ORGANIZATION BOOK 1 FOR **CHAMPIONS**

THE SUPERHERO ROLE PLAYING GAME

THE CIRCLE AND M.E.T.E.

BY AARON ALLSTON

HERO GAMES

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BY
AARON ALLSTON

EDITED BY
STEVE PETERSON

INTERIOR ARTWORK BY
MARK WILLIAMS AND LAURIE GERHOLZ

COVER ART BY
DENIS LOUBET

GRAPHIC DESIGN BY
SHANNON HUDSON

LAYOUT BY
MARK WILLIAMS

PLAYTESTERS

Earl Cooley (By-Tor)
Jeff George
Beth Ann Huffman (Samiel)
Jeff Jacobson (Ichi-ban)
Denis Loubet (Phosphene)
Jan Malone (Kinestra)
Billy Moore, Jr. (Swashbuckler)
Luray Richmond (Lorelei)
Mark Richmond (Psycher)

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FOREWORD

This book is an attempt to give *CHAMPIONS* players something more than the standard adventure. It seemed to us that the ordinary adventure release doesn't really help the GM create a campaign. The *Organization Book* series should help remedy this problem. Each book will contain information on at least two organizations. Each writeup will include the history and structure of the group, the characters involved with the group, maps of the headquarters, campaign use of the group, and several scenarios involving the organization.

Please let us know what you think of this type of supplement. Your comments have helped us continue to improve our products. Oh, and by the way: financial expressions of gratitude should really be sent to me, not Aaron. After all, he's just the writer. I'm the editor, and I get the last word.

- - - Steve Peterson
Not the *CHAMPIONS* Guru either

INTRODUCTION

This, as you've no doubt figured out, is a book of organizations for *CHAMPIONS*. More precisely, it's a book of organizations which could only occur on a superhero world; in this volume are a semi-superhero band and a scientific research group, both appropriate to a normal superhero campaign.

Incidentally, all these groups are given with New York area backgrounds. New York is a convenient referent, as a great many hero campaigns are set in that city. However, each of these organizations is easily transplantable to any other metropolitan community.

ORGANIZATION BOOK 1 has a history grounded in convention exhaustion and insatiable greed. In early 1982, Steve Peterson asked me if I wanted to contribute to HERO GAMES' then-upcoming *CHAMPIONS II* release. Naturally, I wanted to, and the snidely amusing package I sent to him eventually turned into the "Campaigning *CHAMPIONS*" article from that release.

Part of that article dealt with organizations, including groups that would only operate in a superhero environment. It dealt with the idea briefly (space and time considerations didn't allow me to include a sample group), but the idea stuck with me.

At Dalcon '82, after sitting through Steve's session on revisions to the upcoming re-release of *CHAMPIONS* ("You're going to do *what* to Multipowers?"), I managed to trap him in a hallway and ask him if he wanted *CHAMPIONS* adventures *a la THE ISLAND OF DR. DESTROYER*. No, he said, they weren't looking for much in the way of one-shot adventures any more, they wanted something more useful, more durable, more...

As he struggled to define precisely what in the world he wanted, I made a Luck Roll and began spouting out my ideas for the organizations. Amazingly, he thought that it was a worthwhile project. In subsequent months of correspondence, the HERO GAMES folks pinned me down to do five such organizations, and as soon as I sent them the first one, they decided that they were too long to get five into a properly-priced volume—so they would make it into a series.

So, I've created a monster. In subsequent months, HERO GAMES will be releasing more volumes in the *Organization Book* series— some by me, some by other HERO GAMES contributors. Each batch of organizations can be dropped whole or in pieces into the average *CHAMPIONS* campaign. And if you don't want to use a specific group as such, it still has a host of NPCs to use as you please.

It's pretty easy to use this book:

1) Read it.
2) Decide which of the organizations within appeal to you as a GM.
3) Decide where on the campaign world you're going to place the groups you want.
4) Decide which changes you're going to make in the groups and their members so that none of your players who've also bought this thing can anticipate you.
5) As desired, run your characters through the scenario ideas presented with each group or invent your own.
6) Shell out more money for the next releases in the series so that we all get our royalties. (Remember the insatiable greed?)

Have fun. Oh, and by the way, any financial expressions of gratitude can be sent to me c/o HERO GAMES. Complaints, on the other hand, can be addressed to me c/o Santa Claus, The North Pole...

- Aaron Allston
Not the *CHAMPIONS* Guru

THE CIRCLE

The Circle is a genuine academy of the arts arcane, a place where aspiring sorcerers of talent and noble inclination can learn the basics of the mystic arts. Due to the history of its members and founder, the Circle has become a group closely associated with the superhero community of New York City.

The school consists of THE MASTER, a premier Japanese sorcerer; his six permanent students; and a variable number of superheroes and talented normals who attend on an irregular basis to learn finer points of magic. The Circle also acts as a center of magic research; heroes puzzled by wizardly references or ancient runes or myths bring their questions to The Master and tend to gift him with magic talismans and crumbling scrolls they accumulate in the course of adventuring. The existence of the Circle is generally known only to the superhero community and its sorcerous enemies; the fact of its existence has not yet been discovered by the press.

THE ORIGIN OF THE CIRCLE

In January of 1965, THE NIGHTWRAITH, legendary detective hero of New York City, was savaged by a mystic monster conjured by a powerful Satanist society he was investigating. Seriously injured and on the run, The Nightwraith escaped into the Manhattan sewer system with his attacker in close pursuit. The hero's last sight as he stumbled along, just before he collapsed from loss of blood, was that of a sunlit rose garden in an unused tunnel of the underground system.

When he awoke, two days later, he was almost fully healed. He was greeted solemnly by The Master, who handed him the artifacts of power used by the Satanists' leader.

Though they had been fierce enemies twenty years before (although The Nightwraith wasn't ever in The Master's league), the hero and the sorcerer became friends. The Master became tutor for the hero's young daughter Lara, then became her mentor when The Nightwraith disappeared on Halloween of 1965.

In the course of his acquaintanceship with The Nightwraith, The Master became accepted by the city's superheroes; most of his old enemies were either dead or retired, and those who still actively pursued justice became resigned to his peaceful reappearance. When The Nightwraith disappeared, The Master gathered about him a band of novice heroes, spent time enough to coach them in the rudiments of magical enterprise, and sent them hunting for the missing hero. They were the first Circle, and their first case was an utter failure. The individual heroes who formed that first gathering have gone their separate ways now, but most are still active and using their powers to noble purposes.

In the years since, The Master has tutored many heroes in the mystic arts and is considered to be among the most knowledgeable (if not necessarily most powerful) mortal sorcerers on Earth.

THE CHARACTERS

This is the current roster of The Circle; the GM should feel free to add or subtract members. Player-characters can also become members of The Circle with the GM's permission. The GM should become very familiar with The Circle and how it works in his campaign before allowing player-characters to join.

THE MASTER

Not much is known about the sorcerer called The Master; for example, his name has been kept a secret for more than fifty years.

It has been confirmed that he was the premier member of a Japanese arcane circle which came into being in the mid-1930's and was destroyed at the end of World War II. These sorcerers proved to be the biggest obstacle to the actions of Allied superheroes in Japan during the course of the war, and so The Master and his associates were branded war criminals by the Allies. It is confirmed that The Master was in Hiroshima on the occasion of the detonation of the first atomic bomb used in warfare. Persistent rumors that he walked away from ground zero have never been confirmed or disproved.

The Master disappeared two days after that event. Allied intelligence agents hunted him in the months following Japan's surrender but never were able to track him down.

THE MASTER TODAY

As far as the members of the current Circle can determine, The Master lives only in his peculiar garden. He appears as an aged, dignified Japanese man of slight stature but formidable bearing. He does not disclose his reasons for training all these costumed maniacs and will not reply to questions concerning his activities since the War.

The Master does not tolerate frivolous use of magic powers in his presence. He wears rich oriental robes and a ring which glows with a yellow light when in shadow. He is known to speak Japanese, English, German, Chinese, and Quechua; his students suspect that speaks many more languages. He has never been seen to leave his garden except in times of Earth-endangering crises.

The Master should be considered a "deus ex machina" for the GM. His abilities are never used frivolously; the GM should only have The Master exercise his powers in order to enhance or advance the adventure. The Master will always try to use the minimum amount of magic to achieve the desired effect. If he is ever needed to participate in an adventure (unlikely), the GM should generate his characteristics and powers.

AUREOLE

Lara Ward, daughter of The Nightwraith, is The Master's favored pupil. Like her father, she is tall, slender, and graceful. She also shares her father's vigilante tendencies and has recently adopted a costume similar to her father's. She calls herself AUREOLE when in costume, due to the glowing nimbus created by her protective force field.

An attractive and intelligent young woman, she nevertheless has come to the realization that her odd lifestyle has perhaps permanently barred her from normal interaction with "real people", people outside superhero circles. In this respect, she is quietly lonely, but the moral codes taught to her by her father and The Master will not enable her to drop her line of business and try a normal life.

Her identity as Lara Ward is as yet undiscovered, despite her father's disappearance. When The Nightwraith vanished, The Master summoned the hero's gentleman's gentleman and explained the situation. The intelligent servant concocted (for the sake of the police) a story about the hero's mundane identity, David Ward, being threatened with mob violence, sending his daughter off to live with an old friend in Japan and then disappearing himself. Thus, when she "returned" years later, it was to a trust fund set up in anticipation of her eventual homecoming.

Lara is close to, though not romantically involved with, Kor Hunter and is absorbing some of his cheerful abrasiveness into her normally solemn personality. The two of them generally patrol Manhattan's streets together.

AUREOLE

VAL	CHA	Cost	Cost		Powers	END	100+	Disadvantages
10	STR	0	48	1	Multipower — 60 pt. Reserve		20	2x STUN from Bullets
23	DEX	39	2	u	Invisibility to Normal Sight	4	20	2x STUN from Cold Attacks
20	CON	20	3	u	15" Teleport with 4x Mass	3	20	Code vs. Killing
10	BODY	0	10	m	12D6 EB — Magic	12	20	Needs to Prove Self
20	INT	10	10	m	12D6 Mindscan	12	5	Lonely/Anti-Social
20	EGO	20	7	m	9D6 Telepathy	9	30	Hunted by COBRA 8 or less
15	PRE	5	10	m	+30 PD, +30 ED Force Field	12	30	Hunted by Hero Group 8 or less
24	COM	7	5		Climbing 11 or less		15	Secret Identity
10	PD	8	5		Detective Work 13 or less		37	Hero Bonus
10	ED	6	10		Acrobatics 14 or less			
5	SPD	17	5		Security Systems 13 or less			
10	REC	8	10		Martial Arts			
54	END	7	5		Stealth 14 or less			
35	STUN	10	10		10" Swinging			
OCV: 8				1	IIF — Magic Ring			
DCV: 8								
ECV: 7								
PHA: 3,5,8, 10,12								

157 (CHA Cost) + 140 (Power Cost) = (Total Cost) 297 = Disadvantage Total

KOR HUNTER

KOR is a nobleman and expert archer from another dimension of reality. His world, an Earth of Middle Ages technology but with magical inclinations, was slowly becoming dominated by a cabal of sorcerers led by Oeramm, dreaded Herald of Caerosh the Destroyer. Kor conceived a desperate plan to flee his world and come back with "wild card" allies from an irrational plane of existence he had been told about. With an assist from a friendly sorcerer (who was later killed by Oeramm) Kor was indeed transported to the Earth of improbabilities, appearing in the middle of a Harlem gang rumble. Kor was eventually sensed by The Master, who sent Aureole to track him down, and was invited into The Circle. Kor now intends to learn enough magical prowess to enable him to face Oeramm and then return to his Earth with enough friends and allies to crush the sorcerer's cabal.

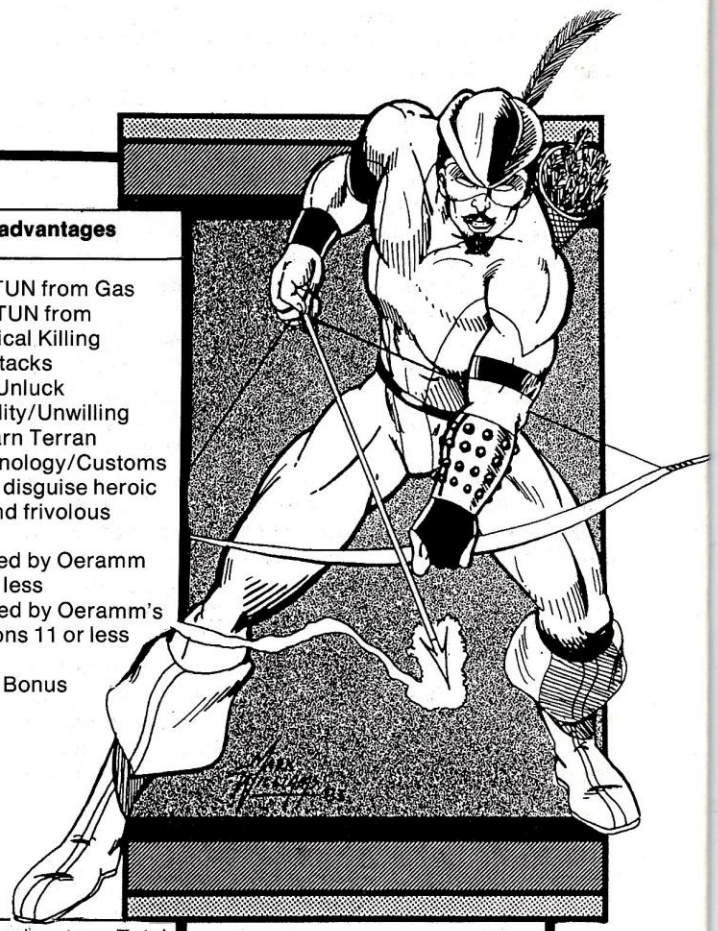
Oeramm knows Kor's general locale and has divined his intentions; however, the mage's efforts to capture or kill the archer have all been foiled by the Circle or by other hero groups.

Kor's magical training has primarily been used to heighten the effectiveness of his archery. He can fire arrows which punch holes in heavy (i.e. tank) armor, arrows which explode into brilliant flames, arrows which entrap, arrows of a multitude of uses. He can summon his bow to him or make it disappear at will (hence its being labelled an OIF instead of an OAF; it is functionally an Accessable Focus, but can be summoned back with an exertion of his Instant Change). Not *all* his magical training is archery-oriented, though, and he does have a few tricks up his sleeve.

