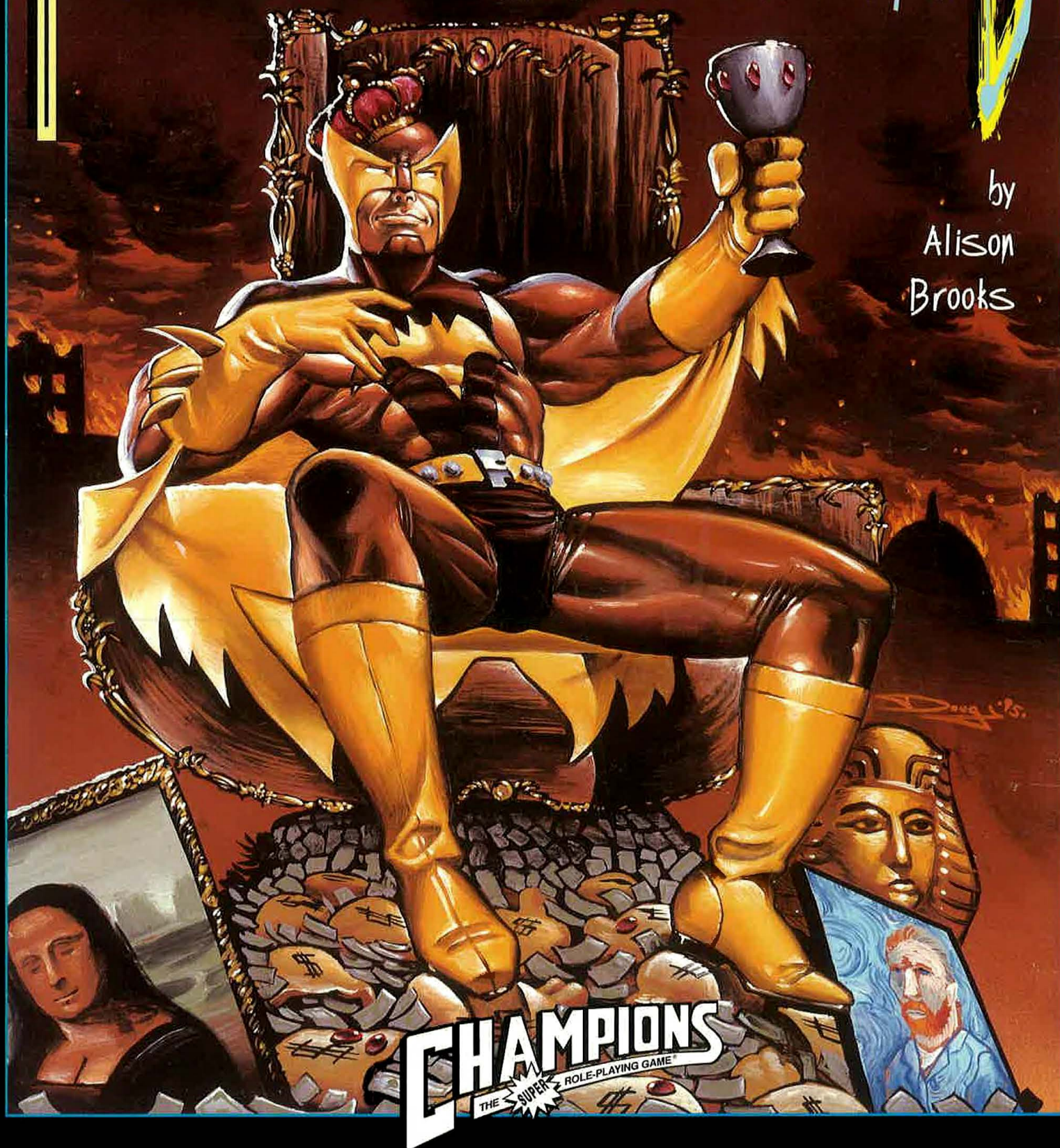


An Adventure for Champions®, the Super Roleplaying Game

AG3505

FOXBAT UNHINGED

by
Alison
Brooks



FOXBAT UNHINGED!

A Champions® Adventure Resource
by Alison Brooks



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Totally grovelling thanks are due to Phil Masters and David Flin for allowing me to pick their brains, as usual.

Dedication

This book is dedicated to all those who have made me what I am. Especially my enemies. You know who you are.

The editor would like to recommend the general-interest gaming APA, *Alarums & Excursions*, to all readers of this product. Many interesting people, including Alison Brooks, Spike Y Jones, and Nicole Lindroos Frein, appear pretty regularly in this APA. For a sample copy, send \$3.24 (which includes Book Rate postage within the U.S.) to: Lee Gold, 3965 Alla Road, Los Angeles, California, 90066.

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INTRODUCTION

"Fifty-nine, sixty." Solitaire finished counting. "As far as I can tell, we still have three million, a hundred and sixty thousand, five hundred and sixty presents to deliver." She glanced up warily at her teammates, daring them to dispute her calculation.

"In one night?" Seeker was incredulous.

"So? We've already delivered a lot more than that. In one night. Quit whining, and enjoy the ride." Quantum had stopped trying to keep up with the sleigh, and was perched on top of the sack of parcels.

There was silence for a moment. The night was chilly, and the cold moonlight mingled with the warm red glow emanating from the lead reindeer.

"My friends," said Obsidian. "All over the galaxy, local annual cycles are celebrated with gift-giving, and there is often a legendary justification in terms of some folk-hero who once gave gifts and is still supposed to do so."

"You mean like the Santa Claus that some parents tell their children about?" Solitaire asked.

"Is this one of your usual rambles, or is there a point to all this?" added Quantum.

"The point, my friends, is that I never expected to meet the said legendary folk-hero, let alone find myself standing in for him, nor to have to try to justify to myself the fact that one large but otherwise ordinary-seeming sack with room for perhaps a few dozen parcels appears to contain millions of them. I am unable to understand the physics of it, let alone of this apparent time-dilation allowing the parcels to

be delivered in a single night."

"It's magic!" said Solitaire and Quantum at the same moment.

"Nice to see the girls agreeing on something for once," said Seeker, and ducked Quantum's fist.

"Uh, Defender?" said Santiago.

"Yes?" Defender was concentrating on driving the sleigh.

"You know that full moon behind us?"

"Yes?"

"The one that seems to be being obscured by something very large and bat-shaped?"

"Hey, bandit at six o'clock high!" cried Seeker.

"Oh no, I don't believe this," Defender protested.

"I think you'd better take evasive action."

Defender suppressed a shudder. Bad enough to be in (sort of) control of a totally non-aerodynamic reindeer-powered sleigh. But to dogfight in one...

LIGHTENING UP

What do you do the night after saving the world? In the comics, the answer is often that you have a silly, lighthearted issue. The tensions built up by high drama are best relieved by laughter, and lighthearted scenarios are useful as a contrast to continual world-saving, moral dilemmas, or fear of sudden death.

Cheerful, non-threatening scenarios are also an excellent opportunity for PC character development. Players find roleplaying easier in a "safe" scenario than in a high-pressure one where a wrong decision could mean defeat or death. In addition, it allows them to use skills that never come up in the normal combat-heavy adventure (such as Negotiation or Shopping).

One time when comics traditionally have different content is for the Christmas season (a few superheroes have even been known to celebrate Chanukah). After a particularly serious adventure, a good way for the players to further develop the personalities of their characters and to define the relationships between them would be through the everyday activities that aren't devoted much time in an action comic: Christmas shopping, for example. The characters have a chance to purchase pre-

ABOUT THE AUTHOR

You really want to know? I don't even have an alliterative name, in the approved comics manner. I've been gaming since university, which was quite a while ago. My day job is marrying people. It isn't as interesting as it sounds, at least since I lost the urge to giggle during the service.

The really interesting things about me (in this context) are my previous publications from Atlas Games: *Thicker Than Blood*, a scenario for R.Talsorian's *Cyberpunk 2020*, and *With A Long Spoon for Over The Edge™*. Indispensable!

sents for their loved ones and the other PCs. Ideally, the presents (and the reactions of the recipients) say something about both giver, recipient, and the relationship between the two, and perhaps also advance that relationship. Or perhaps the PCs could take turns telling a story around the Christmas fire. This would be an opportunity for them to describe their origins, or tell some other stories which say something about the characters.

Other ideas for humorous scenarios can be gleaned from fairy tales; for instance Jack and the Beanstalk consists of a magical means of transport (the beanstalk) to another world and a fight requiring the outwitting of an alien monster (the giant). A spaceship or dimensional transporter would do just as well. Often, the revenge plans of a running comical villain will be enough to suggest a humorous scenario.

This book uses Foxbat as just that sort of long-term, comical antagonist, but while he is a character ideally suited for this sort of adventure (although, unlike the members of C.L.O.W.N., he doesn't know it), you can use other similar NPCs who have been published in various Hero supplements. For that matter, you can take a serious villain and turn him comical for a single adventure.

GETTING THE POINT

An important detail to remember is exactly who these humorous adventures are intended to benefit. While it may make some dramatic sense for the PCs to have a few less-than-deadly adventures, the primary beneficiaries of this relaxation will be the players. Unfortunately, they may not be able to fully enjoy this change of pace if they don't realize that it's happened, and a humorous scenario can be spoiled entirely if the players (and through them, the PCs) don't take it in the vein it's intended; Foxbat isn't terribly funny if the PCs just kill him.

Two things can be done to combat this problem. The first is to fight fire with fire; adapting the scenarios to make them killer-proof, upping the power level of Foxbat and the other NPCs to make them harder to kill, or disallowing killer PCs in the first place.

The other solution is to let the players in on the philosophy of the lighthearted adventure. Before the start of the scenario, the GM should tell the

players that this day's adventure isn't going to be a serious one, and whether or not the events of the game will become a part of the campaign's history. While mildly offbeat adventures can fit into the continuing story of a campaign, it's highly recommended that particularly far-out scenarios be removed from the campaign canon (as they often are in the comics), to prevent major alterations to the campaign and its characters, and to give the players more freedom of action. If the players know in advance that their PCs' actions won't count in the long-run, they will be free to play purely for the fun of it, instead of playing "for keeps" as they usually do.

It's also important that the decision about the unofficial nature of a humorous adventure be made in advance. Just as movie and television audiences can feel cheated to discover that a particularly moving scene (e.g. the death of a major character) was "just a dream", players will feel that their time has been wasted, and that they have been robbed if the same thing happens to a gaming session after the fact, especially if their PCs have gained any contacts, perks, or EPs that they'll have to lose.

Thus, while a scenario can be run as a dream story (in which internal reality needn't conform to external reality, and in which the PCs' KAs may function entirely differently, even ridiculously, without the players having grounds for complaint), it is important that they know about this early in the proceedings, to prevent disappointments later on.

The scenarios that make up *Foxbat Unhinged!* vary in their need to be run as unofficial adventures. Some of the adventure seeds immediately below are very good candidates for dream-sequences. "Valhalla Strikeout!" introduces the entire Norse pantheon in a silly setting, and "Christmas Capers" features Santa Claus and his reindeer, making both of these problematic for an otherwise-serious campaign. "Crossover In Infinite RPGs" plays with some strange alternate realities (the game worlds of other RPGs), but it could still be made to fit within a wide-ranging campaign, as could the full-length adventure "AI-Foxbat". Meanwhile, "Oh No He Isn't!" and the full-length "Cinderella" are much closer to mainstream adventures; the sort of thing which could be included as a part of the campaign canon without any modifications by the GM.

