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CHAMPIONS[®]

new millennium

ALLIANCES



A CHAMPIONS: NEW MILLENNIUM ROLEPLAYING SUPPLEMENT

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Teams and Terrors for the World of *Champions*: New Millennium



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THE GUARD





THE GUARD

The Guard was conceived in the mid-1960s as a joint Department of Defense-Department of Justice project to combat superhuman crime. As the rate of super-villain crime began to rise sharply in the mid-60s, the United States government realized that it needed some way to respond to this threat to national security. Local law enforcement agencies lacked the size, funding, and technology to deal with the problem, and relying on independent teams of so-called "super-heroes" was deemed too risky. The only organization in the world created and equipped to counteract the super-villain threat — UNTIL — was not directly connected to the American government. Despite the fact that a large proportion of UNTIL agents were Americans, and that the organization's general political stance and goals often mirrored those of the United States, the United States government considered this "solution" to be too undependable for American purposes.

A commission appointed by President Lyndon Johnson to address this concern suggested what ultimately became known as the Guard: a federal law enforcement organization with quasi-military powers, formed for the purposes of combating super-crime, under the direct control of the United States government — in other words, America's own version of UNTIL. In creating the Guard, the Department of Defense and Department of Justice drew heavily on UNTIL as a model, adopting equipment, training, and tactics that had been developed by UNTIL.

The initial cadre of Guard agents began training in December 1966 and was ready for active duty in July 1967. Following a four-month "breaking in" and evaluation period, during which the organization was a well-kept government secret, the existence of the Guard was announced to the world in November 1967. As explained in that initial press conference, the Guard's purpose was "to deal with paranormal criminal activity through direct engagement, and through coordination with existing super-heroes and hero teams." This emphasis on coordination with independent heroes proved to be important. The Department of Justice, which had been working closely and well with the Promethians since their formation in 1964, recognized that super-heroes could be valuable assets in the war on supercrime. Therefore it insisted that the Guard be given the power and responsibility for coordinating the activities of independent heroes as much as those heroes would allow. This gave independent heroes a government ally to turn to when help was needed, and to which they could offer help if necessary. Over time, this role of the Guard's has proven to be their most successful; it has become very skilled at organizing and deploying cooperative heroes to best advantage.

At first the Guard was very well received by the public. Americans seemed receptive to the idea of having "their own UNTIL," as the papers put it. Furthermore, Congress's choice as Chief Director for the new agency, Major Jacob Stanton, was an outgoing, telegenic man who made an excellent leader and

spokesman. The Guard's renown grew after several successful battles with super-villain teams in 1967 and 1968 and the opening of the first Stronghold, in Arizona, on April 20, 1968.

Public approval of the Guard plummeted in 1969 following its disastrous encounter with the Lords of Chaos. The Lords had little trouble shrugging off the Guard's efforts to stop them; nearly thirty Guard agents were killed in the conflict. Only the timely intervention of the Promethians prevented the deaths of the remaining agents.

This loss of agents was a severe blow to the Guard. Chief Director Major Stanton was strict and he expected so much from his men that there were relatively few qualified Special Agents in the first place, and the loss of thirty veterans only made the situation worse. The drop in public opinion following the Lords of Chaos debacle, coupled with Congressional inquiries, nearly spelled the end of the organization right there. But Chief Director Stanton's powerful and persuasive testimony before Congress in January, 1971, coupled with his announcement of scientific breakthroughs in the study of paranormal powers by Dr. Richfield Franck, his Division Commander of Paranormal Investigations, narrowly convinced Congress to renew funding for the organization. Congress's show of faith was rewarded in 1973, and later again in 1978, when new Stronghold facilities were opened in Louisiana and Alaska.

Unfortunately, the Guard's early troubles were destined to repeat themselves, again and again, over the next twenty years. The next major scandal was Dr. Franck's defection to VIPER in 1975. Investigation of the incident uncovered numerous instances of unethical research practices and outright criminal activities by Dr. Franck, who had been in VIPER's employ from the day he joined the Guard. Overwhelmed by the defection of Franck and the failure of his own leadership and judgment, Chief Director Stanton resigned his position and his commission and took early retirement. Few in the press or Congress were sorry to see him go, but for the field agents of the Guards it was a bitter and unexpected blow to their morale.

At that point in time, the Guard had about 200 Special Agents in the field, and approximately another 3,000 support and service staff agents such as laboratory technicians and research scientists. With installations in twelve major cities around the country, two functioning Strongholds (and a third under construction), and some of the most advanced weaponry ever used on the planet, it was becoming a force to be reckoned with and had scored many successes — but somehow the press always seemed to harp on its failures, giving the general public a poor impression of the organization.

Congress appointed Christopher Benning, a Marine veteran of Vietnam, to the Chief Director's chair. It was a poor choice. Benning, along with many of the men he appointed, was secretly involved with the sinister Invisible Empire. Though not actually a member of the Empire, Benning sympathized with its aims (as they were expressed to him, anyway), and under his less than vigilant leadership, Empire agents began infiltrating the Guard's ranks. The Empire planned to use the Guard's contacts, resources, and technology to take over the

United States government. The conspiracy was publicly uncovered by Major Victory (in private, the real work was done by the Freedom Riders) in 1977, with no help whatsoever from the Guard. Facing disgrace and federal criminal charges, Chief Director Benning put his service pistol to his head and pulled the trigger.

What followed was a housecleaning at the hands of Congress, aided and abetted by a series of ineffectual political-appointee Chief Directors — Martin Haversham, Carlos Olazabal, Janice Carruthers, Matthew Vanderwait — who did little to improve morale or turn the Guard back into the effective crime-fighting organization it once was.

Scandal broke again in March 1979, when secret, illegal links between the Guard and UNTIL were exposed by Guard Special Agent Andrew Holman, who went to the press with his story when the Guard's leadership would not deal with the problem. Despite the fact that it had been formed in part to keep UNTIL out of the United States, the Guard had always enjoyed cordial relations with its U.N. counterpart, and over time the two organizations began to

share a great deal of data with each other. This arrangement was eventually formalized in a secret agreement in which the two agencies agreed to “exchange information about all superhumans currently known to us.” The purpose of this exchange was apparently an effort to monitor all superhumans, even those friendly to the organizations, on the grounds that superhumans were inherently undependable assets who could turn “rogue” at any time. This agreement violated both organizations’ charters and several national and international laws. When it was uncovered, many agents from both organizations were fired and/or brought up on charges. The Champions and many other super-hero teams severed or restricted their relations with UNTIL; surprisingly, few altered their relations with the Guard, though it was equally to blame.

In the wake of the “UNTIL Scandal,” Chief Director Vanderwait replaced Chief Director Carruthers. He was a bland and ineffective leader who had no clue that his organization was slowly being infiltrated by the Nazi conspiracy known as AXIS in an ugly repeat of the Invisible Empire incident of the late 1970s. In 1984, the Champions once again came to the Guard's rescue by uncovering the infiltration and put a stop to it in an epic battle with the forces of AXIS. The Champions captured the leaders of AXIS, Black Claw and the Cometeer, but the Guard's reputation had been almost irredeemably ruined.



At this point Congress once again began talking seriously about disbanding the Guard, but many Congressmen were reluctant to dispose so casually of a law enforcement asset which, despite its history of scandal, had proven effective at some forms of superhuman crime control (particularly gathering data on super-villains). Colonel Matthew Drake was named interim leader of the agency. Then, a flamboyant Army general, Maxwell Parris, eventually persuaded Congress to name him Chief Director by promising to put the organization back on the right track.

Parris' first acts as Chief Director were to recall all Superteam Liaisons, starting with the one assigned to the Champions, and to begin reorganizing all parts of the Guard, the better to monitor all agents. Many super-hero teams reacted poorly to his bull-in-a-china-shop methods. The Champions, America's premier super-team, considered Parris's actions a deliberate snub after their valiant efforts to rescue the Guard from AXIS, and cut off virtually all contact with the Guard. Relations between the two groups have remained strained to this day.

In 1987, Parris' administration suffered its own scandal when a group of villains led by Eurostar staged a daring breakout from the Alaska Stronghold facility, a.k.a. “The Igloo.” The damage caused to the superprison during the escape was so extensive that it has not reopened to this day. (Guard officials have repeatedly tried to effect repairs, but every such effort has failed for one reason or another.)

Things finally took a turn for the better for the Guard in the early 1990s, when Senator Taylor Cairo (R-GA), a former police officer, suggested that the Guard be reorganized. With his caring hand at the helm, the Guard Reorganization Act was enacted into law, and Cairo's friend, Colonel Matthew Drake, was appointed the Guard's new Chief Director. Drake asked Jacob Stanton to return to the Guard in an advisory capacity, and Stanton gratefully accepted.

Colonel Drake has served as Chief Director since 1992, the longest tenure in that position. He has revitalized the Guard and once again pushed it to the forefront of law enforcement methodology and tactics, leading it to its first positive approval ratings in national polls in over a decade. He has instituted a new program which would, for the first time, allow superhuman crime-fighters to join the Guard and become Special Agents. He has begun to thaw relations with the Champions, with a little help from Captain Dwight MacReady, Commander of the Bay City/NorCal region and a personal friend of Jo “Quantum” Amos. And he's looking forward to accomplishing even more with the Guard in the near future.

ORGANIZATION

Like most law enforcement organizations, the Guard is organized in a basically hierarchical fashion. It uses paramilitary ranks ranging from Special Agent (the lowest rank), to Corporal, Sergeant, Lieutenant, Captain, Major, and finally Colonel (the highest rank — only the Chief Director can hold it).

At the top of the Guard leadership is Chief Director Matthew Drake, who oversees all aspects of Guard activity. Below him the organization splits into three Divisions: Paranormal Investigations, Operations & Training, and Administration. Divisions are typically headed by an officer with the rank of Major, who is referred to as "Division Commander."

Paranormal Investigations ("PI"), headed by Dr. Sharon Manet, is responsible for all of the Guard's data-gathering and research activities, from its forensics laboratories (considered to be among the best in the world), to its weapons research projects, to investigations into the genetic basis of superpowers. Dr. Manet (she is rarely referred to by her military rank) is assisted by Captain Kenyon Thompson M.D., a highly-skilled researcher. Chief among PI's responsibilities are maintaining the Guard's extensive database on superhumans and their powers, and compiling and issuing the Annual Report on Superhuman Criminal Activity (ARSCA) to the United States government. ARSCA includes information on active superhuman criminals and supercrime organizations, discusses trends in superhuman criminal activity, and ranks super-villains and super-villain teams on a 1-10 scale in terms of the threat they pose to national security and public safety (so far, only Dr. Destroyer has received a "10" ranking). ARSCA is the most comprehensive set of data on superhuman crime in America available; many law enforcement agencies rely on it for up-to-date information on supercrime and ways to combat it.

Operations & Training ("O&T") is responsible for all training received by Guard agents, and all field operations they conduct, from mock exercises to full-blown combat against super-villains; this includes running the Strongholds. Major Marcus Rembert is the head of O&T. Despite the fact that he is a competent administrator and combatant, he is a plodding and dull individual who is outshone by his Chief Advisor, Jacob "Jake" Stanton, the former Chief Director. "Major" Stanton is widely regarded as the "real" leader of O&T; for whatever reason, this does not seem to bother Major Rembert very much, and Stanton is happy to take as large a role as he can.

The Administration Division is responsible for the day-to-day operation of the Guard, including procurement, logistics, lobbying Congress, bookkeeping, and a thousand and one other mundane chores. Major Ursula Morgan is the Division Commander.

Below the level of the Division Commanders and their immediate staff, the Guard is organized by regions. There are 12 regions, ranging in size from single cities to half a dozen or more states: New York/New Jersey, Northeast, Mid Atlantic, Southeast, Florida, Chicago, North Central, South Central, Northwest,

Southwest, Bay City/Northern California, and Los Angeles/Southern California. Each is headed by a Regional Commander, who usually has the rank of Captain or Major. Captain Dwight MacReady, Regional Commander of the Bay City/NorCal region, is the best-known to the public of the Regional Commanders due to his "hands-on" leadership style.

Beneath the Regional Commanders are officers who are responsible for cities or districts within the region. District Commanders, as they are known, are usually Lieutenants or Captains. Beneath them are the Captains, Lieutenants, Sergeants, Corporals, and Special Agents who make up the Guard's field forces.

At present, the Guard numbers more than 1,000 field agents, and over 8,000 support and technical personnel. Chief Director Drake has planned an ambitious recruitment program in the hopes of increasing the number of field agents to 2,000 by the year 2010.

SUPERTEAM LIAISONS

A special branch of the O&T Division is the Superteam Liaisons — agents who are assigned to a particular team of heroes as their liaison to the Guard and the U.S. government. In exchange for a team accepting a Liaison, the Guard offers training, access to many of its databases and services, and sometimes even financial support. The team, in turn, is expected to keep their Liaison informed about what they're doing, villains they encounter, unusual technologies they acquire, and so forth. Not all super-teams had an SL, but most did — and most spoke highly of their Liaisons, who often went into battle right beside them despite their lack of superpowers.

The aftermath of the Proprietor War left this branch in shambles. Most SLs were killed along with the teams they were assigned to. The SL Branch is slowly rebuilding, even as new super-hero teams start to form. The new Champions have yet to request an official SL, but that request cannot be far off.

GUARD SPECIAL INVESTIGATIONS

One group of Guard agents has formed its own "inner circle" to promote a special program to deal with the "superhuman threat." Known to themselves as "Guard Special Investigations," or, more informally, "Black Omega," this group is made up of Guard agents who are deeply disturbed by the events of the Proprietor War, and the death and destruction it caused — and are even more deeply worried that it could all happen again, with even worse consequences. While they all recognize the substantial good that super-heroes do, and are grateful for their assistance in times of emergency, they are also aware that these super-powered men and women are essentially uncontrolled — they are massive amounts of power roaming free in the world, capable of causing tremendous havoc. Only an insane man would allow such a phenomenon to go completely unwatched and unchecked.