Personally he is outspoken, humorous, often annoying, very romantic, and he greatly enjoys wenching. Though he tries to conceal it, a deep

chord of chivalry sounds within him; but he considers it contrary to his image to evidence his true feelings on such matters except on the battlefield. His ignorance of this world's technology and customs often gets in his way. He has no code against killing but does not kill indiscriminately.

Kor prefers Robin Hoodesque outfits of gold with black trimmings and trappings. He maintains no Secret Identity but can be coerced into normal dress for a show or dinner; and at such times calls himself (with tongue in cheek) Fletcher Quill.



KOR HUNTER

VAL	CHA	Cost	Cost		Powers	END	100+	Disadvantages
15	STR	5	60	[1]	Multipower — 90 pt. Reserve		10	2x STUN from Gas
20	DEX	30	6	u	4D6 RKA, Armor Piercing (16 Charges)		30	2X STUN from Physical Killing Attacks
20	CON	20	4	u	12D6 EB Explosion, Fire (8 Charges)		5	1D6 Unluck
10	BODY	0	4	u	9D6 Flash, 9"r (8 Charges)		20	Inability/Unwilling to learn Terran Technology/Customs
18	INT	8	4	u	12D6 EB — Fire (16 Charges)		15	Must disguise heroic behind frivolous front
11	EGO	2	9		Stealth 15 or less		30	Hunted by Oeramm 11 or less
20	PRE	10	2		+1" Running		25	Hunted by Oeramm's Minions 11 or less
20	COM	5	10		2 Levels w/Bow			
10	PD	7	7	[2]	+3 PD, +3 ED Armor			
10	ED	6	20	[3]	Multipower — 30 pt. Reserve			
5	SPD	20	2	u	15" Teleport	3	25	Hero Bonus
10	REC	6	2	u	15" Flight	3		
40	END	0	2	u	2D6 HKA — Energy 3D6 w/STR	6		
36	STUN	8	1	u	Instant Change	9		

OCV: 7
DCV: 7
ECV: 4
PHA: 3,5,8, 10,12

[1] OIF - Bow
[2] OIF - Costume
[3] IAF - Amulet

127 (CHA Cost) + 133 (Power Cost) = (Total Cost) 260 = Disadvantage Total

MOONSILVER

Until a few months ago, MOONSILVER was a fairly ordinary University of Quebec student named Paul Glass. In the course of some routine archaeological studies, he came upon a jade ring inscribed with a series of overlapping wing motifs. The ring had been found in a Syrian archaeological dig and illegally removed to Quebec, falling into Paul's hands at an estate sale.

Unfortunately for Paul, the ring was inhabited by the spirit of a powerful magical being who had died before the advent of recorded history. The entity, whose name (insofar as Moonsilver can remember it) translated roughly into Fire/Snake/Outrider, had schemed to find a fitting receptacle for its vast intelligence and magical powers and planned to turn any suitable individual into that receptacle.

Paul was indeed suitable; he was a college athlete and had a sharp mind and strong will. Unfortunately for the ring's inhabitant, however, he also had a latent mutant biochemistry which reacted strongly to the magical thing's invasion.

When the ring's inhabitant reached into Paul, the young man's body began to alter even as did his mind. No one saw the transformation or the subsequent battle as the parasite-monster sought to take over the form of an altered, and considerably more powerful, human. Paul's neighbors saw, felt, and heard the Glass apartment explode that night, rain-

ing cinders and fire and shrapnel over the entire neighborhood. Nobody was found in the remains of the apartment, not even burned bones, and Glass was eventually listed as missing, presumed dead.

Soon after, the eerie figure of Moonsilver began to leave his mark on the supernatural scene. Paul Glass genuinely had died in that apartment, as had his attacker. What was left was something less than either; Moonsilver had neither Glass's humanity or sanity nor the invader's awesome power.

The being forged in that disaster had skin the reflective hue of polished silver, hair like spun gold, and eyes that were black as pitch and genuinely frightening. He wore golden robes and a white cloak and the jade ring (now useless) which had been the catalyst of the transformation. And his sanity had been shattered by that night's events. He had only one goal now: the brutal extermination of the evils which haunt the dark.

At first, only supernatural creatures (vampires, werewolves, and other horrors) fell into that category. Soon after Moonsilver moved to New York, the Mecca of unlikely heroes, petty criminals and assailants who operated at night also fit the description. When Kor Hunter and Aureole first encountered him, he was stalking and preparing to kill a hooker.

Kor and Lara interrupted his attack, defeated him, and dragged him back to The Master, who immediately began the task of rebuilding the youngster's shattered mind. In the months which have followed, the members of The Circle have managed to diminish some of his more severe psychoses. The Master has taught him a spell which temporarily conceals his hated inhuman condition, and he is beginning to resume his Paul Glass identity more and more. However, he is still, in many ways, an emotional basket case.

Moonsilver does not really adventure in the superhero sense. He will investigate any report he hears which bears overtones of supernatural involvement. He will accompany any of his friends of The Circle who request his aid, and he will patrol with Ebonfire whenever that hero requests it. Eventually he will acquire the heroic code of the costumed adventurer, but it will be a long road.

MOONSILVER

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages	
15	STR	5	6	11 pts. Ego Defense			
17	DEX	21	75	Multipower			
28	CON	36	15	m 15D6 EB — Light	15		
15	BODY	10	9	m 3D6 HKA	9	25	Berserk 14 or less when confronted with supernatural beings
23	INT	13		4D6w/STR	12		
23	EGO	26	6	m 2D6 RKA — Light	6		
20	PRE	10	6	m 15" Flight	3		Recover 11 or less
18	COM	4	3	u 15" Teleport	3	10	2D6 Unluck
10	PD	7	3	u +15 PD, +15 ED	6	20	Paranoia
10	ED	4		Force Field		15	Sensitive about looks
4	SPD	13	3	u 30 pts. Life Support			
7	REC	0	1	u Ultraviolet Vision		5	Hatred of Evil Magic
60	END	2	1	u Infrared Vision		25	Hunted by Supernatural Monsters 8 or less
40	STUN	3	1	u Instant Change		12	Unusual Looks (Hero ID only)
OCV: 6						30	2x STUN from Bullets
DCV: 6						15	Secret Identity
ECV: 8						20	Hero Bonus
PHA: 3,6, 9,12							

154 (CHA Cost) + 129 (Power Cost) = (Total Cost) 283 = Disadvantage Total

MEGAN

MEGAN PIERCE, a practitioner of sympathetic magic, was born 23 years ago, child of the male heir to an impoverished English family and the first daughter of an old Welsh family. Her father died when she was three, whereupon her mother Gwendolyn emigrated with her to Maine to avoid the machinations of her family.

Gwendolyn Pierce, looking for a focus for her life, discovered and joined a coven of witches operating in a rural community of the state. The witchcraft of the coven was genuine, and although the witches were not Satanic in orientation, they were power-hungry, formidable, humorless, and lethal.

Megan, growing up in this cheerless atmosphere, existed in a near-continuous state of rebellion except in her studies of witchcraft. There, she excelled. Her only real mystic talent was in the field of sympathetic magic, the practice which operates on the principle that an effect created on or with a small item can be duplicated in a larger item or area.

She is most comfortable with water-oriented magic (rainstorms, hail, flood, mud, etc.) and tends to carry about several flasks of water at any given time, but can coax magical effects out of most natural elements.

At the age of nineteen, she rebelled against the coven on the night she was to join it as a full member. Her mother, now mistress of the coven, grew furious (and frightened, for her daughter's prowess was already quite high) and tried to kill her. Megan escaped, fled to New York to seek the aid of someone strong enough to help her, and inevitably found The Master, who has assisted her with her magical studies against her mother's occasional intrusions.

Megan is certainly formidable, but her magic operates under certain disadvantages. First, she must hold and use up physical items such as rocks, water, earth, fire, twigs, ice, and the like. Second, she must be able to articulate and voice the Cymri words of her spells, so she can never work from secret. Third, her spells do not always work (only on 14 or less) due to the imprecision of the magical energies she taps into.

But within these limitations she can be effective. By pouring water forth, she can summon up a rainstorm (as Energy Blast, Explosive Effect); by drenching the ground, she can cause whole patches of earth to cause entanglement; by throwing sulphur into a fire, she can summon Darkness; forming earth into a little ridge or wall can cause an earthen Force Wall or Entangle to spring up; using a fan to waft air can create an Energy Blast or Telekinesis to hurl an enemy away.

Megan adventures semi-actively and has taken a personal interest in ridding Central Park of muggers and rapists. Walking as bait through the park in the wee hours and savagely stomping anyone who jumps her is beginning to create an improvement in conditions there, but a street gang has caught on to who she is and what she's doing. The gang is developing a plan to stop her....

Personally, she is quick-witted, unenamored of city life and inclined to take the law into her own hands. She maintains no secret identity. Megan, "Fletcher Quill", Lara Ward, and Paul Glass share a Greenwich Village apartment.

MEGAN PIERCE

VAL	CHA	Cost
10	STR	0
23	DEX	39
23	CON	26
10	BODY	0
13	INT	3
10	EGO	0
15	PRE	5
22	COM	6
9	PD	7
8	ED	3
4	SPD	7
12	REC	10
72	END	13
27	STUN	0

OCV: 8
DCV: 8
ECV: 3
PHA: 3,6, 9,12

Cost	Powers	END
40	[1] Multipower — 120 pts. (Act. 14 or less, Powers act at bottom of Phase)	
8	m 24 PD, 24 ED Force Wall	24
8	m 16D6 EB –Explosions	24
8	m 6D6 Entangle, DEF 6 Area Affect, 6" Radius	24
8	m 5D6 RKA — Invisible	15
8	m 10"r Darkness to Normal, IR, UV and X-Ray Vision	24
8	m 120 STR Telekinesis	24
8	m 12D6 Flash, 12"r	24

[1] OAF - Varies. See Description

100+	Disadvantages
30	2x STUN from Bullets
20	Code vs Killing
20	Hatred of Evil Magic
15	Hunted by Street Gang, 11 or less
30	Hunted by Coven 8 or less

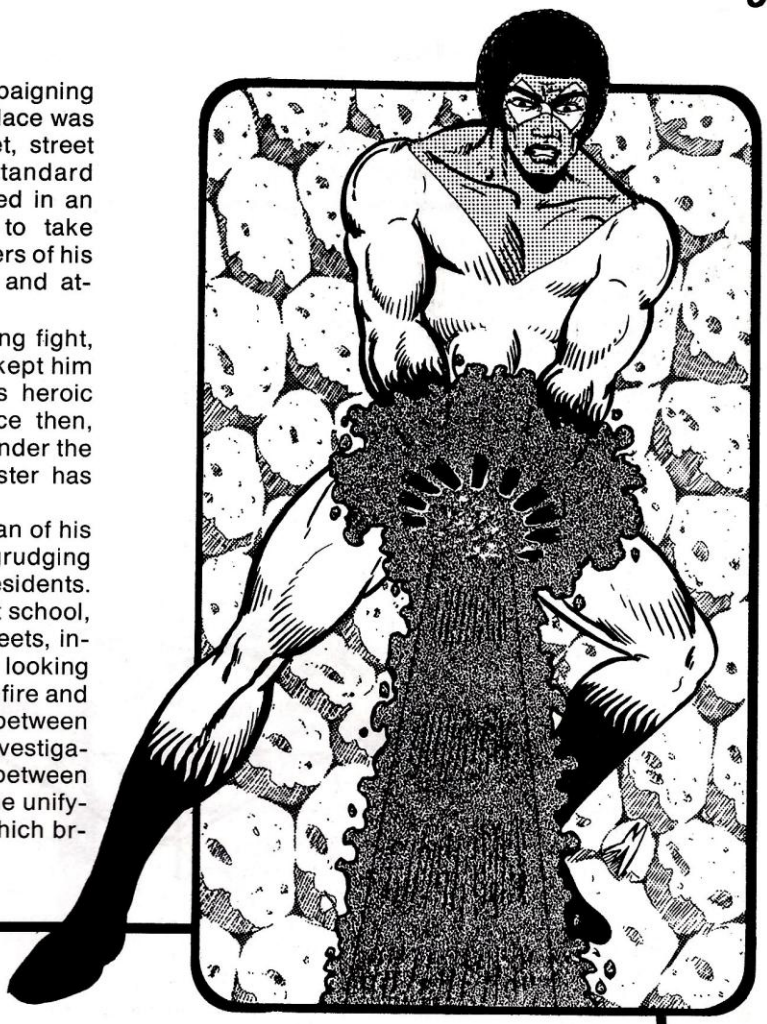
119 (CHA Cost) + 96 (Power Cost) = (Total Cost) 215 = Disadvantage Total

EBONFIRE

EBONFIRE is the only normal, campaigning superhero in the current Circle. Charlie Wallace was a normal youth of the ghetto; 125th Street, street gangs, overcrowded tenements, the standard background. When his younger brother died in an incident of street violence, he decided to take revenge on the accidental killers: the members of his own gang. He donned a handmade outfit and attacked the gang with stolen weapons.

He would have been killed in the resulting fight, but Kor Hunter stumbled into the situation, kept him from being slain, and, impressed with his heroic potential, invited him into the Circle. Since then, Ebonfire has begun learning crimefighting under the tutelage of Kor and Aureole, and The Master has begun his magical instruction.

Charlie has chosen to become the guardian of his old neighborhood and has earned the grudging respect of the police and some if its residents. Between instructions at The Circle and night school, he can often be found patrolling Harlem streets, interfering with crime and strolling about looking sharp. Just as Aureole and Kor Hunter, Ebonfire and Moonsilver are finding a peculiar empathy between them and occasionally patrol or perform investigations together. Perhaps it's the contrasts between the two (visual, emotional, and social) and the unifying desire to rid the streets of nasty things which bring them together as a team.



