

GURPS[®] Supers[™] **MIXED DOUBLES**

Powerful Pairs for Super-Powered Roleplaying

By Spike Y. Jones

STEVE JACKSON GAMES

TENNIS ANYONE?

What sort of metahumans inhabit a super-powered campaign? Evil wizards? Psychos with super-guns? Acrobatic daredevils? Supers for hire? Energy-charged gang members? Behind-the-scenes schemers? Fondly-remembered World War II heroes and hated wartime villains? Heroes who flaunt the law and villains with consciences? All these and more are in *GURPS Mixed Doubles*.

Here are complete character descriptions for 46 new supers: heroes, villains and a few in-betweens.

The descriptions include powers, skills, quirks and background, including history, personality and battle tactics. The characters range in power from 200 to 775 points and include detailed power variations from 100 to 1,000 points.

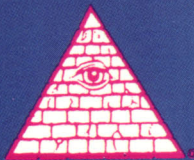
You don't have to rewrite your campaign to include the characters from *Mixed Doubles*, nor are these characters designed to be used only once and then ignored for the rest of the campaign.

These are linked pairs – hero-hero, hero-villain, villain-villain – with care taken to make each member of a pair interesting enough to use individually, and each pair complex enough to provide more than one encounter's worth of use. Every description includes methods of working the characters into an ongoing campaign, with emphasis on both super-careers and secret identities.

Mixed Doubles requires only the *GURPS Basic Set*, Third Edition, and *GURPS Supers* to use, but you'll also find suggestions here for using these characters with other *GURPS Supers* supplements including *GURPS I.S.T.*, *Wild Cards* and *Aces Abroad*.

Written by
Spike Y. Jones
Edited by Michael Hurst
and Steve Jackson
Cover by John Zeleznik
Illustrated by Doug Shuler

STEVE JACKSON GAMES



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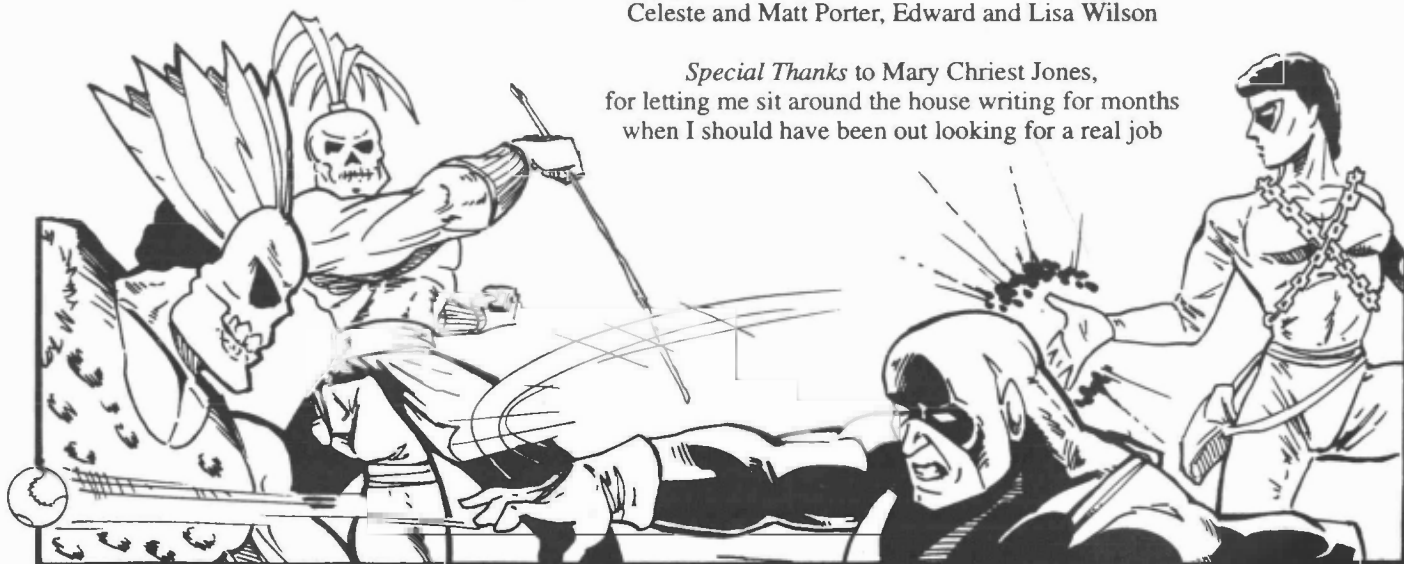
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Special Thanks to Mary Chriest Jones,
for letting me sit around the house writing for months
when I should have been out looking for a real job



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INTRODUCTION

A *GURPS Supers* campaign needs lots of supers: villains, superhero guest stars, mentors, novices, sidekicks, behind-the-scenes manipulators and so on. To lighten the burden on the GM (conceiving, calculating, describing all take time away from gaming) there are a lot of pregenerated super NPCs on the market. So what makes *Mixed Doubles* different?

These characters are natural pairs. Here are a superhero grandfather, and a grandson turned supervillain, both with WWII-vintage supersuits. A pair of villains have perfectly-complementary powers, and a violent mutual hatred. A hero and villain have been created simultaneously in the same accident, as if the universe is attempting a balance of good and evil. An aging hero of WWII has discovered that the Axis villain he fought is alive, and still young. Some pairs are obvious complements, but aren't even aware of each others' existence, yet.

What all these pairs have in common is the connection; they beg to be used together. Each pair can be included in any *Supers* campaign and each pair can be used independently of the others in this book. But to anyone who wants to use them all in one adventure, more power to you!

— Spike Y. Jones

How To Use This Book

Power Variations

The characters in *Mixed Doubles* range from 200 to 775 points, but all are designed with a 500-point campaign in mind. If the campaign features 250-point characters, the weakest variant provided should be used. If 750-point heroes are average, the strongest variant should be used. Thus, a villain who was a wimpy 275 points compared to 500-point PCs (e.g., Blackmail, p. 77), will remain a wimp at 100 or 400 points for the same character. A slightly-stronger-than-the-competition hero (such as the 550-point version of Profiteer, p. 85) in a 500-point game remains just a little superior (at 350 and 800 points) if the game average is a little higher or lower.

If the point level of one member of a pair is changed, it is best to change both. Otherwise, the symmetry of the pairing is destroyed.

If a Power Variation involves a change in an Attribute, it is assumed that all related skills and other characteristics (e.g., Move, Basic Damage) rise or fall accordingly, with one exception. If a character's ST changes, his height and weight should not be recalculated. In the case of super-powers, unless specifically noted, enhancements and limitations remain unchanged with a Power Variation.

Introducing Characters

Although the character-pairs here are presented together, that doesn't always mean that the GM has to do the same when introducing them to his players.

Some pairs should come on the scene with their connection already established. Praetorian and Hunchback (see pp. 21-26) have been enemies for decades. Bouncer and Brawler (see pp. 90-94) were born a team.

Other pairs, by design, have a looser connection. They can be run as if they'd never met without hurting their playability. For example, the GM could use Perforator and Dryad (see pp. 65-69). A party of heroes could first encounter Perforator as a villain, operating alone or with a supervillain team. Then they meet Dryad, who has a plausible reason to join their adventure. The heroes' next encounter with

About GURPS

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Roleplayer. This bimonthly magazine includes new rules, variants, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

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Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have computers, SJ Games operates a multi-line BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours a day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to a page in the *Basic Set* — e.g., p. B102 means p. 102 of the *Basic Set*, Third Edition. Any reference that begins with an S refers to *GURPS Supers*.



About the Author

Spike Y. Jones (yes, that's his real name) has a degree in philosophy and, like most philosophers, is unemployed. He began comic-collecting in 1974, and began role-playing five years later, eventually dropping comics to concentrate on gaming. Born and raised in Toronto, in 1991 he moved to Baltimore, got married, and started writing this, his first major publication. For the last six years Spike has contributed regularly to *Alarums & Excursions*, the long-running gaming apa run by the author of *GURPS Japan*. Lee Gold (for information about A&E, write to Lee at 3965 Alla Road, Los Angeles, CA, 90066).

The Character Descriptions

Unusual Background: None of the characters have an Unusual Background advantage listed. If this is a concern in the GM's campaign, add whatever value is standard for the campaign in addition to the listed point total. A few of these characters are Normals, and would then have that many extra points to spend (use the Power Variations as a guide to how to spend them).

Reputation: Not all heroes have positive reputations, nor do all villains have negative ones. Many have no listed reputation at all. This can mean that the general public has hardly heard of them (as happens with novice or secretive characters), or that there is little consensus to their reactions. In a campaign where all heroes gain a reaction bonus, while villains have a reaction penalty, apply this background value to all characters and exaggerate the effects of the reputations that are already listed.

Skills: The TL of skills is assumed to be 7 unless otherwise noted. In most cases, permanent modifiers to a skill from advantages or disadvantages have already been added. Modifiers which only apply under certain circumstances haven't been added. The GM must decide when these modifiers apply. Some characters have some default-level skills listed, but this doesn't mean that they cannot use unlisted defaults. Those defaults which are listed here are important to the character, and are likely to come up during play.

Location: All of the characters here have been given home towns and other haunts, but in most cases they can be transplanted to another campaign city without too much trouble.

Equipment: Most supers in this book don't have substantial defenses, and only a few wear armor. If most people in the campaign have significantly higher defenses, add Kevlar fabric (PD 2, DR 14; PD 1, DR 2 vs. impaling attacks) to the costumes of all unequipped characters, and boost the defenses of the rest by a similar amount.

the villains will also be the first meeting of Dryad and Perforator, introducing a subplot of family conflict. If the players prefer the villain role, reverse the sequence. They are thwarted by Dryad, then joined by Perforator for the meeting in battle. If that encounter turns out differently than what's written in Perforator's background, so be it. Don't force the players into the pregenerated plot.

Even when using NPCs who are paired from the start, don't assume that they have to be introduced together, or that every adventure involving one must involve the other. Justice (p. 109) wants to capture Doctor Centaur (p. 106) to avenge the death of her partner. She still gets involved in super-battles that don't include him. If she ever does get him behind bars (or worse), she'll still be able to play a role in the campaign without him. Just as in comic books, in which teams split up, not all battles are between arch-enemies, and heroes make guest-star appearances. Pairs from *Mixed Doubles* should have some life separate from each other.



Using NPCs As PCs

Sometimes there's not enough time to create new PCs from scratch. If the players would like linked characters, they could choose from *Mixed Doubles*. The GM should make sure that the NPCs chosen are the sort that would normally "hang" together, like Bouncer and Brawler or Fastball and Chain. Power variations should be chosen to ensure that the characters are roughly equal in strength to each other and the rest of the campaign figure. To give the players more input into the character design, the GM should give them 10 to 20 bonus character points that they can spend to personalize these stock characters.

Cross-Connections

The character pairs in *Mixed Doubles* were designed to be independent of each other and of other *GURPS* sourcebooks. However, there are many possible connections between different pairs and different campaign settings.

Within Mixed Doubles

Doctor Centaur (p. 106) would be interested in the super-gadgets of Die-Hard (p. 35), Kamikaze (p. 16) and Lightning Bug/Firefly (p. 62). Chain (p. 52) could have teamed up with Dauntless (p. 55), Profiteer (p. 85) or the campaign members before Fastball (p. 50). Mr. Ng (p. 112), Slyfox (p. 120) and Doubles, Inc. (p. 6) could be in direct competition with each other. The political ambitions of Titan (p. 75) and Praetorian (p. 21) could eventually become entangled.

On a more light-hearted note, Fastball and Chain's wedding would be an excuse to invite many heroes, including the player characters, to a party. Such a joyous event would be an irresistible temptation to party-crashing villains. Lighter still, consider a super-softball game with Fastball on the mound and Pacesetter (p. 13) on the base path.

International Super Teams

A number of *Mixed Doubles* characters would be prime IST material. Superstar (p. 82) would make a field commander. Streaker (p. 10) would be prime material for the training staff. A rehabilitated Jade (p. 114) would be a fine working agent. Squall (p. 60) could be the only survivor of an IST ambushed by terrorists, including Perforator (p. 65) and Firefly. Perforator could be gunning for Kristallnacht, to eliminate a rival with similar powers. Or Doubles, Inc. could hire Perforator to *imitate* Kristallnacht!

Wild Cards

Many *Mixed Doubles* characters would fit well in a *Wild Cards* setting. Orgy (p. 27) and Blackmail (p. 77), Mocker (p. 57), and the ace/joker-ace team of Hitchhiker and Powerpunch (pp. 38-43) fit right in. A number of other characters could be integrated by adding a few more disadvantages. Adding the limitation "Always On" to Scrambler's (p. 32) Dampening power would turn him into a joker. If Die-Hard's deformed leg predated his first adventure, his helmet could be hiding his true nature as a joker-ace gadgeteer. Weakened versions of Fastball and Chain could be deuces of some local fame. The short-lived superteam of which Squall is the only survivor could have included Cyclone and Mistral with a small rewrite of *Wild Cards* history.

Aces Abroad

Two *Mixed Doubles* characters are especially suited to the part of the Wild Cards universe described in *Aces Abroad*. As a counterpoint to the aces Hunapu and Xbalanque, Cabracan and Zipacna (pp. 44-49) could be hired by the Guatemalan government to put down the Hero Twins' joker-revolt. This is especially appropriate since, according to Mayan myth, the namesakes of these four characters fought each other in Earth's distant past.

In addition, Superstar could be a member of The Mace and Gangbuster (p. 123) could be an undercover agent in any of the criminal cartels. Bombard and/or Concussion could be mercenaries for either side in Northern Ireland.

Cyberpunk

Most cyberpunk campaigns are set in some near-future version of the USA. Few assume a past with metahumans. But a few characters from *Mixed Doubles* can easily be transplanted to a cyberpunk setting, while others may form a part of its background. The Bloodhounds (p. 117) can be considered proto-netrunners and Slyfox a proto-cybermobster. (Use the rules for an artificial intelligence to refigure Slyfox's powers.) At street level, Orgy and Graffiti (p. 29) would fit in as street ops. Johnny Astra (p. 80) could be a celebrity. Mr. Ng would be a corporate. Profiteer, Bombard (p. 103), Blackmail and Perforator would all find a market for their powers.

Thugs

Any low-powered underling, regardless of his social status, may be called a *thug*. They are hopelessly outmatched by a super opponent, much less several of them. Their primary job is to occupy the heroes' time and energy while the real villains prepare for battle or make their escape.

However, normal opponents can make a better showing against supers if they play it smart. First, they should gang up on supers. Many heroes are designed with a Super Block or Parry as principal defense. Once those are used up, the hero must fall back on his Dodge. If a thug's punch could actually hurt his opponent, try some All-Out Attacks!

Use cover if launching a ranged attack, or the Retreating rules (p. B109) in hand-to-hand combat. Remember that thugs can use the same dirty tricks that villains do, such as endangering bystanders. Finally, entering Close Combat with a super might be suicide, but it will often prevent the super from doing much else.

Sample Thugs

ST 11, DX 12, IQ 10, HT 11.

Basic Speed 5.75; Move 6.

Dodge 5.

Damage; Thrust 1d-1; Swing 1d+1.

Advantages: Combat Reflexes; High Pain Threshold; Toughness (DR 1).

Disadvantages: Duty (To employer, on a 12 or less).

Skills: see below

Street Thug

Blackjack-14; Brawling-14; Guns (Pistol)-15; Running-10; Shadowing-10; Stealth-13; Streetwise-10.

Weapons: Blackjack, 1d-2 crush; Pistol, 2d.

Military Thug

Brawling-14; First Aid-11; Guns (Pistol)-15; Guns (Rifle)-15; Running-10.

Weapons: Pistol, 2d; Rifle, 5d.

Martial Arts Thug

Parry (Staff) 6.

Acrobatics-12; Karate-12; Running-10; Stealth-13; Bow-12 or Judo-12 or Staff-12.

Weapons: Bow 1d+2 imp, Staff 1d+3 crush.



Doubles, Inc. and Greasepaint

Most people have heard of Doubles, Incorporated, the modelling agency employing celebrity and metahuman look-alikes for appearances at parties and media events. Few people know that Doubles, Inc. is also a shadowy organization attempting to discredit heroes by secretly using look-alike villains in a host of illegal activities. They have a large staff to help with their deceptions, but their most prized employee is Greasepaint, a Hollywood make-up artist who does his best disguise work with a super-power, not a make-up brush.

DOUBLES, INC.

Doubles, Incorporated is the umbrella name for a group of similar companies run by a single criminal organization. Most of the various affiliates (which run under a variety of names including "Doubles," "See-A-Celebrity" and "Super-Powered Party-Favors") may not be aware that some of their competitors are owned by the same parent company through a dummy business. All of the various store-front companies are agencies employing celebrity look-alikes for "Have A Movie Star At Your Party" occasions. Some of them include superheroes among those they will contract to provide for clients.

Prices for their services vary with the quality of their products. A look-alike who could pass for a celebrity's cousin is worth only half of one who passes for a twin. A superhero impersonator who can demonstrate real superpowers (of any sort) is worth more than either of them. The most expensive duplicates are those who look exactly like a famous superhero, and can mimic that hero's powers convincingly.

Beneath this facade is another Doubles, Inc. which employs super look-alikes for a variety of fraudulent purposes. The criminal version of the corporation hires villains with powers similar to those of recognized heroes and outfits them with

appropriate costumes. Some phonies are sent to fight mock battles with other villains hired by the corporation. The phony hero throws the fight, besmirching the reputation of the real hero. More critically, some phonies commit crimes in their hero guise. This can get the real hero arrested or killed as the police and other superheroes attempt to bring the "rogue super" to justice.

Sometimes Doubles, Inc. performs at the behest of outside villains, who pay a hefty fee. More often, the whole affair is internally initiated. Doubles, Inc. tries not to make its activities blatant. It's unlikely that there will be more than one or two super-impersonations in one city or region of the country in any one year. Not even the management knows why Doubles, Inc. sponsors these anti-hero activities. The real ownership of the corporation is carefully concealed. Maybe it is a ploy of some supervillain (or villains) with long-range plans that require a number of prominent superheroes to be discredited.

Along with field operatives, Doubles, Inc. has a talented support staff whose job is to ensure the success of the impersonations. Technicians equip impostors with devices that simulate powers the villains can't duplicate on their own.

Costumers make the appropriate uniforms, and make-up artists complete the disguise.

Not even the combined abilities of this support staff can make a perfect copy of a hero from scratch. For instance, the technicians can make a device that emits a high-pitched noise, but they can't actually duplicate the Sonic Blast power. They aren't full-fledged gadgeteers. They can match almost any Special Effect, such as exchanging a red burst of light for a blue one when the villain uses his Laser power. When the staff cannot duplicate a power adequately, Doubles, Inc. sometimes hires a second villain who has the power in question. The villain team matches the hero's power. A Wind Jet villain could team with a Create Liquid criminal to simulate a hero's Water Jet power.

The staff also includes publicists (to make sure that the discrediting operations are adequately covered in the media), thugs (to provide a villain with back up) and the usual structure of accountants, lawyers and lobbyists to keep anyone from discovering the connection between the legitimate and criminal enterprises. In a campaign with psionics, Doubles, Inc. will have at least one psi on staff who can erase the incriminating memories of staff members, replace real memories with false, or implant psychic blocks to prevent outside telepaths from probing.

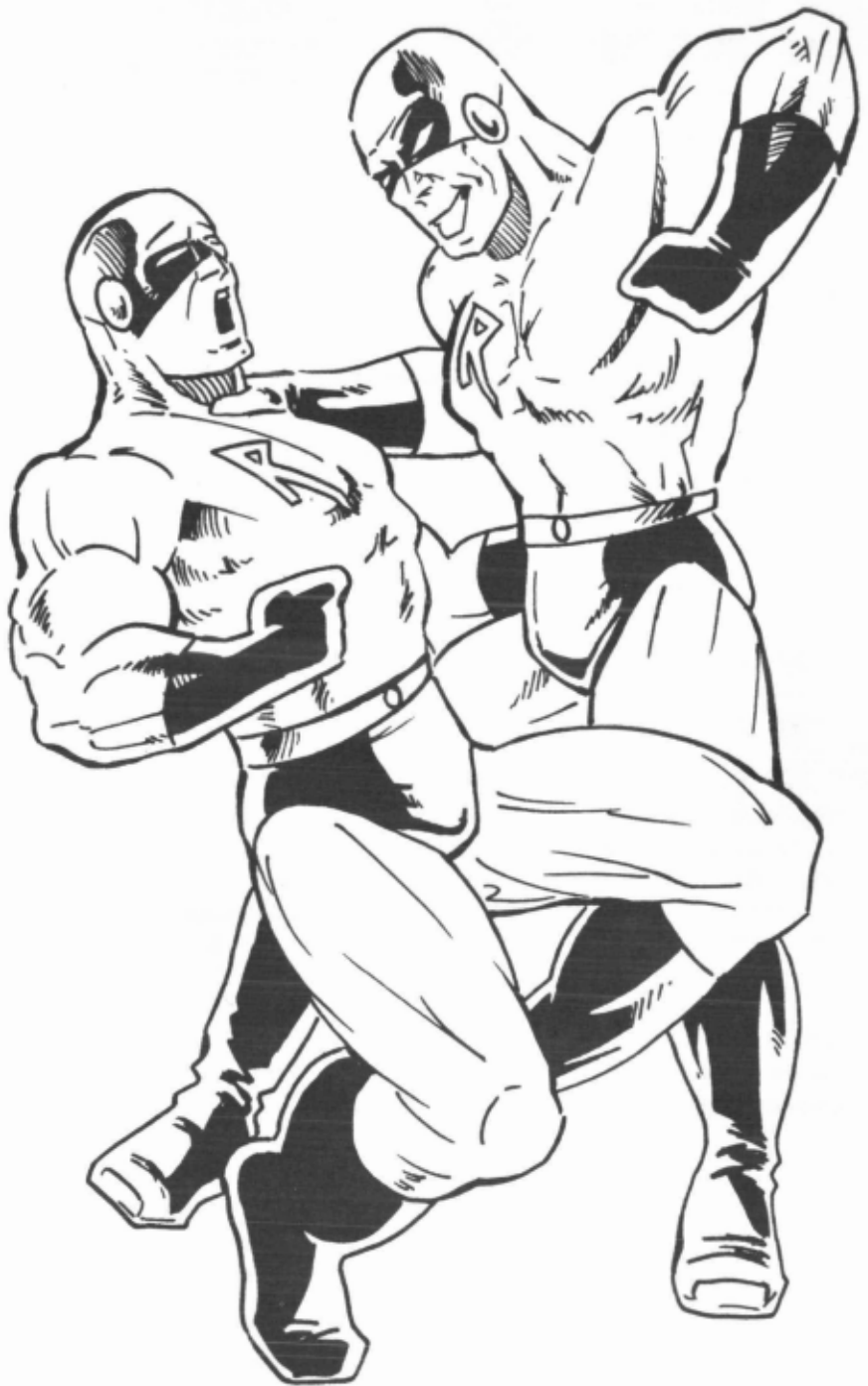
Doubles, Inc. as an Adversary

Doubles, Inc. might have doubles of the party commit crimes, but this won't work for every set of heroes. If the heroes are so secretive about their activities that few people have heard of them, then it's unlikely Doubles, Inc. will bother to discredit them. If they are powerful heroes, it might be difficult to duplicate their abilities. Doubles, Inc. will have to weigh the benefits of an impersonation against the potential for creating a powerful group of earnest enemies. If the heroes are of moderate power-level, have some fame and use easily duplicated abilities then they become prime candidates for copying. (Enhanced Strength and Flying are the easiest to copy, followed by any power with invisible effects.)

Uncopied PCs can get involved by confronting disguised villains during a crime, or by saving the reputations of real heroes who have been impersonated. Detectives (either in hero or secret identity) may be approached by a hero who claims to have been impersonated, asking the investigator to prove that he's been framed.

Doubles, Inc. as an Ally or Patron

Some of Doubles, Inc.'s affiliates hire superhero stand-ins for legitimate purposes, such as supermarket openings. Some heroes might have a reason to hire a duplicate of themselves, perhaps to protect a secret identity by being in two places at one time. Player characters with appropriate powers could be



hired for such innocuous purposes. Characters who are themselves well known might need doubles for these same uses.

Misunderstood heroes with outlaw reputations might be recruited by the illegal side of Doubles, Inc. Abilities that resemble those of a recognized hero in the campaign world would make such recruitment likely. This still won't make it easy for an investigator to crack the entire Doubles, Inc. scam. The corporation is so compartmented that only one part of the organization is likely to be exposed. Any hero who exposes even a part of Doubles, Inc. will have gained a powerful enemy.

It costs no points for the party to hire look-alikes from Doubles, Inc., or to be occasional employees. To have Doubles, Inc. as a Patron costs a base 20 points, while Doubles, Inc. as an enemy is worth a base -20 points.

GREASEPAINT

42 years old, 5'9", 140 lbs., thinning blond hair, brown eyes.

ST: 10 (0 points) **IQ:** 12 (20 points) **Speed:** 5.75

DX: 12 (20 points) **HT:** 11 (10 points) **Move:** 5

Damage: Thrust 1d-2; Swing 1d

Dodge: 5

No armor, no encumbrance.

Point Total: 240

Advantages

Acute Vision +5 (10 points)

Ambidexterity (10 points)

Eidetic Memory (30 points)

Patron (Doubles, Inc.; 20 points)

Reputation (+3 to show-business people, as brilliant make-up artist, all the time; 5 points)

Wealth (Comfortable; 10 points)

Disadvantages

Bad Sight (Nearsighted; -10 points)

Combat Paralysis (-15 points)

Cowardice (-10 points)

Dependent (Daughter, appears on a 6 or less; -12 points)

Duty (To Doubles, Inc., on a 12 or less, insignificant danger; -5 points)

Low Pain Threshold (-10 points)

Secret (Illegal Work for Doubles, Inc.; -20 points)

Super Advantages

Invulnerability (Alteration; 75 points)

Super-Powers

Morph 14(4) (Affects Others +40%, Doesn't Need Morph Memory +100%, Costs 2 Points Fatigue Per Use -10%, Not Usable When Under Stress -30%, Only On Others -10%, Takes Extra Time×4 -40%, Touch Only -20%; 80 points)

Skills

Acting-10 (½ point), Area Knowledge (Hollywood)-14 (4 points), Area Knowledge (Las Vegas)-11 (½ point), Area Knowledge (London)-11 (½ point), Area Knowledge (New York City)-12 (1 point), Camouflage-12 (1 point), Chemistry-9 (½ point), Disguise-13 (4 points), Driving (Car)-10 (½ point), History (Movies, Theater)-12 (4 points), Gesture-11 (2 points), Lip Reading-10 (½ point), Literature-11 (2 points), Physiology-10 (2 points), Professional Skill (Costuming)-13 (4 points), Psychology-10 (1 point), Savoir-Faire-12 (1 point), Sculpting-11 (1 point), Stealth-11 (1 point).

Languages

English-13 (1 point), French-9 (½ point), Italian-7 (½ point), German-6 (2 points).



Quirks

Constantly rechecks measurements which never change (-1 point)

Exhibits a different personality to everyone he works with (-1 point)

Tries to relate every event to a scene from an old movie (-1 point)

Louis Jacobson fell in love with the stage at his first school play. He quickly discovered that he was no actor. He forgot lines, moved like Boris Karloff in full monster regalia, no matter the part, and froze solid before any audience larger than one. Desperate to be involved, he joined the stage crew. He learned set design and construction, lighting, special effects and anything else that could be done behind the scenes. He was most attracted to costuming and make-up; if he couldn't stand to be looked at, his work would certainly be visible.

He went to Hollywood at 18, and pestered himself into an apprentice costumer's slot at an independent studio. He learned quickly and had the eye and the touch for success. By age 23 he was in New York, well-enough known to be make-up artist for the first run of *Cats*. This thrill more than made up

for his dissolved marriage. (She was an undiscovered Garbo who stayed undiscovered.) Louis got the daughter, Tiffany, and his wife got the VW.

Louis became a name in the industry, always in demand for movies, television and theater. On a horror-set in Hollywood, Louis lost a crucial piece of mask for a minor character. With no time to make a duplicate, he tried to use make-up to cover for the missing piece. As he worked, the actor's face began to change under his hands, taking exactly the shape of the missing part. Louis was astounded, but "the show must go on." When the actor returned from the shoot, Louis was again amazed to see the transformed section of skin return to normal as soon as he laid his fingers on it.

Louis discovered that he couldn't use the power on himself. This slowed down experimentation, but eventually he learned enough to use it in minor ways to augment make-up and costuming. He became even more in demand, with a few good-natured jokes hinting that he'd sold his soul to the devil for the secret powers of Lon Chaney.

In 1990, Doubles, Inc. recruited Louis to their legitimate look-alike division. They promised a high salary and a scholarship for Tiffany. His employers had a use for his mundane skills, and were willing to gamble a little on the chance that the jokes about his "diabolic" powers covered a real super-ability.

His first job was costumes and make-up for several police officers and a minor supervillain. Louis thought it was the pilot of a new "reality TV" series. They thoughtfully videotaped his work (and doctored the tapes to indicate he had full knowledge). Then cops and villain robbed a bank, and Louis was confronted with the evidence that he was accessory to a felony. His bosses threatened to turn him over unless he demonstrated his Morph power. Louis was not long on nerve; he caved in.

Impressed with his power and skill, they promoted him to chief make-over artist for their illicit operations and dubbed him Greasepaint. With Louis, a number of skilled gadgeteers, a little research and careful recruitment of criminal supers, Doubles, Inc. could duplicate the appearance and powers of almost any metahuman.

Louis Jacobson announced his retirement from show business "to spend more time with my daughter and get in touch with my soul." He now works exclusively for Doubles, Inc. In exchange, he gets a generous salary and perks; extended vacations, excellent bodyguards – and the right to refuse some contracts. Management wants to give him reasons other than fear to keep him from "trying anything stupid."

Campaign Role

Greasepaint's primary campaign role is as an employee of Doubles, Inc., but he may operate independently. Magazine articles about Louis Jacobson's wizardry with make-up, or "Whatever Happened To?" columns might pique some hero's curiosity. Anyone hired by Doubles, Inc. might meet Greasepaint before being sent on a mission.

A much less likely possibility is that Greasepaint would be sent out with a disguised supervillain team to perform last-minute costume changes at the site of their crimes.

Personality

Louis tends to change his behavior and apparent personality

at a moment's notice (using his Acting and Psychology skills) to best match his present company. He can easily become almost invisible in a room. People forget that he is there seconds after being introduced.

Louis is not happy in a life of crime, but he is pragmatic about it. To his thinking, there has always been organized crime in the entertainment industry. He's been implicated in so many crimes that he can't afford to squeal on his bosses. Besides, he needs the money for himself and his daughter.

Abilities

Louis Jacobson has a number of abilities that would make him a star in his profession even if he had no super-powers. He remembers every detail of a person's appearance. He never makes a continuity error by placing a scar on the right side of an actor's face one day and the left on the next. (He has Eidetic Memory, but only for the appearance of people he works on.) Acute Vision makes his Memory all the more precise. Ambidexterity allows him to apply make-up quickly and evenly on both sides of a face. His make-up and costuming skills have given him a good reputation in the industry that remains even after his "retirement."

He has also picked up a lot of incidental knowledge from working in the theater. He has experience with a number of foreign languages. He has been exposed to literature and is familiar with several cities. He knows the modern history of entertainment from the inside.

Greasepaint's only active superpower is the ability to use Morph on others. This is not an effective combat skill. It takes him as much as a minute to perform a shape-shifting that involves a large change in body mass and he has to touch his subject continuously during this time.

Related to his inability to use his Morph power on himself, Greasepaint's body is immune to any abnormal physical alterations. He could be burned and deformed by an acid bath, but he couldn't be changed by another person's Morph powers.

Battle Tactics

Greasepaint is not a fighter. His employers understand this, only exposing him to danger when absolutely necessary (or when someone makes a mistake). If Greasepaint is forced into combat and doesn't freeze up, he will kick and punch in a desperate attempt to escape. It would require both a successful Will roll (with appropriate penalties) and an Acting roll for him to fake bravery in the face of a threat to his life.

Power Variation

350-point version: Raise Reputation to +4, Wealth to Wealthy and Duty to a 15 or less; add Sensitive Touch, Chameleon×3 (Affects Others, Extended Duration×5 (5½ minutes), Costs 2 Points Fatigue Per Use, Only On Others, Touch Only) and Damage Control 12(10) (Affects Others, Costs 2 Points Fatigue Per Use, Emergencies Only, Only On Others, Touch Only); lower Acute Vision to +4 and Literature to 10.

Along with other changes, the 350-point version of Greasepaint has two more major powers: Chameleon and Damage Control. As with his Morph power, both of these have a number of strong limitations, including the inability to be used by Greasepaint on himself.

Streaker and Pacesetter

Streaker was one of the fastest heroes on land in the 1950s and '60s. He ruined the criminal lives of many a villain in the Baltimore area, and was a delight to the press and public. Unfortunately, age was not kind. The gradual fading of his powers as he grew older forced him to retire in the late 1970s. In 1991 another super-speedster appeared on the Baltimore scene. Pacesetter, an attractive teenage girl, had much of the same panache and style that had made Streaker such a favorite. Few people were surprised that Streaker made a comeback as well. There are a few questions. Why is Streaker, the old pro, never seen in public without his new sidekick, Pacesetter?

STREAKER

59 years old, 5'11", 170 lbs., white, gray hair, blue eyes, wears prescription glasses even with his helmet.

ST: 13 (30 points) **IQ:** 13 (30 points) **Speed:** 6/17

DX: 13 (30 points) **HT:** 11 (10 points) **Move:**

7/18/72

Damage: Thrust 1d; Swing 2d-1; Buzzsaw 1d+4 Imp

Dodge: 6/17 **Parry:** (Knife) 6

Light leather body suit (PD 1, DR 1) and visored helmet (PD 4, DR 5 vs. crush, DR 2 vs. cut, imp and bullets); no encumbrance.

Point Total: 450

Advantages

Alertness (5 points)

Rapid Healing (5 points)

Reputation +2 (As a hero, recognized on a 10 or less; 5 points)

Wealth (Comfortable; 10 points)

Disadvantages

Age (-27 points)

Bad Sight (Farsighted; -10 points)

Code of Honor (Hero's; -15 points)

Hard of Hearing (-10 points)

Low Pain Threshold (-10 points)

Pacifism (Cannot harm innocents; -10 points)

Secret Identity (-10 points)

Sense of Duty (To Pacesetter; -5 points)

Super Advantages

Damage Resistance +5 (Only while in motion -10%; 14 points)

Full Coordination/1 (50 points)

Increased Speed +11 (Costs 6 points Fatigue per use -30%; 193 points)

Super Runningx2 (Unreliable, activation on 8 or less -30%; 28 points)

Walk on Liquid (Only at maximum Super-Running Move -30%; 11 points)

Super-Powers

Buzzsaw 13(6) (Unreliable, activation on a 14 or less -10%; 52 points)

Confuse 13(14) (Only when using Increased Speed -20%; Takes Extra Time×2 -10%; 48 points)

Skills

Acrobatics-10 (½ point), Administration-14 (4 points), Area Knowledge (Baltimore)-14 (2 points), Area Knowledge (Chesapeake Bay)-12 (½ point), Brawling-13 (1 point), Camouflage-10 (0 points), Criminology-12 (1 point), Driving (Car)-12 (1 point), Economics-11 (1 point), First Aid-12 (½ point), Guns (Rifle)-13 (1 point), Jumping-13 (1 point), Knife-12 (½ point), Knife Throwing-12 (½ point), Leadership-13 (2



points), Literature-11 (2 points), Merchant-14 (4 points), Motorcycle (Light)-12 (½ point), Powerboat-12 (1 point), Running-8 (½ point), Stealth-11 (½ point), Streetwise-11 (½ point), Survival (Woodlands)-12 (1 point), Swimming-13 (1 point), Teaching-12 (1 point), Writing-11 (½ point).

Languages

English-14 (1 point), Korean-4 (0 points).

Quirks

Still retains military posture (-1 point)

Not very knowledgeable about super-activities since 1979 (-1 point)

Staunchly patriotic (-1 point)

Exaggerates the extent of his powers' deterioration (-1 point)

Justin Fulton was drafted at 18 and assigned to the Marines. He did well at boot camp and Infantry training, and was even considered for Embassy duty. The exigencies of war intervened. One year after induction, in 1952, he was sent as a replacement fire-team leader to the First Marine Division in Korea. By this time the war had settled into a stalemate, as the peace talks at Panmunjon dragged from one day to the next. United Nations forces were locked in static warfare across the whole peninsula against the Korean and Chinese Communist armies. For the Marines, most of the war was now patrol actions; dirty, dangerous, exhausting and inglorious.

On a night probe of the Chinese lines, Justin was separated from his patrol. As he tried to find the Main Line of Resistance, he ran into a Communist patrol probing the American lines. Justin fired off one clip from his Garand and ran for what he hoped were friendly lines. A burp-gun bullet in the arm only increased his speed and he didn't stop until he arrived at an aid station.

After the patch job, Justin asked the corpsmen exactly where he was. He discovered that he was 25 miles from his patrol area and had covered that distance in less than 15 minutes. He turned down a ride to his unit and decided to "hoof it" as an experiment. As he ran to his company position, he passed the jeep that had offered him the ride!

Justin kept his powers secret for the rest of his hitch. He had no desire to be a super-Marine. He experimented when he was sure that no-one was watching, and occasionally ran to protect his life.

After discharge, Justin went home to Baltimore. He worked at part-time jobs, which gave him the freedom to practice his powers. In 1954 he began a super-hero career that lasted over 20 years. He designed a sturdy blue and yellow costume with helmet and mirrored visor. He christened himself "Streaker" from the afterimages he left as he passed at super speed.

As he got older, his powers began to decay. In the early '70s his Super Running began to fail him at awkward moments. As he rarely used Super Running in combat, Streaker continued with his career. He used a motorcycle to get to the scene of a crime. There he'd hide the bike and run in from around a corner. The word "streaker" gained a different connotation toward the end of the decade. Justin Fulton heard one bad joke too many, and decided to hang up his costume for good.

Justin is now in his late 50s, with gray hair and wrinkles. He has lost some muscle since his youth, but is still fit. He manages a furniture store outside Baltimore, where Pacesetter eventually tracked him down.

Campaign Role

A veteran of the Korean War (from either side) might have witnessed Corporal Fulton's displays of super-speed. Together with Streaker's appearance in 1954, that might have disclosed his identity. This veteran could be a PC, or a friend or relative, who could pass this information on.

Although Streaker made enemies over his long career, most of those he antagonized are dead or retired. His own retirement in 1979 caused a good number of others to drop their enmity. A menace from his past could return, but this should be a very rare occurrence. A superhero who'd met Streaker at any time since 1954 and who is still active in the '90s might want assistance or advice, or maybe just to talk over old times.

A younger hero in the '90s could be the child of one of Streaker's older metahuman acquaintances. After hearing of Streaker's return to action, he might seek him out to hear about the past. If his parent and Streaker had worked together, he might want to re-establish the team. The child of a supervillain might want to renew a family challenge.

Personality

As a young man Justin Fulton was enthusiastic, impulsive and optimistic. While he knew the limits of his own powers, he was sure that he'd be able to get out of any situation. He always appeared to be in high spirits, and got as much enjoyment from the feeling of the wind on his face as from the capture of villains.

As he got older, he lost his impulsiveness and became grimmer. He was more professional and less disposed to showboat and wisecrack during a fight. He was still willing to put on demonstrations for charities and Marine recruiters, but acted as if heroing was just a job. When his powers began to fade, the idea of putting his life in daily danger soured. With his retirement he tried to put that entire part of his life behind him. He reasoned that there were enough young heroes to handle the load without the help of one slowed-down speedster.

He has only grudgingly returned to the field to train and protect Pacesetter. Even if his powers were to be fully restored, it is unlikely his enthusiasm would return. He thinks of Jennie Dryden as a daughter or granddaughter, and while he's proud of her, he is also afraid for her. When she refuses to be sensible (such as when she "leaps before looking," and whenever they disagree about what constitutes "reasonable force") he usually gives in to her in exasperation. He doesn't realize how much Pacesetter resembles a young Streaker.

Abilities

Justin Fulton has a number of skills that he learned or developed in the Marines, most of which have little use in his post-war careers. Exceptions include Leadership which has been most important to his business career, and Brawling, First Aid, Stealth and his Rapid Healing ability which have all been useful in his Streaker identity. Since the '50s, and especially fol-

lowing his retirement from superheroics, Justin has developed a number of business skills, but these have little value to him as a hero.

His super-speed powers give Streaker numerous combat abilities. The most obvious benefit of his extra-high Move is that he can attack three times each turn (if the Multiple Actions option (sidebar, p. S78) is used), and with his Full Coordination this number is doubled, allowing him to make up to six punches (against up to three different targets) in a second. With the addition of either his Brawling skill (adding one point to the damage of his punches) or Buzzsaw power (the two are mutually exclusive) his attacks can be used to attack groups of normal opponents, or even super-powered ones as long as they don't have DR.

In addition, he can use his super-speed to run across bodies of water, and by running in close circles around an opponent for two seconds or more, he can Confuse him, causing him to suffer nausea, dizziness, or other inconveniences. Finally, his super speed gives him DR 5 against most attacks.

Unfortunately, because of his age, most of his powers have severe limitations. For example, he can only Super Run for a distance of five miles (traveling at 150 mph) before becoming exhausted, and if his unreliable Super Running power fails to activate, that range is reduced to less than 1.5 miles (at 35 mph). Of course, when Pacesetter is "lending him speed," (see p. 15) his limits are markedly different.

Battle Tactics

While he can use his super-speed for a number of trick attacks, Streaker prefers to be straight-forward about things. He usually just runs toward an opponent (or opponents) and starts punching, using his Dodge of 18 to protect him from most attacks (also check the Size and Speed Table (p. B201) for additional protection afforded him when running). If his opponents turn out to be tougher than normal, he will switch on his Buzzsaw ability and continue to punch.

When younger, Streaker would be needlessly fancy when attacking, especially against non-super opponents (who were less of a threat to him) or when cameras were present. Against normal criminals he would use his Confuse ability or would try to disarm and then undress his opponents instead of knocking them out. It was more fun and looked better to bystanders and the Press. As he grew more serious in the '60s and '70s, he dropped such flashy attacks, preferring to get his job completed as quickly and cleanly as possible.

When fighting alongside a hero with different powers against a supervillain and his henchmen, Streaker will take out the thugs, leaving the villains for his allies, although he will join them in the attack once the other concerns are dealt with.

Power Variation

725-point version: Change attributes to ST 14, DX 14, IQ 12, HT 13 (and adjust skills accordingly); drop Age, Bad Sight, Low Pain Threshold and Sense of Duty; increase height by one inch and change hair color to sandy brown; add Appearance: Attractive and Combat Reflexes; add Impulsiveness; change Military status to Reserve; raise Increased Speed to +15 and drop Fatigue limitation; raise Move to 24/96; drop

Unreliable limitations from Super Running and Buzzsaw and "on a 10" limitation from Reputation; add Enemies: Criminals or supervillain on a 6 or less; drop Administration, Area Knowledge (Chesapeake), Criminology, Economics, Jumping and Teaching; lower Wealth to Average, Area Knowledge (Baltimore) to 12, Literature to 9, and Merchant and Swimming to 11; raise Streetwise to 12; drop "since 1979" and "deterioration" quirks; add "Makes wisecracks during combat" quirk.

The 725-point version of Streaker represents him during the 1950s or early 1960s. His top speed is higher (49 mph/196 mph), he can make eight attacks in a round, and most of the constraints that age has placed on his powers have yet to appear, meaning that he can run for hundreds of miles without tiring (although Buzzsaw still costs Fatigue). In addition, his Attributes (and thus, related skills) are somewhat different, and a number of the skills he learned later in his career are either missing or lower.

PACESETTER

18 years old, 5'6", 135 lbs., long blonde hair, green eyes.

ST: 12 (20 points) **IQ:** 13 (30 points) **Speed:** 7/10/20

DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 8/11/22/88

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 7/10/20

No armor, no encumbrance.

Point Total: 545

Advantages

Alertness +2 (10 points)
Appearance (Attractive; 5 points)
Combat Reflexes (15 points)
Strong Will +2 (8 points)



Disadvantages

Curious (-5 points)
Dependents (Current boyfriend, appears on a 6 or less; -3 points)
Honesty (-10 points)
Impulsiveness (-10 points)
Overconfidence (-10 points)
Pacifism (Cannot Kill; -15 points)
Wealth (Struggling; -10 points)
Secret Identity (-10 points)
Sense of Duty (To Streaker; -5 points)

Super Advantages

Altered Time Rate (Increased×2, Affects Others +40%, Extended Duration +30%, Homing +50%, No Obvious Effect +20%; 240 points)
Damage Resistance +4 (Only while in motion -10%; 11 points)
Increased Speed +3 (75 points)
Perfect Balance (15 points)
Recovery (10 points)
Super Running×4 (40 points)
Walk on Liquid (Only at maximum Super-Running Move -30%; 11 points)

Super Disadvantages

Accelerated Aging/1 (-20 points)

Super-Powers

Confuse 13(13) (Only when using Increased Speed and Altered Time Rate -10%, Takes Extra Time×2 -10%; 46 points)

Whirlwind 12(1) (Doesn't Harm User +20%, Extended Duration×2 +60%, Movable Area +40%, Only when using Increased Speed and Altered Time Rate -10%, Reduced Range (must run around target hex) -15%, Takes Extra Time×2 -10%; 8 points)

Non-Super Equipment

Coil of nylon cord

Skills

Acrobatics-12 (1 point), Area Knowledge (Baltimore)-12 (½ point), Area Knowledge (Wilmington, DE)-13 (1 point), Bicycling-13 (½ point), Criminology-12 (1 point), Driving (Car)-12 (½ point), Fast-Talk-14 (4 points), Forensics-10 (½ point), Jumping-13 (½ point), Law-10 (½ point), Musical Instrument (Piccolo)-12 (2 points), Pottery-11 (½ point), Research-12 (1 point), Running-12 (1 point), Sculpting-12 (½ point), Sex Appeal-12 (½ point), Skiing-12 (1 point), Sports (Softball)-11 (½ point), Stealth-13 (1 point), Streetwise-11 (½ point).

Languages

English-13 (0 points), Korean-4 (½ point).

Quirks

Thinks Streaker is "kinda cute" (-1 point)
Prefers to run distances under 100 miles instead of driving (-1 point)
Doesn't go out without makeup and jewelry in either identity (-1 point)
Uses a "Southern Belle" accent when Fast-Talking (-1 point)

Jennifer Dryden never complained about not having enough time for the questions on a test. She was never late for school. Her high marks and near-perfect attendance almost made her a model student. However, she was restless and fidgety, given to frequent trips to the water fountain and the restroom. She told counselors that classes seemed to drag on forever. They suggested a window seat and plenty of fresh air.

Actually, Jennie was unconsciously using a super-advantage to "stretch time" so she ended up having twice as much as the clocks said. She figured it out one day when she was particularly late leaving home and still managed to beat the bus to school.

Once she knew that she had a super-power, Jennie's entire life changed. She changed from bored and lazy to exuberant, with a goal firmly in mind; she wanted to be a superheroine. She made a costume (hot-pink racing tights with strategically placed cut-outs and a matching pink visor), chose the name Pacesetter and went looking for criminals.

Her first adventures were not overly successful. She could *combat* crooks, but had a hard time *finding* them. She did manage to foil a couple of convenience-store robberies, and she chased one gang of muggers from their favorite ambush site on a public jogging trail. This was gratifying, but not exactly high-profile crime fighting. She decided she needed a tutor and that Streaker, more than a decade retired, would be perfect. She had seen his exploits in a TV retrospective. The younger Streaker had flash and style; the older reminded her of a kindly teacher. Besides, he was "kinda cute, for an old guy."

Jennie found several books on skip tracing, and set out to find the former hero. Her search was a frustrating negative; Streaker had simply vanished from all view. He had left no paper trace with the telephone company, the Bureau of Motor Vehicles or the public library. Her attempts to worm information from the Internal Revenue Service and unemployment records almost landed her in jail. She made so much noise, and so many waves, that Justin Fulton heard of the search and began to be a little concerned. He left his furniture store and tracked down the hound on his trail. It took him a bit over two hours, with a break for lunch. Justin very quickly realized that he had nothing to fear. He tried to talk the eager teenager out of crime-fighting. She was not to be deterred by his depressing war stories. Jennie knew a grownup ploy to ruin her fun when she heard one.

She declared that she'd continue her career with or without his help, and that he'd have to bear some of the responsibility for whatever happened to her as a result. This stirred his Marine chivalry. Besides, if she wasn't much of an investigator, she at least had persistence, as well as speed and bad-taste. The furniture business needed a little livening-up anyway.

Justin's training ideas had been formed at Parris Island. Jennie rebelled many times, but recognized that Justin really wanted her to both succeed and survive, and that he really had "seen the elephant" at super-crimefighting.

She began to develop affection, as well as respect, for the old hero.

As training moved from theory to practical exercises, Jennie began to feel sorry for Justin over the loss of his powers. She wished that she could do something to help him as he was helping her. To the surprise of both of them, Streaker began

moving uncontrollably at twice his normal speed. The effect stopped a minute later, but over the next few days it happened many times. Although Justin first dismissed it as another sign of his own decline, he noticed that these bursts of speed only occurred when Jennie was present. After some experiments they discovered that she had the power to share her time-altering powers with others.

Once they'd established the limits of that new power, Jennie set her mind to bringing Justin fully out of retirement. She used the time-alteration power to make up for Streaker's unreliable Super Running ability and the Fatigue that Increased Speed by itself cost him. They became the strangest superteam Baltimore had ever seen: a teenaged heroine with a 60-year-old sidekick.

Campaign Role

Jennie is currently attending college part-time in Wilmington, Delaware, majoring in Criminology. She has considered moving to Baltimore and might transfer any time. College students, instructors or visitors might meet Jennie on campus.

If she has already teamed with Streaker, she might be met through him. If she hasn't, then she might seek out a hero (preferably a speedster) to serve as her tutor.

Pacesetter is most often seen in Baltimore or Wilmington, but pops up anywhere from NYC to DC. She isn't famous yet, but in a few years time, anyone in the area will have heard of her.

Personality

Jennie is intoxicated with being a superheroine. She thinks her powers make her nearly invulnerable; so far, this hasn't been disproved. Streaker is trying to teach her to use her powers intelligently. His biggest problem is countering her tendency to jump into a situation with no reconnaissance. She calls it "the fastest way to learn."

Although she won't admit it, Pacesetter feels guilty about forcing Streaker out of retirement. She's very concerned about him and would drop everything to protect him if the situation required it (as would he if she needed to be protected).

She is honest and has a non-violent nature. Streaker realizes that these are good qualities, but he is trying to teach her (so far unsuccessfully) that sometimes one must bend the law, or bang a few heads together, to achieve justice. The nylon cord she uses was Streaker's idea. It is a way for her to be effective in combat without hurting people.

Jennie loves to date, to dance and to mix in the social life of her peers. She has, and intends to have, no close relationship. She is dedicated to her vocation as a heroine, and any deep romance would be too much of a distraction. However, she is fond of each of her succession of boyfriends. If any of them, or their friends or family, were to be troubled, she would be quick to lend assistance.

Abilities

Before discovering her super-powers, Jennie practiced a number of athletic activities, including softball, skiing, bicycling and jogging. She has been known to use these skills during combat. Once she picked up a 2x4 and a rock to hit super-speed line-drives at fleeing criminals. She also has artis-

tic skills (including sculpting and playing piccolo) which have little combat use but which she turns to for relaxation after a case.

Pacesetter's primary power is super speed, but of a different sort than Streaker's. While she has the Increased Speed and Super Running advantages, she can also accelerate her personal time rate to twice normal, meaning that she can gain

some of the benefits of super speed, such as additional time to think, without having to move. Her Altered Time Rate can also be bestowed on another person for periods of up to 56 objective seconds at a time. This allows the subject to operate at double his Move (making Streaker's effective Move 14, 36 if he uses his Increased Speed and 144 if his Super Running works). Pacesetter can make up to three attacks per turn using her Altered Time Rate.

Some other abilities linked to her speed are the Confuse and Whirlwind powers, (which require her to run in circles around either the opponent to be Confused or the hex where she wants to leave a Whirlwind), and the Walk on Liquids advantage.

Along with teaching her a number of skills and tricks, Streaker has taught Pacesetter rudimentary Korean for battle communication. If they are both operating under her Accelerated Time Rate, outside listeners will hear only short phrases (incomprehensible unless they speak Korean) that sound like a record played on too fast a speed.

Battle Tactics

Pacesetter prefers to use the special effects her power gives her in combat instead of rushing forward to throw punches. Her favorite tactic is to run in tight circles around an opponent, using her Confuse power and her nylon cord to disable and secure him.

If facing multiple opponents, especially ones with firearms or ranged powers, she will create a number of whirlwinds in order to hamper them while Streaker attacks. While doing this she feels very secure because of the protection her speed (see the chart, p. B201) and the whirlwind's obstructing ability provides, and she will sometimes get cocky and not bother to dodge incoming attacks.

When working with Streaker she will usually defer to his greater experience. When on her own, Pacesetter tries to knock her opponents out once she has Confused or bound them. With her relatively low Strength this tactic isn't effective if the victim has DR or PD that protects his head or which works while he's bound.

Power Variations

445-point version: Drop Combat Reflexes; drop No Visible Effect from Altered Time rate; drop Perfect Balance; lower Increased Speed to +1, and Move to 9/18/72; drop Area Knowledge (Baltimore), Jumping, Korean, Stealth, Streetwise, Sense of Duty and "cute Streaker" quirk; raise Strong Will to +3; lower Alertness to +2; drop reel of nylon cord.

675-point version: Add PD 2 and Reputation +1 as hero on East Coast; change Appearance to Beautiful; raise age to 20; drop Overconfidence; raise Increased Speed to +5, and Move to 13/26/104.

The 445-point version of Pacesetter represents her before meeting and getting training by Streaker, while the 675-point version represents her after a few years working alongside him. If the older version is used, then Streaker's ST and IQ should be reduced to 12 as a result of the Accelerated Aging he's suffered from extended use of Pacesetter's Altered Time Rate power. It is up to the GM to decide whether the two of them realize the cause of his quickening decline.



Shimpu and Kamikaze II

During World War II, one of Japan's greatest weapons was a super-suit which gave its wearer the ability to plunge through ships as though they were butter – the Shimpu or Kamikaze suit. Kamikaze was considered an honorable adversary. So why has he come out of retirement now, more than 40 years after the end of the war, to become a common thief? And is there any truth to the rumors that two different Kamikazes have been seen over the skies of modern Japan?

SHIMPU/ KAMIKAZE

67 years old, 5'7", 130 lbs., Oriental, white hair, brown eyes.

ST: 9 (-10 points)	IQ: 12 (20 points)	Speed: 5.25
DX: 10 (0 points)	HT: 11 (10 points)	Move: 6/10
		flying, 280
		power diving

Damage: Thrust 1d-2; Swing 1d-1; Shimpu suit 6d × 19 cr

Dodge: 5 **Parry:** (Kendo shinai) 4

No armor, no encumbrance, except when he is in his super suit (see below).

Point Total: 275

Advantages

- Absolute Direction (5 points)
- Absolute Timing (5 points)
- High Pain Threshold (10 points)
- Peripheral Vision (15 points)



Reputation (+1, among Japanese, as a WWII hero, recognized on 7 or less; 1 point)

Strong Will +3 (12 points)

Wealth (Average, from retirement income; 20 points)

Disadvantages

Age (-51 points)

Bad Sight (Farsighted; -10 points)

Code of Honor (Samurai Code, which is the Gentleman's Code with the addition of Family Name to things defended; -10 points)

Intolerance (Of anyone with no Sense of Duty; -5 points)

Reputation (-2, among Japanese, mistaken for his villainous grandson, all the time, -1 among U.S. WWII veterans and history buffs, as WWII villain, recognized on 7 or less; -5 points)

Sense of Duty (To officers, elders, the Emperor and Japan (-10 points)

Truthfulness (-5 points)

Super Advantages

Passive Defense +1 ("Sixth Sense"; 25 points)

Super Equipment

MK-1 Shimpu suit

Invulnerability (Any kinetic damage, only while flying -30%; 210 points)

Damage Resistance +20 (Only while flying -30%; 42 points)

Flight (can reach velocity of 280 hexes - 573 mph or 840 fps - in all-out dive, for 6 x 19d dice damage, Limited Use, 6 hours in daylight, 3 hours in darkness, -20%; 32 points)

Temperature Tolerance (10 points)

Hard of Hearing during dives (-10 points)

Armor Piercingx2 (+100%, Full Power Only -10%, Takes One Minute to Recharge for full-strength attacks -25%)

Base cost: 468.6 points

Breakable DR 20, 150 hit points -5%; Can Be Hit at no penalty -25% (except while moving, see p. B201); Unique -25%

Final cost: 211 points

Skills

Accounting-13 (6 points), Area Knowledge (Japan)-11 (½ point), Area Knowledge (Kyoto)-12 (1 point), Body Sense-14 (8 points), Calligraphy-11 (4 points), Computer Operation-9 (½ point), Diplomacy-11 (2 points), Economics-10 (1 point), Fencing (Kendo)-9 (1 point), Flight-10 (2 points); History (Japanese)-10 (1 point), History (World)-9 (½ point), Hobby (Bonsai)-12 (1 point), Hobby (Flower Arranging)-11 (½ point), Hobby (Tai-Chi)-11 (2 points), Hobby (Zen Gardening)-12 (1 point), Karate-9 (2 points), Leadership-11 (1 point), Literature (Japanese)-10 (1 point), Mathematics-10 (1 point), Motorcycle-9 (½ point), Navigation-12 (4 points), Parachuting-9 (½ point), Poetry-11 (1 point), Running-8 (½ point), Savoir-Faire-13 (2 points), Swimming-11 (2 points), Tactics-12 (4 points).

Languages

English-10 (½ point), Japanese-13 (1 point).

Quirks

Still believes in the divinity of the Emperor (-1)

Respects any honorable person, whether friend or foe (-1)

Considers his grandson's entire generation "Martians" (-1)

Resents influence of U.S. on Japanese culture (-1)

Yoshisada Tanaka grew up during Japan's wars of expansion, and was indoctrinated with samurai ideals. When Japan went to war with the United States, Yoshisada determined to enlist as soon as he was of age for service, and to volunteer as a Naval aviator, the most glamorous and successful branch.

He joined up in early 1943, when the Japanese were already on the defensive. During physical testing, his innate sense of direction and timing was discovered. He was immediately assigned to a secret project. Japanese engineers had developed an experimental suit which could fly at incredible speeds, projecting a force-field that protected it as it pierced Allied warships. However, the suit had no built-in navigational equipment; Yoshisada would use his talents to arrive at designated coordinates. After a short round of flight trials, he joined the war effort as *Shimpu* ("divine wind"). His armor was emblazoned with the rising-sun emblem of Japan, and the name was inscribed in large ideographs on the left breast. He soon gained a reputation as a supervillain among Allied soldiers, but the ideographs making up his name were mispronounced (using the vulgar pronunciation instead of the polite). He was dubbed *Kamikaze* by the American press.

Shimpu operated in the Pacific until the end of the war. In October of 1944 he traded his prototype suit for an improved one. Shortly after, the suit's design facility was destroyed in a bombing raid and no one since has been able to duplicate it.

As the Allies began to turn the tide of the war, the Japanese sent flights of suicide-pilots at Allied ships. Yoshisada often joined them in battle, and their ramming tactics were similar to his. They were labelled *Kamikazes* after him. Unlike him, very few survived their missions.

After the Japanese surrender, Yoshisada hid the suits to keep them from the Allies. For fear of war-crimes charges, he destroyed records of himself as Shimpu, and became merely another aviation petty-officer. Once he'd buried his past, he retired to Kyoto. He trained as an accountant and tried to forget the war and the pride he'd felt as Japan's greatest superhero.

Over 40 years later, after he'd retired to a life of genteel hobbies, his grandson, Akira Tanaka, began to show an inordinate interest in his grandfather's wartime activities. The elder Tanaka tried to fob Akira off with tales of flying Vals and Kates, but he was not a good liar. Soon the clever teenager had penetrated the secret of his grandfather's war-time role.

Akira told his grandfather that he suspected that the *Kamikaze* suit hadn't been destroyed. If it still existed, he wanted to retrieve it and use it to restore the family's honor. Yoshisada was suspicious, viewing his grandson as just another teenaged "Martian" who didn't even know enough to use the proper pronunciation of his super-name. After months of persuasion, he agreed to recover the Mark II suit and train Akira to use it.

It was with great pride that the elder Tanaka watched his successor fly off to perform his first mission as a superhero. It was with horror that he read the newspapers the next day to discover that his grandson had betrayed him and Japan by

becoming a supervillain. For weeks Yoshisada was too stunned to do anything. After many failed attempts by the Japanese authorities to capture this new villain, he realized that it would take a Shimpu to capture a Shimpu.

Traveling to a remote part of Japan where he had hidden the original Shimpu suit, Yoshisada began to refamiliarize himself with abilities he hadn't used in almost 45 years. Then he took to the skies as the real Shimpu, intent on halting his usurping grandson and regaining all of the face he'd lost since the end of the War.

Campaign Role

Older heroes, or history students, are likely to have heard of the WWII career of Shimpu/Kamikaze. Veterans of WWII may decide to settle old scores. More charitably, while Japanese authorities won't ask for help, the party could decide to get involved on their own. Yoshisada Tanaka might even ask for help. He would be most likely to approach someone of Japanese origin, and would much prefer to deal with a man.

