtual: Combat, Virtual: Digi-Blaster, Virtual: Digi-Cannon, Virtual: Digi-Beamer, Virtual: Digi-Missile Launcher, and Virtual: Digi-Blades (see Virtual: Combat, Digi-Blaster, Digi-Cannon, Digi-Beamer, Digi-Missile Launcher, and Digi-Blade Below in Virtual Reality Combat). The Virtual: Jacking is a mandatory skill in order to jack into and traverse the Webwork. In order to access Cyber-Plains, read Eluci-Cubes, and pass through Travel Gates, the Jacker is required to have this skill. Virtual Reality Tasks are determined the same as it is in the Upside world: 1D20 + the amount of the character's Virtual: Jacking skill.

Virtual Reality Combat

Combat within the world of virtual reality can be fought in three ways: Hand to Hand, Ranged, or with a contest of Wills.

To conduct combat on a digitized level requires the Jacker-Technologist to purchase newly created skills: Virtual: Combat, Virtual: Digi-Blaster, Virtual: Digi-Cannon, Virtual: Digi-Beamer, Virtual: Digi-Missile Launcher, and Virtual: Digi-Blade. The Virtual: Combat skill allows the Jacker's Symnaut icon to Brawl and Dodge within the Webwork at the proficiency of the purchased skill point level. Virtual: Digi-Blaster, Digi-Cannon, and Digi-Beam allows the Jacker to fire digital weapons with varying damages in cyberspace. Virtual: Blade allows the Jacker to wield a digital knife or sword. The Digi-Weapons are available in individual implants for purchase in the Cybernetic section. Without the Digi-Weapon Implants the character cannot wage battle with a particular Digi-Weapon. All digital Hand to Hand combat is broken into Phases and Turns with Initiative being determined in the usual manner. The character rolls a 1D20 and adds in the appropriate skill total. The defender rolls a 1D20 and adds in his Dodge skill via the Virtual: Combat skill total. The higher total wins. Damage is then assessed to the character's Neural Points. Digital HtH Damage is equal to the character's Upside HtH Damage. Ranged Virtual Reality Combat works the same way as HtH.

If the character's Neural Points are depleted to zero while in Webwork combat, he then starts taking Damage to his Hit Points. Every -15 Hit

Points lost also costs the character a block of memory. If the character loses all his memory before his Hit Points, he is considered a "Down & Outer". If his Hit Points go below zero, he goes into a coma and loses 1 CON point per Turn until gone. When the character's CON is depleted, he is considered dead. Neural Points and Hit Points are recovered in the normal manner.

Virtual Reality Neural Attacks/Defense

Each neural attack costs an amount of Neural Points equal to its level. There are several Digi-Weaponless attacks and defensive acts the Jacker-Technologist can preform: Neural Stab, Neural Wave, Invisible Icon, Multiple Icons, Neural Blast, and De-Rez. Requires the Virtual: Jacking skill.

Level 1 - Neural Stab

Range: Line of Sight
Affects: 1 Target
Duration: None
Skill Roll: Easy

The Jacker can send out a digital neural stab which inflicts 5D6 of Neural Point Damage.

Level 3 - Neural Wave

Range: 100 Digi-ft (30 Digi-ft) per level
Affects: All Targets Within Range
Duration: None
Skill Roll: Medium

The Jacker sends out a digitized wave of neural energy that inflicts 6D6 of Neural Damage to all targets caught within the effects range.

Level 5 - Invisible Icon

Range: Digital Touch
Affects: Your Symnaut
Duration: 4 Turns
Skill Roll: Medium

The Jacker can cause his Symnaut to disappear and be untraceable while invisible.

Level 8 - Multiple Icons

Range: Digital Touch
Affects: Your Symnaut
Duration: 4 Turns
Skill Roll: Hard

The Jacker can cause his Symnaut to create multiple images of itself to confuse digital enemies.

Level 11 - Neural Blast

Range: 2500 Digi-ft (750 Digi-m)

Affects: All Targets Within Range

Duration: None

Skill Roll: Very Hard

The Jacker can send out a digital neural blast that does 10D6 Damage to any targets within range.

Level 15 - De-Rez

Range: 2500 Digi-ft (750 Digi-m)

Affects: All Targets Within Range

Duration: None

Skill Roll: Impossible

The Jacker can cause a de-rezzing blast that delivers a walloping 20D6 Damage per target caught in the effects range.

Special Abilities/Penalties

- The Jacker-Technologist's attributes of Intelligence, Constitution, and Will are automatically raised to a minimum of 14.

- The Jacker-Technologist gets an additional +10 to the skills of Computer Use and Computer Programming.

- The Jacker-Technologist is awarded an additional 10 points that they may add as they wish to any attribute.

- The Jacker-Technologist is limited to two cybernetic limbs only. Weapon systems can be added to the cyber-limbs, but a Jacker will never have an obvious weapon preferring concealed cyber-weaponry.