To this end, GSI was formed in 2000 by Captain Dr. Kenyon Thompson, the second-in-command of the PI division, and Captain Dr. Selwyn Glessner, head of the Stronghold Operations Section of

the O&T division. Glessner and Thompson realized that they held similar views about the potential threat posed by superhumans (particularly super-villains), and that other agents shared their opinions. With this in mind, they created GSI, whose purpose and goal is to collect information about all known superhumans, hero and villain alike. The information GSI concentrates on gathering is that which could be used to eliminate a superhuman quickly and efficiently, should the need arise: the nature of their powers and how to counteract them; Complications such as Vulnerabilities, Susceptibilities, and the like; where they live and work; and similar information. If the need arises, GSI members are prepared to use this information to kill or neutralize dangerous superhumans with surgical precision. GSI calls its plan for total elimination of superhumans "Black Omega"; less severe options (such as elimination of selected superhumans, or blackmailing them) are known by other color-Greek letter code designations, such as Red Gamma and Blue Alpha.

The GSI database is maintained by Dr. Thompson as part of the PI's overall database, but it is extremely well-hidden and well-protected within it (Target Numbers of 27 to locate "unidentified" hidden data with Hacking or Computer Programming, and 30 to break the computer security and encryption that protects it.) GSI members can access this information (or add to it) from their own remote terminals in the Guard's computer network.

As yet, GSI is fairly small; its membership only numbers about twenty, but it is growing, slowly and surely. The leadership of the Guard is completely unaware of the existence of GSI, and Thompson and Kenyon plan to keep it that way as long as possible. When the time is right, GSI will reveal itself, but not before.

Although many super-heroes would condemn GSI as a rogue operation fueled by paranoia and bigotry, nothing could be further from the truth. The members of GSI are men and women who have devoted themselves to the security and safety of the United States of America. They are grateful for the presence of super-heroes, and are glad to work with them when circumstances require. But they also recognize the threat that all superhumans represent to the security of society, and are taking steps to minimize or eliminate this threat. They're not obsessed anti-superhuman fanatics; rather, they are intelligent people taking appropriate steps to protect themselves from a reasonably perceived threat, and the GM should take pains to portray them as such.



GOALS

The goals of the Guard can be divided into two broad groups: overall goals, the ones that the public knows about; and the more covert, factional goals of various groups within the Guard who try to advance their own agendas.

The publicly-known goals of the Guard are not very different from those of any law enforcement organization. The Guard wants

to enforce the laws it was designed to enforce, which is to say, they want to put super-villains behind bars. Most Guard agents are strongly devoted to this goal, and to the desire to protect innocent American citizens from which it grows. More than one Guard agent has willingly given his life to protect the people of the United States.

In order to put super-criminals in Stronghold, though, the Guard needs funding, equipment, weapons, and many other things. It has to engage in the year-in, year-out battle for funding on Capitol Hill, and is constantly struggling to justify its budget with successes in the field and in the lab. Then it has to turn that funding into work-

ing weapons, functioning facilities, and well trained agents. All of this puts a tremendous strain on the organization, particularly because it is so often in the media spotlight.

One of the most important of the organization's administrative goals is to get the Alaska Stronghold up and running again. The Guard's failure to get the "Igloo" working following the 1987 Eurostar escape has been a severe blow to the Guard's morale and pride, and the organization is determined to remove that particular blot upon its honor. Despite numerous failures to repair the Alaska facility, it's still a major priority for the top brass.

Lastly, the Guard is determined to overcome and avoid the scandals that have plagued it in the past. The agents feel, and rightly so, that the American citizenry does not think very highly of them or their organization, due to all the problems that the Guard has had over the years with VIPER traitors, AXIS infiltrators, the failure of major projects like the Alaska Stronghold, and numerous other minor debacles. It was widely hoped within the organization that the 1992 reorganization would improve public opinion and organizational efficiency, and so far, both hopes seem to be borne out. Lately there has been an increase in the Guard's public approval ratings, and the Guard intends to see those ratings continue to climb.

Once one gets beneath the surface, however, numerous other goals, sometimes conflicting ones, present themselves. Like any other organization, the Guard is prone to a certain amount of factionalism and internal politics, and each faction or power group has its own priorities. Chief among these is the GSI, whose goal is to gather as much information as possible about superhumans, with an eye towards preventing another Proprietor War (with lethal force, if need be). Some GSI members seem virtually obsessed with investigating and compiling information about superhumans, which is a dangerous enough goal, but a few display even worse tendencies towards anti-superhuman bigotry that show the dark underbelly of the Guard. Fortunately, these agents are few and far between.

Beyond the GSI, some of the other factions in the Guard include groups that push for stronger relations with UNTIL, groups that want to expand the Guard's role to deal with some kinds of non-superhuman criminal activity (such as drug smuggling), groups that want the Guard to lobby Congress to be converted into a full-fledged national police force (to take the place of all such local forces), and groups with strong opinions about various aspects of Guard life, such as which types of blasters are best in which situations. Debates among these groups often rage in e-mail messages, informal newsletters, and discussions over coffee after a long day's work.

FACILITIES IN BAY CITY

The Guard has three important facilities in Bay City. First and foremost is "Pier 44," or, as it is more formally known, Bay City/NorCal Regional Headquarters (or "RH"). "Pier 44" is located on the northern coast of Bay City, a sprawling structure with four stories on top of

the pier and two underwater "basement" levels below it. The roof of the building contains a helipad and a launching platform for the Guard's VTOL aircraft; the lowest basement level contains airlocks for underwater vehicles and frogmen. Inside the building one can find everything from conference rooms, to press briefing rooms, to advanced criminalistics laboratories, to the offices of the Guard's bureaucratic support staff.

The Guard's second most important facility in Bay City is the "Proving Grounds," located in the western part of the Presidio. A joint project with the Odyssey Research institute, the Proving Grounds is a weapons testing and design facility. Most of the Guard's weapons were first conceived of, designed, and tested here. The Proving Grounds' labs also create restraining devices, advanced body armors, communications gear, and the other equipment the Guard needs; however, they are not equipped for vehicle design or maintenance.

The third Guard installation in the Bay City area is the NorCal Containment Facility, a sort of mini-Stronghold in eastern Oakland. It contains six cells which can be individually configured to hold various super-villains. The Guard uses these to hold captured super-criminals pending their trial in a local court or before they can be transported to one of the real Strongholds.



TYPICAL GUARD SPECIAL AGENT

CP: 50

OP: 47

PP: 16

INT	4			Offx:	18	Defx:	20
WILL	4	RES	12				
PRE	4						
TECH	5						
REF	6	SPD	3				
DEX	6						
CON	5	SD	10	ED	10	END	50
STR	5	REC	10				
BODY	6	STUN	30	HITS	30		
MOVE	5	RUN	10	SPRINT	15		
		SWIM	5	LEAP	5		

COST COMPLICATIONS

- 6 Watched by the Guard (More Powerful, Single Country, Watching)
- 10 Sense Of Duty to the Guard and its ideals (Frequent, Organization, Major)
- 5 Distinctive Features: Guard uniform (Constantly, Easily Concealable, Minor)

COST SKILLS, TALENTS & PERKS

	AV / DV
2 Hand-To-Hand: 2	8
4 Firearms: 4	10
3 Autofire Weapons: 3	9
2 Hand-To-Hand Evade: 4	10
2 Melee Evade: 2	8
2 Ranged Evade: 2	8
2 Concealment: 2	6
3 Criminology: 3	8
1 Paramedic: 1	6
2 Shadowing: 2	6
3 Stealth: 3	9
3 Streetwise: 3	7
2 Surveillance: 2	6
13 Choose 13 points' worth of the following Skills: Bugging, Bureaucratics, Climbing, Computer Programming, Conversation, Deduction, Demolitions, Driving, Electronics, Gunnery, Hacking, Heavy Weapons, Lockpicking, Melee Weapons, Melee Evade, Security Systems, Systems Operation, Tactics, Weaponsmith	
3 Perk (Guard Agent): 3	

COST POWERS

- 1 **G7 Energy Pistol:** 5d6 Energy Blast, 12 shots, Focus (Grabbable)
- 6 **G12 Energy Rifle:** 7d6 Autofire Attack (ROF 5), 30 shots, Focus (Grabbable)
- 4 **GPE3 Guard Armor:** Armor KD 18 EKD 6, Focus (Attached)
- 5 **GPE7 Guard Helmet:** IR Vision, See In The Dark, High Ranged Radio Hearing, Sight Group Flash Defense [5], Hearing Group Flash Defense [5] Focus (Attached)

THE GUARD'S AGENTS AND LEADERS

COLONEL MATTHEW DRAKE, CHIEF DIRECTOR OF THE GUARD:

COLONEL MATTHEW DRAKE *

* see pg. 93 on how to use Character Shorthand Stat Boxes

Mental 6 Combat 6 Physical 6 Move 5

SKILLS: Guard Agent 5, Commander: 5, Fighting 4, Martial Arts (Karate)

EQUIPMENT: As per Captain Dwight MacReady, page 11

COMPLICATIONS: Stubborn, no-nonsense leader, Sense of Duty to the Guard and its ideals, Dependents: Wife (Sharon) and children (Brad and Victoria)

"Not on my watch, you don't!"

Background/History: Matthew Drake was born in 1946, the youngest of four sons in a farming family in Nebraska. He spent his childhood looking up to his father, Andrew, a decorated veteran of World War II, and his oldest brother, Jack, who fought in the Korean War. He also spent it doing work around the farm and fighting off his other brothers, Robert and Patrick, who picked on him and beat him up. That stopped after he began to get his growth around age twelve and became big enough to take them both on and whip them.

It was virtually foreordained that Matthew would enter the military after high school, and he did, joining the Army in 1964. Following basic training, he applied for and was accepted into first the Rangers, then the Green Berets. He served two tours of duty in Vietnam as a Green Beret, then was promoted to a command position which required him to spend most of his time in Saigon.

Based on his stellar performance when he was detached to work with the CIA, which included several successful assaults on facilities protected by superhumans, Drake was promoted to colonel and made interim head of the Guard for a few months in 1984, prior to the Parris administration. Before leaving the job, he issued a report which recommended "shutting down the whole mess." This opinion was based on what he viewed as unsolvable problems with the Guard's organization, mission, and institutional culture. After finishing the report he left the Guard and worked as a "Special Advisor" to the Joint Chiefs of Staff.

Then, in 1991, Drake's friend Senator Taylor Cairo approached him about assisting with a reorganization of the Guard. Initially disin-

terested, Drake became intrigued by the idea when he realized how similar Senator Cairo's ideas about reforming the Guard were to his own. Eventually the two men collaborated on what became known as the Guard Reorganization Act, which made sweeping changes within the Guard in the hopes of turning it back into an organization which could do its job properly, and which Americans could respect. At Senator Cairo's insistence, Drake was made Chief Director of the new Guard, and he has been running the organization ever since.



Personality/Motivation: Colonel Drake is a no-nonsense man who takes his job as head of the Guard very seriously. He strongly believes in the ideals which the Guard stands for, and is determined to see to it that the American public is kept safe from the menaces posed by super-villains and their ilk. These days, the only thing that means more to him than the Guard is his family (his wife, Sharon, and his children Brad and Victoria.)

Chief Director Drake's approach to leadership and problem-solving is straightforward and, some would say, bullheaded. He learns everything he reasonably can about a situation, then initiates the simplest, most direct solution, whether that involves sitting and waiting, negotiating, or military action. If his solution proves to be

unworkable or wrong, he tries something else, sparing no time for regrets or "what ifs." He abhors people who sit around, endlessly discussing options for solving some problem; he prefers to act, believing that taking action in an effort to solve a problem is worth more than all the talking in the world, even if the action ultimately proves worthless. This attitude has often earned him criticism and scorn in Congress and the press, but he cares little for such meaningless talk.

Powers/Tactics: Despite being nearly fifty, Chief Director Colonel Drake is still a tough man to beat in a fight. His intelligence and military training, combined with his stubbornness, make him a difficult opponent, whether in a conference room debate or on an energy blast-scarred battlefield. He is able to use a wide variety of weapons, and has also been trained in karate. He has also received much the same training as Guard Special Agents, though he does not use those skills on an everyday basis like they do.

Appearance: Matthew Drake is a tall, broad-shouldered man with iron-gray hair and dark eyes. He has a rawboned appearance from his years in the field, and more than one scar. Proud of the Guard, Drake wears his uniform whenever possible.

MAJOR SHARON MANET, M.D., PH.D:**DOCTOR SHARON MANET****Mental 6 Combat 5 Physical 4 Move 4****SKILLS:** Doctor 5, Criminologist 4, Fighting 1**EQUIPMENT:** None**COMPLICATIONS:** Hippocratic Oath, Sense of Duty to the Guard***"Not 'freaks,' Captain. Paranormals."***

Background/History: Sharon Manet, M.D., Ph.D., is a rarity in the Guard — a leader with no military experience whatsoever. In the late 1980s, while she was working as Director of the Forensic Pathology Laboratory of the Bay City coroner's office, Senator Cairo hired her as a consultant to review the Guard's forensic laboratories and determine what, if anything, could be done to improve their performance. Dr. Manet took the job gladly, eager for a change of pace, and provided the Senator with a report reviewing not only the Guard's criminalistics laboratory, but its entire information-gathering and archiving procedures. Impressed by the thoroughness and insight of her report, the Senator nominated her to head the Paranormal Investigations Division of the reorganized Guard. Since then she has been instrumental in restoring the Guard to a position of respect in the law enforcement community.

Personality/Motivation: Dr. Manet is the very definition of a career woman. Forty-three years old and never married, she lives only for her job. She often spends 15-hour days in her office and laboratory, much to the chagrin of her staff, whom she expects to do the same. Her life outside of the office is cold and lonely — a well-decorated yet somehow sterile apartment, no family, few friends, no real hobbies. Like so many people entering the middle time of their lives, she is beginning to wonder if it's all been worth it, or whether there might be something more to life than a career.

Unlike many in the Guard, Dr. Manet believes strongly in the human rights of paranormals, both heroes and villains, and does a lot to prevent the Guard from taking a harsher stance towards them. Without her presence to soften the opinions of some of the more reactionary members of the Guard's brass, there's no telling where the organization might go in its efforts to protect America from "capes."

Powers/Tactics: Sharon Manet is a trained doctor with years of experience as a surgeon and as a forensic pathologist. She also has a Ph.D. in biology, and an undergraduate degree in chemistry. Her opinions regarding criminalistics and forensic pathology are respected by other experts world-wide. She has received no combat training to speak of, and really isn't interested in seeking violent solutions to problems in any case. Her years at the Coroner's office well taught her the cost of such actions; a price she has no desire to pay.