ADVENTURE SEEDS

Before we get to the main events, the following are scenario ideas for other lighthearted scenarios, which GMs can flesh out for themselves.

VALHALLA STRIKEOUT!

The warriors in Valhalla have gone on strike, and the player characters are kidnapped by the Norse gods to solve the problem. The warriors are tired of fighting all day and feasting all night, because the fact that the dead recover over night makes it impossible to judge winners and losers. The gods want the characters to establish some method of scoring so that one side or the other can actually win their daily battles. The heroes get to teach the warriors a version of their favourite game (football, baseball, whatever), modified with due consideration for the fact that the warriors aren't overly bright, but are nearly indestructible, capable of outstanding feats (e.g. a bigger field might be in order), and fond of more violence than most Earthly games contain.

Foxbat may accidentally have been abducted by the gods as well, but while he's crazy, he's not stupid enough to cause trouble with actual gods. Instead, he'll spend his time bedevilling the PCs, making less than helpful suggestions to the PCs if they run into difficulties, saying the wrong thing to the wrong Valhallan at the wrong time, and generally getting underfoot.

CHRISTMAS CAPERS

Santa Claus turns up and tells the characters that he's taking this Christmas off. The sleigh's outside, the reindeer know the route, and the presents are all labelled; all the PCs must do is deliver the presents without being spotted. Oh, and consume several million plates of cookies and glasses of milk. Meanwhile, Foxbat has reasoned that the most villainous thing he could do would be to stop Santa, to which end he has equipped his brand-new FoxBAT for trouble. If a rational (?) explanation for this piece of nonsense is wanted, this dream-se-

quence can be explained as the result of the Foxbat Dream Manipulator Ray Mark 1.5 being tested on the PCs; what with skimping on insulation and shielding, there's feedback between the PCs and Foxbat, leading to silly consequences.

OH NO HE ISN'T!

The characters are persuaded to put on a charity show for a local children's hospital or orphanage. The players should be persuaded to plot out the event themselves, and to perform it for the GM's amusement. The show could also take the form of a piece of fiction written by the players and presented to the GM (a sort of super-blue-book).

A touch of menace could be provided by the arrival of a notorious villain. Will this lead to the traditional fight-sequence, putting the children in danger? Not at all; the villain has brought gifts for the children, and a truce extends until after the show. Suitable villains for this sort of role include Lady Blue (*Classic Enemies*) or Icicle (the *Champions Campaign Book™*), as well as the ubiquitous Foxbat ("trying to soften his image as a hard, tough supervillain"). Alternatively, a less comfortable time for the heroes could be provided by heroes like The Flashmen (*Allies™*) trying to upstage the heroes, or The Aryan (*Allies*) acting according to his twisted morality.

CROSSOVER IN INFINITE RPGS

Adventures involving dimensional transport or outer-space travel allow the PCs to team up with other PCs of the same players from different genres or games. The GM can run the "foreign" PCs, but if the players are good roleplayers, they can enjoy playing both groups.

This can provide a new perspective on both groups of PCs, and as the average power-level of other genres is somewhat lower than in superhero

games, the supercharacters are in relatively little danger from day-to-day menaces. On the other hand, characters from non-superpowered games may have items or abilities completely unlike those in a superhero game, leading to some interesting and different difficulties for the PCs.

This idea can also be reversed, so that PCs from other settings find themselves in the superhero world. Obviously the out-of-place PCs need to find their way home, while the superhero PCs are likely

to treat them as potential marauding menaces. The conflict between the groups can be heightened if the arrival of the "foreign" PCs is accompanied by an explosion, if they don't speak our languages, or if they desperately need some item which a museum or the local PCs have.

And if you absolutely must have more of Foxbat, imagine fantasy, cyberpunk, pulp, and horror versions of the ultimate supervillain. But please, don't tell us about it.



RUGGELS 95

CINDERELLA

OVERVIEW

The PCs are contacted by a time-traveller who has come into the past to ensure that a nice alternative future (for once) comes into existence. The crux point for this alternative future is not the defeat of any particular megalomaniac, or the assassination of some important politician, but the birth of a particular child. Unfortunately, the parents-to-be have not met yet, and in normal circumstances would never meet, so the meeting must be engineered. The time-traveller only has a short time in the present due to exponential temporal paradoxes, so he begs the PCs to help.

The mother-to-be is a humble lab technician; the father-to-be is the heir to the industrial millions of a rival company. The father-to-be's parents are going to be giving a major costume party soon...

The heroes must find the mother-to-be, persuade her to come to the party, and sort out a suitable costume. They must wangle the invitations, arrange a meeting, and prevent the love-affair being squashed by the parents or other romantic rivals. Speaking of romantic rivals, the mother-to-be is being courted by one Freddy Foswell...

The theme of the costume party is 'heroes and villains', allowing the PCs some interesting possibilities for their own outfits. Oh, and among the half-dozen Foxbats at the party, one is the real thing...

Later scenes of this scenario are set in the United Kingdom. The PCs need to get themselves and the bride-to-be to the party there. It is suggested that the GM take a look at the *Champions* British supplement, *Kingdom of Champions*TM, for background information on the U.K.

"Defender?"

"Yes, Quantum?"

"You know that alarm system you had put in, that was supposed to indicate intruders at various points as they sneak in?"

"Yes."

"The one that you said would show us how

intruders were progressing."

"Yes?"

"The one we installed after the base was attacked by VIPER."

"What are you getting at, Quantum?"

"Well, all the alarms are quiet. Except for the one in the briefing room..."

FIRST CONTACT

Yves Norris materializes in an otherwise inaccessible part of the PCs' base, causing any alarms to go off. If there are no alarms, he simply wanders around until he finds the PCs, or they find him.

When the PCs confront him, he says, "Ah. As I was just saying... Was I just saying?" He looks at a handset linked to his briefcase, presses a few buttons, and frowns. "Was I just saying?" he asks.

After consulting the readout, he mutters, "Start again. Right," he continues. "I don't have much time, so let's make it brief. I am Yves Norris. I'm from your future. Well, one of your futures, but let's not go into that just at the moment. We don't have the time. Well, you do, but I don't. My energy supplies are limited, and you must be aware that time travel uses energy exponentially proportional to duration and distance. Basic application of Jodl's Law. Not that you would know about Jodl, because she hasn't been born yet, which is why I'm here. This may not make much sense to you, I suppose."

If the PCs allow him, he eventually gets around to explaining his mission. He comes from a utopian future where peace, plenty, comfort and freedom exist for all. This largely came about because of the scientific theories of Misha Jodl, and their application to politics (see Norris' Future History, below). These developments required the birth of Misha Jodl, approximately one year from now. Norris, an astro-historian, had noticed an increasing perturbation of temporal disconformity epicentring right in his study area, the late 20th century, specifically the birth of Misha Jodl, and his historical

research indicated that part of the problem was that Misha's parents had not met yet.

Norris doesn't have sufficient energy resources to remain in this timeline long enough to ensure the meeting of Misha Jodl's parents, and he appeals to the PCs for help.

NORRIS' FUTURE HISTORY

Norris explains that the parents-to-be are Henry Jodl, the son of one of the founders of Jodl Industries of the U.K., and Cuen Akamoto, a laboratory technician of Japanese ancestry working in the United States for Karasawi Inc., a Japanese-owned corporation which is one of Jodl Industries' chief rivals. In Norris' world, the two met at a costume party thrown by Henry Jodl's parents just two weeks from the current date.

When the GM thinks that the discussion has done all that it usefully can (players can often take infinite pains to question every last little detail), Norris just vanishes, his energy resources exhausted.

Misha Jodl was the great polymath of the early 21st century. She formulated the basic rules of temporal paradox, which enabled viewing and (much later) travelling to other times. Combined with an increase in information technology and virtual reality, this led politics to become a science with rules which were understood, enabling political decisions to be based on knowledge rather than prejudice. Politicians (and the electorate) could understand exactly what the consequences of their actions would be.

Knowledge is power. When voters could see pivotal future events in advance, selfish and corrupt politicians became unelectable, demagogues lost their sway, and people were unable to close their eyes to the harm their own actions caused. It was a democratic revolution. By the 25th century, global warming, pollution, overpopulation, war and dictatorship, the nightmares of the 20th century, were distant memories.

FINDING CUEN AKAMOTO

Assuming that the PCs are prepared to

undertake the mission, their first step is to find Cuen Akamoto. This is straightforward, since they have been told where she works, but allow them to make any relevant rolls (Detection, etc.); it makes them feel useful. Karasawi Inc.'s labs are on the outskirts of Los Angeles. The research conducted there is mostly concentrated on data storage. The research teams are using scanning tunnelling microscopes to delicately arrange individual molecules, with a view to making this a commercial means of storing information.

MEETING CUEN AKAMOTO

Meeting Cuen should be easy to arrange. The PCs might choose to accost her at work, in which case they discover that there are guards in the building. They are not impossible to bypass, but the PCs will be in danger of being escorted out (or starting a fight if they refuse) if Cuen calls for security, or if they are otherwise unwary.

Cuen lives in an apartment with two female roommates who work in technical jobs with other companies. Alice McCall is a pretty 25-year-old. She doesn't see why Cuen isn't interested in Freddy Foswell; she'd love to marry a rich playboy, even him. If any of the PCs are apparently rich, she tries to attach herself to him. Marie Hauray is a part-time rock musician who can't yet (and maybe never will) give up her day job. She doesn't much care either way about Freddy Foswell, if only because he hasn't tried to hit on her. If the PCs try to contact Cuen at her home or on her way to or from work, they come across Freddy Foswell, too.

Freddy has brought Cuen a huge bunch of orchids, and is trying to persuade her to come with him to some international jet-set party. Cuen is refusing. When the PCs appear, Cuen uses them as an excuse to get rid of him. Freddy isn't pleased, but presses the orchids into her arms and leaves.

Cuen is not in the best of moods either, thanks to Freddy. She is short-tempered with the PCs, and not inclined to listen to rubbish about going to a jet-set party. She doesn't know what the joke is, but she suspects some stupid TV show where a random member of the public is humiliated. Simply persuading her to go along with them at this point requires

a Persuasion skill roll at -5. Some sort of plausible story gives them a bonus at the GM's discretion.

If any of the PCs wish to try mind control or other forms of mental domination, remind them that this is the sort of thing victims object to once they find out about it, and that she won't be a sparkling success at the party if she is under mental domination. Mental domination of innocents is normally considered the action of a villain, and NPC heroes who discover this react accordingly to those responsible.

FREDDY FOSWELL

As soon as Freddy Foswell saw Cuen, his Foxbat Senses told him that this was the girl for him. She had brains, looks, and if she didn't have some glamorous job like international supermodel, or an alliterative name, he was prepared to forgive that. He could see it all. Training Cuen to become the new supervillain sensation, Dark Lady. How impressed she'd be when she discovered that he was really an international celebrity! Of course, he'd have to win her love before letting her know that.