EBONFIRE

VAL	CHA	Cost	Cost		Powers	END	100+	Disadvantages
30	STR	20	10	[1]	+4D6 to STR Damage	4	30	2x STUN from Energy Killing Attacks
20	DEX	30	20		Multipower — 30 pt. Reserve (Act. 14 or less)		10	2D6 Unluck
25	CON	30					20	Code vs. Killing
15	BODY	10	4	m	6D6 EB — Black Fire	6	20	Hatred of Killing
18	INT	8	4	m	15" Flight	3	10	Overconfidence
15	EGO	10	4	m	+15 PD, +15 ED Force Field	6	10	DNPC, Normal on 8 or less (Little Sister)
15	PRE	5	7		½END Cost — STR		15	Secret Identity
16	COM	3	5		1 Level w/HTH			
16	PD	10	3		1 Level w/*nunchaku*			
14	ED	9						
4	SPD	10						
15	REC	8						
60	END	5						
43	STUN	0						

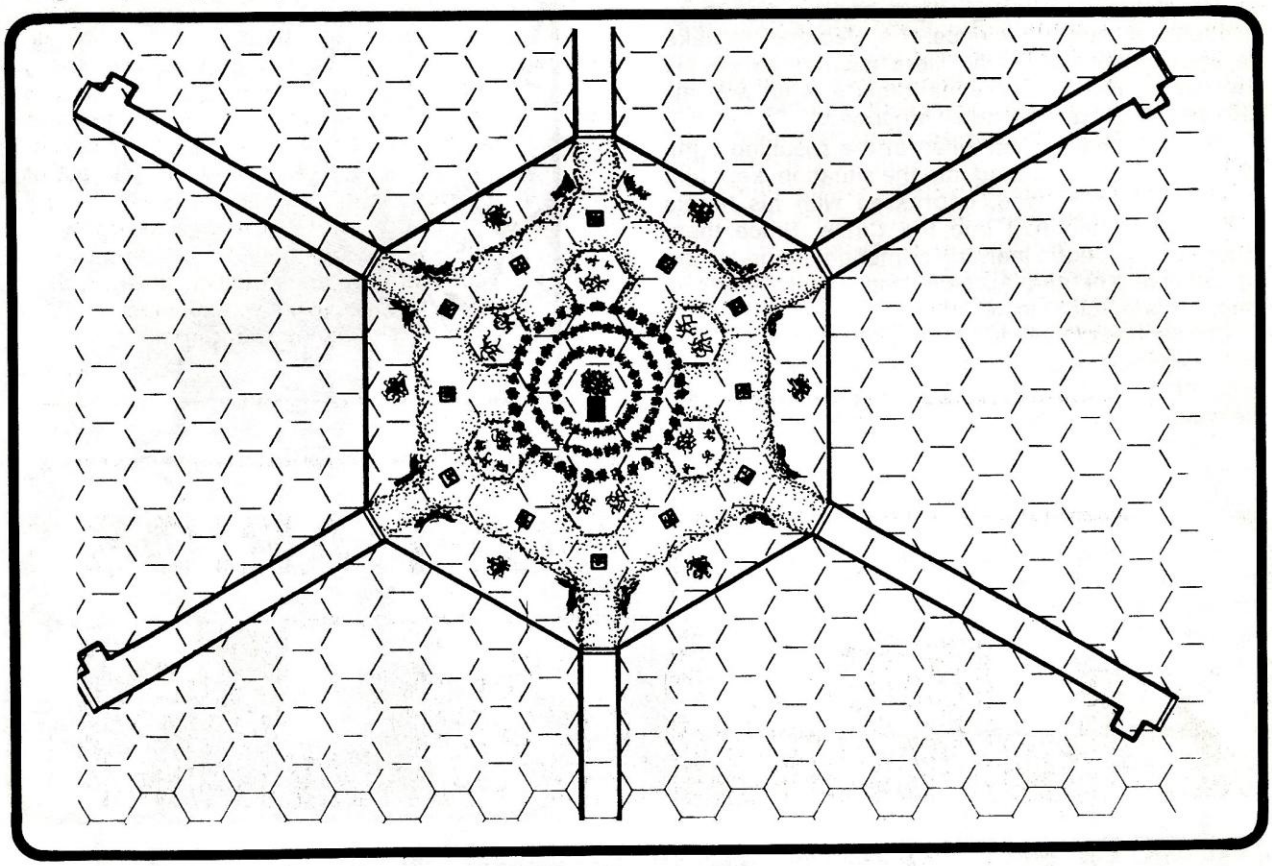
OCV: 7
DCV: 7
ECV: 5
PHA: 3,6, 9,12

[1] OAF - *nunchaku*

158 (CHA Cost) + 57 (Power Cost) = (Total Cost) 215 = Disadvantage Total

THE GARDEN

The Master's garden does not follow traditional Japanese forms; it is probably a sorcerous symbol in living sculpture, possibly analogous to a pentagram.



This is the theory among his students, anyway. If asked about its unusual nature, he merely responds that this is the way it should grow.

The garden is a hexagon some 18 meters in diameter. Two-meter wide tunnels, like spokes from a hub, extend one from each point of the hexagon. Each tunnel is about 14 meters long, bricklined, and emerges through an illusory wall into a different place. One opens into a sewer line under 30th and Broadway; one opens under a small country bridge on Long Island; one opens into a cave mouth in Crete. The students don't know where the others lead.

The "sky" of the garden, while apparently sunlit, shows no sun. It is actually a dome of some polished stonelike material; a person's gaze tends to slip off it, and N-Ray and X-Ray vision will not penetrate it. The dome darkens at night, and dew will collect on the grass and bushes.

At the center of the garden, on a little knoll, is a cherry tree. Imbedded next to it is a large block of polished ebony; this was in fact the focus that Ebonfire used in the ritual that gained him his powers. A circle of red rose bushes surrounds the tree; around that is a circle of white rose bushes; and around all is a circle of yellow rose bushes. Soft grass grows where the bushes do not.

Each hallway ends in a wall of mist; walking through the mist is effortless, but the portal is usually concealed on the other side to blend in with the surroundings. Thus, the portal in the sewer will look like sewer wall and will feel like it, too: a 20 PD, 20 ED Force Wall with normally Invisible Power Effects bars the way for anyone The Master chooses to keep out.

In addition, each hallway is monitored at its exterior end by a little scaly man, a creation of The Master's who relays him the mental image of all those who approach. The little homunculi live in niches at their appointed posts, feeding off rats, insects and occasionally off tidbits brought by members and associates of the Circle. Aureole has named the sentinel of the Broadway access Jake.

People in the garden or its environs are immune to X-ray or N-ray vision from those without, and the garden acts as 100 pts. of Area Effect Ego Defense between those inside and those outside.

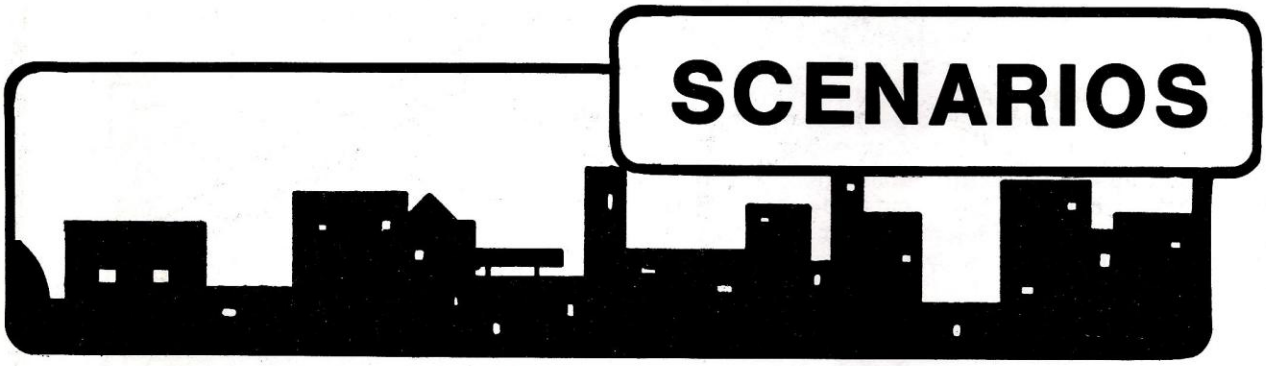
HOW THE CIRCLE WORKS

Every ten days, the five primary students of The Circle assemble in the garden to receive instruction from The Master. The only penalty for a lesson missed is the delay of the missed lesson. The Master performs most of the instructions; occasionally, he will call for old friends to instruct his students in specialized fields of mystic knowledge. The students with regular mundane schedules (Ebonfire most particularly) simply appear as often as they can manage.

Every ten days (staggered five days off of the closed Circle instruction periods) The Circle conducts a freeform session which anyone who meets The Master's approval may attend. This is where many mystic heroes (including, with GM approval, appropriate player-characters) learn their skills. Many of these lessons are conducted by various of the five primary students, and usually consist of a lecture, question-and-answer, and practical demonstration, eventually disintegrating into a spirited social gathering.

By absolute prohibition of The Master, no combat occurs in the garden, so frequently the entire assemblage moves to a neutral playground (a city park, a half-demolished building, or a sports stadium) and socializes, roughhouses, or practices the new techniques learned in "class". (This occasionally has the effect of piquing the interest of some elder sorcerer or a somnolent guardian of a timelost crypt, but nobody said things were easy.)

Aureole and Moonsilver usually stay away from these playsessions but can be talked into it with a proper amount of persuasiveness. The Master never attends the festivities outside the garden.



OUT FOR BLOOD

(SCENARIO ONE)

This scenario presumes that one of your campaign's characters is a part-time student of the Circle, or at least is familiar with some of its members.

A recent series of assassinations has occurred in the city: syndicate-related murders whose victims are mostly crusading young politicians, exasperating reporters, uncooperative businessmen, and rebellious syndicate members. The unusual aspect of these murders is their brutality: spines broken, throats torn, strangulations, twentieth-story defenestrations; all evidence indicates that the assailant (or assailants) is powerful, cruel, and efficient.

Possibly connected with this is the matter of the recent disappearance of several policemen and policewomen. These people were off-duty when they disappeared, generally enroute from work or a bar to home.

These incidents (coupled with the facts that all of these happenings occurred at night, and that fog was reported at some of the murders) have led Moonsilver to conclude that the culprit is supernatural in origin. Consequently, the monsterslayer is spending his free nights skulking the rooftops, looking with renewed vigor for monsters.

But Moonsilver doesn't know the half of it. The assassin is indeed supernatural, an Austrian vampire named Gratz. He intends to build a force of undead assassins and has chosen to vampirize policemen. Their specialized training plus the natural abilities of the undead make them formidable killers. So far, Gratz has asssembled ten such servants. He uses the hit money paid by the syndicate to finance his operations.

Gratz operates out of an apartment in a small Mercer Street (SE of Washington Square Park) building. The accompanying map shows the floor plan of Gratz' apartment on the first floor; the two floors above are similar, except that where the front doors are indicated, windows are instead present. At sundown, Gratz and four or five of his minions will rise and seek out places policemen frequent; if they spot a promising choice and can corner him/her alone, they will drain the victim of blood and bury the

body in some out-of-the-way spot. At dusk the third night after, they aid the new vampire's awakening and welcome the new member to the clutch.

Gratz is more powerful and less disadvantaged than the members of his clutch. He does not have to keep still during the day, though he is somewhat less effective in daylight hours. His control over his minions is great but is not precisely reflected in his list of powers; this mental hold is a function of the origins of the new vampires and appears in their Psychological Limitations.

There are several ways the player-characters can be drawn into the scenario. Kor Hunter and Aureole will naturally inform other heroes of Moonsilver's suspicions, especially heroes who associate with The Circle. If the player-characters do not know of The Circle, they could catch the sorcerous students breaking into Gratz' apartment, resulting in a royal three way free-for-all. A new vampire of the clutch could break Gratz' mental hold, escape and be pursued by Moonsilver. The vampire could run for help to the nearest hero, resulting in a conflict between The Circle and the player-characters. Gratz could find Megan alone and begin a slow transformation of sorceress into vampire-witch; creating any number of personality changes and clues for the characters, and providing an unwelcome mole in the ranks of the characters when the inevitable clash occurs.

Here are the names (and random equipment) of the ten vampire police Gratz currently enthralls. These policeman's characteristics can be "personalized" by the GM to provide somewhat more variation.

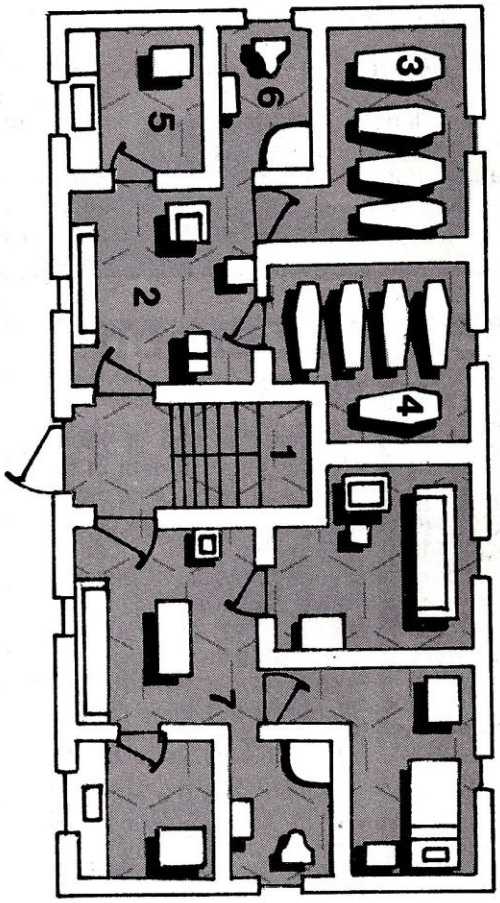
1. Derek Carson: Heavy pistol, bulletproof vest, billy club.
2. Henry Law: Heavy pistol, bulletproof vest, billy club.
3. Martha Keller: Light pistol, shotgun, billy club.
4. Will Henderson: Light pistol, shotgun, billy club.
5. Angela MacCrea: Light pistol, shotgun, billy club.
6. Rob Norman: Light Pistol, shotgun, billy club.
7. Rene Martinez: Rifle and scope.
8. Carrie Cavanaugh: Rifle and scope.
9. Jimmy Washington: No gear.
10. Morgan Hayes: Two heavy pistols.

In addition, each of the above carries one set of handcuffs, which acts as 30 points worth of Entanglement, hands only. The billy clubs add +2D6 to normal HTH attacks. The other gear listed above comes straight from *CHAMPIONS*.