Appearance: Dr. Manet is a trim, pleasant-looking woman with long blonde hair and green eyes. She will almost always be found wearing a lab coat, even in staff meetings.

JAKE STANTON, CHIEF ADVISOR TO OPERATIONS & TRAINING:**"MAJOR" JAKE STANTON****Mental 6 Combat 5 Physical 5 Move 5****SKILLS:** Guard Agent 6, Teacher 4, Fighting 3**EQUIPMENT:** As per Captain Dwight MacReady, page 11**COMPLICATIONS:** Sense of Duty to the Guard and its ideals***"It's good to be back in the saddle again."***

Background/History: Jacob "Jake" Stanton was born into a military family and spent his early life moving from one military base to another with his family. He joined the Army himself when he was old enough to, and saw combat in Korea and Vietnam. In 1967, after having distinguished himself as a military commander, he was chosen by Congress to be the first Chief Director of the Guard.

Major Stanton's tenure at the Guard was troubled. Accustomed to military discipline and having no real experience in law enforcement, he had a difficult time running the organization, imposing impossibly rigorous standards for his men. As a result, field units were perpetually understaffed, affecting both their morale and the organization's efficiency record. In 1975, when Dr. Richfield Franck, Division Commander of Paranormal Investigations, was revealed to have been in the employ of VIPER since joining the Guard, Congress and the press began calling for Director Stanton's head. Disgusted with the whole turn of events and his inability to make the Guard work, Stanton resigned his position and commission.

That, however, was not the end of Jake Stanton's story. Soon, bored with early retirement, he began to take a small number of consulting jobs in the security field, eventually earning back his reputation. In 1992, when the Guard was being reorganized, the new Chief Director, Matthew Drake, asked Stanton to come on board as "Chief Advisor" to the Operations & Training Division, and Stanton eagerly took the job. Since then, he has overshadowed Division Commander Major Marcus Rembert, and virtually become commander of O&T himself.

Personality/Motivation: Stanton has always been something of a "bull in a china shop," cutting right to the heart of a problem and taking action to solve it, regardless of who he offends or what collateral problems he causes. Still, he is grateful for the chance to be working with the Guard again, and if push comes to shove he may moderate his opinions to make sure he keeps his job.

Powers/Tactics: Jake Stanton was once one of the finest soldiers in Uncle Sam's Army. He is still an excellent fighter and tactician. Stanton is over sixty, but he hasn't slowed down much; he still works twelve or more hours a day, exercises regularly, and flirts with women a third his age.

Appearance: Many who have met Stanton in person are surprised to hear that he is only 5'7" tall — the impression he makes is of someone taller. He is an older man with a commanding air, brown eyes, a head of thick gray hair, and a bushy gray mustache.

CAPT. DWIGHT MACREADY, REGIONAL COMMANDER; BAY CITY/NORCAL REGION:

"Dealing with capes can be hard, true. But it's part of our mission. And it's worth the trouble."

Background/History: Dwight MacReady is Regional Commander of the Bay City/NorCal region of the Guard. He came to the job in 1993 after a brief term in the United States Marines and several years with the Drug Enforcement Administration. During his time as a Special Agent, he served with Jo Amos, and became good friends with her; in fact, he knows that she is Quantum. Since joining the Guard, he has received three decorations for courage in the line of duty, and developed a reputation as a get-tough, take-charge law enforcement commander who's not afraid to get down in the trenches alongside his men. He has spent a lot of time studying super-villain criminal activities, and is an acknowledged national expert on the subject, frequently appearing on television to talk about superhumans.

Personality/Motivation: Dwight MacReady is a generous, gregarious, friendly fellow who treats everybody the same, regardless of rank. He is very good at dealing with the sort of people he encounters every day in his job — super-heroes, local cops, city officials, the feds, you name it. He is well-liked by his men, and morale is high in his command.

Partly because of his association with Quantum, and partly because of generally good experiences he's had working with super-heroes, Capt. MacReady is very much in favor of super-heroes, and of close Guard/hero relationships. Were he to learn of the Guard Special Investigations conspiracy, he would immediately try to expose it and eradicate it; he thinks of heroes as his allies, not as a danger.

Powers/Tactics: Between his military experience, law enforcement experience, Guard experience, and karate training, Captain MacReady has learned a lot of ways to fight. He tries to beat his enemies not by outshooting them, but by outfoxing them and by attacking in them in unexpected ways and with unusual strategies.

Appearance: Dwight MacReady is young, about 35, and looks even younger. He has black hair that never seems to get mussed, green eyes, and a friendly smile. There is an air of eagerness about him, as if he wants to keep moving, keep doing important things. His staff despairs of trying to get him to sit still and listen to an entire meeting.

RELATIONS WITH OTHER ORGANIZATIONS UNTIL

UNTIL and the Guard have a somewhat schizophrenic relationship. On the one hand, the two organizations tend to get along well, and they frequently work together. UNTIL, a much larger organization with worldwide jurisdiction and extensive resources that are unavailable to the Guard, is often consulted by the Guard for assistance with super-villains who cross national borders, who are too powerful for the Guard to tackle on its own, or on whom the Guard has not yet assembled an extensive dossier of information.



CAPTAIN DWIGHT MACREADY

CP: 54

OP: 85

PP: 24

INT	5			Offx:	22	Defx:	22
WILL	5	RES	15				
PRE	5						
TECH	5						
REF	6	SPD	4				
DEX	6						
CON	6	SD	12	ED	12	END	60
STR	5	REC	11				
BODY	6	STUN	30	HITS	30		
MOVE	5	RUN	10	SPRINT	15		
		SWIM	5	LEAP	5		

COST COMPLICATIONS

- 6 Watched by the Guard (More Powerful, Single Country, Watching)
- 10 Cares strongly about his men (Frequent, Strong, Major)
- 10 Dependent: Girlfriend, Deborah Aims (Frequent, Less Powerful, Major)
- 10 Sense Of Duty to the Guard and its ideals (Frequent, Organization, Major)
- 5 Distinctive Features: Guard uniform (Constantly, Easily Concealable, Minor)

COST SKILLS, TALENTS & PERKS

	AV / DV
12 Martial Arts: Karate	
4 Hand-To-Hand: 4	10
1 Melee Weapons: 1	7
5 Firearms: 5	11
3 Autofire Weapons: 3	9
1 Heavy Weapons: 1	7
4 Hand-To-Hand Evade: 6	12
1 Melee Evade: 1	7
4 Ranged Evade: 4	10
2 Concealment: 2	7
1 Concentration: 3	8
2 Criminology: 2	7
3 Driving: 3	9
1 Education: 3	8
3 Expert (Paranormals & Paranormal Crime): 3	8
2 Perception: 4	9
3 Professional (Guard Agent): 3	8
2 Shadowing: 2	7
3 Stealth: 3	9
3 Streetwise: 3	8
2 Surveillance: 3	7
2 Tactics: 2	7
6 Perk (Regional Commander in the Guard): 6	
5 Renown (Leader of the Bay City Guard; expert on paranormal crime): 5	
10 Derived Stats: +1 SPD	

COST POWERS

- 3 Customized G7 Energy Pistol: 8d6 Energy Blast, 12 shots, Focus (Grabbable)
- 9 Customized G12 Energy Rifle: 10d6 Autofire Attack (ROF 5), 30 shots, Focus (Grabbable)
- 7 Customized GPE3 Guard Armor: Armor KD 18 EKD 18, Focus (Attached)
- 5 GPE7 Guard Helmet: IR Vision, See In The Dark, High Ranged Radio Hearing, Sight Group Flash Defense [5], Hearing Group Flash Defense [5] Focus (Attached)

Similarly, UNTIL always requests assistance from the Guard when it has to conduct a mission in the United States, the country most often plagued by super-crime. Occasionally relations with UNTIL have been too close; the two groups worked together so closely in the mid- to late 1970s that their activities were illegal. Congress and some right-wing watchdog groups still keep a close eye on Guard-UNTIL relations.

On the other hand, it cannot be denied that one of the reasons for the founding of the Guard in 1967 was to offer the United States an alternative to UNTIL, an anti-supercrime force that would be solely under the control of the United States government. As such, UNTIL has always viewed the Guard with some suspicion. The Guard, given its nature, and having many members who are former U.S. military personnel, generally has an organizational culture and mind-set that is to the right of center, making it somewhat distrustful of the “world government” that some people believe the United Nations, and UNTIL in particular, represent. For this reason, the two organizations often dance around one another with exaggerated deference, to make sure that feelings of suspicion and distrust do not flare into something deeper and more intense. Fortunately, the many successful instances of cooperation between the two groups have helped foster greater trust between them over the past three decades.

THE CHAMPIONS

The Guard's relationship with America's premier super-team, the Champions, has been strained (at best) since the 1984 incident in which Chief Director Parris abruptly recalled their Superteam Liaison. However, relations are presently the best they've been since that time, in large part because of the (secret) friendship between Captain Dwight MacReady, Regional Commander of the Guard's Bay City/NorCal sector, and Jo Amos, whom MacReady knows to be the super-heroine Quantum (and who is herself a Guard officer on extended leave). Hopefully, a return to normal relations is in the cards for the near future.

OTHER FEDERAL LAW ENFORCEMENT ORGANIZATIONS

Because the Guard gets all the best equipment and weapons, the most extensive training, and the best media coverage of any federal law enforcement agency, the FBI, DEA, and other such organizations are sometimes jealous and scornful of it. However, the Guard tries hard to work smoothly with its fellow law enforcement agencies, and for the most part, it succeeds. Guard agents are under strict orders to turn over to other agencies any information they uncover about criminal activities which are not related to the Guard's own mission of fighting superhuman crime, and to give all the credit for any resulting arrests to the other agencies, which has helped foster good relations with those groups. The fact that some of the Guard's most respected officers, such as Captain MacReady, have come from other federal agencies tends to help this cooperation as well.

USING THE GUARD IN ORIGINS AND BACKGROUNDS

Players who are developing backgrounds for their characters should feel free to tie the Guard into them if they so desire. For example, perhaps a PC hero started his crime-fighting career as a Guard agent. He may have remained a Guard agent (perhaps an especially well-trained or successful one), who has now been posted to the PC team as their Superteam Liaison, or he may have encountered something as a Guard agent that has transformed him into a super-hero! Either way, the character's ties to America's primary super-villain-busting organization can only help the PC team. A character with a background in the Guard should of course be built with typical Guard Skills, such as the ones listed in the write-up for the typical Guard Special Agent — unless, of course, something about the character's origin has caused him to forget or lose those Skills.

Alternately, a character may have an antagonistic relationship with the Guard. If the character is considered to be a law-breaker, the Guard is probably after him (as an Enemy, the Guard is worth 20 points). If the character used to be in the Guard, and left under a cloud of some sort, he is not likely to view his former employers kindly.

A relationship with the Guard, of whatever sort, can be tied into the Lifepath at Steps 3-5 (C/NM, page 103). Under Step 3, in the “Good With The Bad” section, the Guard can come in as “Making A Connection,” or more likely as a “Membership”; a Guard agent might be the character's “Mentor” as well. Or, the character may have suffered “Imprisonment” or been “Falsely Accused” of a crime by the Guard, be “Hunted” by it, or have suffered an “Accident” because of it. Under Steps 4 and 5, the character's current relationship with the Guard may be reflected.

Under the “Origin Path” (pages 110-111), the Guard will most likely come in under “Technology Origin” (substitute it for “UNTIL” or “Secret government project”) or “Training Origin.”

GUARD WEAPONS AND EQUIPMENT

The Guard uses hundreds of different pieces of equipment, weapons, and vehicles. Most of it is standard law enforcement equipment used by many different organizations — shotgun microphones, handcuffs, tear gas and similar weapons, and micro-electronic listening devices, just to name a few. However, there are some types of equipment, particularly weapons, which are unique to the Guard; a few of these are described below. Most of these items are designed and built by Odyssey Research, Inc. (ORI). When ORI was an up-and-coming company, the Guard took a chance on it and was rewarded handsomely with a quality line of advanced

weapons and equipment custom-designed by ORI. The close relationship between the Guard and ORI has continued to this day.

WEAPONS

The G7, known as the “Battle Ace” pistol, is the standard sidearm of Guard agents. It is a particle-beam weapon which fires a concentrated blast of energy. The blast is not affected by gravity or wind, making it much easier to aim than a bullet. The energy pack (called a “juicepack”) powering the G7 is good for 12 shots; most agents carry at least one extra juicepack, if not two.

The G12 is the standard assault rifle of the Guard, and is based on the same technology as the G7. It is capable of automatic fire. Its energy pack carries 30 shots worth of juice.

The G14 is a variant of the G12 designed for use by snipers. It is extremely long and heavy, making it an impractical weapon for actual combat situations. However, its length, coupled with its precision aiming technology, give it pinpoint accuracy up to 1,000 yards.

The G21 is a laser rifle capable of killing even superhumans with a good shot (its damage is a Ranged Killing Attack, not an Energy Blast as with other weapons listed here). It emits a ruby laser with an effective range of 800 yards. Its juicepack holds sufficient energy for 10 shots.

The G30 Suppressor is one of the Guard's most unusual weapons. It projects a beam of as-yet not fully understood extradimensional energy which has the effect of sapping Movement Powers. It is bought as a Multipower of 6 slots which are each Ranged Drains 6d6 (one each for Flight, Supersonic Flight, Teleportation, Running, Superleap, and Tunneling). It has a total of 32 shots worth of energy in each juicepack. Guard scientists, working with ORI researchers, hope soon to be able to adapt this unusual form of energy for weapons which will Drain other superpowers.

GUARD WEAPON	DC	COST	SHOTS	NOTES
G7 Energy Pistol	5	1	12	ROF 1, Focus (Grabbable)
G12 Energy Rifle	7	6	30	ROF 5, Focus (Grabbable)
G14 Energy Rifle	8	4	12	ROF 1, Focus (Grabbable), +2 Firearms, +4 Range
G21 Laser Rifle	6	5	10	Killing Attack, ROF 2, Focus (Grabbable), +1 Firearms, +2 Range
G30 Suppressor	*	27	32	ROF 1, Focus (Grabbable)

(All costs are in Power Points)

RESTRAINT TECHNOLOGY

Most of the restraining devices used by the Guard are standard police equipment, or reinforced versions of the same. However, due to the nature of its mission, the Guard often needs specialized restraints. Some of the most common include:

Weakness Cuffs: These high-tech handcuffs completely immobilize the hands and emit energy which saps the wearer's Strength (a variant saps Endurance). They are considered to be a 6d6 Hits, 18 PD Entangle (only affects the hands), 1 Charge and a 5d6 Drain of Strength, No END Cost. (Cost: 10 Power Points.)