Unfortunately for Freddy, he decided that the best way to impress Cuen was to return to his old, rich playboy persona (although secretly financed by his supervillainous robberies, rather than his rich parents). This was just the wrong approach, and Cuen became more and more irritated the more Freddy persisted. Meanwhile, Freddy is still enchanted by her 'playing hard to get', and is convinced that he will soon win through.

RUN-IN WITH FOXBAT

Meanwhile, Freddy Foswell is not happy with the PCs' intervention. This is a job for Foxbat! Changing into his heroic, er, villainous alter ego, he waylays the PCs and attempts to warn them off.

This encounter needs careful handling by the GM; if Freddy is carted off to Stronghold, there won't be much of a story! Unless the PCs are very much weaker than him, Foxbat accosts one of them when alone. Freddy decides that one of the party that visited Cuen is his rival for her attentions, and it is this one whom he accosts. This is, preferably, a human, adult, male (in reverse order of priorities). If none of the PCs are appropriate, he assumes that the PCs were acting on behalf of a mystery foe, one too

cowardly even to turn up in person! Foxbat then attempts to intimidate one of the PCs anyway, hoping to find out who the real enemy is at the same time.

Foxbat's intention is to warn the PC off with verbal threats and a display of power which the PC finds intimidating (a Presence attack). He is also trying to question the PC. If Foxbat discovers that the PC is not a mere normal, but is actually a super, he realizes that his intuition has been accurate; what better adversary for the hand of a fair maiden than one of his own kind!? He does not, however, want to compromise his secret identity and relationship with Cuen. He also understands comic book plotting: it is far too early in the story for a final showdown. In this case, he tries to deliver his warning in an impressive manner, and then get away, with just a segment of posing dramatically before leaving.

If the PC does manage to capture Foxbat, the GM will just have to assume that he escapes. Jail never holds villains for long when the plot requires it, and it may even be that there are no crimes Foxbat is currently wanted for. If the PC is a killer, the GM should upgrade Foxbat before turning him loose against that sort of opposition.

OBTAINING AN INVITATION TO THE PARTY

The party is for invited guests only. The PCs may have to wangle invitations through Contacts, possibly in addition to a High Society roll. If they don't have Contacts, there are many other ways they can gain entrance: forgery, disguise, tunnelling, teleport, stealth, parachuting, theft of ticket, or force (but use of these powers can be tricky; if thievery is discovered, or if force is overt, it is hardly likely to create a good impression of Cuen or the heroes).

Really unmistakable PCs (e.g. Obsidian) have extra difficulties, but such PCs will probably be well-practised in dealing with such problems.

Since the PCs know that the party is being given by Henry Jodl's parents, they may try approaching him or them. Any of these are easy enough to trace: there are not many Jodls in the London telephone directory.

Henry Jodl is friendly, but not very helpful ("Actually, it's my parents' party, you know."). If he

was exceptionally impressed or persuaded, or if the PCs have Contacts of not more than a couple of steps to him, then he can be induced to obtain invitations for them. For those PCs who look the right sort (High Society or any sort of KS: Correct Dressing skill), especially if they seem able to offer anything interesting for the party, but who don't quite rate Henry's direct intervention, Henry suggests that they contact his parents and mention that he sent them. They then have to persuade his parents to invite them. The PCs get a +1 to +3 bonus to Persuasion, High Society, *etc.* rolls, depending on what Henry says and how plausible the players make things sound.

Henry's parents, Robert and Vanessa, are not quite so easy to get to see. They have an apartment (a 'flat') in Mayfair, in London, and a country house near Oxford. At either place, there are servants to fend off uninvited visitors. Even with an introduction from Henry, the PCs don't find it easy to get to speak to them, let alone persuade them to issue several invitations to the party.

Most PRE-based skills could be used, providing the PCs have a suitable story to go with them. Acting helps to make any approach plausible. Bribery may be used to find out if the servants are corruptible. Bureaucratics would help persuade either the Jodls, or the servants at the party that the PCs have official business at the party. High Society would help convince the Jodls that the PCs are the "right sort" to attend the party; alternatively, they might impress them with Oratory, or use Persuasion to convince them. Seduction (ahem, well, flirtation is legitimate) might help a PC to gain the attention or goodwill of Robert or Vanessa Jodl.

Alternatively, the PCs might try Trading or Gambling to get tickets from another guest.

PCs with Forgery skill may prefer to make their own invitations. This is not particularly difficult if they can get hold of an original for comparison, or even a detailed description from someone who has examined one. Without this information, however, the PC may create an impressive invitation which would fool a casual enquirer. For instance, if the PCs are stopped by the police while travelling to the party in costume, they may choose to show the fake party invitation to explain their appearances. A typical police officer won't have seen the actual invitations, and so, will accept a forged invitation. The servant

who collects the invitation at the door of the party, however, would quickly spot that the forged invitation is nothing like the several hundred others, and quickly smell a rat.

Other PCs may prefer to sneak in, bluff the party officials, teleport in, or otherwise bypass the usual process of getting an invitation. This isn't particularly difficult for those with relevant superpowers or skills, provided they make the relevant rolls. Getting Cuen in by the same route might not be so easy. This approach also deprives both PCs and (more importantly) Cuen of a dramatic public entrance.

Finally, particularly astute PCs just might notice that Freddy Foswell had invitations for some international jet-set party, which just happens to be this very same party. They might be able to obtain the invitations from Freddy somehow.

The party is costume, and the theme, given on the invitation, is "Heroes and Villains".

PREPARING FOR THE PARTY

As this is intentionally a lighthearted scenario, this scene should be treated as a major part of the story, on par with battle plans in a standard adventure. Have the PCs make suggestions for Cuen's outfit, and also detail their own intended costumes.

High Society skill rolls will help PCs to know the right look. The theme is heroes and villains; in a world with super-powered types, many of the guests will choose to go as supers. However, because the guests are wealthy, the costumes will probably be better made than a typical superhero's! "Unstable molecules", and genuine built-in foci will probably not be used, but couture design, real silk, and handmade individually fitted outfits will be the rule. Costumes will not show signs of wear and tear.

As this is a British party, few (if any) of the guests are carrying weapons. Swords are probably okay, although even those guests whose costumes ought to include swords are probably not wearing them if only because they're heavy. Sci-fi-style blasters are certainly allowed. Real-looking guns, however, are mostly absent. This is not so much because guns are illegal in the U.K. (the party is taking place on private property) as that people are simply not used to thinking of guns as an item of clothing.

Encourage the PCs to at least obtain clean versions of their usual costumes, if they wish to fit in unobtrusively. Better still, the party can be used as a chance to try out a new costume design. Best of all is if the PCs take the idea of a party to heart and go dressed as other supers or heroes or villains from history who have a special meaning to them.

How do the PCs get their costumes in the first place, and where do they get replacements? This is usually glossed over as unimportant, but they may be able to get fancy-dress costumes from the same source. Alternatively, they may go to a costumer, in which case, the GM should make an appropriate roll for quality and price. This may be another chance for PCs to make use of friends and contacts they have acquired over the course of play.

Choosing Cuen's outfit should allow the players to put their creativity to work. It will need to be something attractive, but with enough of a hint of mystery to intrigue the viewer. The more obvious the outfit (the major villainess of the campaign, for instance) the more likelihood that there will be one or more others at the party in the same outfit; this is for the GM to determine. The players can be nudged along in their thinking by Cuen mentioning such

considerations.

If added tension is wanted, the costumer making Cuen's costume may have an accident, requiring the PCs to find another at short notice, or the costume may even be lost or damaged *en route* to Great Britain, and a replacement has to be found in a foreign country at the last minute.

Of course, the players may simply be uninterested in such trivia, in which case it can be assumed that she decides on something suitable.

Some PCs, especially those with High Society skills, may decide that Cuen needs tutoring in manners and behaviour. This could provide an interesting subplot, provided it is not allowed to take over. The GM should bear the following in mind, however: there are subtle differences between expected behaviour in the U.K. and the U.S., and unless the tutor knows about British standards, the result could be worse than none at all.

TRAVELLING TO THE PARTY

The party is taking place in the Jodl's country house near Oxford, England. The PCs have to travel to the U.K., along with Cuen. If the PCs are



travelling on a commercial airline or in a private plane, they need passports to get through U.K. customs. If the PCs have a means of transport which bypasses traditional customs controls, they still need to transport Cuen safely (it can, for instance, get very cold and uncomfortable to be carried by a supersonic flyer, and even Concorde takes hours to cross the Atlantic). In this case, it would probably be best to allow Cuen to travel by conventional means, and to meet her at the airport.

THE JODL'S HOUSE

Use the Milford Mansion on p. C49-51 of the *Champions Campaign Book* (or any other suitable English-style country house) to represent the Jodl's house. Rooms 4, 6, 7, 8 and 9 of the first floor are used for the party. A buffet supper is laid out in Room 4; Rooms 7 and 8 are knocked into one for the main party use; the billiards table and other furniture have been removed (except for some chairs). Room 9 has been rearranged to accommodate a bar, and to allow guests to pass outside to the patio for a breath of air.

The Jodl's house does not have concealed blasters in the ceiling or other extraordinary defensive measures.

AT THE PARTY

Since the PCs want to get Henry and Cuen together, their biggest problem at the party is finding Henry; he is in costume, after all. Henry is dressed as the Scarlet Pimpernel, which means that he is wearing a mask. There is a long-standing comics convention that even a tiny mask makes someone unidentifiable; however, it would be silly to apply it too stringently here. Instead, require Sight PER rolls, with a bonus of +1 to +3 depending on what steps the PC takes to help with finding Henry, unless any of the PCs have specialized Discriminatory senses.

For PCs with Discriminatory Smell, there are a lot of confusing smells around: the food, the wide variety of guests, and so on. In general, using Discriminatory Smell is going to cause negative social reactions, since going around sniffing the air like there was something wrong is just "not done". Guests who spot this behaviour avoid the PC in



question; if the PC persists, more and more people notice and move away, until the PC is alone in a little circle of emptiness.

The PCs may also be able to locate Henry by asking guests, servants, or Vanessa or Robert Jodl. Luck and Unluck rolls may also play their part in locating him.

THE OTHER GUESTS

There are several hundred assorted guests. Most are business associates or social acquaintances of Henry's parents. The GM is encouraged to use the guest list to introduce future plot-lines or important NPCs; *Kingdom of Champions* is recommended for ideas. Is Breaking Glass along at the party? Or Brown Fox, posing as a legitimate businessman?

If the heroes have an enemy who is an executive, he may well be at the party; the GM should decide whether for innocent motives (even evil-doing business executives need a party now and then), whether there is to be a take-over bid for Jodl Industries, or whether there is some entirely different mischief in the offing.

Meanwhile, the romantic nature of the scenario may have given the PCs ideas. Some of the guests could be suitable romantic partners. Others may look stunning but turn out to be airheaded bimbos or jocks. Making the acquaintance of possible partners, getting to know them, and finding out whether they are available and interested, could easily occupy several hours' play for a group that enjoys this sort of interaction. Shy PCs who seek refuge away from the main party may even come across a kindred soul who is equally ill-at-ease here. A cruel GM might consider having a potential partner turn out to be an enemy or villain in disguise.