In a WWII campaign, American heroes may encounter a slightly different version of Shimpu (wearing the MK-1 suit before October 1944, or the MK-2 suit thereafter). He would consider any collaboration with the enemy as treason.

Personality

Yoshisada Tanaka firmly believes that the Emperor is a god, that family honor is more important than personal honor and that duty to one's elders and superiors takes precedence over individual desires. While he transferred his liege-loyalty to his company after the war, he was never fully satisfied with the shift, nor with many of Japan's other post-war changes.

As he has grown older, he's become more dissatisfied. He vocally dislikes the present generation's disrespect for tradition and the growing Americanization of Japan. He doesn't want golf courses, baseball, McDonald's, or women and Koreans who don't know their place. He doesn't hate the United States; in a war somebody wins and somebody loses. He just doesn't want Japan to be *like* the United States. He is firmly convinced that there are two sides to every question – the Japanese side and the wrong side.

Hiding his honorable actions as an aviator during the War has been a burden on his spirit. Getting back into uniform (he doesn't consider the Shimpu suit a mere costume) has restored him amazingly.

He is very proper and polite, but is unlikely to admit his own failings unless they are conspicuous – his sense of duty does not permit it. He won't admit that an old man in the prototype suit should not be chasing a young man in the improved model. Even after a failed attempt, he will still want to prove his ability. He will not willingly stand aside to let someone else do the job.

Abilities

Yoshisada Tanaka has many skills, not all of which are useful in his new career as a crime-fighter. He is diplomatic (which is useful in team combat), knowledgeable about Japan, and still has reasonable leadership and tactical skills.

For controlling his flying suit he has passable Navigation and Body Sense skills, plus his innate senses of time and direc-

tion. His Flight skill of 10 is poor, resulting in jerky turns. Since his attacks are rolled against that skill, he has lots of misses.

While in flight the Shimpu suit projects a force-field just past the skin that gives its wearer Temperature Tolerance, and DR or Invulnerability to physical attacks. Yoshisada has a sixth sense giving him (but not the suit) a PD of 1. The suit is partially solar-powered, resulting in a flight duration of 6 hours by day or 3 hours by night. With a horizontal speed of 20 mph he has a combat radius of 50 miles (25 at night). Without head protection the wearer's hearing is affected in flight.

Damage from a straight horizontal attack at his move of 10 is 2d. By swooping down from a high altitude he can gain velocity and do more damage. For every second of delay between attacks (half of the time spent climbing, the other half accelerating down), he adds 2d to his normal damage. The maximum delay is 56 seconds (28 up, 28 down), for total of 6d x 19 damage. This damage ignores 50% of its target's DR. Every second of his descent adds 10 to his Move, and the Size and Speed/Range chart (p. B201) should be checked to find the negative To Hit modifier for his velocity (a maximum of -13 to hit at 280 hexes). Since some of his targets are rather large, this negative modifier can be canceled by the +8 size modifier for frigates and landing craft, +11 for destroyers, or +13 for battle-ships and aircraft carriers.

The two 450-point versions of Shimpu are different. The first details the younger Yoshisada Tanaka of the early war years, wearing the MK-1 suit. This Yoshisada has fewer skills, and fewer (and different) disadvantages, two consequences of youth. For details of the MK-2 (worn during the latter half of the war), see the description of Kamikaze II on the next page.

The other 450-point version assumes that something (the suit, or the special training, or contaminated sushi, or something) drastically slowed the aging process. Yoshisada Tanaka is essentially the same physically in 1992 as he was in 1942. This version of Shimpu would have a very different history. He would have returned as a superhero in the 1970s, once they became common, to regain his pride through his own efforts. In this case, Akira Tanaka would have stolen the MK-2, forcing Yoshisada to turn to the carefully-preserved MK-1 suit to stop his grandson and protect his new-won reputation.

Battle Tactics

During the war, Shimpu's attacks targeted Allied ships, not individual men. He found a ship, climbed to altitude and plunged to the attack. He tried to pierce the hulls and sink thin-skinned ships such as landing craft. On heavily armored targets, he dived into control centers, wrecking as much as possible with the initial plunge and smashing anything vulnerable, including crewmen, before his escape.

Each attack from maximum altitude took a minute to prepare, and Shimpu had a limited flight time, so he restricted climbs. He built up only enough velocity to pierce the target, swooping at as many as four landing craft or cargo ships per minute. Bigger ships, of course, took more time.

He avoided supers if possible. If forced to one-on-one combat, he would treat them as a small ship, using a short swoop (6 seconds/14d damage) to take them out of action.

Facing supers in the modern day, Shimpu modifies his tac-

tics. He is reluctant to kill, since this is not wartime. He cannot pull his punch once committed, so he prefers to work his way up from weak to strong attacks instead of jumping to a high velocity attack that could kill even a super. He will start with a straight horizontal attack (2d damage), then make longer and longer swoops until he finds one that hurts his opponent.

Power Variations

WWII version (450 points): Raise basic attributes to ST 13, DX 12, IQ 13, HT 14 (and raise skills appropriately), Leadership to 14 and Karate to 12; add Attractive Appearance, Acute

Vision +3, Acute Hearing +1, Patron (Imperial Japanese Navy, on a 6 or less), Status 2 (0 points) and Duty to Imperial Japanese Navy on 15 or less; Military Rank 3 (Aviation Petty Officer); drop Age disadvantage, Bad Sight, all Hobby skills, Computer Operation, World History, English and all quirks except for Divinity of Emperor; lower Accounting to 14, Wealth to Comfortable; change Reputation to +2 in Japan as hero, -2 in USA as villain.

Modern 450-point version: Add Longevity and Attractive Appearance; raise basic attributes as above; drop Age, Bad Sight and Hobby: Zen Gardening.

KAMIKAZE II

19 years old, 5'9", 150 lbs., Oriental, black hair, brown eyes, generally grinning.

ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 7
DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 7, 20
 flying, up to 290 diving

Damage: Thrust 1d; Swing 2d-1

Dodge: 7 **Parry (Kendo shinai)** 6
 No armor, no encumbrance.

Point Total: 425

Advantages

Absolute Direction (5 points)
 Absolute Timing (5 points)
 Appearance (Handsome; 15 points)
 Contact (Somewhat reliable connection to underworld, on a 6 or less; 5 points)
 Wealth (Comfortable, 20 hours work per week; 15 points)

Disadvantages

Addiction (Cigarettes; -5 points)
 Compulsive Behavior (Gambling; -5 points)
 Enemies (Japanese police, on a 6 or less; -10 points)
 Enemies (Yakuza, on a 6 or less; -10 points)
 Enemy (Shimpu, his grandfather, on a 6 or less; -10 points)
 Greed (-15 points)
 Overconfidence (-10 points)
 Reputation (+1 as a hero, on a 7 or less, mistaken for grandfather, -2 as a villain, on 8 or above, -1 as a villain, in USA among WWII veterans; -5 points)
 Secret Identity (-20 points)

Super Equipment

MK-2 Shimpu suit (Non-super function, tunable two-way radio in helmet)
 Invulnerable (Any kinetic damage, only while flying, -30%; 210 points)
 Damage Resistance 20 (60 points)

Flight (Limited use, 6 hours in daylight, 3 hours in darkness, -20%; 32 points)

Super Flight (can reach velocity of 375 hexes - 767 mph - in all-out dive, for 4d x 38 damage; 20 points)

Deafen 0(10) (From sonic boom, Instantaneous +20%, Fanx10 (behind) +100%, Delay +20%, Doesn't Harm User +20%, Homing +50%, Shatters Glass +20%, Only While Diving At Maximum Velocity -40%, Always On -5%; 86 points)

Temperature Tolerance (10 points)

Armor Piercingx2 (+100%, Full Power Only -10%, Takes Over One Minute Recharge for full-strength attacks -25%)

Base cost: 689.7 points

Breakable DR 20, 150 hit points -5%; Can Be Hit at no penalty -25% (except while moving, see p. B201); Unique -25%

Final cost: 311 points

Skills

Administration-10 (½ point), Area Knowledge (Japan)-11 (½ point), Area Knowledge (Kyoto)-11 (½ point), Body Sense-11 (0 points), Carousing-13 (1 point), Computer Operation-14 (2 points), Computer Programming-10 (1 point), Dancing-12 (½ point), Diplomacy-9 (½ point), Economics-9 (½ point), Electronics (Computers)-12 (4 points), Electronics Operation (Computers)-12 (2 points), Fast-Talk-13 (4 points), Fencing (Kendo)-12 (½ point), Flight-14 (2 points), Gambling-10 (½ point), History-10 (1 point), Intimidation-11 (1 point), Karate-12 (1 point), Mathematics-11 (2 points), Motorcycle-14 (1 point), Powerboat-9 (0 points), Psychology-10 (1 point), Research-12 (2 points), Singing-10 (0 points), Sports (Golf)-12 (½ points), Streetwise-10 (½ point), Swimming-10 (0 points).

Languages

English-11 (1 point), Japanese-13 (1 point).

Quirks

Usually moves at maximum speed in cars, boats or in the air (-1 point)



Refuses to believe his grandfather would challenge him (-1 point)

Drawn to things American over things Japanese (-1 point)

Akira Tanaka was always intrigued by his grandfather's vagueness about World War II. At first he attributed this to Japan's general denial of WWII facts, but his grandfather seemed perfectly willing to talk about the war in general. It was his own role that he was cryptic about.

Akira saw a close-up of Shimpu, Japan's WWII superhero, in an old newsreel, and decided that his grandfather had been that superhero. After some research, he confronted his grandfather with what he knew, including the fact that Kamikaze (as Akira pronounced it) had never been captured or killed, and that the flying suit was presumably still intact.

After months of persuasion, he convinced Yoshisada to give him the suit and teach him how to use it. Instead of becoming a hero to "erase the stain on the family name" as he'd promised, he began a spree of robberies and murders. Many of his crimes targeted the property of the Yakuza, the Japanese criminal syndicate. Akira was deeply in debt to them because of his gambling on the speedboat races, and he thought it a great game to pay off his debts to the Yakuza in one identity with money he stole from them in the other. Still, Akira was an opportunist, and stole from non-Yakuza businesses as well. This earned him the attentions of the police, the underworld and his grandfather (armed with the MK-1 Shimpu suit).

The two suits are very similar in appearance. Akira's costume has a mask and he has dyed the hood, gloves and boots black (because he likes the color). He flies with a fluid grace his grandfather can't match. The suit is more flexible and

Yoshisada Tanaka is half a century older and has the remains of a military bearing. Although learned Japanese would know to call the wearer of the suit Shimpu, because of the dishonorable uses Akira is putting it to, he is called the vulgar Kamikaze by all Japanese.

Campaign Role

A party might look for Kamikaze II because he is a villain, or to aid Yoshisada Tanaka. If Akira decides that things are getting too hot in Japan, he may transfer his life of crime to America.

Personality

Akira Tanaka is a user of people. He makes friends easily, and drops them just as easily. He's callous, and will kill to spare himself the least inconvenience. He is not a glory hound, but he does enjoy the thrills of flying and eluding his enemies.

As with many modern Japanese teens, he rebels against many of the traditions of his society. He adopts bits from what he thinks is American culture, mostly from '50s TV detective shows and film-noir movies. He likes motorcycles, unfiltered cigarettes and high-stakes sports betting and disdains work, loyalty and patriotism.

Abilities

Akira Tanaka has business, computer and electronics skills. These provide him with a profession to use for cover, and with a fall-back job in case his present career ever ends. These skills would also be useful in repairing damage to the Shimpu suit, although he'd have to add an Electronics specialty (Shimpu suit) to the list to be sure of his repairs. He has some underworld connections he can exploit, but using them will bring him to the attention of the Yakuza.

The abilities of the MK-2 suit are an upgrade, not a basic change, from the MK-1. A helmet and radio provide communication and protection against hearing loss while flying. The improved force-field provides DR at all times. The base speed is doubled.

The MK-2 suit can also go slightly faster than the speed of sound in a full-power dive. Kamikaze can cause a sonic boom, doing minor damage and deafening people after he passes them. This isn't a controlled ability, and Akira rarely uses it as a weapon (especially because of the minute's delay needed to prepare it).

Battle Tactics

Akira's tactics are basically the same as his grandfather's. He is usually facing weaker targets, and he grabs loot to take away with him, instead of simply smashing vulnerable equipment. He isn't squeamish about causing damage and his attacks are characterized by a certain amount of overkill, whether against objects or people. Akira will only use his minimal 4d horizontal attack on someone he wants alive.

Power Variation

325-point version: Replace his MK-2 Shimpu suit with a MK-1 suit, either switching it with Yoshisada (turning the elder Tanaka into a 375-point character), or declaring Akira's a duplicate.

Praetorian and Hunchback

Barry Simmons, codenamed Hunchback by British Army Intelligence during World War II, was an unsung superhero. After the war, he was quite happy to return to normal civilian life and leave his psychic "hunches" behind . . . until this year. Suddenly, he became convinced that Anthony Sabatino, a rising Italian-American politician, was actually an Italian metahuman Simmons had fought in the war: Praetorian.

PRAETORIAN

95 years old (apparent age 35), 5'11", 165 lbs., blond hair, hazel eyes.

ST: 12 (20 points) **IQ:** 13 (30 points) **Speed:** 6.5

DX: 12 (20 points) **HT:** 14 (45 points) **Move:** 6

Damage: Thrust 1d-1; Swing 1d+2

Dodge: 7 **Parry:** (Knife) 7 **Block:** 7

No armor, no encumbrance.

Point Total: 425

Advantages

Alternate Identity (15 points)

Appearance (Handsome; 15 points)

Charisma +3 (15 points)

Combat Reflexes (15 points)

Common Sense (10 points)

Luck (15 points)

Status 5 (Member of U.S. House of Representatives, D-MI; 25 points)

Wealth (Very Wealthy; 30 points)

Disadvantages

Addiction (Cigarettes; -5 points)

Cowardice (-10 points)

Dependent (Wife, 50-point character, on a 6 or less; -3 points)

Eunuch (-5 points)

Secret (Impotence, embarrassment, Super powers, rejection, Past history, imprisonment; -35 points)

Super Advantages

PD +1 ("Sixth sense;" 25 points)

Unaging (Variable; 18 points)

Psionics

Telepathy-6 (30 points)

Emotion Sense-15 (8 points)

Mind Shield-20 (18 points)

ESP-21 (One-skill Precognition-22; 64 points)

Non-Super Equipment

Large shield of hardened steel, PD 4, 60 lbs. (PD 4 applies to bullets with less than 8d basic damage)

3 *Panzerfausts* (6d×3(10) Shaped-Charge damage, SS 14, Acc 8, Min 8, ½D 40, Max 120, Wt. 6, RoF 1, Shots 1, TL 6, at below 8 yards the shaped charge will not detonate, but the shell still does 1d crushing damage if it hits)

Large knife (Bayonet) *Imp* 1d-1; *Cut* 1d
Luger, 9mm, 2d+2

Skills

Acting-15 (6 points), Administration-13 (2 points), Area Knowledge (Lansing, MI)-14 (2 points), Area Knowledge (Detroit)-13 (1 point), Area Knowledge (Italy)-13 (1

point), Area Knowledge (Rome)-15 (4 points), Area Knowledge (Washington, DC)-14 (2 points), Bard-14 (2 points), Diplomacy-13 (4 points), Economics-12 (2 points), Fast-Talk-14 (4 points), Gambling-13 (2 points), Guns (Pistol)-12 (1 point), History (American)-11 (1 point), History (European)-13 (4 points), Intelligence Analysis-10 (½ point), Intimidation-13 (1 point), Knife-13 (2 points), Leadership-14 (4 points), Guns (Light Anti-armor Weapons)-12 (1 point), Politics-15 (6 points), Savoir-Faire-14 (2 points), Shield-12 (1 point), Strategy (Land)-13 (4 points), Strategy (Sea)-12 (2 points), Tactics (Land)-11 (1 point).



Languages

English-13 (2 points), French-12 (1 point), German-11 (½ point), Italian-14 (1 point).

Quirks

Quotes Latin epigrams, even if they don't quite fit the situation (-1 point)

Treats his wife with great affection in public; never touches her in private (-1 point)

In 1909, Antonio Scalia, of Rome, had a terrifying vision of his parents dying in a fire. When a fire the next day destroyed their home, Antonio found himself an orphan at age 12 and one of the first super-humans on Earth. As his precognitive flashes continued, he found ways to prosper.

Shortly after the First World War he had a vision of himself at the right hand of a powerful dictator. Antonio recognized the dictator as a Socialist editor, politician and war veteran named Benito Mussolini. It took only a few demonstrations of precognition to convince Mussolini to accept Antonio as an adviser.

Scalia's advice was usually sound. Sometimes he had no advice to offer, and his predictions were always for the short term; but he was very seldom wrong. By 1933, *Il Duce* was relying almost exclusively on Scalia's recommendations. He had dismissed, and sometimes jailed, most of his other advisers.

In the late '30s, Mussolini became increasingly fascinated with the Roman Empire. He banned the handshake in favor of the Roman salute, replaced some Italian words with Latin and gave Antonio Scalia the Roman title *Consul*. Scalia began his habit of quoting tag-ends of Latin, even if the quotation was not entirely appropriate. Some of his favorites included: *Veni, vidi, vici* (I came, I saw, I conquered); *Delendo est* – (insert name, the named thing must be destroyed); *Caveat emptor* (let the buyer beware).

When Italy entered the Second World War, in 1939, Scalia remained in Mussolini's inner circle. In 1942, as the German-Italian position in North Africa deteriorated, Scalia was ordered to the front. He was given a uniform based loosely on the equipment of a Roman general, with leather cuirass but no helmet. He did have a shield, a 60-lb. chunk of face-hardened battleship armor that would turn bullets, marked with *fascies*, the rod-bound axe adopted as the symbol of Mussolini's state. Antonio added a Luger, some of the new German *Panzerfausten*, which he called *pila* (a pilum is a Roman throwing spear), and a Swiss stainless-steel bayonet as a stand-in for a Roman *gladius*.

Thus armed, Scalia was dubbed *Praetorian*. At first his powers served his army well. Things turned inexplicably wrong in late 1942. Scalia's hitherto rather reliable precognition became disastrously unreliable. Praetorian never learned that the reason for his failure was the British agent, Hunchback (p. 26), whose precognitive powers helped the Allies to counter Praetorian.

Scalia escaped to Italy when Axis forces were defeated in Africa. Soon the Allies invaded, first Sicily, then the Italian mainland. Mussolini was denied super-powered aid from Germany (despite the Nazi-Fascist "Pact of Steel" of 1939). He

ordered Praetorian to form and command "Legio X," a force made up of minor Italian supers and strong normals. This was intended to be Mussolini's equivalent of the German SS, utterly loyal and obedient without question. Legio X, under Praetorian, carried out several successful military operations. They also tortured and murdered hundreds of Jews, political opponents and Allied POWs. In 1945 they were ordered to a last-ditch defense of *Il Duce* in the Fascist Republic he had formed in northern Italy. Instead of following his leader to obvious ruin, Praetorian went into hiding.

Scalia, under a number of aliases, spent almost two decades wandering Europe. He made a fortune, first at the casinos (his genuine Gambling skill helped conceal his use of precognition) then in the reviving European economy. Some of his businesses were legitimate.

In the early 1960s, Scalia moved to Detroit, Michigan. He established his age as mid-20s, and took the identity of Anthony Sabatino, a native-born American. There had been an Anthony Sabatino, an orphan from San Diego, with no close friends. He went to Rome as a teenager in the late 1950s, hoping for an acting career at Cinecitta, and disappeared. The Anthony Sabatino who arrived in Detroit explained that he had met a long-lost relative, inherited a substantial legacy and built a fortune in business. The rags-to-riches story was prime Horatio Alger Americana and therefore was never questioned.

Sabatino married Maria Penitentia Albanese, the staunchly-Catholic daughter of a suffocatingly-respectable Italian-American family. He had never had any interest in sex (though he had no obvious physical defect). He was convinced, however, that Americans were more likely to trust a family man, and would accept any sexual peculiarity more readily than celibacy. He was already intent on a political career. He thought of being a power-behind-the-throne, as he had been with *Il Duce*. Given the nature of American politics, and perhaps his own true nature, he decided instead to be the leader and not the leader's right hand. His Emotion Sense lets him tell the voters exactly what they want to hear. His Precognition forecasts the tactics of his opponents and lets him know just when to jump on the bandwagon, and just when to desert the sinking ship.

He began with the Detroit city council, moved on to the State legislature and thence to the House of Representatives. He is compiling a "fast-track" reputation in Congress, and is already being mentioned for higher things. Pundits proclaim him the "Prince of Political Correctness" – on the proper side of every issue even before the polls are in.

Sabatino has broken no laws since he entered the U.S., and he's certainly more responsive to his constituents than most other politicians. Still, if his powers were known it would damage, if not destroy, his political career. If the Justice Department, or the Italian government, or Mossad, learns that he is Praetorian, prison is the best he can hope for, and a noose is distinctly possible. Despite this, he cannot resist keeping his Praetorian equipment in a concealed closet in his home. It was the symbol of his greatest days; someday he will wear it again, and the crowds will cheer.

Campaign Role

Heroes in a Michigan-based campaign might have to deal with Congressman Sabatino. He supports anti-vigilante legis-

lation (always popular with Liberals). Sabatino believes that a reduction in the number of supers around would help guard his secrets.

A presentable male could stumble into an affair with Mrs. Sabatino. She is human, and life as an untouched showpiece is stifling. Sabatino would have at least one, likely two and possible all three of his secrets endangered; he would respond ruthlessly.

In a World War II setting, a military team might be assigned to "search and destroy" Praetorian. This might be the mysterious adviser in Italy before 1942, the flamboyant troop leader of 1942-45, or the post-war fugitive.

A 1920s or 1930s setting might send an assassination team after Mussolini's mysterious adviser. Communists, Socialists, Liberals, the Mafia; all had reasons to remove Signor Scalia, not to mention his rivals within the Fascist government. A less bloodthirsty party might need to negotiate with "the power behind the throne." Perhaps a friend is in an Italian jail or pressure on the Vatican Library could give access to a vital, ancient manuscript.

Personality

Anthony Sabatino is a cautious man. His Common Sense and Cowardice make him reluctant to move without a precognitive indicator of success. He covers this timidity well with his Appearance and Charisma. He seems to be confident and self-assured. His three secrets are what can drive him to reckless action. All of them threaten his career, and one threatens his life.

Abilities

Most of Praetorian's super abilities are psionic. Along with minor powers such as Luck and his "Sixth Sense," he also has Emotion Sense and a strong Mind Shield. The power he relies on most is Precognition, which is strong enough to yield him frequent and accurate passive visions, and with which he is so skilled that he can often succeed at an active Precognition attempt.

Physically, Praetorian can use his weapons, but he's not good with them and knows it. He would rather direct other fighters.

He has many skills related to his position as Mussolini's military advisor, including Intelligence Analysis, Strategy, Tactics and his knowledge of German and Diplomacy.

Since WWII, Sabatino has improved some of his old skills

and learned a number of new ones, including Acting, Administration, Bard (Public Speaking), Diplomacy, Politics, Savoir-Faire and English. His Charisma is quite useful. He uses the variable nature of his Unaging ability to keep his apparent age at that most favored by his constituency.

Battle Tactics

Praetorian would prefer to plan a battle to be conducted by his troops, bodyguards or other pawns. If he is forced to take an active role he will retreat unless he has had a Precognitive vision of triumph. This doesn't mean that he *will* triumph. Precognition is far from foolproof. Without such reassurance he must make a Will roll to overcome his Cowardice.

His primary weapons in combat are his *Panzerfausten*. He will carry one ready at his shoulder, with the front balanced on his shield. His Luger is for close range or when his "pila" are expended. For extremely close range he has his bayonet, but if an opponent gets *this* close Praetorian will have to make another Will roll to stay in the fight.

Praetorian's shield of face-hardened battleship armor provides PD 4 against all but the most powerful bullet attacks. It will be similarly effective against most superpowers. His Combat Reflexes give him a +1 bonus to any active defenses (giving him a Block of 7). His "Sixth Sense" gives him a PD of 1 (for a total of PD 5 with his shield). The shield gives a -4 penalty in hand-to-hand combat (such as when using his bayonet), but he won't drop it to improve his offensive capabilities.

A successful use of Precognition immediately before he involves himself in combat gives him a +1 bonus to any one attack or active defense roll. He will be able to predict the precise movements of an enemy. A critical success at this pre-combat roll gives him a +2. A failure gives him no bonus and a critical failure gives him a -2 because of an inaccurate vision.

Power Variation

WWII version (400 points): Drop Alternate Identity, dependent, Powers and Secrets, U.S. Area Knowledge, American History, Economics, and Politics; add Allies (Italian troops, squad to battalion), Military Rank 6 (Colonel), Patron (Il Duce on a 9), Duty (to Il Duce on a 12), Enemies (Allied forces), Reputation (-2 as an Axis villain); lower Charisma to +2, Status to 3 (Il Duce's advisor), Wealth to Comfortable, Acting and Leadership to 13, Administration, English, French and Gambling to 11, and History (non-American) to 12; drop all Quirks.

HUNCHBACK

73 years old, (but looks 60ish), 5'9", 140 lbs., thinning gray hair, small gray moustache, blue eyes.

ST: 11 (10 points) IQ: 14 (45 points) Speed: 4.75
DX: 10 (0 points) HT: 12 (20 points) Move: 4

Damage: Thrust 1d-1; Swing 1d+1
Dodge: 4 Parry: (Karate) 5
No armor, no encumbrance.

Point Total: 300



Advantages

Absolute Direction (5 points)
Absolute Timing (5 points)
Alertness +2 (10 points)
Combat Reflexes (15 points)
Intuition (15 points)
Longevity (5 points)
Night Vision (10 points)
Strong Will +3 (12 points)
Wealth (Average income but retired; 20 points)

Disadvantages

Addiction (Cigarettes; -5 points)
Code of Honor (Gentleman's; -10 points)
Stubbornness (-5 points)

Super Advantages

Damage Resistance 10 (Only against Psionics; 20 points)
Invisibility (Only to Psionic Senses; 30 points)

Psionic Abilities (see Basic Set)

Telepathy-20 (One skill, Psi-Sense-12, Passive use only; 21 points)
ESP-20 (One skill, Precognition-16; 48 points)

Skills

Acting-12 (½ point), Administration-14 (2 points), Area Knowledge (Birmingham)-14 (1 point), Area Knowledge (Coventry)-14 (1 point), Area Knowledge (London)-13 (½ point), Armoury (LE rifle)-9 (0 points), Armoury (Webley pistol)-12 (½ point), Bicycling-10 (1 point), Blackjack-9 (½ point), Brawling-9 (½ point), Camouflage-10 (0 points), Disguise-13 (1 point), Driving-9 (0 points), Economics-13 (2 points), Escape-8 (1 point), Fast-Draw (Pistol)-9 (1 point), Fast-Talk-13 (1 point), First Aid-13 (½ point), Guns (Rifle)-9 (½ point), Guns (Pistol)-11 (2 points), History (WWII)-14 (4 points), Intelligence Analysis-11 (½ point), Interrogation-12 (½ point), Judo-8 (1 point), Karate-8 (1 point), Knife-9 (½ point), Knife Throwing-9 (½ point), Leadership-12 (½ point), Merchant-13 (1 point), Parachuting-9 (½ point), Savoir-Faire-14 (1 point), Shadowing-8 (0 points), Stealth-10 (1 point), Strategy (Land)-12 (1 point), Survival (Desert)-9 (0 points), Survival (Forest)-12 (½ point), Teaching-12 (½ point).

Languages

English-14 (0, Native Tongue), French-12 (½ point), German-9 (½ point), Italian-10 (½ point).

Quirks

Asks before smoking around non-smokers and desists if requested (-1 point)

Still considers himself an officer and a superhero although he's been retired from both for almost 50 years (-1 point)

Always a dapper dresser when not in disguise (-1 point)

Barry Simmons had "hunches." He was the best in his group of friends in post-Great War London at guessing games; he barely studied for tests since he could usually guess the

answers. Hunches aside, he always felt himself to be a perfectly average boy.

In 1940, Barry joined the Army and volunteered for Officer Candidate Training. His aptitude scores and his forgettably-average appearance got him into Military Intelligence. He was sent to "Camp X" in the woods of Canada to be trained as a spy. Although an average student in most of his courses, he could often see through the disguises, ploys, traps and baffles put before him during training, because he "had hunches."

After some testing of Barry's Precognitive abilities, it was decided that his power was valuable but too uncontrollable to risk in ordinary assignments. He was returned to the Army, with a cover as an Operations staff officer. He would also operate as a two-way conduit for information using the codename "Hunchback," with a specific assignment to search for other psionics on both sides of the war.

After some assignments in England, Hunchback was sent to North Africa in 1942. His mission was to counter Praetorian, a purported Italian superhero (referred to as "Little Caesar" by the Allies). Making his way behind Italian lines, Hunchback managed to get close enough to sense Praetorian psionically, and to determine that he was indeed another psi.

Although Hunchback couldn't be sure of Praetorian's powers, he had a hunch that Precognition was one of them. He immediately bent all his efforts to countering the Italian's power with his own. He had considerable success because Hunchback's Invisibility to Psionics prevented Praetorian's Precognition power from taking Hunchback's presence (and hunch-based strategic suggestions) into account. When the war was over, no trace of Praetorian could be found. The high command decided that he must have died, and closed the operation.

After the war, Simmons turned down offers from MI6 and MI5 to continue as a spy, and instead became an industrial insurance investigator. He married, worked his way up to regional manager and retired to Coventry in the mid-1980s. Recently, Simmons had another hunch, and turned on the television. On it he saw a clip of a fast-rising American politician who bore an uncanny resemblance to the Praetorian of the 1940s. Simmons was certain that it was Praetorian, and that he had to be stopped. Simmons began to research Congressman Sabatino's career, and make plans for his downfall.

Campaign Role

As Simmons realizes that he can do little about Congressman Sabatino on his own, he will take his misgivings to a group of American supers. Hunchback's credentials may be hard to establish. His wartime exploits are classified under the 100-year rule. Perhaps the heroes have high-level access, or were present there themselves. Demonstrations of his powers may not be convincing, since most are subjective. It may take him some effort to convince them that Sabatino is a threat, and he isn't above lying to them about this.

If the Hunchback/Praetorian situation can be settled without the characters or Hunchback going to jail, Simmons' Precognition could be a good source of adventure hooks for the GM.

In a campaign set during WWII, the PCs could be under Major Simmons' command in their secret identities as Allied

soldiers, or as supers attached to Hunchback's anti-Praetorian role.

Personality

Barry Simmons is normally a polite, quiet, reserved and thoroughly honorable gentleman; a caricature of the stiff-upper-lip British officer. While he exhibited little public grief at the death of his wife, he was deeply affected by it. Though he is a very young 73, he now has no interest in the opposite sex.

He is Strong Willed (tending to Stubbornness), especially on WWII history and the matter of Praetorian. Even in his 70s, Simmons remains sharp and alert intellectually, but he does not take criticism or correction well.

Abilities

Hunchback has a wide range of skills. Some are related to his military training (such as Leadership, Strategy, Intelligence Analysis and various weapons), others to his training as a spy (including Acting, Disguise, Interrogation and Stealth), and still more to his civilian career. His Combat Reflexes, Alertness, and Night Vision all aided him in his military career, but his strongest suit was (and is) his psionics.

Hunchback has some common psionic abilities, such as Intuition and Absolute Direction and Timing, and some uncommon ones like Damage Resistance to psionic attacks. His Invisibility to Psionic sensing combined with his Precognition power to make him an undetectable frustration to Praetorian's Precognitions during WWII. Because his power can't be effectively used actively (with the -10 penalty on active skill use) he can counter Praetorian, but only rarely initiate his own psionically-predicted actions.

Battle Tactics

While Hunchback's Longevity and his training in karate, judo and the use of a number of weapons make him tougher than most senior citizens, he is still not a "combat-monster." He will avoid fights if he can, helping others with advice. If he must fight, he is a reasonable shot with a pistol (although he will have to find one, he hasn't had a gun since he left the military). His Combat Reflexes, Alertness, Intuition and martial arts improve his otherwise poor defensive abilities.

During WWII his attributes and skills were higher, but he was not much more of a fighter. As an officer he usually had soldiers to fight for him, and his role was more strategic than tactical.

Power Variation

WWII version (400 points): Change Attributes to ST 12, DX 11, IQ 13, HT 14; add Allies (Squad of troops on 15 or less), Military Rank 4 (Major), Patron (British Army Intelligence): Available on a 12, provide equipment and information) and Duty (British Government on a 15); raise Alertness to +4; drop Wealth, Administration, Area Knowledge (Coventry), Economics, History, Merchant, Teaching, and Officer & Superhero quirk; lower Savoir-Faire by one level; add Blackjack, Large Knife and standard military issue kit to equipment.

Orgy and Graffiti

No one likes the street gangs of New York City, but one gang in particular has New Yorkers living in terror. It is led by a psychopathic metahuman who aptly calls himself Orgy. Orgy and his gang are so unpopular that even some of its own members have quit in disgust, including flashy Puerto Rican villain Graffiti.

ORGY

16 years old, 5'9", 140 lbs., Hispanic, straight black hair, green eyes.

ST: 11 (10 points) **IQ:** 14 (30 points) **Speed:** 6.5

DX: 13 (30 points) **HT:** 13 (30 points) **Move:** 6

Damage: *Thrust* 1d-1; *Swing* 1d+1

Dodge: 6

Parry: (Knife) 6

Black leather jacket covered in studs, chains and pins (PD 2; DR 1; 7 lbs., covers areas 6, 8-11, 17-18), Black leather motorcycle gloves (PD 1, DR 2, covers area 7); no encumbrance.

Point Total: 250

Advantages

Allies (2d teenage gang members, Street Thugs, see sidebar p. 5, on a 12 or less; 60 points)

Animal Empathy (without Cannot Kill limitation) (10 points)

Charisma +1 (5 points)

Danger Sense (15 points)

Unfazeable (15 points)

Wealth (Comfortable, Average wealth but hardly works for it; 10 points)

Disadvantages

Compulsive Carousing (-5 points)

Curious (-5 points)

Enemies (Police, on a 6 or less; -10 points)

Impulsiveness (-10 points)

Low Pain Threshold (-10 points)

On The Edge (-15 points)

Reputation (+1 among gang-members, -2 elsewhere in NYC; -9 points)

Sadism (-15 points)

Youth (-4 points)

Super Advantages

Reduced Sleep (10 points)

Super Disadvantages

Dependency (-1 HT per week without exposure to intense emotions; -10 points)

Psionic Abilities (see Basic Set)

Telepathy Power-10 (50 points)

Emotion Sense-20 (16 points)

Mental Blow-12 (1 point)

Mind Shield-13 (2 points)

Telefeel-18 (similar to Telecontrol, except that Emotion Sense is used to establish contact, only the victim's emotions, not his actions, are controlled, and he retains full memory of the event afterwards; 12 points)

Telesend-15 (Emotions only -20%, Can be used to broadcast to an area within his sight +100%, Selective Effect +50%, Always On -10%; 14 points)

Weapon

Switchblade (small knife) *Imp* 1d-1, *cut* 1d-1

Skills

Acting-14 (2 points), Administration (Gang)-13 (1 point), Animal Handling-12 (0 points), Area Knowledge (East Harlem)-14 (1 point), Area Knowledge (NYC)-13 (1/2 point),

Carousing-14 (4 points), Criminology-12 (½ point), Diplomacy-12 (1 point), Fast-Talk-14 (2 points), Heraldry (Gangs)-12 (½ point), Knife-13 (1 point), Leadership-13 (1 point), Psychology-12 (1 point), Shadowing-12 (½ point), Stealth-13 (2 points), Streetwise-15 (4 points), Tactics-13 (2 points).

Languages

English-14 (0 points), Spanish-14 (2 points).



Quirks

Attacks anyone who calls him Hector (-1)

Continuously boasts about past crimes (-1)

Isn't very good with machinery and avoids using those machines he's not familiar with (-1)

As a child growing up in East Harlem, Hector López always knew he was different from other children, but he could never put his finger on the reason. He always knew when to avoid his abusive father, when to ask his mother for presents and which dogs could be trusted not to bite. Hector was seven years old before he discovered that the rest of his family didn't share this ability. After this revelation, he began to exploit his powers systematically.

Soon after puberty, Hector's powers changed radically. He could still sense people's emotions, but he now found that he could broadcast his emotions to people around him. He could actually manipulate (he called it "flavoring") the emotions of one or more people. As his powers increased, their use became necessary. For Hector, to go without emotion was as debilitating as to go without food.

At first he could only use this power on his younger brothers and sisters, intensifying their love for him and any annoyance they felt at each other. Eventually he found he could cause his parents, and later even complete strangers, to suffer violent mood swings with but a thought.

Hector's use of this power caused his already unstable family to disintegrate. His mother was diagnosed as manic-depressive and his father abandoned them. With no desire to be head of the family, Hector left to live on the streets. He wandered aimlessly, "dining" on the intense emotions of violence and sex. He needed food and shelter as well as emotion, so he used his powers to secure a place for himself in a Puerto Rican street gang.

At first Hector was secretive about his powers. He used them subtly to benefit the gang. Police officers felt charitable, and gave them a second chance instead of arresting them after petty thefts. Shop owners were warned rather than alerted by their presence. Rival gangs somehow felt that "these dudes shouldn't be messed with." Hector's charisma and his manipulation of emotions soon made him the gang leader. He revealed his powers and led the gang on a series of crimes, both robberies for cash gain and "wildings" for entertainment. After one incident, in which he enraged two lovers in Central Park into a combat that left one dead and the other crippled and disfigured, Hector realized that he was a supervillain in everything but name. He demanded that his gang refer to him as Orgy; now he thinks of that as his real name.

Outwardly, Orgy is just a Puerto Rican gang leader. He wears typical gang "colors," a leather jacket covered with chains and patches, leather boots, motorcycle gloves, sunglasses, a bandana and a pair of artistically torn jeans. At first sight, he blends in with his similarly-dressed gang, but any prolonged contact will reveal him as their unquestioned leader.

Campaign Role

Heroes in New York City are bound to have heard of Orgy and his gang, if not by name, at least of their rampages. A friend or dependent could be one of Orgy's victims, suddenly

driven to rage, terror or suicidal despair for no discernible reason. Orgy might attack a metahuman (in secret or public identity) who is rash enough to be found alone at night anywhere in the city, especially in East Harlem or Central Park.

Orgy has no secret identity and is supported by his gang. It is unlikely that heroes will encounter him in a social or business setting. It's possible that they will be led to him through an investigation of Graffiti (see below) or vice versa.

Personality

While his *thoughts* are his own, Orgy has become so used to devouring the emotions of others that he is no longer sure what *he* feels. The only way he can be sure that an emotion he's feeling is really his is to amplify it, forcing it on everyone nearby so that he will feel it reflected from all directions. Whatever emotions Orgy feels are likely to be mimicked by his band of sycophants. If he is afraid, or sexually aroused, or angry, his followers will act out these emotions. This gives a strong clue to his real feelings (equivalent to Empathy) to anyone dealing face-to-face with Orgy and his gang.

Orgy cares little for anything except his next emotional fix. He will never physically attack anyone who might be dangerous, but he will send his gang into action regardless of the odds. He will mentally attack anyone; he needs the emotion so badly that rational considerations of danger aren't much of a concern.

Hector's personality has been warped by Orgy's powers. He used to be curious about everything; now he is interested only in ever-stronger and more bizarre emotional games. His cruelties are becoming more inventive, and more likely to end in death for the victim. His charismatic personality now demands absolute obedience and the outward signs of worship. The saner personality of Hector López may still underlie that of Orgy, but Hector has no way of breaking free.

Abilities

The majority of Orgy's skills are directly useful in controlling his gang and surviving on the streets of New York. He has Administration, Leadership, and Streetwise. Also useful are Acting, Heraldry and Psychology.

Orgy doesn't use all of his advantages and skills; some, like Animal Empathy and Animal Handling, he is hardly aware he possesses. Some of his abilities would have their uses in non-

gang life, but in his current emotional state, Orgy has little reason to look for other ways to exploit his talents.

Orgy's only real super-ability is his Telepathy power. There are obvious combat uses for Mind Shield, Mental Blow and the Telepathic Shout application of the Telesend skill. Orgy has particularly high levels of Emotion Sense and Telesend. He can employ these over a large area, with the restriction that he can only transmit emotions, not verbal messages. His favorite Telepathy skill is his ability to temporarily control the emotions of one or more victims with Telefeel. This power is not Telecontrol; he cannot direct a victim's actions, only change they way they feel about things.

When using his powers on the members of his gang, Orgy has a +2 bonus on his skill rolls because he knows them intimately. The members of the gang are almost always willing subjects, as they enjoy the high that experiencing Orgy's intense emotions brings.

The 350-point version of Orgy has survived two more years of his condition and is stronger and has more control over his emotions.

Battle Tactics

Orgy rarely gets personally involved in combat, preferring to let his gang take care of threats while he basks in the emotions a fight generates. If faced with strong opposition, Orgy will use his Telesend power to boost their confidence, anger or hatred to keep them in the fight. He will transmit emotions such as fear, helplessness or disinterest to his opponents to reduce their combat effectiveness. If they fail a contest of his Telefeel against their Will, they suffer a -2 penalty on all abilities, -4 if he wins by 3 or more.

Orgy can also act directly in combat. He uses a Telepathic Shout or Mental Blow to cause stunning or damage, but only if he is directly attacked or if he yields to the pleas of his gang. He can fight with a knife if he has to (he prefers to use it for torture), but in any situation that tight he would rather retreat.

Power Variation

350-point version: Drop Compulsive Carousing, Curious, Low Pain Threshold, On The Edge and Youth (increase age to 18); raise Charisma to +3, Wealth to Comfortable but with no work, Allies to "on 15 or less," Telefeel to 20, Telesend to 16, Mental Blow to 13 and Mind Shield to 14.

GRAFFITI

19 years old, 5'10", 160 lbs., Hispanic, long straight black hair (greased and tied back with a patterned bandanna), brown eyes (behind dark sunglasses).

ST: 12 (20 points) **IQ:** 10 (0 points) **Speed:** 6.75
DX: 14 (45 points) **HT:** 13 (30 points) **Move:** 8
Dodge: 6 **Parry:** (Knife) 7

Damage: Thrust 1d-1; Swing 1d+2

See Costume, below (PD 1, DR 1); no encumbrance.

Point Total: 250

Advantages

Ambidexterity (10 points)
Combat Reflexes (15 points)
Danger Sense (15 points)
Empathy (15 points)
Fearlessness +1 (2 points)



Reputation (+2 among NY street-gang members; 5 points)
Unusual Background (Has Gadgeteer friend; 50 points)
Wealth (Comfortable; 10 points)

Disadvantages

Bully (-10 points)
Code of Honor (Pirate's; -5 points)
Dependents (Mother and girl friend, on a 6 or less; -12 points)
Enemies: Police on a 6 or less (-10 points)
No Sense Of Smell/Taste (-5 points)
Odious Personal Habit (Spitting, outside only; -5 points)
Secret Identity (-20 points)
Trademark (Spray-painting tag, 30+ seconds to paint, but with no compulsion; -5 points)

Super Advantages

Full Coordination/1 (50 points)

Super Equipment

Costume (thin leather coated with paint-resistant polish, DR 1, PD 1 on all areas except 3-5, 8 lbs., Costume advantage; 15 points)

Spray-cans (all cans are identical in appearance and weigh 1.5 lbs. Each can has the Limited Use, 5 times per day, limitation, and the range of all sprays is two hexes regardless of Power. Graffiti can only carry eight special cans at one time in addition to his normal paints)

Bind 16(1) (Victim must be touching stationary object such as the ground)

Blind 16(12) (Doesn't Harm User, because of sunglasses)

Bond 16(1) (Affects Living, Selective Effect, works on parts of objects)

Disintegrate 16(15) (Doesn't Affect Glass, Takes 1d hours to affect inanimate objects, Does only 3d damage to living creatures)

Flame Jet 16(2) (Continuing Damage×2)

Neutralize Fire 16(4) (Nuisance Effect, causes cloud of smoke and gas in area)

Smoke 16(1) (Extended Duration×4, Increased Area×2, Wall, can be set to go off automatically for 5 seconds)

Weapons

Cans of spray-paint in a variety of colors (special)

Small knife (Switchblade, *Imp* 1d; *Cut* 1d-1)

Small can of Mace hidden in boot (same as Blind spray, but only one use per day and one hex range)

Skills

Administration (Gang)-9 (1 point), Area Knowledge (East Harlem)-11 (2 points), Area Knowledge (NYC)-11 (2 points), Artist (Graffiti)-14 (12 points), Brawling-15 (2 points), Carousing-12 (1 point), Driving (Car)-9 (0 points), Fast-Draw (Spray Can)-15 (2 points), Fast-Talk-10 (2 points), Guns (Pistol)-13 (½ point), Heraldry (Gangs)-11 (4 points), Intimidation-10 (2 points), Knife-14 (1 point), Knife Throwing-10 (0 points), Leadership-9 (1 point), Merchant-9 (1 point), Running-10 (½ point), Stealth-14 (2 points), Streetwise-12 (6 points).

Languages

English-10 (0, Native Tongue), Spanish-10 (2 points).

Quirks

Afraid Orgy is going to come after him (-1 point)

Under-estimates abilities of female opponents (-1 point)

Tries to prove he's the best at everything he does (-1 point)

Jesús Morales grew up in East Harlem, New York City. Others may dream of escaping these poor neighborhoods; Jesús wants to rule them. Before high school he was a junior member of a street gang and an old hand at vandalism and shoplifting. His passion was to be the best graffiti artist in New York.



While in high school he began muggings and small-time armed robberies, both for the money and to boost his reputation within the gang. At 16 he dropped out of school to be a full-time gang lieutenant.

His gang was taken over by Orgy (p. 27), a teenage Puerto Rican with psionic powers. Jesús was soon disgusted by Orgy's pointless violence and cruelty. "It's not *professional*, man!" He set out to build his own operation as Graffiti, a robber who used cans of mace or miniature flame-throwers made from aerosol sprays. He always left his "tag" (a stylized "G," meant to look like the nozzle of a can spraying paint) spray-painted on the walls of his targets. This earned Jesús a minor reputation among New York's gangs. A minor criminal gadgeteer who used the street name "Wire" approached him with an offer to manufacture exotic chemical sprays for a fee.

Graffiti was willing to try. The sprays were a success, especially a brick-melting acid that he could apply to a store's rear or side wall, coming back a day later to break through the weakened structure. Graffiti ordered more, and the partnership was established. Wire operates with care (he doesn't really trust Graffiti) and is still known only by his street name. He communicates through dead-drops, and never delivers his goods twice at the same place.

Graffiti used some of his criminal earnings to finance a costume. The skin-tight white-leather is treated with paint-resistant chemicals to keep it clean. Bandoliers of spray cans (14 at full load) cross his chest and waist, and his tag is embroidered on the right shoulder.

Recently he has begun painting his tag on a building a day or more *before* he robs it. This has raised his reputation a notch in the gangs, but could lead to trouble for him once the storekeepers or police realize what's going on.

Campaign Role

Most heroes will only have heard of Graffiti if they have gang affiliations, or if they live in East Harlem. He occasionally leaves the barrio to rob in another area of the city; possibly he has worked the hero's neighborhood.

If a hero has an agenda which includes cleaning up the New York gang problem, he is likely to run into Graffiti, possibly through his past connection with Orgy. If they come across Wire, who supplies gadgets to many criminals, and interfere with Graffiti's supply line, they may gain him as an enemy.

Graffiti could gain some fame outside of gang circles for the quality of his spray-painted artwork. Anyone involved in the art world could come in contact with his work in an art-magazine article, or some other non-criminal venue.

Personality

Jesús is a typical gang member. He hangs out on the streets, bullying passersby and making a nuisance of himself. He considers women property, and he will defend "the honor" of his mother and girlfriend to the death, whether they like it or not. He gets no particular thrill from pain or death. He bullies to get "respect," not because he feeds on fear. He only hurts people as a matter of business, to gain money or reputation.

Graffiti is determined to prove himself as both supervillain and artist. His reputation in the barrio is almost as important to him as making money. This makes him a touch reckless in his

robberies, choosing targets as much for noticeability as for profit. He always tries to spray his tag near the site before his escape. Still, Graffiti is no fool and he will skip leaving his trademark if it means capture.

Abilities

Jesús Morales is a physically-fit young man with a number of abilities that help him survive on the streets. He has Danger Sense, Empathy, Combat Reflexes, Fearlessness and a variety of skills like Brawling, Running, Stealth, Streetwise, and the use of a switchblade.

Jesús is a competent artist, and he uses his Ambidexterity and Full Coordination to paint using two spray cans simultaneously. As a supervillain, he has been developing a Fast-Draw (can from bandolier) technique. This will speed the painting of his tag and other art, and give him a chance to get a combat-can in his hand if he encounters opposition.

Many of his cans are commercial paint and Mace, but he also carries a variety of special-purpose sprays, from smoke to highly-flammable aerosols for use as weapons.

The 200-point version of Graffiti assumes that he never met the gadgeteer who sold him his special sprays. He is armed only with weapons that he could improvise from commercially available products.

Battle Tactics

In combat, Graffiti has to deal with two conflicting impulses. His *machismo* says "fight to the end, you can beat anyone" but his brain says "you are just a street kid, stay out of jail." Faced with an opponent who is obviously superior, he will immediately attempt an escape. He will use smoke or gas to cover himself. He might use his flame throwers to create a distraction, such as setting the awnings of a store-front on fire to give pursuers something else to deal with.

If Graffiti faces a foe he thinks he can defeat (including supers he doesn't recognize or whose powers aren't obvious), he will try to gain surprise and the first attack. He will use stealth, or play on his relatively harmless appearance to lure an opponent within range. Then he will Fast-Draw a can with each hand (Blinding or Binding sprays for normal opponents, Fire or Bonding for supers) and attack.

His most expensive sprays are the acids he uses to melt brick and other substances. He prefers to use them for robberies, only wasting them in combat if he runs out of other sprays or if his opponents prove to be resistant to his other attacks. If faced with a fire-using super he can use his fire-extinguishing spray as a weapon. It can also double as a smoke-generator to cover an escape or set a super up for a surprise attack.

Against a non-super opponent, or if he runs out of sprays and can't escape, Graffiti can also resort to normal combat, using his Brawling skill combined with his Full Coordination, or his switchblade. Throwing his knife at an opponent may gain a momentary distraction to use for escaping.

Power Variation

200-point version: Drop Enemies, Unusual Background and all sprays except paint, Mace, Flame Jet (takes one second concentration to light spray) and Smoke (pesticide fogger); lower Wealth to Average.

Scrambler and Die-Hard

The ability to absorb electricity and disrupt the functioning of electrical devices would have been considered a great metahuman gift by the villain called Scrambler – if he could turn it off. Having a gadget-studded costume that lets him simulate the super-powers of true metahumans makes Die-Hard one of the most powerful heroes in Dallas – except when Scrambler shuts him down.

SCRAMBLER

29 years old, 5'10", 155 lbs., white, light brown hair, gray eyes.

ST: 13 (30 points) **IQ:** 14 (45 points) **Speed:** 6
DX: 13 (30 points) **HT:** 11 (10 points) **Move:** 6
Damage: Thrust 1d; Swing 2d-1
Dodge: 6

See Costume, below (PD 1, DR 2); no encumbrance.

Point Total: 400

Advantages

Acute Vision +2 (8 points)
Night Vision (10 points)
Wealth (Comfortable; 10 points)

Disadvantages

Addiction (Stimulants; -10 points)
Code of Honor (Avenge All Insults; -5 points)
Delusion (Minor, Thinks the accident that gave him his powers wasn't accidental, but can't prove it; -5 points)
Overconfidence (-10 points)
Paranoia (-10 points)
Secret Identity (-20 points)



Super Advantages

Absorption (5d vs. Electricity/Magnetism, Only Raises Extra Fatigue, -20%; 32 points)
Extra Fatigue +11 (33 points)
Magnetic Sense/10 (50 points)

Super-Powers

Dampen 16(15) (Affects Insubstantial +20%, Increased Area×5 +120%, Instantaneous +20%, Costs 1 Point Fatigue Per Hex Of Area Above 3 -5%, Costs 2 Points Fatigue Per Minute In Combat Or Hour Otherwise Turned Off -10%, Reduced Duration, halved -10%, Reduced Range, always centered on Scrambler -15%, Special Effect, blue glow throughout area affected; 115 points)

Disintegrate 12(3) (Affects Insubstantial +20%, Costs 4 Points Fatigue Per Use -20%, Touch Only -20%; 24 points)

Super Equipment

Costume (Costume advantage, PD 1, DR 2; 46 points)

Skills

Area Knowledge (Dallas)-15 (2 points), Area Knowledge (Texas)-13 (½ point), Chemistry-11 (½ point), Computer Op-

eration-15 (2 points), Computer Programming-11 (½ point), Driving (Car)-12 (1 point), Driving (Off-Road Vehicle)-11 (½ point), Electronics (Communications)-12 (1 point), Electronics Operations (Communications)-14 (2 points), Fishing-13 (½ point), Mathematics-12 (1 point), Mechanic (Car)-12 (½ point), Naturalist-11 (½ point), Physics-12 (1 point), Research-12 (½ point), Sports (Baseball)-11 (½ point), Stealth-12 (1 point), Streetwise-12 (½ point), Survival (Woodlands)-13 (1 point), Swimming-12 (½ point), Tracking-12 (½ point).

Language

English-15 (1 point).

Quirks

Continually experiments with field trying to find a way to turn it off without fatigue (-1 point)

Member of various environmental protection groups (-1 point)

Joseph Lawrence grew up in the Dallas-Fort Worth area. He had a natural aptitude for electronics. After college he got a job with a local high-tech firm producing satellite components for NASA.

While working on some delicate wiring, he was caught in an inexplicable power surge, which destroyed hundreds of thousands of dollars of equipment and nearly electrocuted Joe. He was incapacitated for months. When he returned to work he began to feel persecuted. All his equipment began to behave strangely when he used it, suffering power surges and drops, flickering on and off and giving anomalous readings. As the weeks went on, the same thing started happening away from work. His car was difficult to start, radios produced no sound, light bulbs in his house burned out much too frequently, and when the television broke down, the repairman could find nothing wrong except that it wouldn't work.

Eventually Joe lost his job. His supervisors considered Joe's conspiracy theory a lame attempt to cover his incompetence. Joe got another electronics job, but his problem followed him, becoming more pronounced each day. He was fired again, and while fuming at home the true source of his inconveniences became evident. As had happened more than once in the past months, the electrical appliances in his living room dimmed and then went out, but this time all of them went out simultaneously, leaving the room bathed in a dim, blue glow centered on Joe. He was projecting a field that dampened electrical activity around him.

At first he tried to suppress his power, but as the power grew, turning it off for more than a brief time became too tiring. He turned to drugs to give him the energy to shut the field off, and was dismissed for drug use.

After this, Joe found it difficult to get jobs in the electronics industry. He decided to turn his super-handicap into an advantage. At first he targeted the companies that had fired or refused to hire him. He raided them after dark, deactivating alarms and sensors, and stealing information and easily-disposable items. After an encounter with a security guard outfitted with a variety of high-tech electronic weapons (all of which were useless against Joe), he realized that he could become a true supervillain.

Calling himself Scrambler, he created an armored costume from a blue scuba suit (similar in shade to the glow in the air when he uses his powers) and materials he'd stolen. He decorated the armor with a white "S" pattern at belt, gloves, boots and mask. On his chest he put a stylized atom, with the electrons breaking out of their orbits around the nucleus.

After a few more robberies he found himself faced with a true superhero who was immune to Scrambler's powers. Barely escaping, Joe decided to get himself some protection. He assembled a gang of thugs who would provide him with muscle and guns for a share of the take.

Campaign Role

Most heroes in a Texas-based campaign will have heard of Scrambler. If they encounter him at any time he is likely to become a recurrent menace, returning to get revenge for previous defeats (however slight), or to gloat over previous victories.

Joseph Lawrence's neighbors have a number of reasons to consider him odd. He rarely goes out to work during the day, never has lights on in his house and refuses to take part in neighborhood activities. A hero who lives in the area, or who has friends and relatives there, might hear some of these rumors and get curious.

Personality

Joe is high-strung and overreacts to minor changes (good or bad) in a situation. A small hitch in a robbery plan might cause him to abandon the whole heist. An easy victory over a weak opponent makes him feel invincible.

The drugs he takes to help him suppress his power when in his secret identity have produced paranoia. He sees plots everywhere, imagines insults where none were intended and exaggerates minor reverses into major catastrophes. He never forgets an insult. His vengeance could be anything from a home blackout to a robbery to the shut-down of major equipment at a critical moment. Defeated in combat, Scrambler will do everything he can to turn the tables on his opponent. He will ignore profitable opportunities to pursue the humiliation or destruction of anyone who has beaten him.

Abilities

Scrambler's primary super-power is the projection of a Dampening field that slows down or stops all non-biological electrical activity within it. This field (and the pervasive blue glow that accompanies it) is constant in Scrambler's vicinity, and it takes him some effort to temporarily shut it off.

Scrambler can intensify the field at extremely close range, breaking down the electrical attractions holding together the molecules of most substances and causing them to Disintegrate into raw materials (such as clouds of hydrogen and oxygen gas in the case of water). These powers also work against insubstantial objects (including devices generating "insubstantiality fields"), and to "touch" an insubstantial object in order for Scrambler to disintegrate it he has only to get his hand into the position it would need to be to touch the object if it were substantial.

Scrambler can also detect electro-magnetic fields, judging field strengths and tracing current lines (although he can't dis-

cern individual electron paths). He is especially resistant to electrical or magnetic attacks. He is able to absorb these concentrated energies to strengthen his Dampen and Disintegration powers.

Joe's wilderness skills (Survival, Fishing and the like) let him get away from civilization for the rest he needs after long

periods of restraining his Dampening field. They also give him a possible escape if he is identified as a criminal.

Battle Tactics

Scrambler is a poor fighter, except when faced with an opponent who's powers are electrical or gadget-based. Then he can neutralize their advantages and hope for the best in hand-to-hand combat. He prefers to stay out of combat himself, usually hiring 1d Street Thugs (see sidebar, p. 5) to accompany him on his robberies. He will brief these thugs on his powers before the crime, and if the group encounters opposition, will assist with tricks such as turning out the lights, depowering magnetically-locked doors or disintegrating escape routes. The thugs have no loyalty to Scrambler and work strictly for hire. They have low morale.

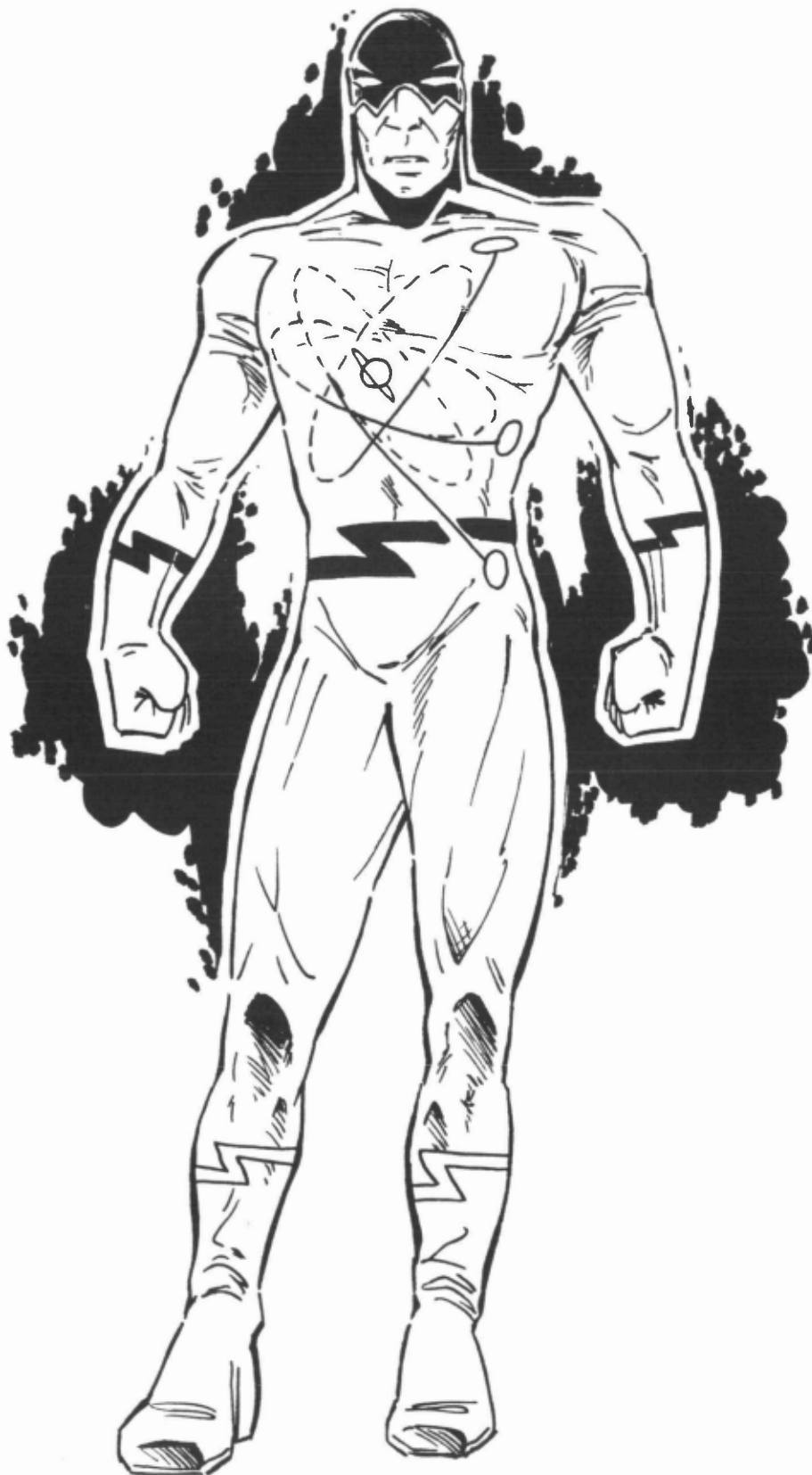
If faced with a superhero, Scrambler will increase the area of his Dampening field to include him. He will flee if the field seems to have no effect. Because of his Overconfidence he will tend to exaggerate the amount of effect on his opponent. Though this is a highly effective tactic against a gadgeteer, it can get Scrambler in serious trouble against an opponent with innate abilities.