Anti-Psionic Hood: This device, used to restrain mentalists, is a hood interwoven with fibers which inhibit mental powers. Not only does the hood block the mentalist's line of sight entirely, but it makes his powers much more difficult to use. This is defined as 20 points of Mental Defense which the mentalist must “punch through” before his powers can even begin to affect anyone. (Cost: 2 Power Points.)



ARMOR

All Guard agents are issued protective gear. This includes a suit of flex-mesh armor made from high-tech polymers which are lighter and stronger than Kevlar™ (and whose structure and creation are well-kept Guard secrets). Accompanying the armor is a helmet which provides not only protection, but a wide range of sensory and communications equipment as well. Guard Armor is the envy of the armed forces and many other organizations; the Guard is often pressured by Congress to release the secret of its construction, but so far has been able to avoid having to do this.

See the Guard Agent character sheet for costs and details.

VEHICLES

Unlike so many of the super-villains they hunt, Guard agents usually can't fly under their own power. Instead, they have to rely on vehicles to get them where they need to be as fast as possible. Some of the more common vehicles in the Guard's fleet include:

GTV-88 Motorcycle: The GTV-88 is a motorcycle used by individual agents. It uses a specially-designed engine and unique fuel mixture (called "Hyperfuel") to attain speeds greater than those attainable by civilian motorcycles. (If ordinary fuel is used to power the GTV-88, reduce its Move from 60 to 48.) It can be fitted with a sidecar to carry a second agent.

GTV-94 Taskwagon: The Taskwagon is the workhorse of the Guard's ground fleet. Approximately twenty feet in length and well-armored, it is capable of carrying up to eight agents and their equipment (or ten agents in extremely cramped conditions). Additionally, it contains advanced scanning and sensory equipment, a satellite linking the on-board computer to the Guard's base computers, and charging stations for juicepacks. It runs best on Hyperfuel; if ordinary fuel is used, reduce its Move from 48 to 36.

Additionally, Taskwagons have a modular construction that allows them to be converted to specialized uses, though this usually entails the loss of some passenger capacity. Common conversions include Combat (adds a blaster in a roof-mounted turret, two forward-launched missiles, and extra armor; reduces passenger capacity to five); Crime Investigation (adds a criminalistics laboratory; reduces passenger capacity to three); and Medical (converts Taskwagon into a large, advanced ambulance; reduces passenger capacity to three).

GTV-107 SP Helicopter: More than one super-villain has surrendered when confronted with the power of the SP Helicopter, the Guard's armored gunship. Sporting machine guns, missiles, and non-lethal blasters, the SP is able to take on even the most powerful superhumans. In addition to a pilot and a gunner, it can carry up to three Guard agents and their equipment. Its sensory equipment includes infrared detection devices and radar.

GTV-122 Air Transport: This VTOL aircraft is the airborne equivalent of the Taskwagon. Its purpose is not speed or combat, but rather the transporting of agents and cargo. It can carry up to thirty fully-equipped Guard agents. If Guard agents from Bay City need to investigate a UFO crash in the Nevada desert, the GTV-122 is how they'll get there.

GUARD VEHICLES

VEHICLE	MOVE	KD	SDP	CREW	PASS
GTV-88 MOTORCYCLE	60/48	15	20	1	1
GTV-94 TASKWAGON	48/36	45	90	1	8
Combat Conversion:	Turret Blaster (Range 600, DC 12, ROF 5), Missiles (x2) (Target Number 14 to dodge, DC 10 Explosion)				
Crime Investigation:	Adds crime lab, 3 passengers				
Medical:	Adds medical equipment, 3 passengers				
GTV-107 SP HELICOPTER	100F	40	60	2	3
Chain Gun (Range 500, DC 14, ROF 10), Missiles (x8) (Target Number 14 to dodge, DC 10 Explosion), Blasters (x2) (range 600, DC 12, ROF 5), Infrared Vision, Radar, 3 passengers					
GTV-122 AIR TRANSPORT	300F	40	150	3	30
Carries up to 30 Guard agents; Infrared Vision, Radar					
Key F: Flight					

STORY SEEDS

Here are some stories/plot hooks that you can use to bring the Guard into your campaign or a particular scenario:

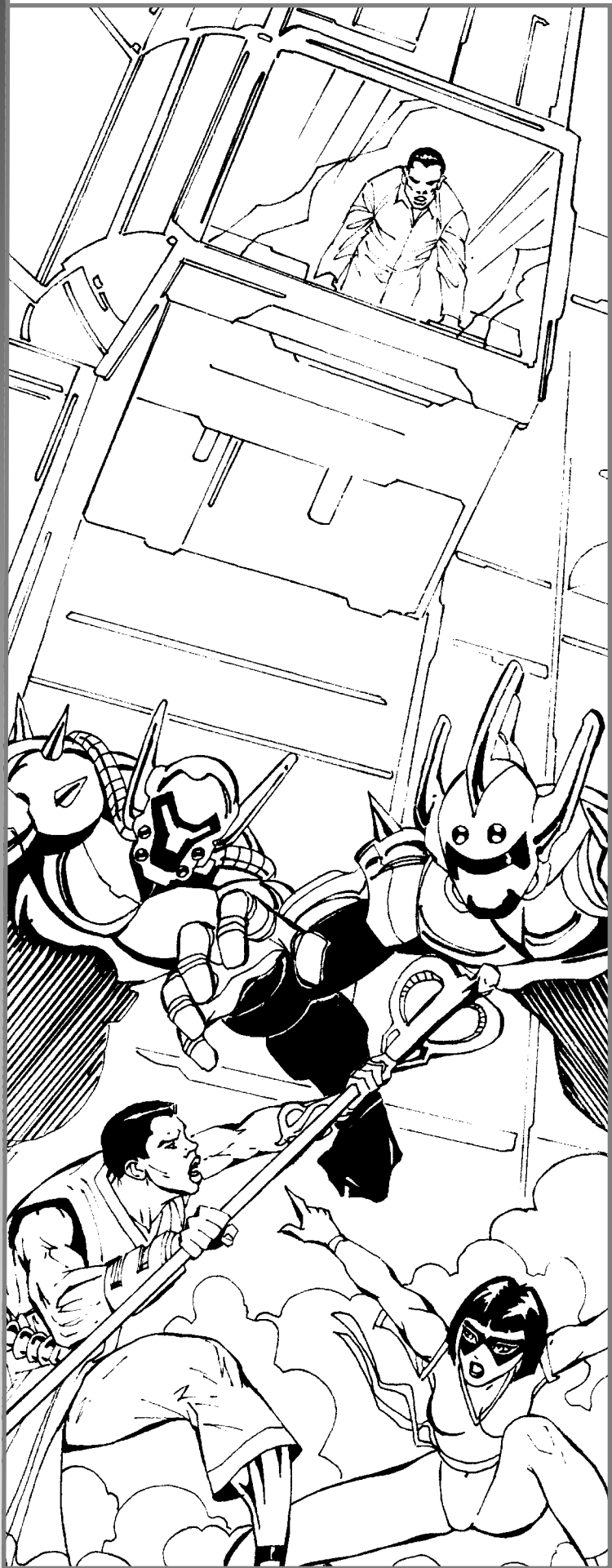
A LITTLE SNOW NEVER HURT ANYONE

The Guard brass would really like to get the Alaska Stronghold back "on-line." To that end, they contact the PCs to request their help with the situation. This help could range from lobbying Congressman (a great role-playing opportunity for popular heroes), to using their superpowers to assist with construction and repairs, to putting an end to whatever force (even if it's just dumb luck) that has prevented repairs from being completed before now. Of course, the PCs will have to contend with Alaska weather, possible unfriendly natives (maybe even an Inuit shaman who, angered by the "intrusion" of the prison into his native land, has cursed the prison to prevent repairs from succeeding), attempted jail breaks by inmates being transported to the re-opened superprison, etc.

CSI REVEALED

After the Guard has been a known presence in the campaign for a while, the GM may want to reveal the Guard Special Investigations conspiracy. One way to do this is to have one of the PCs framed for a crime. The strength of the case against the PC will bring the Guard out to hunt him (be sure to choose a PC that you can count on to flee prosecution, rather than one who will turn himself in). An encounter or two with the Guard in which the PCs are soundly beaten (though they barely manage to escape) should convince them that the Guard knows more about them than they are comfortable with. The PCs then have to face the twin challenges of (a) fighting an organization that knows their weaknesses, and (b) figuring out how the Guard got that information, and why. Perhaps with the help of a sympathetic Guard agent, the PCs will eventually unearth the existence of the GSI. But then what will they do with the information?

THE THE ZARDIAC ACADEMY





ARCADIAN ACADEMY

Hey Kids!!! Tired of getting doors slammed in your face?

Getting just a little sick of being told to stand against the "You Must Be At Least This Tall to Join Our Super-Hero Team" sign? Feeling like you're not gonna take being pushed around, teased, and abused much longer just because you're a meta-human kid who likes to wear tights? Well, before you resort to lashing out at society, why don't you go where you can get a little respect, understanding and a whole lot of support? Give the Arcadian Academy a try!!

The Academy is set up to deal with the problems and situations that adolescent Cape wanna-bes bring to the paranormal world. A lot of the old gen teams and solo heroes are usually real reluctant to take on kid members or partners, babbling stuff like, "Youngsters aren't ready for the dangerous world of paranormals." Sure, all of those guys were just pillars of responsibility and total experts with their powers when they all started. As if!

So knock it off with the patronizing pat on the head and the "Sorry son, but why don't you finish school and in a few more years...come back and we'll talk about it some more." Hellooo!!! Get over yourself! You wanna let VIPER and the Scions of Caine snatch up all the best meta-kids? Dude, we've already got our wings and we wanna fly!

Time was there were so few kids with powers that it was no big deal. Electron was only like this tall when Vanguard let him in and who knows how old Night Rider really was when he joined the Promethians. Like age really matters when you can walk through time! Speedster was fourteen when he started and in two years he had his own comic book, rogue's gallery, and everything! Yeah sure, it's sounding a little like a boys' club so far but when they're as hot as Major Victory's partner, Flag...who cares? And besides, there was always Blue Sapphire's sidekick, Crystal, and lastly the ever-amazing Power Girl!

Change, like they say, is just one of those things you gotta get used to. You think only grown-ups can trip over a cord and cause a lab accident, find a radioactive meteor, or stumble across a relic of some lost civilization? This stuff's happening all the time now and us kids are getting our share. But some of those old guys have a point when they say that we need to be well-trained. Like, why should we make the same kind of stupid mistakes that they all do? "Gee, Mr. Dragon, not that I wanna tell you your job or anything, but maybe you wanna check and make sure that the van is empty before you hurl it at mean ol' Mr. Grond...?"

So if you've just recently got a kewl set of powers or have had 'em for a while but don't think you can keep 'em under wraps much longer, how 'bout giving the Arcadian Academy a ring? Just dial up our toll-free number and ask for Kelly; she and her staff are totally ready to take you seriously. And if you're just screwing around...boy, are you gonna be in a lotta trouble! Anyway, once

you get accepted, it's off to Bay City where you know all the real action is! Why risk blowing up your own school, family, and friends a minute longer?! Call 1-800-555-HERO!

Everybody's gonna breathe just that much easier if you do!

-Shattersky

HISTORY OF THE ARCADIAN ACADEMY

The real story behind the Arcadian Academy is not well known, involving, as it does, the secret identities of several important paranormals. The man known as Challenger began his super-hero career in 1942, focusing on the Nazi menace and dividing his attention between both sides of the Atlantic. His amazing speed and strength took their toll on the German war machine. Unlike most paranormals caught up in the war though, he never broke ties or got far out of line with U.S. military command.

Challenger remained active as a super-hero for over forty years, finally retiring in 1989. He had long since married and by then had been a grandfather for four years. Whereas the illustrious hero had successfully managed to maintain his secret identity to the public during his entire career, he did not keep such secrets from his immediate family. And when the granddaughter was old enough to understand, she was told as well.

The granddaughter's name was Heather Maclean, and by the time she was twelve years old she realized that she possessed the ability to manipulate the forces of gravity. The prospect of becoming a super-hero and following up the tradition of her grandfather, whom she idolized, excited her tremendously. Unfortunately, from conversations she had overheard, sometimes involving Grandpa Nathan and other men and women that she assumed were other, mysterious paranormals, she got the impression that the retired Challenger did not believe that kids should become super-heroes.

This was frustrating, as usually she agreed with her grandfather. Things and situations such as the wild, out-of-control super-team, the Corsairs, shouldn't be allowed to happen...even if Avril was a total hunk. But what did Grandpa Nathan expect her to do with her new powers? Just sit on them until she's older? Well, that wasn't practical because the power would just build up in her too much if she didn't release it from time to time. So she'd just have to prove that she was capable and responsible, that's all.

And some time later, Shattersky made her first appearance over the skies of Bay City, though at first she called herself Grav-Girl and wore a hand-made costume that became a complete embarrassment to her. She had several minor adventures, only one of which got a mention in the press, but she was doing her best to live up to Challenger's expectations. Then she met another young hero, by the name of Bugout. His real name was Kevin Markesson and he was a year older than Heather with a much more exuberant personality. The two of them began to team up, and she became infected by his careless manner.

Gone was the careful planning. Bugout's usual tactic was to bounce down on criminals and keep stomping on 'em until they quit! It was certainly a lot easier and got them home to finish their homework a lot faster, and together they had dope fun. Unfortunately this kind of recklessness can get a pair of kids in trouble when they set themselves against the forces of VIPER.

Their nocturnal investigations had caused them to stumble upon the plans of Merriam Conde, the second-in-command of operations for the Bay City VIPER nest. One escapade led to another and the pair of young adventurers found themselves confronting a break-in at the Henderson Facility in North Marin. Unfortunately, by this time the VIPER nest was wise to the inexperienced heroes and had Oculon and Freon there to help.