If Gratz were to be destroyed, each vampire under his control would undergo a massive psychic and physical shock. Each member of his clutch is a new vampire, and any number of things could happen to them upon the death of their master. They could go mad, either with bloodlust or horror. They could accept or even revel in their new condition. In certain very rare cases, new vampires can actually become "breathers" (living people) again, but this

GRATZ' APARTMENT

1. THE STAIRWAY FOYER: The building's mailboxes are along the walls here.
2. THE LIVING ROOM: It has been laid out fairly normally so that a casual visitor would not become suspicious. The room contains a sofa, chairs, television, etc.
3. THE MASTER BEDROOM: Six coffins are laid out here; the room is otherwise bare of furniture.
4. A BEDROOM: Another five coffins are here.
5. THE KITCHEN/DINETTE: This room is only entered about once a week, and gas is not hooked up to the stove.
6. THE BATHROOM: Used about as often as the kitchen.
7. APARTMENT OF MRS. LEVITZ; an elderly woman. Gratz has ingratiated himself to her as a solicitous neighbor, but she is becoming increasingly aware of the strange bumps in the night coming from the Austrian's apartment.



phenomenon has hardly ever been observed. If Gratz does die, roll 1D6 for each vampire that survives him.

VAMPIRE RECOVERY CHART

1D6 ROLL

1: Vampire goes mad and seeks only to kill everything in sight.

2: Vampire collapses as if reduced to -30 or more STUN. Upon awakening, the vampire will find himself a living being again.

3: Vampire flees in utter confusion. After given time to evaluate situation, vampire will become suicidal.

4-5: Vampire flees in utter confusion. After given time to evaluate situation, vampire will accept his current status and take up a normal vampiric life (not necessarily dedicated to evil).

6: Vampire flees in utter confusion. After given time to evaluate situation, he will grow to hate his current status and decide to wage war on the supernatural.

Vampires who have been undead for more than a month or so will not suffer these effects and can be treated as having rolled a 4-5 above.

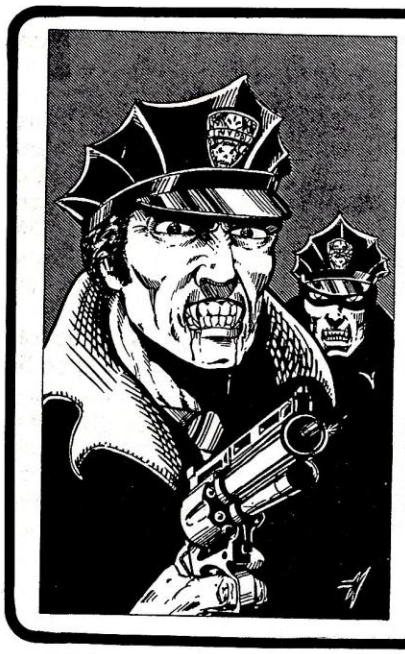
No matter what brings together the three groups (heroes, Circle, and vampires) the combination of The Circles's sorcerous nature, Moonsilver's pathological hatred, the lethality and mobility of the villains, and the stark imagery of the potential situations will make a volatile mix.

GRATZ

VAL	CHA	Cost	Cost		Powers	END	100+	Disadvantages
40	STR	30	90		Multipower — 90 pt. Reserve		15	3D6 Unluck
21	DEX	33	12	m	4D6 HKA	12	5	1D6 from Bright Sunlight
20	CON	20	3	u	+15" Running (Wolf Form)	3	20	2x STUN from Fire
20	BODY	20	4	u	Desolidification — 8 BODY (Mist Form)	8	20	2x BODY from Fire
18	INT	8	9	u	20" Flight	4	5	2x STUN from Wood
21	EGO	22			Active Sonar Hearing		5	2x BODY from Wood
30	PRE	20			2 Levels Shrinking at ¼ END Cost (Bat Form)	1	20	Overconfident vs. foes of the opposite sex
20	COM	5	12	m	12D6 Mind Control	12	10	Hesitates when shown cross, garlic
20	PD	15	10		Ultraviolet Vision		30	Hunted by Hero Group 8 or less
19	ED	15	15		Half Damage Resistance		20	Hunted by English Anti-Vampire Group on 8 or less
4	SPD	9	20		Regeneration — 2 BODY per REC		15	Secret Identity
12	REC	0					20	Random Vampire Disads (Needs Blood, etc.)
50	END	5					92	Villain Bonus
50	STUN	0						

OCV: 7
DCV: 7
ECV: 7
PHA: 3,5, 9,12

202 (CHA Cost) + 175 (Power Cost) = (Total Cost) 377 = Disadvantage Total



NEW VAMPIRE

VAL	CHA	Cost
40	STR	30
20	DEX	30
20	CON	20
18	BODY	16
13	INT	3
15	EGO	10
18	PRE	8
20	COM	5
20	PD	12
15	ED	11
4	SPD	10
12	REC	0
50	END	5
48	STUN	0

OCV : 7
DCV : 7
ECV : 5
PHA : 3,5, 9,12

Cost		Powers	END
60		Multipower — 60 pt. Reserve	
6	u	2D6 HKA	6
		+15" Running (Wolf Form)	3
4	u	Desolidification — 8 BODY (Mist Form)	8
6	u	8" Flight	2
		Active Sonar Hearing	
		2 Levels Shrinking at ¼ END Cost (Bat Form)	1
6	u	12D6 Mind Control	12
10		Ultraviolet Vision	
15		Half Damage Resistance	
20		Regeneration — 2 BODY per REC	
28		Random Equipment	

100+	Disadvantages
10	2D6 from Fire
15	1D6 from Direct Sunlight
20	2x STUN from Fire
20	2x BODY from Fire
5	2x STUN from Wood
5	2x BODY from Wood
20	Overconfident vs. foes of the opposite sex
10	Hesitates when shown cross, garlic
30	Hunted by Hero Group 8 or less
20	Comatose in Daylight
25	Loyalty to GRATZ
20	Random Vampire Disads (Needs Blood, etc.)
15	Secret Identity

160 (CHA Cost) + 155 (Power Cost) = (Total Cost) 315 = Disadvantage Total

TO SLEEP, PERCHANCE TO DREAM

(SCENARIO TWO)

This and subsequent suggestions for Circle scenarios will be presented in outline form only. The GM should make his own maps and write up the appropriate characters for the scenarios.

Aureole's father, The Nightwraith, is still alive; not in another dimension, nor in some hell ruled by his Satanic enemies, but here on Earth, encased in a crystal cylinder which is buried deep under the East River.

The Nightwraith's last case had only peripherally involved magical endeavor; the mighty "sorcerer" he'd spent long weeks tracking was in fact a staggeringly powerful psionic representative of an alien race. The Nightwraith, armed with the mystic devices he'd tracked down to ward off the magic this alien purported to use, confronted his enemy and was ignominiously defeated.

The alien, who was cruel and amoral of nature, sealed The Nightwraith into a suspension cylinder designed to preserve the body but agonize the mind. The Nightwraith now lives in a world that exists only in his mind: a New York City populated mostly by victims and villains, an unsettling atmosphere of perpetually gloomy buildings and crawling shadows and creepy fogs and unnatural silences. The crystal cylinder serves also to monitor crimes and supervillains in the city above, and "pipes" those images into The Nightwraith's mind, recreating their crimes. Thus, his mind is inhabited by hordes of up-to-date villains combated only by one somewhat antiquated crimefighter.

The crystal cylinder serves as an effective barrier against magical scrying, but there is some psionic seepage. Thus, it should be a psychic player-character and not a magical member of The Circle who keeps picking up dreams of a hale and healthy crimefighter, missing nearly twenty years, in futile battle against supervillains which really perpetrated the crime seen only a few days before. Many in the superhero community know that Aureole is The Nightwraith's daughter, so the player-character should probably contact her after the second or third nightmare (if not before)... If he doesn't, it might be wise to steer him in that direction.

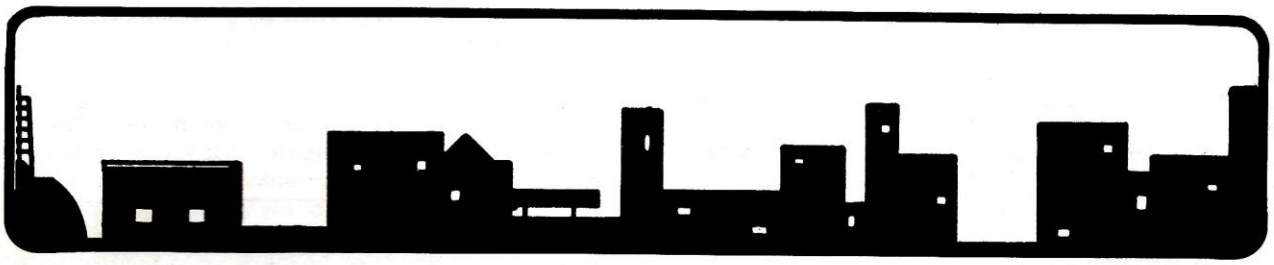
Using Aureole as a focus, it should be a simple matter for a psychic scanner (or even The Master, if our psychic character is around) to locate the crystal cylinder; once it is unearthed, it would be a simple matter for The Master or a character with electrical powers or Gadgeteering Skill to crack The Nightwraith from his prison. Fine. But, after all this time, The Nightwraith is trapped within his unconscious mind; even the return of physical sensation was not enough to shock him out of his mental barriers. The Master can render characters unconscious and "send them in" after The Nightwraith. However, anyone going into the hero's dreamworld has to play with the rules of the field, which are stacked against heroes.

That's the reason The Master will not undertake the voyage himself. He will not operate under the ground-rules he observes within The Nightwraith's mind. Magic doesn't work right; give any magical spell an 11- Activation Roll to work correctly, and if the roll is missed, GM's option as to what actually does happen, good or bad. Villains can appear with nauseating regularity, heroes and villains can die... either for real or until The Nightwraith dreams of their return. However, he is after all these years in an extremely depressed mental state, and such optimistic dreams are rare.

There's little doubt that Our Heroes will undertake this adventure; they are heroes, after all. Aureole, naturally, will want to go along. But The Master advises the other members of The Circle to leave this action to less sorcerous heroes. Magical abilities such as enhanced strength, flying, teleportation, senses and so forth will operate as they should, but spells and energy projections and so forth will fall prey to the weird 11- Activation Roll.

Thus our heroes will be cast into the eerie New York simulacrum. Their mission: find The Nightwraith and merely convince him that this is indeed his daughter and his body is in fact free. That will not be as easy as it sounds; the hero has been prey to lots of similar mental tortures on the part of his imaginary enemies before and will be very suspicious and cynical. Also, villains occur in his life every half an hour or so, and their frequency and numbers will increase with the invasion of the new superheroes.

The heroes should remember: dead is probably dead. The Nightwraith's dream-world is inhabited by distorted versions of all asorts of villains, including our heroes' enemies, and anyone killed here will probably stay dead. Also, all these villains have only been dimly transmitted through the crystal prison's scanning devices, so the villains appearing may not behave exactly as their real-life counterparts, nor may they have all the correct powers.



FULL CIRCLE
(SCENARIO THREE)

The time will arise when Kor Hunter must resolve his conflict with the sorcerer Oeramm. Rather than having Kor gain enough confidence and power to return and challenge the sorcerer, it will make a better adventure to have Oeramm attack The Circle; preferably when it is in one of its full sessions, with sorcerous characters from several supergroups in attendance. Oeramm hasn't counted on The Master's power, and is forced to retreat. But The Master is wounded and out of the action for a while, and Oeramm makes off with a captive: perhaps Aureole, perhaps one of the player-characters.

Oeramm's citadel, incidentally, should be a wonderful setting for all of a GM's Miltonian fantasies: rivers of fire, winged demons, eerie guides, tormented captives, and so forth.

A subplot which could be entered into the campaign here would occur if one of the heroes wandered off and came face-to-face with a living embodiment of Caerosh the Destroyer and be mesmerized by that particular devil; after Oeramm is defeated, the heroes would bring back their enthralled ally unawares, and a later story would involve that character's attempts to bring Caerosh to Earth.

OTHER SCENARIOS

Any one of The Circle's hunteds could be played up as an adventure involving the PCs. Also, any major magical event happening in the world could bring the attention of The Master or his students. They make a nice reference point for questions of sorcery (the GM can decide for himself the extent of The Master's powers and knowledge, but it is of course necessarily vast) and are a colorful bunch of superheroes for any occasion.

CAMPAIGN USE OF THE CIRCLE

As with any groups of NPCs, The Circle should not be allowed to dominate the campaign, or even the adventures in which they guest-star. They exist to provide a group of acquaintances for any sorcerously-inclined hero, a rationale for his continuing acquisition of new magical powers, and lead-ins to new mystical adventures.

The members of The Circle must not be used as a "deus ex machina". The Master does not go on missions. He generally does not answer questions straight; like any other frustrating oracle, important questions posed to him about this magical villain or that ancient spell will often be responded to with riddles or warnings instead of facts.

Remember, too, that The Circle is not a superhero team. It is a school, albeit a school that could level Notre Dame for breakfast and the Pentagon for dinner. Its members may be inclined to join other superteams, and may be encountered in the normal crossover way: fighting crime or otherwise trotting around on their own turf.

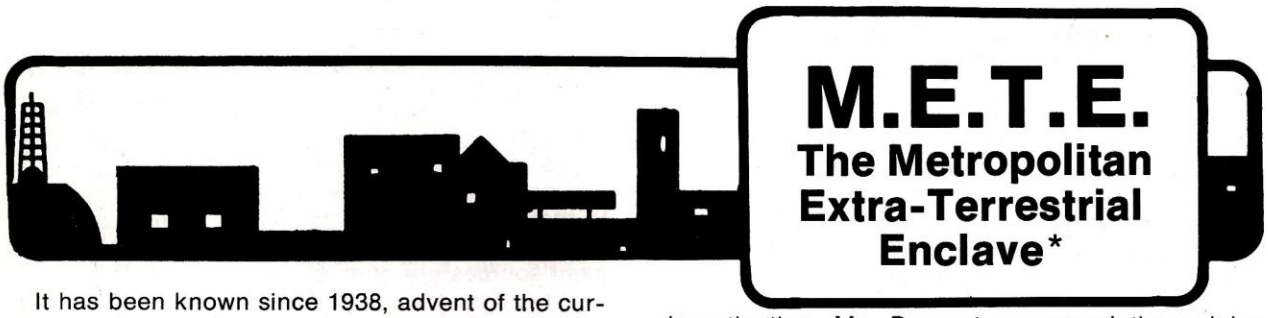
But within those constraints they're still an effective tool for a campaign. One of those frustrating half-answers from The Master can be enough to keep an adventure on track. He's not always (or necessarily often) available, but the assistance of one of his primary students can enliven an episode. If you keep in mind that they simply cannot be used as some sort of data bank for the player-characters, they will prove to be an NPC asset to a campaign.