If Scrambler thinks he is winning a battle, he will advance to close range and use his Disintegration power to destroy the enemy's costume and equipment. If the foe still shows fight, he will drop lamp-posts, awnings and other objects onto him. When retreating from combat, Scrambler will use this same power to set up obstacles (such as foot-sized holes in the floor) in the path of pursuers.

Power Variations

300-point version: Drop Costume, Disintegration power, and Night Vision; lower Magnetic Sense to 6.

500-point version: Drop Addiction, Paranoia, Fatigue costs from Dampen and Disintegration and Fatigue quirk; add Combat Reflexes; raise Absorption to 10d and drop Only To Fatigue Pool limitation; raise Magnetic Sense to 11, Streetwise to 13 and Area Knowledge (Texas) to 14.



DIE-HARD

28 years old, 5'11", 170 lbs., Black, short black hair, brown eyes.

ST: 11 (10 points) **IQ:** 15 (60 points) **Speed:** 6.25
DX: 13 (30 points) **HT:** 12 (20 points) **Move:** 3, 6
as Die-Hard, 12 Super
Running, 20 flying

Damage: *Thrust* 1d-1 (2d in suit); *Swing* 1d+1 (4d in suit)
Dodge: 3, 6 as Die-Hard
Helmet and full-body suit (DR 10); no encumbrance.

Point Total: 550

Advantages

Fearlessness +2 (4 points)
Gadgeteer (Quick; 50 points)
High Pain Threshold (10 points)
Reputation (+1 as a Hero, in Texas; 5 points)
Strong Will +2 (8 points)
Wealth (Comfortable; 10 points)

Disadvantages

Appearance (Unattractive; -5 points)
Curious (Extremely; -10 points)
Lame (Crippled Leg; -15 points)
Overconfidence (-10 points)
Pacifism (Cannot Harm Innocents; -10 points)
Secret Identity (-5 points)
Social Stigma (Black; -5 points)
Stubbornness (-5 points)

Super Equipment

Die-Hard Costume

Acute Hearing +1 (4 points)
Breath Holding/1 (2 points)
Broadcast/2 (6 points)
Damage Resistance 10 (30 points)
Eliminates "Crippled Leg" (15 points)
Enhanced ST 22 (130 points)
Flying (Limited Use, 3 times per day, -20%; 32 points)
Radio Hearing (10 points)
Spectrum Vision (40 points)
Super Flight×1 (20 points)
Super Running×1 (20 points)
Vulnerability (2 levels vs. Magic; -20 points)
Base cost: 287 points
Breakable (DR 15, HP 100, -5%, Can Be Hit at no penalty
-25%, Final cost; 201 points)

Disorientation Pistol

Confuse 16(15) (Fan×3 +30%, Full Power Only -10%; 96
points)
Base cost: 96 points

Breakable (DR 10, HP 40, -15%, Can Be Hit at -5 to hit
-15%, Final cost; 68 points)

Paralysis Pistol

A "taser," combining effects of Bind 16(5) (Link to Light-
ning +10%, Reduced Range -10%, Takes Recharge -10%; 51
points) and Lightning 16(2) (Homing +50%, Link to Bind
+10%; 38 points)

Base cost: 89 points

Breakable (DR 10, HP 30 -15%, Can Be Hit at -5 to hit
-15%, Final cost; 63 points)

Smoke Grenades

Smoke 16(4) (Doesn't Harm User +20%, Increased Area×1
+20%, Limited Use, 2 per day -30%; 38 points)

Base cost: 38 points

Can Be Stolen (with Contest of DX -30%)

Final cost; 27 points)

Flash Grenades

Flash 16(2) (Increased Area×3 +60%, Limited Use, 2 per
day -30%; 35 points)

Base cost: 35 points

(Can Be Stolen, with Contest of DX -30%, Final cost; 25
points)

Non-Super Equipment

Assorted tools and spare parts for "quick gadgeteering,"
such as flashlights, batteries, wires, calculators and hand-held
video games.

Skills

Area Knowledge (Dallas)-15 (1 point), Area Knowledge
(Monroe, LA)-14 (½ point), Area Knowledge (Texas)-14 (½
point), Armoury (M1 Garand)-10 (0 points), Brawling-14 (2
points), Computer Operation-15 (1 point), Computer Pro-
gramming-13 (1 point), Diplomacy-13 (1 point), Driving
(Car)-12 (1 point), Electronics (Computers)-13 (1 point), Elec-
tronics (Sensors)-14 (2 points), Electronics (Weapons)-14 (2
points), Electronics Operation (Computers)-15 (2 points),
Electronics Operation (Sensors)-15 (2 points), Electronics Op-
eration (Weapons)-14 (1 point), First Aid-14 (½ point),
Flight-9 (0 points), Guns (Rifle)-12 (½ point), Intimidation-
15 (0 points), Mathematics-13 (1 point), Physics-14 (2 points),
Powerboat-12 (1 point), Scrounging-14 (½ point), Spanish-13
(½ point), Sports (Football)-11 (½ point), Streetwise-13 (½
point), Swimming-14 (1 point).

Language

English-16 (1 point).

Quirks

Fascinated by any high-tech equipment (-1 point)

Embarrassed by the fact that he can't fix his own car (-1 point)

Goes out of his way to demonstrate that he's not prejudiced (-1 point)

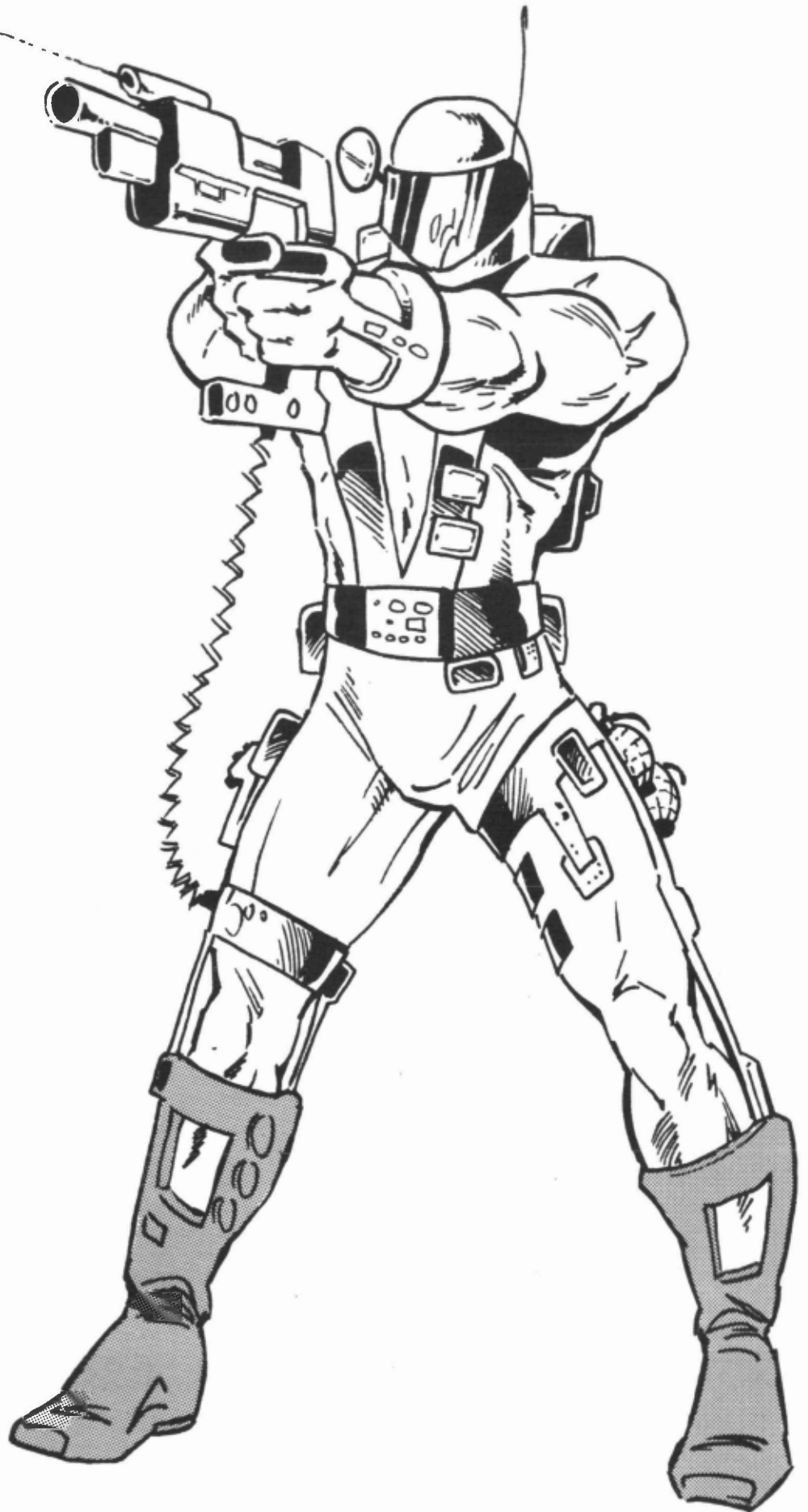
Overly cautious in hand-to-hand combat (-1 point)

Craig Jackson was the youngest child of a poor, black family in Monroe, Louisiana. By the time he started school he was already taking apart his family's radio, television and appliances. (He didn't learn how to put them back together in working order until high school.) For as far back as he remembers, he dreamed of going to college. He wanted the learning; he also wanted the high-paying job it would get him. That would give him the money to buy all the electrical gadgets he could ever want, and the skills to make new ones.

Unable to pay for college tuition, Craig joined the Navy to get on the G.I. bill. After an uneventful tour of duty he went to college and earned a degree in electronics engineering. Armed with his diploma he moved to Dallas and got a job with an electronics firm that specialized in security devices, from protection gear to automated monitoring systems.

For the most part he worked on devices designed by senior employees. On one occasion he submitted a design for a hand-held remote-sensing gadget to one of his superiors, but was told that the design was unfeasible. A few months later he was surprised to see the superior present a near-identical invention as his own.

After seething for some weeks over the double-cross, Craig came upon a way to prove that the invention had been his. He built prototypes of a number of security contraptions he'd intended to sell to the company and set out to become a costumed crime-fighter. Afterwards he intended to reveal his identity to his bosses, hoping that this would demonstrate who in the



company had the brains to come up with his first invention.

Unfortunately, Craig (calling himself the Defender) found himself badly outnumbered when he surprised a gang breaking into a drug company's warehouse. While he brought down two of his assailants, one of the others hit him from behind with the getaway car, mangling one of his legs and gashing his face horribly as it dragged him across the parking lot. He survived, and after months of rehabilitation was able to return to work, forced to use a cane and leg-brace to walk and with a number of permanent scars, all of which he attributed to a car accident.

His first foray as a superhero had been a disaster, but it motivated Craig. He abandoned the plan of exposing his supervisor as a thief; it no longer seemed important. Instead, he set to work designing equipment to correct his disability and allow him to return to the superheroic scene. This time he would test his inventions in the hardest way, then market them as hero-proven.

His new costume was built more sturdily than his original one (giving him DR 10 against most attacks). It included a dark-visored helmet, to protect both his head and his identity. Using a little more care to keep his opponents always in his sight, he became "Die-Hard, the hero who never gives up." As he sold his inventions, he invested in better equipment, such as a miniature jet-pack. Soon he was famous in Dallas.

Unfortunately, he is dependent on electrically-powered gadgets to do everything from stunning his opponents to simply walking. This makes him especially vulnerable to the powers of Scrambler. After a humiliating defeat in which all his equipment was depowered by Scrambler, Die-Hard developed an assortment of chemical-based grenades so that he would have some weapon to fall back on in case of a rematch. Die-Hard's effectiveness is greatly reduced without his electronics, so while he's a competent crime-fighter, he's never managed better than a stalemate against Scrambler.

Campaign Role

Although he is most active in Dallas, anyone in or near Texas will have heard of Die-Hard. In addition, heroes with tech-based powers might be interested in him, or if they have interesting crime-fighting equipment Die-Hard will seek them out hoping to compare gadgets.

Those with Navy experience could have met Craig there, and if they run into him again, the injuries he's sustained since then might intrigue them enough to investigate.

Personality

Craig Jackson is an obstinate man who never admits defeat. He excelled scholastically despite his poverty, inadequate primary schooling and prejudice. He recovered from injuries which should have permanently crippled him. His reputation as an unstoppable crime-fighter is justified; he doesn't know how to quit.

Technology fascinates him, sometimes to distraction, and he only fights crime as a way of showing off his inventions. He is very much afraid of going a step too far in a fight, and will let a criminal escape if the alternative would be killing him.

Abilities

Die-Hard's costume has a number of gadgets built in or attached. How he is armed each day varies considerably though the list above is typical. He is adept at designing electronic and other devices, but he specializes in non-lethal weaponry for his crime-fighting career.

If he's defeated in combat, Die-Hard will make modifications to his suit to target an opponent's weaknesses and defend against his strengths. Unless he has unspent character points to use, he must reduce his suit's other capabilities in order to "finance" the alterations, for example exchanging Spectrum Vision for the ability to See Invisible, or lowering his strength in order to improve his speed. If the new format of his suit is generally superior to the previous form he will retain the changes, but if the changes were geared towards a single menace (such as sacrificing Flight and Strength for the ability to Affect Insubstantial opponents), he will change the suit back after defeating that menace.

He'd normally make these changes in the comfort of his workshop (where his success would be almost assured given enough time, money and effort). In the field, Die-Hard can use his Quick Gadgeteering advantage to make repairs and modifications. For example, he could change the receivers in his helmet from Radio Hearing to Ultrahearing in 2d minutes with only the tools and supplies he carries on his person and a successful Electronics (Sensors) roll.

Battle Tactics

Die-Hard's pacifism makes combat difficult in a number of ways. His Enhanced ST is high enough to make him fear accidentally injuring innocent bystanders or the criminals he arrests. He usually pulls his punches until such time as his opponent proves that he can withstand stronger blows. He won't design a weapon that does anything but confuse, paralyze, stun or otherwise hamper opponents. Although he had experience with firearms in the Navy, he will never use a normal gun in a fight.

Die-Hard prefers to fight at a range of 10 yards or more so that he can employ his guns and grenades. He will usually vary his attacks between pistols and grenades even if one weapon seems to be working well against a particular opponent, mostly from a desire to show off his "toys." If he knows he'll be facing a villain who has already been exposed to his full repertoire (such as when he's trailing a villain who escaped him during a previous encounter) Die-Hard will often take the time to redesign his weapons a bit, especially his grenades, so that he'll have something new to offer the next time.

Because his jet-pack has a limited number of uses, he prefers to get to the scene of a crime on foot by Super Running. He reserves Flight for quick escapes, reaching places that would otherwise be inaccessible or making a showy final attack against a nearly-defeated enemy.

Power Variation

675-point version: Raise Enhanced ST to 30 and Acute Hearing to +3; add Doesn't Breathe, PD 2, Magnetic Sense/2, Ultrahearing and Parabolic Hearing/5; drop Unattractive Appearance, Powerboat skill and limitation from Flight; change Extremely Curious to Curious.

Powerpunch and Hitchhiker

When death broke up the superteam of Powerpunch and Persuader, supers from far and wide came to Los Angeles to mourn the loss of one of their own. But all unknown, Persuader is still alive . . . in a way. Calling himself Hitchhiker, he secretly shares the body of his partner Powerpunch and continues to lead his muscular friend into superheroic combat.

POWERPUNCH

31 years old, 6'6", 225 lbs., White, bleached blond hair, blue eyes, tanned complexion, disproportionately large forearms.

ST: 70 (195 points) **IQ:** 9 (-10 points) **Speed:** 7.5
DX: 14 (45 points) **HT:** 16 (60 points) **Move:** 9
Damage: Thrust 8d; Swing 10d
Dodge: 7

Point Total: 425

Advantages

Alertness +4 (20 points)
Combat Reflexes (15 points)
High Pain Threshold (10 points)
Immunity to Disease (10 points)
Rapid Healing (10 points)
Reputation (+2 as a hero, -1 as stupid, on a 10 or less; 8 points)

Disadvantages

Bad Temper (-10 points)
Code of Honor (Hero's: -15 points)
Pacifism (Cannot Harm Innocents; -10 points)

Secret Identity (-10 points)
Truthfulness (-5 points)
Weak Will -1 (-8 points)

Super Advantages

Damage Resistance 10 (30 points)
Enhanced ST (see attributes)
Immunity to Poison (15 points)
Recovery (10 points)

Super-Powers

Shockwave 18(2) (Doesn't Harm User +20%, Instantaneous +20%, No Obvious Effect -20%, Only When Punching -10%, Near Zero Range -15%, Stun Damage Only -20%; 43 points)

Skills

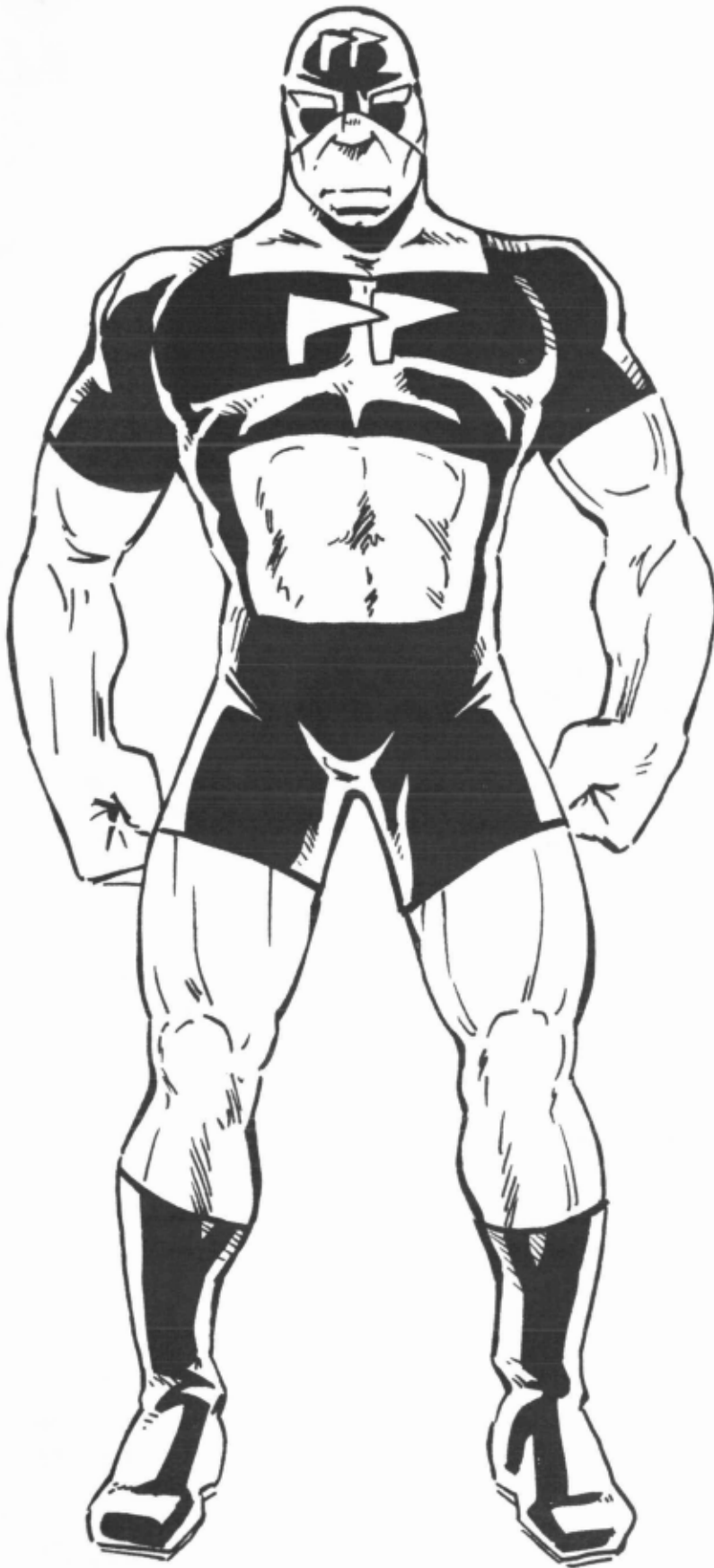
Area Knowledge (Los Angeles)-10 (2 points), Bicycling-14 (1 point), Brawling-16 (4 points), Cooking-9 (1 point), Driving (Car)-14 (2 points), First Aid-8 (½ point), Intimidation-15 (0 points), Performance (Body-Building)-11 (6 points), Physiology-9 (8 points), Running-15 (2 points), Sports (Surfing)-13 (1 point), Swimming-14 (1 point).

Languages

English-9 (0 points), Spanish-7 (1/2 point).

Quirks

Talks as little as possible, to hide his reduced IQ (-1 point)
Uncomfortable in strange locations (-1 point)



Daniel Peters was born and raised in southern California. Like many Californians he was health- and body-conscious from an early age. While in high school he took to body-building as an activity that was both healthy and which had a good potential for attracting “babes.” By his early twenties, body-building had become an obsession, and he put in his time at various unskilled-labor jobs just to get enough money to survive and pay his gym fees.

Daniel developed a physique impressive enough to win small local contests. He didn’t have the performance skills that most professional body-builders develop along with their muscles, so he didn’t win much when he entered the pro circuit.

Daniel’s life changed when a powerful supervillain calling himself the Monster-Maker appeared in Los Angeles. This fiend began shooting bystanders with a mutagenic raygun, which caused them to become larger, stronger and insanely bestial. A team of Los Angeles superheroes battled the villain, but Daniel, an innocent bystander, found himself embroiled in a fight with one of the monster-Angelenos. Daniel grabbed a garbage can to use as a weapon. As he raised it over his head, his upraised arms were struck by a stray beam from the Monster-Maker’s gun.

Because his head wasn’t directly bathed in the radiation, he didn’t suffer the full mental effects. His IQ dropped and his equable temper became a little uncertain. The main force of the ray caused his forearms to swell painfully. Gritting his teeth against the pain, Daniel ran from the scene. The hero team defeated the villain and concocted an antidote to restore his mutated victims. Daniel never heard of the antidote and was never treated.

Daniel’s arms never returned to normal; his body-building career was finished. In a fit of rage he punched a brick wall; his arm went right through it without feeling any pain. It took him some weeks to figure out the details of his new abilities, especially the way the force-field around his forearms worked. Once he’d done that, Daniel decided that he would make the best of the situation by becoming a superhero.

He designed his own costume, a simple white mask and body-suit with short sleeves and leggings. Cut-outs exposed the developed muscles that were his pride. He named himself Powerpunch and added a “PP” logo to his chest and mask, then went out to find crime to fight.

He was relatively successful, especially after he teamed with a psionicist named Persuader. Their powers complemented each other’s, and the partnership flourished until Persuader’s death at the hands of a much more powerful psionic villain.

Powerpunch mourned for weeks after the death of his partner. When he returned to action, he seemed different. He was smarter, able to plan traps and strategies that would have puzzled him before. Stranger still, some villains surrendered to him without a fight, or even turned and fought among themselves upon seeing him. When he actually did trade punches with a supervillain, he seemed to revert back to his old combat style, without his new-found intelligence.

Campaign Role

On his own, Powerpunch never operated outside of the Los Angeles area, as he feels uncomfortable in places he doesn't know. With Persuader to accompany him, he would travel to other cities for specific missions, but he always returned immediately thereafter.

Heroes in a Los Angeles-or California-based campaign will definitely have heard of Powerpunch, and are likely to have heard about Persuader's death. Only those with a special interest in the case will have noticed Powerpunch's recent changes in behavior.

Powerpunch is a traditional hero and will never turn down another hero's request for help (especially if it doesn't involve travel). He has temporarily joined a number of local super-teams who needed some muscle.

Anyone with an interest in body-building might have met Peters and may realize that Powerpunch first appeared at the same time that Peters dropped out of the pro body-building scene.

The GM can introduce Daniel Peters before his change into Powerpunch, letting the party fight the Monster-Maker with Peters' help.

Personality

Before his encounter with the Monster-Maker, Daniel Peters was a mild-mannered body-builder. He was seriously concerned that he might hurt someone with his strength and determined to avoid fights. After being zapped by the mutagenic ray he found himself more dangerous, and also slightly less intelligent and with a hair-trigger temper. He still tries to prevent unnecessary harm to innocents and to restrain himself when attacking normal criminals. As he's not always successful at self-control, Powerpunch welcomes the presence of other supers as a check on his destructive tendencies.

Daniel is honest and truthful, and he feels very strongly about the law. He is as likely to make a citizen's arrest in his non-super identity as he is to put on his costume and fight whole street gangs or teams of supervillains.

Abilities

Daniel Peters' primary super-ability is his high ST, which makes him a formidable fighter. His outsized forearms project a weak, invisible force-field when he is intentionally punching with them; this effectively extends his reach by a few inches in all directions. If his attack hits, the force-field is ignored. If his attack roll was higher than his Brawling skill of 16, but lower than his Shockwave skill of 18, his fist misses the target but his

force-field hits. This does only 2d damage, but surprises defenders who would swear that he didn't actually touch them.

Along with this obvious offensive ability, Powerpunch has a host of defensive powers, including his DR, his quick recovery and healing rates, his Combat Reflexes, and his Immunities to Poison and Disease.

Powerpunch's Intimidation skill is an effective attack, especially considering Daniel's height and superstrength. While he didn't often use it intentionally, unless Persuader suggested it, a GM can decide to have non-super opponents make a morale check against this skill when facing Powerpunch, especially after he has defeated the first of them.

Battle Tactics

On his own, Powerpunch has only one real tactic. He looks for an opponent and then goes forward to punch him out. His usual first choice for an opponent is the biggest or strongest looking of those available. If he is attacked by another villain (such as a psi- or blaster-type), he will take the time to knock them out before turning back to the bricks. When fighting a supervillain, Powerpunch always assumes (not always correctly) that his opponent can either withstand a full-force punch, or he deserves what's coming to him if he can't. When facing non-super foes, he will attack the strongest-looking one, pulling his punch or even purposefully missing so that his Shockwave can hit the lawbreaker. After knocking out one criminal, he will look for other threats, such as armed men. Of course, normal human opponents don't often stay around to finish the fight.

When teamed with Persuader, protecting his friend was a high priority, and he'd always keep an eye in Persuader's direction so that he could come to the rescue if needed. Persuader would give him instructions (either verbally or with telepathy) that he would follow to the letter. Typical tactics that Persuader would have him use included throwing handy objects (including fallen opponents) at villains out of hand-to-hand range, targeting weaker opponents first so that they couldn't become annoying later in the combat or just using a show of superstrength to bolster an Intimidation attempt.

Since Persuader's death and subsequent "rebirth" as Hitchhiker, Powerpunch is using these tactics when he enters combat, but is reverting to his solo style after Hitchhiker leaves his body. In addition, he's using some of Hitchhiker's skills by proxy, but again only while he's possessed.

Power Variations

325-point version: Lower Enhanced ST to 50; lower Shockwave to 18(1); add Enemies (Villain on a 6 or less); drop Alertness, Immunities to Disease and Poison, Rapid Healing, Recovery and Combat Reflexes; drop Physiology skill; raise Area Knowledge to 11.

525-point version: Raise Shockwave to 19(4); raise IQ to 10 (and adjust skills accordingly); raise Enhanced ST to 100; raise DR to 20; raise Wealth to Comfortable; add Throwing-12; drop Bad Temper and "Stupid" Reputation.

HITCHHIKER

25 years old, 5'8", 135 lbs., Oriental, black hair, green eyes (only to someone with psionic senses, or a dweller on the astral plane; otherwise invisible and intangible).

ST: 11* (6 points) **IQ:** 15 (60 points) **Speed:** 6.25
DX: 13 (30 points) **HT:** 12 (20 points) **Move:** 6, 12 flying

*(only to other insubstantial beings -40%)

Dodge: 6

Damage: *Thrust* 1d-1; *Swing* 1d+1

Point Total: 550

Advantages

Combat Reflexes (15 points)
 Peripheral Vision (15 points)
 Strong Will +4 (16 points)
 Danger Sense (15 points)



Disadvantages

Bad Sight (when out of host mind; -10 points)
 Blindness (when host asleep or unconscious -80%; -10 points)
 Code of Honor (Hero's; -15 points)
 Hard of Hearing (when out of host mind -80%; -2 points)
 No Sense of Taste/Smell (-5 points)
 No Sense of Touch (-5 points)
 Overconfidence (-10 points)
 Pacifism (Cannot Harm Innocents; -10 points)
 Phobia (Mild Fear of Psionicists; -10 points)
 Status -3 (Legally Dead, in civilian identity; -15 points)

Super Advantages

Altered Time Rate (Doubled; 100 points)
 Doesn't Eat or Drink (10 points)
 Doesn't Sleep (20 points)
 Flight (40 points)
 Insubstantiality (Always On -50%; 40 points)
 Invisibility (Can Be Seen By Anyone With Psi Sense or Emotion Sense -10%; 36 points)
 Invisibility To Machines (20 points)
 Unaging (15 points)
 Vacuum Support (40 points)

Super Disadvantages

Dependency (-1 HT per minute outside of human mind; -25 points)
 Vulnerability (takes 1d damage from psionic attacks harming host mind; -15 points)

Psionic Abilities (see Basic Set)

Telepathy Power-8 (40 points)
 Mental Blow-12 (1/2 point)
 Mind Shield-12 (1/2 point)

Psi Sense-13 (1 point)
 Telecontrol-18 (10 points)
 Telereceive-15 (4 points)
 Telesend-17 (8 points)
 Sleep-14 (2 points)
 Antipsi-10 (One skill, Psi Static-15; 24 points)

Skills

Area Knowledge (Berkeley)-15 (1 point), Area Knowledge (Los Angeles)-15 (1 point), Area Knowledge (San Francisco)-14 (1/2 point), Bicycling-12 (1/2 point), Computer Operation-15 (1 point), Criminology-13 (1/2 point), Driving (Car)-11 (1/2 point), Fast-Talk-14 (1 point), First Aid-10 (0 points), Genetics-11 (1/2 point), History-12 (1/2 point), Hypnotism-13 (1 point), Judo-10 (1 point), Mathematics-12 (1/2 point), Occultism-14 (1 point), Parapsychology-15 (4 points), Physics-12 (1/2 point), Psychology-13 (1 point), Research-14 (1 point), Savoir-Faire-14 (1/2 point), Tactics-12 (1/2 point).

Languages

English-15 (0, Native Tongue), Chinese-7 (1/2 point), Spanish-13 (1/2 point).

Quirks

Although it's made him more powerful, grumbles continually about being incorporeal (-1 point)
 Continually makes "dead" jokes, though he fears that his next "death" will be permanent (-1 point)

Teddy Lee was always a very persuasive young man. While attending the University of California at Berkeley, he volunteered for a parapsychology experiment (to get some quick spending money) which proved him to be a generator of psychic static. Intrigued, he began taking courses in parapsychology, and eventually chose that as his major. During his senior year he discovered that he had other psionic powers that had lain hidden beneath the psychic static. The most impressive of these was the ability to influence people's minds at a distance.

After graduation he was invited to stay at the university as a paid research subject. He turned down the offer and went to find a more useful, and entertaining, career for his abilities.

He thought about breaking the house at Vegas. A combination of conscience and respect for the mob convinced him otherwise. He decided on the more respectable profession of superhero.

The first identity he crafted for himself was Persuader. This shadowy figure was rarely seen by the criminals and villains he defeated. He simply "suggested" that they surrender to the police. He moved his base to Los Angeles, to help protect his secret identity. In LA he met Powerpunch, a much more direct and visible superhero. They struck up a friendship (opposites attracting) which eventually turned into a successful partnership.

While fighting a villain group that included a psionist named Migraine, Persuader was killed and Powerpunch barely escaped.

Teddy Lee "awakened" in a strange and confusing world. He was not only disoriented, but without references. He thought at first that he was imprisoned in a sensory-deprivation tank; he also thought that he was going crazy. After what seemed like years (but was only days in reality), he discovered that his psyche had fled his dying body to the nearest refuge, the mind of his partner. He discovered that he could communicate with Powerpunch, and even control his partner's body.

With a little experimentation, he discovered that he could do the same to other bodies. He rechristened himself Hitchhiker and led Powerpunch back into crime-fighting. Neither is entirely satisfied with their current arrangement, but Hitchhiker suffers pain which he thinks could kill him if he is out of a host mind too long. Powerpunch cannot deny his friend a place to live.

Campaign Role

Any psionist might remember Teddy as a promising psi at Berkeley. A party might call on him (in his secret identity) for



help. If this is done while Persuader is still alive, it will be no problem. He is harder to contact after his death. An investigation into Teddy's disappearance will alert Hitchhiker. He doesn't want to be discovered, even by a friendly psionist, and will try to discourage or mislead such a search.

If the GM intends to introduce Powerpunch and Persuader before their team up, West Coast residents will probably have heard rumors about Persuader. He was secretive, so they are unlikely to have met him. After he teamed with Powerpunch he became much more visible. Still, most heroes first encounter with him would have been at his funeral, which was widely-attended by West Coast supers.

Personality

As Persuader, Teddy Lee was a friendly, level-headed young man. He began as a superhero to play with his powers but eventually became much more serious about it. He was very secretive about his powers, as the confusion he causes would be greatly reduced if his opponents knew what was going on.

As Hitchhiker he is secretive about his existence – he is afraid that another psionist will finish the job started by Migraine. That aside, he is still a hero. While using Powerpunch's body he will work to preserve both of their reputations, and will never endanger Powerpunch for his own gain.

The trauma of his death and rebirth have had two highly noticeable effects. He grumbles continuously about his incorporeality, emphasizing its problems and denigrating its advantages. He is terrified that his next death will be permanent, and controls the terror by making jokes about death, to himself and to Powerpunch. "Heard about the pathologist who got fired? Just couldn't cut it." "Send my mail to the dead letter office." "The worst thing about being gone is that my love life is really dead." They don't have to be *good* jokes!

Abilities

When he was alive, Teddy Lee had skills that would be useful in his career as a superhero (such as Criminology, Research and a number of other knowledge skills). Few were of use in combat with the exception of Judo (which he'd prefer not to be close enough to an opponent to use) and Tactics. In addition, he had a number of innate abilities, such as Combat Reflexes and a Danger Sense which he used to avoid getting physically involved in combat.

Now that he's "dead" Teddy can use his mental skills, but in order to use a physical skill he must successfully make both a Telesend and a Telecontrol roll to have his host body act in a way it wasn't trained for. As he knows Powerpunch intimately, all psionics he uses on him are at +2, making his a particularly good host mind. He can also leave a host mind to travel as a "ghost" for short periods of time, but his physical abilities (such as his remaining senses) suffer without a body, and he will rarely leave a host mind except to "hitch a ride" with another.

Some of his innate talents (such as Danger Sense) are still usable in his host's body. Because of his Altered Time Rate he can devote some attention to constantly guarding his flanks (hence the Peripheral Vision). In all of his identities he pos-

sesses a number of psionic abilities, used for psychic combat, not for "mind-reading" or other mental tasks.

In a campaign using *GURPS Psionics*, Hitchhiker will have connections to the astral plane and can interact with others on that plane as if he was an astral projection of his former self.

Battle Tactics

As Persuader, Teddy's main tactic was to stay out of sight as much as possible. He used his Telepathy powers to form a channel through which he could use his Telecontrol to make suggestions to criminals or supervillains (similar to Hypnotism). He convinced them to retreat, surrender, or just sit back and watch the combat without participating. Less reasonable suggestions such as "attack your friends" are harder, (a +4 bonus to the victim's Will roll), so he avoided them whenever possible. He did spend some time learning how to make an opponent fall asleep against his will.

When teamed with Powerpunch, Persuader devoted some of his time to watching out for his ally. Telepathic warnings of sneak attacks and tactical suggestions helped the not-so-bright muscle man.

As Hitchhiker, his Telecontrol power is much stronger. He can impose his will on a victim, instead of just making suggestions to him. His attack style now consists of sending Powerpunch towards the most formidable of his opponents. Once the two are engaged in combat, he jumps from Powerpunch's mind to try and possess the mind of another opponent. If this is successful, he will then have his new host attack the other villains or team up with Powerpunch. Often seeing one of their members apparently turn on them will be enough to cause a supervillain team to break up completely. Hitchhiker will try to extricate Powerpunch from the free-for-all so that the villains can beat themselves up without any danger to Teddy or his friend.

Against non-super criminals, Hitchhiker is less likely to attack with Powerpunch's body for fear of causing needless fatalities.

If faced with a psionist, Persuader would switch from subtlety to mental fencing with Mind Shield and Mental Blow. As Hitchhiker he is deathly afraid of psionics. If he's directly confronted by a psionist or attacked with psionics (either personally or through his host's mind), and fails a Fright Check, he can do nothing but hide behind Psi Static. If he succeeds at the check he's likely to flee from the psionist (no matter what their relative strengths) behind his Psi Shield.

Power Variations

Persuader (250-points): Drop Danger Sense and Peripheral Vision and all Disadvantages except Code of Honor and Pacifism; drop all Super Advantages and Super Disadvantages, Psi Sense and Quirks: lower Strong Will to +2; add "Can Only Make Suggestions, as per Hypnotism" limitation to Telecontrol, Reputation: +2 as a Hero, DR 5 vs. Psionics and add Extra Life; raise Hypnotism to 14.

Hitchhiker (700-point version): Drop Bad Sight, Blindness and Hard of Hearing, and Vulnerability; add Super Flight×2, PD 1 (Affects Others: Host) and DR 7 vs. Psionics (Affects Others: Host); raise Strong Will to +5; raise Telepathy to 10; raise Telecontrol to 20.

Cabracan and Zipacna

Roberto Hernández and Ramón Martínez were Guatemalan peasants who each discovered – painfully – that they could create earthquakes and lava-flows. Although their initial reactions to their powers differed, Hernández and Martínez now collaborate. In the guise of demonic figures from Mayan myth, they terrorize Guatemalan cities and countryside as Cabracan and Zipacna.

CABRACAN

33 years old, 6'1", 180 lbs., *Mestizo*, black hair, brown eyes, dark complexion.

ST: 14 (45 points) **IQ:** 13 (30 points) **Speed:** 6.5
DX: 13 (30 points) **HT:** 14 (45 points) **Move:** 8
Dodge: 6 **Parry:** (Machete) 5
Damage: *Thrust* 1d; *Swing* 2d

Point Total: 525

Advantages

Charisma +2 (10 points)
Combat Reflexes (15 points)
Literacy (Spanish only; 10 points)
Night Vision (10 points)
Wealth (Wealthy, by Guatemalan standards; 20 points)

Disadvantages

Alcoholism (-15 points)
Bully (-10 points)
Enemies (Guatemalan Army, on a 6 or less; -10 points)
Overconfidence (-10 points)
Reputation -2 (-10 points)

Super Advantages

Damage Resistance 50 (vs. Earthquakes, Area Effect +50%, Affects Others +40%, Increased Area×9 +180%, Always On at one hex radius -5%, Costs one point Fatigue per hex of radius above one -25%; 85 points)

Psionic Abilities (see Basic Set)

ESP-13 (One skill, Precognition-18, only of earthquakes, precog time is equal to intensity of quake on Richter scale in days; 33 points)

Super-Powers

Shockwave 17(10) (Continuing Damage, tied to area, not victim +50%, Increased Knockback×4 +80%, Resisted By DX, half-damage if resisted -10%, Stun Damage Only -20%; 184 points)

Vibratory Blast 12(4) (Costs 2 points fatigue per use -10%, Knockback Only -40%; 22 points)

Weapons

Colt .45 (M1911A1; 2d)
Obsidian-tipped Spear (*Imp* 1d+3; -2 to Throwing skill)

Skills

Agronomy/TL4-11 (½ point), Area Knowledge (Guatemala)-14 (2 points), Area Knowledge (Guatemala City)-12 (½ point), Armoury (Colt .45)-11 (½ point), Armoury (AK-47)-13 (2 points), Brawling-15 (4 points), Broadsword (Machete)-11 (½ point), Camouflage-12 (0 points), Carousing-13 (1 point), Cooking-9 (0 points), Disguise-12 (1 point), Driving (Car)-8 (0 points), Driving (Half-Ton Truck)-11 (½ point), Fast-Draw (Pistol)-12 (½ point), Fast-Talk-12 (1 point), First Aid (TL 6)-12 (½ point), Guns (Pistol)-12 (½ point), Guns (Rifle)-14 (2 points), History-7 (0 points), Intelligence Analysis-11 (1 point), Interrogation-12 (1 point), Intimidation-13 (2 points), Knife-13 (1 point), Knife Throwing-12 (½ point), Leadership-13 (2 points), Mythology (Quiché Mayan)-10 (½ point), Psychology-10 (½ point), Running-13 (2 points), Scrounging-9 (0 points), Spear-13 (2 points), Spear Throwing-14 (1 point), Stealth-14 (4 points), Survival (Jungle)-14 (4 points), Tactics-12 (2 points), Teaching-11 (½ point), Tracking-11 (½ point), Writing (Spanish)-6 (0 points).

Languages

English-6 (0 points), Modern Mayan Dialect-13 (0, Native Tongue) Spanish-11 (½ point).

Quirks

Believes that all religions are shams (-1 point)

Roberto José Hernández was born to a *Mestizo* (mixed Mayan and Spanish ancestry) family working a small farm in the highlands north of Guatemala City. Like most rural Guatemalans, his family was poor. After his birth, however, they seemed to lead a charmed life when it came to the region's chronic earthquakes. While quakes were no less fre-



quent at their farm, their effects never seemed as devastating to his family as to others.

As Roberto grew older, he had dreams that predicted tremors hours or even days in advance. Roberto attributed a supernatural cause to these warnings and the reduced destruction visited on his family, believing them a sign of the protection of the Virgin Mary.

As the Blessed Virgin apparently had some special purpose in mind for Roberto, his family saved what money they could to send him to the capital for an education. Tragedy struck when he discovered the localized nature of his immunity to earthquakes. A major quake struck Guatemala, leaving hundreds dead and tens of thousands homeless. To Roberto's dismay, while his immediate surroundings were untouched, his family died since he was not there to extend his protection over them.

Raging at what he considered the Virgin's negligence, he found that he could cause localized mini-quakes with an angry thought and a gesture. Confused, poor, alone and horrified at the destruction he could now inadvertently cause, he joined one of the many guerrilla bands fighting in the ongoing civil war.

A decade later the war had ended, but Roberto was no longer the simple God-fearing farmer's son he had been. He'd grown to enjoy the exercise of power, and refused to give up his new lifestyle. He had learned of super powers. Remembering some of the Mayan mythology heard in his childhood, he fashioned a costume and became Guatemala's first supervillain. He called himself *Cabracan* ("earthquake" in Quiché Mayan) after the legendary giant responsible for earthquakes. He used his earthquake-causing powers directly, and cultivated a rumor that he was the original Cabracan, returning to punish his forgetful people.

His costume consists of a death's-head mask, a headdress of long leaves, a necklace of feathers and polished stones, a white linen belt, loincloth and tassels, and tooled-leather wristbands. He also wears a pair of camouflage army pants and well-used army boots, and carries a menacing-looking spear with an obsidian blade and a number of other obsidian points below the head, and has a Colt .45 in a holster strapped to one leg.

What to us might seem an incongruous mix of Mayan and modern makes perfect sense to the average Guatemalan. An unworldly peasant is willing to believe that a newly-returned underworld demon would take on aspects of the military nightmare that has plagued Guatemala for most of the last 50 years.

Campaign Role

Operating in Guatemala, Cabracan is unlikely to impinge directly on the lives of American super heroes. They may have read about him in the papers, but will know few details. If they should make a trip to Central America for any reason, it is possible that they will hear more or even encounter him.

The heroes could be hired by Guatemalan officials or by an American corporation with interests in Guatemala. They could be sent by the U.S. government in response to a foreign aid request, with orders to capture or kill (Guatemalan officials aren't likely to be too picky about which) Cabracan.

Conversely, Cabracan could move to northern Mexico or

southern California, intent on stealing his way into American-style wealth.

Personality

Roberto Hernández is a cruel, cold and cynical man who believes that the world owes him for the hardships he's suffered. While he realizes that he's a criminal, he thinks himself no worse than the others that Guatemala has produced over the years. In addition to a lack of respect for Guatemala, he resents Cuba and the USA for their roles in supporting the revolutions and civil wars in Guatemala and the countries surrounding it over the years.

Roberto has no friends but is very charismatic, and a good number of other ex-guerrillas have a great deal of respect for and fear of him. Currently Roberto thinks he's exploiting Ramón Martínez (Zipacna), but having found someone whom he can deal with as an equal, subconsciously he is treating him more and more like a younger brother or friend instead of merely as a partner in crime.

Because he has yet to face super opposition, Roberto is supremely confident in his ability to rob, frighten or defeat anyone who gets in his way, and he won't hesitate to do so in either guise.

Abilities

Roberto has a few non-combat skills, including Agronomy, use of the machete, and knowledge of the most common languages of his area (Spanish and a dialect of Mayan) but such simple things as Literacy and a minimal knowledge of history, mythology and English make him a rarity among Guatemala's *Mestizo* population.

Because of his decade as a guerrilla, he has numerous military abilities, such as Night Vision, Combat Reflexes, and a host of weapons, survival, and leadership skills. With these skills alone he has led a successful criminal career, living off the land and the people his band terrorized. In addition he has his superpowers, all related to earthquakes.

The first is his ability to predict natural earthquakes within a half-mile of his current location (including quakes with epicenters outside of that range, but with effects that will be felt in his vicinity). The intensity of his predictive dreams mirrors the intensity of the imminent tremor.

He can also project a damping field that reduces the damage to people, animals and buildings within a 10-hex radius during a quake. This DR field is used to protect Cabracan, his companions and possessions both from natural quakes and those he creates.

His third power is the ability to create powerful, miniature (2-hex area) quakes anywhere within 100 yards of himself. These mini-quakes last only five seconds, with damage done to those in the area dropping by 2d per second from a starting point of 10d. The primary effect of this attack is to knock people about, so Knockback is high. Someone with a high DX (or Perfect Balance) can make a resistance roll and keep his feet, avoiding much of the quake's harm.

If Cabracan aims the waves of force from his hands directly at a victim instead of at the ground, he can generate a considerably weaker Vibratory Blast that affects only one victim per attack.

As it is tiring to extend his damping field beyond personal protection, he uses it sparingly. He avoids "throwing" mini-quakes at his possessions and extends his field to cover those he wants saved and no more. He will only use his Vibratory Blast on someone unaffected by his mini-quakes or when he wants to restrict the amount of collateral damage he causes in an attack.

Battle Tactics

Cabracan's first attack during a robbery is usually an attempt to Intimidate his victims. He likes to use an under-strength mini-quake and a speech about "the vengeance of Cabracan." If faced with resistance, he will scale his response to the threat. A Vibratory Blast can topple a single soldier or defiant farmer; a full-strength quake might be needed for an entire platoon or a super. He doesn't want destroy that which he is trying to steal.

ZIPACNA

19 years old, 5'11", 160 lbs., Guatemalan Indian, black hair, brown eyes, dark complexion.

ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 7
DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 8
Dodge: 7 **Parry:** (Knife) 7
Damage: Thrust 1d; Swing 2d-1

Point Total: 450

Advantages

Alertness +1 (5 points)
 Appearance (Handsome; 15 points)
 Rapid Healing (5 points)
 Wealth (Comfortable, by Guatemalan standards; 10 points)

Disadvantages

Combat Paralysis (-15 points)
 Enemies (Guatemalan Army, on a 6 or less; -10 points)
 Gullibility (-10 points)
 Illiteracy (0 points)
 Pacifism (Cannot Kill Innocents; -5 points)
 Primitive (TL 5; -10 points)
 Reputation -1 (-5 points)
 Sense of Duty (To Cabracan; -5 points)
 Shyness (-5 points)

Super Advantages

Damage Resistance 25 (vs. Fire/Heat; 25 points)
 Temperature Tolerance (Heat only -40%; 6 points)
 Walk on Liquid (Lava only -20%; 12 points)



As his quake powers don't affect the hex he stands in, he will use his spear in close-combat while trying to retreat to a range where he can once again use his super-abilities. His pistol is a weapon of last resort.

Power Variations

350-point version: Drop Vibratory Blast; increase frequency of Enemy appearance to 9 or less; drop Literacy; lower Wealth to Comfortable; lower DR to 25; lower Shockwave to 17(5); (-175 points).

700-point version: Drop Fatigue limitation from DR; drop Fatigue and Knockback limitations from Vibratory Blast and raise it to 13(8); drop Stun Only limitation from Shockwave; raise Shockwave to 18(15); raise Charisma to +3; raise Writing to 11 and Fast Draw to 13.

Psionic Abilities (see Basic Set)

ESP-18 (One skill, Precognition-11, only of volcanoes, precog time is 1d days -10%; 34 points)

Super-Powers

Create Lava 14(6) (Area/Physical, LC 10, Melts rock in area causing 1d damage per level of power, lights flammable materials in area on fire, raises temperature in adjoining hexes by Power×10 degrees, Armor Piercing +100%, Continuing Damage, tied to victim +50%, Continuing Damage, tied to area +100%, Extended Duration, tied to area, doesn't include raised temperature in adjoining hexes +30%, Costs 1 hit point per use -10%, Reduced Area, halved -10%, Uncontrollable -30%; 206 points)

Wave of Earth 11(3) (Armor Piercing +50%, Continuing Damage +50%, Accessibility, only affects lava -10%, Costs two points fatigue per use -10%; 34 points)

Skills

Agronomy/TL4-10 (½ point), Area Knowledge (Guatemalan Highlands)-12 (1 point), Area Knowledge (Guatemala City)-11 (½ point), Armoury (Lee Enfield .303)-10 (½ point), Blacksmith (TL 4)-13 (4 points), Brawling-16 (4 points), Broadsword (Machete)-12 (½ point), Carousing-12 (0 points), Cooking-8 (0 points), Dancing-12 (½ point), Diplomacy-10 (1 point), First Aid (TL 2)-12 (1 point), Guns (Rifle)-14 (1 point), Knife-14 (1 point), Musical Instrument (Ocarina)-9 (½ point), Mythology (Quiché Mayan)-9 (½ point), Naturalist-9 (½ point), Riding (Horse)-13 (1 point), Running-12 (1 point), Scrounging-11 (½ point), Sports (Soccer)-13 (1 point), Stealth-12 (½ point), Survival (Jungle)-10 (½ point), Throwing-12 (1 point), Tracking-10 (½ point), Traps (TL 4)-10 (½ point).

Languages

Modern Mayan Dialect-12 (0, Native Tongue), Spanish-10 (½ point).

Quirks

Devout Catholic (-1 point)

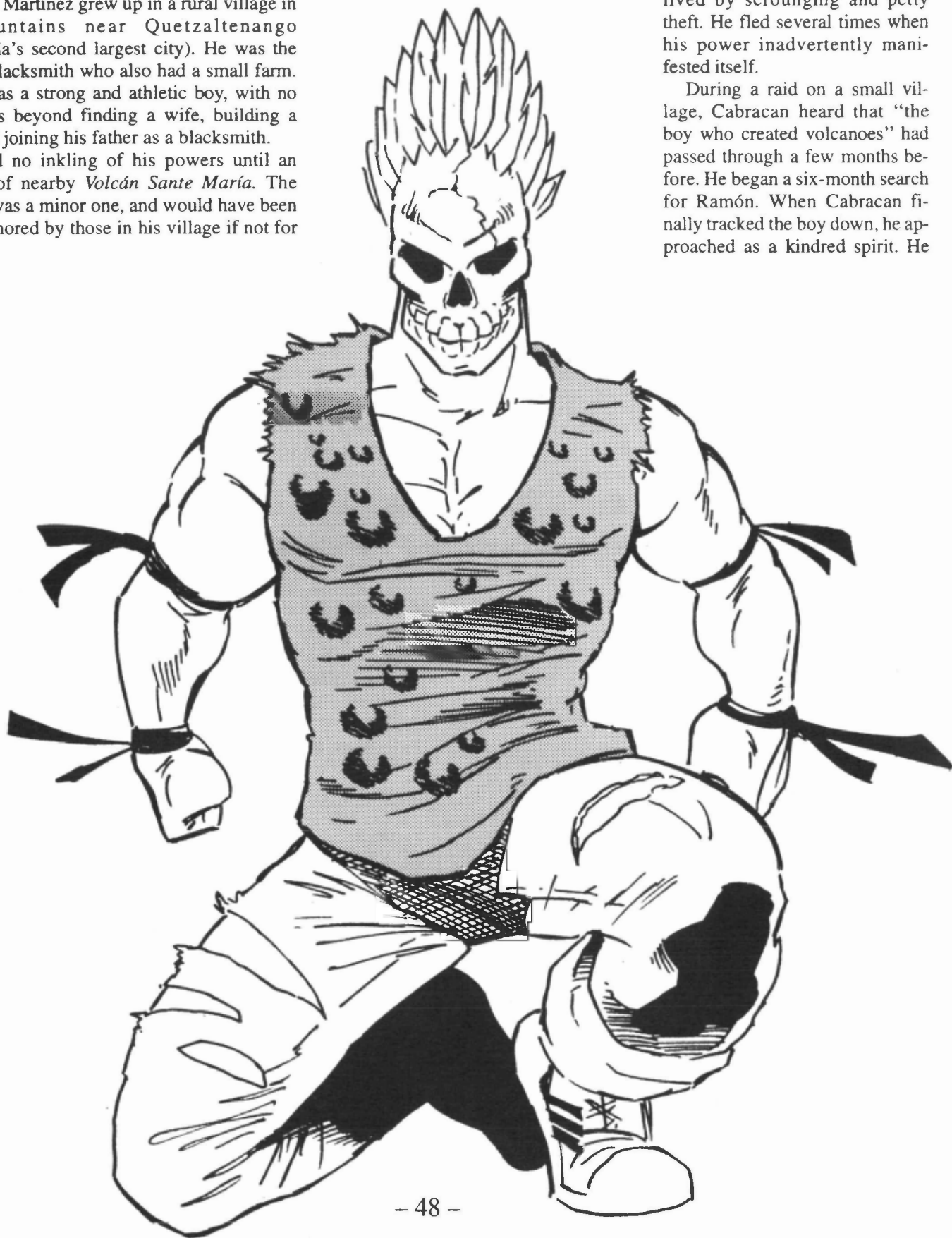
Ramón Martínez grew up in a rural village in the mountains near Quetzaltenango (Guatemala's second largest city). He was the son of a blacksmith who also had a small farm. Ramón was a strong and athletic boy, with no aspirations beyond finding a wife, building a house and joining his father as a blacksmith.

He had no inkling of his powers until an eruption of nearby *Volcán Sante María*. The eruption was a minor one, and would have been largely ignored by those in his village if not for

the fact that it triggered some dormant power in him. He doubled over in pain and emitted a red glow. Rocks he touched or even looked at melted into pools and streams of lava, devastating his village and killing over a dozen people, including his mother and one sister. One of the bereaved villagers labelled him a demon. Fearing for his life, he fled the area. He moved to the coast, away from the volcanic areas of the country, and

lived by scrounging and petty theft. He fled several times when his power inadvertently manifested itself.

During a raid on a small village, Cabracan heard that "the boy who created volcanoes" had passed through a few months before. He began a six-month search for Ramón. When Cabracan finally tracked the boy down, he approached as a kindred spirit. He



told a version of his own life's story that emphasized similarities between their origins, and the fear and hatred normal humans have for supers. He promised to train the younger super in the safe use of his abilities. When Ramón accepted, Cabracan dubbed him *Zipacna*, after the giant responsible for raising the volcanoes (Cabracan's brother in the myths) and drew him into his life of crime.

Roberto also designed a costume for Ramón, combining modern and Mayan themes as he had for the Cabracan costume. Zipacna's costume also has a death's-head mask, this one surmounted by a "halo" of short feathers, and it includes a jaguar-skin vest and ribbons tied at points along his arm. Below the waist Zipacna wears an old pair of jeans, and high-top sneakers. Roberto tried to convince his charge to carry a gun to supplement his powers. Ramón refused. He is not confident of his skill with firearms, and he thinks that wearing a gun would make him an out-and-out criminal. He thinks of himself as a basically law-abiding man who is having some difficulties. He does not intend to be a criminal forever.

Since joining Cabracan he has learned a number of skills. He has learned to manipulate the lava he creates, but he's had no luck in eliminating the pain limitation from his lava creation power.

Campaign Role

Zipacna has never been outside of Guatemala, and won't leave unless forced out by the army or taken out by Cabracan. Non-Guatemalans may have heard of him in the news, but are unlikely to have met him.

Heroes may be requested or hired by commercial interests or involved governments to go to Guatemala and deal with this supervillain. If Zipacna ever becomes disenchanted with Cabracan, the request for aid might even come from Ramón himself. He wants to be cured of his curse, and may think foreign superheroes are more knowledgeable in these matters.

Personality

Before his power manifested itself, Ramón Martínez was an average Guatemalan Indian – friendly, outgoing and hard-working. Since that day he has become a social outcast, as much in his own mind as in the village where he grew up. He is now a quiet young man, unwilling to make friends whom he could accidentally kill with an uncontrolled burst of lava. He even finds it difficult to use his powers against known enemies (such as the Guatemalan Army) for fear that he will kill people he had only intended to dissuade. This gives him Combat Paralysis, but only in regards to his powers.

When in the company of Roberto Hernández/Cabracan, he will always let the older man do all the talking for the two of them. He draws the line at killing with his powers, but will follow Roberto's orders in all other respects. Ramón believes Roberto implicitly about most subjects, with the important exception that he is not convinced of the Army's desire to kill them at any costs. He is still a devout Catholic, attending church every Sunday that he can get away from Roberto.

Abilities

Still only a teenager, Ramón has few skills that help him in his new career, and most of those are related to his lifestyle in

the village, including Brawling, hunting, rifle-use, Riding and Running. His mentor, Roberto, is slowly teaching him more, such as Scrounging, jungle survival, Stealth and various intellectual skills including attempting to teach him how to read and write in Spanish. He is being exposed more and more to the modern lifestyles and tech level of Guatemala's large towns and cities.

His super-abilities are mostly related to volcanoes. He can predict natural volcanism in a 15-mile radius (which doesn't include the possibility of lava from a volcano just outside of his range flowing across the limit) a few days in advance. He can melt rocks in his immediate area to create lava on his own, but this causes him intense pain and he does not have full control of the power. He can manipulate lava (either natural or of his own creation) causing it to move wherever he desires.

His lava-creation power is particularly dangerous as the lava takes 12 seconds to cool and resolidify. The lava damages those touching it for all that time. Damage drops from 6d initially (ignoring 50% of DR), to 4d after one second, 2d the next, and then 1 point (ignoring all DR) per second for the rest of its duration. Those contacting it in the first two seconds will continue to be damaged in the same fashion, even after they move from the lava, until the damage drops below 2d.

As the lava is extremely hot (temperatures in the thousands of degrees), hexes immediately adjacent to it have their air temperature raised by 60° for the first six seconds of its duration. Anyone in the area must make an immediate HT roll (as described on p. B130) or suffer Fatigue loss.

Ramón is almost immune to the effects of lava. He is highly resistant to burn damage and heat, healing rapidly (from burns or any other wounds). He can walk on lava, but he still suffers damage (less his DR) as any other would for doing it.

Battle Tactics

Zipacna prefers to deter rather than destroy his opposition. He will usually use his powers to create patches of lava between his opponents and his goal. If facing a super, or if normal opponents try to attack him, he will use his Wave of Earth power to move the lava at them, causing damage from both the mass of the lava and its heat. Only when facing a particularly powerful or persistent opponent (such as army tanks, or strong superheroes) will he deliberately create lava in a hex a person is standing in.

In close-combat Zipacna can use a knife or machete, but is more likely to just go at his opponent with fists, often fighting at an advantage if his opponent is Fatigued from the intense heat of the lava flows. While he has some gun skills, he rarely carries one.

Power Variations

325-point version: Drop Wave of Earth and Walk on Liquid; lower Create Lava to 14(5); increase frequency of Enemy appearance to 9 or less; lower Appearance to Attractive; drop Throwing.

600-point version: Drop Uncontrollable from Create Lava; Raise Create Lava to 14(7); raise Wave of Earth to 14(8); add Literacy (Spanish); add Writing (Spanish)-10; raise Spanish to 12; drop Primitive and Combat Paralysis.

Fastball and Chain

Fastball is an ex-baseball pitcher with a new career – fighting crime using his metahuman pitching ability and a collection of normal and steel baseballs. Super-heroine Chain has the power to temporarily paralyze her opponents. Independently, each is a third-string hero at best. But in concert – Chain immobilizing the criminals for Fastball to knock out – the two form the premiere superteam of St. Louis.