The one-sided fight ended quickly. Bugout was injured and Grav-Girl had to expend much of her power to protect the two of them against Oculon's powerful blasts for long enough so they could escape. The villains made off with their prize while Heather hid with her wounded friend and struggled to find the nerve to call her grandfather on her cellular phone. The embarrassment didn't end there, though, as before Challenger could even hope to get to the scene, she and Bugout were discovered by another interested party. This was the Marksman, member of the famous super-hero team, the Champions, and, in his secret identity, the owner of Henderson International. Grav-Girl found herself staring up into the muzzle of the most famous sonic rifle in the world and wondered if it was possible for things to get any worse.

A tremendous explosion from several miles away indicated the point at which Challenger, in his famous uniform and riding his battle-cycle, had come across the VIPER squad in their attack-van. There was nothing for even the Marksman to do but accept Grav-Girl's help as she flew the trio to the scene of the uneven fray. Under the skilled direction of the two determined, experienced veterans, the foursome quickly routed the villains, capturing the lesser agents, all of the equipment, and even Oculon. But the two youngsters did not long get to enjoy their moment of triumph.

Bugout needed medical attention and both of them needed a stern reprimand. Challenger was upset that his granddaughter was even doing this in the first place, let alone behind his back! The Marksman pointed out the stupidity of their knowing the villains' objective ahead of time and not even trying to coordinate an effort with Henderson Security. The kids could not keep track of how

many times they were both told how easily they could have been killed or taken as helpless prisoners. The two young teen-agers were feeling very low and searching about for any possible ally.

The Champion's headquarters on Treasure Island was depressingly empty on this evening, with only one other member in the facility. Fortunately that member was Orchid, the newest and youngest of the team. She managed to get both of the men to listen, particularly Challenger, to the story of how Heather's powers worked and why she couldn't just "wait until she was older." She reminded the two of them what it was like to have physical powers and abilities like Bugout's and constantly having to keep them in check. These two kids may not have asked for their powers but they had them just the same. They were certainly paranormals and they were already heroes, so now what were they supposed to do?

Challenger and the Marksman stepped out of the room and away from the desperately curious new heroes and had a long conversation. Kid-paranormals had once been uncommon. Usually, even in a true mutant, powers did not manifest until at least the late teens. But the Marksman and his allies had seen enough exceptions to that rule in recent months to call it

into question. Whether this occurred due to the wide-spread use of paranormal powers over the last thirty years or some other reasons could not be guessed. However, it did clearly present the problem of what to do with these super-powered kids.

Initially the idea was to create a junior team for young Champions-in-Training, but this became untenable after two months had passed. Dove, the Champions' team leader, could not be convinced that a team of kid heroes was a good idea, and he was uncommonly stubborn on this point. Also, with the quick arrival of another youngster, Doc Smash, it was apparent that a new organization not directly associated with an existing paranormal entity would be necessary to deal with the delicate social and political problem of training young super-heroes.

The Marksman stepped back and let his secret identity of Donald Henderson handle the problem. Henderson International had a well-won reputation as a highly moral, responsible, capable technorganization. They presented the problem, an increase in youthful paranormal activity during recent years, and offered a solution...the Arcadian Academy. There were immediate protests by Guard, UNTIL, and the government, as well as cer-



tain other business concerns such as PanStar. One by one the problems went away, dealt with by the subtle and sometimes less-than-delicate campaigning and maneuvering of Henderson, the Marksman, Challenger, and several of their friends. On Sept. 3, 1998 the ribbon was cut for the main facility of the Academy at Civic Center. Donald Henderson and Mayor Bobby Greene got to perform the actual honors.

The Arcadian Dream or Ideal represents a future of peace and learning and advancement and freedom and harmony for all men. Henderson's hope was that this academy would be a tool, a mechanism by which mankind could be directed towards that future.

Heather had already given up her old identity as Grav-Girl and became publicly known as Shattersky. She, Bugout, Doc Smash and two others were the core of the Academy. Magus and Go-Girl had already come forward, eager to join, but it was considered that things should be taken slowly and the official announcement of their actual membership did not occur until February of the next year. TK had to wait until April, four months after she joined the Academy, before her membership was announced.

Experienced heroes such as the Marksman of the Champions have long known that a certain amount of subterfuge is necessary when dealing with the public regarding paranormal activity. People really do not want to be told that situations have gotten as out of control as they sometimes have in the world's meta-history. The knowledge of alien races and secret civilizations has often been withheld from the general population to maintain a sense of normalcy in their lives. So it is no great curiosity that, when setting up such an organization as this, Henderson imagined it would be best if people didn't know that seven super-kids rushed forward just about exactly as the doors were first opened. He didn't want to give the impression that meta-kids are just popping out of the woodwork.

It wasn't long before a new flock of students began to arrive. The subsequent kids, who were all younger and generally less powerful, were put into the second class and were denied public exposure until months after the conclusion of the Proprietor War.

The entire membership of the first team began group adventures in April of 1999 and charted up some quick and surprising suc-

cesses. The last appearance of the original Black Paladin was dealt with by the Academy students. The Paladin's armor and fading sorcerous might was no match for the many and varied powers of the kids and their well-organized team tactics. And that was only their first big mission.

Later they fought three members of the Ultimates, the person-

al bane of the Champions themselves. But much to everyone's astonishment, Plasmoid, Blackstar, and Slick were given one-way tickets to Stronghold. With hindsight, this encounter kept that particular team out of the coming War and probably saved their lives. The villainous Cateran led her new Masters of Fortune right into a trap set for them by the wily youngsters and the opportunistic villains were forced to escape and abandon their objective, an ancient tablet that was promptly turned over to Odyssey Labs.

The Academy kids made many public appearances and helped out in times of non-paranormal crime and disaster as well. They were well-liked by the public and especially their

local community. By August, many officials of the local agency of Guard preferred to work with the much more cooperative Academy team than the Champions. Even the press seemed reluctant or incapable of coming up with bad things to say about them. They all handled interviews well, with Shattersky being the most outspoken of a very extroverted group.

The Proprietor War officially began in late October, forcing the heroes of the world to gather together some two weeks later to deal with that terrible threat. The Academy kids were determined to participate and do their part. There was definite hesitation on many sides to involve such young heroes, however brave, on such a dangerous mission. Several Capes spoke out publicly against it while an equally vocal few championed the Academy's cause. However it quickly became too much of a sidebar to a much more important problem and so ultimately, the kids got their way.

The War was awful in its brute savagery and destruction and in the terrible speed in which it all occurred. There was no time or will for interviews but in surveying the destruction in Europe from



the first great battle later in that month, President Lytton was perhaps speaking specifically of the girls and boys of the Academy when he spoke of the "loss of innocence" that was bound to occur.

Of course when the Great Dome went up in mid-December, all communication was lost with the army of paranormal heroes. All that is known for sure is that by January 11, all but two of the heroes, villains, and innocents involved had died. It can be said with certainty that the Academy Team was brave and heroic to the end, holding true to the ideals to which they had dedicated their lives.

Just as the rest of world was dramatically affected by the end of the War and the Wildstrike, ripples ran through the Academy as well. Some segments of public opinion, which had been silenced due to the team's obvious successes, came again to the fore. These suggested that the entire Academy program be either dramatically altered or ended altogether. This effort is still being combated by the Henderson and Academy PR teams.

Challenger and some of the others on staff who were close with students of the first class faced terrible grief and a difficult decision. After several meetings and discussions and personal soul-searching, all but one of them chose to stay on and continue with the new students.

The second Class was not untouched. Academy facilities were not so large that the two classes would not have come into contact with each other, even if such division had been desirable. Indeed, there was often interaction between the students, occasional group training, and mutually attended classes. Generally speaking, they were all quite friendly, and they all felt an aching loss. The most dramatically affected was young Andrew Haining, whose magically-gifted older brother had been the hero known as Magus.

But sadness and depression weren't the only results. Fear became a factor as well. The parents of Kid Chaos took him out of Arcadia and dragged him back home where they think it's safe. Malachite became increasingly despondent and withdrew from all activities, finally disappearing altogether after the fourth week. Nobody has heard from her since.

Seven students remain enrolled at the Academy. These are Hy-Tek, Iceflame, Trance, Magus, Sticker, Thrasher, and Brother X. Two of these came forward to join since the Wildstrike, suggesting that their powers were birthed from that event. Several of the students had made costumed appearances around town prior to July, at which time the entire second class was formally presented. However, the new team has rarely appeared together in any kind of formal, crime-fighting activity, or for that matter in solo or small group capacity of that type. The combined difficulties of public discourse, general inexperience, and the relatively less powerful nature of the second class has suggested a more cautious approach with the new kids. Basically, their teachers are trying to keep them on a short leash. The students themselves, however, are beginning to chafe under the restrictions and are strongly pushing for more paranormal hero stuff. The mourning is over, it's time to get down to business.

ARCADIAN ACADEMY STAFF AND STRUCTURE



DONALD HENDERSON:

"A rich man needs his hobbies..."

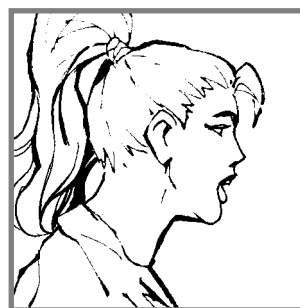
The main financier of the Academy through Henderson International. Since retiring his super-hero identity as the Marksman, he has allowed the

functions of the Academy to occupy more of his free time. He attends most of the important staff meetings, requires regular reports and updates on the students' progress, and has made several costumed appearances as a guest lecturer.

Donald is a multi-billionaire, the sole owner of Henderson International and all of its various affiliates. His is one of the top five conglomerates in the world, with holdings and markets in every important field of scientific and technological development known to man. Having focused for over thirty years on his business enterprises and his paranormal career, he has never made much of a private life for himself.

Rarely does he deny himself anything that his money can buy. He has a lavish mansion in the Pacific Heights area as well as ones in Manhattan and other places around the country and the world. Donald has lately been setting society on its ear by becoming a more visible participant amongst the upper classes and winding his way through a flurry of surprising romances.

Obviously the school is filling a void in his life, perhaps the loss of his paranormal career. Perhaps it also acts as an outlet for his regret over the death of all of his teammates in the Proprietor War. How can he ever make amends for not being at his team's side? Financially, the Academy is a sink-hole in which he is throwing ever increasing amounts of money to give them the best, state-of-the-art equipment. It hardly matters to him. He will do more, much more.



MARY KATE MACLAREN:

"The rules exist for good reasons. Follow them, and we'll get along."

Ultimately, the final word on just what gets done and when at the Arcadian Academy. Mary Kate approves all financial matters, new purchases, equipment, and the like. She is also first in line to deal with political matters such as the government, whether it be local, state, or federal. She coordinates oper-

ations with Guard and constantly keeps UNTIL and their never-ending inquiries at arms' length.

Mary Kate encourages coordination with Guard as she knows the students' activities will constantly have them involved with the United States paranormal agency. It is a necessary step, even if the children might not yet have formulated knowledgeable opinions or discretion about this sort of organization. There's still plenty of time before they have to deal with UNTIL, however, and the students will have ample opportunity to become acquainted with the benefits and risks of that group before it is necessary to deal with them.

Mary Kate is the most public of the Academy's officers, the face that gives interviews and speaks with officials. She accepts her responsibilities firmly and does not allow insubordination in matters which reflect outside the Arcadian walls. Behind closed doors she will listen to any well-reasoned argument and weigh her decision. Obviously she does not consider the opinions of the youngsters as immature or worthless. She is frank in manner and honor-bound to do her best in developing the next generation of super-heroes for the benefit of the world.

She is well paid for her duties and has an expensive apartment South of Market.



**PROFESSOR
FRANCIS
GARNETT:**

"Learning can't be restricted to a classroom. Young minds need exciting stimulæ to drive the lessons home."

Each year the Odyssey Research Institute chooses one of their Wilder Fellows to be the liaison and chief instructor at the Arcadian Academy. Professor Francis Garnett is the academic for calendar year 2001. Like his predecessors, he divides his time between the students of the Academy and his own duties and investigations at the Odyssey Institute. An entire year away from his studies would be too much of a purgatory.

His particular areas of expertise include archaeology, ancient civilizations, lesser known cultures, and the never-ending search for traces of lost Atlantis. He is well connected with the staff at Odyssey, and can call upon the more hard science minded of the Institutes' investigators for guest appearances and lectures, as desired. Garnett has had a long and very successful career and is, of course, a full Wilder Fellow.

Between his quarters at Odyssey and the Academy, Prof. Garnett spends very little time in his untidy home in Bernal Heights. He has an assistant, Simon Bellet, a graduate student from Bay City University. Whatever the endeavor, Simon can generally be found at his mentor's side.

Professor Garnett actually volunteered for duty with the Academy, as opposed to the reluctant Dr. Feldstein who came before him. He enjoys mixing with the young students and filling their heads with tales of the mysteries of the world and the proper way to go about collecting and verifying them. For the more inquisitively minded of the students, he has outlined areas of study which actually coincide with their regular school work so as not to overburden them. He has an easy manner and adventurous spirit and laughs at most of the kids' jokes.

MARGARET BLACKMORE:

"Secrets? You complain that I keep secrets from you, from everyone. I do not deny this; I do have secrets. And that is because some knowledge is too terrible to reveal. Be content, now, in your ignorance. The alternative is far worse."

A practitioner of magic with no small level of expertise, Margaret is a Fifth Level Master, and member of the Inner Circle, of the Lodge, a mystical organization that has long protected mankind against dark, powerful forces which sometimes threatens it. Following the death of his brother and the Wildstrike, Margaret became aware of the mystic potential of young Andrew Haining, who would also name himself Magus after his unfortunate older sibling.

As did others of the Lodge, and perhaps magicians and wizards who fell outside that august assemblage, Margaret realized that the younger brother had gained an ability far surpassing his brother as a sorcerer. Indeed, perhaps to gain a level of power unforeseen even in this age! A sudden magical anomaly... how extraordinary! It was necessary for the Mistress of Blackmore to investigate this personally, and she would brook no disagreement, certainly not within her own Order.

She was more subdued with Mary Kate McLaren, but demonstrated her bonafide skill and ability combined with a sensitivity in dealing with children. And apparently dealing with troubled children as, frankly, she'd been the only one able to bring young Andrew out of it. Shortly thereafter, the scholar who had been the elder Magus' instructor abruptly tendered his own resignation.

Her attentions are mainly given to young Magus, though she does not ignore the other students if they wish to learn what she is willing to teach. None of the others have powers which are of a magical nature, though she does not dismiss their importance in the coming order.