The characters of The Circle are handy to have around if you have a new player in the game, and don't want to take the time to have him create a new character. Just let him play one of the NPCs from The Circle. Of course, the GM might have to help the player out to make sure the character's personality comes across right. But this will still save a lot of time, and get a new player right into the game.

GARDEN SPECIFICATIONS

SECTION	STATISTICS	COST
Size	Total area 116 hexes underground (ACM 1¾).	9
Armor	Walls are 10 DEF, 10 BODY — heavy stone walls. 20 DEF, 20 BODY on 8 hexes (doorways).	16
Location	Appearance and location concealed.	5
Concealment	-20 to sight Perception Rolls.	9
	-10 to Detective Work Rolls to find the Garden.	40
Power Plant	Magically provides heat and lights for the Garden.	10
Powers	The Dome: Darkness to N-Ray and X-Ray vision only, 0 END Cost.	2
	Ego Defense: 100 pts. of Ego Defense surrounding the Garden.	34
Agents	Little Men cost 100 pts. apiece, fanatically loyal.	100
		125
	Total Cost — 350	

This chart uses the *Hideouts and Headquarters* system from *CHAMPIONS II.*



M.E.T.E.
The Metropolitan Extra-Terrestrial Enclave*

It has been known since 1938, advent of the current age of superheroes, that intelligent life exists in other solar systems within the galaxy. Some of the premier heroes on Earth have been aliens; so have some of the planet's best known villains. Unfortunately, though, most extraterrestrial visitors have been forced into one of a few stereotypical roles (alien savant, horror from beyond the stars, etc.) by human paranoia and other circumstances beyond the visitor's control.

Balancing the aliens' odd receptions by Terrans is the sentiment of alien cultures toward this planet. Preliminary scans by extraterrestrial scouts always indicate that Earth is a world of fragmented government and early nuclear-level technology. Yet all invasions and attacks by more advanced cultures have been forcibly, even savagely, rebuffed by the planet's eccentric elite guard, the superheroes. So Earth is generally kept under close observation by alien empires, who advise their citizens to trespass on the Terran solar system only at their own risk.

Six years ago, a nine-foot tall, 600-pound scientist from a high-gravity world landed on Earth to initiate peaceful contact between his world and this one. He was immediately attacked by the Golden Avenger, a government-sponsored, fairly extremist superhero. Defeated, the only option given him by the cheerless government representatives assigned to the case was to surrender himself to the authorities for protection. Baffled, confused, and trapped (his ship was impounded by investigators), he turned for help to the Wind Warriors (a Washington, D.C. based hero group) who offered him a place in their ranks.

His first superhero action occurred that afternoon, when a supervillain gang took the residents of an apartment complex as hostages. The Wind Warriors attacked; the villains were defeated. And the hapless alien scientist, unused to his comparatively formidable strength, killed six fragile Terrans in the course of the battle. Remorseful and completely over his head, he then committed suicide.

Hardest hit by the tragedy were Orrad, leader of the Wind Warriors and an alien himself, and Marie Dumont, a police officer who'd tried (and failed) to keep the alien from killing himself.

The incident was hushed up by the government. However, at the subsequent Senate subcommittee investigation, Ms. Dumont expressed the opinion that treatment of the alien had been botched, and that creation of an independent organization, a cooperative effort between civilian scientists and NASA personnel, might prevent some similar occurrences in the future. The subcommittee declined to pursue that avenue; but Orrad, present for the hearings, was very interested.

Within the month, the Wind Warriors donated their quarterly charity earnings fund to the fledgling organization. Orrad resigned as Wind Warriors leader, hired Marie Dumont as project coordinator and also hired the organization's first lobbyist, former Virginia senator Lyle Harrison.

M.E.T.E.'s history over the next few years was a checkered one. The organization was backed by industrialists who had dealings with the superhero community or aerospace planning, so its financial status became stable. Support also came from several future-planning societies and science fiction fandom organizations. Resistance arose in the form of some government officials (who feared, not necessarily incorrectly, security leaks and intrusions by alien spies) and some fundamentalist religious groups (who were upset by M.E.T.E.'s contention that several alien humanoid species, including Orrad's own K'Pok race, were relatives of *homo sapiens*). Certain concessions on M.E.T.E.'s part and intensive lobbying by Harrison's agency have staved off the first form of resistance, and the recent disclosure of one television preacher's banking habits has thrown the second into temporary disorder.

Currently, M.E.T.E. is organized as a private research group backed by regular contributors and further supported by government contracts; the primary focus of the group's studies is biological research. Orrad, who is leery of the Terrans' capacity for self-annihilation, recommends to each offworld patient that no technological information be given to Terrans. Consequently, the group's government liaison has been able to accumulate little technological information. While this irritates the DoD and NASA, the Medical studies being performed at M.E.T.E. are just too valuable for the government to take much in the way of retributive actions.

*With thanks to Earl Cooley II

FUNCTIONS

M.E.T.E. performs four primary functions:

1. It provides shelter, medical care, and other humane facilities to evidently peaceful visitors from other worlds.
2. It utilizes medical data gathered from its extraterrestrial clients to further the study of medicine on this world.
3. It relays what knowledge it accumulates about alien technologies and societies to appropriate authorities.
4. It provides medical facilities to emergency patients from the superhero community. (Considering the numbers of altered biochemistries among even the human superheroes, M.E.T.E. has profited from favors garnered by this service.)

As M.E.T.E. resists the government's attempts at takeover, officials seldom if ever bring captured aliens or extraterrestrial envoys to the research group; medical emergencies are normal exceptions to that bias. However, as Earth's visitors often interact first with the planet's superheroes, the government sources are often bypassed.

The information that M.E.T.E. gathers is often quite valuable, and could possibly advance Earth science considerably. There is suspicion in government circles that M.E.T.E. isn't telling everything they know; however, this hasn't been proven. The belief that M.E.T.E. has valuable information makes it a target for spies from all over, as well as supervillain groups.

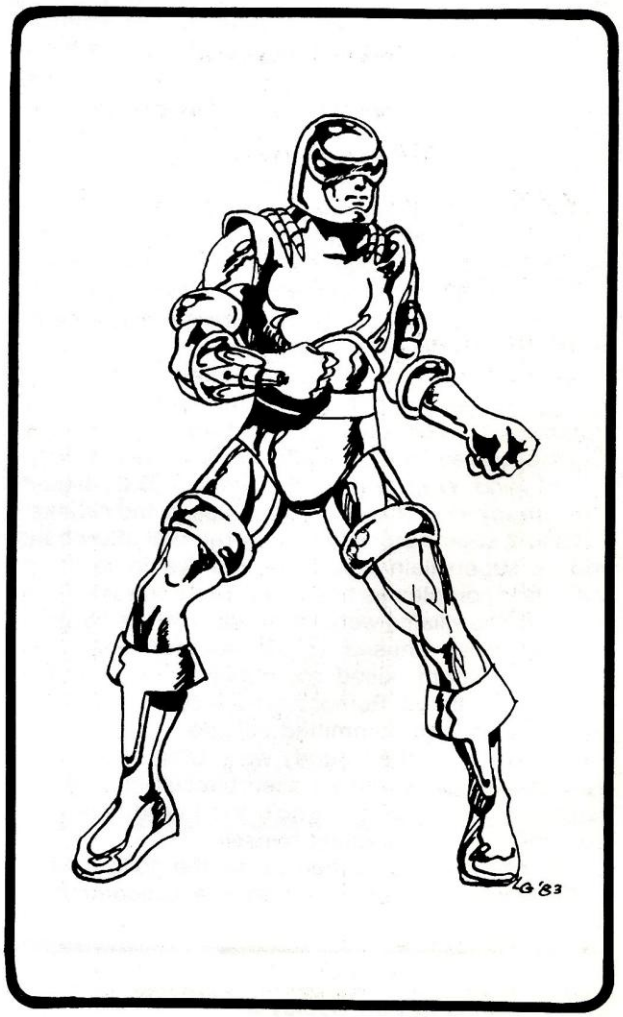
THE STAFF

Almost all the members of the M.E.T.E. staff belong in the "talented normal" category, meaning they're built on 50 Power Points. However, in the cases of scientific staff, most of their 50 point allowance goes to sciences and intelligence-related skills; in emergency situations the scientific staff behaves pretty much like other normals. Orrad and Marie Dumont are superhero-class and *JUSTICE, INC.*-class individuals, respectively.

ORRAD

This humanoid alien was a distinguished member of the elite warrior-caste of the K'Pok race, which dominates several solar systems on the far side of the galaxy. Orrad was notable for being representative of the "perfect warrior", adhering best to the guidelines of ideal capabilities as set by K'Pok military trainers. (This is reflected in the extraordinary sameness of his characteristics.)

After serving his requisite armed-forces time in the most dangerous branch of his world's military services (an elite Warrior-Scout branch), Orrad had the option of retiring at a comfortable pension or keeping his military equipment and seeking his fortune elsewhere. He chose the latter course, gravitating eventually to Earth, the planet of improbabilities he'd heard so much about. Due to his heroic inclinations, organizational nature, and adaptability, he became established as a capable (if unpublicized) superhero and founded the Wind Warriors, a heroteam characterized by lightning-swift battle tactics. Orrad is 6'1", 185 lbs., with silver hair and green eyes and appears fortyish.



ORRAD

VAL	CHA	Cost
20	STR	10
20	DEX	30
23	CON	26
20	BODY	20
20	INT	10
20	EGO	20
20	PRE	10
20	COM	5
15	PD	11
15	ED	10
5	SPD	20
11	REC	4
50	END	2
44	STUN	2

OCV : 7
DCV : 7
ECV : 7
PHA : 3,5,8, 10,12

Cost		Powers	END
50		Mastermind	
50	1	Multipower — 75 pt. Reserve	
9	m	Superleap — up to 7 Levels	
10	m	10D6 EB — Blaster (PBx32, 320 END)	10
10	m	+50 to STR (PBx32, 320 END)	10
5		28" Gliding	
33	1	+15 PD, +15 ED Armor	
3	1	5 pts. Flash Defense	
7	1	Ultraviolet Vision	
13	1	20 pts. Life Support	
5		Stealth 13 or less	
5		Computer Programing 13 or less	
5		Security Systems 13 or less	
16		2 Levels w/Combat	
	1	OIF — Battlesuit	

100+Disadvantages	
10	1½x STUN from Magic
20	Code vs. killing
15	Love of the hunt
20	Berserk 11 or less when overwhelmed Recover 11 or less
15	Hunted by Religious Group 8 or less
10	DNPC on 14 or less (MARIE DUMONT)
10	Public Identity
201	Hero Bonus

180 (CHA Cost) + 221 (Power Cost) = (Total Cost) 401 = Disadvantage Total

MARIE DUMONT

M.E.T.E.'s coordinator is an active, intelligent, and appealing woman. Personally, she is characterized by strong friendships, biting sarcasm, a certain tendency toward short-temperedness, and extraordinary organizational abilities. She has a license for and carries a .357 Smith & Wesson revolver for protection. She is 5'6", with black hair and blue eyes, age 27.

MARIE DUMONT

VAL	CHA	Cost
10	STR	0
20	DEX	30
20	CON	20
10	BODY	0
20	INT	10
15	EGO	10
10	PRE	0
20	COM	5
10	PD	8
10	ED	6
4	SPD	10
7	REC	2
40	END	0
25	STUN	0

OCV : 7
DCV : 7
ECV : 5
PHA : 3,6, 9,12

Cost	Powers	END
10	Martial Arts	
5	10 pts. PRE Defense	
5	Forensics 12 or less	
3	Bureaucratics 11 or less	
3	City Knowledge: Manhattan, 12 or less	
2	Washington, D.C., 11 or less	
3	Combat Vehicle Operation 13 or less	
5	Combat Pilot 13 or less	
1	Helicopter Pilot	
2	Spanish	
5	1 Level w/Guns	

100+Disadvantages	
20	Code vs. Killing
10	Protective of Innocents
15	DNPC 14 or less (Diana Ingraham)

101 (CHA Cost) + 44 (Power Cost) = (Total Cost) 145 = Disadvantage Total

DIANA INGRAHAM

The institute's head of security is an old friend of Marie's and is also an ex-policewoman from D.C. She and her eighteen assistants (three shifts of six each) are all talented normals, carrying (while on duty) a fair amount of stun and communications equipment for berserk patients or intruders. She is 5'5", with blonde hair and green eyes, and is possessed of a somewhat manic personality.

DIANA INGRAHAM

VAL	CHA	Cost	Cost	Powers	END	50+	Disadvantages
10	STR	0	5	Detective Work 12 or less		20	Protective of M.E.T.E.
14	DEX	12	3	Knowledge Skill: Gambling 12 or less		2	Hero Bonus
13	CON	6	5	1 Level w/Guns			
9	BODY	-2	8 [1]	1½D6 RKA (6 Charges)			
13	INT	3	8 [2]	+6 PD, +6 ED Armor (Act. 11 or less)			
11	EGO	2	5 [3]	+2D6 to STR Damage			
13	PRE	3	1 [4]	Radio Hearing,z			
14	COM	2					
5	PD	3					
5	ED	2					
3	SPD	6					
5	REC	0					
26	END	0					
21	STUN	0					

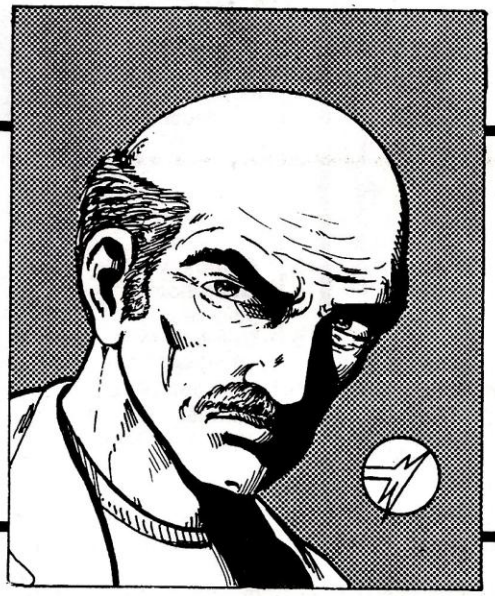
OCV : 5
DCV : 5
ECV : 4
PHA : 4,8, 12

[1] OAF — .357 Magnum
[2] OIF — Armored Vest
[3] OAF — Billy Club
[4] OAF — Walkie Talkie

37 (CHA Cost) + 35 (Power Cost) = (Total Cost) 72 = Disadvantage Total

DR. BILL ELAM

Dr. Elam is the research-analysis head, who, with the aid of computer sciences chief Dr. Ellen Robinson, coordinates and files all data learned at M.E.T.E. He is a middle-aged gentleman of uncertain temper but established genius. It is Dr. Elam who assembles and publishes M.E.T.E.'s documentation for the AMA and government services. He is 5'7", 46, balding, and irascible; two assistants are assigned to his department.