There are several Foxbats, of different ages and shapes. One is the real thing. He spends the early part of the party searching for Cuen (he either found out that she's here by cunning questioning of one of Cuen's roommates, or else he had a tail on Cuen or the PCs and found out that way). This involves blundering around the party peering closely at female guests, and having to make a quick retreat when they or their escorts take exception to this. He also bumps into people as he rushes across the room

in pursuit of a figure he thinks is Cuen. He occasionally gets into arguments with people who make sarcastic comments about Foxbat, until he remembers that he's supposed to be someone else disguised as Foxbat.

INTRODUCTIONS

Once the PCs have located Henry, they must introduce the two, forestall any immediate antipathy, prevent anyone else getting in the way, and generally ensure that the romance gets off to a reasonable start. How much detail to go into is up to the GM and players: some gaming groups will happily spend an entire weekend sorting out the young lovers, others would rather get into the fight. Since this is supposed to be a "fun" scenario, don't challenge the players' preferences. However, for groups which enjoy soap opera, there are two potential problems.

HOW CAN THEY HAVE A ROMANCE WHEN THEY DESPISE EACH OTHER?

The most likely initial reactions of the two are lack of interest and mild antagonism. Cuen is not impressed by the idle rich, while Henry is likely to find Cuen brash and abrasive, and a possible gold-digger.

In fact, the two have more in common than they realize. Both feel they have let their parents down and failed to achieve all they could have. Both come from immigrant families. Henry could easily come to admire Cuen's toughness, while Cuen could enjoy teaching Henry to make the most of his advantages, and like his basically pleasant personality and ability to enjoy himself.

If the PCs are uninterested in getting the romance going, then the GM can assume that either the intervention of Foxbat or the hostility of Henry's parents drives the two together. However, if the PCs are keen to help, then a squabble, followed by Cuen's throwing a drink over Henry and attempting to leave the party, would provide them with a tricky social mess to sort out.

THE WICKED, UM, NON-STEP-PARENTS

Henry's parents don't like the look of Cuen at all. Robert Jodl fears that she is only interested in marrying into money, probably to be followed by a quick divorce and large alimony payments. Vanessa Jodl suspects that Cuen is a spy from Karasawi. It would be a typical Japanese trick, she thinks; Vanessa Jodl is mildly racist where Asians are concerned.

Since Henry is over 21, there isn't a lot they can do to prevent any marriage, although they can threaten to disinherit Henry if he marries, or at least place clauses in their wills to prevent Cuen getting access to any money, especially if there is a divorce. In fact, this sort of threat encourages Henry to rebel against his parents. However, the PCs could get involved as messengers between the two parties, attempting to convince Henry's parents that Cuen is really a nice girl that they should be proud to have Henry marry.

(Some readers may have noticed that things are moving at a frighteningly fast speed; Henry and

Cuen have only just met and already they (and his family) are formulating wedding (and divorce) plans before even having their second date. This isn't a mistake; it's another convention of the comics, designed to squeeze the events of many months into a single comic book issue.)

FOXBAT'S INTERVENTION

The real Foxbat attempts to separate Cuen from the PCs when they arrive at the party, and to impress Cuen by a dazzling display of wit and urbanity. Cuen is about as impressed as she was by Freddy Foswell.

Once Cuen has been introduced to Henry, Foxbat can tell from the fact that they're getting on badly that a comics-type romance is in the air unless he acts quickly. His actions depend on his assessment of the situation, in particular whether he recognizes the PCs.

If he thinks he's facing just Henry, he approaches, ping-pong blaster drawn. "I'm Foxbat. This is my girl. You're history!" he says, wittily.



If he recognizes the PCs, or after he is foiled in this first approach, he goes and gets the Centipedemobile, to break in through the wall to make a *really* dramatic entrance. He wants to flatten Henry and the PCs, and escape with Cuen.

Cuen's response is to grab Henry and run for it, leaving the PCs to handle the violence.

WRAPPING UP

It's up to the GM how much further help the young lovers need. Subplots including other NPCs introduced at the party can be developed at the GM's option. In addition, the PCs are likely to have injured Foxbat's feelings, and his plans for revenge can be kept until the next time a humorous scenario is wanted.

YVES NORRIS

Background: Norris is a typical astro-historian from the Greater Normandy conurbation of the early 25th century. His research area is temporal ripples of the late 20th century, and it was on a routine scan that he noticed an increasing perturbation of temporal disconformity epicentring right in his study area. Norris presented this information to his seniors, who suggested that he investigate further. Norris quickly located the main node of the temporal disconformity in the birth (or, alternatively, not) of Misha Jodl. This was serious, because of the importance of Misha Jodl's theories in the history of Norris' world. Norris requested that a temporal correction be applied for, but his seniors felt that he knew more about the era in question than generalists from the Temporal Disasters Correction Department, and persuaded him to undertake the correction himself.

Personality: Norris is essentially an academic. He's young, fit, and healthy, but has the air of an elderly, absent-minded professor in glasses. He is psychologically unprepared to deal with physical attacks.

Quote: "As I was saying, that is, as I will be saying..."

Powers/Tactics: Norris doesn't fight. He is an academic by training and aptitude, and violence is repugnant to him. He is protected by the best technology the 25th century can provide, however, since if he were to die outside his own temporal

location, the resulting chrono-storm would rip both locations into shreds. Norris is essentially invulnerable, but non-offensive.

Appearance: Norris is 6' tall and athletically-built, blond, but with very dark skin and dark brown eyes (he is of mixed race). He is dressed in a business suit, which is a perfect replica of modern ones, except that the colour (turquoise) is perhaps not typical. Norris speaks English without an accent, despite his main language being 25th-century French. His high-tech instruments are disguised inside a modern briefcase chained to his wrist.

Stats: (Normal with INT 20 and all defences 50+, IIF, Fully Invisible.)

HENRY JODL

Val	Char	Cost	Val	Char	Cost
12	STR	2	14	COM	2
13	DEX	9	2	PD	0
11	CON	2	2	ED	0
10	BODY	0	2	SPD	0
15	INT	5	4	REC	0
9	EGO	-2	22	END	0
13	PRE	3	22	STUN	0
TOTAL:					21
Cost Skills					
1	Contact: Business executive				
1	Contact: Head of Old School				
1	Fringe Benefit: Old School Tie				
3	Bureaucrats 12-				
7	High Society 14-				
10	Wealthy				
2	KS: Businesses and their owners, 11-				
3	Well-Connected				
28					
Costs: Characteristics + Powers = Total					
21		+	28		= 49

Background: Henry Jodl's grandparents, Stanislaw and Sophia, were refugees from central Europe before World War II; they settled in the U.K. and set up an electronics repair business. From this, it was a short step to making electronics components, and eventually small radios, ideal for agents parachuted behind enemy lines. The U.K. government bought up as many as the Jodls could make, and after the war, Jodl Industries continued as primarily a military electronics

supplier, although subsidiaries included some perhaps surprising areas. Anvil Films, a British film company in the '50s and '60s, was one. For a time, its cheap films of central European horror mythology were very popular.

Jodl Industries was in due course taken over by Henry's father, Robert. Henry was born in the 1960s, and had a very privileged (and thoroughly British) upbringing: Eton, and then Oxford, where he received a degree in Politics, Philosophy, and Economics (known colloquially as PPE, and considered an easy option). He was something of a drifter, and rather idle. Indeed, he inherited virtually none of the drive that his grandparents had had in abundance. He hasn't come across anything that has taken his interest in any but the most superficial way. He currently works in a public relations firm, for which his contacts from school and university are extremely valuable.

Personality: Henry is pleasant, generous, and friendly, but rather quiet, and lacking in ambition. He knows that he's a disappointment to his father, who was hoping that he would take over and expand Jodl Industries when Robert is ready to retire. Henry worries about this more than he would admit.

Quote: "I say, would you care for a drink?"

Powers/Tactics: Although Henry understands rough-and-tumble (a result of rugby and other games at a British public school), he also understands that when serious violence starts, his place is elsewhere.

Appearance: Henry is aged 30, of average height (5'9") and fairly slender. He has dark hair, and is good-looking in an unspectacular sort of way. He dresses well, but usually informally.

CUEN AKAMOTO

Val	Char	Cost	Val	Char	Cost
10	STR	0	14	COM	2
11	DEX	3	2	PD	0
13	CON	6	3	ED	0
10	BODY	0	2	SPD	0
15	INT	5	5	REC	0
12	EGO	4	26	END	0
10	PRE	0	22	STUN	0
TOTAL:			20		

Cost Skills	
2	PS: Lab Technician (Electronics), 11-
3	Electronics 11-
3	Computer Programming 12-
1	Languages - Japanese (Basic Conversation)
9	
Costs: Characteristics+ Powers = Total	
20	+ 9 = 29

Background: Cuen emigrated from Japan to the United States with her parents in the 1970s. Unlike Henry Jodl, Cuen's parents did not find fame or fortune, but remained ordinary working people. Cuen herself became a laboratory technician after university, working for Karasawi Inc., a Japanese rival of Jodl Industries.

Recently, Cuen has been bothered by unwanted romantic attentions from some jerk named Freddy Foswell.

Personality: Cuen is more hard-working than intelligent; her educational qualifications were more due to hard work than talent. She rather resented the ease with which some of the brighter students got through exams without any hard work.

Cuen has also suffered the ups and downs of prejudice. In the 1960s, the lingering racism against people of Oriental appearance remaining from the Second World War and the Korean conflict was heightened by the Vietnam War. In later years, there came a fascination with Japanese culture and history, with ninja and samurai being hyped as the greatest warriors of history. Cuen felt more out of place when being grilled by earnest young white Americans about the history and myth of her native land, something they seemed to know and care more about than she did, than she did when encountering anti-Japanese prejudice from the older generation.

Cuen has a great distrust of offers of a 'free lunch', sure that there must be a catch. She's also mildly resentful of people who have advantages they've done nothing to earn.

Despite her parents' efforts to teach her Japanese culture and habits, Cuen is a typically American young woman who does not show undue deference to anyone. She knows that she is something of a disappointment to her parents, having neither succeeded in business herself, nor made a good, traditional marriage. Cuen tries (not always successfully) not to feel guilty about this.

Quote: "You want to take me away from all this? Get serious!"

Powers/Tactics: Cuen is no fighter. Faced with a potentially violent encounter, she would a) try to de-escalate the situation with calming words, or b) run.

Appearance: Cuen is 32, short (5'3"), and of typical Japanese appearance. She wears her hair bobbed short. She usually dresses in rather scruffy, casual clothing.

AL-FOXBAT

OVERVIEW

A supervillain uses Foxbat to retrieve a magic item from the Dimension of Confusion. Why Foxbat? Quite simply, the Dimension of Confusion drives anyone insane. Foxbat being mad already, it has no effect on him. Even Foxbat, however, is not quite crazy enough to hand the item over. Foxbat now has the mythical Aladdin's Lamp, and he has gone off to decide what to do with his new-found power.

It starts gradually; newspapers start publishing editorials in praise of Foxbat, and against any heroes he currently dislikes. Valuable items like the Mona Lisa disappear without trace (brought to the Island of Dr. Foxbat). In the end, Foxbat decides to Wish for all the money in the world, bringing instant chaos to the world economy, and a return to the barter system. If the PCs don't manage to trace the culprit, the embarrassed supervillain comes forward to explain the problem to them.