Margaret is wealthy with a large estate in her native England, and has acquired the twenty-seventh floor of the Stanton Building on Sacramento and Kearney for her own personal use. She is annoyingly mysterious, clearing knowing more of most any situation than she is willing to let on. She has a wry sense of humor. None of the kids' tricks and practical jokes against her have done anything but backfire as of yet.



DR. JENNIFER HALEY:

"When you brats screw up, I have to fix you. I don't like that. So, don't screw up!"

One of the newer staff members, following the upsetting resignation of paranormal expert and geneticist, Dr. Myron Feist. The study of mutations and meta-powers is a curious one, generally rich in theory and speculation. The delightful reality of the first-class students was a revelation to Feist and he became very attached to them. When they were killed, something died within him as well and he found he could no longer continue with the Academy.

Dr. Haley was his first and only choice for a replacement and her credentials spoke volumes. She had become involved with Guard some several years after the departure of the infamous Dr. Richfield Franck, and took up the reins of some of his research. It was through her own studies that the conclusions put forth in Franck's 1969 award-winning paper on meta-human genetics were decisively disputed. Since then she has preferred to blaze her own trail of investigation.

Probably no greater expert on the ever-malleable field of metahuman physiology functions as a free agent than Dr. Haley. She retired her association with Guard in 1995 to go independent and has worked alongside Goliath of the Champions and Atlas of the Promethians. Most recently she has been associated with the Corsairs, helping two of their members gain a better understanding of their powers.

The opportunity to study the developing powers and abilities of young paranormals could not be resisted and she was quite pleased at the offer to join the Academy. Sometimes, however, the exuberance and enthusiasm of the youngsters causes her to regret her decision. Her manner is usually harsh and sarcastic with them. They wanted a crusty, "Bones McCoy" personality? Who is she to disappoint the tiny tots?

She has an apartment around Mialoma Park and also conducts research at the Odyssey Research Institute, though she is not a Wilder Fellow. She receives grants and stipends from various sources which keeps her research going.



KELLY JOHNSON:

"Have you considered the benefits of a first-class education for your child?"

Kelly is the lead recruiter for new students for the Academy. Young paranormals don't exactly grow on trees, but they are occurring more commonly than they used to, and the window of opportunity is usually pretty brief. Certain villain groups are on the prowl to entice and exploit the unsophisticated youngsters. Other times, the children's inexperience and temerity can lead to disasters of their own making. Tragedies all, which Kelly usually considers her own fault... if only she'd been quicker!

A die-hard investigator and detective, she can root out secrets and see into the hearts of most anyone she meets. Kelly can follow any trail that leads to paranormal activity and quickly determine if an applicant is suitable for the Academy. While she is inclined to believe that there are no bad children, she understands the pressure that the Academy is under to achieve a 100% success rate.

In her downtime, because super-kids are still pretty rare, she helps train the students in the calm, cool traditions of detective work and thorough investigative techniques. She likes the kids and particularly enjoys the periods in which she can work with them. She is the youngest

adult on staff and has on occasion allowed herself to be talked into actions and activities which have led to real adventures with the kids. Sometimes they think she's just a big kid herself.

Kelly is well trained in martial arts and knows how to handle firearms, including the special array of exclusive and highly advanced weaponry which Donald Henderson has made available to the staff of the Academy. She earns a good salary, and supplements her income by taking the proverbial "interesting case." She has an apartment in the Sunset District.

KEVIN HENNESEY:

"Not again! Those little...devils!"

Kevin has to deal with the difficult task of coordinating a public relations program for the Academy. It's his job to read the general feelings towards paranormals for this week and figure out what that means for next week. It's not an easy task, and seven rambunctious damage machines don't make it any easier.

All inroads towards licensing and marketing ended with the end of the War and the death of the first team. Since then it's been the preference of everyone to keep things low key, and see that

the new kids get a fair shake. Low visibility for flying children seem like a contradictory concepts but Kevin's doing his best. Sometimes things just fall into place, like when Trance and Thrasher managed to corral Pulsar after his last run-in with the Champions, and brought him to his knees.

Other times there's stuff like Hy-Tek, Iceflame and a just-refurbished Cable Car #17 that threatens to send everything careening back to the dark ages. It all adds up to job security, that's for sure!

Kevin has a practiced scowl and snarl, as well as a ready, winning smile. Mainly he feeds information and data to Mary Kate MacLaren, preferring his role as the behind-the-scenes guy. However, he has made public speeches and some deal-making and performs his job well. He likes the kids, and doesn't really want to take a baseball bat to them. At least, not all the time.

With an exclusive but successful marketing firm which he runs on the side, Kevin eschews any payment for his services to the Academy. He has thrice mentioned that he is fulfilling a family debt but has offered nothing else regarding the subject. He is wealthy, with a downtown penthouse apartment. He knows a peculiar combat technique which neither Challenger nor Kelly Johnson have been able to identify, but is capable of dropping any brat with a mask on his butt if the whining gets too loud.

DR. MONICA AVERY:

"Powers don't bring wisdom. Or maturity. The students need someone to talk to; someone who can help..."

It's always a good idea when you're dealing with paranormals to care for their psychological well being and development as well as their more physical needs. It's Monica's job to make sure the Academy is not inadvertently training the next wave of super-villains. There are difficulties in growing up with powers and having to keep them hidden during much of the day. The stress of paranormal activity, and especially combat, can also take a toll on an individual. On rare occasions, simply the continual use of meta-powers can create a psychological side-effect which has led to disastrous results in the past.

Monica keeps records on the kids, interviewing them periodically and charting their growth. In the beginning the job was easy as the kids seemed relatively stress-free and the only detrimental sentiment felt by anyone was a bit of jealousy by the younger kids for the older kids. Obviously this changed with the death of the first class and Monica's job became a lot more difficult. It should go without saying that the kids were affected by this event. Depression and a bit of fear, uncertainty and doubt for the future... when beforehand there had been nothing but hope and eager expectation. And of course there was the problem with young Magus, but that was beyond even her talents.

It was certainly during this time that she proved herself an expert in her handling of the crises and her knowledge and ability with the children in general. Mary Kate MacLaren gives no small

weight to Monica's accomplishments in keeping the Academy from falling entirely apart.

She also had her hands full with the parents, particularly those of the current class. It was at her recommendation that, considering all elements, Kid Chaos was dropped from the program. She maintains contact with the Berkeley, CA based boy and hopes that he can soon be reinstated. Malachite has been her only real failure and she is constantly in touch with Kelly Johnson in the hope that the missing girl can be found.

Monica seems aloof at times, but truly loves all the kids and has devoted herself fully to her job. She practically lives at the facility, and moved her cat, Samantha, in some time ago. However, she does have a small, cluttered apartment near the east end of Golden Gate Park.

MICHAEL GEOFFREYS:

"Problems? I don't know what you mean. This is a dream job; I get to play with all kinds of cutting-edge tech. They break it, I fix it. And make it better. Who could want anything else?"

Head of the technical support staff. It is Michael's job to be sure that all the gee-whiz gadgets of the facility stay on-line. He maintains their vehicles and special equipment as well, and makes sure that the highest of the high-tech doesn't get too far out of hand. It's amazing what these kids bring home sometimes!

Geoffreys is on loan from Henderson International and still maintains his ties with the home company. However, working with the kids and the Academy is allowing him the chance to see things he only thought existed in comic books. He has come to understand the responsibility that paranormal scientists, and those other scientists involved with paranormals, have faced regarding the outlet of advanced super-tech to the world at large. Still, he rather enjoys the opportunity to satisfy at least his own curiosity.

Working with the kids is a common responsibility among the staff and Geoffreys doesn't get off the hook either. It's part of his job to make sure the students understand the operation of the equipment that they are supposed to use, as well as have a functioning knowledge of the sort of technology they are likely to run into in the paranormal world.

Michael is reasonably good with the kids but has a threshold of patience which has been stomped over before, yielding harsh results to the offending student. He is obliging to the more cooperative kids, those who seem really interested in what he has to offer. Truth to tell he holds the responsibilities of metahuman abilities very high and considers that almost half of the students don't really deserve to be at the Academy.

With a good salary and a quality benefits package, Michael has a fine home in San Bruno with his wife and two daughters. Neither of his girls, he is pleased to say, show any signs of any paranormal powers.

OTHER PERSONNEL

There are other various staff members in charge of house-keeping, maintenance, administrative duties, tutoring, and so forth. Due to the previously mentioned lack of merchandising possibilities, the Academy is nowhere near a level of self-sufficiency, relying almost entirely on funds and grants from Henderson and other beneficial entities.

ACADEMY STRUCTURE AND ORGANIZATION

The Academy does not function as a boarding school. All of the students attend either Mission High or Lancer Prep, both of them situated not far from each other in downtown Bay City. The preference is not necessarily to be elitist but, of course, to give the kids the best educational opportunities while also not removing them entirely from the mainstream of society.

Lancer, a private school for grades seven through nine, is the best choice for the younger students. It allows them a more gradual assimilation as the student population is much smaller than the only public school in town with similar academic credentials. Also, in this case it was considered desirable that these kids be in a more controlled and exclusive environment as Lancer caters to particularly gifted children, or those of wealthy families.

Mission High is the new pride and joy of Bay City's school district. A state-of-the-art facility with brand new equipment and employing the latest in well-tested educational techniques, it boasts attendance of the best and brightest of Bay City's school-age children. The requirements for application are stringent and the waiting list is long. Fortunately, paranormals tend to have above average IQs to go along with their powers, even if they aren't in the habit of proving such when they're in costume.

There are living quarters for each of the students in the secret installation beneath Larkin Street, which is two blocks away from the official front building in Civic Center. These two facilities are connected by an underground tunnel. While the kids are almost never at the official building, they have rooms there as well.

Four students actually have families in the Bay City area and generally live at home with them. These are Hy-Tek, Sticker, Trance, and Iceflame. Thrasher left his family and is not one to talk about it. Magus' mother still lives in England but visits often and has occasionally hosted the children on trips to her lush estate. Brother X simply showed up at the facility one day and

has verified no information regarding his background. This is something of a concern to the staff, having a kid with a real secret identity, but they feel well assured by his overall character.

The three "orphans" share a group home near their schools which gives them an actual address for secret identity purposes. One of Mary Kate's assistants, Holly Ramirez, looks after the kids when they are in residence, and she doesn't take too much lip.

The actual facility which the team uses is underground, covering an area roughly equal to a full city block. It can be reached through an access tunnel from the official building as well as through three secret entrances found in small Henderson-owned businesses which are natural places for kids to gather.

The first is **Cine-Plex**. Formerly a grand old theater from the glory days of San Francisco, it has been brutally carved into an eight-screen complex to serve more modern needs. (Gloria Swanson was right about the death of culture and gentility).

The second is **Moxie's**, a juice bar which is aimed towards the younger crowd. They often have live bands, readings, beat-poetry, contests, free-form entertainment events, and a whole lot of screwing around. Mox strives to maintain a very creative environment, and mostly succeeds.

Meta-Game Arcade is the last, a large darkened chamber filled to the brim with flashing lights and displays and the very latest in video game entertainment. This place has sucked down more lunch money than all of the public schools of Bay City combined. There are more than a few security personnel prowling the floor at any time.

The entrances are generally hidden in rest rooms or alcoves which provide the kids privacy on approach. An electronic "key" is



needed to open them and the doorway silently slides shut after they have passed through. Multiple entrances assure that the kids can always find a way inside. Naturally they all have full-season passes to each establishment.

The underground base has all of the appropriate training equipment you might imagine. Of course this includes the usual Stress Chamber, which is specially equipped with gadgets and weaponry to simulate real meta-combat situations. Also there is more traditional workout equipment to keep or get the kids in tip-top physical condition. Finally there are also machines specially built towards the needs of each student to make constant ratings and tests of his or her particular powers.

Rooms have been set aside for student and group evaluations and for actual learning of the kinds of knowledge and skills which paranormals need and which simply are not taught in normal schools. Because of the stress of schoolwork and training, the Academy's own education program is carefully balanced to the needs and abilities of each student. And the kids wouldn't mind, you know, if they had something of a life to themselves besides! It is definitely a good thing that paranormals can generally get by with only five hours of sleep.

While the school has simulation equipment to train the kids in the operation of special vehicles and such, the academy does not make such easily available for the team. Generally the staff uses regular, public modes of transportation, and the kids are well-versed in the BART and Muni schedules.

The Academy does have a special craft, the XL:4, which is kept in a secret hanger at Bay City International Airport. This ship is Henderson's new baby, carrying up to twenty passengers and boasting speed and maneuverability that rivals the Champions' Slingshot. It is kept under lock and key and the kids would have about as easy a shot at stealing the Slingshot than running off with the XL. By comparison, Guard Hawk-Jets or UNTIL Quicksilvers are practically just sitting there!

The kids all have special outfits of black flex-mesh body armor which provides them with the basics of protection while not inhibiting their maneuverability. This is very helpful for the few of them who do not have powers which provide much protection. Most of the students wear the armor under their costumes. They also wear a bulky communicator-tracker that is effectively locked onto one of their forearms when they go out to play. It's fairly big, coming about two to three inches (depending on the size of the kid) off the elbow down to the wrist, with smooth armor plating protecting the delicate, state-of-the-art circuitry inside. A recessed, sliding panel reveals the control buttons for communication, modem access to the Academy computers, emergency signal, and beacon.

Each of the kids has created a custom costume, usually worn over the flex-mesh armor. These range from the cool to the ridiculous. But they are all unique. Being just a cookie-cutter, face-in-the-crowd is not exactly what being a paranormal is all about.



HY-TEK

Secret Identity: Victor Quintero

History: "OK, so there I was, twelve-years old, just minding my own business with my family on a vacation in New York City. All of a sudden this fire fight breaks out between the Corsairs and the Night-Stalkers and everybody seems real focused on chewing up as much of the landscape as possible. I got separated from my folks and

was mainly trying to do the fast duck and cover.

"Now I was already aware of how my powers basically worked, but it was a lot harder back then than it is now. But when some loser has just dropped a great big display falling right down

**"JUST STAND
THERE FOR A
SECOND...
LEMME SHOW
YOU SOME-
THING!"**

towards the table you're hiding under, it's time to get a lot better a lot faster! Real spiff table, it's got a rotating center for moving food all around to whoever's hungry for it. No reaching, man; no gettin' your hand slapped! I was desperate, OK? Heavy junk was dropping like everywhere around me. So I focused real hard and felt it start to tingle. Ended up turning the center wheel into a super-fast turbine, thrusting upward to propel everything back up into Carlyle's puke-ugly face.