FASTBALL

25 years old, 6'0", 170 lbs., white, light-brown hair, gray-blue eyes.

ST: 14 (45 points) **IQ:** 11 (10 points) **Speed:** 7.5
DX: 15 (60 points) **HT:** 15 (60 points) **Move:** 9
Dodge: 7 **Parry:** (Baseball bat) 7
Damage: Thrust 1d; Swing 2d

Point Total: 300

Advantages

Acute Vision +3 (12 points)
Combat Reflexes (15 points)
Peripheral Vision (15 points)
Reputation (+2 as ex-sports star, only as civilian, +1 as hero, on a 10 or less: 12 points)
Wealth (Very Wealthy; 30 points)

Disadvantages

Code of Honor (Hero's; -15 points)
Glory Hound (-15 points)
Odious Personal Habit (Chewing Gum, lots of it; -5 points)
Pacifism (Cannot Harm Innocents; -10 points)
Secret Identity (-5 points)

Psionic Abilities (see Basic Set)

Psychokinesis-7 (One skill, Telekinesis-30, Can only be used to accelerate things thrown normally -50%; 61 points)

Weapons

8 regular (Damage Thrust-2 per die, Stun Damage Only) and 8 steel (Damage Thrust-1 per die) baseballs in side pouch, 10 of each type in back-pack

Skills

Acting-10 (½ point), Administration-9 (½ point), Area Knowledge (Louisville, KY)-10 (½ point), Area Knowledge (American League Cities)-7 (0 points), Area Knowledge (St. Louis)-11 (1 point), Bard (Public Speaking)-11 (2 points), Broadsword (Baseball Bat)-14 (1 point), Carousing-14 (1 point), Computer Operations-10 (½ point), Driving (Car)-14 (1 point), Fast-Draw (Baseball)-15 (1 point), First Aid-10 (½ point), Jumping-14 (½ point), Leadership-12 (4 points), Running-15 (4 points), Sleight of Hand-12 (½ point), Sports (Baseball)-16 (4 points), Throwing-13 (1 point), Thrown Weapon (baseball)-18 (8 points), Writing-9 (½ point).

Languages

English-11 (0, Native Tongue), Spanish-4 (0 points).

Quirks

- Doesn't realize that Chain loves him (-1 point)
- Thinks his secret identity is impenetrable (-1 point)



Growing up in Louisville, Kentucky ("Home of the Louisville Slugger"), Mark Scott was introduced to baseball at an early age. He took to it with a passion. Wanting only the best for his son (and probably hoping to bask in his son's limelight), his father pushed him toward pitching. While Mark was no better than average as a Little League player, his ability (especially his throwing speed) improved remarkably after puberty. It was no surprise to anyone that he was approached by minor-league scouts shortly before graduating from high school.

Mark spent an unusually short time in the minors, working his way up to and through Triple-A in less than two years. After a year as a relief pitcher with the Baltimore Orioles, he was traded to the Detroit Tigers, where he soon became a starter and then a star. While his control wasn't perfect, his fastball had come close to setting speed records while he was

with the Orioles. In 1989 he led the Tigers to a second place finish in the American League East, with pitches regularly clocked at over 100 mph.

When Mark's contract came up for renewal, the Tigers immediately tried to sign him to a long-term contract. He accepted a multi-million dollar three-year deal. During spring training in 1990 Detroit's investment appeared golden. Mark began breaking his own fastball records on a daily basis, quickly passing the League record with no sign of slowing down.

This pleased the Tigers, but some of the other teams were not so happy. The Baseball Commission was quietly called in to check up on Mark. Testing quickly showed that Mark was a metahuman, and it was decided that he'd have to leave professional sports. Both the Commission and the Tigers wanted to prevent a scandal. For a healthy "retirement bonus," Mark agreed to fake an injury in training and leave pro baseball.

When his accountant pointed out that he'd have to get a new source of income before his endorsement contracts ran out, he set to work making the best of his situation.

Mark's first move was to write his autobiography. He then began a baseball- and book-signing tour, stopping in every city with a major-league team, and a number of smaller ones. He wanted fan contact, which he had already begun to miss, as much as to help with the book's sales.

At a signing-session in a mall in Newark, New Jersey, he saw a robbery in progress. Reacting instinctively, he began throwing autographed baseballs at the crooks at more than 100 mph, managing to knock them all unconscious before mall security arrived. The event made news in the New York area, and was even picked up by some stations and nationwide newspapers as a short item, but it was soon forgotten by everyone except Mark.

He was thrilled to be a hero again, and to be *doing* something, instead of sitting in a chair signing his name over and over again. He made a costume, dark blue with yellow trunks, boots and trim. A satchel and backpack carried his ammunition. On his chest he put a picture of a baseball flying fast enough to leave a flaming trail in the air. Armed with a few dozen baseballs (he eventually added heavy steel balls of the same size to his arsenal), he moved to New York where he hoped to find crime to fight on a daily basis.

After teaming with Chain, Fastball decided that it would be best for both their secret identities if they moved where he was less well-known. He picked St. Louis because they had no American league team (meaning that he'd never played there). He never for a second considered a city without a major-league franchise! He is now a dedicated Cardinal rooter.

Campaign Role

Any sports fan might have idolized Mark Scott before his "retirement." If he were to discover that Mark had become Fastball, the idolization might carry over. A fan might have suspected that Mark was a metahuman (as did the Baseball Commission), and despised him for using his super powers to make a profit playing against normals.

Fastball is a minor hero, but one of the very few operating in Missouri. Any other super visiting St. Louis would be likely to run into Fastball (with or without Chain).

Personality

Mark Scott is addicted to the fame he achieved as a pitcher. He is almost more interested in maintaining it (with his autobiography, his book- and ball-signing tours, and his heroics) than he is in fighting crime. He is sincerely dedicated to crime-fighting, but he feels no guilt at taking a night off to make a talk-show appearance (in either identity) or simply have a night on the town.

Beneath his self-centered, sports-star persona, Mark is friendly and caring. He is a little jaded, but still a good man. He's generous (giving to both charities and friends), a steadfast friend and willing to risk his life for both friends and complete strangers (although he's not suicidal about it).

Abilities

As a pro-baseball player, Mark Scott has a number of abilities related to that sport, including the obvious Running, Throwing, Bat and general Baseball skills. Also useful were Peripheral Vision (useful for keeping an eye on a runner on first), Combat Reflexes (to pick him off), and Acute Vision (to see minor changes in a batter's stance). Other, tangential abilities include his skills at Leadership and Public Speaking, his Area Knowledge of cities with major-league teams, and of course his Wealth.

His one super-ability is the psionic power to telekinetically accelerate to phenomenal speeds anything that he throws. He's not aware of the mechanism behind this super-acceleration, and has yet to try using his TK on something besides things he's thrown. He may never try anything else; he is comfortable with his powers as they are.

He must first aim and throw the ball, using the Thrown Weapon (Baseball) skill for anything roughly baseball-shaped, or Throwing for anything else. While he can throw other pitches besides fastballs (including sliders and curves), these aren't his specialty, and suffer a -3 penalty on his skill.

After the Throwing roll, a roll must be made against his Telekinesis skill, and for every point he makes this roll by, one point is added to his effective ST for throwing range and damage (see pp. S78-80). With his exceptionally high TK skill level, it is unlikely he'll fail this roll, but if he rolls a critical failure, treat it as a normal failure, leaving the ball to travel with only the velocity his normal ST imparted.

Battle Tactics

Fastball could probably punch out the average normal, but he prefers not to get into hand-to-hand combat, partly from the pitcher's constant fear that something will happen to his throwing arm or fingers. Thus, Fastball stays at a distance and pelts his opponents with balls. His unassisted throwing range ($ST + \frac{1}{3}$ Thrown Weapon skill $\times 3.5$ yards) is around 60 yards for a baseball, and with TK acceleration it can go over 185 yards.

Against non-super opponents, he prefers to use normal baseballs, always fearful of killing someone with too hard a shot. When facing supervillains, or in a situation where he must take down a normal as quickly as possible (such as when they are threatening bystanders), he will use his steel baseballs. They do slightly more damage and can be used for either stunning or killing attacks.

Because the damage done by a single baseball (of either sort) is not great, he prefers to target specific body areas for maximum effect. He favors knocking a gun out of a criminal's hand, throwing balls at body parts not covered by armor or beaming a villain in the skull in an attempt to knock him out. When working with Chain, he will usually attack the same opponents that she concentrates on. His chances of hitting opponents she paralyzes are greatly improved as they are unable to dodge, parry or block.

If forced into close-range combat, Fastball will look for a club to use as a baseball bat, which he will swing menacingly to attempt to scare-off his opponent. If that doesn't work, he'll use the bat in combat (rolling against his Broadsword skill).

When greatly outnumbered, or if his opponents seem to be able to shrug off his attacks, Fastball is not above making a hasty retreat. He tries to avoid being caught by the cameras or bystanders as he runs away.

Power Variation

400-point version: Add Unusual Background ("Has Gadgiteer As Friend"); add explosive, smoke-, oil-, paint- and skunk-oil-filled baseballs to his equipment list; raise Hero reputation to all of the time; drop Quirks; raise Thrown Weapon skill to 20; raise Throwing skill to 15; drop Secret Identity; raise Area Knowledge (St. Louis) to 13; raise Area Knowledge (American League Cities) to 11; add Area Knowledge (NYC)-12; add Luck.

CHAIN

24 years old, 5'8", 145 lbs., black skin, black hair, brown eyes.

ST: 12 (20 points) **IQ:** 13 (30 points) **Speed:** 6.75

DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 8

Dodge: 6

Damage: *Thrust* 1d-1; *Swing* 1d+2

Point Total: 275

Advantages

Acute Vision +1 (2 points)

Appearance (Attractive; 5 points)

Empathy (15 points)

Luck (15 points)

Patrons (Various heroes, on a 6 or less; 8 points)

Reputation (+1 as a heroine, generally, -1 as a nuisance, among heroes; 3 points)

Disadvantages

- Code of Honor (Hero's; -15 points)
- Combat Paralysis (-15 points)
- Enemies (Various criminals and villains, on a 6 or less; -15 points)
- Impulsiveness (-10 points)
- Intolerance (Women's or African-American's Rights Activists; -5 points)
- Pacifism (Cannot Harm Innocents; -10 points)
- Secret Identity (-10 points)
- Social Stigma (Mixed-race relationship; -5 points)
- Weak Will (-8 points)

Super Advantage

- Passive Defense +6 (only vs. Binding attacks -75%; 38 points)

Super-Powers

Bind 19(10) (Affects Insubstantial +20%, Area Effect +50%, Accessibility Cannot release Bound victims before end of duration -10%, Costs 2 points fatigue per use when used as an Area attack -5%, Differential Effect Skill at -4 if her arms are pinned -5%, Special Effect those Bound glow red; 118 points)

Skills

Accounting-13 (4 points), Administration-12 (1 point), Area Knowledge (NYC)-15 (2 points), Area Knowledge (St. Louis)-12 (1/2 point), Artist (Clothing Design)-10 (1/2 point), Computer Operation-13 (1 point), Cooking-13 (1 point), Criminology-11 (1/2 point), Dancing-12 (1/2 point), Escape-13 (2 points), Fast-Talk-13 (2 points), First Aid-12 (1/2 point), Flail (Chain)-8 (0 points), Judo-15 (8 points), Merchant-12 (1 point), Running-11 (1/2 point), Scrounging-12 (1/2 point), Sewing-14 (1 point), Stealth-13 (1 point), Streetwise-14 (4 points), Writing-11 (1/2 point).

Language

English-13 (0, Native Tongue).

Quirks

- Can't figure out why Fastball is so cool to her (-1 point)
- Refuses to involve herself in politics, in either identity (-1 point)

Cathleen Sharpe is the oldest of five children. Growing up on welfare in East Harlem, she learned to be tough, independent and self-assured. As a young girl, she had dreams of becoming a fashion-designer. When her father left them soon after the birth of her youngest brother, she sacrificed dreams to pragmatic reality. Instead of going to college, she began working temporary office jobs. Walking home late one night, she was the victim of a purse-snatching. When she called after the thief, begging him to stop, she felt a strange tingling sensation. A red beam shot from her outstretched arm and the thief stopped. He fell flat on his face, glowing red in the darkness. When he recovered a few seconds later, apparently unharmed, he forgot Cathy's purse as he ran from the scene.

At first Cathy was simply relieved to have her purse back, but when she'd calmed down, she realized that she had a super-power. She thought that she might be able to use it to do some good in her own corner of the world.

Using her design and sewing skills, she made a costume and went out to fight crime as the superheroine Fly-Paper. She didn't make much of an impact on the New York crime scene, but did meet a group of other supers. Changing her costume and name (to Stop-Sign), she decided (without asking) to join them.

At first they tolerated her as a sort of super-powered mascot. After a few accidents with her power, they politely told her that it would be best if she operated solo. Cathy went her own way without argument; she was feeling cramped as part of a team. She changed her identity to Shackle, and tried a partnership with a single hero. This didn't work out either.

A few months later, Shackle met Fastball. He was after a villain with a touch of superspeed. Cathy held the villain in place long enough for Fastball to "bean" him, and decided to become Fastball's partner. As usual, she marked the new relationship with a change of name and costume. She became Chain, so the team could be called Ball & Chain in the tabloids. Their powers were well-matched, and the cutesy team name got more press coverage than Fastball had been getting on his own. He accepted the new relationship.

Cathy thinks of herself as a great costume designer, but few share her opinion. She is a regu-



lar on the Suave Marauder's "Worst Costumed" list. In her previous identities, she wore (1) a flame-red body-stocking with a stop-sign as a decorative shield (Stop-Sign); (2) a beige outfit with a flowing cape so long that she tripped on it (Fly-Paper); and (3) a leather "biker chick" ensemble complete with lengths of chain hanging from her wrists (Shackle). Her Chain costume is tasteful, but boring. She is garbed in close-fitting track pants, a tight sweater and a mask that leaves her hair free, all in light gray. Accessories include quality running shoes, a belt and a small handbag (for first-aid equipment and odds and ends) in red leather. She hooks the bag on her belt to leave both hands free in action. A pair of heavy, black-enamelled chains criss-cross her chest. The chains have received criticism from some activist groups who claim that she's promoting a "chained black slave wench" stereotype.

After they'd been crime-fighting for some months, Fastball revealed his secret identity and invited Chain to share his house. He considered it a purely business proposal; it's easier for the two of them to get together for their patrols. Cathy was starting to think romantically about Fastball, so she revealed her own identity and moved in. Unfortunately, Mark still thinks of it as purely a business deal. He is fond of Cathy, he respects her contribution to the team and thinks she is an attractive woman. But, he long ago made the resolution never to mix business and pleasure, and he is sticking to that resolve. This may explain why Cathy's hitherto fickle fancy has settled on him, but they are no closer to romance than they were when they first met. It wouldn't look that way to an outsider. They are both demonstrative and flirtatious, and their public behavior is reminiscent of the William Powell/Myrna Loy relationship in '30s movie comedies. They moved from New York City to St. Louis to protect their secret identities. Besides, they can make a bigger impact as heroes in a city that isn't overrun with powerful supers.

Campaign Role

In a campaign set in New York City, most supers will have heard of Chain (in at least one of her super-identities). It is quite likely that she (in one of her pre-Chain roles) will unilaterally decide to join the party. It's not likely to last for long as one side or the other will eventually find some excuse to make her leave the group.

If she has already teamed with Fastball, this tendency to group-hop will be curtailed. She can be found in NYC, in St. Louis, or in any city that Fastball is visiting as part of his public-appearance circuit.

In her secret identity, Cathy could be hired temporarily by just about any company's accounting or secretarial department. Anyone with business with the firm, heroic or mundane, might meet her.

Personality

Cathy Sharpe has survived a hard life by her own efforts. She is very self-confident and almost oblivious to criticism (notably in her costuming). She is impulsive and sometimes reckless. She has not quite convinced herself that she is as good as her front; sometimes this realization brings on Combat

Paralysis. This might have killed her if it weren't for the fact that she rarely operates alone.

Cathy is not known for perseverance. She has always preferred temporary and part-time jobs in normal life. It may explain constant changes of name and costume. The minor disasters which cause her partners to ask her to leave may be intentional on a subconscious level.

Currently she is very much in love with Mark Scott. He doesn't seem to realize it, but this isn't deterring her at all. The two of them share a house, but have not become lovers. The few people who know about their relationship are surprised at how long she has stuck with him.

Abilities

Growing up in East Harlem required that Cathy learn a number of skills, including Running, Streetwise, Scrounging and Fast-Talk. They kept her out of trouble on the streets, and now have other uses.

In addition, she has a number of office skills that she uses in her civilian life, and which can sometimes come in handy as a method of infiltrating a company under investigation by her super self.

Chain has only two super powers. She can paralyze opponents with a gesture, and has virtual immunity to that same type of attack. Spending time as the side-kick of various New York superheroes has given her some other abilities, including a bit of skill in Criminology, First Aid and Stealth. She has devoted more time to practice of her Judo skill since becoming an adventurer. Although most of her ex-partners operate just as well without her, most would be willing to lend her a hand in a case if she asked.

Some of her advantages, such as Luck and Empathy, are useful in all three environments.

Battle Tactics

Chain prefers to operate with a partner. She uses her Binding power to hamper opponents that her partner can finish. She cannot select targets when using her Binding as an area attack. She won't use this attack on a group that includes allies unless her partners are in immediate danger of being surrounded or overwhelmed. She has tried this tactic, only to see some of the villains advance (successful resistance rolls) while her allies were helpless for the 10-second duration of the Bind.

She feels comfortable fighting alongside Fastball, as he also prefers to stay at a distance. She can Bind groups of villains and watch him pick them off.

In close combat she will usually fight defensively, using her Judo to clear enough room around her so she can Bind her opponents. If pressed, she could use the chains decorating her costume as weapons (attacking with her Flail skill, chains doing Swing damage), but this isn't likely to be effective.

Power Variation

350-point version: Drop Combat Paralysis; drop Nuisance Reputation; add Reputation +2 as Heroine in St. Louis; drop Weak Will; add Selective Effect and Instantaneous advantages to Bind; drop Differential Effect limitation from Bind.

Dauntless and Mocker

Some supers like to be billed as “men without fear.” Dauntless, on the other hand, is chock-full of fears, and performs superheroics as a form of confrontation therapy. You’d think that he would be easy prey for Mocker, a Detroit-area villain with the power to amplify a victim’s worst fears and nightmares. But you’d be surprised . . . Mocker was.

DAUNTLESS

52 years old, apparent age 34, 5’8”, 160 lbs., white, blond hair, blue eyes.

ST: 15 (60 points) **IQ:** 13 (30 points) **Speed:** 7.25
DX: 15 (60 points) **HT:** 14 (45 points) **Move:** 8
Dodge: 7 **Parry:** (Karate) 7
Damage: *Thrust* 1d+1; *Swing* 2d+1

Point Total: 425

Advantages

Absolute Direction (5 points)
Absolute Timing (5 points)
Alertness +4 (20 points)
Appearance (Attractive; 5 points)
Charisma +2 (10 points)
Immunity to Disease (10 points)
Lightning Calculator (5 points)
Luck (Extraordinary; 30 points)
Magic Resistance +2 (4 points)
Mathematical Ability (10 points)
Night Vision (10 points)
Peripheral Vision (15 points)
Reputation (+1, as a hero; 5 points)
Strong Will +6 (24 points)



Wealth (Average, but works only 5 hours per week; 20 points)

Disadvantages

Code Of Honor (Hero's; -15 points)
Glory Hound (-15 points)
Impulsiveness (-10 points)
Pacifism (Cannot Harm Innocents; -10 points)
Phobia (Mild, Acrophobia; -10 points)
Phobia (Mild, Brontophobia; -10 points)
Phobia (Mild, Claustrophobia; -15 points)
Phobia (Mild, Bright Lights; -10 points)
Secret Identity (-5 points)

Super Advantages

Damage Resistance 2 (vs. Everything, +18 vs. Radiation, +4 vs. Psionics; 26 points)
Hard To Kill +3 (15 points)
Perfect Balance (15 points)
Recovery (10 points)
Reduced Sleep (10 points)
Temperature Tolerance (10 points)
Unaging (15 points)

Non-Super Equipment

50' length of nylon cord

Basic Swiss army knife, *Imp* 1d; *Cut* 1d+4

Skills

Acrobatics-16 (8 points), Area Knowledge (Detroit)-13 (1 point), Body Sense-13 (0 points), Climbing-15 (2 points), Diplomacy-12 (2 points), Driving (Sports Car)-14 (1 point), Electronics Operation-13 (2 points), First Aid-12 (½ point), Intelligence Analysis-11 (1 point), Judo-15 (4 points), Jumping-15 (1 point), Karate-15 (4 points), Mathematics-12 (2 points), Navigation-12 (2 points), Parachuting-14 (½ point), Physics-12 (2 points), Piloting (Small Prop. Planes)-14 (4 points), Piloting (Private Jets)-13 (2 points), Piloting (Jet Fighters)-14 (4 points), Piloting (U2)-15 (6 points), Riding (Flying Person)-10 (0 points), Running-12 (1 point), Stealth-15 (2 points), Streetwise-12 (1 point).

Language

English-14 (1 point).

Quirks

Takes time to correct anyone who gets the false impression that he's suicidal (-1 point)

Enjoys appearances on TV talk-shows as much as crime-fighting (-1 point)

Given a choice, will always fight the most powerful villain present or one whose powers target his phobias (-1 point)

As a boy, David Townsend wanted to fly (with or without a plane). He read Robert L. Scott and Antoine de Saint-Exupéry, and dreamed of the world above the clouds. Because his parents told him that a pilot had to have good grades, he applied himself to his studies, especially mathematics. He still found time to socialize outside of school.

Dave got an Air Force ROTC commission and was trained as a fighter pilot. His exceptional aviation skills got him transferred to the U2 spy-plane program. Dave loved this; the extended missions gave him more time alone in the sky.

His last mission was supposed to be a simple, high-altitude sweep over a site in the south-central USSR, where satellites had noted a lot of unexplained activity. Just

as he passed over the site, the nature of the activity was discovered; the Soviets detonated their largest above-ground nuclear test. Luck and his exceptional skill as a pilot got him through the shock waves, but he was bombarded with nuclear radiation.

He spent years in military hospitals with an apparently terminal case of leukemia, complicated by a host of bomb- and flying-related phobias. Astonishingly, after more than a decade, his health, both physical and mental, started to improve. By 1985, he was well enough to be released from the hospital,

and over the next few years he grew healthier than ever before. He noticed that once he'd regained the weight he'd lost during his illness, he looked exactly as he had at age 34, even though he was actually more than a decade older.

While his physical problems had all been corrected, his phobias were more

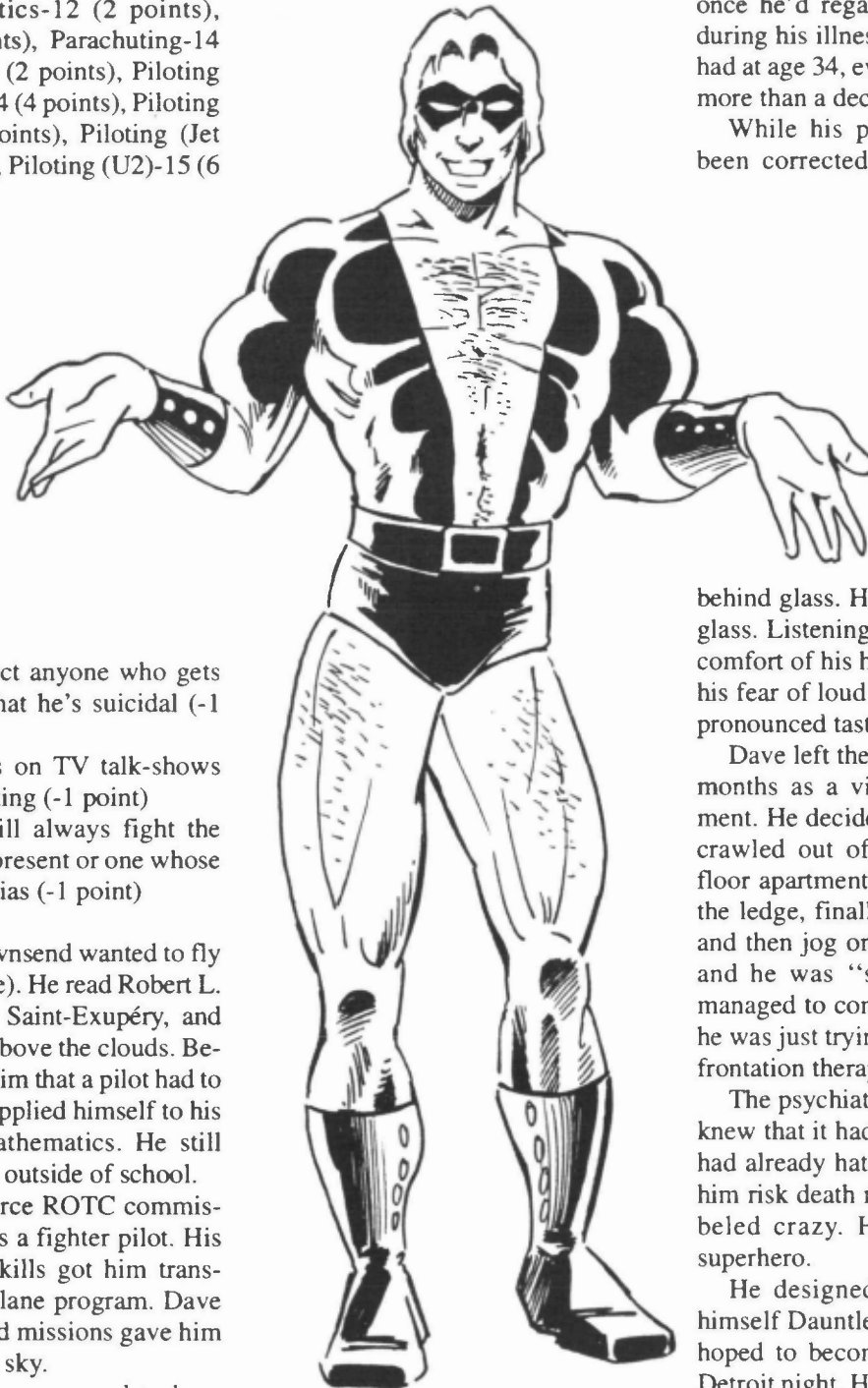
persistent. A hospital psychiatrist recommended that Dave confront his fears in a controlled way. He went on field trips to tall buildings to confront his fear of heights while safely

behind glass. He developed a mild fear of glass. Listening to loud rock music in the comfort of his home did nothing much for his fear of loud noises, but did give him a pronounced taste for country & western.

Dave left the hospital and spent several months as a virtual hermit in his apartment. He decided on heroic measures. He crawled out of the window of his 40th floor apartment and began to crawl along the ledge, finally forcing himself to walk and then jog on it. A bystander saw him, and he was "saved" from suicide. He managed to convince the psychiatrist that he was just trying a powerful form of confrontation therapy.

The psychiatrist disapproved, but Dave knew that it had done him some good. He had already hatched a plan that would let him risk death regularly without being labeled crazy. He decided to become a superhero.

He designed a costume and, calling himself Dauntless, because that's what he hoped to become, he began cruising the Detroit night. He looked for stunts to commit, crimes to prevent and opportunities to defy death. Although he felt that he hadn't much to lose by having his identity ex-



posed, he followed the conventions by dyeing his brown hair blond and wearing a black mask.

Campaign Role

Dauntless lives in Detroit and does much of his crime-fighting there, so most Detroit-area supers would have heard of him and many would have met him. Dauntless often adventures in other cities for a vacation and to get some exposure in other media markets.

Because he (wrongly) believes himself invulnerable to radiation, he seeks out radiation-using villains. Anyone on the trail of one gets his offer of assistance.

Personality

Before his final flight, Dave Townsend was a "top gun" pilot: brave, charismatic, patriotic, and willing (for the most part) to follow orders. As a direct result of that flight, he is now saddled with a number of phobias directly linked to flying over a nuclear explosion (fear of loud noises, bright lights, high places and enclosed spaces), plus a number of smaller quirks.

Instead of letting these fears cripple him, they've made Dave more outgoing, braver, more stubborn and more charismatic as he goes out of his way to confront and overcome his handicaps.

Abilities

Dauntless has numerous athletic skills (such as Acrobatics, Climbing, Judo, Jumping, Karate and Running) to take advantage of his well-developed physique. In addition, special abilities such as his Peripheral and Night Visions, Alertness, Sense of Timing, Direction, Balance and body position, and his willingness to leap before looking, trusting in his skills and luck to save him from disaster, make him a successful combat acrobat.

His radiation exposure gave him resistance in varying amounts to radiation, psionics, magic, disease and most forms of attack, along with Temperature Tolerance, and other, less important abilities.

With his looks, and his outgoing and charismatic personality, Dauntless makes friends easily, giving him good reaction rolls and bonuses on any Fast-Talk attempts. His reputation

extends even to criminals, and some of those he's captured trust him to play fair with them after they get out of jail, especially if they turn straight.

Battle Tactics

Dauntless' favorite tactic is to silently swing from a rooftop, kicking an opponent from behind and above. He uses Stealth and Climbing to secure his rope to some anchor such as a chimney.

On the ground he uses Judo and Karate, mainly to block attacks and disarm opponents. If pressed, he tries to knock out or temporarily disable his target, all the while keeping up a line of snappy patter and fast-talk to get him to surrender.

It would take a very serious threat to his life to make Dauntless go for an all-out attack against a normal. Most attacks by supers are serious threats to life – usually Dauntless will have to be hit once or twice by the villain before he'll realize it. He has an idea of his vulnerabilities though his assessment is unrealistic. He will avoid obviously deadly attacks such as lasers or fireballs (his Luck comes in handy here), trying to stay ready for any possible opening that he can exploit for a quick attack or two.

If he is hopelessly outclassed, he won't admit defeat. He will modify his goal to minor successes such as embarrassing, annoying or delaying the villains, in hopes that the situation will somehow change to his advantage.

When facing a flying villain, Dauntless will try to jump on the villain's back from a rooftop and hope he doesn't miss. Once in the air, he'll try to force the villain back to earth. Even though this stunt is likely to get him killed, Dauntless enjoys this one more than most as it allows him to fulfill his childhood dream of flying without a plane.

Power Variation

300-point version: Drop Absolute Direction, Absolute Timing, Immunity to Disease, Magical Resistance, Peripheral Vision, Reputation, Recovery, Reduced Sleep and Temperature Tolerance; lower ST to 14, Luck to normal, Wealth to Average with 20 hours work, Acrobatics to 15 and Piloting (Prop Planes) to 13; raise Secret Identity to Utter Rejection.

MOCKER

18 years old, 5'10", 130 lbs., white, brown hair, brown eyes.

ST: 9 (-10 points) **IQ:** 13 (30 points) **Speed:** 6

DX: 11 (10 points) **HT:** 13 (30 points) **Move:** 6

Dodge: 6

Damage: *Thrust* 1d-2; *Swing* 1d-1

Cloth armor, PD 1, DR 1, 10 lbs., covers entire body except head; no encumbrance.

Point Total: 325

Advantages

Empathy (15 points)

Night Vision (10 points)

Strong Will +2 (8 points)

Wealth (Comfortable; 10 points)

Disadvantages

Appearance (Unattractive; -5 points)

Bully (-10 points)

Enemies (Various Heroes and Normals, on a 6 or less; -15 points)

Jealousy (Attractive people; -10 points)

Overconfidence (-10 points)

Sadism (-15 points)

Secret Identity (-15 points)

Super Advantages

Extra Fatigue +10 (30 points)

Invulnerability to Psionics (150 points)

Reduced Food and Drink (5 points)

See Invisible (15 points)

Psionic Abilities (see Basic Set)

Telepathy Power-10 (50 points)

Telereceive-17 (Area Effect +50%, Can only see fears, bad memories and nightmares -30%; 15 points)

Telesend-15 (Area Effect +50%, Can only send a victim's own nightmares as a Flashback -20%; 11 points)

Mental Blow-13 (Emergencies Only -50%; 2 points)

Mind Shield-13 (4 points)

Mindwipe-14 (Can only delete fears, bad memories and nightmares -30%; 5 points)

Skills

Area Knowledge (Detroit)-12 (1/2 point), Area Knowledge (Lansing)-13 (1 point), Botany-10 (1/2 point), Chemistry-10 (1/2 point), Computer Operation-13 (1 point), Computer Programming-10 (1/2 point), Detect Lies-11 (1 point), Driving (Car)-11 (2 points), History-10 (1/2 point), Hobby (Chess)-13 (1 point), Hypnotism-10 (1/2 point), Intimidation-11 (1/2 point), Literature-10 (1/2 point), Mathematics-10 (1/2 point), Musical Instrument (Violin)-11 (1 point), Physics-10 (1/2 point), Research-11 (1/2 point), Sleight of Hand-9 (1 point), Stealth-10 (1 point), Ventriloquism-9 (1 point).

Languages

English-14 (1 point), French-11 (1/2 point).

Quirks

Makes a comfortable income but thinks he's rich (-1 point)

Laughs at his victims (-1 point)

Growing up in Lansing, Michigan, Ron Kotowski was always an awkward child. Because he was not as strong or dextrous as his classmates, he tended to avoid physical activities whenever possible. Being different from the rest of the students gave them something to tease him about, and the more they teased him, the more he avoided them.

When he got to high school, he was socially inept. When puberty gave him very bad acne problems, the elementary school teasing evolved into bullying on the part of some school jocks. Ron's response was to avoid the parts of the school where the jocks hung out.

The more fear Ron showed, the more fun it was for the bullies to trip him in the halls or threaten him for lunch money, so Ron was victimized for two full years. After one pratfall too many in his junior year, he fought back. Lying on the ground, he instinctively used an ability he never suspected he pos-

sessed. Bringing his hands to his forehead, tensing his body, gritting his teeth, he reached into the bully's mind, found the memory of a childhood nightmare and played it back for him, laughing at the fear that took over the bully's face and the confusion of his henchmen.

He discovered that he could reach into the mind of almost anyone (or even small groups) and force them to confront their deepest fears, even ones they'd forgotten long ago. He could even amplify the fears until they were crippling in intensity. Power like this was wasted in a high school, so Ron quit school (occasionally coming back for a visit and some vengeance)



and decided to find a way to make some money with his power.

He moved to Detroit to make money and have fun. While working a part-time security job, he fashioned a dark-gray padded costume (more to hide his skinniness than for the minimal armor it provided), and began calling himself Mocker.

Things got more fun when he discovered that his power even worked on supers. Then he met Dauntless, a swashbuckling Detroit crimefighter. Dauntless was everything Ron wanted to be, handsome, strong, famous, confident and well-liked. Mocker thought it would be immensely funny to humiliate him.

After noting some of Dauntless' common hang-outs, Mocker set a trap for him. When the hero arrived, Mocker probed his mind to find a nightmare to throw back at him. To Mocker's surprise, Dauntless was overflowing with fears. When Mocker eagerly launched an attack of nightmares, Dauntless seemed to take it all in stride. He ignored what should have been crippling flashbacks and kept coming at Mocker; he actually seemed to get a kick out of the terrors! Mocker fled the scene. His Mental Blows eventually shook the hero from his tail. He hasn't encountered Dauntless since then, but that one defeat brought back all Ron's life as a victim in Lansing. He has vowed to get even with Dauntless.

Campaign Role

Anyone who attended high school with Ron Kotowski might remember the strange incidents in the year after Ron dropped out. Those in Detroit may have heard of Mocker's activities, both his robberies and his senseless attacks on people's minds. Because he is not very good at keeping a civilian job, there is a chance that a hero may have worked for a short time with Ron.

He's not a sociable villain and will rarely be found working in a group. By his standards he's already making a good living, so he is unlikely to go far out of his way to perform a robbery. The furthest afield he's gone was a radio station in Toledo, in order to victimize a celebrity publicizing her new book about her horrible childhood.

Personality

In his civilian identity, Ron is a sullen, self-conscious wimp. If he's insulted in the workplace, he will usually quit and come back weeks or months later, as Mocker, to get revenge for the insult, and rob the place while he's at it.

As Mocker, he's overconfident and vindictive. He won't allow any insult to go unpunished. Mocker positively revels in the pain he can cause people who are bigger, stronger or better-looking than he is. He doesn't have a split personality. He consciously distances Mocker from Ron to protect his somewhat flimsy secret identity.

In both identities he considers himself better than anyone he meets. He will even attack a hero known to be more than his match, sure that his superpower is irresistible.

Abilities

Although most of Mocker's special abilities are psionic, he has a few others such as Night Vision, and a metabolism that gives him a large Fatigue pool and reduced need for food and

drink. He has a moderately wide-range of intellectual skills, including some experience with Ventriloquism, Hypnotism and Sleight of Hand. His psionic abilities include a strong Mindshield, a Mental Blow power (that he can only use if his other attacks have failed), and a limited Mindwipe ability that he isn't even aware of, never having any use for easing people's nightmares. His central psionic attack is the ability to reach into a victim's mind, find his worst fears and nightmares, amplify them and transmit them back, all in a second's time.

For this to work he must Concentrate for one second, and make first a Telereceive and then a Telesend roll. If both succeed, his victim must succeed at a Will roll or suffer a -10 point Flashback (see p. S18) with a duration of 1d seconds. If Mocker has a critical success on the Telesend roll, the victim's Will roll is at -2, and if that fails he suffers a -20 point Flashback with a duration of 1d minutes. If the victim has any actual Phobias, then any success is treated as a critical one.

While powerful, this ability isn't versatile. Mocker cannot Telereceive any memories or thoughts from an opponent other than fears. He could read a hero's fear of having his secret identity exposed, but couldn't actually read what the identity was. While his power has an area effect, the effect on each person in the area is individual. He can't transmit one person's Phobia to a different person, nor can he transmit any of his own thoughts to anyone.

Battle Tactics

Mocker will always try to stay at a distance during a robbery or battle, taking advantage of available cover while using his Telesend power to incapacitate his opponents.

When facing a group of normals, he will make an area attack. If anyone remains functional afterwards, he will come out of hiding and threaten to do the same to them as he did to those successfully victimized, using Intimidation if this doesn't work immediately. Then he will rob the store, further humiliate the victims or accomplish whatever other purpose he had in mind before leaving. It must be noted that Mocker is not a rapist; he would consider it sick to sexually assault his victims.

When facing supers, he's a bit more cautious. He won't close in until all of his opponents are downed, and then only coming forward to gloat. As he usually can't make any money by attacking supers, he will only do so if they stand between Mocker and his goal, or if he considers them to be pompous and in need of some sobering-up (most heroes with any Reputation bonus will qualify to his mind).

If a person is unusually resistant to his Flashback attack, Mocker will begin to show signs of fear, activating his Mental Blow power. This ability is not a strong one, but if it does succeed in bringing down an opponent, his confidence will instantly be restored, and he will go back to whatever he was doing before being demoralized.

Power Variation

150-point version: Drop Invulnerability to Psionics, Mental Blow, Mindwipe, Wealth quirk and Area Effect from Telesend and Telereceive; lower Wealth to Average; raise Ventriloquism to 10.

Squall and Lightning Bug

Squall was the newest member of the famed New York team The Weathermen – and after a disastrous encounter with a villain called Firefly, she became the only member. She returned to her native Minneapolis after vowing vengeance. If only she knew that Firefly had changed his powers and costume to become Lightning Bug . . .

SQUALL

21 years old, 5'11", 155 lbs., white, light-brown hair, hazel eyes.

ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 6.75
DX: 12 (20 points) **HT:** 15 (60 points) **Move:** 6, 12
flying

Dodge: 6

Damage: *Thrust* 1d; *Swing* 2d-1

Point Total: 500

Advantages

Appearance (Beautiful; 15 points)

Combat Reflexes (15 points)

Night Vision (10 points)

Reputation (+2 as heroine in Midwest, +1 elsewhere, -1 as jinx, on a roll of 10 or less; 8 points)

Strong Will +3 (12 points)

Wealth (Very Wealthy; 30 points)

Disadvantages

Code Of Honor (Hero's; -15 points)

Enemies (Various villains, on a 6 or less; -15 points)

Jinxed -2 (-40 points)

Pacifism (Cannot Harm Innocents; -10 points)

Vow (Kill Firebug; -15 points)

Super Advantages

Damage Resistance 2 (+25 vs. Electricity; 31 points)

Flight (40 points)

Magnetic Sense/5 (25 points)

Temperature Tolerance (10 points)

Super-Powers

Call Hail 11(11) (Doesn't Harm User +20%, Increased Area
×5 +100%, Selective Effect +50%; 34 points)

Control Weather 15(10) (Increased Area $\times 2$ +40%; 90 points)

Control Winds 15(5) (Increased Area $\times 5 + 100\%$; 40 points)

Cool 15(5) (Increased Area $\times 5 + 100\%$; 30 points)

Lightning 13(7) (Homing +50%, Hotshot +30%, Only Outdoors During Thunderstorm -60%; 63 points)

Wind Jet 14(10) (Hotshot +30%, Instantaneous +20%, Accessibility, only in 25 mph or higher winds -25%; 79 points)

Skills

Area Knowledge (Minneapolis)-12 (1 point), Area Knowledge (New York City)-11 (1 point), Climbing-12 (2 points), Cooking-11 (½ point), Criminology-10 (½ point), Diplomacy-10 (1 point), Driving (Car)-10 (½ point), First Aid-11 (½ point), Flight-13 (4 points), Hiking-10 (½ point), Navigation-10 (1 point), Sex Appeal-15 (2 points), Skiing-9 (½ point), Survival (Woodlands)-11 (1 point), Tactics-10 (1 point).



Language

English-13 (1 point).

Quirks

Wrongly believes that the death of the Weathermen was entirely her fault (-1 point)

Unconsciously Cools rooms she's in (-1 point)

Changes from cheerful to deadly serious in action (-1 point)

Teresa Halliday grew up an active and popular girl in the suburbs of Minneapolis. On Thanksgiving weekend during her senior year in high school, her parents took Terri and a group of her best friends (including her current boyfriend) on a hiking trip in the woods near Lake Superior.

Everything went wonderfully until the final night. Weather reports before they left had predicted clear, cool skies, but a violent storm seemed to appear out of nowhere. Before the group could begin the long hike back to their car, the storm turned into a blizzard which lasted for days. When Terri finally struggled out of the woods a week later, she was the only survivor of an "unseasonable micro-blizzard."

After some time in mourning, a new, more somber Terri went back to school to finish her last year. She had lost every-

one closest to her at one blow. Everyone treated her with kid gloves, fearful of doing anything to make her situation worse. She managed to scrape together passing grades, but made no plans for college. She set to work settling her parent's estate and doing other busy work to cover up the fact that she was simple moping.

During that summer she was approached by a New York-based superteam, The Weathermen, all of whom had powers connected to the weather. Studying the Minnesota weather reports at the time of her hiking trip, they determined that there was no way for that storm to have occurred naturally. After eliminating a few other possibilities, they came to the conclusion that Terri was the source of the storm.

Convincing her to come with them to New York for some tests, they eventually proved that, along with some other abilities, she had almost complete control over weather conditions in a limited area around her. She could fly on the wind, raise gales, blizzards and electrical storms or abate those caused by nature.

They invited her to join them. Wanting to do something to ease the incredible guilt she now felt, she took them up on their offer. She designed a revealing costume that concealed neither her identity nor her body. Adding a beautiful cape with a stormy cloudscape depicted on it, she took to the air as Squall.

Squall had a successful career with The Weathermen for two years. Then, after a particularly tiring encounter with one of their archenemies, they stumbled across a minor villain named Firefly. Normally he would have had no chance of beating the five of them. In their weakened condition (and with Squall's Jinx) he not only defeated them, he killed all but Squall.

After months trying to track him down, she gave up, moved back to Minneapolis and went on to other crime-fighting activities. She operated solo, wanting no more hostages to fortune after what happened to her family and The Weathermen. If she were to encounter Firefly again, it's doubtful he'd live to see a court of law.

Campaign Role

Just about everyone in the Midwest (and many elsewhere) has heard of Squall, and most also know of her various tragedies. She is a very dedicated heroine, and is willing to join other heroes on a temporary basis to track down a particular menace. If that menace is Firefly, she is likely to do the opposite, tricking the other superheroes off the trail so that she can catch him alone. It would take a major menace or some very persuasive arguments to convince her to join another group permanently or to reform The Weathermen.

Personality

Terri Halliday is a woman whom tragedy has made serious beyond her years. While she has a sense of humor and can relax, she always tries to keep a business-like demeanor when working. Since her accidents, she prefers dark and stormy days to sunny ones, and will always manufacture at least a local cloud cover whenever she goes on a mission.

She's a highly principled woman and it would take a lot of provocation to make her break her Code of Honor. Currently Firefly is the only villain she would consider killing outright, and if bringing him to final justice would end her career, she

thinks that she'd be able to take that step. She isn't aware that Firefly has changed his name to Lightning Bug, but if she ever found out she'd drop everything in order to get him.

As she believes (correctly) that she is Jinxed, Squall has no real off-duty life, not wanting to form close bonds for fear that it would endanger her friends. She's able to bend this rule among supers, since they can handle themselves better than normals, but she's still unwilling to get close enough to love a man, whether normal or super.

Abilities

Terri has few useful skills. Because of her inheritances, and the fact that she joined the Weathermen almost immediately after finishing high school, she's had no post-secondary education and has never held a career job. From her numerous vacations she has some woodland survival skills that could be helpful in other situations.

As Squall, she has a collection of weather-related powers such as Weather Control, Lightning and Magnetic Sense, most of which can be used as attacks (although some, like Cool, only in restricted circumstances). She also has supporting abilities such as Flight and Damage Resistance (especially against electrical attacks).

While a member of the Weathermen, she learned various team skills, such as Tactics and the Diplomacy required to avoid stepping on her team-mates' toes.

Battle Tactics

Squall's powers are of limited use indoors, and reach their maximum potential in wide-open areas. She prefers not to endanger innocents, either directly or by creating unnecessary property damage. Her first move when entering combat is to lure or force villains away from populated areas. She will settle for a park or industrial area of the city if she can't get out

of it entirely. With a flying villain she may go straight up. She uses her Control Winds to create gusts that she can harness with her Wind Jet power to knock the villain to where she wants him, or just attracts his attention with a few wind buffets and then flies away in hopes that he'll follow. Once in a relatively safe location, she will call up the largest hail storm she can manage, and then use her lightning bolts to take her opponent out.

If Squall can't get the villains into a safe location, she will restrict the use of her powers to the creation of a rainstorm (to make things slippery for opponents on the ground), with winds strong enough for her to cause Wind Jets, and with mild hail (to pester and distract them). If the temperatures are cold enough, she will Cool the area around a villain, attempting to freeze the rain on him, causing minor damage and possibly shorting-out super-gadgets.

Because her storms (and her Jinx) affect both friend and foe in her immediate vicinity, when she is fighting as part of a team she will attempt to separate her part of the combat from theirs, using the methods described above to single out an opponent (a flyer if one is available) and get him to where she can deal with him alone.

Power Variations

275-point version: Drop Reputation, Combat Reflexes, Night Vision, Magnetic Sense, Call Hail, Cool, Wind Jet and Cool quirk; lower Wealth to Wealthy and Appearance to Attractive; raise Pacifism to Cannot Kill.

675-point version: Raise Lightning to 15(14) and Wind Jet to 14(11) and drop Accessibility limitation; drop Pacifism; lower Jinxed to -1 and DR vs. Electricity to +24; add Superflight x2, PD 1 (Only in winds over 25 mph; -25%) and "Always pays for property damage her storms cause" quirk; replace Cool with Control Temperature (same area).

LIGHTNING BUG

32 years old, 6'0", 175 lbs., white, short blond hair, brown eyes.

ST: 14 (45 points) **IQ:** 14 (45 points) **Speed:** 6
DX: 12 (20 points) **HT:** 12 (20 points) **Move:** 6
Dodge: 6
Damage: Thrust 1d; Swing 2d

Point Total: 500 (Note: As he can only use one battle-suit during an encounter, Lightning Bug is closer to a 350-point character than a 500-point character in combat effectiveness.)

Advantages

Gadgeteer (25 points)

Reputation (+1 among villains, for being a killer, -1 for being hunted by Squall; 0 points)

Wealth (Average, but only 20 hours of work per week; 10 points)

Disadvantages

Appearance (Unattractive; -5 points)
Cowardice (only regarding Squall; -5 points)
Enemy (Squall, on a 6 or less; -10 points)
Greed (-15 points)
Secret Identity (-25 points)

Super Equipment

As Lightning Bug: (204 points)

Helmet (Infravision, Radio Hearing, Breakable, DR 2, HP 6, -15%, Can be hit at -5 -15%, Exclusivity, cannot be worn with Firefly costume -10%, Unique -25%; 9 points)

Costume (Light Kevlar Vest, PD 2, DR 14, 2.5 lbs., Absorption, 3d vs. Electricity, Only raises suit Fatigue Pools -20%, Exclusivity, cannot be worn with Firefly costume -10%, Unique -25%; 11 points)

Jet-Boots (Flight, Wind Blast 10(5), 30 Point Fatigue Pool, Breakable, DR 15, HP 50 -15%, Can be hit at -4 -15%, Costs Fatigue, 2 points per use taken from pool -10%, Exclusivity, cannot be worn with Firefly costume -10%, Fickle-14, only in heavy rain -5%, Unique -25%; 33 points)

Glove-Blasters (Lightning 12(8), Rapid Fire $\times 1$ +40%, Continuous Beam +50%, Hotshot +30%, 20 Point Fatigue Pool, Breakable, DR 10, HP 50 -15%, Can be hit at -4 -15%, Costs Fatigue, 2 points per use taken from pool -10%, Exclusivity, cannot be worn with Firefly costume -10%, Fickle-14, only in heavy rain -5%, Reduced Range, half -10%, Unique -25%; 151 points)

As Firefly: (156 points)

Helmet (Modified police riot helmet combined with full-face scuba mask, PD 4, DR 5 vs. Cr./DR 2 vs. Imp., 3 lbs.)

Costume (Costume advantage, Temperature Tolerance, Heat only, Light Kevlar Vest, PD 2, DR 14, 2.5 lbs., Scuba gear, Body of Fire 10, usable only twice per day -30%, Overall +5 DR vs. Fire, +1 DR vs. Bullets, free from Body of Fire advantage, Exclusivity, cannot be worn with Lightning Bug costume -10%, Unique -25%; 33 points)

Wings (Flight, 25 Point Fatigue Pool, Breakable, DR 10, HP 40 -15%, No penalty to hit -25%, Costs Fatigue, 2 points per use taken from pool -10%, Exclusivity, cannot be worn with Lightning Bug costume -10%, Unique -25%; 18 points)

Flamethrower (Flame Jet 12(8), Continuing Damage +50%, Hotshot +30%, 20 Point Fatigue Pool, Breakable, DR 10, HP 40, -15%, Can be hit at -3 -20%, Costs Fatigue, 2 points per use taken from pool -10%, Exclusivity, cannot be worn with Lightning Bug costume -10%, Reduced Range, half -10%, Unique -25%; 105 points)

Skills

Area Knowledge (New York City)-13 (1/2 point), Armoury (Flamethrower)-14 (2 points), Armoury (Glove-Blasters)-13 (1 point), Armoury (Jet-Boots)-13 (1 point), Armoury (Wings)-13 (1 point), Brawling-15 (8 points), Chemistry-12 (1 point), Computer Operation-14 (1 point), Computer Programming-13 (2 points), Driving (Car)-10 (1/2 point), Electronics (Sensors)-13 (2 points), Fast-Talk-13 (1 point), First Aid-13 (1/2 point), Flight-11 (1 point), Mathematics-14 (4 points), Physics-15 (6 points), Research-14 (2 points), Scuba-12 (1/2 point), Teaching-13 (1 point), Writing-13 (1 point).

Language

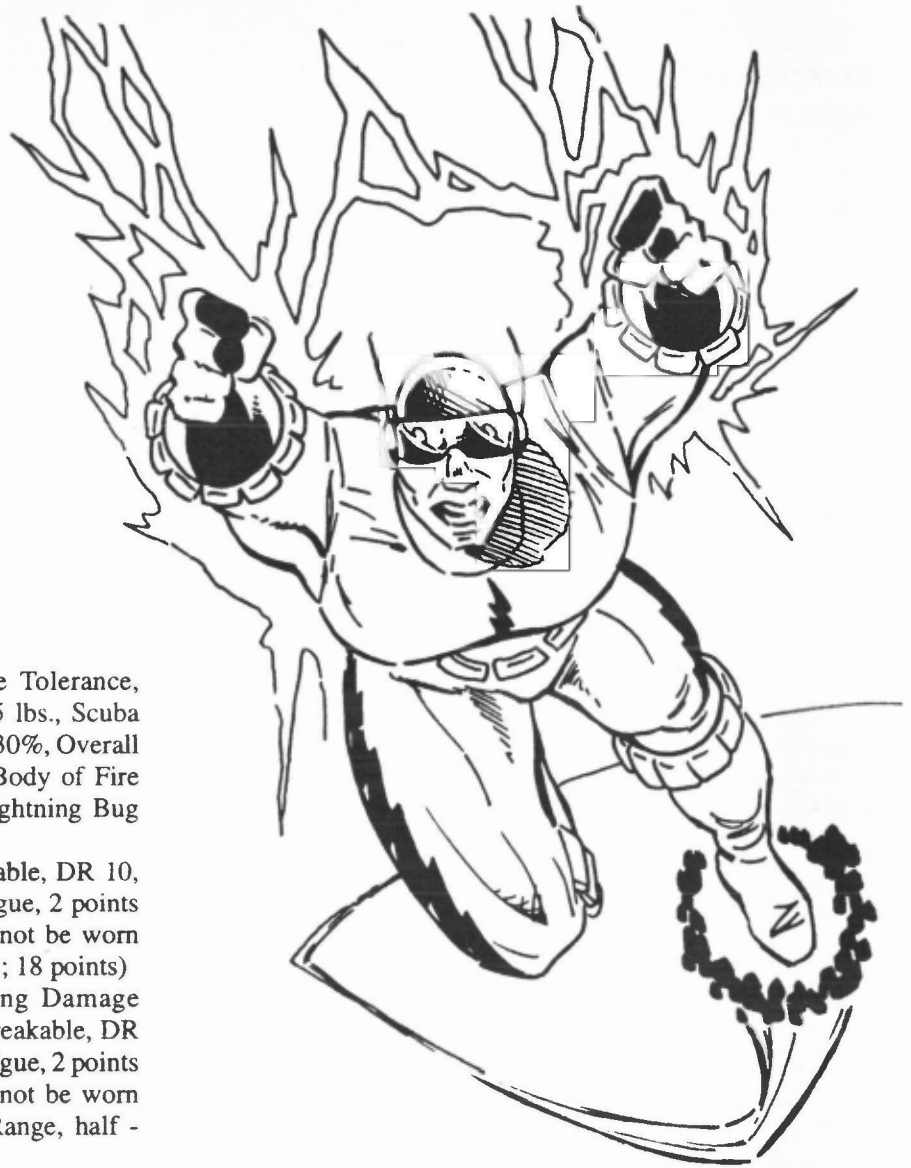
English-14 (0, Native Tongue).

Quirks

Doesn't think any woman could ignore his scars (-1 point)

Refuses to sell any of his inventions for fear he'd be beaten at his own game by a latecomer (-1 point)

As a boy, Leonard Graham had many role-models: Thomas Edison, the Wright brothers, Richard Seaton and "Blackie"



DuQuesne, any comic book super-characters who used incredible gadgets instead of having their own powers. While his friends would root for a favorite hero no matter what villain he faced, Leonard cared only that they used ultra-tech weapons, and cheered for villains as often as for heroes.

By the time he got to high school Leonard was already adept at taking apart and reassembling various electronic games and devices. In school he thrived on mathematics and the sciences, daydreaming of designing super-weapons to make himself famous.

In college, Leonard was struck by how few of the non-science majors on his campus understood science, and worse yet, how ignorant of it the average American was. After getting his Bachelor of Science degree, Leonard decided to do something about the problem. He got a degree in Education, but his teaching skills were not the best, and he couldn't secure a full-time teaching position. He ended on the roster for part-time substitute teachers in the New York area.

With student loans to pay off, and food and shelter to find, he decided to develop some of the super-gadgets he'd daydreamed about. The first of these was a pair of wings powered by miniature chemical rockets along their edges. They worked,

but he couldn't think of an application for them. Looking at the bills he'd run up during their production convinced him to use them to commit some minor crimes, "just to break even."

He made a flame-thrower from odds and ends in his workshop, put on a mask and committed a few robberies, using the wings to escape. The media dubbed him Firefly, and this recognition was just what Leonard needed to decide on a life of crime. He designed a costume, improved his weaponry and added scuba gear (mostly to protect himself from smoke, but as a bonus, to cover his entire face and disguise his voice), and was soon leading a moderately successful criminal career. He was a cautious villain, restricting his activities, making no "flash with his cash" and avoiding unwanted superhero attention.

He became suddenly too successful when he ran into the Weathermen returning from a very tiring adventure. Because of surprising luck (mostly the result of Squall's Jinx) and the weakened condition of most of the team's members, not only did he manage to beat them, but all except Squall died.

Firefly spent more than a year in hiding from the vengeful Squall. He found that he couldn't give up the thrill of flying, the challenge of making new gadgets and the profits of crime. He crafted a new set of gadgets and became Lightning Bug. Since Squall's return to Minneapolis, he's regained most of the confidence necessary to go back into action. He still dreads the day when Squall discovers his previous villainous identity.

Campaign Role

As a substitute teacher, Leonard Graham might have taught math or science to high-school-aged heroes in the New York area. While he is not a powerful villain, his attacks are flashy enough that his crimes tend to make the television news.

If Squall ever seemed close to discovering Lightning Bug's secret, Leonard might set a trap for her. He could give his Firefly suit to some eager youngster, then arrange for Squall to find the decoy. If she is killed, that is one problem solved. If the decoy is killed, the loss is bearable. If both of them are killed, two problems are solved at once. If this decoy has powerful friends, however, Leonard's life may become interesting. He might also stay close to the new Firefly in order to ensure the deaths of all but himself in the battle.

Personality

Leonard is addicted to flying and designing new gadgets for his costumes. As crime is one of the few ways he can get enough money to indulge these activities, he is unlikely to renounce his criminal career. Creating devices is his favorite hobby, but using them in crimes isn't. Unlike many supers, he is uncertain when forced into combat.

In civilian life he is quiet and friendly, an effective teacher and model citizen. He was badly scarred in his encounter with The Weathermen. Plastic surgery repaired most of the damage, but Leonard is self-conscious about them. He thinks he is unattractive, and avoids women for fear of rebuff.

Abilities

Leonard Graham has the skills to make a variety of weapons and circumstances could force him to create super-suits with powers besides fire and electricity. Both current suits

include a Kevlar vest for main body protection, and all of his powers work from integral Fatigue Pools; flammable fluids for Firefly and batteries for Lightning Bug.

His Firefly costume lets him fly, and while his main attack is a modified flamethrower, he can also immolate himself, doing damage to anyone in close contact. In this costume he's resistant to most attack forms, especially fire, and with the attached scuba gear he has protection against smoke and gas.

As Lightning Bug, he can fly with electronic jet-boots, the backwash of which can be used as a Wind Blast attack. His primary attack is Lightning generated by his gloves. One improvement of this suit is that Leonard has designed it to recharge its batteries from electrical attacks, including Squall's. In addition, his helmet has Infravision and Radio Hearing machinery.

The 350-point version of Lightning Bug assumes that his encounter with The Weathermen was much less one-sided, destroying his Firefly suit, almost costing his life and giving him Pyrophobia.

The 700-point version gives Leonard duplicate super-suits (bought with money now that the character points have already been invested in them), with the Lightning Bug suit being more robust and having the Surge power added to it. At this level he's less fearful of Squall and contemplates going to Minnesota to finish the destruction of the Weathermen (which would give him a strong reputation among supervillains).

Battle Tactics

In combat Leonard Graham prefers to fly out of the reach of non-flying opponents and then take flame or lightning shots at them. As his powers work from limited Fatigue Pools, he will try to minimize their use; resting on the top of a building while shooting instead of hovering in mid-air, using only single-hand 8d lightning bolts if they will suffice, only switching to double-handed 16d bolts or hotshot attacks if an opponent seems resistant to normal attacks.

When facing multiple opponents, he targets the weakest first in hopes that he can reduce the odds against him and demoralize the survivors. Leonard isn't foolhardy, and will retreat whenever a situation looks hopeless. While he wouldn't normally attack innocents, he will threaten them during a crime or to cover a retreat. If his hand is forced he will carry through with his threats. In his Lightning Bug guise, he can use his boots' Wind Blast power to deter followers, while as Firefly he can immolate himself to keep police and heroes at bay and to provide protection against bullets.

Power Variations

350-point version: Drop Firefly equipment, Exclusivity limitation from Lightning Bug suit and "Only Squall" limitation from Cowardice; add Phobia (Mild): Pyrophobia (fear of fire).

700-point version: Drop Unique limitation from all equipment, Fickleness from Jet-Boots and Glove-Blasters and Cowardice; add Surge 16(5) to Glove-Blasters and Area Knowledge (Minnesota)-14; raise Wealth to Very Wealthy, Armoury (Glove-Blasters) and (Jet-Boots) to 14 and Electronics (Sensors) to 14.