•Each Jacker-Technologist starts out with a CID & Augmented Neural Information Storage System already installed. The character mandatorily loses a block of memory, and rolls two six-sided dice to randomly determine which block or blocks of memory is lost. The character can choose to have that lost block preserved on a MemChip, but must spend the allocated amount required (see Memory Reclamation Chip in the Cybernetic section) from his starting monies. The character can choose not to save the block of memory, but imagine what it would be like to lose your memory of your friends and family or of an entire 10 year span in your life. That's how your character would feel. Memory Reclaiming Chips available and the number of chips required to hold that particular memory block:

1 - Long Term Memory (historical dates, things learned in school, and up to 3 learned skills): 8 chips

2 - Childhood: 4 chips

3 - Adolescence: 4 chips

4 - Military Service: 3 chips

5 - Last 10 years: 4 chips

6 - Last 5 years: 2 chips

7 - Former Lovers: 1 chip

8 - Enemies: 1 chip

9 - Allies: 1 chip

10 - Phone Numbers and Addresses (including his): 1 chip

11 - Loses Blocks 4 and 7: 4 chips

12 - Loses Blocks 6 and 8: 3 chips

Note: Entire blocks must be bought, not just one or two chips.

Character Generation

Neural Points are used by the Jacker-Technologist to perform combat in cyberspace. The starting number of the Jacker's Neural Points is equal to his INT + WILL. Neural Points can be replenished in the usual manner.

- Starting Money: 2D6 X \$1,000,000 credits

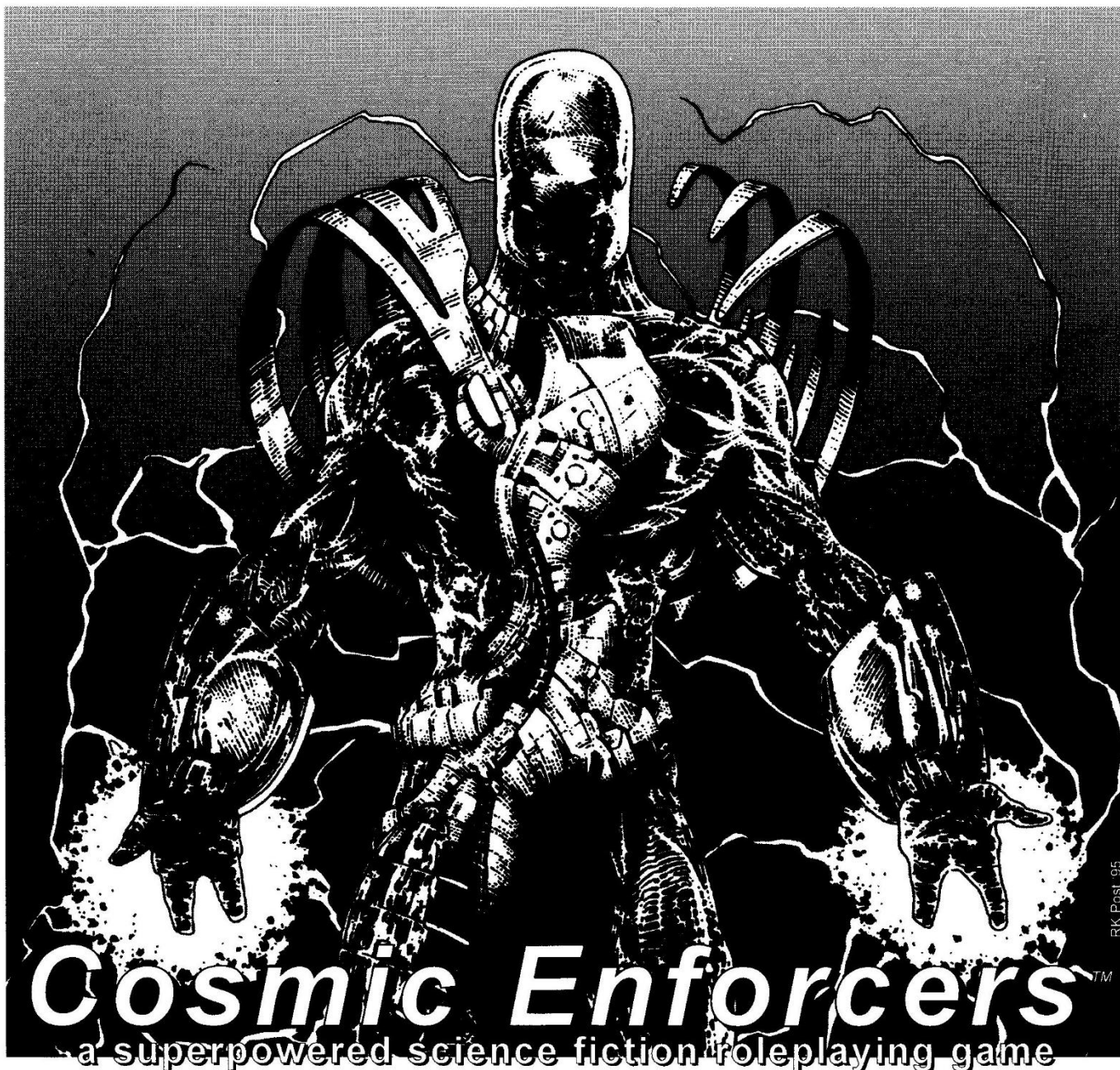
Level Advancement

Each level the Jacker-Technologist gains the following:

- 2D6 Hit Points
- His INT in Neural Points
- 50,000 credits

Jacker-Technologist Level Chart

Level	Experience
1	0
2	1,000
3	2,100
4	4,000
5	5,900
6	8,800
7	11,500
8	15,700
9	19,000
10	27,000
11	39,000
12	57,000
13	80,000
14	125,000
15	200,000



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