HOWARD ESTERHAUS

The government liaison to M.E.T.E. is in an uncomfortable position. He is the official "spy" on the site, and as such must circumvent the thinly-veiled hostility of the staff while trying to make sure that the politically-impractical scientists don't jeopardize national security or unleash something deadly on the world. He has immediate communication patch-ins to the Pentagon and to the mobile HQ of Operation: Wunderkind. He is 6'1" and thin, 33, with brown hair, blue eyes, and a very businesslike nature.

LYLE HARRISON

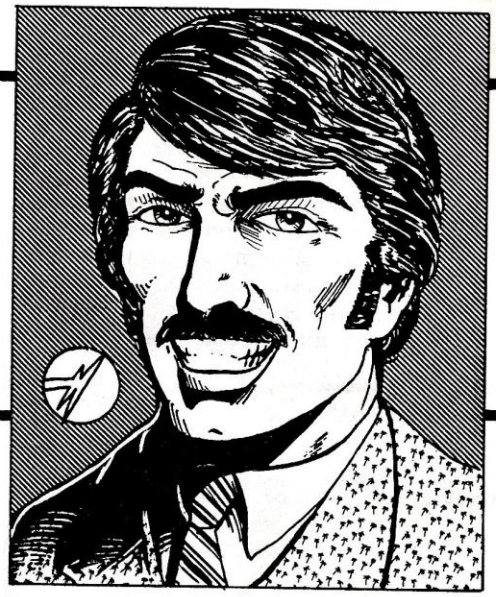
M.E.T.E.'s chief lobbyist and his four assistants operate in Washington, D.C., where they apply what leverage they have and work what miracles they may to help keep M.E.T.E. up and running. The institute does have some few supporters in the capitol now, but it's a hard job. Harrison is 5'11", with black hair and eyes, and is charismatic and intelligent.

DR. ELLEN ROBINSON

Dr. Robinson is the computer sciences chief, in charge of most data-processing duties, plus maintenance and continual upgrading of all analytical equipment. She is 5'4", 39, with brown hair and eyes, and a friendly disposition. Two assistants work in her department.

OTTO WYNDHAM

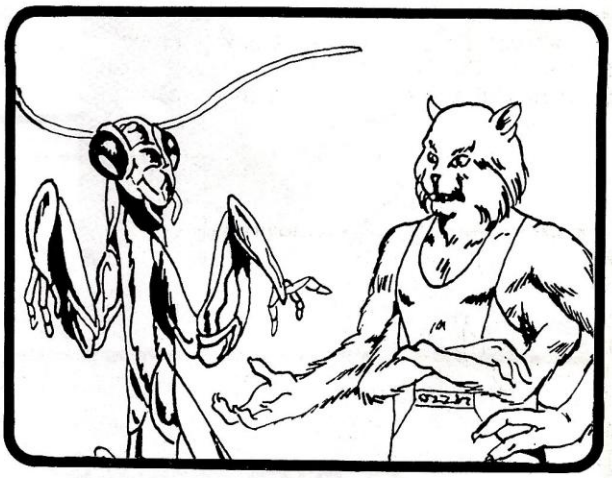
Mr. Wyndham, M.E.T.E.'s attorney, is not set up at the actual laboratory site; he and his associates maintain offices in Manhattan. Most of his time is currently spent defending M.E.T.E. against various legal actions. He is 41, with black hair, blue eyes, 5'7" and sensitive about it, with a disarming manner and a brutally sardonic sense of humor.



THE ALIENS

M.E.T.E. has housed and assisted approximately forty extraterrestrials representing some 25 races. Currently, M.E.T.E. has four in-house patients and one "out-patient", which constitutes a fairly normal caseload for any time of the year.

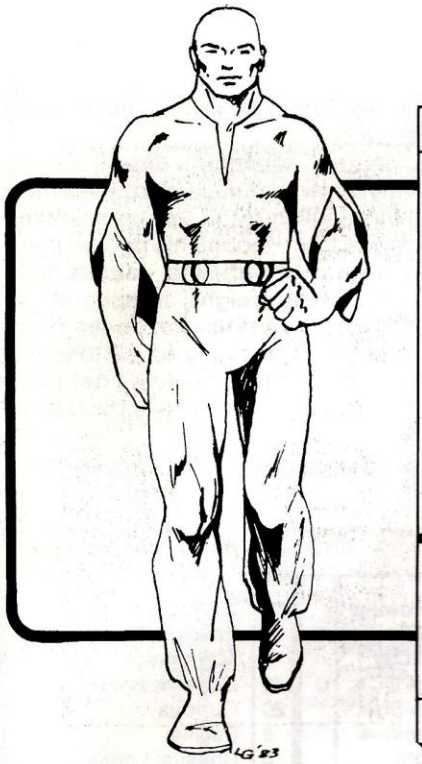
Those aliens who are unwilling or unable to learn English, or simply haven't yet learned, carry a high grade communications device which contains a patch-in to M.E.T.E.'s translational computer, a high-range radio, and a tracer mechanism.



RYF HAVER

The most manlike of M.E.T.E.'s current patients is a humanoid of the subservient race of the starfaring Midha peoples. Ryf was the equivalent of a porter/-baggage handler on a Midha scouting mission to Earth, and (showing unusual drive and ingenuity for his kind) escaped from his ship; a chance encounter with a superhero group brought him to M.E.T.E. He has essentially no knowledge of Midha science, and his biochemistry is quite similar to a Terran's, so he elicits no interest from Esterhaus. Physically Ryf is 6'6", 240 lbs. and bald, with a strange salmon tint to his skin.

Ryf has expressed an interest in staying on Earth, posing as a normal citizen. To this end, M.E.T.E. has been training him in the fine points of English, disguise, and Ryf's only professional interest so far: security. Within a few months, Ryf will probably surreptitiously join the ranks of the human race as a M.E.T.E. security guard or as a freelance bodyguard. Personally he is quiet, almost gloomy of disposition, still ill at ease with the Terrans' very social tendencies.



RYF HAVER

VAL	CHA	Cost	Cost	Powers	END	50+	Disadvantages
20	STR	10	5	Security Systems 12 or less		15	Freezes in uncomfortable social or technological situations
15	DEX	15					
13	CON	6	4	English			
10	BODY	0	7	Disguise 13 or less			
13	INT	3	5	1 Level w/Guns		10	2D6 from most processed foods with excess chemicals
10	EGO	0	10	[1] 2D6 RKA (6 Charges)			
10	PRE	0					
12	COM	1	8	[2] +6 PD, +6 ED Armor (Act. 11 or less)		15	Secret Identity
7	PD	3					
5	ED	2	5	[3] *+2D6 to STR Damage*			
3	SPD	5	1	[4] Radio Hearing			
7	REC	0					
26	END	0					
28	STUN	0					

OCV: 5
DCV: 5
ECV: 4
PHA: 4,8 12

[1] OAF — .44 Magnum
[2] OIF — Armored Vest
[3] OAF — Billy Club
[4] OAF — Walkie Talkie

45 (CHA Cost) + 45 (Power Cost) = (Total Cost) 90 = Disadvantage Total

T'T'SHLR

This alien is an example of the V't'm race, a species of silvery-blue furred carnivores. Their language, as those names might indicate, consists of aspirated consonants with no vowels used at all. The result sounds like a continuous hissing punctuated by various clicks, tones, and glottal stops. T't'shlr speaks no English, but M.E.T.E.'s translator/computer has deciphered enough of V't'm tongue that communication is possible. T't'shlr, physically, is 5'9" and some 250 lbs., possessing six limbs (two for bipedal transportation, two for fine manipulation, and two for rough manipulation and combat), two eyes, and a toothy smile. T't'shlr crash-landed in Vermont about four months ago; her ship was impounded, a mostly-ruined hulk, by the government. The alien has refused to cooperate with authorities until her ship is released. Personally, she is polite if impatient, clever, and inquisitive.

T'T'SHLR

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	30	2D6 HKA	6	10	2x STUN from Gas
20	DEX	30		4D6 w/STR	12	30	2x STUN from Energy Killing Attacks
25	CON	30	20	2 Extra Limbs — Arms		15	2D6 from Gasoline Fumes
15	BODY	10					
20	INT	10	5	Stealth 13 or less		20	Honorable
20	EGO	20	10	Find Weakness for HKA, 11 or less		15	Hatred of Oath Breakers, Thieves, and Liars
20	PRE	10					
10	COM	0	10	+5" Running	2		
16	PD	10	10	Ultraviolet Vision		8	Likes to Kill
15	ED	10	15	Tracking Smell 13 or less		25	Hunted by UNTIL 8 or less
5	SPD	20					
11	REC	0				20	Berserk 14 or less When Taunted, Recover 11 or less
50	END	0					
51	STUN	8					
						10	2D6 Unluck
						15	Unusual Looks
						10	Public Identity

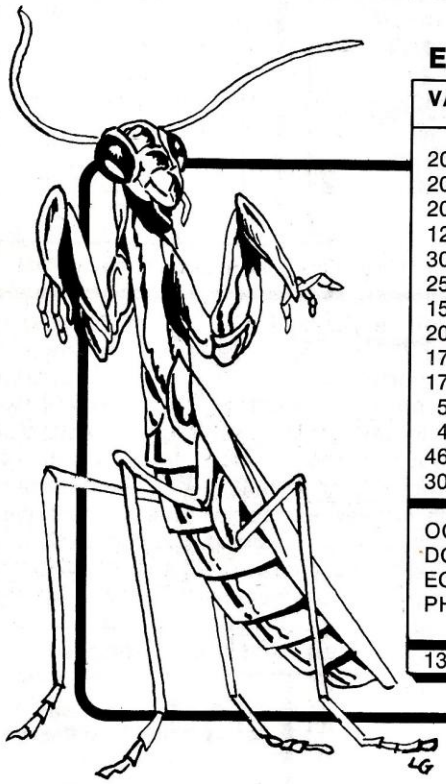
OCV: 9
DCV: 7
ECV: 7
PHA: 3,5,8, 10,12

178 (CHA Cost) + 100 (Power Cost) = (Total Cost) 278 = Disadvantage Total

ELT

This alien belongs to a race of space-travelling insectoids, a peaceable and exploratory species based out of a star-system some 130 light-years coreward of Sol. These aliens have the ability to travel the stars without using ships. Though this is certainly an advantage sometimes, because he wasn't in a ship Elt was injured after arrival on Earth by a midair collision in a cloud layer with a superhero team's VTOL jet. He (a convenient referent; "his" race is actually hermaphroditic) was brought by the team to M.E.T.E., and a thorough bioscan and good luck led to a successful treatment for cracked chitin and some internal injuries. When Elt awoke, he was well on the way to recovery.

Elt is 18" tall, shaped something like a praying mantis, with a shiny silver chitinous skin. He is now capable of speaking English (or at least articulating something understandable), though his normal communication mode involves radiating various light patterns from his eyes. He weighs, in spite of his small size and extremely thin structure, on the order of ten pounds. Elt has not been long on Earth and is almost fully healed; he intends to make a brief study of the planet after his recovery, before he returns home.



ELT

VAL	CHA	Cost	Cost		Powers	END	100+	Disadvantages
20*	STR	0			EC — Alien Powers		30	2x STUN from
20	DEX	30	30	1	10" Flight, FTL	3		Physical Blows
20*	CON	0			Flight: 20 LY/Day		5	1D6 Unluck
12*	BODY	0	16	2	Shrinking: +4 DCV,	0	20	Code vs. Killing
30	INT	20			1/64 Mass, ¼ Size,		20	Curious
25	EGO	30			+6 Knockback, -4		8	Pacifist
15	PRE	5			to others' Sight		5	Unusual Looks
20	COM	5			PER Rolls, x¼"		10	Public Identity
17*	PD	9			Ground Movement			
17*	ED	9			at 0 END Cost,			
5	SPD	20			Always On			
4	REC	0	16	3	Density Increase:	0		
46	END	13			-2" Knockback, 4x			
30	STUN	10			Mass at 0 END Cost,			
					Always On			
OCV: 7								
DCV: 11								
ECV: 7								
PHA: 3,5,8, 10,12				*	Characteristics from Density Increase already added in			

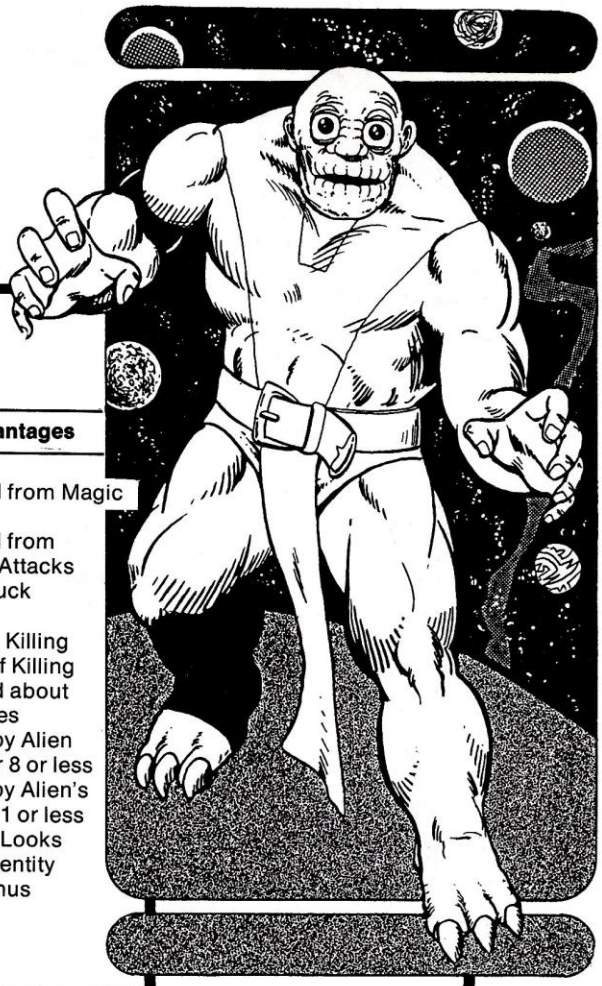
136 (CHA Cost) + 62 (Power Cost) = (Total Cost) 198 = Disadvantage Total

THE MIGHTY PINCHUS

M.E.T.E.'s only active outpatient is The Mighty Pinchus, a telepathic, 4'6" tall, pink-skinned alien from a nameless people. Pinchus is the only current associate of M.E.T.E. other than Orrad who has been active in the superhero community. This alien was kidnapped from his high-grav world by a transplanetary collector of humanoid species. Cheerfully, the diminutive alien pounded his captor and captor's assistants into so much mash, then escaped in one of the ship's shuttles as the craft passed near the Sol system. Grounding on Long Island, he found that the telekinetic skills of his kind which were so mundanely useful on his world were here able to propel him through the air and perform comparatively great feats. Mute and (by human standards) quite ugly, the alien generated some alarming news reports.