The PCs have to persuade Foxbat to replace the missing items (especially the world's money), and to return the Lamp to the only safe place for it: the Dimension of Confusion.

INTRODUCTION

"And now, a summary of the day's news. The President's State of the Union address made special mention of the role in national life of superheroes such as Defender and Foxbat...hold on, that can't be right," the announcer touches the microphone in her ear. "Yes, I'm told that's right. Uh, there was a, uh, special mention of Foxbat's contribution as our premier national institution?" She shakes her head. "Doesn't even make sense. Meanwhile, in Europe..."

BEGINNINGS

The GM may like to slip in reports of unusual activities over a period of time before the scenario begins. The earlier reports, like the one in the introduction, are less well-phrased than the later ones. Eventually, all the news media forget that Foxbat was ever anything but the world's greatest hero and international object of admiration, and the reports get more plausible as a result. GMs should feel free to improvise items, such as:

"Foxbat voted World's Finest Mortal!"

"Joan Collins denies dating Foxbat: 'I should be so lucky', she says!"

"Los Angeles residents report sighting of floating island!"

"Buckingham Palace deny reports that the British Crown Jewels have gone missing!"

"Congress votes to outlaw [Foxbat's favourite bugbear PC]!"

"Mona Lisa missing!"

"Eiffel Tower stolen!"

"Foxbat receives honorary degree at Oxford University for services to humanity!"

"UFO sightings increase worldwide. Experts ask Foxbat for his opinion."

News reporters become more and more likely to barrage the PCs with questions about their past treatment of Foxbat. These start out as factual investigations like "What evidence did you have that Foxbat was committing a crime before you began a fight?", but quickly move on to "How can you be so mean to such a wonderful person?"

This scenario works best if several relatively minor but puzzling events are followed by a major theft that the PCs are requested or encouraged to

investigate. Such a theft in the campaign city would make for a straightforward investigation, but the theft of the Eiffel Tower and the Crown Jewels would give the PCs a chance to visit Europe, for a change of scenery as well as an investigation.

THE SUPERVILLAIN

No specific supervillain is used here; the GM should choose one from his own campaign. The supervillain (a rival or unfriendly hero could be used if preferred) needs to have magical powers, and be a character that the GM doesn't mind suffering the humiliation of being out-thought by Foxbat and rescued by the PCs. It could be *Allies'* The Duke (having had a half-baked idea to retrieve the Lamp to use for good), *Kingdom of Champions'* Hag, or Dr. Samaine, or the Demonologist from *Creatures of the Night*[™]. Ideally, it is someone the PCs have already had some run-ins with, which allows the story to have more impact.

FOXBAT'S ACTIONS

Foxbat's first Wish was for immunity to the powers of the supervillain and anyone hired by the supervillain. His second Wish was for the president of the United States to mention him favourably in the State of the Union address (which is why it wasn't reported quite as he'd intended). Thereafter, he Wished for a secure base, and for various items from around the world, not to mention for increasing popularity. As time passed, he was able to refine his earlier Wishes; the facilities on the Island of Dr. Foxbat, for instance, are continually improving.

ALL THE MONEY IN THE WORLD

Finally, Foxbat goes too far; he Wishes for all the money in the world. This has immediate, catastrophic consequences, stopping the entire world economy. Fortunately, in millions of local areas,



people return to a temporary barter system, and exchange promissory notes. Mass starvation and an end to civilization is averted, temporarily. However, the PCs have to return things to normal pretty quickly.

If the PCs are already investigating previous thefts, such as the Mona Lisa, the Eiffel Tower, or the Crown Jewels, then Foxtbat steals all the money in the world not long after they have begun their investigations, and before or at the same time as they locate the Island of Dr. Foxtbat (the GM should time this to keep the plot from slowing down).

THE CHASE

If the PCs' attentions are directed to any of the thefts, they may spend their time chasing around the world as each new theft or other activity occurs. The GM may wish to make this into a helter-skelter chase from one romantic foreign location to another. The emphasis should be on thefts from very obvious targets, preferably in capital cities or other well-known localities. If Foxtbat realizes that the PCs are trying to stop him, he enters into the spirit of the thing, and sends cryptic warnings to the PCs (notes which just appear on their computer; if they have no computer, they are delivered by special mail with no stamp) to enable them to *nearly* catch him. These give the PCs advanced warning of where he will strike next, allowing them to arrive hellbent-for-leather just as Foxtbat makes off with his next target.

Two such locations are specified:

The Eiffel Tower: This disappeared one night. As it happened, no one was on the Tower at the time; eyewitnesses saw it simply vanish. One moment it was there; the next, gone. The security systems of the Eiffel Tower are against theft *from* the Tower, not theft *of* it. They disappeared along with the Tower, and there are no other clues.

The French government is extremely upset at the disappearance of this national symbol, and would prefer it to be returned by French (or French-Canadian) heroes if possible. If a group of PCs that includes no French heroes visits France, and if they are known to be in the least bit dubious, French police hassle them, and generally fail to co-operate.

The Crown Jewels: Kept at the Tower of London, the Crown Jewels are some of the most highly-protected gems in the world. Numerous security systems monitor them: laser beams which

trigger an alarm if broken, humidity and heat sensors which spot changes caused by a thief's breathing and body heat, *etc.* The gems are kept in extremely secure cases, and there are security guards.

When they disappeared, all the alarms in the immediate vicinity of the gems suddenly went off together. None of the alarms further out were triggered by the thief's arrival. By the time the security guards could get there, the thief (and the gems) had disappeared back into thin air.

Most of the security cameras showed nothing. Only one showed a fuzzy image of the thief: wearing a small black mask, with his torso marked with horizontal stripes, and loading the gems into a sack apparently marked "SWAG". (Foxtbat thought he should look the part.)

The British government did not want the theft to cause the alarm and despondency that their Gallic neighbours suffered after the loss of the Eiffel Tower. They suppressed the news of this theft, substituting copies of the Crown Jewels on public display. The PCs need at least Contacts in the British establishment and/or Perk: Security Clearances, to get to the truth of this story, although a generous GM could also allow Bureaucrats at-5 to work. Telepathy used on the right people would also work, although if this is discovered, the British government would regard any PC who did this as a security risk, and he would have gained a new Hunted.

Other Locales: Art treasures might also disappear from Moscow (Fabergé eggs from the Tsar's collection, now in museums); Rome (Roman sculptures); Benin, Nigeria (Benin bronzes, near-life-size busts); Tokyo (*netsuke* ivories); Amsterdam (M. C. Escher's original designs); London, Museum of Mankind (the world-famous Mayan crystal skull); Paris, Louvre (Mona Lisa); Cairo (Tutankhamun's death-mask); Beijing zoo (giant pandas); Easter Island (Easter Island statues); and so on. The castle on the Island of Dr. Foxtbat may also have been stolen from a site of the GM's choice (it might equally have been conjured out of nothing by the Lamp).

The GM can combine thefts in nearby locations, such as having the Eiffel Tower disappear in plain sight, while the PCs are in France investigating the theft of the Mona Lisa from the Louvre. In such cases, Foxtbat is deliberately making the PCs look foolish, to magnify his own image.

OTHER INVESTIGATIONS

The following information is available, depending on which of Foxbat's outrages the PCs choose to investigate:

Mystical Detection: Those with mystical senses may notice unusual peaks of mystical activity. These correspond with Foxbat's Wishes, rather than necessarily with the apparent event. For instance, if Foxbat Wishes to get an honorary degree from CalTech, then the Wish may be days before the degree ceremony; the mystical peak comes with the Wish rather than with the ceremony. (Detect: Magic - a PER roll with modifiers the GM thinks appropriate. The event can be analyzed if the Detect is Discriminatory. Mystical Danger Senses might or might not go off at the GM's discretion.)

The mystical peaks are also brief, only so long as it takes Foxbat to say the Wish. As they also come at irregular intervals, this makes more detailed investigation difficult. A successful KS: Magic roll at -5 allows the PC to realize that the mystic activity is a Wish. (Depending on how detailed play is wanted, and exactly how the GM sees magic as working, this might require the Discriminatory sense instead of, or as well as, the KS.)

The Floating Island: The oceans are awfully big, and the Island of Dr. Foxbat is rarely in the same place from one day to the next. By the time the reports of a floating island near Los Angeles come in, the Island is long gone.

PCs with access to Landsat or other satellite imaging may be able to locate the Island, if it hasn't already moved, that is. Finding the Island on satellite images requires a combination of INT rolls, Eidetic Memory, Luck, Sight PER rolls, or Computer Programming. Detect: Mystical Phenomena or the like could also be used to spot the Island, with the added advantage of spotting where it is rather than where it was when an image was recorded.

At street-level, passing ships or lone yachtsmen may spot the Island. PCs could try to locate it by hanging out in dock-front bars, listening to the ramblings of determinedly drunk sailors, etc.

Other Approaches: All the favourable mentions of Foxbat in the Media might get the PCs suspicious. If they try his usual haunts (such as they

are), they draw a total blank. Foxbat hasn't been around since before the funny things started happening.

A Challenge: PCs can usually be counted on to do the unexpected. One unexpected action might be to try to lure Foxbat out by issuing a public challenge for combat at some neutral spot.

Unfortunately for the PCs, Foxbat takes the precaution of Wishing to win, beforehand. He turns up in the FoxBAT, and leaves the same way after totally humiliating the PCs before the world's Press, and pausing to sign a few autographs. This should be treated as at least four dice of Luck for Foxbat, and the same of Unluck for the PCs, and +5 on all his rolls, -5 on all theirs. If this isn't enough, throw in a few more dice of Luck or Unluck.

During the fight, the Lamp remains on the Island; and since Foxbat has to actually hold it to perform Wishes, he is vulnerable to particularly clever play by the PCs.

The FoxBAT is not covered by any of his Wishes, so some PC could steal it while the others are getting pounded. To do this, he would have to either override the autopilot, or convince it that he is actually Foxbat. If he succeeds in the latter, the autopilot could take them all to the Island of Dr. Foxbat. Foxbat himself would then have to get back under his own power. The Island is not particularly far away: about an hour's Gliding time. Alternatively, Foxbat might also ask for (and get!) Air Force assistance. After all, nothing's too good for Dr. Foxbat, National Treasure and World's Finest Mortal, is it? If the PCs override the autopilot, a Navigation or Computer Programming skill roll is still needed to find the location of the Island.

The PCs may realize what they are up against, and attempt to play on Foxbat's vanity, along the lines of "You shouldn't need magic to win..." If Foxbat is convinced, he arranges a rematch at the Island of Dr. Foxbat later; he can't alter the current fight's outcome without the Lamp.

Bugs: The PCs may think to place a tracer aboard the FoxBAT. If Foxbat is unaware of this, (the autopilot won't volunteer the information) it leads the PCs to the Island of Dr. Foxbat. If Foxbat does spot them planting it, he Wishes the tracer to the bottom of the Grand Canyon as soon as he returns to the island. The PCs will have to be quick, or else have the chance to do some sightseeing in the search for

the island.