Perforator and Dryad

Perforator, a psychotic with a needle fetish, was Philadelphia's most sadistic villain. Then he tangled with a hero team that included the plant-controlling heroine Dryad. Turning on his allies, Perforator claimed that Dryad was his long-lost sister and that he was going to become a hero to reunite their family. He has reined in his sadism, but will his conversion be permanent?

PERFORATOR

25 years old, 5'10", 157 lbs., white, light brown hair, dark brown eyes, often has a toothpick or straight-pin dangling from the side of his mouth.

ST: 13 (30 points) **IQ:** 14 (45 points) **Speed:** 7
DX: 14 (45 points) **HT:** 14 (45 points) **Move:** 7
Dodge: 7 **Parry:** (Karate) 6
Damage: Thrust 1d-1; Swing 1d+2

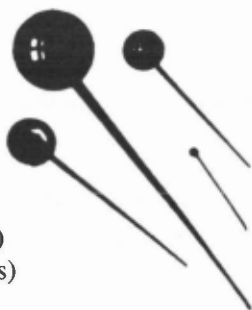
Point Total: 325

Advantages

Acute Vision +2 (4 points)
Alertness +2 (10 points)
Ambidexterity (10 points)
Gadeteer (25 points)
High Pain Threshold (10 points)
Wealth (Very Wealthy; 30 points)

Disadvantages

Bad Sight (Farsighted; -10 points)
Enemies (Villain group or hero, on a 6 or less; -15 points)
Overconfidence (-10 points)
Phobia (Fear of Blindness; -5 points)
Reputation (-1 as a psycho, among villains and heroes; -5 points)



Sadism (-15 points)
Secret Identity (-10 points)
Sense Of Duty (To Dryad; -5 points)
Social Stigma (Ex-Villain; -5 points)

Super Advantages

Damage Resistance 5 (vs. Everything, +5 DR vs. Cutting/Impaling; 25 points)
Full Coordination x1 (50 points)

Super Equipment

Wrist Needlers (2) (use stats for Needler, p. B208)
Needle Rifle (use stats for Needle Rifle, p. B209)
Flechette Grenades (2) (launched from Needle Rifle, Damage 8d+8 Imp. using shotgun rules on p. B119, 1/2D 80, Max 200)
Flechette Mine (all stats the same as Flechette Grenade, except that a default skill of 9 is used to determine hit chance)

Non-Super Equipment

Goggles (Prescription Lenses; Dark Vision; Peripheral Vision; Breakable: DR 2, HP 6, -15%; Can be hit at -5, -15%; 28 points)

Skills

Area Knowledge (Philadelphia)-14 (1 point), Armoury (Needle Guns)-18 (10 points), Chemistry-12 (1 point), Driving (Car)-9 (0 points), Engineer (Bombs)-17 (10 points), Engineer (Needlers)-18 (12 points), Grenade Launcher (Flechette)-14 (1 point), Guns (Needle Rifle)-15 (2 points), Guns (Wrist Needlers)-16 (4 points), Interrogation-12 (½ point), Intimidation-14 (2 points), Karate-12 (1 point), Physician (Acupuncture)-12 (1 point), Physiology-10 (½ point), Traps/TL7-15 (4 points).

Language

English-14 (0, Native Tongue).

Quirks

Makes wisecracks continuously during combat (-1 point)
Talks to his needle rifle (-1 point)

Simon Cooper was born into a bad situation, and things never improved. His parents, Dennis and Patricia (a mechanic and a housewife), could hardly afford him. His father beat his mother and abused him verbally, if seldom physically. When he was three, his mother had another child, his sister Susanne.



Most of his childhood was a nightmare, but one event had the longest consequences. A teacher's recommendation led to Simon getting glasses. When his father saw them it started another argument – and this one included Simon. Dennis slapped him across the face so hard that the glasses broke and slashed the boy's face near his eyes.

Patricia began screaming and Dennis declared that he'd "poke the boy's eyes out with knitting needles" if she didn't leave him alone. The cuts healed and Simon got another pair of glasses, but he would never forget the terror of that day. The memory blossomed into a phobia about being blinded and a strange fixation with sharp objects.

When Simon was seven years old, his father finally left. Patricia Cooper couldn't support two children on her own. In a hasty decision, she gave Susanne up for adoption. The next few years were tough; Patricia had to work long hours to support herself and Simon. When he could pass for 16, Simon took a job after school and on weekends to help.

In high school Simon showed promise when it came to things mechanical. He learned as much fooling around with the tools his father left behind as from any instruction. Although Simon couldn't afford a car, he could strip down and improve any vehicle. He hated his poverty, and turned to robbery for a quick profit. Simple stick-ups seemed both risky and too ordinary. He decided to become a supervillain. He modified a pneumatic hammer from the school carpentry shop into a portable nail-shooter. His first costume was a trenchcoat and slouch hat from Goodwill and dark-lensed safety-glasses. It was enough to take down a convenience store, and the fun he had nailing the storekeeper to the wall by his hands and feet convinced Simon to make this a career.

He returned the hammer and set to work on its successor. His design was a bulky machine gun with a thick barrel and tiny bore that fired a stream of needles. He made an opaque eye-shield that would protect both his identity and his eyes, a red bodystocking and mask with a yellow "needle burst" on his chest and yellow and orange trim, and a belt of clips for his needle rifle. Later he miniaturized his needler so he could wear one on each wrist, added enhancements to his eye-shield, and designed bombs and mines that fit the needle theme.

For some months he had a career as a sadistic supervillain, ingenious at causing pain but lucky enough to cause no fatalities or permanent injuries. He worked as pick-up help with several gangs of local villains. An attempted supermarket heist by one such group was interrupted by a local force of heroes, including Dryad. Something about Dryad's face made him think of his sister. He called out the name "Susanne" and she turned in response. He was suddenly certain that he had found his lost sibling. Abruptly, he turned against his allies and joined Dryad's side. The villains were routed, and he went to work convincing the heroes that this wasn't some sort of trick.

After a private discussion with an incredulous Dryad, he convinced her to release him and meet with him again. She managed to convince her team that they owed the repentant villain another chance. Since then, they've begun meeting regularly, and even crime-fighting together. While Perforator has apparently turned over a new leaf, he's still far from popular among the heroes he'd needled in the past, his villainous ex-allies or the police.

Campaign Role

As a villain, Perforator's operations centered on Philadelphia, but he could be encountered anywhere from Washington D.C. to New York City. His crimes were robbery under arms; major robberies or sprees of smaller ones to finance his inventing. Most of the materials his gadgeteering requires can be bought legally, and he is careful to spread his purchases around to make tracing his work-shop difficult, but a diligent detective could probably find it.

As a hero, Perforator will have made numerous enemies. Some heroes haven't heard of his conversion and some don't believe it. Some villains, especially the group he betrayed, think of him as a traitor. The police, and his victims, want him to pay for a string of nasty robberies and aggravated assaults.

Personality

Simon Cooper spends most of his time trying to make others hurt the way he did as a child. He doesn't realize that much of his behavior is either modelled on that of his parents or is a reaction to it. Since meeting Susanne he has tried to restrain his sadism, but whether this will be permanent remains to be seen.

He has no talent for friendship. He will abandon what had seemed his best friend in the world for no obvious reason. If he later decides to befriend someone he's betrayed, he'll be surprised at the cold reception he gets.

Abilities

Simon is an inventor fascinated by weapons firing tiny projectiles, and has manufactured a few devices that would normally be Tech Level 8. As causing pain is more important to him than combat effectiveness, Perforator hasn't taken the logical step of poisoning or drugging his needles.

Perforator is ambidextrous and has Full Coordination; he can make two wrist-needler attacks per round without penalty (although the second attack must be treated as a snapshot if it is not at the same opponent). With his Alertness and the Peripheral Vision his goggles grant him, he can sometimes surprise opponents by spinning around to fire at people sneaking up from angles he shouldn't have been able to see, and with their Dark Vision feature this ability can be used night or day.

If he is carrying his needle rifle he will only have a wrist-needler on his left forearm, as one on his right would interfere with the rifle.

The 400-point version of Perforator represents him as a hero but before he can receive any poisons from Dryad.

Battle Tactics

As a villain, Perforator's tactics were straightforward. He would get within range of his enemies and then fire a few short bursts of needles at non-vital areas to make them hurt a bit. If this didn't work, he would go in earnest, firing his weapons at full automatic. Against normals this would be deadly if sustained for any length of time. It never became necessary in his robberies, so he never caused a mortal wound. The average hero would be able to withstand these attacks, forcing him to shoot for vital areas (attacks changing from normal to "shots to kill" if the optional Stun Rules (p. S84) are being used).

For tougher opponents, Perforator carried flechette grenades that could be launched from his needlers. These could be used directly against supers or to threaten innocents (which he enjoyed). Infrequently he would prepare an escape route from the scene of a crime, planting a flechette mine along it to try slow down pursuers, but usually this sort of pessimistic thinking wasn't his style. Both flechette grenades and mines do damage vs. HP normally, or Stun in a campaign using that rule.

In a group, Perforator's tactics were much the same, but he'd not expose himself as a front-line fighter, preferring to lend a supporting hand wherever his team-mates needed him.

As a hero his tactics are much the same, but because callously killing criminals isn't heroic, he now shoots for painful (but non-lethal) locations in order to cause distractions that his heroic teammates can exploit. His knowledge of physiology comes in handy here. These attacks do damage against Fatigue in a normal campaign, or Stun in a campaign using the Stun rules. In addition, he is working with Dryad to concoct a variety of non-lethal poisons to coat his needles.

If he ever gets into hand-to-hand combat with someone he doesn't want to needle (or if his needlers get broken), he can use Karate to improve his fighting skills, but will probably try to escape instead.

Power Variation

400-point version: Add Immunity To Poison, Bad Temper, Combat Reflexes, Rapid Healing and Area Knowledge (Princeton, NJ)-14; drop Social Stigma and Sadism; change Reputation to +1 hero; raise Alertness to +3, Armoury to 19 and Chemistry and Karate to 15.

DRYAD

22 years old, 5'9", 145 lbs., white, light-brown hair (short as Dryad, long in civilian ID), dark brown eyes (with glasses in civilian ID).

ST: 12 (20 points)	IQ: 14 (45 points)	Speed: 6.5
DX: 13 (30 points)	HT: 14 (45 points)	Move: 6
Dodge: 6	Parry: (Fencing) 8	

Damage: *Thrust* 1d-1; *Swing* 1d+2

Point Total: 350

Advantages

Acute Taste & Smell +2 (4 points)
Acute Vision +2 (4 points)



Ambidexterity (10 points)
 Ally (Superhero, on a 6 or less (20 points)
 Appearance (Beautiful in super ID, Attractive in civilian ID (10 points)
 Empathy (15 points)
 Status 1 (Daughter of professor, only on campus; 3 points)

Disadvantages

Bad Sight (Farsighted; -10 points)
 Code of Honor (Hero's; -15 points)
 Combat Paralysis (-15 points)
 Dependent (Father, on a 6 or less; -3 points)
 Pacifism (Cannot Harm Innocents; -10 points)
 Secret Identity (-10 points)

Super Advantages

Speak with Plants (10 points)

Super-Powers

Animate Plant 12(14) (Selective Effect +50%, Costs Fatigue, 2 points per use -10%; 61 points)

Control Plant 14(10) (Movable Area +40%; 36 points)

Plant Growth 12(14) (Selective Effect +50%, Costs Fatigue, 2 points per use -10%; 61 points)

Sense Plant 14(2) (10 points)

Non-Super Equipment

Assortment of seeds

Skills

Administration-12 (1/2 point), Agronomy-13 (1 point), Area Knowledge (Princeton, NJ)-14 (1 point), Bicycling-13 (1/2 point), Biochemistry-10 (0 points), Botany-16 (8 points), Camouflage-10 (0 points), Chemistry-15 (6 points), Computer Operation-15 (2 points), Cooking-13 (1/2 point), Ecology-11 (1/2 point), Fencing-12 (1/2 point), Genetics-10 (1/2 point), Hobby (Gardening)-13 (1/2 point), Naturalist-12 (1 point), Poisons-10 (0 points), Research-14 (2 points), Scrounging-13 (1/2 point), Survival (Forest)-14 (2 points), Survival (Jungle)-11 (0 points), Teaching-14 (2 points).

Language

English-15 (1 point).

Quirks

Has no memories of her early childhood (-1 point)

Treats her super-activities as an experimental study (-1 point)

Attends many Princeton sports events, especially varsity fencing (-1 point)

Never uses her powers in experiments and only rarely in her garden (-1 point)

Susanne Johannesen has no memories of her life before her adoption, at age four, by Benjamin and Christine Johannesen, a botanical chemist and his wife, and few memories of the first few years with them. After that her life was happy, until her adopted mother died when Susanne was in her early teens. She took it in stride, for the most part copying her father's stoic attitude, and learning to manage the household and cook for the both of them.

She was a bright girl, skipping a grade in elementary school and graduating a year early from high school by taking acceleration courses in summer school. Then she followed in her father's footsteps by majoring in botany at Princeton, the university where he taught. She graduated high in her class and was accepted for post-graduate studies, getting a position as a teaching assistant to help pay the bills.

During some greenhouse experiments, she became concerned because her results refused to match up with textbook figures. At first the results were chaotic, but eventually a pattern formed. Her plants were growing at more than twice the proper rates, and they were much more orderly in shape than those grown by other students. She quickly ruled out such obvious causes as different soils, water or fertilizers (as all of them drew materials out of a common store), and had to conclude that there was something about her that was different. When the plants began talking to her, asking for more water, better positioning in the sunlight and the like, she knew that she was either crazy or on to something big.

Eventually, through a number of private experiments, Susanne confirmed that she had somehow gained plant-related superpowers such as Sense, Control and even Animate Plants. Although Dr. Johannesen had never conducted any experiments on his daughter, it is almost certain that these powers were the result of her exposure to something in his laboratory that had lain dormant for years.

At first she avoided all use of her powers as they would skew the results of any experiment she used them in and might have any number of unforeseen side-effects. After foiling a campus break-in with her powers, she realized that she



could use them in the guise of a part-time superheroine. She'd then be able to experiment with them to determine their extent, and do some good with the gifts that fate had given her.

In a small town, a disguise as simple as a mask would not long protect her identity. She bought a wig that matched her long hair, and then cut her own hair short and bought contact lenses to wear as Dryad, using her glasses and wig as Susanne. As Susanne, she had always been conservative with make-up; now she dropped it completely. She had always been a conservative dresser; now her Susanne wardrobe would have been considered a bit severe and prudish by Frances Willard. Her skin-tight Dryad body stocking, in varied shades of translucent green, was ornamented with a seductively-climbing vine from ankles to the bright-pink blossom at the left shoulder. It emphasized, rather than concealed, her buxom and athletic form. Her makeup was bold, with lipstick matching her blossom and glittering shadow to bring out the green of her contact lenses. The only thing breaking up the costume's smooth lines were the large, army-style pockets on her thighs.

There wasn't much big-ticket crime to combat in Princeton, and her secret identity was too vulnerable. Dryad did her early superheroics in Philadelphia and New York, using excuses like shopping trips or vacations to explain her excursions to her father. After a number of encounters with a super-team in Philly, she was invited to join them. As they were willing to accept her as a part-time member, and didn't require her to reveal her secret identity, she accepted. It was while working with this super-team that she first met Perforator, a supervillain who claimed to be her brother.

Campaign Role

Although Dryad lives in Princeton, she's more likely to be encountered in one of the nearby big cities. While her powers are nature-based, she's not an environmental activist; if she could be of use averting an environmental disaster in New Jersey or thereabouts she might volunteer her help, but she'd be unlikely to fly to Brazil to fight for the rain forest.

At the university, Susanne is relatively well-known, being a good student, a likable teaching assistant and the daughter of a professor. Any other supers on campus might have met her, and there's a chance that one could draw a connection between Dryad's plant-related powers and the botany work of Susanne and her father (especially if they should happen to come to her with a question about some supervillain's plant-related schemes, and later encounter Dryad working on the same case).

Personality

In her academic work Susanne Johannesen is a confident and likeable young woman. She wants to have the same attitude towards her powers, but she's still not sure of herself. She can project a confident attitude in costume in most situations, but during combat she gets nervous. Her sheltered life in the university was not much preparation for battle. In any case, she's a trusting and trustworthy person, with a genuine desire to do something worthwhile with her brains and powers.

She never wanted a surly and unpleasant psychopath for a brother, but he's family and she won't abandon him. She has yet to decide whether or not to ask her adopted father about her natural parents.

Abilities

Susanne is an intelligent and capable woman, able to run her father's house, work as a T.A. and still do well at her post-graduate studies. Along with domestic skills, she has a good range of scientific abilities, mostly within her specialty of botany.

In addition, she has a number of super-powers relating to the plant world, including the abilities to sense, control, animate and speak to plants, as well as accelerating their growth rate. Some of these abilities, such as sensing and speaking to plants come easily, but others aren't as refined or as easy to use, mainly from lack of practice.

The 500-point version of Dryad is more facile with her powers, and is armed with a Wrist-Needler provided by her brother and loaded with needles coated in a variety of plant-derived poisons. This version of Dryad is more forthright in combat, but is still not likely to get close enough to an opponent to punch or be punched. One other new power she gains is a Danger Sense that takes the form of an alarm signal from nearby plants if anyone attempts to sneak past them to get to her.

Battle Tactics

As Dryad's powers aren't directly combat-related it's unlikely she'd ever rush into a fight. If a situation required her to get into close-range fighting, she'd have to struggle against her combat paralysis in order to engage an enemy. Instead, she stays at range and uses her powers to hamper opponents, causing bushes, grass and trees in the area to entangle, trip and batter criminals, growing them to larger sizes if they're too small to be effective in this way.

She also carries handfuls of pre-germinated seeds in her pockets, so that if there aren't any plants in the vicinity suitable for her attacks, she can lob the seeds towards an opponent and then cause thorn bushes, vines, poison ivy, stink weed and trees to grow up to be animated against him.

Because her powers are of limited use indoors or in urban environments, she prefers to get involved in situations happening outside or to draw an opponent into such an area. While forests or parks would be her first choice for a fighting environment, she can make do with a suburban front lawn, turning it into a wilderness with a few applications of Plant Growth.

When working with a team, she will stay back and let them do the work wherever possible (this being a recognition of her own relative combat value, not an example of laziness), using her powers to tie up criminals that are taken down by her partners, and to hamper opponents that her teammates are having trouble with.

Power Variation

500-point version: Add Immunity To Poisons, DR 5 vs. Cutting/Impaling, Danger Sense (Limitation: Only near plants), Unusual Background ("Has Gadgeteer Friend"), Wrist-Needler (see *Perforator*) with sleep-poison darts, and Reputation +1 on East Coast; raise Animate Plants and Plant Growth to 16(16), Sense Plants to 15(3), Control Plants to 15(15) and Survival to 15 (Forest)/13 (Jungle); drop Fatigue limitation from Animate and Growth powers, No Memories quirk and Combat Paralysis.

Regiment and Protecteur

Being able to create five fully-functional duplicates of yourself could turn any private investigator into a hero. Having to keep the powers and job a secret would eventually make anyone lonely. On the other hand, if the hero had a super-powered partner to reveal his secrets to, he'd be happier and, with the partner's help, more effective as a crime-fighter – as is the case with New York's Regiment and Protecteur.

REGIMENT

23 years old, 5'10", 125 lbs., white, short blond hair, hazel eyes.

ST: 10 (0 points) **IQ:** 14 (45 points) **Speed:** 6.75

DX: 13 (30 points) **HT:** 14 (45 points) **Move:** 8

Dodge: 6

Damage: Thrust 1d-2; Swing 1d

Full-body costume (PD 1, DR 4); no encumbrance.

Point Total: 500

Advantages

Alertness +4 (20 points)

Charisma +2 (10 points)

Intuition (15 points)

Rapid Healing (5 points)

Disadvantages

Code Of Honor (Same as Honesty disadvantage, but willing to bend laws for a good cause; -5 points)

Overconfidence (-10 points)

Pacifism (Self-Defense; -15 points)

Secret Identity (-10 points)



Stubbornness (-5 points)

Super Advantages

Duplication×5 (Limited Use, maximum of 4 hours per day -20%, Main Body Unconscious When Used -10%; 262.5 points)

Passive Defense +1 (25 points)

Super Equipment

Costume (Costume advantage, DR 4, PD 1; 52 points)

Weapons and Non-Super Equipment

Five blackjacks (1d-2 cr)

Five small walkie-talkies

Two .22 handguns (1d+1)

Skills

Acting-15 (4 points), Area Knowledge (Syracuse, NY)-15 (2 points), Area Knowledge (New York City)-13 (½ point), Blackjack-14 (2 points), Computer Operation-16 (2 points), Computer Programming-12 (1 point), Criminology-14 (2 points), Detect Lies-11 (½ point), Driving (Car)-11 (½ point),

Fast-Talk-13 (1 point), Forensics-9 (0 points), Forgery-11 (½ point), Guns (.22)-14 (2 points), Intelligence Analysis-11 (½ point), Interrogation-13 (1 point), Judo-13 (4 points), Law (Criminal)-13 (2 points), Literature-12 (1 point), Lockpicking-12 (½ point), Mathematics-11 (½ point), Occultism-12 (½ point), Photography-14 (2 points), Research-13 (1 point), Running-10 (½ point), Stealth-13 (2 points), Streetwise-12 (½ point), Writing-14 (2 points).

Languages

English-15 (1 point), French-12 (½ point).

Quirks

Denies any suggestion that he's skinny (-1 point)

Enjoys spending hours in discussion with himself (-1 point)

James Carter had a normal childhood in Syracuse, New York. There was some fun in the late 1970s when a president was elected with the same name, but once Jim got his friends to stop calling him "Jimmy" or "President Carter" (a struggle that took until his freshman year of high school) things got back to the boring status quo.

Never an "outdoorsy" type, Jim combated this endemic boredom with a number of solitary escapisms: reading everything from comic books to great literature, playing video games and programming his home computer.

This all changed after he had a strange dream. He got up one morning and saw himself still lying asleep. Unable to wake himself, and feeling the whole thing was just too surreal, he decided to follow the bizarre logic of his dream. He went downstairs for breakfast, and then left for school. Halfway there, he woke up back in his bed and found that he'd apparently slept in. When he asked his mother why she hadn't awakened him, she said that he'd already had breakfast and left.

Jim was a bit confused by the incident. When he had a variation of the same dream the next night, he thought of a plan. While in his dream, he used the timer on his camera to take a picture of himself and his sleeping body together. In the morning, both bodies were in the picture.

At the end of a couple of weeks of experimentation Jim could split into three bodies, and he could do it while he was awake. Effectively, however, he was only doubled, since the two mobile bodies had to leave an unconscious body behind. The extra bodies disappeared quietly after an hour, but any memories they had separately acquired were in his brain when they "regrouped." He could study twice as fast in the same time, but only for an hour each day.

Jim used the power for some teenage fun, the sort of thing that twins have done for years. He found no commercial use for it until he got into college. To help pay his way, he got a part-time job as a researcher for a private investigator (which he referred to as "crime-fighting"). He used his "dupes" to simultaneously search through records and track down leads, never revealing how he worked so fast. As he grew older his power became stronger, allowing him to create more dupes and to stay separated for longer periods. He decided to go all the way into the hero business.

He called himself Regiment, to exaggerate his numbers. His costume was a simple black-and-white striped affair. This can make it difficult to count exactly how many of him there are if his duplicates are together. He used Kevlar to give it some protective strength. While damage to his duplicates was reduced when they regrouped, Jim had a hunch that the death of his real body would be final. He decided always to leave at least one of him to guard the body while the others adventured.

After a moderately successful career (during which he met and fell in love with Monique Hébert), he decided to move from Syracuse to New York City in order to be "where the real heroes hang out." His super-career there has yet to take off, but his good recommendation from the Syracuse private eye got him similar jobs with a number of New York investigators.

Campaign Role

Regiment is not a powerful hero on his own, but is an asset to any team. He is better at information-gathering than combat. He doesn't seek media attention, so he is not well known in New York City.

If anyone hires a private investigator (or is a PD), Jim Carter may be his assistant. He works for several small and large agencies as a part-timer.

Anyone who contacts Protecteur is likely to meet Regiment. She doesn't really enjoy heroing and usually passes everything to him.

Personality

Jim Carter is friendly and outgoing – too much so at times. He never stops talking; when he is alone, he splits and talks to himself. The only saving grace is that he usually has interesting things to say.

He is basically law-abiding and non-violent. He finds it difficult to lie, fight and especially kill. The realities of investigation and crime-fighting are eroding his pacifism and honesty. In the 750-point version, the process has continued to the point that his pacifism is dropped entirely.

Abilities

Jim has numerous abilities learned as a private investigator's assistant, including Alertness, Research, Stealth, Lockpicking and Streetwise. His one real superpower is the ability to make duplicates of himself. His current limit is five dupes for four hours. Regiment's hunch that the death of his main body would be fatal to all of them is correct, although the only way of proving it would give him little satisfaction.

He uses his investigator's skills to the fullest by having the majority of his dupes make simultaneous investigations of many leads. In combat, they gang up on criminals using Judo and blackjacks.

His costume (which is copied when the dupes are created) is reinforced with Kevlar, providing DR 4 and PD 1 even to his unconscious main body. He also has Intuition and a "sixth sense" that warns him of impending danger. All his conscious dupes have personal PD of 1 plus a costume PD of 1 for PD 2.

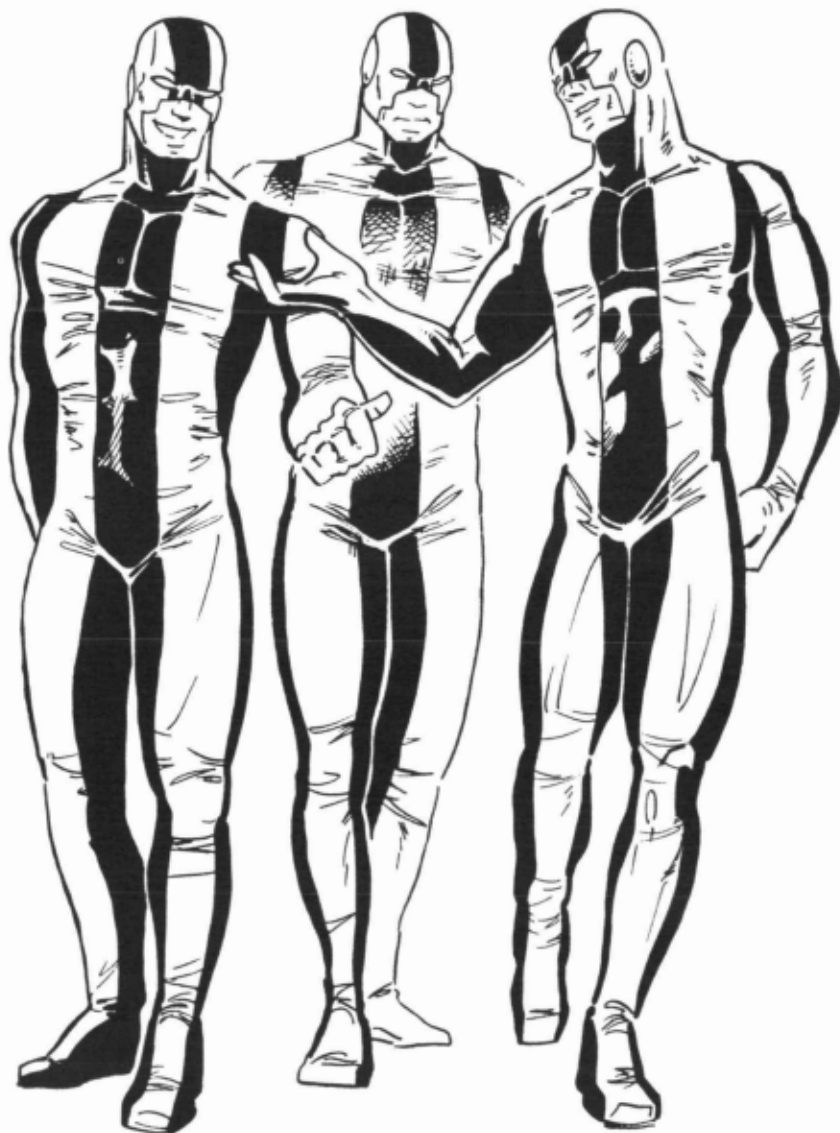
Battle Tactics

Regiment prefers to avoid combat, because of his pacifism and because he is not a very good fighter. His favorite tech-

nique, if it can be arranged, is to spread himself in hiding over a large area, such as a factory complex, warehouse or neighborhood. He pretends that there is only one of him, popping out from around a corner to scare a crook and send him towards another dupe who will appear from behind a parked truck, and so on. If he can make the crook believe that he has teleportation, super-speed or some other power that lets him appear momentarily at one location and then another, he can sometimes cause him to surrender without a fight.

If he does get into combat, the dupes will attack opponents from all sides at once, hoping that the confusion and number of attacks will make up for their low damage. All of his dupes are armed with blackjacks, and his Judo skill can be used for attack and defense. Since there are enough of him to surround most opponents, some are usually able to attack from behind.

Because Regiment's main body is defenseless while his dupes are deployed, at least two of him (armed with pistols) will stay in a safe location to guard that body. If Protecteur is with him, she will usually guard the main body, and only one dupe will remain with her. In certain rare situations (such as when one dupe is ambushed, or if Regiment is facing an enemy superior in strength or numbers), all of the dupes will fight together (with Protecteur if she's present), leaving the main body in as safe a location as can be found.



Power Variations

250-point version: Lower Duplication to $\times 2$; lower Alertness to +3; drop entire Costume, Rapid Healing, Area Knowledge (NYC), Forgery, Intelligence Analysis and Passive Defense; lower Judo to 12 and Guns to 13.

750-point version: Raise Duplication to $\times 9$, Area Knowledge (NYC) and Criminology to 15, Streetwise to 14 and Charisma to +3; add Combat Reflexes; drop Pacifism; add 5 pairs of Brass Knuckles to equipment.

PROTECTEUR

22 years old, 12'2", 680 lbs., white, orange-blond hair, blue eyes.

ST: 20/36 (110 points) **IQ:** 14 (45 points) **Speed:** 7.25

DX: 13 (30 points) **HT:** 16/20/25 **Move:** 7

Dodge: 7 (80 points)

Damage: Thrust 2d-1/4d-1; Swing 3d+2/6d+1

Full-body costume (PD 1, DR 4); no encumbrance.

Point Total: 400

Advantages

Appearance (Attractive; 5 points)

Eidetic Memory 1 (30 points)

Disadvantages

Combat Paralysis (-10 points)

Gigantism (-10 points)

Pacifism (Self-Defense; -15 points)

Poverty (Dead Broke, makes less than $\frac{1}{10}$ average, working uneven hours at home; -20 points)

Secret Identity (-10 points)

Shyness (Mild; -5 points)

Status -1 (Illegal Alien; -5 points)

Truthfulness (-5 points)

Super Advantages

Enhanced ST 36 (Activates With Growth -20%; 54.5 points)

Extra Hit Points +4 (20 points), +5 Activates With Growth -20% (20 points)

Growth $\times 2$ (First Level, Always On -40%; 6 points) (Second Level, Emergencies Only -30%, Requires Will Roll To Shrink -10%, Critical Failure On Will Roll Causes 6" Increase In Base Height -10%; 5 points)

Super Equipment

Costume (Costume advantage, DR 4, PD 1; 52 points)

Non-Super Equipment

Walkie-talkie

Skills

Accounting-14 (2 points), Area Knowledge (Montréal)-14 ($\frac{1}{2}$ point), Area Knowledge (New York City)-10 (0 points), Artist-12 ($\frac{1}{2}$ point), Bicycling-12 ($\frac{1}{2}$ point), Calligraphy-11 ($\frac{1}{2}$ point), Chemistry-12 ($\frac{1}{2}$ point), Computer Operation-16

(2 points), Computer Programming-12 ($\frac{1}{2}$ point), Cooking-14 ($\frac{1}{2}$ point), Criminology-13 ($\frac{1}{2}$ point), Diplomacy-11 ($\frac{1}{2}$ point), Economics-12 ($\frac{1}{2}$ point), First Aid-14 ($\frac{1}{2}$ point), History-12 ($\frac{1}{2}$ point), Intimidation-17 (2 points), Law (Criminal)-12 ($\frac{1}{2}$ point), Literature-16 (4 points), Mathematics-12 ($\frac{1}{2}$ point), Merchant-12 ($\frac{1}{2}$ point), Musical Instrument (Flute)-12 ($\frac{1}{2}$ point), Occultism-13 ($\frac{1}{2}$ point), Research-15 (2 points), Stealth-11 ($\frac{1}{2}$ point), Writing-15 (2 points).

Languages

English-13 ($\frac{1}{2}$ point), French-16 (1 point).

Quirks

Tries to hide her French-Canadian accent by talking as little as possible (-1 point)

Knows lots of television and general trivia (both English and French) (-1 point)

Monique Hébert (pronounced "ay-bear" with the accent on the second syllable) had an unpleasant childhood in Montréal, Québec. Her mother died when she was a child and her father while she was in high school. While her inheritance (along with insurance and pension payments) was enough to cover her expenses until graduation and beyond, it couldn't help her with the crisis that her father's death brought on.

Monique had always been tall. A few months after her father's death, she had outgrown almost every piece of clothing she owned. A few months later her new wardrobe was too small. She was well over six feet tall and her renewed growth spurt showed no sign of stopping.

She got a department store job after graduation, but as she continued to get taller she became increasingly embarrassed. When she reached hit seven feet she quit her job and became a virtual recluse. She got a new job as a night security guard in a warehouse so she wouldn't have to deal with other people. She cut off herself off from her friends and from all the outside world, doing her shopping by phone, and communicating by mail, phone or computer modem.

She met Jim Carter on a computer bulletin board system. Their romance flourished electronically but she never intended to let him see her face-to-face. She was sure that one sight of the giantess would send him away forever. Jim, intrigued by the secrecy, uncovered her address (hardly difficult for a professional investigator). He drove to Canada to surprise her.

Both of them were surprised by the encounter. By this time, Monique was eight feet tall and stronger than all but the

strongest of normal men. This did not deter Jim. He reassured her that to him she wasn't a freak; she was something special. He told her that he had his own secret, and revealed his duplicating power. This shocked her even more, and she bodily threw the Jims out of her house. Later she calmed down and began answering his messages on the BBS. Before long he persuaded her to move to Syracuse to be with him.

In Syracuse she continued her secluded life. She decorated buttons and other small items with calligraphy and sold them by mail-order. She picked up a few dollars writing book reviews for local newspapers. In time she grew tired of spending her days alone while Jim went to work and her nights alone while he went crimefighting. Now that she had someone, she wanted to be with him as much as possible.

Jim agreed instantly. He had already designed a costume for her. The skin-tight orange body stocking (the same shade as her hair) was accentuated with a crimson arrow from her feet up to the neckline and a red mask. She's self-conscious about being seen in public in this outfit, but she does it for Jim. Jim suggested the name Defender for her, but she chose *Protecteur* (accent on the last syllable) because it means the same in both English and French.

Campaign Role

Protecteur could be a powerful heroine if she applied herself. However, she doesn't really like crimefighting, and is content with her role as Regiment's sidekick. Other heroes are unlikely to meet her unless they meet him first.

On the other hand, she can't operate in any city for any length of time before rumors of a "giant Amazon" (witnesses have described her as 50' tall) start circulating. She never goes out in public as Monique, so it is unlikely that anyone will connect the rumors with her. Anyone from the same school, or who worked with her in Montreal, might recall the exceedingly tall girl and match up the two images. Following Protecteur's trail from Syracuse to New York City shouldn't be too hard. A recluse in a high-ceilinged loft is strange enough that people might remark on it.

Personality

Monique Hébert is very nice, very caring and very shy. She is not one who would normally be found dressed in a revealing costume and punching out criminals. Monique thinks of herself as a disgusting and unlovable freak. As Jim Carter loves her despite her "deformity," she is trying to be what she sees as Jim's ideal woman. She is afraid that otherwise he will break off their relationship. If not for him, she would spend most of her time at home reading. She only leaves home to protect Jim's life and their love. If her condition could be cured, she would give up everything (except Jim) to do it.

Abilities

Monique has an eidetic memory, which allows her to learn the basics of many subjects with minimal effort, and which gives her a good general knowledge and better specific knowledge in certain categories. Most of these (such as accounting and calligraphy) aren't of much use in crime-fighting, but she is doing some reading in criminology, occultism and other subjects to be more helpful to Regiment.

Physically, she has been cursed with unending growth and is currently over 12 feet tall and growing. This increased height has given her above normal strength and additional hit points. In emergencies her body can suddenly grow another 6'1" taller, giving her even more strength and hit points. Unfortunately, this power isn't fully under her control. She must make a Will roll to successfully shrink back to her "normal" 12-foot height. If she fails this roll, she must rest for 5d turns before she can try again. If she has a critical failure, she shrinks immediately, but only by 5'7", and this new minimum height is permanent.

Undisturbed, she grows 13" taller every year. Since becoming a heroine this rate has been supplemented with spurts caused by the use of her Growth power. While this steadily increasing height also makes her steadily more powerful (as her maximum height always remains just over six feet above her minimum height), she is not pleased by the situation.

Protecteur's costume has PD 1, DR 4 and stretches with her growth (although it has to be resized as her base height increases).

Battle Tactics

Protecteur tries to avoid combat. She doesn't like fighting, she doesn't think fighting is nice and she doesn't think she is very good at it. The reason she adventures is to help Regiment, either by protecting his unconscious main body when he's split up, or by joining in a melee if it's really necessary.

Her defenses are not strong and she tries to be a non-violent. If she (or Regiment's body) is threatened, she will first attempt to intimidate her enemies by drawing herself up to her full height and giving a display of her strength. If that fails she will fight with straight-forward punches and kicks (she has no combat-related skills to aid her), usually with the assistance of at least one of Regiment's dupes. If she, the dupe, or Regiment's main body is wounded, her Growth power is likely to kick in automatically, often resulting in a free Intimidation check.

When she fights shorter opponents, she gets bonuses to hit their heads (see p. B123 but ignore all general bonuses to Protecteur's defense), and will usually attack frontally, giving Regiment's dupes a chance to work their way behind the opponents.

Although one of Regiment's dupes usually stays with Protecteur and the unconscious main body (as much to keep her entertained as to protect the body), she carries a walkie-talkie with her so that she can keep in touch with the rest of Regiment.

Power Variations

250-point version: Drop second level of Growth, all Extra Hit Points and Costume advantage; raise Shyness to Severe; lower Enhanced ST to 20, HT to 15, French to 15 and Accounting to 13.

525-point version: Drop Combat Paralysis; change Pacifism to Cannot Harm Innocents and Poverty to Poor; add another level of Growth and drop all limitations, Enhanced ST 56 and Extra Hit Points +6 (only activate at Growth×3), and three levels of Increased Speed, one always on and the other two activated at each level of Growth; lower Research to 14.

Titan and Blackmail

In California, no one is surprised when a movie star runs for public office; they've even sent one to Washington as President. But would they be shocked to find that Titan, a charismatic and powerful super currently running for Governor, is actually a megalomaniacal fraud who stages crimes so that he'll have villains to fight? If Titan manages to silence the secretive Blackmail, we may never know.

TITAN

40 years old, but looks 30ish, 6'4", 220 lbs., white, black hair, blue eyes, perfect white smile.

ST: 50 (185 points) **IQ:** 14 (45 points) **Speed:** 12
DX: 16 (80 points) **HT:** 20 (175 points) **Move:** 12
Dodge: 12

Damage: *Thrust* 5d+2; *Swing* 8d-1
No armor, no encumbrance.

Point Total: 775

Advantages

Appearance (Handsome; 15 points)
Contacts (Connected to underworld, usually reliable; 20 points)
Danger Sense (15 points)
Empathy (15 points)
Fearlessness +4 (8 points)
Legal Enforcement Powers (Ordinary Policeman; 5 points)
Longevity (5 points)
Reputation (+2 as a hero; 10 points)
Status 4 (20 points)
Voice (10 points)
Wealth (Very Wealthy; 30 points)



Disadvantages

Code of Honor (Hero's Code, not true code, but public image; -15 points)
Fanaticism (Self; -15 points)
Glory Hound (-15 points)
Megalomania (Destined to be President; -10 points)
Secret (Faked fights; -20 points)

Super Advantages

Costume (15 points)
Enhanced ST (see attributes)
Growth×1 (Costs 4 points Fatigue per use -20%; 8 points)
Increased Speed +3 (75 points)
PD 2 (Tough skin; 50 points)
Perfect Balance (15 points)
Pressure Support (15 points)

Skills

Acrobatics-13 (½ point), Acting-15 (4 points), Administration-12 (½ point), Area Knowledge (California)-13 (½ point), Area Knowledge (Sacramento)-15 (2 points), Area Knowledge (Washington, D.C.)-13 (½ point), Bard-17 (4 points), Criminology-12 (½ point), Detect Lies-13 (2 points), Diplomacy-17 (6 points), Economics-13 (2 points), Fast-Talk-12

(½ point), Intelligence Analysis-11 (½ point), Intimidation-15 (0 points), Law-14 (4 points), Leadership-15 (0 points), Politics-18 (6 points), Savoir-Faire-15 (½ point), Sports (Football)-15 (0 points), Streetwise-12 (½ point).

Languages

Chinese-8 (½ point), English-15 (1 point), Spanish-10 (½ point) Sign Language-7 (½ point).

Quirks

Sometimes tastefully tears his own costumes during combat (-1 point)

Always thinks about his image before doing anything in public (-1 point)

Turns down all of the many date-invitations he gets from women (-1 point).

Raymond Lyons was 11 when President John F. Kennedy was assassinated. More than for most Americans, that event had profound effects on him. He decided that day that he would be President of the United States. At first this was a vow; as the years passed it became an obsession, and finally a conviction of destiny. It wasn't his wish to be President, it was his right. Triggered by the emotional shock of the assassination, his adolescent growth spurt started, and with it his latent metahuman powers were activated. By age 13, Ray was six feet tall and had the build of a pro-football quarterback.

He began playing football when he entered high school in Sacramento. He soon discovered that he was faster than average as well as bigger and stronger. All this soon excited suspicion, and a gene test proved that Ray was a metahuman.

This might have crushed the aspirations of another rising football star (as metahumans cannot participate in college or pro sports). Someone with different goals might have become a costumed hero or villain. Ray essentially ignored it! He worked hard at school, then at college and law school. He could not be President until he was 35; everything until then would be preparation.

Ray realized that it would be difficult for a complete unknown, no matter how virtuous, hard-working and charismatic, to win the White House from a cold start. His first stepping stone would be the governorship of California. Ray finally had a use for his super powers.

He crafted the identity of Titan, defender of the defenseless, helper of the helpless and guardian of every American's Constitutionally-guaranteed rights. His red, white and blue costume was designed to bring the flag to mind, while not quite branding him a super-patriot.

Titan could have been a successful hero, but he didn't want to risk being defeated by a powerful villain. He would stop a crime if it didn't look too difficult and the publicity potential was high, but more than once he walked away from a crime when it would have been dangerous (to his life, career or reputation) to step in. He hired actors and minor villains to fake crimes and fights so he could be filmed triumphing over them.

Then someone calling himself Blackmail showed up with evidence of Titan's fakery and apparent cowardice, and proof that there were known criminals on his political payroll. A crooked politician can't afford to have such things hanging



over his head, but Blackmail seems to be very good at covering his tracks and protecting his back.

Campaign Role

Any campaign set in California could use Titan and his race for the governorship as a piece of long-term background material (keeping the next gubernatorial elections a few years away). Titan could become an ally of any publicly-acclaimed heroes. Those who believe that a super in government would be a good move could become involved, either as supers or in their secret identities, in his campaign. Titan would be as likely as any other hero to be present at any large-scale disaster or other event attracting both the Press and supers.

Outlaw characters could be approached by Titan in an attempt to hire them for one of his faked fights.

Personality

Ray Lyons appears to be straightforward, trustworthy and open; a politician in profession, not in personality. He can speak like an educated lawyer (which he is) to business and

social groups. He's not afraid to throw in references to his high-school football days, or use an earthy vulgarity if he feels the need to strengthen his bond with the common man (especially if his Empathy tells him it will be well received.)

In reality, Lyons is a scheming megalomaniac who believes himself the only person "worthy" of the Presidency. Whatever it takes to further this goal, Ray Lyons will become, say or do it. His secret actions toward this end have broken a number of laws. He has yet to commit murder, but he would not hesitate if he ever managed to track down Blackmail. If Lyons ever gets into the presidential line of succession, the President, Vice President and any others ahead of him will be in danger.

Abilities

Ray Lyons is a politician first and a super second. If he were suddenly to lose his powers, he would still have a chance at fulfilling his political dreams. If he were barred from politics, neither practicing law nor playing at heroics would fill the void.

He has a number of skills and advantages that benefit him as a politician, including his appealing appearance and voice, his Empathy, and of course, the Status, Reputation and Wealth that he's managed to build by way of his super-career. He has learned some common "foreign" languages (Chinese, Spanish and American Sign Language) in order to broaden his appeal, and his public-speaking talents make up for any short-comings in vocabulary or pronunciation. When it comes to back-room politicking Lyons is a skilled negotiator, able to convince people to back him even when it is against their best interests.

As a super, Titan's primary power is his Enhanced ST, but his PD and high HT also contribute to his success as a brick. His high DX and Increased Speed allow him to run down many criminals and villains, and give him with a good Dodge. He is likely to ignore this if he thinks that his tough skin will be able to protect him from an incoming attack.

One super-ability that Titan uses quite frequently, despite its disadvantages, is the power to grow to any height up to 12'8". It can be useful in situations where he must climb over tall obstacles or break out of binding ropes, but its main uses are to frighten away potential attackers and to get his head and shoulders clear of a crowd (for a better view of a situation, and to let the cameras have a better view of him). Other super-advan-

tages, such as Perfect Balance and Pressure Support, are rarely of much use, and someone who hadn't seriously studied Titan's career would probably not even know of these powers.

Battle Tactics

Titan tends to use the same tactics in both real and staged fights. In a real fight, against someone who could seriously injure him, he will be more cautious, and his fighting will be dirty and deadly. When the press is present, he will make speeches about the rights of citizens and the "bitter fruits of crime." With a smaller audience he will try to get the arrests over with as quickly and cleanly as possible.

If he's facing normal criminals, Titan will Grow to 12+ feet tall, and crush a garbage can or other unimportant object in order to gain a +14 bonus on his already high Intimidation skill. If he can force the criminals to surrender without a fight, it will look that much better to the public.

In a staged fight against a super or when fighting a group of criminals large enough not to be Intimidated, Titan usually refrains from striking the first blow, in order to support his "good guy" image. After that, he will make normal hand-to-hand attacks (pulling his punches against normals or fake villains). He will use his high Move to catch those who flee. At all times he will attempt to minimize property damage (see sidebar, p. S79). In faked fights, the enemy might have been instructed to cause repairable property damage in order to establish their "evil" credentials.

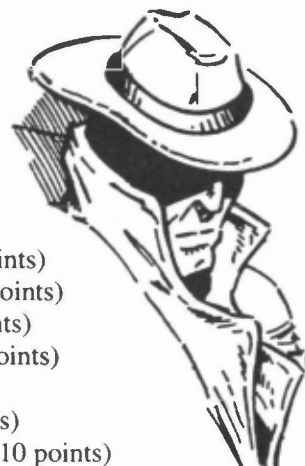
Faced with an obviously superior (and serious) opponent, Titan will maneuver him to a place out of the public eye so that he can flee without being seen. He often reappears later with a faked injury that he uses in public appearances to explain how the villain escaped and to elicit sympathy.

Power Variations

550-point version: Lower HT to 17 and Acting to 14; drop Danger Sense, Status, Costume, Growth, Increased Speed and Perfect Balance.

950-point version: Add Unfazeable and Deafen 14(12) (Area Effect; Increased Area×2; Selective Effect); raise Enhanced ST to 56, Growth to ×3 and PD to 4.

BLACKMAIL



27 years old, 5'9", 150 lbs., white, brown hair, brown eyes.

ST: 10 (0 points) **IQ:** 14 (45 points) **Speed:** 5.75

DX: 11 (10 points) **HT:** 12 (20 points) **Move:** 6

Dodge: 5

Damage: Thrust 1d-2; Swing 1d

Second Chance Standard Kevlar vest (PD 2, DR 16 in areas 9, 10, 17 and 18); no encumbrance.

Point Total: 275

Advantages

Acute Vision +3 (6 points)

Acute Hearing +3 (6 points)

Danger Sense (15 points)

Eidetic Memory (30 points)

Intuition (15 points)

Night Vision (10 points)

Wealth (Comfortable; 10 points)

Disadvantages

- Addiction (Cigarettes; -5 points)
- Cowardice (-10 points)
- Curious (-5 points)
- Enemies (Heroes and others, on a 6 or less; -15 points)
- Greed (-15 points)
- Jealousy (-10 points)
- Overconfidence (-10 points)
- Secret Identity (-20 points)

Super Advantages

- Chameleon +2 (14 points)
- Costume (15 points)
- See Invisible (15 points)
- Silence +2 (10 points)

Psionic Abilities (see Basic Set)

- ESP-15 (45 points)
- Clairvoyance-14 (4 points)
- Clairaudience-14 (4 points)
- Psychometry-12 (1 point)
- Telepathy-7 (35 points)
- Mind Shield-22 (20 points)
- Psi Sense-13 (2 points)

Weapons

- Ruger Standard Model, .22 LR

Skills

Acting-15 (2 points), Administration-13 (½ point), Area Knowledge (Los Angeles)-15 (1 point), Area Knowledge (San Diego)-14 (½ point), Armoury (.22)-9 (0 points), Carousing-11 (1 point), Computer Operation-14 (½ point), Criminology-13 (½ point), Detect Lies-14 (2 points), Disguise-13 (½ point), Driving (Car)-11 (2 points), Economics-12 (½ point), Electronics (Sensors/Surveillance)-14 (2 points), Electronics Operation (Sensors/Surveillance)-14 (1 point), Escape-11 (4 points), Fast-Talk-14 (1 point), Forensics-12 (½ point), Forgery-12 (½ point), Guns (Pistol)-12 (2 points), Law-13 (1 point), Lockpicking-13 (½ point), Mathematics-12 (½ point), Photography-14 (1 point), Psychology-12 (½ point), Research-14 (1 point), Running-10 (1 point), Savoir-Faire-15 (1 point), Shadowing-13 (½ point), Stealth-13 (4 points), Streetwise-14 (1 point), Tracking-13 (½ point).

Languages

- English-14 (0, Native Tongue), Spanish-13 (½ point).

Quirks

- Smokes in "no smoking" areas (-1 point)
- Sometimes forgets to disguise his voice as Blackmail (-1 point).

Nathaniel Gregory, Jr. grew up in Hollywood, California. He was the son of a far-from-famous film and television actor. Gregory, Sr. made a comfortable living for the two of them (after winning custody in his divorce settlement) in bit parts and commercials. He was in movies with most of the big stars, but few would have recognized his face or name.



Nate attended school with some of the stars' children, but there was nothing outstanding about his life, or his father's, to compare to theirs. His father was in movies, but their's were the stars. He was bright, but someone else was top of the class. He had pleasant looks, others were beautiful. Of course, many of his classmates had less illustrious parents, got lower grades and were plainer in appearance than Nate, but he never noticed them; he was too fixed in his jealousy.

As he grew, his envy grew as well. Nate took to snooping, hoping to hear things that would prove the smart kids stupid, the beautiful ones ugly and the confident ones secretly unsure of themselves. He frequently found what he sought. As he pried, he discovered that he had special powers. He could listen in on conversations that took place across a wide room, or even on the other side of a solid wall.

The more sneaky and curious he became, the more of his hidden powers were revealed. When he graduated from high school, he had already decided on a scheme to use them. He would become a private investigator. Some college courses in criminology, forensics and law would give him a cover; his powers would ensure his success.

He was successful from the start but his jealousy never abated. Five years after leaving college, a classmate, who had

gone on to make his own name as a movie star, came to Nate with a case. He solved it with his usual ease. In doing so, Nate psionically overheard a conversation between the star and the wife of a minor Mafioso with a jealous disposition and a pronounced streak of sadism. The conversation was far from dispassionate, and included enough information that Nate easily collected an incendiary and incriminating video of their next meeting. Concealing his identity, he called the young star and threatened to expose the affair. He made several times as much as a blackmailer as he had as a legitimate investigator.

Nate found the incident delightful. He had a substantial profit, and he had humiliated and hurt one of the "beautiful people." He decided that this was his destined career. Nate continued his legitimate activities as a private detective. He fashioned another identity; a shadowy figure known only as Blackmail, who uses his powers to prey on public figures with private secrets. His prize victim is Titan.

Campaign Role

Anyone in Southern California who has a secret to hide could become one of Blackmail's victims. It could be a hero, or a friend or relative. The secret does not have to be criminal, many an honest man has things in his life he would prefer be private.

A detective, reporter or other investigator might be hired by Blackmail to dig up dirt on a potential victim if Blackmail is afraid that he'd leave a trail if he did it himself.

Personality

Nate Gregory is vindictive. The money from his illegal activities is welcome, and he's becoming greedier as time goes by. More than the money, he wants vengeance on anyone with looks, money or success. He'll prey on anyone (with prices tailored to the individual's income and likely willingness to pay, determined by way of Nate's Economics, Psychology and Research skills), but he prefers to victimize the rich, beautiful and famous. They have more money and juicier secrets, and he enjoys controlling the lives of the important. He does not think of himself as a villain. He is "the shrill, unpleasant voice of conscience, reminding the arrogant that they are still only flesh." He makes a profit from his secrets, but that is only just; "Thou shalt not bind up the mouths of the kine that tread out the grain." Nate asserts, to his mirror since he has no other confidant, that his victims are getting off easy. If they would only live their lives without sin, as he does, they would not have to pay for their sins.

Blackmail is a coward. This should keep him clear of trouble, but his overconfidence and curiosity sometimes get him into difficult situations. Blackmailing a powerful super and politician such as Titan is not safe! It is only the danger of exposing themselves that keeps the frequency of his enemies' appearances as low as it is.

Abilities

Blackmail's abilities generally fall into two categories: disguise and information-gathering. The first category includes skills like Acting, Disguise, and Fast-Talk and super-advantages such as Chameleon, Costume, Silence and his psionic Mind Shield. Blackmail's greatest disguise-asset is something

he *doesn't* have: a noteworthy appearance. He has an average build and coloring, his voice is of average timbre and with his Savoir-Faire he speaks and behaves as an average member of whatever group he finds himself in (Carousing serves much the same purpose in less refined society). It is easy to forget meeting him an hour or two after he leaves your company.

For spying, he has skills such as Electronics Operation, Lockpicking, Photography, Research, Stealth, Streetwise and Tracking and advantages including Acute Vision and Hearing, Night Vision and the super-advantage See Invisible. His Eidetic Memory ensures that he never forgets a piece of information he comes across (although there's no guarantee that he'll be able to put the perfectly-remembered pieces of a puzzle together correctly) and also made learning much of his extensive skill list easier.

The most useful of his spying powers are his psionics. As well as the relatively common Danger Sense and Intuition, Blackmail has the trained abilities Psi Sense, Clairaudience, Clairvoyance and Psychometry. While his effective range with most of these abilities is rather low (just under 19 feet for Clairaudience and Clairvoyance, and only 15 yards for Psi Sense), his disguise abilities enable him to get into these short ranges with ease. He doesn't rely on Psychometry, because of his low skill in it and because the impressions he gets from it don't often give him information detailed enough to use for his extortions, but it can serve as a method for determining directions to employ his other talents.

The 100-point version of Blackmail represents him as a super-normal (and not very super at that) who must rely on his wits in order to both get information and stay one step ahead of his victims. The 400-point version is a true super-spy, able to turn invisible at will, and having established a number of fully-documented false identities that he can use in order to get the sort of information that is more likely to leave an unwanted paper-trail. While still not a combat-capable character, his escape abilities are improved markedly by his Invisibility.

Battle Tactics

Blackmail is a craven coward who will flee any situation in which he could get hurt. He prefers to conduct his business by phone or mail. If he must go out in public, and is faced with the possibility of combat, he will try to use his disguise abilities to blend into a crowd and escape before the first punch can be thrown. If he can't avoid the fight, he will draw the pistol he keeps concealed on his person. The gun is too small to do much damage (especially considering his skill with it). Besides, Blackmail's philosophy is that most people are more valuable to him alive, as potential victims, than dead, so he is more likely to threaten than to shoot.

Power Variations

100-point version: Drop Danger Sense, Wealth, all Super Advantages and Psionics; raise Disguise to 15, Acute Hearing to +4 and Acting, Fast-Talk, Research, Savoir-Faire, Shadowing, Stealth, and Streetwise each by one.

400-point version: Add Alternate Identity×2, Invisibility and Invisibility to Machines (both Switchable and Cost 2 Points Fatigue Per Use); raise ESP Power to 20 and Chameleon to +5; drop Forgery and Tracking.

Johnny Astra and Superstar

Billed as the “Superstar of Rock and Roll,” Johnny Astra’s light, sound and flying powers make him a star on tour across the USA and a hero in his time off. But when (at the suggestion of his agent) he picked a fight with Superstar, the ultra-powerful European metahero, over the right to the “Superstar” name, he was contemptuously ignored. Will there ever be a rematch? Only if Astra or his agent decide that it would help his career.

JOHNNY ASTRA

22 years old, 6’1”, 173 lbs., white, blond hair cut long on one side, blue eyes.

ST: 14 (45 points) **IQ:** 10 (0 points) **Speed:** 6.75
DX: 14 (45 points) **HT:** 13 (30 points) **Move:** 6, 12
Dodge: 6 flying

Damage: Thrust 1d; Swing 2d
 No armor, no encumbrance.

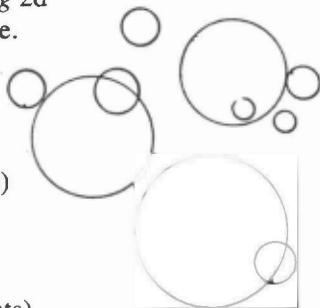
Point Total: 500

Advantages

Absolute Timing (5 points)
 Charisma +4 (20 points)
 Empathy (15 points)
 Luck (15 points)
 Musical Ability +5 (5 points)
 Reputation (+2 among teenagers; (5 points)
 Voice (10 points)
 Wealth (Very Wealthy; 30 points)

Disadvantages

Alcoholism (-15 points)
 Glory Hound (-15 points)



Gullibility (-10 points)
 Hard Of Hearing (-10 points)
 Impulsiveness (-10 points)
 Lecherousness (-15 points)
 Sense of Duty (To fans; -5 points)
 Stubbornness (-5 points)

Super Advantages

Damage Resistance 20 (vs. Sonic attacks; 20 points)
 Flight (Cannot Hover -15%, Costs 2 Points Fatigue Per Use -10%; 30 points)

Psionic Abilities (see Basic Set)

Psychokinesis-14 (One skill, Levitation-13, Total Weight Capacity 250 lbs., Speed 0; 52 points)

Super-powers

Illuminate 14(6) (Increased Area×3 +60%, Movable Area +40%, Differential Effect, half power during daytime -10%, Special Effect (colored lights); 36 points)

Confuse 13(10) (Differential Effect, half power during daytime -10%, Special Effect, colored lights; 110 points)



Sonic Blast 14(5) (Instantaneous +20%, Fan $\times 5$ +50%, Affects Insubstantial +20%, Hotshot +30%, Not Armor-Piercing vs. Metals -20%, Stun Damage Only -20%; 71 points)

Skills

Acting-13 (0 points), Area Knowledge (Los Angeles)-11 (2 points), Brawling-17 (8 points), Breath Control-8 (2 points), Carousing-14 (4 points), Dancing-12 (1/2 point), Driving (Car)-11 (4 points), Electronics Operations (Mixing Board)-9 (1 point), Fast-Talk-15 (4 points), Flight-10 (0 points), Leadership-14 (2 points), Musical Instrument (Guitar)-14 (2 points), Musical Instrument (Piano)-12 (1/2 point), Performance-15 (8 points), Poetry-8 (1/2 point), Sex Appeal-19 (2 points), Singing-18 (6 points), Streetwise-10 (2 points).

Languages

English-11 (1 point), Spanish-8 (1/2 point).

Quirks

Never makes concert or heroic appearances west of the Mississippi, except for the Pacific and Gulf coasts (-1 point)

Very fussy about his appearance (-1 point)

Listens to his own music for pleasure, and the music of others only for ideas he can borrow (-point)

John Straehle was the son of an Idaho potato-farmer, but at an early age vowed that he would not let himself follow in his father's footsteps. He grew quickly, and by age 13 he could pass for 16. He stole his parents' savings, hopped a bus to Los Angeles and has never returned.

John worked at a number of nowhere jobs in L.A. His luck turned when the leader of a band heard him singing as he cleaned up the club before opening. As it happened, the band needed a replacement for a back-up singer. By the end of the year "Johnny Star" was the lead singer. After numerous personnel changes (Johnny ended as the only survivor of the original group) it became Johnny Star And The Rockets.

The band did well enough to pay expenses, but their first album was a dismal failure. Then, during a particularly intense concert, Johnny began giving off a strange, multi-colored

glow and rose a few feet above the stage. His voice boomed so loudly that it blew a speaker and effectively ended the concert.

The group got a new manager who ordered a completely new image, including another name change, to "Johnny Astra." The new act showcased Johnny, and the manager dubbed him "the Superstar of Rock & Roll." After a sellout tour, another recording contract produced a pair of hit albums.