A New York hero team eventually tracked him down, determined that he was peaceable, even heroic in bent, and added him to their ranks. He was nicknamed "Pinky" by his comrades. Once he understood the diminutive nature of the name, the alien altered it to the more impressive (to his way of thinking, anyway) monicker of The Mighty Pinchus. Possessed of great strength, telepathic skills, and a good nature, Pinchus adventured with the heroes for a time, then left the team to learn what he would of Earth. Eventually he found M.E.T.E., where his skills

(especially telepathic) have often been of importance. Pinchus' race is extremely long-lived, so he's in no frantic hurry to return home; he is enjoying his work, his friends, and his occasional knock-down, drag-out fights too much to hurry. He carries a M.E.T.E. communicator and can understand spoken English.



THE MIGHTY PINCHUS

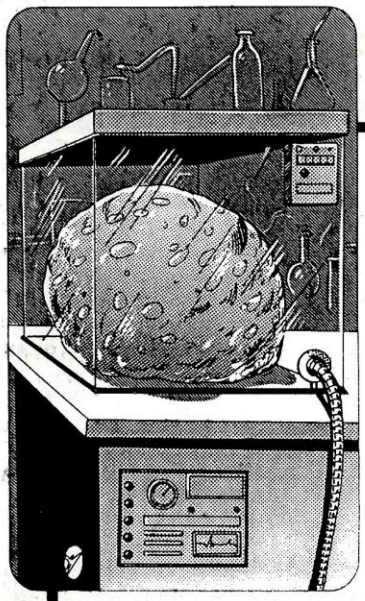
VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages	
60	STR	50		EC — Psi Powers		20	2x STUN from Magic Attacks
20	DEX	30	30	1 STR 30 TK	6	10	2x STUN from Gravitic Attacks
30	CON	40	15	2 15" Flight	3	5	1D6 Unluck
15	BODY	10	15	3 6D6 Telepathy	6	15	Mute
15	INT	5	30	Full Damage Resistance		20	Code vs. Killing
13	EGO	6	15	½END Cost — STR	6	15	Hatred of Killing
15	PRE	5				5	Paranoid about authorities
8	COM	-1				20	Hunted by Alien Collector 8 or less
25	PD	13				25	Hunted by Alien's Agents 11 or less
18	ED	12				15	Unusual Looks
4	SPD	10				10	Public Identity
18	REC	0				25	Hero Bonus
60	END	0					
60	STUN	0					

OCV : 7
DCV : 7
ECV : 4
PHA : 3,6, 9,12

180 (CHA Cost) + 105 (Power Cost) = (Total Cost) 285 = Disadvantage Total

CASE 39

This is M.E.T.E.'s newest case and one of its most confusing. A park ranger in Yellowstone National Park found, in a clearing marked by a 30' diameter charred circle of earth, a brownish blob of pulsating skinlike material with no visible external appendages or sensory apparatus. Biologists at the site recommended that the thing be brought to the Enclave. M.E.T.E. scientists were unable to make much of a bioscan: The bloblike thing responded to X-Rays and ultrasound scans by thrashing around in what the technicians could only guess was pain. Quick experimentation revealed that the thing responded well to a nearly-pure oxygen environ, so Case 39 was placed in an environment tank. For two weeks the M.E.T.E. scientists have been monitoring the atmospheric tank's occupant, performing spectroscopic and cellular analyses; the blob's only action has been an occasional ripple, usually every four hours. EEG's and a telepathic probe have proved fruitless.



CASE 39

VAL	CHA	Cost	Cost	Powers	END	100+Disadvantages	
80	STR	70	120	12 Extra Limbs		10	2x STUN from Sonics
20	DEX	30	90	10" Stretching, 0	0	10	2x BODY from Sonics
50	CON	80		END Cost-always on		15	3D6 from X-Rays
40	BODY	60	40	STR 80 Clinging	8	15	3D6 from Ultrasonic
20	INT	10	8	+4" Running	2		Sounds
20	EGO	20	15	1D6 HKA	3	20	Claustrophobia
40	PRE	30		2D6 w/STR	6	15	Repelled by Humans
0	COM	-5	20	½ END Cost—STR	8	35	Hunted by Hero Group 11 or less
20	PD	4	5	Life Support			
20	ED	10	20	360 Degree Vision		30	Hunted by UNTIL 11 or less
12	SPD	90	10	Ultraviolet Vision			
26	REC	0	5	5 pts. Flash Defense		15	Unusual Looks
100	END	0	10	14 pts. Ego Defense		15	3D6 Unluck
105	STUN	0				462	Villain Bonus

OCV : 7/19
DCV : 7
ECV : 7
PHA : ALL

399 (CHA Cost) + 343 (Power Cost) = (Total Cost) 742 = Disadvantage Total

SECURITY GUARD

VAL	CHA	Cost	Cost	Powers	END
10	STR	0	26	[1] 6D6 Selective Fire EB — Blaster (30 Charges)	
12	DEX	6			
10	CON	0			
10	BODY	0	12	[2] +8 PD, +7 ED Armor (Act. 14 or less)	
13	INT	3			
10	EGO	0	1	[3] Radio Hearing	
10	PRE	0	3	[4] Infrared Vision	
10	COM	0	3	1 Level w/Blaster	
4	PD	2			
3	ED	1			
3	SPD	8			
4	REC	0			
20	END	0			
20	STUN	0			

OCV : 4
DCV : 4
ECV : 3
PHA : 4,8, 12

[1] OAF — Blaster
[2] OIF — Jumpsuit
[3] OAF — Walkie Talkie
[4] OIF — Helmet

20 (CHA Cost) + 45 (Power Cost) = (Total Cost) 65

ROBOT

VAL	CHA	Cost	Cost	Powers	END
35	STR	17	10	2 Limbs — Arms	
10	DEX	15	6	6" Running	
4	BODY	6	3	Visual Sensors	
6	INT	6	2	Audio Sensors	
6	PD	5	—	Guard Program	
6	ED	5	—	Capture Program	
3	SPD	5	—	Hand to Hand Combat Program	

OCV : 3
DCV : 3
ECV : n
PHA : 4,8, 12

63 (CHA Cost) + 21 (Power Cost) = (Total Cost) 84

THE FACILITIES

1. RECEPTION: This acts as a combination waiting room and screening area for visitors. Marie Dumont's personal assistants, Ernest Kyle and Gail Corwin, are on duty in the main office, Ernest during the 8-5 shift, Gail from noon to 8.

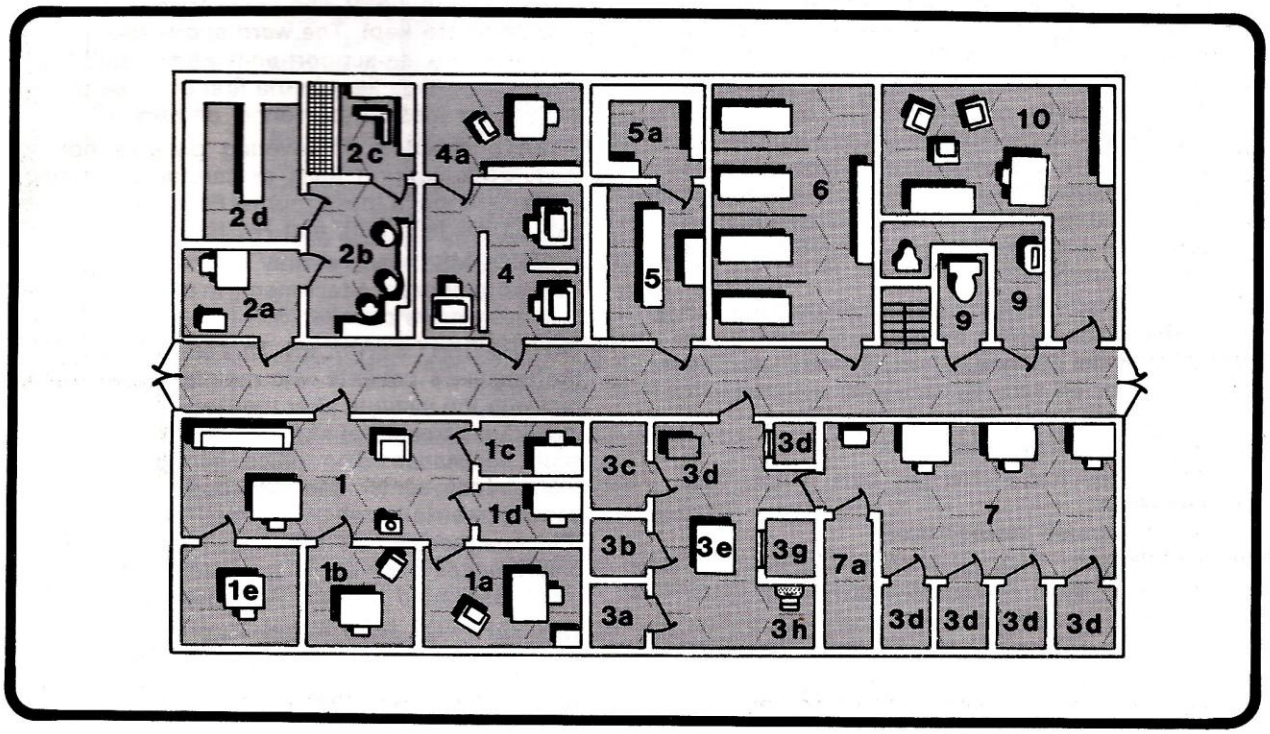
a. Marie Dumont's office.
b. Orrad's office.
c. Alec Murray's office.
d. Bill Elam's office.
e. Unassigned office, usually used by M.E.T.E.'s nonlocal associates when they're at the main facility.

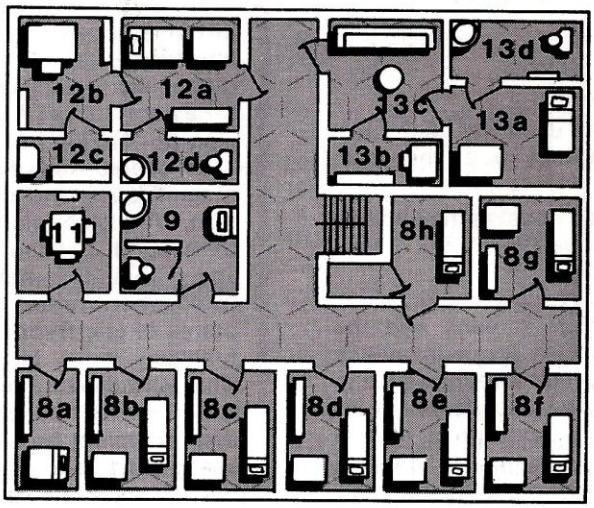
2. SECURITY: This is the office housing the security team's equipment and facilities.

a. Diana Ingraham's office.
b. The communications center/ready room, which contains all exterior monitor screens and the M.E.T.E. main radio gear. The communications center contains six closed circuit screens keyed to eighteen exterior cameras, a wall grid which indicates irregularities with exterior point alarms (which also shows blinking green or blue lights for the location of guards or patients with tracers) and a high range radio setup with punchup keys for civilian authorities and some superhero groups.
c. Locker room/shower area.
d. The armory, kept locked by a security tie-in to M.E.T.E.'s computer. Successful Security Systems and Computer Programming Rolls are necessary to break into the armory. The armory contains eleven full sets of guard equipment (minus the number of active guards on duty; usually six plus commander). Diana, three senior guards, Orrad, Marie, Esterhaus, and Pinchus know the punch-codes to enter.

3. EMERGENCY: Critical cases rushed to M.E.T.E. are brought first to this area. The Emergency Ward also acts as an Operating Room when the circumstances warrant. The ward contains emergency treatment devices and high-grade diagnostic tools, including:

a. X-Ray scanner, as X-ray vision with microscopic vision (to X100 enhancement) option;
b. Microscopic Analysis, as microscope with X1000 magnification and spectroscopic analysis (IR vision, UV vision, etc.);
c. Ultrasound, defined as N-Ray limited to organic and organic-like materials;
d. Atmosphere/pressure tank which acts as 20 points of Life Support to anyone within, but *only* functions if the M.E.T.E. scientists can discern what varieties of atmosphere, pressure and solar radiation the patient is accustomed to. This system cannot help a patient if the biosystem is totally alien; it has a continuing Activation Roll of 8- if the scientists have gleaned a little knowledge of the patient's biochemistry, 11- Activation Roll if the scientists have made some serious determinations about the patient's system, and a 14- Activation Roll if they have worked out a good deal of information about the biosystem. It works automatically if they are thoroughly familiar with the species;
e. A positionable examination table, which can sup-





port 2,000 lbs. before suffering damage;

f. Terminal access to M.E.T.E.'s central computer;

g. EEG equipment which is roughly equivalent to 10 dice of Telepathy that can only monitor brain energy and activity, not thoughts;

h. M.E.T.E.'s robotic "forklift" is usually kept in the niche shown. This is a robot unit which operates on treads, utilizing waldo attachments, capable of carrying three tons (STR 35). It requires a human operator with a remote-control unit, is SPD 3, and is not programmable.