Asking The Media: Inquiring from the Media why they are suddenly so pro-Foxxbat may prove frustrating. For one thing, journalists tend to be protective of their sources, particularly where heavyweight clowns who are known antagonists of their hero, Foxxbat, are asking. Contacts in the Media may be more forthcoming, but all they know is that suddenly Foxxbat was wonderful. They surmise that the president's praise of him may have caused them all to rethink how maligned Foxxbat had been. Mentioning that it's odd that all the Media have suddenly decided the same thing puzzles them. This is obviously true, but Foxxbat's Wish prevents them figuring out what has happened.

Mind-Reading: If PCs are known mind-readers, Foxxbat takes the precaution of proofing the Island of Dr. Foxxbat from their prying. Mind-reading victims of the Lamp's influence (such as the journalists) shows that their memories were of Foxxbat-as-supervillain up until the change; then suddenly their memories are of Foxxbat-as-object-of-admiration. The change was basically instantaneous; treat it as a Transform (human being to Foxxbat fan), with "damage" that can be healed back. Therefore, the journalists could "get over" their feelings about Foxxbat, but they have taken so many points of effect that this isn't going to happen for *years*.

The UFO Connection: An unusual amount of UFO activity is noticed wherever the Island of Dr. Foxxbat roams. This is caused by half-seen sightings of the Island itself, and of the FoxxBAT in its travels. PCs with Connections in the UFO-investigation field might be able to trace the movements of the Island, and get ready to scramble to the location of the next UFO flap. GMs who are enjoying watching the PCs rushing around should feel free to include a *real* UFO causing the flap.

A CLUE

Before the PCs have had a chance to exhaust all their leads, Foxxbat decides to steal all the money in the world, after which the supervillain realizes that something has to be done. He locates the PCs mystically (finding them even if they are in disguise), and approaches them nervously. The PCs may attempt to provoke a fight, but the supervillain merely

defends himself and keeps explaining that he wants to talk. If the PCs simply won't listen, the supervillain gives up, and the PCs are back on their own.

Provided the PCs are sensible, however, the supervillain agrees to explain. The supervillain looks embarrassed, and shuffles around in a nervous manner.

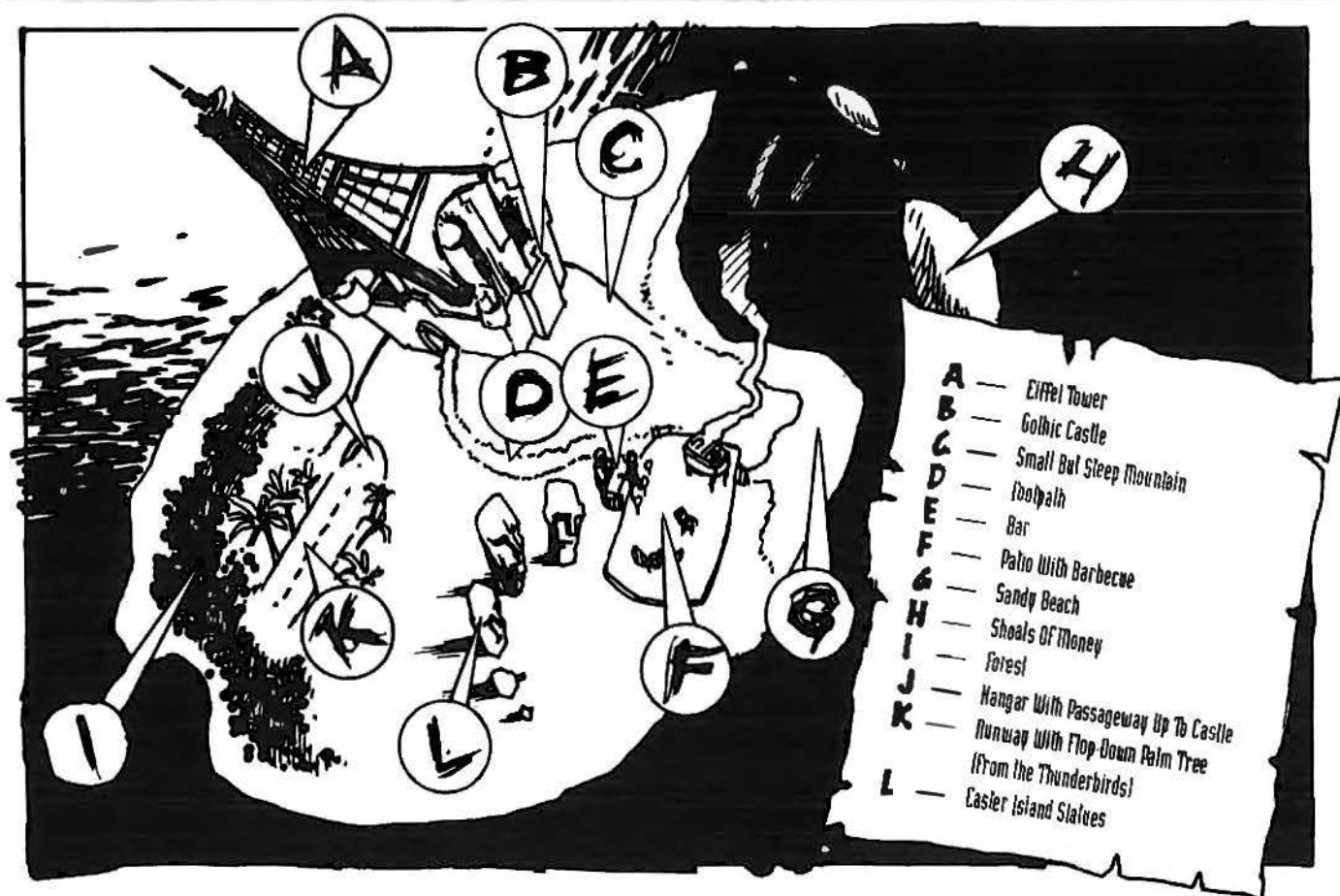
"Well, you see, I employed Foxxbat as a stooge for one of my endeavours. He's such a manipulable tool, and quite useful for dirty work where risk is involved. He couldn't possibly get out of hand, you know. And in this case, *he* couldn't possibly come to harm, so there wasn't really any risk. Under the circumstances. Er. Um. Yes. Quite. Anyway, I needed someone to go into the Dimension of Confusion to get something for me.

"I couldn't go myself because, as you know, the Dimension of Confusion drives people crazy. Unless they are insane already. And I'm perfectly sane, of course. What are you smiling...? Anyway...I reasoned that Foxxbat couldn't possibly be *driven* crazy as he already *is* crazy. I told him that it would be quite safe, and even if it wasn't, he would undoubtedly get Cosmic Awareness or something as a side-effect. He seemed to like the idea.

"The trouble was, I hadn't fully thought the matter through. What happens to a crazy fool when you drive him crazy? Er, well, in this case, he got saner. Somewhat. Sane enough to realize that he could keep the item for himself. Which he, um, did.

"Obviously, I tried to inflict a horrible revenge on him. I'm quite capable of it, you know, and Foxxbat, well, he's not exactly the mightiest supervillain ever to walk the earth. He's not even the mightiest supervillain to walk downtown Seattle. Not that I've anything against Seattle, other than the fact that I got caught there on my first super-powered outing. Yes. Well, Foxxbat kept the item, and, well, that's the problem. You see, he's got the Lamp in his possession. That's Aladdin's Lamp. You know, like in the fairy story. Not the Disney film, the real thing's a lot more powerful. Infinite Wishes, genie at his beck and call, that sort of thing. He came to see me, too, to tell me that he'd Wished to be immune to me and anyone I might hire to go against him. And he did, too.

"What a waste! When I think what I could do with the item, and he spends his time stealing the



Eiffel Tower and getting honorary doctorates! He's hiding out on a floating island. He calls it the Island of Dr. Foxbat."

(If the PCs need help to find it or to get there, the supervillain offers to transport them; also, if the PCs do not have access to any other magicians, the supervillain offers to help them put the Lamp back where it came from. "I realize now that it was a mistake to let it back into the world.")

"That's all I can do to help you. And if you tell anyone it was me, I'll think of a terrible revenge. After this mess, I'm going straight. I don't need the grief, and if anyone learns I was outwitted by Foxbat, I'll be a laughing stock."

THE ISLAND OF DR. FOXBAT

The Island is not firmly fixed; sometimes Foxbat uses it to cruise the oceans, but if he Wishes, he can simply have it teleport to a desired destination.

The Island of Dr. Foxbat is an amalgam of different fictional representations of a luxury island. It is not very big, being only about a mile across.

Dominating the Island is a small but implausibly steep mountain, topped with a castle that looks as if it has been stolen from eastern Europe, on top of which the Eiffel Tower perches precariously. Built into the side of the mountain is a hangar for the FoxBAT, Foxbat's plane; the entrance is flanked by a pair of statues from Easter Island. Running outwards from the hangar is a double line of palm trees, which flop flat outwards to clear the way when the FoxBAT takes off and lands. This is odd, since the FoxBAT is a Vertical Take-Off and Landing machine. The beach beneath the mountain is perfect for bathing, barbecues, and drinks beside the sea. A forever-replenishing bar is tended by a mannequin in the shape of Dr. Destroyer.

When Foxbat has stolen all the money in the world, he doesn't quite know what to do with it all, but in the end sets it as a reef off the bathing beach. The rest of the Island is covered with dense forest, forever echoing to the howls of wildlife: tigers, lions, gorillas, giant pandas, and the occasional elephant. All of these have been 'liberated' from zoos and circuses, and are very tame, but menacing-looking. The PCs might be licked to death by the big cats, but that's about it. They are enjoying a big, safe, varied

enclosure and regular meals, and do not particularly want to leave. (The beasts' tameness is enhanced by the Lamp; if they need collecting after the Lamp's influence is removed, there is some chance of a fight.)

THE ISLAND'S DEFENSES

The Island is not without real defences, however. Foxbat gave vague orders that any intruders were to be met by "appropriate" defenders. The Lamp has chosen to interpret this somewhat literally. Mannequins attack intruders, but these are modified in such a way as to be appropriate to the intruders, not in powers (which is what Foxbat *meant*), but in form. Solitaire might be attacked by foot-tall playing cards, Quantum by small, furry "Seeker" dolls, while Seeker himself might be inundated by human-sized fashion dolls in swim-wear.

There are enough of these mannequins to create a constant annoyance for intruders but, because Foxbat did not specify that they were to *stop*

intruders, only that they were to *meet* them, they do not start the fight. They simply approach the PCs and attempt to climb all over them. If the PCs start a fight, the mannequins keep arriving at a constant rate. Depending on the power-level of the PCs, this might be one every round, or one every phase; the GM should choose a number which is more of an annoyance than a real threat. If the PCs don't start a combat, the first half-dozen mannequins are all that arrive.

The PCs can try to Persuade (or fast-talk) the mannequins not to actually climb on them, or may Dodge them. In this case, the mannequins simply follow the PCs around. A further Persuade, or some sort of successful maneuver, is required to evade them.

THE MANNEQUINS

STR 10	SPD 4	OCV 6	
DEX 18	EGO 10	DCV 6	Move 6"

The mannequins come in many shapes and sizes. Defeated mannequins fall down and over-act their death-scenes: "You doity rat! Yah got me! Ugh!"



CASTLE FOXBAT

Foxbat enjoys walking on the battlements, and gliding around the castle. The castle is luxuriously appointed, and centrally heated and air-conditioned; it contains the best of the art treasures which Foxbat has stolen, including the Mona Lisa, the British Crown Jewels, and other portable valuables.