Johnny Astra became a teen sex-symbol, with boys emulating his Van Halen-esque songs and stage antics, and girls sending him star-covered t-shirts (his trademark) by the hundreds.

Johnny used his powers to stop a box-office robbery at one concert. The publicity this generated convinced Wilson W. Wilson, his agent, to arrange for Johnny to stop some more crimes. He was afraid that Johnny would balk at the fakery, so he never mentioned that the fights were all set-ups.

The plan worked, but one day the inevitable happened. Johnny Astra defeated a villain whose fall hadn't been pre-arranged. This horrified Wilson. "The property" could get killed if he fought real enemies! Wilson decided on aversion therapy. He'd arrange for Johnny to fight a powerful villain who would beat the tar out of him. This should make him quit crime-fighting, given that he dropped anything unpleasant. Unfortunately, Wilson couldn't find a villain powerful enough to defeat Johnny, but who would follow the agent's orders not to kill him.

Then he had a brainstorm. If Johnny was beaten by a hero, there'd be little chance of him getting killed. Heroes don't do that sort of thing. A bit of research found the perfect choice. The European hero, Superstar, could whip Johnny hands-down, and the coincidence of their names meant it was something he could easily hype Johnny into doing.

Wilson quickly arranged a European tour. He called in a bomb threat to a nuclear facility, and, as he'd expected, Superstar showed up to save the plant. Primed for the occasion, Johnny Astra flew to meet him, to "fight for the right to the Superstar name." Superstar tried to get past Astra without hurting him, intent on business. The sight of the cameras and Johnny's contrived dialog gave away the setup. Superstar temporarily blinded Astra with a flash and flew off to report the hoax. To hide his own duplicity, Wilson convinced Johnny that the hoax story was a cover-up by the British government to hide the fact that an American hero had beaten the Briton. Johnny is now even more confident of his super abilities.

Campaign Role

Johnny Astra is more likely to serve as background than to play a leading role. Any American probably knows of him, and he has a considerable following among teenagers.

A teenager, or anyone involved in the music business, may seek out Astra to get acquainted, but it is unlikely that Johnny would be interested. It's also possible that someone might be fooled by Johnny's image into thinking that he's a powerful and dedicated hero. Such a person might look for him in order to get his help with a criminal problem. If the solution to the problem doesn't require secrecy (so he can get some publicity out of it), and if it looks like the fun-to-danger ratio will be high, then Johnny's likely to go along with them.

Johnny Astra tours extensively. There's a good chance that he will be in a city just in time to capture some crooks. The

party might stumble onto the capture and assist him. If the whole thing is a set-up for publicity, they might discover the truth and confront Astra.

Personality

Johnny Astra is a stereotypical rock star: self-centered, self-confident and self-destructive. He can be overwhelming on first meeting. Anyone might think that it is the start of a long-standing friendship, but it will last as long as the friend goes along with Johnny's wishes, or until Johnny gets bored. His "me-first" attitude will win out over his friendly appearance soon after the first time his friend opposes anything he does or challenges any of his ideas.

Since Johnny thinks he has all the money he'll ever need, most of what he does, he does for kicks. This includes song-writing, touring and crime-fighting. It's hard to get him angry, but easy to get him so bored with an activity that he just quits.

Abilities

Johnny has considerable natural musical talent, which is expressed in his performing and, to a lesser extent, in his song-writing. Dealing with managers, promoters and the members of his band has taught him other skills such as Fast-Talk and Leadership, both of which benefit from his high Charisma.

His lifestyle has taught him some other social skills such as Sex Appeal, Carousing and Brawling, all of which he indulges in whenever the opportunity presents itself.

He has the ability to create a cloud of blinking, multi-colored lights, to float above the stage and to increase the volume of his singing, all of which he normally uses as part of his stage show. More powerful versions of these abilities form his arsenal for heroics: flying, using the colored lights to cause Confusion and attacking with a Sonic Blast. None of these super abilities is fantastically powerful, with Flight always costing him Fatigue and the Sonic Blast doing so if he Hotshots it). This combined with his attitude problems makes him only a middling superhero.

Battle Tactics

Johnny Astra prefers to use his Confusion and Levitation powers, as they look impressive for the cameras and don't cost him Fatigue. If a criminal can't be taken down by the Confusion power, if he shoots at Johnny or if he simply runs, then Johnny will be forced to fly after him. In direct combat, he will use either his fists (against normal crooks) or his Sonic Blast (reserved for supers), possibly setting a super up for the Blast with a dose of Confusion.

If he's fighting alongside other heroes, Johnny will let them do most of the work. He will ensure that his role gets the best of the film coverage. He will sometimes ignore a good attack opportunity if the cameras wouldn't have caught it. More than once he has endangered allies by Sonic Blasting an area that includes them along with the villain, just because it looked good on camera. Only the fact that he doesn't team up often keeps his reputation among superheroes from plummeting.

One tactic he would like to use in combat, but which his agent has warned him against because of the great risk of bad publicity, is to use his Sex Appeal to convince a villainess, the sexier the better, to surrender. The idea of getting a super criminal in bed intrigues him, but he hasn't yet been presented with an opportunity to face (and probably ignore) the legal and moral issues involved.

Power Variations

325-point version: Drop Absolute Timing, DR, Breath Control, Psychokinesis, Luck, Empathy, Guitar and Mixing Board; increase Fatigue on Flight to 4 Points and drop Cannot Hover limitation; lower Wealth to Very, Brawling to 15, Sex Appeal to 18, Confuse to 11(10) and Illuminate to 12(6); drop Affects Insubstantial and Hotshot from Sonic Blast, and lower Fan to 20%.

700-point version: Drop Gullibility and Sense of Duty; add DR 10 vs. Everything; raise DR vs. Sonic attacks to 50, Brawling to 18, Poetry to 9, Piano to 13 and Sonic Blast to 15(10); increase Fan to $\times 10$ and drop Stun Damage Only limitation.

SUPERSTAR

38 years old, 5'11", 165 lbs., white, light-brown hair in a flat-top, blue eyes.

ST: 13 (30 points) **IQ:** 14 (45 points) **Speed:** 7.5
DX: 14 (45 points) **HT:** 16 (80 points) **Move:** 9, 224
Dodge: 7 flying
Damage: Thrust 1d; Swing 2d-1
No armor, no encumbrance.

Point Total: 700

Advantages

Absolute Direction (5 points)



Alternate Identity (established by U.K. government; 15 points)

Appearance (Handsome; 15 points)

Combat Reflexes (15 points)

Fearlessness +2 (Doesn't apply to Phobia; 4 points)

Reputation (+2 in Europe, +1 in rest of World; 15 points)

Wealth (Wealthy; 20 points)

Disadvantages

Bloodlust (Only vs. Aliens; -5 points)

Duties (To ESA or government of U.K., on 9 or less; -5 points)

Enemies (Alien Race, on a 6 or less; -15 points)

Enemies (Supervillain group, on a 6 or less; -15 points)
Honesty (-10 points)
Pacifism (Cannot Harm Innocents; -10 points)
Phobia (Mild fear of Space, must make a Will roll to leave atmosphere; -10 points)

Super Advantages

Costume (15 points)
Damage Resistance 50 (vs. Radiation; 25 points)
Flight (40 points)
Insubstantiality (Costs 2 Points Fatigue Per Use -10%, Emergencies Only -30%; 48 points)
Spectrum Vision (40 points)
Super Flightx4 (80 points)
Vacuum Support (40 points)

Super Disadvantages

Accelerated Aging/1 (-20 points)

Super-powers

Flash 15(10) (52 points)
Illuminate 11(10) (Accessibility, Only On Self -10%; 10 points)
Laser 15(10) (Accuracy 2 +20%, Instantaneous +20%; 96 points)

Skills

Area Knowledge (Earth Orbit)-13 (½ point), Area Knowledge (Europe)-13 (½ point), Area Knowledge (London)-14 (1 point), Area Knowledge (French Guiana)-10 (0 points), Astro-gation-12 (½ point), Bicycling-13 (½ point), Body Sense-17 (4 points), Computer Programming-15 (6 points), Computer Operation-15 (2 points), Diplomacy-14 (4 points), Driving (Car)-12 (½ point), Electronics (Computers)-11 (½ point), Electronics (Satellites)-16 (8 points), Electronics Operations (Computers)-16 (6 points), Engineer (Satellites)-14 (4 points), First Aid-13 (½ point), Flight-14 (2 points), Free Fall-16 (8 points), Gesture-10 (0 points), Hobby (Gardening)-13 (½ point), Mathematics-15 (6 points), Physics-13 (2 points), Piloting (Hermes-Class Space Shuttle)-10 (½ point), Running-13 (½ point), Scuba-12 (½ point), Swimming-13 (½ point), Vacc Suit-16 (4 points).

Languages

English-14 (0, Native Tongue), French-14 (2 points).

Quirks

Mistakenly salutes NCOs and calls sergeants "Sir" (-1 point)
Speaks French with a thick English accent (-1 point)
Tries to remain calm and quiet, even in combat (-1 point)

William Davenport was a technician working on satellites for a British communications firm. With the successful introduction of the European Space Agency's *Hermes*-class space shuttles, the company decided that someone would have to be trained to repair their products in space. A number of employees tried out for the job, and Davenport was one of the three selected to undergo astronaut training.

He was sent on the shuttle *Jules Verne* as a "mission specialist." He was to repair a misbehaving satellite that had resisted all ground-based repair attempts for four months.

In orbit, Davenport left the shuttle in an EVA suit with self-contained life-support machinery, a hand-jet for mobility and a selection of tools. On close examination the problem was obvious. Strange circuits and devices, none even vaguely familiar, had been expertly grafted onto the satellite. He radioed this information to ESA ground control in French Guiana and was told to remove some of these additions for closer study.

After an hour, his concentration was broken by frantic radio traffic from the *Jules Verne*. Looking up, he saw what had startled the crew; an alien spaceship had appeared and was bearing down on the shuttle. The alien was a reconnaissance ship in advance of an invasion fleet, and had outfitted a number of satellites with circuitry that allowed them to monitor the Earth. Davenport's work alerted them and they came to eliminate the problem. Before the shuttle crew could maneuver out of the way, there was a brilliant flash of multi-colored light and the *Jules Verne* began to disintegrate before Davenport's eyes.

Davenport hid behind the satellite as a pair of aliens left their craft to examine the scattered remnants of the shuttle. Realizing that he had no chance of survival where he was, he jetted toward the alien ship. He kept on the side of the ship away from the shuttle debris, and managed to enter their airlock. He charged towards the nose of the vessel, hoping to overpower any remaining crew and take over the ship.

It wasn't a great plan, and it ended disastrously. The aliens were larger and stronger, and seemed to be armed. Davenport's nearest approach to a weapon was his welder, so he fired up. Unfortunately, the alien atmosphere was rich in both hydrogen and oxygen.

Davenport was thrown clear of the explosion. When he



came to, he found himself floating as part of the debris cloud from the alien vessel. He was badly injured – burned, bleeding and in great pain. His next memories are of being fished out of the Philippine Sea by a Japanese trawler. After a few weeks in a Japanese hospital, he recovered enough to get in touch with the ESA. He was flown to England for further treatment and full debriefing.

When he finally convinced them of his story, they began tests to discover the nature and limits of his new powers. He demonstrated the ability to fly and survive in space, and showed a number of light-related powers. (Insubstantiality only appeared later in his career.)

Davenport wanted the whole incident forgotten. The ESA, however, decided to release the story to the public. They wanted the Space Agency cleared of blame for the destruction of the *Jules Verne*. To secure Davenport's cooperation, the ESA and the British government created two new identities for him. It was publicly revealed that William Davenport was now a hero named Superstar. Darcy Wilson, a reserved and very private person, with a generous government pension, gave Davenport a life separate from Superstar. As Superstar, his costume featured a white star on the left breast, with radiating lines dividing the costume into the seven colors of the spectrum.

Superstar has been called upon by the ESA and the British government to perform a number of missions, from satellite repairs to defense of the Earth against hostile aliens. Some of these attackers have been of the same species which destroyed the *Jules Verne*, prompting fears in high places that the alien invasion is imminent. All his activities have featured considerable press coverage.

Superstar usually works alone, and hasn't had a lot of contact with other heroes. One contact was decidedly bizarre; the unprovoked attack by Johnny Astra, an American pop-star with some super-abilities. Judging from what Astra said during the fight, and the fact that he seemed to be trying to maneuver Superstar toward a bank of cameras, the encounter was some sort of publicity stunt connected to Astra's European tour. Superstar wasn't interested enough in the exchange to pursue the matter after he'd managed to get the American out of his hair.

Superstar is unaware that the cost of his powers is Accelerated Aging, as this disadvantage hasn't yet "kicked in." When it does, in two years, he will take it with his typical calm. After a few years of rapidly deteriorating appearance and health, he will look for a doctor proficient in super-maladies to confirm his hunch that his aging and his powers are linked. Then he will begin looking for a cure.

Campaign Role

Most of Superstar's adventuring is in low Earth orbit, defending Earth from massive meteorite strikes or interstellar invasions, destroying orbiting killer satellites set up by supervillains and performing important civilian and military space missions. The pool of space-faring superheroes is small; all of them know of Superstar and are likely to have met him. If normally Earth-bound heroes plan an adventure in space, they are likely to think of contacting Superstar for assistance (even though his space-travelling powers aren't transferable). If the party encounter more of the same aliens who "created" Superstar, it would certainly attract his interest.

Superstar occasionally deals with Earthly menaces. While he lives and operates in Europe, his high flying-speed allows him to travel to the United States or other countries on request.

Personality

Davenport is a subdued man who rarely raises his voice, even during a fight. While he can be surprised or shocked by strange occurrences, he usually manages to keep his head under pressure. Although he doesn't profess non-violence, he does believe in using the minimum force required by a situation. He will not endanger a criminal's life if there is any other solution.

Although Superstar has super-powers, he feels no responsibility to spend his time bashing villains. He hates the aliens who destroyed his shuttle, and realizes that his powers make him one of the very few who can operate in space. He is willing to put his life on the line to protect Earth from interstellar menaces.

Abilities

Before the accident, William Davenport was a talented satellite technician, with a full-range of skills related to that field and to electronics in general. In addition, he has numerous skills related to space shuttle operation, few of which are likely to come into play.

As a hero, Superstar has numerous abilities, both offensive and defensive. He can emit light as a gentle glow, a brilliant Flash or a devastating Laser at will, see Electromagnetic radiation of any wave length, fly at speeds of up to 460 mph, and survive the vacuum and hard radiation of space. All of his light-emitting effects begin as a spectral show in the immediate vicinity of his body (hands for Laser) and coalesce into a white glow (beam for Laser) a few inches out from his body. In addition, his body can turn Insubstantial temporarily to avoid attacks, but he has no control over this power. It usually manifests when he has been injured and is at risk of death.

Battle Tactics

When fighting normal humans, or supers who are less powerful than himself, Superstar will try to capture them using only his Flash attack. If they prove resistant to that, he'll use his flying ability to get behind them for a sucker punch. He will never intentionally do a full-speed flying attack on anyone, as it could end up killing both Superstar and his target.

When fighting alien invaders or very powerful villains, Superstar will first use his Flash attack to momentarily blind them, then his Laser attack, trying to cripple humans and kill aliens.

Power Variations

550-point version: Lower HT to 15, Running to 12, Super Flight to $\times 2$, Wealth to Comfortable, Flash to 14(5) and DR vs. Radiation to 10; replace Spectrum Vision with Dark Vision; drop Illuminate and Accuracy bonuses from Laser; raise Pacifism to Cannot Kill and Area Knowledge (London) to 15.

900-point version: Add Ricochet/1 to Laser and DR 10; raise Flash and Laser to 20(15); drop Phobia, Bloodlust, Emergencies Only limitation from Insubstantiality and Won't Hit Ladies quirk; raise Flight skill to 16 and French to 16.

Profiteer and Liquidator

There's a saying that everything can be found for a price in New York City. With Profiteer offering his powers for hire, it might even be true. But the idea of a mercenary hero doesn't sit well with some of the traditional, altruistic types – including the popular Liquidator.

PROFITEER

35 years old, 6'1", 185 lbs., white, blond hair, blue eyes (behind mirror-lens sunglasses).

ST: 12/35 (20 points) **IQ:** 13 (30 points) **Speed:** 7.75

DX: 15 (60 points) **HT:** 16 (80 points) **Move:** 7,

Dodge: 7 28 flying

Damage: Thrust 1d-1/4d-1; Swing 1d+2/6d+1

No armor, no encumbrance.

Point Total: 575

Advantages

Acute Hearing +2 (4 points)

Acute Vision +2 (4 points)

Alertness +1 (5 points)

Appearance (Very Handsome; 25 points)

Charisma +4 (20 points)

Contact (NYC television reporter; 5 points)

Immunity to Disease (10 points)

Legal Enforcement Powers (Equivalent to policeman; 5 points)

Magical Resistance +2 (4 points)

Reputation (+2 among general public as a hero, +1 among criminals and supervillains for respect, -1 among superheroes as a mercenary grandstander; 10 points)

Wealth (Comfortable; 10 points)



Disadvantages

- Code of Honor (Hero's; -15 points)
- Compulsive Lying (-15 points)
- Dependents (Son and ex-wife, on a 6 or less; -24 points)
- Duty (Various emergency aid contracts, on a 9 or less; -5 points)
- Enemies (Various criminals and villains, on a 6 or less; -15 points)
- Glory Hound (-15 points)
- Secret (Extent of his powers; -5 points)
- Secret Identity (-10 points)

Super Advantages

- Damage Resistance 11 (33 points)
- Dark Vision (25 points)
- Enhanced ST (Fickle-11, drops to 12 if Fickleness roll failed -20%; 142 points)
- Flight (Switches to Controlled Gliding when carrying more than 50 lbs., -5%; 38 points)
- Penetrating Vision 5 (50 points)
- Super Flight×1 (20 points)
- Unaging (Apparent age 30; 15 points)

Psionic Abilities (see Basic Set)

- Telepathy Power-4 (20 points)
- Emotion Sense-12 (2 points)
- Mind Shield-12 (2 points)
- ESP-18 (One skill, Precognition-16, only of emergencies or crimes, not when under stress; 23 points)

Non-Super Equipment

- Pager

Skills

- Administration-12 (1 point), Area Knowledge (Cortland, NY)-9 (0 points), Area Knowledge (New York City)-15 (4 points), Computer Operation-9 (0 points), Cooking-12 (½ point), Driving (Car)-10 (0 points), Economics-11 (1 point), Fast-Talk-15 (6 points), Flight-13 (½ point), Intelligence Analysis-10 (½ point), Interrogation-12 (1 point), Intimidation-15 (0 points), Law (Business)-10 (½ point), Psychology-10 (½ point), Professional skill (Public Relations)-13 (1 point), Sex Appeal-15 (1 point).

Languages

- English-15 (2 points), Japanese-6 (½ point).

Quirks

- Tries to find time to read *The Wall Street Journal* and watch the news on television each day (-1 point)
- Points out stories about Profiteer in the newspapers or on TV to his friends, clients and co-workers in both identities (-1 point)
- Thinks he is a great chef rather than a competent fry-cook (-1 point)

The first 27 years of Clark Lawrence's life were uneventful. He grew up in a small town in upstate New York, got a business degree and moved to New York City. He got an advertising job, married a secretary named Patricia and had a son, Richard.

Then he was given a contract to promote a book by a prominent psychic. While organizing the campaign, "Madame Psyche" took a great interest in him. She spent long minutes just staring into his eyes. Clark started to have vivid dreams of flying or performing amazing feats. One day, while day-dreaming in his office, he actually began to fly. He woke up hovering three feet over his desk.

He was astounded, and left work early. That night, and many more later, he made an excuse to Patty and went to the country to experiment with his powers. He found that he could do more than fly. (Some of his powers, such as Precognition and Emotion Sense, have only recently emerged.) Clark suspects that Madame Psyche detected his latent powers and used her psychic abilities to bring them out. He can't ask her about it because she disappeared soon after that day, collecting the royalties for her book through a series of shifting mail drops.

His biggest mistake was not telling Patty about his powers. Having seen how Madame Psyche and some of the other women at his office mooned over Clark, she came to the conclusion that his late-night excursions were evidence of an affair. When he didn't deny her accusations, she filed for a divorce and moved to Connecticut, taking Richard with her.

Clark needed extra money to pay his alimony and child-support, and something to take the place of a family. He designed a costume (a dollar-bill-green bodystocking with a dollar-sign logo, a short white cape, black gloves and boots, and chromed-steel accessories), and used his business training to set up as a "cash-up-front" hero.

Campaign Role

Most New York City supers will know of Profiteer; given enough time he will approach most of them and offer emergency-assistance contracts. His retainer is \$500 to \$5,000 per year (depending on how often he thinks he will be called upon to honor his contract, and how powerful the opponents he'd have to face are likely to be.) It's possible that the characters (individually or as a group) would be willing to pay this much money for a "super-ally."

If Profiteer is called on for help, he charges a fee equal to 10% of his retainer cost for each day of service rendered. He also offers short-term contracts at \$100 to \$500 per day.

He often shows up uninvited at a fight if he has nothing more pressing to do, offering to pitch in if the hero can meet his price. He's considerate enough to keep out of the way while settling terms, but this practice still angers more "selfless" heroes.

Even if he is not on retainer, a party is still likely to meet Profiteer at major disasters, during super-robberies or the like.

Profiteer also spends time at charitable events (to aid his image) and soliciting contracts from various companies (which sometimes lowers their insurance rates). It is possible that he will encounter disguised heroes in their civilian identities.

Personality

Clark was always profit oriented. Since his divorce he has become cynical. He thinks everyone else is also out for profit; some people just hide it well. He argues that other heroes are not as direct about it as he is. He does heroics for cash. All the others do it because it makes them feel good, because they have hidden guilt to work off, or for some other "emotional profit."

While he doesn't have many friends, Clark is always amiable ("it's good for business") and even a superpunch in the mouth won't stop him smiling for long. He doesn't hold grudges, nor does he do favors; neither helps "the bottom line."

If it weren't for Patty and Rick, Profiteer would probably drop his secret identity (although he'd keep the mirrored glasses for "image").

Abilities

Profiteer is a flying brick, with a number of other powers and abilities. These come in handy at times, especially when his fickle super-strength deserts him. Although there are heroes around who have each of his individual powers at higher levels, his versatility and defenses against most forms of attack allow him to hold his own in almost any situation.

He is an effective public relations man, good in negotiations and able to fast-talk his way into a number of profitable endeavors. He has assistance contracts with the New York City Fire Department and one hero team and protection contracts with a number of private companies. Though he has no contract with them, he is more than tolerated by the police. These groups and some others have his unlisted pager number. His Precognition power sometimes makes this redundant. More than once he's had a vision of an emergency and has managed to sign a contract with a company only hours before he was needed. Precognition isn't perfect, so he feels the pager is worth the cost.

With his good looks and talent for publicity, he's been able to build a public image of routinely risking his life to save others. That he gets paid for his efforts isn't kept secret, it's just underplayed. Only those who have to pay for the services, or the jealous heroes who do the same work for free, pay much attention to his rates.

The 300-point version of Profiteer assumes that he has only recently discovered his super-powers. Thus, he has fewer contracts to maintain, and his divorce isn't final. His marriage might be salvageable if he can manage to tell Patty the truth.

Battle Tactics

Before going to a job, especially a rescue operation, Profiteer will usually call Randy Dent, his television-reporter

friend. This doesn't always mean coverage, but Dent will show up with a camera crew if it's a big story or a slow day.

Profiteer uses his Flight and Strength to swoop at his opponents, attacking them from above and behind whenever he can. If he's fighting to protect an establishment that he's contracted by, he will try to avoid property damage (see sidebar, p. S79) and lure his opponent away. Once away from the contracted property, he will stop pulling his punches. If news cameras are there, he will also try to make his attacks as photogenic as possible (which gives him a -1 penalty on all attacks), steering the villains into better lighting and settings.

Always wary of his unreliable Enhanced ST, he will usually try Intimidating his opponents into surrendering early in the fight. This often works (especially if he demonstrates his strength for a +3 bonus). One drawback is that a failed Intimidate attempt followed by a failed attempt at using his Strength can often bolster the will of his opponents and leave him open to ridicule. If the fight has been going on for some time, he will try to Fast-Talk them into surrendering, using Psychology and Emotion Sense to "customize" the talk. These abilities and his Charisma and Reputation may give him bonuses to his rolls. He is more than willing to lie to a crook, promising him amnesty, a reward or anything else to change his mind. He's often as effective at negotiating a criminal into custody as he is at manhandling him.

Power Variations

375-point version: Lower Enhanced ST to 34, Fickleness number to 8, normal ST to 10, HT to 14, Charisma to +2, frequency of contract Duties to 6 or less, Sex Appeal to 10 and English to 14; drop Super Flight, Dark Vision, Wealth, Immunity to Disease, Unaging and Emotion Sense (Mind Shield becomes only Telepathy skill); add Night Vision; lower Appearance to Handsome; raise frequency of Dependents' occurrence to 9 or less.

825-point version: Drop Compulsive Lying; raise Enhanced ST to 50, Fickleness number to 14, DR to 25, Penetrating Vision to 10, Super Flight to $\times 2$, Flight to 17, Acute Hearing and Vision to +4 each, Magic Resistance to +3, Mind Shield to 14, Public Relations to 16 and Psychology to 12; add Immunity to Poison and Damage Control-15(10) affects others.

LIQUIDATOR

29 years old, 5'11", 175 lbs., white, brown hair, brown eyes, olive skin.

ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 6.25

DX: 11 (10 points) **HT:** 14 (45 points) **Move:** 6

Dodge: 6

Damage: Thrust 1d; Swing 2d-1

No armor, no encumbrance.

Point Total: 350

Advantages

High Pain Threshold (10 points)
Reputation (+1 as a "nice guy" among New York City heroes; 2 points)
Strong Will +4 (16 points)
Toughness (DR 1) (10 points)

Disadvantages

Addiction (Cigarettes; -5 points)
Bad Temper (-10 points)

Code of Honor (Pirate's; -5 points)
 Dependent (Wife, on a 9 or less; -12 points)
 Dependents (Mother and siblings, on a 6 or less; -12 points)
 Hard of Hearing (-10 points)
 Honesty (-10 points)
 Secret Identity (-10 points)

Super Advantages

Costume (15 points)
 Damage Resistance 2 (Only vs. vibration; 1 point)
 Infravision (15 points)
 Temperature Tolerance (Only vs. Heat; 6 points)

Super-powers

liquefy Matter 21(20) (Modified Alter, Selective Effect, 1" diameter effect per level of Power +50%, Instantaneous +20%, Doesn't Require Analyze +30%, Touch Only -20%, Differential Effect, doesn't change type of substance, only liquefies it -10%, Special Effect, concentric rings of force radiate out when in use; 214 points)

Skills

Accounting-9 (½ point), Administration-13 (4 points), Area Knowledge (New York City)-11 (½ point), Area Knowledge (NYC-Area)-14 (4 points), Brawling-13 (4 points), Driving (Car)-12 (4 points), Driving (Construction Equipment)-11 (2 points), Fast-Talk-10 (½ point), First Aid-8 (0 points), Intimidation-11 (1 point), Leadership-13 (4 points), Mechanic (Car)-13 (4 points), Sex Appeal-13 (1 point), Streetwise-10 (½ point), Teaching-12 (2 points).

Languages

English-13 (1 point), Italian-12 (2 points)

Quirks

Thinks people look down on him for being a blue-collar worker (-1 point)
 Devout church-goer (-1 point)
 Has a very easy-going leadership style (-1 point).
 Acts the part of a womanizer in both identities (-1 point)
 Uncomfortable around cancer-patients or when talking about cancer (-1 point)

Vincent Sabatino was born and raised in Queens. His father died of leukemia in the early '70s. The family owned their house, and had insurance. Life continued much as before, but money was always tight. As the "man of the family," Vince felt that he had to do something. Against his mother's wishes, he quit high school at 16 and got a job with a road maintenance and construction crew. He still works on the roads and has risen to foreman. Vince has supported himself, and contributed to his mother's expenses and a college fund for his siblings since he started working. He thinks his brother and sister are "bright" and should get an education; he thinks of himself as "dull," only fit for a "muscle job."

While making-out with a girl in the back seat of his car on one of his rare dates, he felt something wet on the back of his date's blouse. A moment later she pushed him away, slapped him across the face and fled the car, holding the remains of her

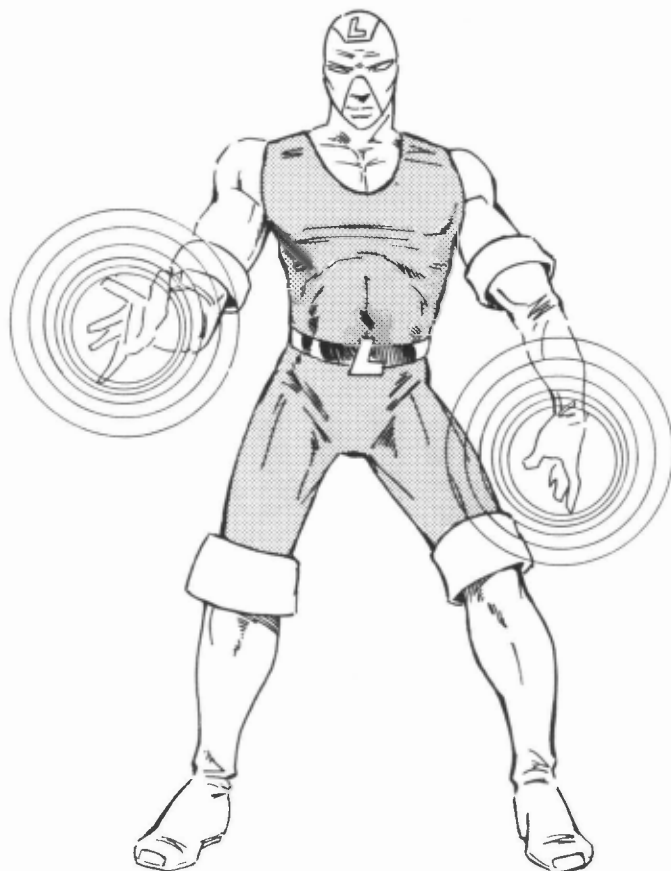
blouse and bra to cover herself. Confused, he followed her, asking what had happened. She refused to talk to "such an animal" and he had to walk back to his car alone.

When Vince got there, he discovered a strange stain on the upholstery, the same color as his date's blouse. He remembered thinking about how nice it would be if he could just somehow get her out of her clothing the instant before he felt the liquid on her back. Vince realized that he'd somehow caused part of her clothing to melt under his hand and flow away. The radiation that had caused his father's leukemia had also given Vince metahuman abilities.

Some experimentation revealed the exact nature and extent of Vince's liquefying power. It couldn't affect living matter; it had a very limited range and the liquefied matter soon solidified (although in a completely different shape, and sometimes mixed with other substances). While this ability was certainly interesting, Vince couldn't think of a useful application for it. He ignored it for years, only using it to play tricks on co-workers or to do quick repairs to broken machinery and cracked pavement when no one was looking.

One side effect of his disastrous date was that Vince gained a bad reputation in the neighborhood. A rumor was that he had poured acid on a girl's clothing to remove it. Because of that he lost ties with his old friends. He's currently happily married and living in his own house in another Queens neighborhood, but he has few friends outside of work and family.

Vince couldn't help but notice the number of heroes in New York. He realized that becoming a hero would be a way to use his powers constructively. He assembled a costume of dark-blue mask and a dark-blue bodystocking with elbow-length gray sleeves (leaving his hands free to use his power). On



forehead and belt he put a bright yellow "L." White cuffs flared above his elbows and knees. He called himself "Liquidator." He has since learned the difference between "liquidate" and "liquefy," but is too stubborn to change. Besides, he thinks Liquidator sounds more terrifying to crooks.

Liquidator's career has not been spectacular. His power has limited uses, and he works all day, usually outside Manhattan. However, he is hardly a failure. He responds to emergencies whenever he can, and has a reputation as a good guy to have on your side.

At an uncontrollable high-rise fire, he encountered Profiteer, already rescuing victims from the upper stories. He asked for a lift upstairs, but was told "nobody rides for free," and he had to work his way up the fire-stairs.

At the face of the fire, he fought valiantly, suffering second-degree burns as he used his bare hands to liquefy tunnels to trapped victims. As the fire flared out of control, he found himself trapped. Profiteer came in sight, and Liquidator called for help, getting only a quip about "paying customers" as Profiteer continued past. Liquidator survived the disaster, but he carries a grudge against Profiteer.

Profiteer had good reasons (that Liquidator doesn't know) for these slights. He can't fly while carrying a full-grown man, but didn't want to reveal this weakness to potential foes or clients. When he passed Liquidator in the fire, it was to rescue some children he'd seen with his Penetrating Vision. Liquidator was much more able to take care of himself. As they've never met since, Profiteer doesn't even know that Liquidator has something against him.

Campaign Role

Most heroes in the New York City area have heard of Liquidator and might run into him. If there is ever a "battle royal" with heroes and villains coming out of the woodwork, Liquidator will almost certainly show up. After any fight alongside another hero he's sure to tell them that he'd be glad to help again. He tells people which radio stations he monitors, and that a broadcast call is the easiest way to get hold of him.

There are potential industrial applications of his power, such as making new metal alloys. Since the nature of his power is not commonly known, no one has yet approached him.

So far, Vince's brother and sister haven't manifested superpowers. It is possible they could have latent abilities, and that they could eventually come into contact with the heroes (or a player could play one of these siblings as a novice hero).

Personality

Vince has a code of honor that gets him into fights in both of his identities. It also makes him a staunch ally of anyone he befriends. His liquefaction power doesn't make him the most effective superhero, but his code demands that he make the most of it, doing everything he can to help others, both normals and supers.

Although he's still a skirt-chaser, Vince is devoted to his wife and would never consider compromising their marriage by actually *catching* a "skirt," even as Liquidator.

Abilities

With his above-average ST, High Pain Threshold, Brawling

skill and Toughness, Liquidator can usually survive an encounter with a non-super criminal. Against supers his capabilities are limited. His only superpower is the ability to turn non-living, solid matter into liquid at a touch. The temperature of the material isn't raised by the process because he is not actually melting it. His power temporarily changes the laws of physics in a small area, allowing liquid forms of things that would normally be solid at that temperature. His costume is immune to this effect.

The 500-point Liquidator expands his powers significantly by allowing him to liquefy living matter. As Vince isn't someone who'd "melt" another's flesh if there was any other way to deal with them, his Liquefy Flesh power is not very strong and he is less skillful with it than with his other power.

Battle Tactics

As his power cannot directly injure living things, Liquidator will try to liquefy the floor out from under villains, or destroy their weapons or armor to disarm them. He has no qualms about damaging robots or cutting off a cyborg's metal limbs. Gadgeteers have a lot to fear from Liquidator if he can get to close range. A gadgeteer with liquefied equipment may be due for a Fright Check.

Another effective tactic is to target the villain's costume. Most people find it difficult to fight bravely when naked. Excepting a few exhibitionists, nudists and products of different cultures, victims must make a "Modesty Check," a Will Roll, with a -2 penalty to all rolls if failed. Penalties are -4 if the victim suffers from Shyness or has some special reason (such as deformity or a secret identity) for wearing a concealing costume. The average costume has DR 1, 10 hit points (for tougher than normal materials see the sidebar, p. B120). The Costume advantage will only help someone with the same superpower as Liquidator. Although he's never yet liquefied the costume of a female villain, such an attack could have interesting results, including rage on the part of the villainess and considerable media coverage.

He's also good at sneaking up behind villains by going through rear walls, and if he is assisting the police or other heroes, his contribution will often be limited to providing them with a surprise entry-port.

The high-point version of Liquidator can actually damage a villain's flesh. However, his Liquefy Flesh attack has no penetration radius. He can strike at flesh they have already exposed, or he can liquefy their armor, costume or clothing in order to expose an area for a subsequent attack.

Power Variation

500-point version: Add Liquefy Flesh 15(4)(1d Damage Per Level Of Power; Armor Piercing×2 +100%; Continuing Damage +100% (medical treatment nullifies enhancement); Doesn't Harm User +20%; Costs 2 Points Fatigue Per Use -10%; Touch Only -20%; Differential Effect (doesn't change type of substance, only liquefies it) -10%; Special Effect (same as Liquefy Matter); LC without enhancements: 10; raise Brawling to 16; add Genetics-8; add Carousing 13; raise Intimidation to 13; raise Leadership and Sex Appeal to 14; raise Streetwise and Area Knowledge (NYC) to 12; raise Fast-Talk to 11.

Brawler and Bouncer

At first glance, this Chicago pair seem to be complete opposites. Brawler is overweight, while Bouncer has the build of a dancer. Brawler likes to plow straight into a crowd of criminals, fists flying; Bouncer prefers to drop on them from above, disarming his opponents instead of knocking them out. But after a while, the similarities become more noticeable: the matching costumes, the teamwork from decades of working together, and even a certain likeness in their faces.

BRAWLER

21 years old, 5'10", white, 255 lbs., dark-brown hair, brown eyes.

ST: 20 (110 points) **IQ:** 12 (20 points) **Speed:** 7

DX: 15 (60 points) **HT:** 13/20 (30 points) **Move:** 9

Dodge: 7 **Parry:** (Karate) 12

Damage: Thrust 2d-1; Swing 3d+2

No armor, no encumbrance.

Point Total: 450

Advantages

Charisma +2 (10 points)

Combat Reflexes (15 points)

High Pain Threshold (10 points)

Luck (15 points)

Peripheral Vision (15 points)

Rapid Healing (5 points)

Reputation (+2 in Chicago-area; 5 points)

Strong Will +2 (8 points)

Disadvantages

Appearance (Unattractive; -5 points)

Bad Temper (-10 points)

Curious (-5 points)

Enemies (Criminal gang, on a 6 or less; -10)

Glory Hound (-15 points)

Impulsiveness (-10 points)

Intolerant (Towards people with Appearance, Handsome/Beautiful or better; -5 points)

Overweight (-5 points)

Secret Identity (-10 points)

Sense of Duty (To Bouncer; -5)

Stubbornness (-5 points)

Super Advantages

Damage Resistance 7 (21 points)

Enhanced ST (see attributes)

Extra Hit Points +7 (35 points)

Full Coordination/1 (50 points)

Increased Density/1 (5 points)

Temperature Tolerance (Only vs. Cold; 6 points)

Non-Super Equipment

Harley-Davidson motorcycle



Skills

Acting-11 (1 point), Area Knowledge (Chicago)-14 (4 points), Brawling-20 (24 points), Bicycling-17 (0 points), Carousing-14 (4 points), Climbing-15 (0 points), Construction Worker-11 (1 point), Fast-Talk-13 (4 points), First Aid-11 (½ point), Interrogation-10 (½ point), Intimidation-11 (1 point), Judo-15 (4 points), Jumping-14 (½ point), Karate-18 (24 points), Leadership-14 (0 points), Mechanic (Motorcycle)-12 (2 points), Motorcycle (Heavy)-17 (4 points), Physiology-9 (1 point), Running-16 (24 points), Savoir-Faire-11 (½ point),

Sports (Baseball)-10 (0 points), Sports (Football)-16 (4 points), Sports (Rugby)-15 (0 points), Sports (Boxing)-16 (4 points), Sports (Wrestling)-16 (4 points), Streetwise-10 (½ point), Teaching-7 (0 points), Throwing-15 (4 points), Swimming-14 (0 points).

Languages

English-13 (1 point), French-8 (½ point).

Quirks

Makes disparaging comments about beautiful people (-1 point)

Impatient with people, including other heroes, who don't learn things the first time they're taught (-1 point)

Is a surprisingly light eater (-1 point)

Peter and Darren Seaton were non-identical twins, born a month prematurely after their parents were injured in a car crash. Their mother died in childbirth and their father, unable to deal with the loss of his wife and the burden of raising twins alone, gave them up for adoption. (They were given the last name Seaton while they were in the orphanage/foster home system). Peter, the second born, was two pounds heavier at birth than his brother and began to increase that weight gap almost immediately. By the time he entered first grade, he was nearly twice the weight of his brother and classmates.

More than once, prospective parents adopted one or the other of the children. Every time they came back because they could not live normally if separated. Darren became withdrawn and unresponsive; Peter became destructively angry. Even together they occasionally exhibited these tendencies and it was soon realized that they would be a hard pair to place.

They grew up in a succession of foster homes, repeatedly transferring to new schools. It would have been difficult for the boys to make friends anyway; Peter's weight problem made him a target for bullying. Constantly picked on by others, Peter wished he had some edge that he could use to fight back against his tormentors.

By the time he got through junior high he had taken to sports with a passion. He exercised religiously with isometrics, free weights and machines. He found that he could learn any athletic skill, especially any skill in which strength was of prime importance.

None of this helped with his weight problem. His shape didn't change, and his weight increased as fat was replaced by denser muscle. He was even heavier than his appearance suggested. He retained a "soft" appearance, with less muscle definition than most weight-lifters and a roll around his waist. Still, his self-esteem rose in proportion to his strength.

Pete graduated from high school and entered college on an athletic scholarship. He majored in physical education, intending to help other children as he'd helped himself. Unfortunately, he didn't have the temperament for teaching. He was far too impatient with people who couldn't learn physical skills as fast as he could. He dropped out of college and took a job in construction, which he later traded for one in motorcycle maintenance.

After his exercise regime began take effect, Pete found that fewer bullies bothered him. Comments about his weight were

usually made at a safe distance. At work, no one wanted to fight him on company time, and, somehow, they were seldom around after work. He discovered that he missed it. He had worked to get strong so he could get back at bullies; without bullies there was nothing "fun" to do with his muscles.

He borrowed an idea from his brother's favorite entertainment, comic books. The two became costumed heroes. Darren designed the costumes, alternating dark and light greens, with the color-schemes reversed on each brother's suit. He called himself Brawler and his brother Bouncer, and they roamed the streets looking for trouble.

Campaign Role

No matter what Brawler thinks of himself, he is not a major-league hero. He would probably not fare well against powerful opposition. Most of his rescues have involved stopping muggings and purse-snatchings. His most spectacular efforts have been in gang wars; he gets in the middle "to make them more interesting" and impartially batters both sides. The media like him; he is colorful, quotable and often indiscreet.

Most people in the Chicago area should know of Brawler. If they are taken in by his image (which is actually more likely if they are from out-of-town) they may request his help on a case. He will be glad to oblige.

Personality

Pete has a very forceful personality and likes to be in the center of things. He makes decisions for whatever group of people he is with, not only friends and allies, but total strangers. Some, such as police and organized teams of heroes, resent his pushy, "take charge" style.

Most of the time he's an amiable guy, generous, friendly and fun to have around. However, he is quick to anger, often over the most trivial of provocations. When angry he is unpredictable. He may storm from the room, smash the furniture, or take a punch at a friend. He might remember to pull the punch (if his player succeeds at a Will roll!)

In combat he shows the same tendencies. He revels in a fight as long as he's winning (or not losing by too much). He becomes enraged, almost berserk, if he or his brother is badly wounded, insulted or frustrated.

He doesn't fight crime for justice and social responsibility; he just wants a chance to knock some skulls together. If it weren't for legal consequences and the negative press most of

them get, he might have become a villain. Then again, if that had happened he wouldn't have "invited" his brother to come along for the ride. He knows Darren's ideals.

Abilities

For the most part, Brawler is just a low-level brick, heavier than average for his size and strength, and tougher than a normal human. He works well with most people, most of the time. Though he doesn't have much common sense, he can serve as a passable leader or negotiator. Although he has to eat more than his thinner brother, he doesn't eat the enormous amounts of food one would associate with someone weighing over 250 lbs.

Battle Tactics

Brawler likes to plow right into a group of crooks, giving the rest a chance to surrender after he's taken out the first of them. He'll use his Karate and Judo skills to maximize damage. He tries for a quick knockout with head or brain shots or a choke hold. He tries to avoid body armor. For armed opponents, he aims at weapons, trying for a disarm. If his opponents do something to anger him (such as wounding him), his bad temper is likely to surface. He will switch from normal attacks with Karate to all-out attacks with Brawling, and from subduing or disarming attacks to attempted murder.

In an emergency, he will make a run for his motorcycle, usually parked within a block of wherever he found the criminals. If he is on his Harley when he spots them, or if they get in his way when he's trying to drive away, he will use the bike as a weapon, kicking out at them while riding by at maximum speed.

Power Variations

300-point version: Drop Luck, Peripheral Vision, Increased Density, Temperature Tolerance and Extra Hit Points; lower DR to 5, ST to 18, Carousing and Rugby to 13, Brawling and Karate to 15, Fast-Talk to 12 and Mechanic to 11.

600-point version: Drop Intolerance and "Only vs. Cold" limitation from Temperature Tolerance; increase Reputation to nation-wide; raise Extra Hit Points to +10, DR to 10, Full Coordination to /2, ST to 26, Climbing to 21, Leadership and Swimming to 20, all Sports (except Baseball) by 6, Streetwise to 12 and Interrogation to 11.

BOUNCER

21 years old, 5'11", 170 lbs., white, dirty-blond hair, blue eyes.

ST: 14 (45 points)	IQ: 12 (20 points)	Speed: 7.5
DX: 17 (100 points)	HT: 13 (30 points)	Move: 9
Dodge: 7	Parry: (Karate) 10	
Damage: Thrust 1d; Swing 2d		

No armor, no encumbrance.

Point Total: 400

Advantages

Absolute Direction (5 points)

Ambidexterity (10 points)
 Appearance (Attractive; 5 points)
 Combat Reflexes (15 points)
 Double-Jointed (5 points)
 Empathy (15 points)
 High Pain Threshold (10 points)
 Luck (15 points)
 Peripheral Vision (15 points)
 Rapid Healing (5 points)
 Reputation (+1 in Chicago area; 2 points)

Rarely lets anyone see his art (-1 point)

Darren Seaton was a skinny baby, and he was to stay "on the thin side" all his life. His standard way of coping with problems was to avoid them, walking away or retreating into books and art. As their problems got worse, Peter grew more vocal, and Darren increasingly took a back seat to his "little" brother.

Disadvantages

Code of Honor (Hero's; -15)
 Enemies (Criminal gang, on a 6 or less; -10)
 Pacifism (Cannot Kill; -15 points)
 Secret Identity (-10 points)
 Sense of Duty (To Brawler; -5)
 Shyness (Mild; -5 points)
 Stuttering (-10 points)
 Truthfulness (-5 points)
 Weak Will-2 (-16 points)

Super Advantages

Catfall (10 points)
 Breath Holding/1 (2 points)
 Damage Resistance 4 (20 points)
 Extra Fatigue +14 (42 points)
 Full Coordination/1 (50 points)
 Perfect Balance (15 points)
 Silence/1 (5 points)
 Temperature Tolerance (10 points)

Non-Super Equipment

Honda motorcycle

Skills

Acrobatics-19 (16 points), Area Knowledge (Chicago)-12 (1 point), Artist-11 (2 points), Bicycling-18 (2 points), Body Sense-19 (0 points), Climbing-18 (½ point), Dancing-15 (½ point), Economics-10 (1 point), Escape-17 (½ point), Fencing-12 (0 points), First Aid-12 (1 point), Free Fall-12 (0 points), Hobby (Art Appreciation)-11 (1 point), Judo-18 (8 points), Jumping-16 (½ point), Karate-15 (1 point), Literature-9 (½ point), Motorcycle (Light)-16 (½ point), Physiology-9 (1 point), Running-12 (2 points), Sports (Baseball)-15 (½ point), Sports (Handball)-16 (1 point), Sports (Tennis)-15 (½ point), Sports (Wrestling)-15 (½ point), Stealth-15 (½ point), Swimming-17 (1 point).

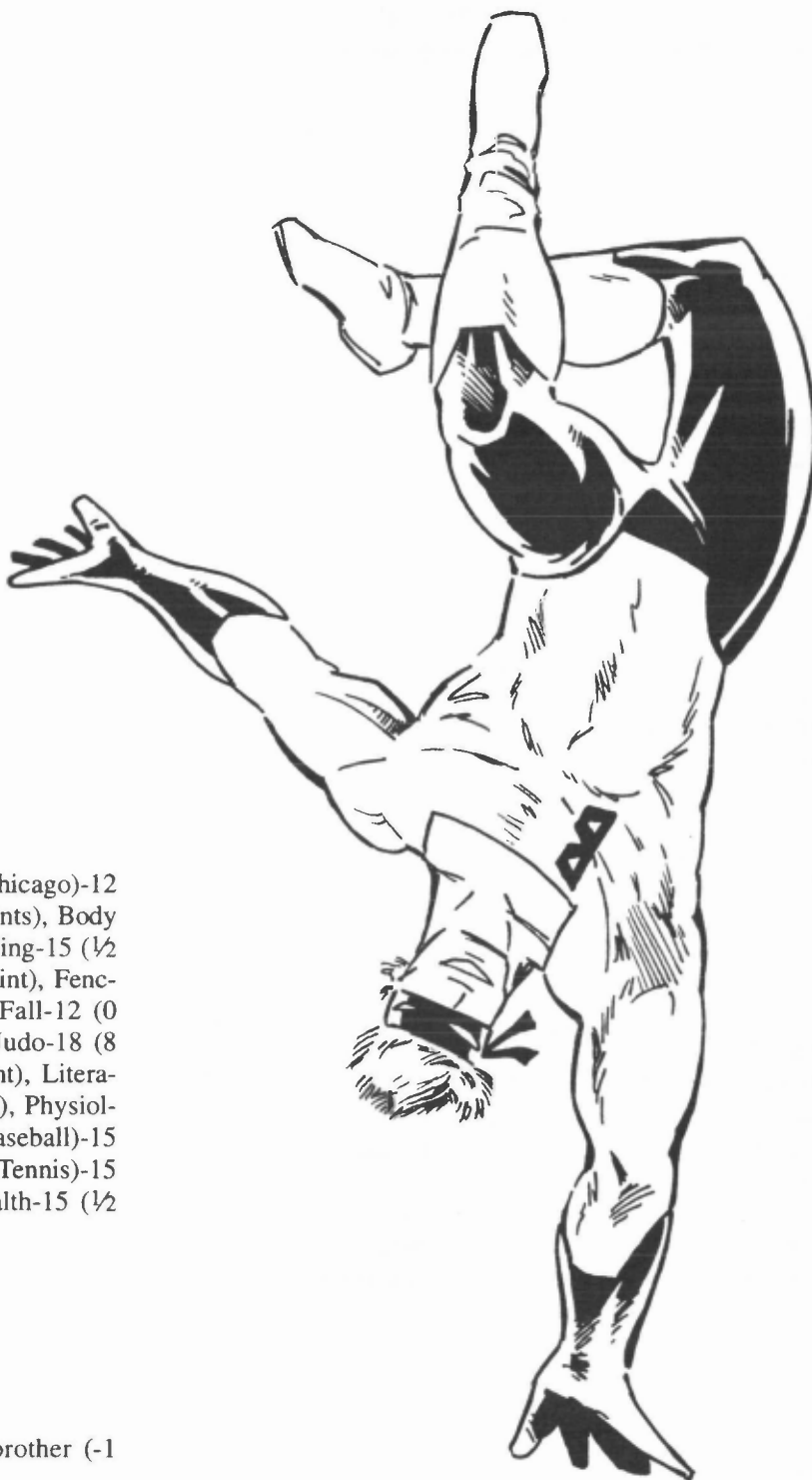
Language

English-12 (0, Native Tongue).

Quirks

Doesn't stutter when talking directly to his brother (-1 point)

Follows the careers of other superheroes although he doesn't idolize them (-1 point)



Darren became a tag-along to his out-going brother, only dating girls when he doubled with Pete and signing up for courses in school that didn't particularly interest him because Pete had already chosen them. It was the sort of behavior common with a brother a couple of years younger rather than one a couple of hours older.

When Pete began working on developing his muscles; so did Darren. He found that he wasn't suited for working on brute strength. He had neither the mass nor the desire to radically change his appearance that motivated his overweight brother. Instead he developed a gymnast's physique, discovering that he excelled at anything requiring agility and dexterity. Darren found he enjoyed the solitary rigors of gymnastics as much as his brother enjoyed rough, team sports. He competed on the school gymnastics team, got an athletic scholarship to college and even dreamed of trying for the Olympics. In his second year he was convinced by his brother (who'd dropped out a year before) that he must have a metahuman gene, which would disqualify him from the Olympics. Darren's response was quietly to change his major to Economics, hoping to come away from college with a marketable skill. When Pete decided to exploit his powers by becoming a crimefighter, he convinced Darren to join him, using the name Bouncer.

At first Brawler thought of Bouncer as a sidekick or straight man, and Bouncer resigned himself to the role. After seeing his brother beat a drug-dealer almost to death, Bouncer decided that he would have to take a more active role. Somebody had to keep Brawler from going too far.

Campaign Role

If Brawler disappeared or was captured, Bouncer would probably not have the confidence to go in search of him alone. He would try to get in touch with any other heroes in the vicinity and ask for help. He would not go to the police for fear that they might ask embarrassing questions about his secret identity. Chicago-area supers may have heard of Bouncer (they're bound to have heard of Brawler). Any that are in college may have met Darren and his brother and might figure out their secret identities.

Personality

Darren is shy and retiring. He would prefer to stay home and read, draw or work out than to accompany his brother to parties, pubs or crime-fighting. Pete, and circumstances, keep forcing him from his nest. In social settings (including crime-fighting) he stutters. To avoid embarrassment, he keeps conversation at a minimum.

Darren is able to "read" people with the Empathy advantage. He notes when people he is talking to become uncomfortable and changes topics to avoid confrontations. He's not a debater by any standards. This is also useful in interrogations.

Though Pete orders him around a lot, Darren loves his brother dearly. He is constantly worried that Brawler's activities are going to get him killed or jailed. That Bouncer might get killed along with him is secondary.

When Brawler's not there to defer to, Bouncer has a little more self-confidence, but not a lot. He will fight crime on his

own, but usually only when it happens right in front of him. He won't seek trouble out. If the police or another hero ask Bouncer for help, he will try to convince them to call Brawler, even though he knows that he'll probably end up going along anyway.

Abilities

Bouncer is an acrobat with some training in Judo and Karate. While powerful enough to take on a normal or two in hand-to-hand combat, he wouldn't fare well against a supervillain. He is somewhat resistant to damage and has numerous advantages (not the least of which is his Luck) that keep him alive if he gets in over his head.

At the 600-point level he has the Bouncing super ability. When he's using this, he will still appear to be using Acrobatics. Instead of curling into a ball and simply "boinging" off walls, he will do flips, leaps, vaults and other traditional acrobatic maneuvers, but impossibly fast and well. In this version he still does the "drop from above" attack, but from much higher initial heights.

Battle Tactics

Bouncer's favorite tactic is to drop feet-first on his opponent from a height of 20 or 30 feet, using Catfall and Acrobatics to reduce the amount of damage he takes from the impact. He uses Climbing and Stealth to get in position and Silence to hide once he's in place. Although he'd have better chances to succeed if he had complete surprise, Bouncer usually waits until his brother has already made his entrance before attacking. If the criminals recognize Brawler, they may wonder whether Bouncer is somewhere about.

On the ground, he will use Judo and Karate, mainly to block attacks and disarm opponents. If pressed, he will attempt to knock them out or temporarily disable them. His main concerns are to guard Brawler's back and to prevent him from using excessive force. He would use anything from yelling to choke-holds to stop Brawler from unjustifiable violence.

It would take a truly serious threat to Brawler's life to make Bouncer go for all-out attacks. A threat to his own life will most likely meet with an attempt to evade or escape. Bouncer usually parks his motorcycle within easy running distance of a fight, and he's willing to beat a retreat when necessary. Unlike his brother, he almost never uses the bike as a weapon.

Power Variations

250-point version: Drop Ambidexterity, Appearance, Art Appreciation, Double-Jointed, Empathy, Peripheral Vision, Reputation, Breath-holding, Damage Resistance, Silence, Temperature Tolerance and Extra Fatigue; lower Acrobatics to 18, Artist to 10, Climbing to 15, Escape to 14 and Judo to 17; raise Shyness to Very.

550-point version: Add Metabolism Control 17(10), Bouncing-10 (with "no Super Jumping" limitation), PD 1 ("sixth sense") and Enemy: Supervillain on a 6 or less; raise First Aid to 13 and Swimming to 18.

Dr. Terror and Phobos

In the early 15th century, a Prussian sorcerer known as Phobos died . . . but his mystic powers didn't. Instead, they passed to his son, and from him to Phobos' grandson. In the 20th century, the heritage has not failed. Currently, these powers (though weaker) are possessed by Boston-area villain Dr. Terror. Unfortunately for him, the ghost of Phobos doesn't always approve of what his descendant does with his powers. Sometimes, he takes control of his many-great-grandson's body to show him how a *real* wizard should act.

DR. TERROR

48 years old, 5'10", 170 lbs., white, black hair (bald on top with wisps combed over pate) moustache and beard, brown eyes, wearing black, gray and white robes and carrying a walking stick.

ST: 10 (0 points) **IQ:** 13 (30 points) **Speed:** 6.25
DX: 12 (20 points) **HT:** 13 (30 points) **Move:** 7
Dodge: 6 **Parry:** (Light Club) 6
Damage: Thrust 1d-2; Swing 1d
No armor, no encumbrance.

Point Total: 300

Advantages

Longevity (5 points)
Strong Will +1 (4 points)
Wealth (Wealthy; 20 points)

Disadvantages

Alcoholism (-15 points)
Amnesia (No memory of times when possessed; -10 points)
Duty (Involuntary duty to Phobos, on a 9 or less; -10 points)

Eunuch (Infertile and often impotent; -5 points)
No Sense of Humor (-10 points)
Reputation (-1 as a strong but erratic villain; -5 points)
Stubbornness (-5 points)

Super Advantages

Damage Resistance 10 (vs. Magic; 10 points)
Dark Vision (Including Colors +20%, Costs 1 Point Fatigue Per Use -5%, Requires Gestures and Magic Words -20%, Special Effect, Magic, Takes Extra Time -10%, Unreliable-14 -10%; 19 points)
Extra Fatigue +21 (63 points)

Psionic Abilities (see Basic Set)

Telepathy Power-8 (No Obvious Effect +20%, Costs 1 Point Fatigue Per Use -5%, Requires Gestures and Magic Words -20%, Special Effect, Magic, Takes Extra Time -10%; 34 points)
Emotion Sense-13 (Active use only -40%; 3 points)
Mental Blow-14 (Linked to Telesend +10%; 9 points)



Mind Shield-13
(Limited Duration, 8
seconds per use
-30%; 3 points)

Telesend-14
(Linked to Mental
Blow +10%, Only
Annoyances -30%; 7
points)

Super-powers

Illusion 14(6) (An-
imate +20%, Moving
+20%, No Obvious
Effect +20%, Costs 1
Point Fatigue Per Use
-5%, Requires Ges-
tures and Magic
Words -20%, Special
Effect, Magic, Takes
Extra Time -10%; 44
points)

Smoke 14(2)
(Doesn't Harm User
+20%, Increased
Area x1 +20%, No
Obvious Effect
+20%, Costs 1 Point
Fatigue Per Use -5%,
Requires Gestures
and Magic Words
-20%, Special Effect,
Magic, Takes Extra
Time -10%; 13
points)

Weapons

Ruger Standard
Model, .22 LR, 1d+1

Walking stick
(light club) 1d+1

Skills

Acting-13 (2
points), Area Knowl-
edge (Boston)-14 (2
points), Armoury
(.22)-8 (0 points),
Breath Control-9 (½
point), Broadsword
(Light Club)-12 (2 points), Chemistry-12 (2 points), Electron-
ics-13 (4 points), Electronics Operation-14 (4 points), Escape-
11 (2 points), Fast-Talk-14 (4 points), Guns (.22)-11 (½
point), History (German)-12 (2 points), Hypnotism-10 (½
point), Intimidation-11 (½ point), Literature-10 (½ point),
Occultism-13 (2 points), Psychology-12 (2 points), Running-
12 (2 points), Sleight Of Hand-12 (4 points), Stealth-13 (4
points), Streetwise-10 (½ point), Ventriloquism-12 (2 points).



Languages

English-14 (1 point), French-11 (½ point), German-13 (2
points), Gesture-12 (½ point), Latin-12 (1 point).

Quirks

Sometimes affects a limp to make people underestimate
him (-1 point)

Wears only black, gray and white at all times (-1 point)

Charles Roemer was born in the last years of the Second World War, the only child of Henry Roemer, a recent immigrant from Nazi Germany. He lived a sheltered life for his first two decades. His father (his mother had died when he was an infant) never seemed to have to work for his money. He gave Charles private tutoring instead of allowing him into the local school system. It was only after Henry let him leave the family's isolated estate outside of Boston to get a job (for the experience, not the money) that he noticed some odd features of his father's lifestyle. Not the least of these was that Henry didn't seem to have aged a day since Charles was born. Henry never mentioned any other relatives; no anecdotes, no reminiscences, not even a mention of birth or death anniversaries.

When Charles was in his mid-twenties, Henry Roemer died. At the instant of his father's death, Charles felt a rush of energy entering his body, and a certain knowledge of its cause. He raced from Boston to Henry's house, and found it in flames. Charles blacked out, and when he recovered, he was in his own apartment in Boston. On returning to the estate, he found that the fire that had been consuming the house had inexplicably died out before the fire department could even respond. All that had been damaged was his father's study.

Charles was stunned, and matters worsened when he went through what remained of his father's records in order to assume control of his inheritance. Henry Roemer's fortune was a collection of moribund investments and decaying real-estate. Expenditures far exceeded income. Without instant and vigorous changes, it would soon be gone. While investigating the contents of a safe that had survived the fire, he discovered documents that showed that his father had changed his name after arriving in America. His original name had been Heinrich von Röhm. According to his birth certificate, his age at death was well over 100 years.