"Yeah, yeah, I had the table legs reinforced to stand up to the strain. Maybe I gotta think fast, but that doesn't mean I don't think smart. I was actually able to refold the legs, while I kept up the Tek-Stream and wound up with a cool gravity blaster and just pinned that sucker to the wall. So now that punk Avril comes over and finished ringing his bells, and so naturally he wound up taking credit for everything! Aaa...not that I wanted to give it up to my folks that I was a mutant freakazoid anyway; an' besides, all the effort had left me feeling pretty wasted. Still, this so-called excuse for a role-model did come over and say to me, "Hey kid, your powers are totally lame and you're probably gonna get really hurt. But stick with it, man, don't be a wuss!!"

"We were living in San Jose then. At the time I wasn't even really thinking about playing the whole super-hero trip. It's like...what, normal life isn't enough of a hassle? Besides, I knew that my transformation trick mostly worked too slow. My older brother had proved that to me (you try and keep a secret from a brother when you share the same room) by telling me to try an' turn this baseball catcher's chest-pad into armor-plating while he threw baseballs at me. Owwww! Twenty-five dead on in the strike zone and he proved his point. Unless I got a lot faster with this it was just gonna be a cool trick.

"By the next year, I was a lot faster. I could turn a bike into a jet-cycle, a toy gun into a real energy blaster, and a buncha spandex and a baseball helmet into an armored suit. All in less than five minutes! Que, wha...? Turn a pen-knife into a light-saber? Get away from me! So anyway, I was doing my punk-kid hero patrol of the South Bay, mainly scared to death that someone with real

power might come all the way down from the big city to rip something off. But against small gangs, petty hoods, and Kevin Myers that was all'a the time picking on kids and stealing MY lunch money...I was da bomb!

"In 1998 I had my first real adventure. I wound up guest-starring in Quantum's own comic, you know, before she took over the Champions. Anyway, this was supposed to be just a stupid gang thing. Some older kids my brother knew had ripped off the PanStar facility that my dad used to work at, stole a prototype portable field-generator device. Manny made it sound like they didn't know what they were doing and were way over the heads. Don't even say what you're thinking!

"So I figured... zoom in quick... snag the device when they come up to move it... maybe take a look and see how it works... turn it over to the cops...get my new hero merit badge... and still be home in time for X-Files! No problemo. So why am I having to duck around the corner cuz four loco guys with blasters and green suits are trying to fry my hide?

"On this side we got agents of VIPER, a moonlighting Lady Blue, and three very confused and hopelessly screwed gang-bangers. Over here we got me and Quantum who was already on Lady Blue's trail for something else. So...was there ever any doubt? We kicked butt, stomped the snakes, sent Blue packing, and Quantum even made a heavy speech to the homeys about bein' better citizens. Didn't take though.

"So I figured we were friends right? Fellow Capes-in-Arms, having fought the good fight? I sure didn't expect her to drag me home and rat me out to my mom and dad. Sure, they were pretty worried and it had been two days, but I woulda thought of something! Now the cat was out of the bag. How were they gonna react?



"They freaked, big surprise. My brother was smiling like he knew I was gonna get busted, and he laughed out loud when I completely forgot what I was doing, blew my concentration and wound up wearing this ridiculous stuff I have to start out with. Somehow Quantum managed to calm 'em down and make my mom understand that I wasn't a child of the devil. Quantum was already aware that the Academy was under construction at the time and said she'd talk to some folks.

"Meanwhile, I was grounded like I've never been grounded before. But by late the next year things got cleared up. Pops was mysteriously offered a new and higher paying job at Henderson International, and we were all moving to Bay City. Even worked

out great for my bro' who was starting at BCU that year anyway. Obviously I was now enrolled at the Academy and things been kickin' since. "

Personality: A very intelligent kid, chatty, bright and skilled in sciences, and generally capable of clever planning and deep analytical thought. Unfortunately, in a fight he must concentrate so much on his powers and on what's going on around him that he doesn't have much time for

HY-TEK

CP: 63

OP: 51

PP: 42

INT	7			Offx	19	Defx	22
WILL	5	RES	15				
PRE	5						
TECH	8						
REF	8	SPD	4				
DEX	8						
CON	6	SD	12	ED	12	END	60
STR	3	REC	9				
BODY	8	STUN	40	HITS	40		
MOVE	5	RUN	10	SPRINT	15		
		SWIM	5	LEAP	5		

COST COMPLICATIONS

- 8 Secret Identity: Victor Quintero (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 8 Vulnerability: 1 1/2 Damage from Electrical Attacks (Infrequent, Common, Major)
- 10 Enemy: VIPER (Access to powerful equipment, Worldwide, Capture) 17
- 15 Overconfidence (Frequent, Extreme, Major)
- 10 Practical Joker (Frequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

AV / DV

E	Hand-to-Hand: 2	10
4	Use Tek-Pool : 4	11
E	Hand-to-Hand Evade: 2	10
2	Athletics: 4	12
4	Driving: 4	12
4	Piloting: 4	12
3	Computer Programming: 3	11
3	Electronics: 3	11
7	Inventor: 7	15
3	Mechanics: 3	11
3	Security Systems: 3	11
3	Systems Operations (High Tech Gear): 3	11
6	Weaponsmith (Firearms & Energy Weapons): 3	11
3	Science (Computer Science): 3	10
3	Science (Electrical Engineering): 3	10
3	Science (Mechanical Engineering): 3	10

COST POWERS

END

1	Academy Communicator: High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)	
8	Flex-Mesh Armor: 20 KD & 20 EKD, Focus (Attached)	
9	Tek-Blaster Multipower, Focus (Attached)	
2m	Sonic Burst: 8d6 Armor Piercing (AP only works vs. Defenses that have a "Energy-Based" special effect)	5
2m	Electric Blast: 11d6 Energy Blast	5
2m	Concussive Blast: 9d6 Explosion vs. SD	5
2m	Blinding Light: Flash, 6 Phases vs. Sight Group	5
2m	Tractor Beam: TK, STR 7	5
2m	Darkness Field Projector: Darkness to Sight Group in 8m/y radius	5
2m	Energy Drain: 3d6 Ranged Drain (END), Only against Energy Fields or Artificial Power Sources	4
10	Tek-Pool: Variable Power Pool, 8 Power Points, Takes random time (1d6 in 1/2 Actions) to change Powers (-2 Power Points) Some Sample Items:	
(2)	Modified Armor: Armor +8 KD & +8 EKD, Focus (Attached)	
(1)	Jet -Skates: Running +20 m/y, Focus (Attached), Needs a level surface (-3 Power Points)	3

figuring stuff out. He better be right or know what he's doing going into a skirmish cuz he sure as heck ain't gonna dope it out until maybe after it's over. Hy-Tek has long sense gotten over any fears and insecurities he might have had, and is now a bit boastful and overconfident. He's also grown a liking for jokes and pranks.

Powers: Due to his unusual mutant power, Hy-Tek has the ability to transform any sort of machine or device, no matter how simple, into a more advanced form of itself. Given enough time, he can turn a sling-shot into an advanced ray-blaster cannon. There seems to be no limit to what he can create though he is limited by his own imagination and stress against his concentration. There is a matter of will to maintain an established item and a further expenditure to nudge it up the evolutionary ladder. So it's **not** as easy as it looks, particularly in combat when some creepy villain is trying to make a target of him. He can create armor, force field generators, jet packs, anti-gravity belts, life support systems, sensor-laden helmets, all sorts of miscellaneous gizmos, and guns, guns, and more guns!

He cannot simply create whatever he wants out of whatever he's got; he has to start with an item which is basically aligned to whatever it is he's trying to achieve. If he's shooting for a Sub-Space Inter-Dimensional Mega-Communicator he has to start with at least something like two tin cans tied together by waxed string. And just to mention, his stuff doesn't always work. Whatever he creates reverts back to its original form shortly after he loses his concentration on it or is no longer holding on to it.

Occupation: Student at Mission High and the Arcadian Academy. All of the kids get an allowance of twenty dollars a week with an opportunity for bonuses for particular tasks and duties. Victor's family has always been in the middle class bracket; he does not really understand true poverty or mega-wealth. With the Academy he's getting a touch of the latter.

Appearance: A boy of sixteen, average height for his age, with a light-brown complexion suggesting Native American heritage. Black hair, brown eyes, reasonably good looking with the above-average build of a kid who is involved in an intensive exercise program. His costume is very flash, involving an array of armored pads and accessories. It resembles a very futuristic looking set of football pads, with blinking lights and senseless wiring.



MAGUS

Secret Identity: Andrew Haining

"Please Peter..."

"Will you quit your constant whining!"

"please..!"

"It's always, oh Peter, please oh please, Peter! Can't you show a little more spine? How I'm supposed to make a real wizard out of you is beyond me!"

"But you can't! You're...you're..."

"And that's another thing. Can't you even at least finish a sentence? Do you know how utterly annoying that is? They should call you Stammer-boy!"

"I can't help you Peter. There's nothing I can do."

"Oh, you don't think there is, eh? Well I imagine there is. I think so. Because it's very dark here Andrew, and there's nothing to do all day."

"But what do you want from me?"

"Here, let me show you what happened...what it was like."

"NO!!"

"You see, you see. All that power...tremendous energy flying around the great chamber. Churning through one form after another, trying to find a new host...a new body that could contain it. Watch, this is where Goliath dove forward and tried to save everyone."

...whimper...

"As big as he was, it was still no use. See him start to scream as the Third Key's energy boils inside of him? AAaaaa! And then he explodes!!"

MAGUS

CP: 55

OP: 67

PP: 49

INT	8			OffX	19	DefX	23
WILL	7	RES	21				
PRE	3						
TECH	5						
REF	7	SPD	4				
DEX	8						
CON	5	SD	10	ED	10	END	50
STR	2	REC	7				
BODY	6	STUN	30	HITS	30		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 8 Secret Identity: Andrew Haining (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 15 Enemy: The Brotherhood Arcane (More Powerful, Worldwide, Capture)
- 10 Shy, reserved manner (Frequent, Strong, Major)
- 15 Code vs. Killing (Frequent, Extreme, Major)
- 10 Physiological: Technology occasionally malfunctions or acts strangely around Magus (Infrequent, Severe, Major)

COST SKILLS, TALENTS & PERKS

AV/DV

E	Hand-to-Hand: 2	9
2	Use Magic Spells Multipower: 2	9
4	Use The Conjuror's Sphere : 4	11
E	Hand-to-Hand Evade: 2	10
2	Melee Evade: 2	10
2	Ranged Evade: 2	10
4	Riding: 4	12
4	Stealth: 4	12
4	Concealment: 4	12
3	High Society: 3	6
4	Expert (Magic): 4	12
3	Expert (Magic Protocols): 3	11
3	Expert (Occult Lore): 3	11
3	Expert (Magic History): 3	11
4	Expert (English History): 3	13
5	Language (Arabic): 5	13
5	Language (Atlantian): 5	13
5	Language (French): 5	13
5	Language (German): 5	13
5	Language (Latin): 5	13

COST POWERS

END

1	Academy Communicator: High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached), Activation Roll 8+	
5	Flex-Mesh Armor: 14 KD & 14 EKD, Focus (Attached) [Note: This does not add to Magus' Force Field]	
8	Sense Magic, Range, Discriminatory Sense, Targeting Sense	
8	The Sacred Shield of the Bright Ones: Force Field 25 KD & 25 EKD, Activation Roll 8+	5
10	Magic Spells Multipower	
2m	The Dreaded Purple Chasm: Darkness to Sight Group in 8m/y radius	5
2m	The Power of the Ancients: 9d6 Suppress, any one Magic power/effect	5
2m	The Blazing Bolt of Balthazar: 10d6 Energy Blast	5
2m	The Light of the Ancients: Flash, 5 Phases vs. Normal Sight	5
2m	The Conjuror's Sphere: Missile Deflection vs. any attack, Reflect attack back at any target	
2m	The Scarlet Rings of Bereth: TK, STR 6	4
2	Simple Conjunction: Instant Change, any clothes	
2	Mental Defense: 10 pts.	
1	Power Defense: 5 pts.	

"....."

"And then the energy came after me!"

"I'm sorry...I'm so sorry."

"Well, you should be."

"But Peter...you're dead! You died with all the others. You're just a...a ghost and I can't help you."

"Fine then, little brother. I suppose then that I'll have to haunt you until you change your mind."

History: There's really not much to tell about me. It was just getting into winter of 1998 when my brother and I came to America to join the Academy. He was older and a much more practiced wizard than I was so he went directly into the first class.

Magic does run in my family, I suppose it always has. My mother can cast spells, calling on the powers of nature like her mum could too. They are what we traditionally call witches. Father had the art too but he was more of a simple conjurer than anything. Anyway, he died when I was very young.

But Peter and I were different. We could learn and do **anything** that was within the realm of magicks. And Peter was better at it than I was, not just that he was older. Grandmother thought that we should be presented to the mystic Masters of the Lodge but Mother wouldn't hear of it. I don't know why; she's usually quite reasonable. I suppose there's a story that I'll be told about that sometime.

When Mother heard about the Academy she imagined that would solve all of her problems. She already knew Donald Henderson and invited him across the sea for a visit. I'm sure they discussed things quite thoroughly and, while she was sure that any mystic expert that they could get for our training would surely be from the Lodge, she expected that the Academy would exercise discretion and not allow undue influence. Satisfied, she told us to pack our bags.

I was less interested in leaving home than Peter who considered it all the start of quite a great adventure. It just seemed to me that this was a wrong thing to do and it was all going to end in disaster somehow. But nobody really listened.

I didn't like America at first, it seemed too much to me like all of the movies. My scores on the initial tests weren't particularly high and they felt I should be part of a second stage class. They also felt I was too young, frankly. I didn't really mind and tried to make do as best as I could. I wrote home often.

Peter, of course, was on the first team and already you know all the things that they did and already you know what happened to them. On that last day when it happened, just before the Wildstrike, I was there. I saw everything and I know what happened.