No interior map is given here. In the event of a map being needed, GMs can use a castle map from any fantasy game, or simply map out the relevant room(s) on the fly. For a strange experience, the interior of the castle can be larger than the exterior, with labyrinthine corridors leading for miles in all directions, although it should still be remarkably easy to find important locations, such as Dr. Foxbat's laboratory and audience chamber.

ENCOUNTER WITH DR. FOXBAT

The PCs have three main possible approaches: to (a) talk, (b) fight, or (c) sneak in and steal the Lamp.

The Talking Option: Foxbat isn't convinced by appeals that he has destroyed the economy of the world; that couldn't really happen in a comic book, could it? It might cause problems for bankers and corporations, but he doesn't have any problems with that. Neither is he worried by the international embarrassment he's caused; that's what successful villains like him are for.

It is also difficult to fool Foxbat into handing over the Lamp. He may be crazy, but he's not stupid. Well, he's not *that* stupid.

An appeal to Foxbat's sense of fun *might* work: "What fun is it if you always get everything you want? Doesn't that remove all the challenge?" And a bluff that the Lamp corrupts its wielder would also have a slim chance of working. After all, powerful magic items always do that, don't they? This would require a Persuasion or Oratory roll, with bonuses or penalties according to how convincing the GM thinks the story sounds.

The Fighting Option: Fortunately for the PCs, Foxbat hasn't got around to Wishing himself gener-

ally invulnerable. Also, he doesn't carry the Lamp around with him all the time.

If he is attacked, he fights back. Possessing the Lamp has made him more Overconfident than usual. However, if it becomes clear even to him that he cannot win (and he does have plenty of experience in being beaten), he tries to disengage, to go and get the Lamp.

With the Lamp, he is almost unbeatable, but not quite. He does have to be able to speak to make a Wish, so that if the PCs can prevent this with some sort of Silence field, or by stunning him (stunned, or 0 down to -10 STUN) then it does him no good. The Lamp counts as an OAF, so that grabbing it is also a possibility.

The Sneaking Option: The PCs can try to sneak in using Stealth and Concealment. Provided they have not been noisy arriving, then this is relatively straightforward.

If any of the PCs have Invisibility, however, this sets off alarms. A winged flock of alarm-clocks flutter around above the invisible PC, ringing wildly. These are equivalent to standard mannequins. If they are destroyed, more appear. Even if the PC is desolid, or can teleport between rooms or floors, the alarm-clocks follow, or more appear at the new location. This is because Foxbat asked for alarms if anyone attempted to infiltrate the castle invisibly. The Lamp took "alarms" somewhat literally, as usual, but effectively.

The PCs may disguise themselves as mannequins. This requires a Disguise roll, but is perhaps the most effective way of infiltrating the castle.

THE LAMP

Stats for the Lamp would be rather meaningless. It is indestructible (at least, by anything the PCs would be able to use), and can grant infinite Wishes, the only proviso being that the Wisher must be holding the Lamp at the time. Whether the Lamp corrupts the user with a slow, cumulative Transform, is up to the GM should the question arise.

USING THE LAMP

The Lamp can perform any Wish which Foxbat makes while holding it. This might appear to be too

powerful to combat, but Foxxbat does have an imperfect ability to describe what he wants accurately (even more so than anyone else). Honest GMs can have fun role-playing Foxxbat trying to describe what he wants to do, and the Lamp's response to what he said rather than what he meant.

If any of the PCs obtain and attempt to use the Lamp in combat, the GM should prevent their taking a long time to think of their wordings, and certainly disallow discussions among the players. Combat phases are very short, after all. The Lamp interprets Wishes somewhat literally, but even so could be seriously unbalancing to the campaign if the PCs took full advantage of this. Although there are no perfect ways of preventing players attempting to mini-max Wishes, some suggestions include:

- Restricting the Wish to a single (player) breath.
- Interpreting the Wish according to the Lamp's own personality. Suppose a PC wished to be more attractive, for instance. What does a Lamp view as attractive? Probably another lamp, or a genie with horns and a horrifying appearance (to humans). If the PC wished for higher Strength, this might be achieved at a cost of other stats, as the PC's mass is re-distributed in a ruthless fashion.
- References to game-mechanics such as DEF, SPD (or Speed), or EGO will not work as intended. The PC must describe what is wanted in normal language. The Lamp will interpret any jargon as best it can. DEF might be the initials of some group, who arrive on the Island if the PC wishes for more of it. If the PC wishes for more Speed, the Lamp may interpret this as an illegal group of drugs, and the PC gets inundated under a pile of tablets. And a request for more EGO will have obvious results.
- The Lamp assumes that any break in the speech is the end of the Wish, and grants it exactly as it understands it up to that point.

If the PCs attempt to keep the Lamp, the GM has three options. The least satisfying is the simplest; declare the adventure to be part of a dream-sequence, so that none of its events have an effect on the real campaign.

Another, more interesting solution, is to force the Lamp out of the campaign. Have the Lamp fall into the ocean and be carried away during a fight,

which would allow it to reappear if the plot ever required it. Or have the supervillain suddenly hurl the heroes into the Dimension of Confusion where they lose the Lamp and have to find their own way out. This choice both provides for a continuation of the adventure (either immediately, or in some undetermined future) and maintains the illusion of 'fair play' necessary for a good campaign.

Keeping in mind the monumental affects this could have on the campaign and campaign world, the third option is to allow the PCs to keep the Lamp. After all, *all* the powerful villains (and heroes, and neutrals) of the campaign will be after it. Dr. Destroyer, and Archimago, and Demon, and Mechanon... Simultaneously. The continuing adventure possibilities are obvious, and personally, I don't envy the PCs.

GETTING RID OF THE LAMP

If the PCs do not include any magicians, or have access to any, then the supervillain is prepared to help with returning the Lamp to the Dimension of Confusion.

It should be noted that none of Foxxbat's Wishes can be reversed *after* the heroes have disposed of the Lamp. The PCs may want to consider repairing some of the damage Foxxbat did while they have the chance: for instance, restoring everyone who was Transformed by the Lamp, and returning the Eiffel Tower safely. Importantly, a blanket Wish to return things to the conditions they were all in before the adventure started is strongly resisted by the supervillain (allow PCs an INT roll if necessary) as it risks unforeseen consequences (what if Foxxbat had Wished a dying person back to health?), or setting up a time-loop, if the Wish returns things to just before the supervillain has sent Foxxbat into the Dimension of Confusion.

THE DIMENSION OF CONFUSION

The Dimension of Confusion is a small pocket of contained and compressed insanity; it is essen-

tially a mystical black hole, attracting to itself all the elements of contradictions. Fortunately, it is not easily accessible, and magicians learn to avoid its proximity in the mystical plane.

Magic does not operate within the Dimension of Confusion, yet the only way out of it is to use magic. This contradiction makes the Dimension a tricky place to visit, and an ideal hiding-place for magical artifacts which are too dangerous to be left in the world.

The supervillain worked out that the way to get something out of it was to use a non-magician, who could survive the trip there unscathed, and operate within it. The supervillain could then retrieve the non-magician through a mystical link between the two which allowed the magician to direct the magic necessary to escape unscathed into the non-magic of the Dimension of Confusion.

It was a risky process, made harder by the Dimension's tendency to turn those inside it mad.

The supervillain reasoned that the way around this was to use a cat's-paw who was already mad, so that the effect of the Dimension would be minimized. Foxbat seemed to be an ideal tool, until he proved more cunning than expected.

Inside the Dimension, everything is shifting chaos. Cause and effect operate in different ways than outside, and here one and one do not necessarily equal two. If an item is broken in half, each half may be bigger than the whole item, or only a tiny fraction of the size, or one part may be much larger than the original, while the other is infinitely small, giving the impression that the item has simply grown. It's even possible to break things apart exactly into halves; just unlikely. Breaking even a very flimsy item can be difficult, because of the problems with cause and effect, but items often break anyway, thanks to backwards intentionality from the future. Nearby things take forever to travel to, while distant ones can be reached in a single stride. In addition, the Dimension is inhabited by (among other things) playing cards, a white knight, and an infinite number of monkeys. These do not have any particular combat potential, but neither are they vulnerable to conventional attacks, and they can provide severe distractions.

If any PCs end up in the Dimension, by accident or intending to retrieve some item for themselves, they should be given *reverse* EGO rolls to retain their sanities (*i.e.* they have to *fail* a normal EGO roll, to maintain sanity; the stronger your will to resist, the more this dimension's oddities will affect you), unless they are already insane. Even then, the place is a strain.

Foxbat experienced it as not unlike a fairy-tale (perhaps imagery summoned by the Lamp, assisting him to find it): he travelled through a maze to a gingerbread cottage (which kept trying to tiptoe away, but it wasn't quite quick enough), where he ate porridge with three bears, which then gave him a basket of goodies to take to his grandmother in the forest. His grandmother, a wolf in disguise, was just getting ready to pounce, when Foxbat decided to light a lamp to have a closer look at those big eyes, snout and teeth (so familiar from his boyhood memories of his own grandmother). The supervillain perceived that he had the Lamp, and drew him out of the Dimension in the nick of time.

Fortunately, placing an item into the Dimension of Confusion is easier than retrieving one from it. The item simply has to be sent floating on the mystical plane in the direction of the Dimension. The Dimension's mystical 'gravity' will snare it and drag it (and anyone holding it) in.

WRAPPING UP

Even if the Lamp is safely removed from the campaign, the events of this adventure could have some far-reaching consequences.

On an immediate level, it is, of course, possible that the supervillain will 'go straight' after this salutary (and frightening) experience, but the opposite is far more likely.

More distantly, some time after the scenario (when the GM next feels the need for a humorous scenario), the victorious heroes can be contacted by aliens from outer space who have collected a two-million-sentient petition demanding that the PCs stop "being mean" to Earth's mightiest hero, Foxbat, or face the wrath of their assembled UFO fleet.