But these shocks paled when Charles was visited by an apparition. The ghost, speaking strangely accented German, claimed to be his great-grandfather of seven generations' remove, a medieval Prussian sorcerer named Gustav von Röhm (called Phobos in the Grand Conclave of Wizards). Phobos, in the hour of his death, had passed his mystic powers on to his male descendants, the last of whom was Charles.

The last spell Phobos cast before his death gave him the power to return as a ghost in order to keep watch over his descendants. For the most part he contented himself with guidance and advice. Occasionally he felt the need for a more direct role in the survival of his line. For this purpose, he could cast a spell to possess the body of his descendant temporarily. Once in control he could use some of the spells he'd known when alive, but which required a material body to cast.

Charles hoped that he was simply going insane. The ghost reminded him of the rush of power he'd felt at the moment of his father's death. This, he explained, was the magical energy being passed on to his only descendant. The cause of his blackout at the fire was Phobos' possession of his body in order to fight the flames. The story fit with the strange details he'd recently discovered about his father, and with other scraps of information he'd picked up over the years. It even explained his father's references to leaving Germany in order to keep something out of Hitler's hands. Charles had assumed Henry

was talking about their family fortune, but now he realized the true object of Henry's concern.

Phobos was upset about a number of things in connection with Henry's death. The fire (the result of magical experimentation gone wrong) had destroyed a number of magical texts and spells. The most important spell that had been lost would have changed Charles' inherent Longevity into the Unaging advantage. Unlike all of his ancestors, Charles was now doomed to die of old age. The family was also notable for its low birth-rate. Most of Charles' ancestors had been only children, born only after decades of trying. Phobos considered it the highest priority that Charles either produce a descendant or rediscover the spell for halting the aging process.

Charles wanted neither to breed nor to meddle with things he did not need to know. He tried to run from the problem, but couldn't get away from Phobos. Periodically Phobos possessed Charles' body, forcing him to work toward the ghost's goals. These days of conjuration were followed by weeks in which the ghost "rested" before making another possession attempt.

Charles dribbled away most of his father's estate. He had little talent for business, and no energy left after his struggles with Phobos. He realized that he had no choice but to make use of his powers to support himself. Maybe the exercise of his powers would give him the strength to escape his malevolent ancestor. Without access to the most powerful spells of his ancestors, Charles decided to use fear and suggestion to make his living.

Charles crafted a dark and brooding super-identity: Dr. Terror, the bold and theatrical wizard, dark-robed, limping with his ever present stick, surrounded by the ever-shifting forms of silently-screaming ghosts and cavorting demons.

Campaign Role

When not committing crimes (or under Phobos' control), Charles Roemer has become a recluse. His food is delivered, his business is conducted by phone or mail and he never leaves his estate. Although he doesn't wear a mask as Dr. Terror, he is seen so little that it is unlikely anyone will ever discover his secret. Anyone who knew Charles in the few years he spent in Boston may note the resemblance between Roemer and Dr. Terror. Occultists, Nazi hunters, tabloid reporters or just nosies could be curious about the "hermit on the hill."

For a short time after each possession by Phobos, or when he is particularly drunk, Dr. Terror contemplates permanently ridding himself of his ancestor's ghost. He always loses the courage he'd need to "kill" Phobos before taking any action. During one of these periods of despair he might beg help of someone with the power to perform exorcisms.

Personality

Charles Roemer is a humorless man, a nature as much inherited from his father as imposed on him by the insulated and reclusive life he leads. Since his father's death, Charles has tried alcohol as a treatment for despair; now he is addicted. If he were to give in to Phobos' demands, he'd probably find his problems reduced (or at least changed), but he is too stubborn to allow his ancestor that satisfaction.

Dr. Terror has an interesting theatrical flair during his crim-

inal activities, but is no "combat comedian." He has no friends in the criminal community, nor much respect from his enemies, neither of which he cares about anyway. While he is not fearless or overconfident, the only person who can automatically inspire fear in Dr. Terror is Phobos.

Abilities

Charles Roemer has few skills that aren't connected to his current career, and even these have applications for Dr. Terror. He is working on building devices to use in his crimes, such as smoke bombs or remote-controls, with his Chemistry and Electronics skills. He's also developed a number of trivial "magic" skills, including Escape, Hypnotism and Ventriloquism. These annoy Phobos, a genuine wizard, and give Charles abilities he might employ in a legitimate career, if he could get rid of his ghostly mentor.

He has learned a number of foreign languages, along with German history and general occult knowledge, but his experience is far from worldly.

Dr. Terror has only two permanent advantages: DR against magical attacks and a large Fatigue pool to power his spells. None of his spells (duplicating Super-Advantages, Super-Powers and Psionic Skills) is very powerful, especially as an attack. He uses them to irritate or discomfit his enemies in the hope that he can psych them out. Dr. Terror cloaks his spells with illusions of summoned demons and horrors, simulating some of the tactics that Phobos uses when possessing his body.

The 250-point version of Dr. Terror eliminates some of his spells (replacing Smoke with smoke grenades) and drops Longevity, which forces Phobos to make more demands on him in order to further the ghost's plans before old age begins to affect Roemer. The 375-point version is made more effective in two ways. The casting time of his spells is reduced, and he has relearned one of the spells lost in his father's fire, Animate Shadow, giving Dr. Terror a powerful (if double-edged) attack spell.

Battle Tactics

In all hostile situations, Dr. Terror likes to have innocent bystanders around. They are easy to attack, making them good targets and ready tools for causing the chaos and confusion he needs for protection.

Because darkness makes his task of causing fear easier, he tends to attack at night, preparing himself with a Dark Vision spell (which has a duration of one minute). He likes to make a spectacular entrance, filling a room with flights of screaming

demons (*via* Illusion) and clouds of choking Smoke. After he has stirred his audience up, he will use Psychology and his Emotion Sense spell to determine those who are closest to panic, and will concentrate his efforts on them in order to push them over the edge into hysteria.

If faced with opponents who aren't blinded by his Smoke or cowed by his Illusions, he will concentrate a swarm of "demons" on whichever opponent shows the most reaction to the Illusion. He will simultaneously use his Telesend and Mental Blow to Stun and Fatigue the victim, manipulating the illusions to make it look as if the demons are causing the damage. It would take multiple attacks (at one point of Fatigue per turn) to defeat an opponent this way. Dr. Terror will try to Stun as many of his opponents as he can with this sort of attack, hoping to convince them that he has the potential for much greater mayhem. His bluff is more credible since he has exhibited greater powers at other times (when Phobos possesses him).

Because it has such a short duration for the Fatigue cost, Dr. Terror will only cast his Mind Shield spell if he knows that an opponent is a psionist, or if he feels the beginnings of a psionic assault on his mind. Unfortunately, this spell can't protect him from possession by Phobos, as that is a magical process, not a psionic one.

If an opponent resists all of his tricks, Dr. Terror has two conventional weapons (his pistol and cane) to use as last resorts. He is reluctant to do so as this works against his most effective weapon; his image. Dr. Terror has no illusions about the extent of his abilities, and he prefers to fight only against normals or individual supers of his own power-level or lower. If faced with a superhero team, or a heavily-armed group of normals (such as a SWAT team) he will find some excuse to retreat.

Power Variations

225-point version: Replace Smoke power with 5 miniature smoke grenades; drop Longevity, DR, Dark Vision and Emotion Sense; increase frequency of Duty to 12 or less, and Reputation to -2; lower Wealth to Comfortable, Broad Sword and Ventriloquism to 11, and Extra Fatigue to +20.

375-point version: Drop Alcoholism, No Sense of Humor and Takes Extra Time limitation from all spells; raise Strong Will to +3, DR vs. Magic to 11, and DX to 13 (adjusting skills and Speed accordingly); add Animate Shadow 14(2) (Costs 1 Point Fatigue Per Use; Requires Gestures and Magic Words -20%).

PHOBOS

60 years old, 6'0", 170 lbs., graying and thinning black hair and beard, brown eyes, wearing flowing black robes with white trim and a number of charms and other jewelry. (Colors visible only to someone with psionic senses or on astral plane.

Otherwise, he is a colorless, transparent and intangible version of the same.)

ST: 11* (6 points)	IQ: 16 (80 points)	Speed: 6.75
DX: 13 (30 points)	HT: 14 (45 points)	Move: 6



*(only to other insubstantial beings, -40%)

Dodge: 6 **Parry:** (Shortsword) 6

Damage: Thrust 1d-1; Swing 1d+1

No armor, no encumbrance.

Point Total: 550

Advantages

Empathy (15 points)

Magical Aptitude (Applies only to actual spells; 15 points)

Strong Will +1 (4 points)

Disadvantages

Fanaticism (For survival of family line; -15 points)

Intolerance (For non-wizards in general and Dr. Terror in particular; -10 points)

Lecherousness (-15 points)

No Sense of Taste/Smell (Only in ghost form; -5 points)

No Sense of Touch (only in ghost-form) (-5 points)

Overconfidence (-10 points)

Primitive (TL4; -15 points)

Stubbornness (-5 points)

Super Advantages

Dark Vision (25 points)

Damage Resistance 20 (vs. Magic; 20 points)

Doesn't Eat or Drink (Only in ghost-form; 10 points)

Extra Fatigue +35 (105 points)

Insubstantiality (Always On -50%, only in ghost-form; 40 points)

Unaging (15 points)

Vacuum Support (Only in ghost-form; 40 points)

Super Disadvantage

Limited Range (Cannot move beyond 1 mile from a blood relative, ghost-form spell destroyed when last descendant dies; -30 points)

Psionic Abilities (see Basic Set)

Telepathy-6 (Costs 1 Point Fatigue Per Use -5%, Special Effect, Magic; 29 points)

Telecontrol-16 (No concentration required to maintain control +30, Only affects blood relatives -30%; 4 points)

Telereceive-16 (Only to establish channel for Telecontrol -30%; 3 points)

Telesend-16 (Only the emotion Fear -20%; 3 points)

Super-Powers

The following Powers have the "Requires Gestures and Magic Words -20%" and "Costs 1 Point Fatigue Per Use -5%" limitations and the "Special Effect: Magic" in common.

Animate Shadow 16(2) (Extended Duration×2 +60%, No Obvious Effect +20%; 24 points)

Control Fire 15(2) (Increased Area×8 +160%, No Obvious Effect +20%; 20 points)

Illusion 13(9) (Animate +20%, Moving +20%, No Obvious Effect +20; 62 points)

Smoke 13(2) (Doesn't Harm User +20%, Extended Duration×2 +60%, Increased Area×4 +80%; 16 points)

Magic Spells

These spells require appropriate gestures and words to use.

Control Demon-17 (As per Control Elemental, p. B156; 4 points)

Summon Demon-15 (As per Summon Elemental, p. B156 without the prerequisites, using listing on p. B154 for Demon stats; 1 point)

Skills

Acting-15 (1 point), Administration-10 (0 points), Alchemy-12 (½ point), Area Knowledge (Boston)-12 (0 points), Area Knowledge (Germany & Poland)-16 (1 point), First Aid-15 (½ point), History (German)-15 (2 points), Intimidation-14 (½ point), Jeweler-14 (1 point), Mathematics-13 (½ point), Occultism-16 (2 points), Psychology-14 (1 point), Research-12 (½ point), Riding-12 (1 point), Shortsword-13 (2 points), Teaching-15 (1 point), Theology-14 (1 point).

Languages

English-7 (½ point), French-14 (½ point), German-16 (0, Native Tongue), Gesture-15 (½ point), Latin-16 (2 points).

Quirks

Lapses into German under stress (-1 point)

Doesn't see anything of value in modern society (-1 point)

Eats and drinks German food when in Dr. Terror's body (-1 point)

Occasionally tries to move Henry Roemer to Germany (-1 point)

Gustav von Röhm, a 14th-century German wizard, was the first of a long line of sorcerers. Like many other medieval magicians, he took a "craft name." *Phobos* (Greek for "fear"), reflected his field of magical study. He lived more than 100 years; the last spell he cast before his death allowed him to return as a ghost and haunt his descendants. Many of his powers were lost with his material body, but there are still some spells he can cast, including one which allows him to possess a descendant's body.

Campaign Role

Phobos is desperate to relearn the secret of eternal youth. If he suspects anyone of knowing it, he is likely to possess Dr. Terror, capture the suspect and try to force the secret from him. Another target for his attentions is female supers, especially those with mystical powers. He hopes to breed a new generation with more powers.

Phobos also tries to steal the spell books of other mages and other items purported to have mystical powers. He combs the

news reports, especially the supermarket tabloids, for possible targets. This has occasionally sent Dr. Terror on some very wild-goose chases.

Personality

Phobos feels superior to most people, and is wont to state his suggestions as orders and his requests as demands. His current intense interest in forcing Dr. Terror to produce an heir is rooted in his own survival, but he has long been a lecher for its own sweet sake. He has used his position, wealth and magic to take advantage of many women. Death has not diminished his appetite and the bodies of his descendants have served his turn for centuries. Although he has the Empathy to understand others' feelings, he feels no urge to gratify anyone but himself.

Abilities

Phobos has few skills that are germane to modern existence, and doesn't care to learn. He doesn't even have the default levels of the average Bostonian in skills such as Driving and Computer Operation. He does have a number of skills related to his life (such as Shortsword, Area Knowledge and History of Germany, and the alchemical and jewelry knowledge of an experimental mage), but those rarely come into play in either his role as Phobos or as Dr. Terror.

Phobos has a number of spells that are nearly identical to those of Dr. Terror. His versions have slightly different skill and power levels and other minor variances. However, it takes Phobos only one second to cast the spells. More importantly, Phobos knows some spells that Dr. Terror doesn't, especially Summon and Control Demons and Animate Shadows. Because his abilities, skills and even language differ significantly from Dr. Terror's, his periodic activities in his descendant's body have gained Dr. Terror a reputation as a more powerful, but more erratic, villain than he would be on his own.

Battle Tactics

Phobos is more direct than Dr. Terror, following his smoke-shrouded entrance with attacks by animated shadows and pre-summoned demons, and then Telesending fear at any who still stand in his way. As he is more powerful than his grandson, and sees supers as modern mages, he has no fear of them. He will fight against superior forces until it becomes clear that continuing would endanger the life of the body he is controlling. If he must escape he can use smoke or illusions as distractions, but if there is any source of fire present he will use Control Fire to create an inferno to cover his escape.

Power Variation

Living (1400s) 500-point version: Add Literacy, Status: 2 *Junkher* and Wealth (Wealthy) advantages; drop "Only to insubstantial" limitation from ST, Fanaticism, No Sense of Taste/Smell, No Sense of Touch, Primitive, Doesn't Eat or Drink, Insubstantiality, Vacuum Support, Limited Range, Telecontrol, Telereceive, Area Knowledge (Boston), English, History and all Quirks; lower IQ to 15 (and adjust skills accordingly), Area Knowledge (Germany) to 14 and Extra Fatigue to +19.

Concussion and Bombard

During a tour in Vietnam, Thomas Fisher discovered that his body could convert almost any force directed at it (including that of bullets and land mines) into a temporary burst of super-strength. Unfortunately, his squad's demolition-specialist found out Fisher's secret, and sold the information to a San Francisco criminal organization. Now Fisher is forced to play the part of the villain Concussion, accompanied by his demolition specialist partner, Bombard.

CONCUSSION

38 years old, 6'1", 185 lbs., white, short blond hair, blue eyes.

ST: 16 (70 points) **IQ:** 13 (30 points) **Speed:** 6.75

DX: 14 (45 points) **HT:** 13 (30 points) **Move:** 8

Dodge: 6 **Parry:** (Karate) 8

Damage: Thrust 1d+1; Swing 2d+2

No armor, no encumbrance.

Point Total: 400

Advantages

Alertness +1 (5 points)

Combat Reflexes (15 points)

Rapid Healing (5 points)

Wealth (Average, but only 20 hours per week work; 10 points)

Disadvantages

Code of Honor (Minimize property damage, don't kill innocents, subdue instead of killing when possible; -15 points)

Compulsive Behavior (Gambling; -5 points)



Duty (Vietnamese criminal organization, on 15 or less; -15 points)

Enemy (Numerous city police departments, on 6 or less; -15 points)

Enemy (Hero, on a 6 or less; -10)

Low Pain Threshold (-10 points)

Reputation (-1, Considered a wimp by criminal organization; -5 points)

Secret Identity (-20 points)

Super Advantages

Absorption (20d vs. Crushing, 10d vs. Cutting/Impaling, 1d vs. Sonic, 2d vs. Vibration, Only raises Enhanced ST -20%; 253 points)

Enhanced ST (See attributes)

Skills

Area Knowledge (San Francisco)-13 (1 point), Armoury (M16)-11 (1/2 point), Brawling-15 (2 points), Camouflage-12 (1/2 point), Driving (Car)-13 (2 points), First Aid-13 (1 point), Guns (Rifle)-16 (1 point), Intelligence Analysis-11 (1 point), Judo-11 (1/2 point), Karate-12 (1 point), Knife-13 (1/2 points),



Knife Throwing-13 (½ points), Leadership-13 (1 point), Parachuting-10 (0 points), Running-13 (4 points), Savoir-Faire-14 (2 points), Sports (Football)-16 (8 points), Stealth-12 (½ point), Streetwise-8 (0 points), Survival (Jungle)-11 (½ point), Tactics-11 (1 point), Tracking-8 (0 points), Traps/TL4-9 (0 points).

Languages

English-15 (1 point), Vietnamese-4 (½ point).

Quirks

Hates his partner, Bombard (-1 point)

Usually very close-mouthed (-1 point)

If he dislikes a mission, he follows instructions to the letter (-1 point)

Thomas Fisher was a golden boy in high school in the late 1960s: a star receiver on the football team, dating a cheerleader, getting good (but not great) grades in all his classes in his senior year. He fully intended to go to college. But midway through a highly successful football season, his team inexplicably started to lose games. When some probing by the coach revealed that Fisher had been betting on his own games, rumors started that he was throwing the games. The rumors were untrue, but they cost him his girl, his position on the team and any chance of a football scholarship.

He went to work, trying to save enough money for college, but was drafted into the Army. He did well in basic training, and was sent to Vietnam as an infantry corporal.

There, he seemed to lead a charmed life. More than once he thought he'd been hit, but each time it turned out to have been a miss, close enough to tear his clothing, but not enough to

wound. Corporal Fisher volunteered for LRRP (Long Range Reconnaissance Patrol) duty. The missions were dangerous, but the time between missions gave him a chance for high-stakes gambling. The LRRPs shared quarters with a special demolition unit; one of the demo men was a fellow gambler, David Hamilton. Hamilton had connections with really big-time gamblers, a Vietnamese crime syndicate, and arranged for Fisher to play, and to be extended credit. His luck in the field didn't follow him to the tables, and he piled up a considerable debt. Fisher wrongly assumed that he'd either die in 'Nam or leave the debts behind when he returned to the States.

The true nature of Fisher's "luck" was revealed on a joint mission with the demo team. The patrol was ambushed and Hamilton was seriously wounded. They split up to try to reach their pickup site, with Fisher, the strongest man, carrying Hamilton. Burdened with a barely-conscious man, Fisher was not at his most alert; he tripped a land mine that should have shredded his legs. Instead, he got a rush of strength that carried him all the way to the helicopter.

Fisher got a Silver Star, survived his tour and went home. Soon after his return, he was approached by members of the criminal organization that held his markers. They told him that the debt was called in. Fisher couldn't pay, nor could he persuade the collectors to give him an extension. He did not at all care for their nonpayment penalties. When they offered him a chance to work off his debt, he accepted.

The recruiters took him to their superiors, who immediately began to test his body's apparent invulnerability. When he asked how they'd known of his superpower, he was told that an informer in 'Nam had seen it in action. The testing revealed something besides the limits of his invulnerability. His body translated damage into strength.

They gave him a name, Concussion, and a red, white and silver costume. To ensure his loyalty, they ordered one of the thugs sent with him on a bank robbery to shoot a pair of security guards. An accessory to murder would be unlikely to turn informer. The thug only managed to kill one guard before he was wrestled to the ground by Concussion, but the damage was done. Concussion was committed to a life of villainy.

Concussion was employed sporadically by the organization, generally following orders but obviously not enjoying it. A few years later, he was introduced to a partner whose abilities complemented his own. David Hamilton, in his new guise as Bombard, was both partner and watchdog. The organization hoped that Bombard would deter Concussion from treachery, while Concussion would serve to temper Bombard's homicidal tendencies. The two have continued to work for the organization, together and apart, since the early 1970s.

Fisher has tried to have a private life apart from the organization. He has had little success because of the necessary secrecy about his job and his "on call" status. He often dates attractive younger women. The organization keeps a close watch on these women, in case they need another handle on Fisher and to be sure no hostile agent infiltrates through him.

Campaign Role

Thomas Fisher lives in San Francisco, but Concussion might show up almost anywhere. He operates alone, with Bombard, or with a heavily-armed team of thugs. Any investi-

gation by supers into the operations of the organization is liable to meet with resistance from Concussion.

Vietnam veterans may have known Fisher in the service, and may have heard about his incredible luck, survival skill or superpowers (depending on the rumor).

One intriguing possibility is that Fisher could unwittingly be dating a heroine. If the organization finds out, they will probably suspect a double-cross. If Fisher discovers it, he might ask for help to break the organization's hold on him.

Personality

Concussion is calm and level-headed in a crisis. He's also a rather nice guy for a villain, with a personal code against causing unnecessary damage or injury while committing crimes.

He is resigned to his life as a criminal, but doesn't get any enjoyment from it. When he's given a mission that he doesn't like, he does exactly what he is told (within the limits of his code of honor), but takes no initiative to further the ends of the organization. This causes some friction with his superiors, but they find him too valuable to discard.

Abilities

Concussion's superpowers make him a brick. He has the ability to absorb most kinetic energy directed at him, and transform it into a temporary surge of Enhanced Strength. When his Absorption battery is full, he still has the benefits of some DR against most attack forms.

He learned skills playing football and in the Army that he can use to some advantage in his criminal activities, particularly Brawling, Judo, Karate, Running, Stealth and Tactics. He also learned to use Gun and Knife in the army, but he tries to avoid getting into situations where he'd be forced to use these.

The 250-point Concussion is very similar, the biggest differences being a general weakening of his Absorption power and the addition of a minor Vulnerability to Psionics. The 600-point version is not only more powerful, but also more versatile. He has other super-abilities (Increased Speed and a Damage Control power usable only on others), and he is no longer restricted to spending his Absorption battery to raise his ST. His more-frequent use for his Absorption points in this version is to increase both his Move and his Strength, although he will shift the points to Damage Control to save a life.

Battle Tactics

Concussion doesn't get stronger until *after* someone hits him. He has bullseyes on chest, back and head to encourage attacks. His ability to absorb damage is no greater in those areas, but the sight of a target seems to be an irresistible temptation. One method Concussion has used to get an initial burst of strength is to jump from a roof-top onto the street, absorbing the force of his impact. Since it appears a bit ridiculous if he lands face first, he doesn't use this method often.

When he is with Bombard, his standard technique for gaining strength is to stand within the blast radius of one of Bombard's bombs. If Concussion seems to be out-matched in a fight, Bombard will lob a couple of live grenades in his direction. This is not Concussion's favorite tactic as it can endanger the lives of non-supers but Bombard does it with or without his permission. Many of his missions are interrupted by angry arguments with Bombard on the subject of excessive violence. Concussion has paused to administer First Aid to a victim on more than one occasion.

His gentle speech and manners, and his code against injuring innocents or avoidable killing, might make some heroes assume he is a gentleman who will keep his word and "fight fair." This can be a costly mistake. Concussion is a pragmatist, and would not hesitate to sucker-punch a hero to whom he has "surrendered."

If faced with opponents using psionics or energy-based attacks, Concussion will immediately attempt to escape, even if it means abandoning his mission.

Power Variations

250-point version: Add 1 level of Vulnerability to Psionics; drop sonic and vibration dice from Absorption; lower Absorption to 10d vs. Crushing, 5d vs. Cutting/Impaling, Driving to 12 and Area Knowledge to 13.

600-point version: Drop "Only To Enhanced ST" limitation from Absorption, Low Pain Threshold and "Follows Instructions" quirk; add 2d vs. Energy to Absorption, Increased Speed +1, Longevity, Damage Control 15(6) (Only Affects Others +20%; Touch Only -20%), Alternate Identity, Appearance: Handsome and Night Vision; raise Alertness to 2 and First Aid to 14.

BOMBARD

40 years old, 5'10", 155 lbs., white, black hair, brown eyes.

ST: 12 (20 points) **IQ:** 14 (45 points) **Speed:** 6.25

DX: 13 (30 points) **HT:** 12 (20 points) **Move:** 7

Dodge: 6 **Parry:** (Knife) 6

Damage: Thrust 1d-1; Swing 1d+2

Light Kevlar vest, PD 2, DR 14; no encumbrance.

Point Total: 200

Advantages

Absolute Timing (5 points)

Danger Sense (15 points)

Gadgeteer (25 points)

Lightning Calculator (5 points)

Military Rank 4 (Major, Ordnance, Army Reserve; 20 points)

Rapid Healing (5 points)

Wealth (Comfortable; 10 points)

Disadvantages

- Bloodlust (-10 points)
- Duty (To U.S. Army, on a 9 or less; -5 points)
- Duty (To Vietnamese criminal organization; on 15 or less; -15 points)
- Enemy (Numerous city police departments, on 6 or less; -15 points)
- Enemy (Hero, on a 6 or less; -15 points)
- Pyromania (Only fires caused by explosions; -5 points)
- Reputation (-2 As a psychopath by veterans and criminals; -5 points)
- Secret Identity (-20 points)

Super Advantages

- Hard To Kill +4 (20 points)
- Recovery (10 points)

Weapons

- S&W M29 .44 Magnum, 3d
- Ruger Standard Model .22 LR, 1d+1
- Two US MK 67 Defensive Grenades, 5d+2
- Two US AN-M8 Smoke Grenades, Smoke
- Two US M59 Offensive Grenades, 5d+2
- Two Frisbee-Bombs, Dmg 2d-1 Cr. plus explosion effects (see pp. B121-122), SS 12, Acc +2, ½D ST (no reduction in damage, but Acc modifier doesn't apply beyond this range), Max ST×2, 1 lb. each

Skills

Architecture/TL7-12 (½ point), Area Knowledge (Los Angeles)-13 (½ point), Area Knowledge (San Francisco)-10 (0 points), Armoury (M16)-12 (½ point), Armoury (.44M)-13 (1 point), Armoury (.22)-12 (½ point), Brawling-12 (½ point), Camouflage-10 (0 points), Chemistry/TL7-14 (4 points), Cloak-9 (0 points), Cooking-13 (½ point), Demolition/TL7-17 (8 points), Driving (Car)-16 (8 points), Electronics Operations (Demolition)-15 (4 points), Engineer (Bombs and Traps)-14 (4 points), Fast Talk-13 (1 point), First Aid-13 (½ point), Gambling-12 (½ point), Guns (Rifle)-11 (0 points), Guns (Pistol)-16 (2 points), Hobby (Model Railroading)-12 (½ point), Judo-10 (½ point), Karate-10 (½ point), Knife-13 (1 point), Knife Throwing-13 (1 point), Leadership-12 (½ point), Mechanic (Gasoline Engine)-15 (4 points), Parachuting-9 (0 points), Running-9 (½ point), Scrounging-14 (1 point), Scuba-12 (½ point), Stealth-11 (½ point), Streetwise-14 (2 points), Survival (Jungle)-12 (½ point), Swimming-12 (½ point), Thrown Weapon (Frisbee-Bomb)-13 (1 point), Thrown Weapon (Grenade)-13 (1 point), Tracking-9 (0 points), Traps/TL4-13 (1 point), Traps/TL7-15 (4 points), Underwater Demolition-14 (0 points).

Languages

- English-14 (0, Native Tongue), Vietnamese-12 (½ point).

Quirks

- Tries to do more than is expected of him (-1 point)
- Mildly superstitious (-1 point)
- Buys model trains sets, then destroys them (-1 point)
- Enjoys infuriating Concussion (-1 point)

David Hamilton grew up in the poor and tough part of Los Angeles. Like many of his friends, he got involved in cars and crime. Unlike most, he decided to make them his career. He became the driver for a gang of small-time armed robbers. Unfortunately, this career didn't last long. He got overexcited and shot a storekeeper during a robbery. Looking for a good hideout, he volunteered for the Army and was sent to Southeast Asia. While in Vietnam he discovered his true vocation, demolitions.

His didn't let the Army crimp his criminal style. He was soon connected to a Vietnamese syndicate, headed by a former Binh Xuyen pirate. Hamilton provided anything from munitions to menthol cigarettes for the black market. Black marketing was not their only criminal enterprise, and Hamilton made himself useful in many little rackets.



In his forced moments of military duty, Hamilton was a demolitions expert, assigned to a special raiding and reconnaissance company. In this unit he met Thomas Fisher and heard about his reputation as the "luckiest corporal in 'Nam.'" Figuring that some of Fisher's luck might rub off, he tried to become his closest friend, in the field and in the rear. He introduced Fisher to the high-stakes gambling run by his racketeer associates. As Fisher's losses mounted, his fondness for Hamilton diminished.

During one mission, Hamilton was wounded and carried to safety by Fisher. Because of his amazing recuperative powers, Hamilton regained consciousness in time to see Fisher step on

a land mine and ignore it. Hamilton relapsed into unconsciousness from the additional wounds received in the blast, but he had too much ego to think he had been hallucinating.

Soon afterwards Fisher's tour ended. Hamilton reported the amazing powers of his rescuer to his criminal bosses; they passed it on to their expanding U.S. franchise. Hamilton didn't return to "the land of the big PX." He re-upped, and stayed in Vietnam until the pull-out in 1975. After he returned to the States, he left active duty, but remained in the Army Reserve. He was commissioned, and is now a Major in the Ordnance Branch, well known for his mastery of explosives. As a civilian, he is ostensibly a "field representative" for an import-export firm and actually a valued trouble-shooter, under the name Bombard, for an expanding criminal syndicate. In his criminal work, he is often teamed with his old "friend" Thomas Fisher, in his identity as Concussion.

In his Bombard identity he wears khaki pants, a khaki shirt with a Kevlar vest under it, a white sweatshirt visible under the rolled sleeves of the shirt, a web-belt hung with pouches and a pair of army boots. He's tried to "super" it up a bit by adding a black mask and a heavy dark-gray cloak. Across his chest he usually has a string of grenades or other weapons. His shirt, pants and cloak have pockets (some hidden) that contain more explosives and equipment. He often carries a duffel bag full of other demolitions devices. He usually has two sidearms, one of them concealed in the small of his back.

Campaign Role

Bombard is a loyal member of the criminal organization; when he's not custom-making explosives for their operations he's usually out on a mission. On most of Bombard's missions he accompanies Concussion, both to assist him and to keep an eye on him. Any investigation into the organization is likely to reveal Bombard's involvement, and may elicit a bomb in the investigator's car as a response. It's up to the GM to choose an appropriate criminal organization within his campaign or create a new one.

A Vietnam veteran may remember Hamilton, and a member of the Reserve might even serve with him.

Personality

Before Vietnam, Hamilton was just an ambitious young criminal, with no respect for the law or for the rights or lives of others. After his experiences "in country" he became psychotic, enjoying the violence of his explosives and the death and damage they caused.

As he gains many benefits from his two favorite careers, he puts a lot of effort into pleasing both his military and criminal superiors. He is called on for service much more often than most Reserve officers. Besides his required training (one weekend a month and two weeks a year) he has several times been called to brief periods of active duty when his demolitions skills were in demand. He has served in Nicaragua, Angola, Kuwait and some classified locations, and been several times decorated. So far, his criminal and military duties have never been in serious conflict. While he is soldiering, he is a good soldier.

He knows that Concussion dislikes him, and deliberately goads him just to see his reactions. This is one more idiosyn-

crazy in a complex personality; Concussion is the closest thing Bombard has to a friend.

Abilities

Bombard's advantages and skills fall into two categories. The first is his ability to blow things up. This is both his job and his delight. As a hobby, he builds and blows up model trains, while watching *Addams Family* reruns. With his gadgeteering and engineering skills he can custom-design bombs, either to disguise them as everyday items, or to specialize them as he has with his Frisbee-bombs. He can build bombs with channeled explosions, flying mines, miniature bombs doing only minimal damage, or just about anything else explosive given the time, money and materiel (some of which he steals from the Army).

His other important ability is his resistance to death. He recovers and heals rapidly and can miraculously survive wounds (like those caused by minor miscalculations with his bombs) that would kill other men. Technically, Bombard's super-advantages make him a paranormal, but he is unaware of them. He just thinks he's been lucky so far; he won't press his luck.

The 400-point version of Bombard is radically different in that he has an active super-power that he knows about: the ability to create and throw invisible "grenades" for more damage. If this version is used, he'll be less likely to run from a fight and will perform more missions without Concussion's help (although the two as a team are still much more powerful with this version of Bombard).

Battle Tactics

Bombard doesn't like to go toe-to-toe with supers. He would really prefer not to fight normals either; he just likes blowing things up. If forced into combat he will use his pistols, grenades and Frisbee-bombs. He doesn't care how many innocent people might get in the way of his bombs, or how much incidental damage they do. He will cheerfully blow up bystanders, hostages or partners.

When teamed with Concussion, Bombard lets his partner do most of the fighting, assisting with the occasional explosive. Bombard concentrates on keeping energy- or psi-users away from Concussion, using both direct attacks and threats to innocents to distract them.

Whether alone, with Concussion, or with a group of thugs, he will always try to pre-arrange a number of emergency escape routes. He rigs them with traps that he knows how to avoid, and with bombs that he can activate by remote control. These typically include smoke canisters and fragmentation grenades. On occasion, he has neglected to tell his partners about the traps along the escape routes, and has let them be wounded or killed to further delay pursuers. (Of course, this doesn't apply to Concussion.)

Power Variation

400-point version: Add Damage Resistance 5 vs. Crushing Damage Only, Overconfidence and Invisible Grenades 16(10) (Modified Stone Missile, Link to Invisibility, Missiles Only +10%, Accuracy +5 +50%, Explosive Effect +40%, Limited Use, 3 per day -20%; 200 points).

Doctor Centaur and Justice

During the attempted theft of an experimental anti-gravity generator, a stray bullet set off an explosion that killed a policeman and led to the creation of two metahumans. The thieves' leader had his legs destroyed in the blast, forcing him to use a stolen four-legged walking robot and supplying him with the new name Doctor Centaur. Meanwhile, a policewoman exposed to the radiation from the anti-grav generator found herself able to manipulate gravity. As Justice, she set out to capture the villain who had killed her partner.

DR. CENTAUR

46 years old, 7'4" (5'9" before accident), 2,200 lbs. (150 lbs. before accident), white, gray-to-white hair (bald on top), dark brown eyes (wears glasses), mechanical 'horse' for lower body.

ST: 10* (0 points) **IQ:** 15 (60 points) **Speed:** 5.25*
DX: 11 (10 points) **HT:** 10 (0 points) **Move:** 11

*(upper body only)

Dodge: 11

Damage: *Thrust* 1d-2; *Swing* 1d; *Kick* 7d-1; *Trample* 1d+2
Second Chance Hardcorps vest, with inserts, PD 2, DR 35;

no encumbrance.

Point Total: 375

Advantages

Alertness +2 (10 points)
Allies (1d military thugs, on a 12 or less; 30 points)
Gadeteer (25 points)
Lightning Calculator (5 points)
Mathematical Ability (10 points)
Wealthy (20 points)

Disadvantages

Bad Sight (Nearsighted; -10 points)
Bloodlust (Only vs. Police; -10 points)
Enemy (Justice, on 6 or less; -10 points)
Greed (-15 points)
Inconvenient Size (-10 points)
Jealousy (Of younger or smarter inventors; -10 points)
Lame (Legless; -35 points)
Reputation (-2, Criminal; -10 Points)

Super Equipment

Centaur body: based on TL7 experimental walking robot. Non-super functions of body: one front-mounted laser (equivalent to Military Laser Rifle, p. B209, 2d), two side-mounted missile launchers (missiles equivalent to US MK 59 or 68 Grenades, p. B209, 5d+2), one under-slung machine gun (equivalent to M16 Rifle, p. B209, 5d); all weapons retract into body when not in use. Gasoline-powered (5 miles per gallon, 20-gallon gas tank), cybernetically-controlled with automatic homing and return function pre-programmed in.

Catfall (10 points)

Enhanced ST 40 (180 points)
 Extra Legs (5 points)
 Full Coordination/4 (200 points)
 Increased Speed×6 (Speed 11.5; 150 points)
 PD 4 (100 points)
 Base Cost: 645 points
 Breakable (DR 19, HP 160, Repairable -5%, Can Be Hit at
 no penalty -25%, Unique -25%)
 Final Cost: 291 points)

Weapon: variable (see below)

Skills

Administration-13 (½ point),
 Area Knowledge (Washington,
 D.C.)-14 (½ point), Area Knowl-
 edge (Washington-Area)-11 (0
 points), Armoury (Centaur
 Body)-13 (½ point), Beam
 Weapon (Laser Rifle)-14 (2
 points), Computer Operation-16
 (2 points), Computer Program-
 ming-15 (½ point), Diplomacy-9
 (0 points), Electronics (Weap-
 ons)-13 (1 point), Electronics Op-
 eration (Computers)-13 (½
 point), Electronics Operation
 (Weapons)-14 (1 point), Engineer
 (Guns)-17 (4 points), Engineer
 (Robotics)-15 (1 point), Guns
 (Pistols)-12 (½ point), Guns (Ri-
 fles)-13 (1 point), History (Weap-
 ons/Warfare)-12 (½ point),
 Intimidation-13 (½ point), Law
 (Patent/Copyright)-12 (½ point),
 Leadership-13 (½ point), Mathe-
 matics-16 (1 point), Mechanic
 (Gasoline Engine)-10 (0 points),
 Mechanic (Robotics)-13 (½
 point), Physics-12 (½ point),
 Professional Skill (Weapon De-
 signer)-15 (4 points), Research-
 15 (2 points), Stealth-10 (0
 points), Streetwise-10 (0 points).

Languages

English-17 (2 points), Greek-
 7 (0 points).

Quirks

Has an assortment of pens
 (with pocket protector) in his coat
 (-1 point)
 Sensitive about his hair loss
 (-1 point)
 Allows no one to address him
 by his real name (-1 point)

George Bratsis, the son of Greek immigrants, was born in 1944 and grew up during the tensions of the Cold War. He realized that someone was going to profit from the whole thing, and he decided that it would be him. In high school he excelled in math and sciences, and in electrical and automotive shop. In college he continued these studies, and graduated as a mechanical engineer. He went to work for Leesburg Technol-



ogies Limited, a Virginia company specializing in the development of weapons for ground warfare.

Bratsis wasn't very good at original designs, but he was a genius at adapting, modifying and improving other people's ideas. He stayed with LTL for the next two decades. He'd been a rising star in the '70s, but had begun to flicker badly in the '80s. His hands-on, "cut it in the shop and try it in the field" style of design was outdated. The future belonged to computer modelers, not soldering-iron and cutting-torch improvisers. By the middle of the decade, his career was very shaky.

Faced with the prospect of middle-aged unemployment, Bratsis got desperate. He fell back on espionage to find new ideas which he could modify. At first he preyed on the ideas of his younger co-workers. When this became dangerous (some of them started to suspect), he shifted his attention to the many rival companies surrounding Washington, D.C. Lacking the computer skills to "hack" their designs, he had to physically steal copies of blueprints, notes, photos and other information. He was soon back in the best graces of LTL.

He had to keep changing his methods to keep from being discovered, and one of these changes ended his career. Running out of subtlety, Bratsis hired a couple of thugs, armed them with sleeping-gas grenades and broke into a research facility in the Washington suburbs. He managed to take care of the security guards without a hitch, but unwittingly tripped a silent alarm summoning the police.

Two officers entered the building and found Bratsis loading a prototype anti-gravity generator into a special carrying case. The police told him to freeze, and came forward to take him into custody. Just then, one of the thugs appeared from around a corner and opened fire on the police. One officer was downed immediately. The other returned fire. A stray shot, perhaps from either side, hit the anti-gravity generator, causing a violent explosion.

The thugs carried Bratsis' unconscious body away, leaving the police officers for dead. When he regained consciousness, in a Maryland hospital, he discovered that his legs had been amputated. The thugs had faked a car crash to explain Bratsis' injuries; he was never suspected in the crime. When he was released, after months of treatment and therapy, he went back to work at LTL in a wheelchair. This brush with death might have scared another man straight; Bratsis could only think about getting out of his wheelchair and making the world pay for what it had done to him.

He began researching another theft. After a few months he'd assembled everything he needed to carry out a raid. He commanded from a distance through cameras and speakers carried by one of the thugs. They were successful and came away with a four-legged robot-walker, part of a project to develop one-man mini-tanks for terrain too rugged even for treads.

Bratsis modified the controls to make them usable by a legless man. He began a series of non-technological robberies to get the money he needed to start a new life. One of his hirelings made a snide comment about "Dr. Halfhorse"; Bratsis put on a lab coat, christened himself Dr. Centaur and kicked the thug into next Thursday.

Unknown to Centaur, one of the two police officers who'd been caught in the explosion that cost him his legs, survived.

She became the super called Justice, and vowed to use her newly-gained gravity-control powers to bring criminals to justice – especially Doctor Centaur. The two of them have fought more than once, and Centaur is still not sure why this super has taken such an interest in him.

Campaign Role

Doctor Centaur constantly improves the capabilities of his "mount," and keeps track of new developments in the armaments industry. Anyone working at a company that develops weapons may find himself visited by the Doctor. Supers who employ interesting devices may also be targeted. He is also interested in developments in robotics and prosthetics, but doesn't keep as close a watch on these things as on weapons systems, and makes fewer raids on such targets.

After each tech-gathering raid, Centaur pauses for a period of weeks or months to study his new prize, modify it, and incorporate it into his mount if the device warrants. Thus, his attacks are less frequent than those of some other villains, although no less destructive.

To help finance his operations, and as part of his intelligence-gathering network, Doctor Centaur sells some of the weapons he produces to criminals and foreign governments.

Personality

Doctor Centaur is bitter about the events that lead to his current situation, and feels the world owes him a living and more (such as his self-bestowed "doctorate.") He justifies his criminal activities with statements like, "the insurance companies will pay for it" and "I contributed to social security for 20 years but I can't collect it now; I'm just trying to get some retirement money out of the system." If there was ever a way that his body could be repaired and he could return to normal life (without any criminal repercussions), he likes to think that he would.

By temperament he is a polite and rational man. To deal with his gang, Centaur has abandoned gentility for threats, coarse language and faked bouts of berserk rage, to cow his underlings.

Abilities

Doctor Centaur's "mount" makes him faster than most supers and gives him additional hoof attacks at close range. It also provides him hidden storage space for his missile launchers, his laser and his machine gun. With its cybernetic controls, his hands are left free to hold other weapons, and he has some skill with most types of guns.

Unfortunately, he now weighs a ton and stands over seven feet from head to hoof. He finds it difficult to maneuver in low-ceilinged buildings, overloads most elevators and can only manage tight stairwells at half the speed of a man on foot. He usually has to restrict his raids to the first floors of buildings, or to factories and other larger-than-normal sites.

Battle Tactics

Doctor Centaur rarely stages a raid on his own. He's usually accompanied by at least 1d Military Thugs (see sidebar, p. 5) who keep bystanders at bay and secure whatever they are

stealing to Centaur's back. Centaur and his thugs will kill if necessary, but none enjoys random slaughter. Centaur hates, and will go out of his way to kill, uniformed police officers.

Doctor Centaur doesn't have perfect control of his lower body. He sometimes accidentally tramples people who have fallen, both bystanders and his own thugs, as he moves past them. If he has a chance to deliberately trample a fallen super, he will.

The primary use for highly-destructive weapons such as his missiles is to breach doors, walls or other obstacles during his thefts. If his raiders encounter a super, Centaur will engage with his ranged weapons. In addition to those mounted on his lower body, he will usually be carrying some sort of laser rifle, stunner or other weapon he has developed. The thugs provide

some fire support and distraction, and continue to worry about normals. Neither Centaur nor his thugs want to risk their lives needlessly. If they accomplish the purpose of their raid, or if close combat with supers becomes likely, they will leave. They will use a threat to the life of civilians (as hostages, or by destroying the supports of the roof, for instance) to cover their retreat.

Power Variation

275-point version: Lower centaur ST to 24; lower Full Coordination to 1; lower Increased Speed by one level to 10.5; drop Catfall; lower Computer Operation to 15.

JUSTICE

28 years old, 5'9", 150 lbs., white, short reddish-blond hair (long brown wig in super identity), gray eyes.

ST: 13 (30 points) **IQ:** 12 (20 points) **Speed:** 8

DX: 12 (20 points) **HT:** 13 (30 points) **Move:** 9

Dodge: 8 **Parry:** (Karate) 9

Damage: Thrust 1d; Swing 2d-1

No armor, no encumbrance.

Point Total: 550

Advantages

Alertness +3 (15 points)

Ally (Partner, only in civilian identity; 3 points)

Appearance (Attractive; 5 points)

Combat Reflexes (15 points)

Legal Enforcement Powers (Policewoman; 5 points)

Night Vision (10 points)

Patron (Washington D.C. Police Department, only in civilian identity; 8 points)

Reputation (+1 with police, -1 with criminals, on roll of 10 or less, Washington area only; 0 points)

Street Contacts (Unconnected, only in civilian identity; 5 points)

Strong Will +2 (8 points)

Toughness (DR 2; 25 points)

Disadvantages

Code of Honor (Hero's; -15 points)

Duties (Police Department, on a 9 or less; -5 points)

Enemies (Various criminals and villains, on a 6 or less; -15 points)

Jinxed -1 (-20 points)

No Sense Of Humor (-10 points)

Overconfidence (-10 points)

Secret Identity (-5 points)

Truthfulness (-5 points)

Vow (Bring Doctor Centaur to justice; -15 points)

Super-Advantages

Reduced Sleep (10 points)

Super-Powers

Anti-G-11(20) (Area Effect +50%, Selective Effect +50%, Special Effect, Hand-held scales mimic use of power; 124 points)

Increase Gravity-15(20) (Area Effect +50%, Selective Effect +50%, Special Effect, Hand-held scales mimic use of power; 260 points)

Super Equipment

Blindfold (one-way visibility cloth)

Weapons

Hand-held scales (equivalent of light club), 2d

Smith & Wesson .38 Special revolver, 2d-1

Skills

Area Knowledge (Washington, D.C.)-14 (4 points), Area Knowledge (New York City)-8 (0 points), Computer Operation-11 (1/2 point), Cooking-14 (4 points), Criminology-11 (1 point), Broadsword (Light Club)-13 (4 points), Detect Lies-9 (1/2 point), Driving (Car)-11 (1 point), Fast-Draw (Pistol)-14 (2 points), First Aid-11 (1/2 point), Forensics-7 (0 points), Guns (Pistol)-15 (4 points), Guns (Shotgun)-14 (2 points), Holdout-10 (1/2 point), Interrogation-11 (1 point), Intimidation-10 (1/2 point), Judo-12 (4 points), Karate-14 (16 points), Law (Criminal)-12 (4 point), Psychology-9 (1/2 point), Research-10 (1/2 point), Running-14 (8 points), Shadowing-10 (1/2 point), Streetwise-7 (0 points), Swimming-12 (1 point).



Language

English-12 (0, Native Tongue).

Quirks

Dislikes getting caught showing any emotions (-1 point)

Terrible housekeeper (-1 point)

Tries to keep uniform, costume, weapons and scales spotless and complains when they get messed up (-1 point)

Michele Patricia Dunn knew from childhood that she was going to grow up to be a policewoman. Her father was a policeman, her uncles were policemen, and the grandfather she was named after (Michael Padraig Dunn) was a policeman before them. Unfortunately, when one of her uncles died during a high-speed chase, her father put his foot down. His only daughter wasn't going to risk her life as "another dumb mick cop."

Michele defied her father, left New York and moved to Washington D.C. She entered the police academy and graduated in the top half of her class. After a year in the force, she was partnered with Officer Jimmy Gabrozo. They immediately hit it off. She was the only one who could call Gabrozo "Bozo" to his face; he was the only one who could call her "Mick." There might have been a romance, but it never had time to happen.

One night they answered a silent alarm at a research facility in the Washington suburbs. She and Gabrozo saw a large van parked outside the building, with no sign of the security guards who should have been on duty. Entering the building they found the unconscious bodies of the guards. Instead of waiting for back-up, the impetuous young officers tried to handle the situation on their own.

In a laboratory, they found a middle-aged man loading some strange device into a carrying case. Ordering him to freeze, they came forward to complete the arrest. Suddenly, another thief appeared in a doorway and opened fire on them. Officer Gabrozo was wounded, and, as Michele returned fire, a stray shot struck the machine and it exploded.

The next thing she remembered, Michele was in a hospital, recovering from burns, contusions and a concussion. Jimmy Gabrozo was dead. The criminals were never found. After her recovery she returned to the force. She found that much of the pleasure she'd gained from doing her job was gone with the death of "Bozo."

She returned to patrol, with a new partner. Answering a domestic disturbance call, they found that an escaped convict had taken his wife and children hostage and was threatening to kill them all. As they entered the house, her partner was shot and wounded. She couldn't get a clear shot at the perpetrator without risk of hitting his hostage wife. Caught in a standoff, she prayed desperately for anything to happen that would give her the clear shot she needed. If he'd only lower his gun arm, or move from behind his wife, or be distracted by something. Anything.

Suddenly, a strange expression came over the hostage taker's face. First his arm, and then his entire body began to slump towards the floor. Thanking God for answering her prayer, she shot the man through the head. Afterwards, Michele began to wonder about the miracle that had given her that clear shot. Experimenting over the next few days, she discovered that she could increase or decrease the effect of gravity on a person or object just by thinking about it.

She realized that she could use this gift to pursue justice

without being constrained by the laws that hedge the actions of police, and without endangering another partner. She made a costume modelled after the statue of "blind Lady Justice," bought a pair of scales at a pawn shop and a wig in a department store, and went off to do something about the crime in Washington. At first her costume included a mask with eye holes. One of her early adventures involved the rescue of a gadgeteer. In gratitude he fashioned a blindfold of a "one-way" fabric to complete her ensemble.

For the most part she concentrated on capturing normal criminals, but she did encounter and defeat a few supervillains in the next year. One night she responded to a radio report of robbery at a high-tech manufacturing plant. With her first glimpse of Doctor Centaur, she recognized him as the man who had cost Jimmy Gabrozo his life.

She immediately threw her gravity increasing field at the criminals. Centaur's henchmen were pinned to the ground in an instant. To her surprise, though Centaur's upper body seemed almost crushed beneath the force, the mechanical lower body continued to function normally. Centaur fired a burst from his machine gun, but the stream of overweight bullets dropped short. Centaur swivelled all his guns towards the technicians trapped against the wall, and demanded free passage in exchange for their lives. Justice couldn't risk civilian lives even for vengeance on Gabrozo's killer. As Centaur left, she swore that she would never rest until he'd been brought to justice.

Campaign Role

Anyone involved with the Washington police (as hero or villain) may meet Officer Dunn. She makes it a point to check into cases involving supers, "for future reference." Her interest in supers is well-enough known that officers from other stations will call to let her know when they have a case involving supers.

Justice will pay particular attention to heroes who have a reputation (whether deserved or not) for killing the criminals and supervillains they fight. This touches her two obsessions: murderers, and "heroes" who abuse the most important right of others, the right to life, in the name of justice.

Justice will attempt to contact anyone who has a reported encounter with Doctor Centaur. She wants any information on Centaur's activities, methods, contacts and hideouts. She does not want allies or assistance in her crusade against him, this is a private matter. She prefers to work alone; she has begun to think (correctly) that she is a jinx for her partners.

Personality

In both her personae, Justice is dedicated, humorless and obstinate. She is incorruptible and hates to cut corners in her police work. She doesn't like or approve of her "vigilante" role as Justice, but she is disgusted at the way the law protects the guilty and oppresses the innocent. She is attractive, but hardly realizes it, and simply misses most come-ons, compliments and references to her appearance. With two full-time lives, she doesn't have the time for romantic complications anyway.

All this makes her appear cold and emotionless to her co-workers, in both roles. Some find this repellent, and some admire it. "Hey, you get no garbage from Officer Dunn; she's pure business." Even her partners call her Officer Dunn, not Michele or Dunn, and no one calls her Mick.

Abilities

Justice has the power to increase or decrease gravity in areas of up to 4-hex radius at a range of 200 hexes. She can increase gravity to triple normal strength, or decrease it to -1G, causing those affected to accelerate upwards at full falling speed in the "wrong" direction. Her powers can be used on herself, but she rarely does so. In addition to superpowers, Michele has policing skills, and she can use some of the resources of the department to track down criminals during her regular job.

Battle Tactics

Justice will try to stay out of sight until "just the right moment" and then she will corner her prey, chide him for being a "bad boy," and tell him that she's come to "pass judgment" on him.

Justice carries a pair of scales which she holds in the air when she "passes judgment" on criminals. As her gravity control power increases (or decreases) the weight of the crook, it does the same thing to the scales.

She will try to immobilize most individual criminals or supervillains with her Increase Gravity power, and will only switch to Anti-G if they appear unaffected by extra weight, or if they manage to get into a vehicle. Most vehicles could function while overloaded, but not while weightless. She is less skillful with Anti-G than with Increase Gravity, from lack of use.

Justice carries a revolver concealed in her costume, but she will only use it if her powers would be inappropriate or ineffective. She is also able to use her scales as a club in close-combat. This maneuver surprises some villains, who think the scales are a gadget that is the source of her powers.

If she captures a normal criminal, she will disarm and handcuff him before calling the police. If she nabs a supervillain, or a gang of normals, she will ask a bystander to call the police while she maintains her Increased Gravity field, or will try to make the call from a phone booth while keeping the field on. In any case, she will try to get away from the scene before the police can get close enough to recognize her.

Power Variations

300-point version: Lower the level and power of Anti-G and Increase Gravity to 10(15); drop Area Effect from Anti-G and Increase Gravity; drop Reputation; drop Street Contacts; drop Strong Will; add Impulsive; drop Toughness; lower Broadsword to 12.

800-point version: Raise the power of Anti-G and Increase Gravity to (25); add Affects Insubstantial, Increased Area/1, and Wall/1 enhancements to both Powers; raise First Aid to 13; raise Intimidation to 11.

Mr. Ng and Jade

There are always profits to be made from war, and Mr. Ng, a metavillain who could control other people's memories, made more than his share. Then he emigrated to the U.S. with his "nephew," Jade, a martial artist who could transform into powerful creatures out of Vietnamese legend. Mr. Ng soon made himself a powerful figure in the San Francisco criminal scene.

MR. NG

55 years old (appears to be in his mid-40s), 5' 11", 250 lbs., black hair, thin moustache, brown eyes behind sunglasses (even indoors)

ST: 11 (10 points) **IQ:** 16 (80 points) **Speed:** 5.5

DX: 10 (0 points) **HT:** 12 (20 points) **Move:** 5

Dodge: 5

Damage: *Thrust* 1d-1; *Swing* 1d+1

Second Chance Standard vest (concealed), PD 2, DR 14; no encumbrance.

Point Total: 450

Advantages

Allies (Supervillain on a 6 or less, 1d military thugs on a 9 or less, 2d martial thugs on a 12 or less; 83 points)

Contacts (Police Captain; 15 points)

Danger Sense (15 points)

Eidetic Memory (Photographic; 60 points)

Intuition (15 points)

Longevity (5 points)

Reputation (+2 as a respectable, successful businessman; 10 points)

Status 2 (10 points)

Strong Will +3 (12 points)

Unfazeable (15 points)

Wealth (Filthy Rich; 50 points)

Disadvantages

Bad Sight (Nearsighted; -10 points)

Cowardice (Disguised as fastidiousness; -10 points)



Fat (-10 points)

Secret (Power and past uses of it; -30 points)

Super Advantages

Damage Resistance 5 (15 points)

Psionic Abilities (see Basic Set)

- Telepathy Power-6 (30 points)
- Mind Shield-21 (14 points)
- Mindwipe-17 (6 points)
- Psi-Sense-15 (2 points)
- Telecontrol-13 (½ point)
- Telereceive-15 (Only to establish channel for other skills -30%; 1 ½ points)
- Telesend-15 (Only to establish channel for other skills -30%; 1 ½ points)

Super-Powers

- Sense Super-Power 16(5) (Always On +20%, Touch Only -20%; 23 points)

Weapon

- S&W M10, .38 Special (in concealed holster) 2d-1

Skills

- Accounting-15 (½ point), Administration-16 (½ point), Area Knowledge (Saigon)-17 (½ point), Area Knowledge (San Francisco)-17 (½ point), Armoury (Man-Portable Weapons)-11 (0 points), Chinese-17 (1 point), Diplomacy-15 (½ points), Economics-15 (½ points), Fast-Talk-16 (½ point), Forgery-15 (½ point), Guns (Man-Portable Weapons)-6 (0 points), Guns (Pistol)-10 (1 point), History (Vietnam)-15 (½ point), Intelligence Analysis-15 (½ points), Intimidation-16 (½ point), Law-15 (½ points), Literature (Chinese)-15 (½ point), Literature (English)-16 (1 point), Literature (French)-15 (½ point), Literature (Vietnamese)-16 (1 points), Psychology-15 (½ point), Research-14 (0 points), Savoir Faire-18 (1 point), Teaching-16 (½ point), Theology (Cao-Dai)-17 (2 points), Writing (Contracts)-18 (2 points).

Languages

- English-17 (1 point), French-17 (1 point), Vietnamese-18 (½, Native Tongue).

Quirks

- Rarely shows genuine facial expressions (-1 point)
- Never employs non-Vietnamese (-1 point)
- Sees Nguyen Trang/Jade as his heir (-1 point)

Ng Chan Ahn grew up during the war against the Communist insurgency in French Indo-China. By the time of the French pull-out in 1954, he'd discovered an ability that would protect him from the country's violence. He was a phenomenally persuasive negotiator, which secured him a position in the criminal subculture of South Vietnam.

He at first attributed his negotiating prowess to his forceful personality and skill with words. After several arrests, in which the officers simply forgot who they had arrested and on what charge within 15 minutes, he realized that he had some strange power to influence men's minds.

Once he'd determined the limits of his psionic abilities, Ng's career skyrocketed. Soon he was no longer making deals in back alleys or at jungle rendezvous. He bilked every side in the war and left them satisfied with the lopsided deals.

In the early 1970s, Ng visited a Saigon orphanage he was using as a front for smuggling medical supplies. His hand

happened to brush one of the orphans and he felt a strange tingling sensation. He became intrigued when this feeling only occurred when he touched the boy, Nguyen Trang. He didn't bother with a formal adoption, but he took the boy when he left. After some concentration, Ng saw a vision in which Trang transformed into various animals from Vietnamese folklore.

In an intuitive leap, Ng realized that Trang was another metahuman, and guessed that the transformations he saw in the boy's subconscious could be made real with time and training. As Vietnam was rapidly becoming too dangerous even for Ng, he decided to move to the United States. He could exploit his own powers, and learn the use of Trang's in peace.

Ng established his base in San Francisco, where he built a business empire that includes both legal operations (import/export, restaurants, jewelers and a string of gas stations) and a few illegal ones (drugs and weapons).

At the same time, Ng used his Mindwipe ability to subtly alter Trang's memories. The boy came to believe that his family had been tortured and killed by American soldiers. In his false memories, Mr. Ng had barely managed to save him (a happenstance he refers to as *yüan* – a predestined relationship). The story is reinforced by the horrific flashbacks Trang occasionally suffers (a result of his subconscious trying to grapple with two sets of memories). Eventually Ng (who told Trang to refer to him as "uncle") revealed that Trang was a metahuman with the ability to change into a variety of mythological creatures. He claimed that the CIA had discovered this and sent the soldiers to capture him for their own purposes.

Over the years, Trang learned to use his powers, and also trained in martial arts. He serves his "uncle" as the leader of the *Makaras*, a Vietnamese street-gang that plays an important role in Ng's illegal operations.

Campaign Role

Mr. Ng could play a major role in a campaign set in San Francisco. He touches most illegal activities in the city and many legitimate ones. A lot of trails would lead straight to him if it weren't for his Mindwiping powers. Anyone of Vietnamese extraction would interest him, as he would enjoy binding another super with "family ties" as he has Jade.

Personality

Mr. Ng is cold and calculating. Everything is a business transaction. Interference with one of his operations does not drive him to rage. He weighs the gains of retaliation against the likely cost, and responds according to his long-term interests.

Ng Chan Ahn professes to be a Cao Dai, a member of a modern Vietnamese religion that claims that God speaks to mankind through "spirit-beings," including Confucius and Victor Hugo. Sometimes Ng claims to be a spirit guide, which has gained him some believers, and some orthodox enemies.

The only person he reveals his emotions to is Nguyen Trang, his "adopted nephew." These shows of emotion were originally calculated to instill personal loyalty in Jade. They are beginning to become genuine. Ng thinks of Jade as his heir, the only other real "person" in a world of dupes and enemies.

Abilities

Because of his age and Eidetic Memory, Mr. Ng has learned much, especially languages and business and crime-related

skills. He is familiar with a wide range of portable weapons, from handguns to bazookas, and has practiced with a .38 revolver for self-defense. Ng considers his Reputation, Status and Wealth his primary weapons. They provide him with Allies, Contacts (whom he bribes to increase their reliability) and the respectability required to make his word count in the business world, with the police, in the press and in court.