4. COMPUTER SCIENCES: This section contains the computer which assists the M.E.T.E. complex, a Harrows system designed for major hospitals. The databases for all security, analysis, communications, and monitoring functions are here.
   a. Ellen Robinson's office.

5. STORAGE: Medical stores and bulk perishables are kept here.
   a. The refrigerated storage area.

6. EXAMINATIONS: This is a basic examinations area for noncritical cases; normal medical functions such as blood tests, biopic analyses, routine examinations, and so on are conducted here. This area doubles as a pre-op under severe circumstances.

7. WARD: Here, patients who are ill or still in need of monitoring are kept. The ward sports four of the intensive-care life-support units as per 3(d). Currently, Case 39 is kept in the first of these tanks.
   a. Office for medical personnel on duty.

8. PRIVATE ROOMS: Recovering patients not in need of life-support units or careful monitoring can recuperate in these rooms. Elt is quartered in 8(a), T't'shlr is in 8(c), and Ryf Haver is in 8(d).

9. RESTROOMS: Visitors may notice some fairly peculiar temporary attachments in here. The graffiti is even more peculiar.

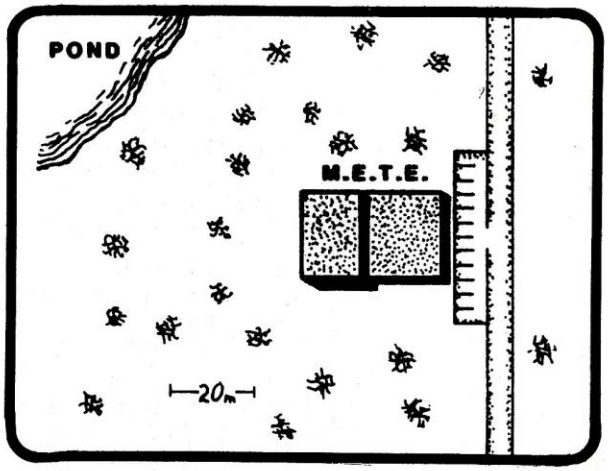
10. OUT-PATIENT SERVICES: This office is used for the Enclave's patients who maintain some contact with the institute after they leave. So far, few individuals treated at M.E.T.E. have had need of such assistance. The office acts as a communications center and message drop for the extraterrestrials who request the service. (Pinchus receives his messages here, though he only touches base every two weeks or so; he's more fascinated with the Adirondacks.)

11. CONFERENCE ROOM: Not surprisingly, this is where conferences take place. This room also has a computer tie-in and communications link. Also, it's a prime target for bugging.

12. ORRAD'S QUARTERS: Decorated in a rather spartan fashion, the only unusual items are a few pieces of Terran artwork that Orrad particularly admires.
    a. Bedroom;
    b. Study;
    c. Little armory;
    d. Bathroom.
13. MARIE DUMONT'S QUARTERS: Well kept, if crowded; Ms. Dumont has a large collection of books and memorabilia from her police days, including several awards.
    a. Bedroom;
    b. Library;
    c. Living room;
    d. Bathroom.

GENERAL NOTES

Orrad's spacecraft, the *Ho Lyar* (the name, which does not translate exactly, refers to a K'Pok secondary weapon like a main gauche or butt-spike), is submerged at the bottom of a large pond on the site. The ship is capable of 778 mph (a little over Mach 1) in atmosphere, with FTL capacity in outer space. It has 20 PD, 20 ED Armor, 20 BODY, seating capacity for five (though it's only comfortable for two during extended journeys), and is radiation-resistant (30 points Life Support equivalent). Its only armament is a swivel-mounted, 4D6 Armor-Piercing laser energy Ranged Killing Attack. The computer-plotting system acts as +33 Skill Levels with the beam, which only operates at ranges of 100" or greater, and only outside the atmosphere.



The translator, one of M.E.T.E.'s nonmedical researches for the scientific community, has outlets in every piece of communications technology in M.E.T.E. It's not an instantaneous, universal translator; far from it. The system has monitoring peripherals which are set up to observe alien visitors. When such a visitor who cannot speak a Terran tongue is thus monitored, one of Dr. Elam's

M.E.T.E. SPECIFICATIONS

SECTION	STATISTICS	COST
Size	Total area 2500 hexes (ACM 3); building is 204 hexes (ACM 2).	9
Armor	Walls are 6 DEF, 6 BODY — heavy public building construction.	12
Laboratories	Medical: 8 patients, 1 BODY/hour Regeneration.	21
	Computer Sciences: +1 to Computer Programing and Science Rolls.	3
Computer	INT 30, with the following Sciences: Biology, Astronomy, Chemistry, Bioelectrical Analysis, and Linguistics. Database includes all Sciences, plus available records on superhero encounters with alien races. The computer is also hooked up to normal building functions.	36
Power Plant	Runs the computer, labs, sensors, lights, and air conditioning — 7 END.	16
Powers	X-Ray Scanner: x100 enhancement, OAF (+1), ACM x¼.	3
	Microscopic Analysis: x1000 enhancement with UV/IR, +2 Perception Rolls, OAF (+1), ACM x¼.	4
	Ultrasound Analysis: N-Ray Vision, works on organic substances only (+2), OAF (+1), ACM x¼.	2
	Atmosphere Tank: 20 pts. Life Support, dependent on a successful Science Roll by M.E.T.E. scientists (+1), OAF (+1), ACM x¼.	1
	EEG: 50 pts. Telepathy, brain energy only (+2), OAF (+1), x½ ACM (extends into ward).	5
Robot	STR 35, Running 6", 4 BODY, DEF 6, DEX 10, SPD 3, 2 limbs.	69
Agents	50 pt. agents, 32 agents in roster. Loyalty is 11 or less.	80
Communications	High-range radio.	5
Sensors	TV: Cameras with IR capacity on entire base exterior, IAF (+½).	13
	Point Alarms: Motion sensors at 10 points (ACM x¼), act as Sonar, IAF (+½).	2
	Interior Sensors: TV cameras with IR capacity, computer hookup, OAF (+1).	10
	Total Cost — 291	

This chart uses the *Hideouts and Headquarters* system from *CHAMPIONS II.*

assistants, a linguistics expert, attempts to set up a crude dialogue with the extraterrestrial. The early dialogues are usually very primitive, pointing at objects and reciting their names in respective languages, and the like; but the computer records and processes every alien syllable. A database of several hundred words and referents can usually be set up in a matter of weeks in this way.

The Security Systems which guard M.E.T.E. are a pretty basic, though extensive, setup. A radar unit monitors surrounding airspace. A laser net crisscrosses the ground at knee level; whenever something crosses a beam, Security is alerted. (Security members' tracers are keyed into the computer, so no alarm is triggered when a security person breaks a beam.) The laser net acts as Radar with an 11- activation; a successful Security Systems Roll will allow someone to cross the webs without being detected. Cameras are located at the points labelled "C" on the map of the building exterior; a camera requires a regular Perception Roll for an infiltrator to detect and a successful Stealth Roll to elude their vision sweeps. The cameras do see infrared. Point alarms are shown as the "P" on the map; in nonworking hours, anyone not carrying a M.E.T.E. tracer who steps on the area of these alarms will signal Security.

SCENARIOS

THE HATCHING

(SCENARIO ONE)

This scenario is mainly an excuse for a nice, cathartic, running battle across the city's streets. Case 39, the motionless, mindless entity in the life-support container, is actually an egg. The embryo within is quite close to hatching and is quite (by human standards) a horror.

Actually, the species to which it belongs is fairly peaceable and quite intelligent, but a hatchling is nearly mindless, lost, afraid...and *starved*. The creature, upon hatching, is pure white and slick of texture with sixteen limbs (each 20 meters long) which have a ridge of rending cartilege along their lengths. The thing's octopoidal head had eight eyes, resulting in 360 degree vision, and a mouth on the underside (as with an octopus).

It's quite powerful; it should only be used against an entire team of heroes and those preferably experienced or cautious. It's not stupid (though it's untrained); it can figure out when to run and can curl itself up into a man-sized mound and hide quite effectively.

Such a scenario should be sprung after the heroes have seen M.E.T.E. and the embryo-form at least once; hopefully so they will at least know of the institute and have dealt with it.

The first thing the creature will do upon hatching is burst out of the life-support unit (which it doesn't even really need), due to its severe claustrophobia, and subsequently out of the building. After that trauma is passed, it will begin to cast about, looking for food. It's a carnivore and will go for any medium-to-large mammal (medium canine on up) it sees, consuming about 400 kilos of meat before running off and sinking into a digestive torpor. For all its strength, it is still vulnerable to certain forms of energy, specifically x-rays and sonic bombardment. It *can* be communicated with (telepathically) when it's not in a feeding frenzy.

The time of day in which the creature breaks out can change the nature of the scenario considerably. If it hatches during rush hour, there will be a lot of people in the way, and the heroes will have their work cut out for them to prevent a bloodbath. If it hatches late at night, there will be few people around, and it may become difficult to track the creature. Except by its trail of victims....

The heroes will have to deal with an interesting moral question here. Do they kill the creature, or attempt to capture it? More bloodthirsty heroes will just ignore the question. If the characters don't bring this up, one of the people or aliens from M.E.T.E. definitely would. This could even lead to some fighting between the heroes, as some attempt to kill the "rampaging monster", and other, more compassionate heroes try to stop them. Meanwhile, the creature will be obeying its instincts.

Scenario postscript: If the creature should be recaptured alive, some three months later its parent will arrive in a globular spacecraft and attempt to flee with its child. If this should ever occur in the course of an adventure, increase the creature's base characteristics by 10 Power Points apiece to achieve its parent's stats.

AN HONORABLE WAR
(SCENARIO TWO)

The government has respectfully declined to return the remains of T't'shlr's ship. In return, T't'shlr has respectfully declared war on the U.S. government.

This is a good scenario for showcasing some poignancy or tragedy. T't'shlr reverts to a "behind enemy lines" mode and heads out one night for the nearest large body of woodland. She's an expert in jungle and forest survival, a warrior and a hunter, and feels that she's been wronged. No, not just wronged, but doomed to a lingering death on an alien mudball. She'll start out by harming and humiliating government personnel (tearing up military vehicles, flipping cop-cars, destroying park warden headquarters, etc.) but not killing anyone. The first time she is blooded in return, the game is played for keeps, and she'll start to kill and eat her prey.

She'll have no stomach for fighting old M.E.T.E. friends but will do so to preserve her freedom. Orrad, Ryf, and (if he's still around) Elt will join in the hunt.

T't'shlr will strike cross-country, staying as deep in the wild as possible, working gradually toward the nearest mostly unpopulated wilderness (Canadian far north, most likely).

This scenario is presented in a very vague and openended way because it can have so many possible repercussions and outcomes. T't'shlr could be captured the first night out and be convinced that there's hope for her to get home again, or the episode could result in a string of murders ending in a harrowing bloodbath. She could escape to the Arctic Circle or join a supervillain group; the tale could end up as a quick tromp through the woods or as a heavy Viet Nam allegory. In any case, it can present a challenging task for a superhero or hero group to resolve the situation with a minimum loss of life.

CAMPAIGN USE OF M.E.T.E.

There are two main functions, at least in terms of an overall campaign, for M.E.T.E. First, it can solve questions about alien lifeforms and altered biochemistries for player-characters, although the process can take a long time. Second, it can cause questions and problems for the player-characters, questions such as "Where did that monster wander off to?" and "Oh, dear, how do we contain that microorganism Dr. Murray mutated. You know, the one that cures influenza in Betelgeuseans but is instant death for Terrans?" and "Who are you going to help, anyway: M.E.T.E., which has saved your life four times, or that nasty old government, which wants to take our patient K'k'k'lnggrph away?"

The facility may also be the target of raids by various groups: governments or organizations looking for technology, racist individuals or organizations seeking to eliminate the "dirty aliens", hunters from the stars looking for that escaped prisoner who made his way to Earth....the possibilities are many. By its very nature, M.E.T.E. will always be embroiled in controversy and trouble. Of course, the player-characters will tend to get dragged into those sorts of things. Such is their fate, after all.

Player-characters can also be involved with M.E.T.E. in their Secret Identities, as employees or consultants. An interesting twist is to have one of the employees at M.E.T.E. as a DNPC; friend, relative, or lover. This provides a natural way for the GM to bring characters to M.E.T.E.

Player-characters are liable to ask M.E.T.E. for help when one of their number (generally one whose biochemistry requires research you can't get at Bellevue) needs medical attention. However, M.E.T.E. tends to call up those favors, which can put or heroes in conflict with the government or other hero-groups. M.E.T.E. can analyze alien life-forms and microorganisms and so forth, but the process can take a long time. Player-characters can actually volunteer to aid the research team (if they have the proper talents), but they will come under unwelcome scrutiny by the government. In short, the facility is a nice place to visit (in an emergency) but player-characters won't want to stay there...

AFTERWORD

This supplement will, I hope, be a bit more useful for you than just another adventure scenario. The NPCs and organizations in this book can be used repeatedly and under all sorts of different circumstances. The several scenarios described can provide adventures for your player-characters or be utterly disregarded.

At any rate, let us know what you think about *Organization Book I*, and what you'd like to see in the sequels — and, perhaps, what you'd like to write for the sequels. (I am not going to write the entire series. I have to spend some time at home counting royalty checks. Hope so, anyway.)

-Aaron

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THE CIRCLE

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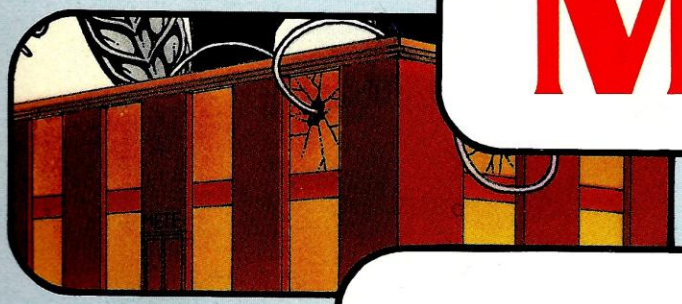
AND M.E.T.E.



Where Do Homeless Aliens Go In *Your* Campaign?

When you're an illegal alien, a stranger in a strange land without a friend, there's someone you can turn to: The Metropolitan Extra-Terrestrial Enclave. M.E.T.E. is dedicated to the aid and comfort of our alien visitors. M.E.T.E. provides a competent, understanding staff and superb facilities, whether an alien guest wants a place to stay or someone to help them "phone home". M.E.T.E. It's there when you need it.