FOXBAT

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 4
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
11	EGO	2	Costs:
20	PRE	10	
10	COM	0	Char: 133 Base: 100
8	PD	4	+
8	ED	4	+
6	SPD	27	Powers: 264 Disad: 297
10	REC	4	=
40	END	0	=
35	STUN	5	Totals: 397 397

Cost	Powers	END
25	Multipower (50 pt. reserve), OIF ping-pong ball gun	
2u	5D6 Entangle (DEF 5) [15c]	0
2u	8D6 EB and 1D6 Flash vs. Sight [15c]	0
2u	2 1/2 D6 RKA, Personal Immunity [15c]	0
2u	3D6 NND, 2" AE Radius [15c], defense is non-air-breather	0
2u	Darkness vs. Sight and Hearing senses, 3" radius [8c, lasts one turn]	0
20	Martial Arts - Comic Book	
	Maneuver OCV DCV Damage	
	Kick -2 +1 8D6	
	Punch +0 +2 6D6	
	Throw +0 +1 4D6+v/5	
	Block +2 +2 Block	
	Dodge - +5 Dodge	
16	Armor (+8 PD, +8 ED), OIF armor	
7	LS: Self-Contained, OIF armor	
17	Gliding 20", x4 non-combat, OIF glider wings	
7	Superleap +10" (14" total), OIF boots	
17	Radar (360 degrees), OIF helmet	
6	Telescopic Vision (+6 to PER roll vs. range penalties only), OIF helmet	
6	Parabolic Hearing (+6 to PER roll vs. range penalties only), OIF helmet	
7	High Range Radio Hearing, OIF helmet	
3	IR Vision, OIF helmet	

Cost	Powers	END
2	Ultrasonic Hearing, OIF helmet	
5	+4 levels with Sight Rolls, OIF helmet	
11	+8 levels with Hearing Rolls, OIF helmet	
Skills		
3	Acrobatics 14-	
3	Breakfall 14-	
3	Computer Programming 13-	
3	Disguise 13-	
5	Electronics 12-	
5	Mechanics 12-	
3	Security Systems 13-	
5	Shadowing 12-	
3	KS: Comic Books 12-	
3	KS: Superheroes 12-	
10	+1 Overall Level	
Equipment		
36	FoxBAT	
1	Autopilot	
22	Centipedemobile	
100+ Disadvantages		
10	2 x STUN from Fire Attacks	
15	1 1/2 x STUN from Killing Attacks	
10	Enraged, 11-, 8-, when insulted	
20	Psychological Limitation: Code vs. Killing	
20	Psychological Limitation: Thinks he's in a comic	
20	Psychological Limitation: Obsessive	
20	Psychological Limitation: Falls In Love At The Drop Of A Hat	
15	Reputation: Loony Villain, 14-	
20	Hunted by Champions (Mo Pow) 11-	
20	Hunted by UNTIL (Mo Pow, NCI) 8-	
20	Hunted by FBI (Mo Pow, NCI) 8-	
15	Secret ID (Freddy Foswell)	
92	Villain Bonus	

Background: Freddy loved comics. Lots of kids do, but to Freddy they were the only thing that made life worth living. Well, there was the fact that his parents were millionaires, which made life more comfortable than it might have been, but that was something Freddy took for granted. And there was the fact that his parents indulged him something rotten, but that was just the way of the world. Sometimes his mother would suggest that he take an interest in other things, but at least she never insisted too hard.

Actually, Freddy *was* interested in other things: he wanted to be a superhero. Since even he didn't consider his chances of experiencing the right sort of mystical event or chemical accident to receive superpowers all that good, he knew it was up to his own mind and body. He studied hard at school, and he worked hard in the gym. His parents approved, and decided that his obsession with comic books couldn't be all that serious.

Then, his parents' wealth was wiped out in a single day's disaster on Wall Street. Not only that, but his father committed suicide; something about illegal meddlings with stocks that Freddy couldn't sort out. His mother couldn't cope, and was hospitalized. This didn't immediately matter to Freddy.

What Freddy *did* notice was that his lifestyle took a nosedive. He couldn't afford all those mint editions of his favourite comics any more. Then it struck him. If he had no money, how could he set up his secret hideout? How could he have his faithful butler valeting his costumes while making excuses to all the starlets that the youthful playboy couldn't make tonight's date but would phone tomorrow, if he couldn't afford a butler?

A horrible chill crept over young Freddy. He couldn't be a hero like he'd wanted. There was only one course of action open to him. Despised and rejected by his fellow man, he would be forced to become a supervillain!

Yes, true deceivers, Freddy would have to go forth and commit crimes to regain his lost fortune. It would be a time when titans clash, and to save him, his friends must kill him, for lo, enter the Foxbat; hope you survive the experience...bub. Don't say we didn't warn you. Who foxes the Foxbat? Nuff said. Excelsior.

Quote: "Hi. I'm Foxbat, greatest guy on Earth. I'm so hot, you'll *never* defeat my master plan. Who are you?"

Personality: Freddy is a loon. Often he's a loveable loon, frequently he's an insufferable loon, and for the most part he's a harmless loon. But always a loon.

If any hero hurts or annoys Freddy, he'll focus all his activities on that hero, humiliating him with immature but often effective jibes. For example, if Defender annoys Foxbat, Foxbat has "DEFENDER IS A FINK!" written in skywriting over the bridge that

Defender is dedicating, sends nasty rumours to *Superhype* (the superhero tabloid), writes "Defender didn't stop me!" at the scene of all his robberies, *etc.* That character becomes the focus of Foxbat's life. Foxbat, seeing himself as the swashbuckling romantic figure that he isn't, eventually quits bothering the hero. Sometimes he starts idolizing the hero in public and especially in front of the Press ("Hi! I'm Foxbat; Defender's sidekick."), or begins calling himself 'Foxbat Defender'. It is debatable which is worse.

Foxbat is given to grandiose schemes, such as plans to hold everyone in the world for ransom (exactly who is to pay the ransom if everyone is being held being unclear), financing these schemes with minor robberies that he secretly considers to be beneath him.

Foxbat is also given to love of the most romantic and obsessive sort, falling for heroines at the throw of a punch. Attempts to break off the budding relationship are, of course, doomed to embarrassing failure.

Powers/Tactics: Foxbat is a well-trained human who gets his amazing powers from the Foxbat-gadgets he constructs using his amazing Foxbat-intellect. These include the dreaded Foxbat Gun, the Foxbat Radio, Foxbat Tracers, the Foxbat Thermal Underw...ah, yes. Two major gadgets are the FoxBAT, a VerTOL plane with the neat ability to rescue him if he's falling to certain doom (not that Foxbat ever does, you understand...) and the Centipedemobile. The latter has a truly frightful appearance designed to scare superstitious and cowardly heroes, and is great for making an impressive entrance through a wall (although Foxbat hasn't customized it to break into bank vaults, yet).

Above all, the important thing is for Foxbat to look good. He likes to pose in dramatic places as he shoots his opponents with his ping-pong ball gun. He loves to fly (well, glide) and often wastes phases in combat just because flying is so cool. He's crackers.

Appearance: Freddy is 5'10", weighs 155 lbs., and his hair and eyes are brown. His costume is two-tone brown (dark over light) with dull yellow boots, gloves, and belt.

For another version of Foxbat's stats, plus information on such silly villains as Foxbat's sidekick Exo-Skeleton Man and his army of agents (all four of

them), readers are gleefully directed to Hero Games' *Enemies Assemble!*™ Anyone concerned about the differences in Foxbat's origin story in these two books should remember that Foxbat is a master villain, and is thus entitled to more than one origin story, at the very least.

THE FoxBAT

Val	Char	Cost	Notes
40	STR	0*	6400 kg lift capacity
16	BODY	0	
8	DEF	18	
20	DEX	30	
4	SPD	10	
6"x2	Move	0	Ground Movement
20"x16 (x20)	Move	55	Flying
Maximum Speed			
Ground 48"/18 mph			
Flight 1280"/475 mph			
Turbo-Boost 1600"/600 mph			
Cost	Equipment		
30	Size Increase (8 hexes, 4 inside, Mass 6.4 tons, DCV -4, KB -6)		
2	Extra x4 Non-combat, Burnout 13+, 2 charges (Turbo-boost)		
17	Active Sonar, 360 degrees, OIF		
3	Radio Transmit/Receive, OIF		
38	7D6 EB, Autofire x10, 250 charges, Jams 16+, Straight Ahead Only, IIF (concealed twin-barrel blast-cannon)		
178+	Disadvantages		
20	Distinctive Features; Not Concealable, causes Major reaction		
5	1D6 Unluck		
Cost: 178/5=36 points			

The FoxBAT is a Vertical-Takeoff-and-Landing (VTOL) plane with a bat-like silhouette. It's painted black, and is piloted by an autopilot AI: one of the mannequins.

THE FOXBAT'S AUTOPILOT

Val		Char	Cost
-5		INT	5
-4		EGO	8
30		DEX	20
10		SPD	4
Cost Programs			
1	Fly from A to B		
1	Lurk off-panel until needed		
1	Dramatically rescue Foxbat		
Cost Skills			
3	Navigation 11-		
3	Systems Operation 10-		
3	Combat Pilot 13-		
3	English Language		
3	Concealment 10-		
Cost Skills			
6	+2 levels with Systems Operation, Concealment, and Combat Pilot		
5+ Disadvantages			
15	Psychological Limitation: Preserve Foxbat, then Self (Common, strong)		
20	Psychological Limitation: Code vs. Killing Humans		
15	Psychological Limitation: Always obey only Foxbat		
Cost: 5/5=1 points			

The Foxbat's autopilot is a mannequin in the form of a cartoonish beagle (beagles are used for hunting foxes, you know). It isn't very bright, but it is totally loyal to Foxbat. It can, however, be fooled into obeying others if they convince it that they are Foxbat (yes, even multiple Foxbats). Disguise would help for this.

THE CENTIPEDEMOBILE

Val	Char	Cost	Notes
50	STR	0	(25-ton lift capacity)
24	BODY	6	
12	DEF	30	
10	DEX	0	
4	SPD	20	
15"x2	Move	14	Ground Movement (Limited Maneuverability) Tunnelling
5"x2	Move	25	
Maximum Speed			
Ground 120"/45 mph Tunnelling 40"/15 mph			
Cost	Equipment		
40	Size Increase (20 hexes, 10 inside, Mass 25 tons, DCV -5, KB -9)		
10	Clinging		

110+ Disadvantages

20	Distinctive Features: Not Concealable, causes major reaction
5	1D6 Unluck
10	2x BODY from Vibration/Gravity Wave Attacks

Cost: 110/5=22 points

Foxbat's Centipedemobile is built on a modular design: if extra carrying capacity is needed, or if more seating is needed, and less cargo capacity, it is simply a matter of adding or changing body segments. The head is the cockpit from which Foxbat pilots it.

The Centipedemobile moves on multiple legs. BODY attacks cause these to fall off; however, as there is massive redundancy, this does not slow the Centipedemobile down.





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FOXBAT UNHINGED

What do you do the night after you've saved the world?
Isn't anything else going to be a let-down?

The answer lies in an adventure so new, so offbeat, so different that only Foxbat could have starred in it!

Foxbat Unhinged! is a 32-page Champions® adventure book featuring (at every turn) everyone's favourite supervillain-supreme, and designed to fit into any Champions campaign.

Foxbat Unhinged! contains:

- **Cinderella**, a fully-detailed adventure that presents a different set of challenges to heroes used to mysteries, puzzles, and high-power combat. A love triangle, a menace from the future, intercontinental jet-set parties, a room full of Foxbats, and the dreaded Centipedemobile!
- **Al-Foxbat**, a fully-detailed and completely off-the-wall adventure that will test the abilities of even the mightiest hero team: Powerful supervillains helpless before Foxbat, Foxbat, declared World's Finest Mortal, Foxbat goes sane (somewhat), all the money in the world, and the incomparable wonders of The Island of Dr. Foxbat!
- Complete stats for two important Foxbat-Gadgets: the FoxBAT and the Centipedemobile.
- Adventure seeds to suggest other comedic scenarios for future use.
- Essays on the use of humorous scenarios in an on-going campaign, including suggestions on how to handle "killer PCs" in a lighthearted adventure.

This official licensed adventure was created for use with the Champions® superhero role-playing game. You need a copy of that game's rulebook in order to make full use of this booklet.

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GAMES

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CHAMPIONS
THE SUPER-ROLE-PLAYING GAME™



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