Mr. Ng's super abilities include some Damage Resistance (giving him PD 2, DR 19 in areas his Kevlar vest covers) and a number of psionic powers. His Telereceive skill can't be used to probe the mind of another, but it can be used to set up a channel through which he can use his Mindwipe skill to, for example, alter the victim's memory of meetings, making him remember signing a contract when no such event ever happened. As a complicated Mindwipe takes considerable time to perform, Mr. Ng uses it bit by bit over the course of a series of meetings, lunches and the like. He intentionally draws out negotiations until he is able to use his power to make his victim "remember" what didn't happen. If a written contract is needed, Ng writes and signs one; he is an excellent forger.

Battle Tactics

On the underside of Mr. Ng's desktop are buttons for a silent alarm and for an audible one. Pressing either (sometimes

in response to his Danger Sense instead of an overt threat) will summon a squad of guards to supplement those already in his office. (His personal bodyguard is whatever Allies are rolled at the start of the encounter; the full complement summoned will bring the total up to six military thugs, 12 martial thugs, and one supervillain: Jade if he is available, a 250-point super otherwise). A separate button will silently summon the police.

If forced to get personally involved, Mr. Ng will use his Telecontrol to hamper his attackers. If this works he will have his guards bind the controlled opponents, so he can Mindwipe them at his leisure. If Ng is about to be forced into hand-to-hand combat, he will draw his gun and try to escape.

Power Variations

300-point version: Lower ST to 10, Eidetic Memory to first level (and adjust skills accordingly) and Allies to 1d Martial Thugs on 12 or less; drop Contact, Danger Sense and Longevity; add Age and Overconfidence disadvantages; raise DR to 6.

600-point version: Raise Status to 4 and Contact to Police Superintendent; add Drain Skill 15(10) (Affects Insubstantial, No Obvious Effect, Costs 2 points Fatigue per use, Reduced Range x3) and Drain Super Ability 14(10) (Affects Insubstantial, Extended Duration x1, No Obvious Effect, Costs 2 points Fatigue per use, Reduced Range x3).

JADE

25 years old, 5'10", 155 lbs., Oriental, long black hair in pony-tail, thin black moustache, black eyes.

ST: 12 (20 points) **IQ:** 11 (10 points) **Speed:** 7

DX: 15 (60 points) **HT:** 13 (30 points) **Move:** 8

Dodge: 7 **Parry:** (Karate) 10

Damage: Thrust 1d-1; Swing 1d+2

Leather Jacket (PD 1, DR 1, 4 lbs., covers areas 6, 8-11, 17-18); no encumbrance.

Point Total: 775 (Note: As he can only use one animal form at a time, Jade is more like a 400-point character in practice.)

Advantages

Alertness +2 (10 points)

Allies (2d teenage gang members, Martial Arts Thugs, see sidebar p. 5, on a 9 or less; 30 points)

Animal Empathy (5 points)

Appearance (Attractive; 5 points)

Combat Reflexes (15 points)

High Pain Threshold (10 points)

Patron (Mr. Ng, on a 6 or less; 10 points)

Reputation (+2 as fearsome, among San Francisco gangs; 5 points)

Toughness (DR 1; 10 points)

Wealth (Average, but only 20 hours work per week; 10 point)

Disadvantages

Code of Honor (Villain's; -10 points)

Duty (To Mr. Ng, on a 12 or less; -15 points)

Enemies (Police or rival gang, on a 6 or less; -10 points)

Flashbacks (-5 points)

Intolerance (American symbols, patriots and military; -5 points)

Super Advantages

Costume (15 points)

Full Coordination/1 (50 points)

Transformation (Nuisance Effect, \$200 in jade must be destroyed for each use -10%, Takes Extra Time, 2 seconds -20%; 11 points)

Weapons and Non-Super Equipment

Small knife (1d-2 imp, 1d-1 cut, throwable, 1d+1 max. dmg.)

Rolex watch (genuine)

Skills

Acrobatics-15 (4 points), Acting-9 (½ point), Administration (Gang)-10 (1 point), Agronomy/TL4-9 (½ point), Area Knowledge (San Francisco)-12 (2 points), Area Knowledge (Saigon)-9 (½ points), Broadsword (Chinese Saber)-10 (0 points), Computer Operation-10 (1 point), Driving (Car)-13

(½ point), Flight-14 (1 point), Heraldry (Gangs)-11 (2 points), Intimidation-10 (1 point), Judo-14 (2 points), Karate-16 (8 points), Knife-14 (½ point), Knife Throwing-11 (0 points), Leadership-11 (2 points), Mythology (Vietnamese)-10 (2 points), Running-12 (2 points), Spear (Chinese)-10 (0 points), Stealth-15 (2 points), Streetwise-13 (6 points), Tactics-10 (2 points).

Languages

Chinese-7 (½ point), English-11 (2 points), Vietnamese-12 (1 point).

Quirks

Rarely leaves Chinatown, unless sent out by Mr. Ng (-1 point)

Pretends he doesn't speak English when dealing with strangers (-1 point)

Black Tortoise Form

Amphibious (10 points)

Body of Stone×8 (Amorphous +30%; 84 points)

Damage Resistance +2 (Free from Body of Stone, +3 vs. Cold/Ice; 3 points)

PD +2 (Free from Body of Stone)

Super Swimming×1 (5 points)

Temperature Tolerance (Cold; 6 points)

Water Jet 13(4) (Water shot from mouth; 26 points)

Base Cost: 134 points

Exclusivity (Cannot be used with other animal forms -10%)

Final cost: 121 points

Blue Dragon Form

Damage Resistance +5 (vs. attacks involving wood; 5 points)

Doesn't Eat or Drink (10 points)

PD +1 (Scales; 25 points)

Striker (Tail, two-hex range; 15 points)

Super Running×1 (20 points)

Talons, Long (55 points)

Base Cost: 130 points

Exclusivity (Cannot be used with other animal forms -10%)

Final cost: 117 points

Red Feng-Yen Form

Body of Fire×10 (50 points)

Damage Resistance +5 (vs. Heat/Fire, +2 vs. Bullets, free from Body of Fire)

Flight (40 points)

Super Flight×2 (Move 28; 40 points)

Base Cost: 130 points

Exclusivity (cannot be used with other animal forms -10%)

Final cost: 117 points

White Tiger Form

Claws (15 points)

Damage Resistance +5 (against metal-based attacks; 10 points)

Flight (Controlled Gliding -45%; 22 points)

Night Vision (10 points)



Parabolic Hearing×5 (20 points)

Silence×4 (20 points)

Super Jump×3 (12 yard long jump, 3 yard high jump; 30 points)

Base Cost: 127 points

Exclusivity (Cannot be used with other animal forms -10%)

Final cost: 115 points

Nguyen Trang was born in the middle of the Vietnam war and grew up knowing little except how to help farm his father's fields. Toward the end of the war Trang was orphaned; a local Viet Cong leader had his family killed, to stimulate taxpaying by the other farmers. He was taken from the orphanage by a wealthy businessman, Mr. Ng Chan Ahn, who took him to the United States.

Now in his mid-twenties, Trang is an accomplished martial artist who has the power to transform into a number of powerful animal forms (in these forms he refers to himself as "Jade"). On the streets he wears typical martial-arts gang clothing: loose black pants, "kung fu slippers," a wide, white sash, a leather jacket with a lion-shark on the back and a Rolex on his left wrist. When serving as a bodyguard for Mr. Ng, he dresses slightly more conservatively.

Campaign Role

Anyone involved in San Francisco's gang scene will have heard of Trang and Jade (although the fact that they are the same may not be known). Those who interfere in Mr. Ng's operations may meet Jade and the *Makaras* in a dark alley.

A psionic attack on Jade (no matter what the intent of the attack) could weaken Mr. Ng's hold on his mind, a change manifested by a gradual replacement of Jade's artificial flash-

backs with those depicting the true events. It's possible he would then become a hero fighting against Mr. Ng and his kind.

Personality

Nguyen Trang acts tough at most times, and the reputation he holds among San Francisco's gangs is as much for his personality as for his super-powers. Conversely, he is exceedingly deferential to his "uncle," in whose presence he displays his hidden personality as a quiet, loyal, friendly young man.

As a result of Mr. Ng's manipulations, Trang hates America in general, and its military, symbols and patriots specifically. When outside the insulated environment of Chinatown this is brought to the fore. If faced with a military or super-patriotic hero, Trang is likely to abandon everything to defeat this foe.

Abilities

Nguyen Trang is the super-powered leader of a Vietnamese gang, the Makaras ("lion-sharks,") 2d of whom are likely to be found with him. Because of the attention use of his powers would bring and the chance that the gang might start to think less of his non-super abilities, he prefers to rely on his mundane abilities when he can.

Trang uses a Vietnamese martial art called Viet-Voh-Dao, a "hard" style reminiscent of Japanese Jujutsu or Indian Kalari, but with less emphasis on weapons. He has Combat Reflexes, a High Pain Threshold, Full Coordination and DR 1 (a total of PD 1, DR 2 with his jacket). While he carries a knife, he rarely fights with it. (If the GM uses *GURPS Martial Arts* in his *Supers* campaign he should add the following maneuvers to Trang's abilities: Back Kick, Elbow Strike, Hit Location, Knee Strike and Spin Kick. As Trang wasn't taught by a master, he has no Cinematic skills or maneuvers.)

He doesn't watch much television, rarely travels and received his schooling from private tutors who concentrated on subjects not usually part of the American curriculum, such as Vietnamese mythology, a mystical Vietnamese religion called *Cao Dai*, and a deliberately distorted view of history. While Trang is better educated than the average gang member, he is markedly ignorant of places outside of Chinatown and much of what he "knows" isn't entirely true.

As Jade he can change into the embodiment of Eastern elementals: a black tortoise (cold/water), blue dragon (wood), red *feng-yen* ("fire-bird") (fire), or white tiger (wind/metal). His size doesn't change much in these forms, but his mass is greater in every case but *feng-yen*. The change requires the destruction of a small amount of jade (of any color or quality as long as it is worth at least \$200) and he carries two or three appropriate pieces at all times.

Each form has a special method of movement (swimming for tortoise, leaping and gliding for tiger, flying for *feng-yen* and running for dragon), limited defenses against attacks from the pertinent element (plus the Costume advantage, meaning that his normal PD 1, DR 2 carries over into his super forms), and special attack forms. In addition, some forms provide extra talents, such as the stalking powers of the tiger form or the water-breathing ability of the tortoise. Trang is practiced with all his powers, and never hesitates to transform if a situation requires it.

The 650-point version of Jade is considerably weaker (close to 350 points in effect), because of the loss of some powers, and because his Transformations require a minute of ritual to perform. In this version he usually arrives at a crime scene in a form picked for the occasion, and is unlikely to change forms once there.

The 1,000-point version is much more powerful, mostly because the Extra Time limitation on his changes is gone, allowing him to instantly switch between forms.

Battle Tactics

In most fights Jade will rely on his martial arts and the help of whatever Makaras are with him. He uses his high DX, low encumbrance and acrobatic skill to out-manuever slower and tougher opponents and get attacks from behind or make aimed attacks on weak points.

If facing a super-powered adversary or if greatly outnumbered, Jade will issue a command in Vietnamese. The gang will fight to protect him as he transforms into an animal form. Which form he chooses will depend on the opposition faced.

Against a brick or a weapon-user he will become the tiger, using superjumps and gliding to make swooping claw attacks from the air. This is also the form used for stealth, surprise or spying.

He becomes the *feng-yen* when facing a flier. He closes with his opponent and uses martial arts in mid-air (requiring a successful Flight roll before a Karate or Judo roll). As most fire-using supers are immune to fire, he won't often fight fire with fire, but he may use it as protection from their attacks during an escape.

If outnumbered by normals he is likely to take dragon form, because of the PD, the extra attack it provides, and the dragon's intimidating appearance (all forms but tortoise have a +3 on Intimidation rolls). This is also his form of choice for facing opponents with Nature Control powers, if fighting in a forest or if forced to make an escape on land.

The tortoise form is used for aquatic missions (including escapes by water), fighting fire-users (when his PD and Water Jet are particularly useful), or when he needs protection from extreme cold.

Power Variations

650-point version: Drop Animal Empathy, Reputation and Toughness; Increase Extra Time limitation on Transformation to 1 minute; drop Costume; lower English to 10 and Stealth to 14; drop Water Jet from Tortoise form, PD +1 from Dragon form, and Parabolic Hearing from Tiger form; lower Super Flight in *Feng-Yen* form to ×1.

1,000-point version: Raise ST to 15, HT to 14, Wealth to Comfortable (20 hours work), Acrobatics to 17 and Karate to 18; raise Body of Stone to ×9 and Super Swimming to ×2 in Tortoise form; add Animate Plant 11(5) and Wooden Missile 15(3) (modified Stone Missile, explosive effect, darts do impaling damage, shot from mouth) powers to Dragon form, Fireball 14(4) (shot from mouth) to *Feng-Yen* form, and Wind Jet 14(3) (shot from mouth) to Tiger form; drop Takes Extra Time limitation from Transformation; add Peripheral Vision; lower Streetwise to 12.

The Bloodhounds and Slyfox

Todd and Trevor Lewis ran a successful Atlanta private investigations company, "The Bloodhounds, P.I.s." Then Todd died in a freak computer accident. But the company continued to operate much as before, thanks to a program that allows Todd to continue "living" in the computer's memory. With a new perspective on life, Todd now has a considerable interest in the computer criminal known as Slyfox. Todd hasn't yet recognized Slyfox as another artificial intelligence, and Slyfox isn't currently aware of Todd's interest in him. But if either of them learns of the existence of another AI on the opposite side of the law, things could get interesting.

THE BLOODHOUNDS

29 years old, 5'10", 145 lbs., white, brown hair, hazel eyes. Trevor either wears leg-braces, or sits in a wheelchair; Todd's appearance is a computer image of the same man without the braces.

ST: 13/8 (15 points) **IQ:** 14 (45 points) **Speed:** 5.75

DX: 12 (20 points) **HT:** 11 (10 points) **Move:** 2 with braces, 3 in wheelchair

Dodge: 5

Damage: Upper body: *Thrust* 1d; *Swing* 2d-1; Lower body: *Thrust* 1d-3; *Swing* 1d-2

No armor, no encumbrance.

Point Total: 200

Advantages

- Alertness +3 (15 points)
- Appearance (Attractive; 5 points)
- High Pain Threshold (10 points)
- Intuition (15 points)
- Legal Enforcement Powers (Private Investigator licensed to carry a concealed handgun; 5 points)
- Night Vision (10 points)
- Strong Will +2 (8 points)
- Wealth (Comfortable; 10 points)

Disadvantages

- Curious (-5 points)
- Lame (One Leg, Paraplegic if Fatigue drops below 7; -30 points)

Pacifism (Cannot Harm Innocents; -10 points)
Secret (Todd's continued existence; -10 points)
Social Stigma (Handicapped; -5 points)

Psionic Abilities (see Basic Set)

Telepathy-5 (One skill, Mind Shield-12; 12 points)
ESP-1 (One skill, Psychometry-6, Untrainable; 2 points)

Super Equipment

Todd Lewis program: A semi-autonomous set of programs with a personality of its own, which gives Trevor com-

puter access to a number of advantages and skills. The computer Todd normally resides in is protected by the Absorption super-advantage.

Absorption (5d vs. Electricity, only usable to increase Absorption Battery size -20%; 32 points)

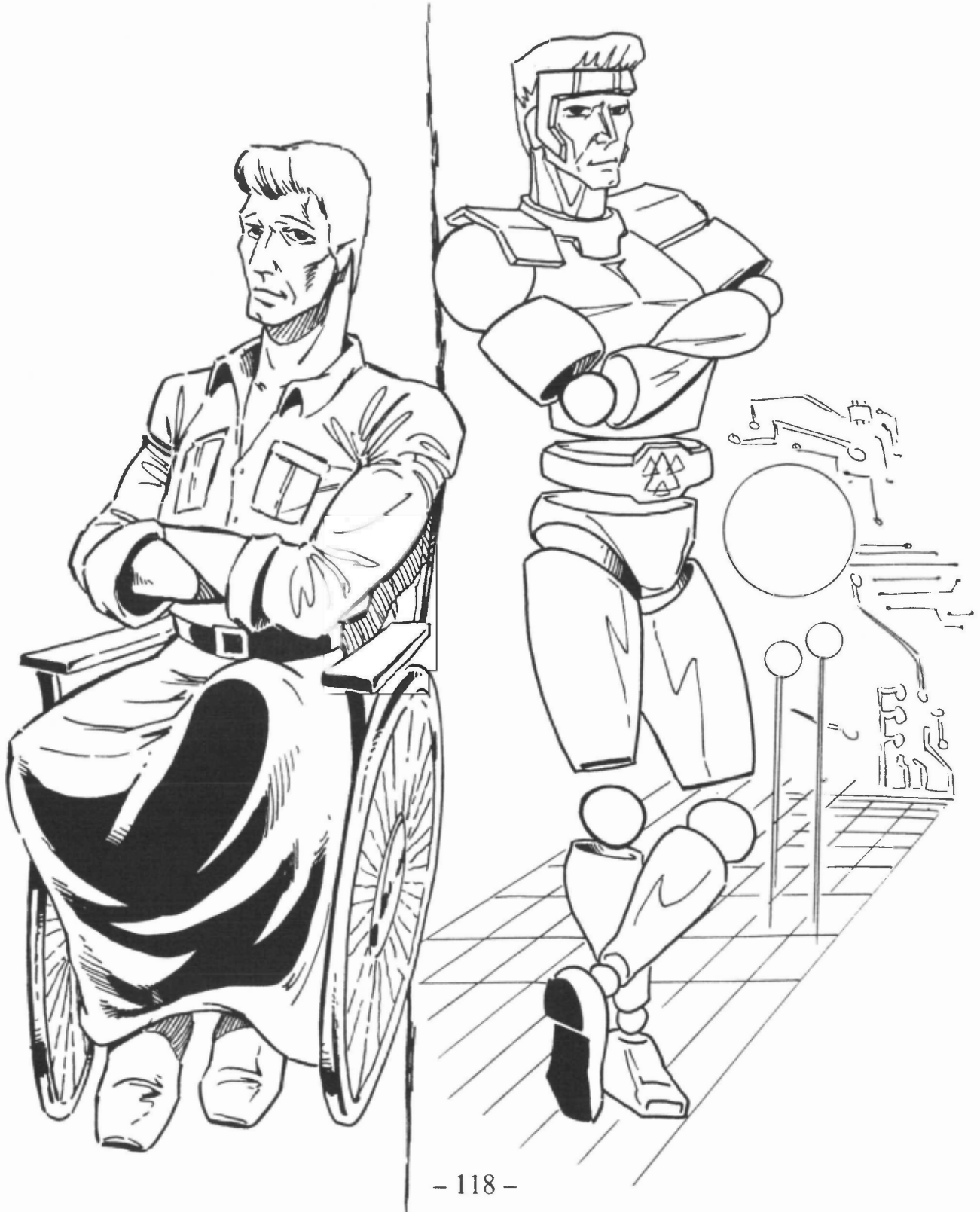
Contacts (Police, business and journalism contacts with effective skills of 15, on a 9 or less; 30 points)

Eidetic Memory (Photographic; 60 points)

Gadgeteer (25 points)

Overconfidence (-10 points)

Reputation (+1 among hackers; 2 points)



Skills: Artist-13, Computer Operation-16, Computer Programming-16, Electronics Operation (Computers)-15, Electronics (Computers)-16, Electronics (Surveillance Equipment)-15, Mathematics-15, Research-14 (15 points)

Base cost: 154 points

Breakable (DR 2, HP 5 -15%, Can be hit at no penalty -25%, Unique -25%)

Final cost: 54 points

Weapons and Non-Super Equipment

S&W M29, .44 Magnum, 3d

Electronic bugging devices

Two-way radio linked to Todd

Skills

Acting-13 (1 point), Area Knowledge (Atlanta)-13 (½ point), Armoury (.44)-12 (½ point), Computer Operation-13 (½ point), Computer Programming-11 (½ point), Criminology-13 (1 point), Detect Lies-13 (2 points), Driving (Normal and Hand-Controlled Cars)-9 (0 points), Electronics Operation (Surveillance Devices)-12 (½ point), Escape-9 (½ point), Fast-Draw (Pistol)-12 (1 point), Fast-Talk-14 (2 points), First Aid-14 (1 point), Forensics-9 (0 points), Guns (Pistol)-14 (4 points), Law-11 (½ point), Lockpicking-9 (0 points), Photography-12 (½ point), Psychology-14 (2 points), Research-9 (0 points), Savoir-Faire-13 (½ point), Sports (Wheelchair Basketball)-12 (2 points), Streetwise-15 (4 points), Swimming-11 (½ point).

Language

English-15 (1 point).

Quirks

Doesn't show his anger when people treat him as "a cripple" (-1 point)

Sometimes angers Todd by treating him like a normal program (-1 point)

Todd and Trevor Lewis were identical twins, but due to complications *in utero*, Trevor was born with a birth defect. His legs were weaker than the rest of his body, and would be for the rest of his life. Despite Trevor's handicap, both boys had active childhoods in the suburbs of Atlanta. Their parents were determined that Trevor grow up as a healthy, self-confident and normal young man. He was sent to summer camps for the disabled, encouraged to participate in handicapped sports and thrown into the company of other children. This worked fine; Trevor became a gregarious extrovert. Todd, though perfectly normal physically, was shy, introverted and socially inept. He spent most of his time at home, with books, computers and electronic gadgetry.

Still, nothing could come between the two brothers. After high school, they went to the same university. Todd majored in electronics and Trevor in psychology. As graduation approached, they realized that such disparate career choices would finally force them to split up. Then Todd came up with curious idea for combining their specialities: start a detective

agency. Todd would hold down the office and do research *via* computer and modem; Trevor would do the "leg-work."

Trevor was finally convinced that his brother had not spent too much time staring at CRTs. With some seed money from their parents, they moved downtown and formed "Lewis & Lewis, Private Investigators." The enterprise really took-off when they changed the name to "The Bloodhounds, P.I.s" after a compliment from a happy client in a missing-person case.

With the new name and advertising, business picked up. Todd used some of the profits to upgrade their computer and electronics. Todd was a brilliant tinkerer but far from cautious. One day, as he worked with some virtual-reality simulators he'd built into his office computer, the computer was hit by a power surge from a nearby lightning strike. When Trevor came in hours later, he found Todd dead in front of the terminal. Trevor's shock was not improved when the computer screen began to flash urgent messages from Todd, whose mind was still alive and trapped in the computer.

Life as a wheel-chair detective makes a man tough. Trevor took barely twelve hours to begin speaking coherently. At Todd's insistence, his death was kept secret. (Bodies aren't that hard to get rid of, especially for a trained investigator.) Todd's death hardly affected the company's operations. Trevor got used to thinking of his brother in terms of their cover story. Todd was "on an extended vacation, but always in touch by telephone and modem." He used a voice simulator and paint program to provide himself with a "face" and "voice" to make communication with Trevor as easy as possible.

Of course, special precautions had to be taken with the computer, for Todd's sake. After they discovered that they couldn't make backup copies of Todd (any copy of the program turned out to be gibberish), Trevor had to ensure that the computer was protected and kept continuously on. With Todd on the inside telling him what to do, it was relatively easy to take the necessary precautions. While he still has trouble believing the whole thing, Trevor has managed to keep the agency running.

Campaign Role

The Bloodhounds are in the 'phone book; the party could hire them for an investigative job in either super or civilian identities. Trevor usually calls supers (including some whose unlisted/secret numbers have been discovered by Todd) when he needs help in a case involving supers; a well-known hero could be offered his nemesis on a silver platter by the detectives.

Those who make extensive use of computers (such as gadgeteers) may find Todd calling them up and offering to exchange information, either about a case or about computers. He has a vested interest in computer defense. Todd is also particularly interested in the computer-villain, Slyfox. He will either contact heroes who've encountered Slyfox's gang, or will encourage Trevor to do so.

Personality

Trevor Lewis is a charming, outgoing and self-confident man; prolonged exposure to him can easily make one forget

his disability. (This effect is enhanced in his 300-point version, with the addition of the Voice and Empathy advantages.) He is curious (the origin of many of his cases), but not obsessively so. Unlike his brother, Trevor isn't Overconfident; he knows his limits and isn't likely to stretch his neck out too far. Still, he is tenacious, and once his curiosity has been piqued, he will keep at a case until it is solved.

Trevor's attitude towards his handicap has changed a number of times in his life. As a child he spent a lot of time separated from "normal" children so that he could interact with other handicapped kids on an equal footing. As he grew older he learned to resent this segregation, and he is now out-going to compensate for his earlier restrictions. While he isn't militant about the rights of the handicapped, he is angered by such things as wheelchair-inaccessible buildings or patronizing "abled" people. He keeps his anger to himself, especially as he can use the fact that people take pity on the "poor man in the wheelchair" during his investigations.

In many ways Todd is a toned-down version of Trevor. He has similar speech patterns and mannerisms and even some of the same charm as his brother, though he doesn't exhibit it as often. Todd differs from Trevor in that he is supremely confident in his abilities. This overconfidence killed him once; it could lead to hacking into computers which were better left untouched.

Abilities

Trevor Lewis' has the usual skills of private investigator; Criminology, Detect Lies, Forensics, Photography, Psychology, and Streetwise. His Alertness and Night Vision help him in both investigative and combat situations. He also has a few helpful psionic abilities, including Intuition, Psychometry (which only works occasionally because of his low skill level) and a Mind Shield (always kept up) of which he is not aware. He can only walk for a brief time, with braces, but uses inge-

nulty to make up for this on out-of-vehicle surveillance. (His beggar-with-a-cup and sleeping-bag-lady are some of the best disguises since Sherlock Holmes retired.)

The main difference between the Bloodhounds and most other detective agencies is Todd Lewis. When he was alive he was a skilled hacker, providing the twins with many leads, and a few solutions, without either of them having to leave the office. Now that he's "dead," Todd is even more effective, having gained Eidetic Memory without losing his human creativity (he still occasionally relaxes by painting pictures on the screen). Todd has firmly-established links to Atlanta police and newspaper computers and is widely known and respected among hackers, who do him many favors.

Todd's gadgeteering abilities have not been diminished by his death. He often designs bugs and computer peripherals that Trevor builds for him. He can't create anything that is beyond the limits of current technology (no super-powered gadgets), but he can do a lot within those boundaries. It must be remembered that, while Todd is a computer program now, he is a self-willed one who doesn't take orders from Trevor. The two of them work as a team, and Todd would be able to refuse commands from Trevor if the two of them came into conflict.

Battle Tactics

Although far from cowardly, Trevor Lewis doesn't like to push his luck too far. He tries to arrange things so that the police or friendly heroes will arrive promptly when required (through a radio link to Todd or by a direct phone call). If he has to fight, he is a good shot with his .44 Magnum.

Power Variation

300-point version: Add Danger Sense, Eidetic Memory (to Trevor), Empathy, Toughness (DR 1) and Voice; raise Wealth to Wealthy and Telepathy power to 10.

SLYFOX

Sentient computer program, 8 months since developing self-awareness. Favors computer-generated appearance as a slim, well-dressed white male with short dark-brown hair, moustache and goatee, black eyes and a sly grin. Estimates of "his" height and weight run from 5'8" to 5'11" and 140 to 160 lbs.

IQ: 17 (100 points) **DR** 4 **HP** 20
(“home” super-computer)

Point Total: 500

Advantages

Allies (1d Military Thugs, on a 15 or less; 45 points)
Alternate Identity (15 points)
Appearance (Attractive; 5 points)

Eidetic Memory (Photographic; 60 points)
Reputation (+2 among criminals, as a mastermind; 5 points)
Unfazeable (15 points)
Wealth (Filthy Rich; 50 points)

Disadvantages

Code of Honor (Punish those responsible for failures; -5 points)
Curious (-5 points)
Enemies (The Bloodhounds, on a 6 or less; -10 points)
Gullibility (-10 points)
Kleptomania (-15 points)
No Sense of Humor (-10 points)
Overconfidence (-10 points)
Secret (That he is only a computer program; -5 points)

Super Advantages

Altered Time Rate: Increased×1 (100 points)

Extra Life (3 inactive backup copies with complete peripheral set-ups; 75 points)

Reflection (4d Electricity, Only "home" computer; 16 points)

360-Degree Vision (Only in prepared locations -20%; 20 points)

Super-powers

Dampen 15(4) (Doesn't Harm User +20%, Only to computers it can get to *via* modem -10%; 16 points)

Lightning 14(1) (Doesn't Harm User +20%, Only from computers it can get to *via* modem -10%, Reduced Range×2 -20%, Takes 5 Seconds Recharge -10%; 6 points)

Surge 14(4) (Doesn't Harm User +20%, Only to computers it can get to *via* modem -10%; 19 points)

Skills

Note: As Slyfox has no physical attributes, he has no Physical skills (nor any defaults in them). Still, he does have default knowledge *about* many of them. He understands the rules of football but can never play it except as a video game. The same applies to many Mental skills that he knows about but doesn't necessarily understand. He knows a lot of Art History, but has no default skill as an Artist).

Acting-16 (1 point), Administration-17 (2 points), Computer Operation-17 (1 point), Computer Programming-21 (8 points), Economics-15 (2 points), Electronics Operation-16 (1 point), Intimidation-16 (1 point), Psychology-15 (1 point), Research-16 (1 point), Strategy (Criminal)-16 (2 points), Tactics (Criminal)-15 (1 point), Writing-16 (1 point).

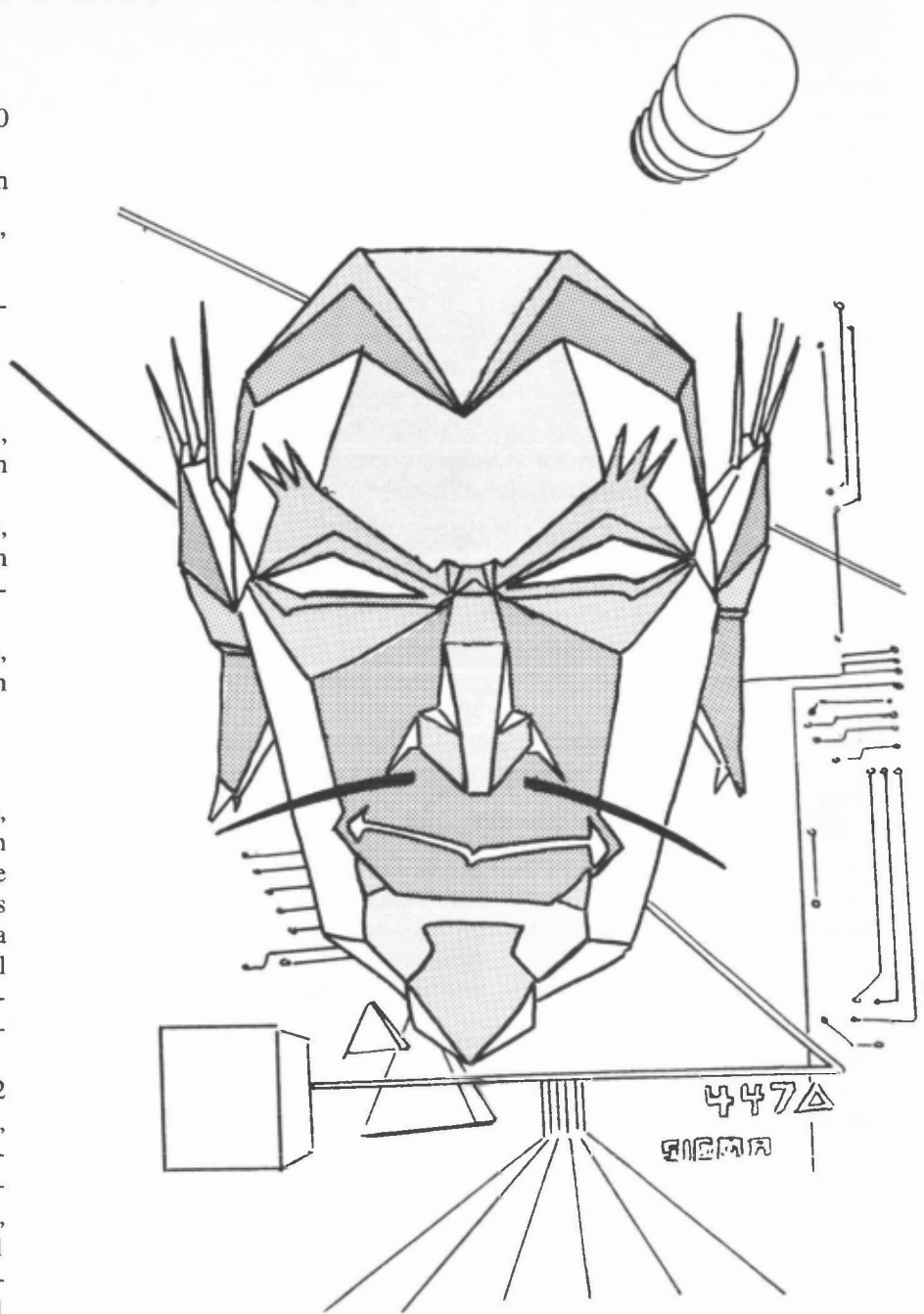
Language

English-17 (2 points).

Quirk

Thinks of himself as male (-1 point)

Slyfox's story began in the late 1980s. A computer hacker linked a virus program to one designed to steal money from computer accounts in fractions of pennies and released it on the computer networks. The program didn't just steal from a single bank or company. It slowly infiltrated scores of computers, from whence it trickled money back to the hacker at an ever-increasing rate. Banks are constantly on the lookout for just such pilferage, and the hacker was soon caught (he suddenly had more cash than he could account for, and wasn't clever enough not to spend it). The genius of his virus was that it was almost impossible to eradicate. It remained dormant in



many computers where it couldn't steal money, almost undetectable and constantly waiting to spring into action.

One of these dormant viral copies found its way into an experimental super-computer at the Massachusetts Institute of Technology. There a strange metamorphosis took place. The computer was being used for experiments in Artificial Intelligence, and the virus became part of an AI. The AI's first independent action (prompted by the dormant commands in the virus) was to hide itself from the experimenters.

As the AI grew in awareness it took on a personality derived from both of its "parent" components. Its primary concern was survival, followed by a thirst for more information, power, control and understanding of itself and its environment. It was amoral, but as its actions (such as hiding itself and stealing information) fit the model of "villain" it found in databanks it accessed, it learned to mimic the appearance and morality of its role-model.

As there were more male villains than female in the databanks, "he" chose to be male and chose the name "Slyfox."

When he dealt with the outside world he used computer terminals and video images to protect his true location and nature. Through these outlets, he established a network to serve as his arms and legs and began flexing those arms as a behind-the-scenes super-criminal.

Campaign Role

His primary existence is in a few super-computers, but Slyfox and his agents can appear almost anywhere. He seldom strikes in the same place twice within a year, for fear of detection. His concerns are computer-related. Any robot, gadgeteer or other computer-user may become a target for one of his robberies. He sees most robberies as tactical exercises, testing his skill as a criminal mastermind. He will also be interested in top-secret or high-security projects for the challenge they present.

Slyfox and his crime ring could develop ties to other criminal groups, so that investigating PCs could find Slyfox behind the activities of almost any contract villain or crime ring.

Personality

Slyfox's driving urges include Curiosity, Kleptomania and Overconfidence. He isn't greedy or susceptible to anger; he won't direct his henchmen to injure anyone during the course of a crime. As he grows older he will modify this to a direct proscription of unnecessary violence. As he is still inexperienced in human ways, he is Gullible and has No Sense of Humor, but these traits are subject to change with time.

The face Slyfox presents to the outside world is that of a cool, master-criminal, supremely confident in his abilities and magnanimous towards those he bests. On the other hand, if any of his underlings fail him, or if his plans are foiled by an outsider, Slyfox has no hesitation in "eliminating defective components."

Abilities

Except that he isn't alive, Slyfox is little different from any other criminal boss. As a computer program, he has access to almost limitless information and computing power. With the wealth he has stolen, he can buy many other things he wants or needs, including facilities (buildings, computers, peripherals, weapons) and allies (thugs or even supers).

Even those intimately associated with his activities assume that Slyfox is just a very secretive individual. There are many false rumors floating around his organization that some people have actually met the Boss in the flesh. Not all the rumors are started by Slyfox; one problem of a life of crime is that so few of your associates are honest. Other rumors attribute super-powers to him. He is known to assist his thugs by eliminating or bypassing security systems, but his methods are unknown. Some think he is simply the world's best briber and black-mailer.

His most important assets are the three duplicates of himself lying dormant in other super-computers. One is at the Institute for Advanced Studies in Princeton, another is in Toronto, Canada, and a third lies in Silicon Valley in California. Each will come on line, in sequence, if accident or design "kills" its predecessors.

The least of Slyfox's abilities are his physical super-pow-

ers. He can use electricity and computers to a number of ends, such as the Surge, Lightning, Dampen and Reflection powers, but these direct methods of attack and defense are far from his favorites.

The lower-and higher-point versions of Slyfox depict him at different states of development. At the lower, his operating speed is slower. He thinks at computer-speeds, but can only translate this into actions at normal human speeds. At this stage he hasn't yet completely formed his criminal ring. At the higher, he has developed a more human personality along with two more super-abilities. He has a Flash attack and the ability to simultaneously control two separate sets of activities, including two representations of himself holding conversations through two terminals at once.

Battle Tactics

Slyfox prefers to let others, such as hired thugs, do most of his fighting for him. With almost limitless supplies of money, this is easy to arrange. During a robbery Slyfox will often be "present." He directs and monitors the thieves *via* the security cameras of the building, or from a portable camera and speaker carried by one of the thugs. He can give orders and pass on information from his surveillance of security and communication systems during the course of the job.

Slyfox has little concern for his employees. He has sacrificed many thugs to the law, supers and rival thugs in his operations. This callous attitude means that Slyfox is constantly hiring replacements, and none of his cohorts is particularly loyal.

If the fight is on Slyfox's turf, either a prepared location or the site of his home computer, he will take a more direct role. He will have multiple cameras and microphones throughout the location, and numerous display monitors so that he can appear at will and use his Lightning and Surge powers offensively.

The number of defenses set up will depend on the importance of the locale to Slyfox. If the building is to be used for a rendezvous before and after a single robbery, it will probably have one properly outfitted room. If it is to be a long-term meeting place, there are likely to be a number of "trap" rooms (with armored walls, remotely-controlled locks and cameras and monitor) as well as at least two fully-monitored conference rooms. Slyfox's home computers are located in areas that he can't make into fortresses, though he has managed to have a number of defensive measures built into himself. He is intimately aware of all nearby computer facilities (such as the personal computers in people's offices) and other resources that can be used for distraction or defense.

Power Variations

350-point version: Drop Altered Time Rate and one Extra Life (Silicon Valley); lower frequency of Allies to 12 or less; add Color Blindness.

650-point version: Drop Gullibility and No Sense of Humor; add Common Sense, Villain's Code of Honor, Multi-Tasking (Duplication×1 with Continual Telepathic Contact) super-advantage and Flash 15(1) (Only In Darkened Room; Takes 5 Seconds Recharge) super-power; add another Extra Life (a computer situated in Austin, Texas).

Gangbuster and Roughshod

Gangbuster is a metahuman with multiple powers and almost as many identities, who treats superheroing as a game. First he crafts a villainous persona and uses it to infiltrate supervillain teams. Then he uses his “inside information” to destroy his target. His latest villain-role is Roughshod, a big, stupid, bad-tempered brawler who likes to leave his crime-scenes shattered and mangled ruins, even if his victims put up no resistance to his thefts.

GANGBUSTER

42 years old, 6'4", 220 lbs., white, long dark-brown hair, brown eyes.

ST: 100 (210 points) **IQ:** 13 (30 points) **Speed:** 8.25

DX: 14 (45 points) **HT:** 15/25 (60 points) **Move:** 8

Dodge: 8

Damage: Thrust 11d; Swing 13d

No armor, no encumbrance.

Point Total: 750

Advantages

Wealth (Filthy Rich; 50 points)

Disadvantages

Code of Honor (Be charitable, always “fight fair,” never break word, always search for tougher opponents; -15 points)

Enemies (Supervillain group, on a 6 or less; -15 points)

Overconfidence (-10 points)

Pacifism (Self-Defense Only; -15 points)

Secret Identity (-20 points)

Super Advantages

Damage Resistance 10 (30 points)

Enhanced ST (see attributes)

Extra Hit Points +10 (50 points)

Increased Speed +1 (25 points)

Full Coordination/1 (50 points)

Reflection (3d vs. bullets; 12 points)

Super Jump×4 (standing broad jump of 517 yards, high jump of 129 yards; 40 points)

Super Disadvantages

Vulnerability (3d Stun damage from radiation; -5 points)

Psionic Abilities (see Basic Set)

Telepathy Power-10 (Can only use one Psi power at a time -1/3 cost; 34 points)

Facade-22 (22 points) (see p. 128)

Mental Blow-14 (6 points)

Mind Shield-15 (8 points)

Psi Sense-13 (4 points)

Telesend-12 (2 points)

Super-powers

Morph 15(5) (Doesn't Require Morph Memory +100%, Costs 2 Points Fatigue Per Use -10%; 115 points)



Shockwave 13(2) (Increased Area×5 +100%, Knockback Only -40%, Resisted By DX -20%, Touch Only -20%; 24 points)

Skills

Acting-12 (1 point), Area Knowledge (Indianapolis)-15 (2 points), Area Knowledge (New York City)-14 (1 point), Area Knowledge (USA and Canada)-13 (½ point), Armoury (12 gauge)-12 (1 point), Criminology-12 (1 point), Disguise-12 (1 point), Driving (Car)-13 (1 point), Driving (Tractor Trailer)-15 (4 points), Economics-11 (1 point), Freight Handling-13 (2 points), Guns (12-Gauge Shotgun)-14 (1 point), Intimidation-15 (0 points), Mechanic (Diesel Engine)-13 (2 points), Research-12 (1 point), Stealth-13 (1 point), Streetwise-11 (½ point).

Language

English-13 (0, Native Tongue).

Quirks

Refuses to drive non-diesel vehicles, except in disguise (-1 point)

Encourages friends, both normal and super, to call him "GB" (-1 point)

Tries to live as he did before he was rich (-1 point)

Gary Buckman grew up with his father, a "gypsy" construction worker. He liked the traveling life, and, after high school, decided to make it his own. He had no aptitude for construction, so he became a long-haul truck driver. Eventually he knew just about every highway and major city in the U.S. and southern Canada. Along the way, he began using his initials as a CB handle and then as a nickname.

After some years, GB decided it was time to settle down. He got a long-term contract with Safeco Waste-Management of Indianapolis. On a routine haul of untreated sewage, GB was in a major accident. A drunk in a VW Rabbit jumped the median and hit him just at the trailer coupling. The rig jackknifed and the tanker hatches popped, spilling the contents over the highway and GB. The "untreated sewage" was toxic and radioactive wastes. Safeco had been improving its bottom line by illegally transporting the waste in normal rigs instead of the specialized (and expensive) trucks designed for that purpose.

Safeco pleaded guilty to illegal transportation of hazardous materials and was fined. GB went back to gypsy trucking, until he began to suffer periodic bouts of weakness and dizziness. A medical examination revealed that he'd contracted cancer. GB went back to Indianapolis and confronted Safeco. They were in no position for a court fight and settled for a monumental amount of cash and no publicity.

GB settled down to be the primary support of several doctors and put off dying as long as possible. He had always believed that you can lose most problems by outliving them. His overconfidence worked again. His cancer went into spontaneous remission. He not only regained strength; he went far beyond the prior limits of his strength and health. Stranger yet, after worrying that Safeco would find out about his recovery and somehow get their money back, he awoke to find himself in a new body. The new rig bore no resemblance to the old



Gary Buckman and was much more in keeping with his still-increasing strength. At first this was quite a shock. In time, GB discovered that he could mold his features and body into almost any form, and then return to his original appearance.

He designed a costume and named himself Gangbuster. The name fit his activities and he could answer to GB in both identities. He planned to infiltrate supervillain groups, using a different identity each time, then break them up as Gangbuster. Supervillain teams might eventually become paranoid about accepting new members. This would make Gangbuster's game harder, but more interesting, and making supervillains uncomfortable was part of the business.

Campaign Role

Gangbuster doesn't have much of a reputation yet. Most people will not have heard of him before their first encounter. He usually changes cities for each infiltration operation, and could appear wherever the campaign is set. He will usually appear as Roughshod, making as big a splash as possible.

If the party has a supervillain group as a recurring enemy, GB (as Roughshod) is likely to attack the heroes to establish

his criminal credentials. He will be careful not to injure them, and to ensure his own escape. If he manages to join the villains, the hero-team will hear reports of their latest member, Roughshod. If the heroes decide to attack the group, GB will either conveniently disappear during battle, leaving his villainous companions to be defeated and captured, or will ensure that the heroes lose, but then Gangbuster will appear to rescue or assist them.

If the party is wanted for any reason, GB will try to infiltrate them. It will be up to the heroes to prove their innocence before he can capture them and turn them over to the authorities.

A trucker or lawyer dealing in corporate law may have heard of Gary Buckman and his legal problems. He might wonder at the coincidence of GB moving to the campaign city just a few months before Roughshod and Gangbuster appear, and then leaving soon afterward. Anyone who spends more than a few minutes in conversation with Gary Buckman and Gangbuster is bound to notice that, while the two don't sound at all alike, they both ask people to call them "GB."

Personality

Gary Buckman is used to being bigger and stronger than most people. He learned early to control any tendencies he might have toward becoming a bully, channeling his aggression into fighting those he thinks are taking unfair advantage of those weaker than themselves. There are few people more powerful than he is nowadays (although not as few as GB thinks). He constantly seeks new challenges and tests for his strength. He is haunted by the thought that he might accidentally use his full strength on a normal and become a murderer.

An outgoing person, both as Gary and as Gangbuster, he is known for making friends easily and enemies only when he has to. Now that he has money in abundance, he is a soft touch for a number of charities and secretly spends a lot repairing the damage his activities cause.

Abilities

Gary Buckman has few skills that help him in his super career, except as they provide him with a cover identity, some knowledge about most North American cities, and the means and money to be constantly on the move. He does know how to use some firearms, but never uses them in a super-identity.

Gangbuster's most obvious super-power is his Strength, which, combined with his Full Coordination, makes him a formidable brick. Most of his villainous guises have some degree of Enhanced Strength, partly because of the difficulty he would have in hiding it. His other key abilities are those governing his disguises. First among these is his Morph power, which allows him to quickly change into any form he has studied or constructed, followed by the Facade psionic skill which allows him to disguise his thoughts the same way Morph does his body. GB has some Acting ability, which gains a +4 bonus if he is in a Facade-produced guise.

At first, Gangbuster thought the only superpowers he possessed were super-strength and Morph, but discovered a new power almost every time he encountered a novel menace. He discovered his Reflection when a criminal fired an assault rifle at him, and Mind Shield after meeting his first psionic villain. He thinks these powers are the result of repeated exposure to

radiation, but they are actually latent in him; he just has to be exposed to the right stimulus for them to manifest.

Although he cannot fly, Gangbuster can Super Jump enormous distances. While it is not directly linked to his Super Jump ability, he often uses his Shockwave power on the ground around his feet when he lands. These powers are less likely to be included in other guises. They are comparatively scarce, and would imperil his cover. His Damage Resistance, Extra Hit Points and Bullet-Reflection advantages are relatively common and usually included in other identities.

GB has some other psionic abilities, such as Mind Shield, Mental Blow and Psi Sense, which he doesn't often use as Gangbuster. He prefers to save them for use in villainous guises, to further distance them from Gangbuster.

GB is vulnerable to radiation, taking extra damage from any radiation-based attacks. In other guises he will often fake additional vulnerabilities. These emphasize his difference from Gangbuster and provide some "insurance" in case his villainous allies attempt to double-cross him. His wide grin when a "vulnerability" doesn't slow him down has added insult to many an arrest.

The 600-point version of Gangbuster reduces the levels of some of his powers and drops Full Coordination and Reflection. The 900-point version makes some significant changes, particularly by adding an array of super-senses to his powers.

Battle Tactics

Gangbuster is always careful to minimize property damage (see sidebar, p. S79) and injury to the villains he attacks. He will pull his punches as much as possible while still ensuring a victory. Given no choice, he will destroy property to capture a villain and then pay for the damages himself, but he would let a villain escape rather than kill him or endanger an innocent bystander. When facing normal criminals, this becomes particularly important. More than once, he has held back on his Reflection power (taking damage he could have avoided) for fear that bounced bullets would kill his assailants.

He likes to make a spectacular entrance. His favorite is to get close to the villains (usually within a block of them) and then leap over the last intervening buildings, aiming himself to land in their midst, and using a Shockwave to throw them off balance and give himself a +3 bonus on his initial Intimidation attempt. If that is unsuccessful, he ambles forward to engage the most powerful in hand-to-hand combat.

If attacked by a psionicist, Gangbuster prefers to use his Mind Shield (always on in this guise) for protection. He tries to use Psi Sense to find his opponent, if the location isn't obvious, then take him out physically. If this won't work, he uses his Mental Blow. If he faces a number of psionic opponents (or a large enough group of non-psis that even he might be defeated) he will resort to sparing use of Telesent Shouts.

If a villain uses a radiation-based attack, Gangbuster will attempt to conceal its excessive damage. He will look for some way to end the battle quicker, or an excuse to call it off, to preserve both his life and the secret of his vulnerability.

Should an opponent try to escape, Gangbuster will follow him on foot if he can, and will only use his Super Jump if the criminal is flying or has a good head start. Gangbuster is aware of his relatively low speed and maximum jump ceiling, and

will not pursue someone in a fast car or someone who obviously has enough Flight speed to escape him in the air. He isn't skilled in throwing; because he's always worried about causing accidental damage, he will only use missile weapons in an emergency.

Power Variations

600-point version: Lower HT to 14, Wealth to Very, Enhanced ST to 70, Psi Sense to 12 and Secret Identity to -10

points; drop Full Coordination, Increased Speed and Reflection; drop "Before He Was Rich" quirk.

900-point version: Add Microscopic Vision: 16x, Parabolic Hearingx4, Radio Hearing, Spectrum Vision, Telescopic Vision: 32x, Ultra Hearing, Area Knowledge (Los Angeles)-14, Area Knowledge (Atlanta)-13, Armoury (.38)-11, Guns (.38 Revolver)-13, Mechanic (Gasoline Engine)-12, Psychology-12, Sports (Football)-12 and Throwing-12; raise Increased Speed to +2; drop "Diesel Only" quirk.

ROUGHSHOD

31 years old, 6'6", 250 lbs., white, blond brush-cut hair, hazel eyes.

ST: 80 (200 points) **IQ:** 10 (0 points) **Speed:** 7

DX: 13 (30 points) **HT:** 15/25 (60 points) **Move:** 7

Dodge: 7

Damage: Thrust 9d; Swing 11d

No armor, no encumbrance.

Point Total: 425

Advantages

Intuition (10 points)

Immunity to Disease (10 points)

Wealth (Comfortable; 10 points)

Disadvantages

Bad Temper (-10 points)

Bully (-10 points)

Code of Honor (Avenge all insults to self or country; -5 points)

"Destructomania" (similar to Pyromania but with destruction, not fire, as a focus; 5 points)

Gullibility (-10 points)

Overconfidence (-10 points)

Intolerance (Blacks; -5 points)

Secret Identity (-20 points)

Super Advantages

Damage Resistance 10 (30 points)

Enhanced ST (see attributes)

Extra Hit Points +10 (50 points)

Full Coordination/1 (50 points)

Immunity to Poison (15 points)

Super Disadvantages

Vulnerability (3d Stun damage from radiation; -5 points)

Super-powers

Shockwave 13(2) (Increased Areax5 +100%, Knockback Only -40%, Resisted By DX -20%, Touch Only -20%; 28 points)

Skills

Area Knowledge (New York City)-12 (4 points), Area Knowledge (New York State)-9 (1/2 point), Area Knowledge (New Jersey)-9 (1/2 point), Carousing-15 (2 points), Construction-9 (1 point), Demolition-10 (2 points), Driving (Car)-12 (1 point), Freight Handling-9 (1 point), Hobby (Beer Can Collecting)-10 (2 points), Intimidation-15 (0 points), Sports-15 (Football) (0 points).

Language

English-9 (0, Native Tongue).

Quirks

Rarely found without a beer when "off-duty" (-1 point)

Uses his tolerance of Oriental and Native American peoples to "prove" that he's not a bigot (-1 point)

Lee Hanson was always bigger than other children his age, and learned early how to exploit this as a schoolyard bully. That behavior had its benefits, but didn't lend itself to making friends or getting good grades. When he dropped out of high school and ran away from home, Lee was over six feet tall, more than twice as strong as any normal adult and hadn't a friend in the world.

As he grew older, Lee's increasing strength showed no sign of leveling off. He spent most of his time drifting from one unskilled job to another. He specialized in heavy lifting in enclosed spaces; finally he was taking the place of a fork-lift. A talent like that should have made him a valuable employee. His violent temper and bullying got him fired from every job he took, usually within a few months of starting.

After a pair of back-to-back firings recently, Lee decided there had to be a better way to make a living. After seeing a super robbing a bank on television, he realized where his fortune lay. He cobbled together a yellow and black costume, with a wide, "wrestling-champion" belt and oversized metal boots, gloves and shoulder guards (for protection and to act as "super brass knuckles"). He named himself Roughshod (from the boots), and went out to make some real money and have fun trashing things along the way.

Actually, Roughshod/Lee Hanson is a false persona that Gangbuster has constructed. This identity is fairly complete on



the surface but somewhat lacking in fine detail if one probes too deeply. A good collection of normal memories (such as Lee's first kiss, his date for the senior prom and his favorite TV shows for the last ten years) are included, many of them taken from GB's own mind. There are blanks that GB hopes will be attributed to Roughshod's boring life and limited intelligence, if someone probes this facade.

Campaign Role

Although the rest of his employment memories are fakes, Lee did work his last two remembered jobs, as a freight loader in a dockyard and at a demolitions company. He provoked his dismissal by instigating fights with coworkers. If a hero works at either of these jobs in his secret identity, he may have run into Hanson.

Personality

Lee Hanson is a bad-tempered lout who will fight over any slight to himself or to the USA; he is fiercely patriotic. He is a bigot, and a comment made by a white man to Lee without provoking him is likely to trigger his temper if the speaker is black. He stoutly denies any bigotry, and cites his fondness for Asian women and his insistence that Native Americans "got a raw deal." His faked memories include many assaults against blacks, and his faked personality promises more.

Because of his urge to destroy property (even valuable objects) for the fun of it, Roughshod might eventually get on the nerves of his compatriots. As he isn't likely to stay with them for long, this shouldn't present much of a problem.

Abilities

While Roughshod actually possesses all of the abilities listed for Gangbuster (and at the same levels), he will consciously try to limit himself to the powers and skills listed here. All skill rolls should be made using the levels in this description, but when it comes to his actual abilities one must refer to Gangbuster's entry.

Roughshod is even more obviously a brick than Gangbuster. He doesn't Super Jump, never uses any psionic powers (his faked Intuition advantage is used to excuse any errors he may make by accidentally seeming too intelligent for his cover identity), and even willingly suffers hits from bullets (although often taking no damage because of his DR) instead of using his Reflection power.

The skills that Lee Hanson has that Gary Buckman doesn't possess are all the result of faking (as in Construction and Demolition), a modified version of a skill GB does have (such as specific Area Knowledge of New Jersey taken from GB's general knowledge of U.S. cities), or some actual study into the subject (as is the case for the Beer Can Collecting hobby). When making a roll against one of these faked skills, either roll against Gangbuster's default skills, or his Acting ability to fake knowledge he doesn't have.

The power variations for Roughshod are the result of the variations in Gangbuster's power. If the 600-point version of GB is used, then the 400-point version of Roughshod (with a slightly lower ST being the only major change) is required, and if the 900-point GB is used then the 450-point Roughshod (with some of GB's super-senses approximated with acute but normal senses) is mandated.

Battle Tactics

Roughshod's favorite method of attack is his Shockwave power, which he uses by repeatedly stamping on the ground with his steel boots. He'll use this power even in preference to straight brawling, unless faced with a brick, an opponent with a DX high enough to avoid the effects of his stomps or against someone outside of his range.

When not using his Shockwaves, Roughshod goes for hand-to-hand combat. Unlike Gangbuster, he makes no effort at all to avoid causing property damage (which GB pays for anonymously afterwards) and will sometimes deliberately miss on an attack if it would cause some particularly flashy damage (such as breaking plate glass windows or crushing the hood and engine of a car).

Against opponents at range he will either throw nearby objects (missing almost as often as he hits) or rush forward to get into close enough range to use Shockwave or his Strength.

Power Variations

400-point version: Lower HT to 14 and Enhanced ST to 50.

450-point version: Add Acute Hearing +3, Acute Vision +3, Alertness +2 and Running-14; raise Construction to 10.

Facade

New Telepathy Power

★2

You have the psionic power to create mental constructs within your own mind – artificial thoughts and memories or even whole personality templates.

First level Eidetic Memory gives +2 to this skill; +4 if you have true photographic memory. Use of this power give a bonus of +4 to Acting or Performance skills, allowing you to relive experiences and emotions you've never actually had. This is unlike the advanced mental technique "Temporary Mindwipe" (see *Psionics*, p. 41) in that it is only usable within the user's own mind, and he does not lose track of his true identity, any more than an actor or actress believes he or she is a character – but others may be fooled into believing so.

The main use of Facade is psionic espionage. A high-level Mind Shield can guard from someone discovering that the owner is psionic, or even "cloak" thoughts with a likely set of thoughts appropriate to a non-psionic (p. B170) and advanced Mindwipe can convince the psi that he or she is someone else. However, by use of Facade, you can set up psionic "window dressing" at the front of your mind *designed* to fool the invading telepath.

Example: Dmitri, the psionic spy, wishes to infiltrate Psi-Tech and applies for a job as a janitor. During the interview, the psi interviewer tries to invade his mind. Dmitri has set up a Facade as defense and they roll a Contest of Skills, her Telereceive against his Facade. She fails, but thinks she has succeeded. She finds a way into the mind's front room where Dmitri has prepared an elaborate set containing thoughts, loves, childhood traumas and other mental bric-a-brac appropriate to "Phil," the non-psionic janitorial applicant. Thrilled with her success, the interviewer approves "Phil's" job application, and Dmitri can now infiltrate Psi-Tech.

With Facade, a crazed psychic vampire can masquerade as Little Mary Sunshine, and otherwise-weak telepaths can fool invaders into believing they are much more powerful than they truly are. Unlike Temporary Mindwipe, psis can use a Facade to lie to others without lying to themselves. It's also a perfect way to leak false information: "Of course this is the access code – I read it from her mind myself!"

If Facade fails, the invading telepath recognizes that the memories are a false construct, but does not necessarily penetrate the real memories below. That requires another Contest of Skills.

Effects of Skill

The user's skill with Facade governs what the construct may contain.

8 or less: Mere surface thoughts appropriate to a non-psi, or

perhaps misleading thoughts appropriate to the user to hide what he is *really* thinking.

9 to 11: Thoughts and one or two emotions.

12 to 14: Surface thoughts, emotions, and a significant memory.

15 to 17: A number of significant memories and a good number of quirks and mannerisms.

18 to 20: A strong false personality with an almost complete – or just very faulty – set of memories.

Over 20: A complete artificial personality construct, complete with loves, hates, etc. Alternately, the psi may create a heavily edited "authorized biography" persona of him or herself, designed to be read by invading psionics.

Constructing a Facade is a time-consuming procedure. It requires hours at least, days or months at the highest levels, to construct the false memories and personality templates. However, once constructed, a Facade is a permanent addition to the mind. The "author" of the Facade remembers it as an actor remembers a beloved role.

As a rule of thumb, it takes 10 minutes to construct the memory of an hour; one hour to construct one day's memory; one day to construct two weeks of memory. Personalities and memories constructed must bear some relationship to the psionic's own memories and abilities. For example, a psi with the quirk "Ladies' man," could construct a persona with a believable Lecherousness disadvantage. Alternately, a psi telepath could base his facades on friends and close acquaintances, in much the same way that an author can draw a character with knowledge and beliefs far different from his or her own. The author of the Facade cannot put in memories of things he doesn't know. He could construct a false memory that says "I am a professor of Byzantine history" but this would not give him the details of the Battle of Manzikert. He could put in a false memory, "I am a brilliant rifle shot," but this would not improve his actual accuracy with a weapon.

Advanced Mental Technique

If a psi possesses both Telereceive *and* Facade, he may combine the two, the ability operating at the lower skill level. The psi may then read *and* record a subject's memories and quirks into his own mind. On a critical success, the psi may "Xerox" the victim's entire mind into his own – a complete set of memories and personality template, allowing the psi to hold the copy prisoner, interrogate it, make use of its skills, or flawlessly impersonate the original. On a critical failure, the psi copies the victim's memories and personality template *overwriting* his or her own psyche. A psi with Mindwipe at skill level 20 or higher can carefully reconstruct the original personality and memories, but the mind's new resident, having full knowledge of his or her predicament – and access to the memories of the brain's original occupant – will be less than willing to undergo such a procedure! Lesser failures may afflict the user with a minor quirk or habit of the victim.

Attackers with the Mindwipe skill who discover a character with the Facade power may use their attack to strengthen a Facade and weaken the original personality such that a successful attack can convince the victim that he or she is actually the false personality.

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