For a while I didn't really talk to anyone or say much of anything. I apparently continued my studies and school work and did well according to my test scores. I don't really remember, I recall sleeping quite a lot and I believe my mother came to visit and say hello but I'm fairly certain I didn't say hello back. It was two months later when I came to myself again, held tightly in the arms of my new teacher, Mrs. Blackmore. Mother was back in my room in less than two hours and this visit was much better.

I can cast and conjure a lot better now than I ever could before. Quite a bit better than anyone ever could in my family. And Mrs.

Blackmore says that I shall be one of the greatest Masters this world has ever known. But magic always has a price... there's a price for everything. A few weeks ago Peter came back and he won't leave me alone. He doesn't talk all the time or always make himself known, but he's there just the same and I don't know what to do.

Personality: Andrew is from the British upper class and has been sheltered much of his life. Generally a quiet boy, reserved in his manner and speech, not terribly outgoing. He has lived most of his life under the shadow of his older brother but loved and respected him at the same time. He was shattered by

Peter's death. There is no certainty at this time whether Peter really has returned or whether Andrew's subconscious mind is deceiving him, playing games of guilt and victim. Regardless, none of the staff nor his fellow students are aware of his difficulty.

Powers: Magus is a potentially very powerful sorcerer and master of mystic arts. Currently, however, his expertise is not so great. He can fashion spells which can protect him and form attacks in combat situations but he is not vastly powerful, even within his own team. On the other hand, utilizing time and ceremony, there is little limit to what he can accomplish. He draws on the natural forces of earth as well as the forces of the realms beyond, and picks up new forms of casting and knowledge with relative ease.

Occupation: Student at Lancer Prep and the Arcadian Academy. Andrew's Academy allowance is generously supplemented by his mother but he has scarcely spent any of it. He's so used to having things bought for him that he has little experience with spending money and very rarely does.

Appearance: A boy of thirteen who looks a little small for his age, maybe he's not getting enough sleep. He has brownish hair and deep gray, shadowed eyes with a slight build suggesting that he avoids physical strain as much as possible. Unlike the more traditional costume that his brother wore, Magus dresses for battle in jeans and a t-shirt, with a long duster coat. He wears small dark glasses (and a mystic blurring) to help keep his identity a secret.



ICEFLAME

Secret Identity: Jean Moreau

History: "I'm probably the only one of us who's had experience as a supervillain. Of course that was back in the days when I only had my flame powers and things were a lot easier, even if they weren't entirely guilt free. It was three years ago and I was a lot younger and dumber back then. I was still living with my parents but I wound up hanging around with what my mom would refer to as the 'wrong sorta crowd.'

**"LOOK, I'M
WILLING TO
BET THAT
THIS IS
PROBABLY
JUST A BIG
MISUNDER-
STANDING"**

"I don't know, maybe the Scions of Caine aren't all that bad. I wouldn't say they took advantage of me, you know, not exactly. I was just presented with some opportunities that seemed like pretty good ideas at the time. I mean, for sure, no one else was offering me any help with how to use my powers and not light things on fire all the time. It was getting to be a drag, they just started to click in when I turned twelve and I had no idea how to control them. How I managed to maintain a secret identity back then is just beyond me.

"Anyway, I was passing by this jewelry store and I noticed there was this woman in there who was pretty much helping herself to whatever she wanted. I mean, the place was open, there were people around, and she was moving from case to case and picking and choosing what she wanted. I just knew that this was way weird. Every now and then she'd look up and glance around and her eyes would give off this really wicked glow. Eventually she noticed me noticing her and she smiled, put the last couple of items in her bag, strapped it across her shoulder and started heading out the front door.

"I only assume the last, I was already running down the street trying to get away. I must have ducked down a dozen alleyways and turned a whole mess of corners until I finally found a good place to hide. And then it's the classic bit, you know, where she steps out of the shadows and says something like, 'Hey kid, what kept ya?'"

"Vrooom! I'm surrounded in a red glow as I activate my powers. I don't know what exactly is going on here but I'm not taking any chances. So this actually takes her aback, like she wasn't expecting it. I figure I've got the upper hand and better play the super-hero paranormal bit. I tell her I've been on her trail for a while and she's just fallen into my little trap, hah! Did I mention that I was only twelve years old? She lights up a cigarette and says, 'Yeah, sure kid. So if you're such a professional, why don't you tell me who I am? Or who you even **think** I am?'"

"Well, she had me there. And she said she really didn't want to fight, if I wanted to make a really big fuss, well, she just took her bag off and set it on one of the old counter tops of the abandoned warehouse building we were in. However, she also mentioned that I just might want to put out the fire before I do anything else.

"Oh yeah, I was looking **really** good that day. I forgot what an old building this was and I was heating things up about a couple'a hundred degrees. The floorboards I was standing on were flaming and one of the support beams I was standing near was starting to smolder. I stopped projecting heat immediately but that was just the easy part. My control over my powers was pretty small back then and I was on my hands and knees trying to put out the floor! She stood there watching for a bit and probably got a little impatient when I started to panic that I what I was doing wasn't working. I felt her presence in my mind and she kind of shored up my influence over the flames. A few minutes later and the fire was out.

"The whole effort had been pretty exhausting and I wasn't feeling real good. She took me to a small-but-nice corner deli and got me a juice drink and something to eat. All the while she was telling me how she knew these people who could assist me with my powers because, obviously, I needed the help. So that's how I heard about the Scions from Esper. She sent me home in a cab and, of course, got away clean with the goods. Well, all except this one pair of earrings with beautiful matching emeralds that perfectly matched my eyes. She must have snuck 'em into my jacket pocket while I was still feeling woozy. I found them later that evening and man, they were really beautiful!

"A few days later I used the number she gave me and got in touch with the Scions. Esper met me, along with Gremlin, and we went out to a secluded area to give a little demonstration of my powers. I guess they liked what they saw and within a short while I was offered full membership and the chance to visit the main base.

"Within five weeks they let me in on the secret and gave me the whole grand tour, and yes it is righteous and it is cool. I called myself Wildfire and gave off an orange glow back then, fortunately, and had a different costume. I did in fact go on three jobs and actually encountered some super-heroes. Black Diamond, Gremlin and I had a disagreement with Behemoth in his early days over just who was going to take possession of a load of valuable computer components that the Scions needed. He kinda lost. Darkbolt got into a skirmish with Speedster, who was working alongside Crusader, and wound up on the losing end. A bunch of us got called in to save the day and rescue our guy. The last was a little money-job with Esper where we actually got rumbled by Grav-Girl just before she changed her name. This is so embarrassing; of course we won, but I don't think there's anything I've felt guiltier about. Particularly, you know, the red paint thing. Yow.

"Probably things would have just gone on. I mean, like, my parents were totally oblivious and I have to admit that I was pretty much enjoying myself. Sure, I couldn't stand watching McGruff commercials but I liked being able to buy whatever I wanted! But then my powers all of a sudden went ka-plooeey! It had been over a year and now my cold energies were starting to emerge. All of my carefully won control went out the window and I was back to square one; except now the conflicting energies were really hurting and I was going out of my head. Double unfortunately for me, the whole thing with the Proprietor was coming up and Dr. Franck had absolutely **zero** time to spend with the problems of new recruits like me.

"I couldn't take it, my erratic powers had already caused me to blow my secret identity to my family and there was nothing that Gremlin or anyone else could do. Esper got ticked at Franck's ignoring me and wound up doing the only thing she could do which was to direct me to the Academy. So there I was, cap in hand, acting like some poor kid whose powers have just emerged and needs help to control 'em. It was kinda sorta true and they bought it hook line and sinker. I suppose the original plan was to get the help I needed and get the heck out.

"Unfortunately, I guess as the time went by and things happened and such, I just felt like I couldn't leave. All the 'For Arcadia' stuff kinda got to me and I decided I really did want to be a force for good in the world. It didn't hurt, I suppose, that I was also with other kids my own age and the effect of all that peer pressure just beat me all up. This was, you know, before the Scions really had Avatar, Target, and Icicle.

"When I last talked to Esper which was six months ago, she said she understood. She still referred to me as her little sister and felt certain that the trusted secrets of the Scions that I knew would be held in strictest confidence. I guess she didn't feel a need to mention that **they** knew all about my family and stuff cuz she sure didn't. But it does kinda assure payback don't you think? I'm walking sort of a fine line here and I know it."

Personality: Jean is a bit impulsive, and prone to sudden shifts in mood as indicated by her powers. She is generally a nice girl but is prone to a fondness for pretty, expensive things. She still hasn't returned those earrings. Through a thorough study of her powers, Dr. Monica Avery and Dr. Jennifer Haley crafted a series of treatments which involve new and expensive equipment to drain off excess energies, and mild doses of Mutaphetamine to stave off any men-



tal effects from the conflicting nature of her powers.

Powers: Iceflame is a mutant with the ability to project the effects of both extreme heat or cold, though neither at the same time. In either form she can fly and surround herself with a protective force field. She can project beams of searing flame or generate tremendous temperatures which can melt objects and weaken opponents. Jean can also fire frozen projectiles and create freezing chills which can surround targets in ice.

Occupation: Student at Mission High and the Arcadian Academy. Jean still has a bunch of cash socked away from her days in the Scions and has no real need for the Academy allowance but she takes it just the same.

Appearance: A girl of fifteen with long red hair, green eyes, and an attractive face and figure. She wears nothing to modify the basic uniform since the effects of her powers cancel out everything anyway. In Fire-mode

she appears to be practically naked other than that she is surrounded by a brilliant red glow. In Cold-mode she is enveloped with a pale blue nimbus of eerie light.

ICEFLAME

CP: 55

OP: 34

PP: 43

INT	5			Offx	22	Defx	25
WILL	4	RES	12				
PRE	5						
TECH	5						
REF	9	SPD	5				
DEX	8						
CON	6	SD	12	ED	12	END	60
STR	2	REC	8				
BODY	8	STUN	38	HITS	42		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 8 Secret Identity: Jean Moreau (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 6 Watched: The Scions of Caine (More Powerful, Worldwide, Watched)
- 10 Very impulsive, rash (Frequent, Strong, Major)
- 3 Likes pretty things; a bit greedy (Infrequent, Strong, Minor)

COST SKILLS, TALENTS & PERKS

	AV / DV
E Hand-to-Hand: 2	11
2 Use Ice / Flame Multipower : 2	11
E Hand-to-Hand Evade: 2	10
2 Melee Evade: 2	10
2 Ranged Evade: 2	10
3 Computer Programming: 3	8
3 Criminology: 3	8
3 Security Systems: 3	8
5 Acting: 5	10
5 Conversation: 5	10
3 Expert (Paranormals): 3	8
3 Expert (Scions of Caine): 3	8
3 Beautiful	

COST POWERS

	END
1 Academy Communicator : High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)	
5 Flex-Mesh Armor : 14 KD & 14 EKD, Focus (Attached) [Note: This does not add to IceFlame's Force Field]	
1 Life Support—Safe Environment: Intense Heat/Cold	
7 Flight: 30 m/y, x2 NCM	3
9 Ice / Flame Field : Force Field 20 KD & 25 EKD	4
11 Ice / Flame Powers Multipower	
2m Flame Burst : 11d6 Energy Blast	4
2m Cold Blast : 8d6 Armor Piercing	5
2m Nova-Heat Blast : 9d6 Killing Attack	5
2m Ice Bonds : 5d6 Entangle, PD of 15	5
1 Flash Defense (Sight): 5 pts.	



STICKER

Secret Identity: Kimberly Miyako

History: "I have a ridiculous power, people are going to make fun of me anyway, I might as well have a silly name. I only wish that I hadn't allowed myself to be talked out of my first impulse and simply called myself 'Sticky!' Some people want to have a name that exudes strength, power, and fear. Me, I just exude sticky stuff; please stop picking on me.

**"I SHALL
SEE TO IT
THAT YOU
DO NOT
GET AWAY
WITH
THIS!"**

"This whole nightmare began about a year-and-a-half ago when I found out about my powers. My big brother is six years older than I and is a student of the Jade Temple, a martial arts dojo in Bay City. Our parents were out of town for a few days so he met me after school and we walked to his dojo. After that we were planning to go to a movie and have dinner before returning home. Of course we did not make it to the movie; this is an origin story and the hero always gets attacked while going to the movies in an origin story.

"None of this had anything to do with me as the toughs who suddenly surrounded us were only interested in my brother. These were members of the Deadly Dragons, a rival martial arts school to my brother's. At first I thought they were kidding with their ridiculous posturing and menace, and my brother seemed to be merely playing along. But it soon became apparent that this was for real and people really do say things like, 'Now we will punish you for good!' and 'I shall see to it that you do not get away with this!'

"Who needs movies anymore?

"I think you can guess the plot of this one... a major tournament was up and coming and my brother Kyle, while he may only have been sixteen at the time, was the champion of the Jade Temple. There were five Dragons, all about his age, and they were all being nice enough about the whole thing to leave me out of the fight.



"He was doing quite well so I suppose it is not too surprising, especially considering why they were doing this in the first place, that the Dragons resorted to cheating. One of them used a mirror to reflect the bright rays of the sun into Kyle's eyes and momentarily blinded him. Such technique! They were quick to take advantage and it seemed certain that my brother would go down to their vicious pummeling. I felt that I had to try and do something, if only to gain for Kyle a few seconds to recover.

"I should mention here that I had previously been blessed with absolutely no training in the martial arts. But one of them now had a knife in his hand and there was no longer any semblance of humor to this. I jumped on his back and tried to hold on as he struggled to throw me off. And this is how my mighty powers finally manifested. Suddenly the sticky fluid flowed from my body and covered his, hardening quickly and rendering him helpless. The others were momentarily stunned, allowing Kyle to recover and soundly kick the holy crap out of all of them. Way to go, my brother.

"He grabbed me and we ran. We did not stop until we had returned to his dojo and he took me directly to see Master Kakuichi, his teacher.

The altercation with the Dragons was quickly set aside so that we all could be concerned about my amazingly disgusting, new power. There was a lot of "mmmmmmmming" going on but no one seemed to have a good idea. Finally Master Kakuichi suggested they seek the services of old man Mongaku, the wise sage. At this point I suggested that I was very hungry but was assured that this was no problem as old man Mongaku, the wise sage, runs Kani Palace, a fine restaurant.

"I was taken from our dining room three times which allowed my brother and his Master ample opportunity to devour all of the best sushi. Meanwhile old man Mongaku performed prayers and ceremonies with me in the back room and, reeling from the thick smoke of the incense, declared that I have been infested with the powers of an ancient and tricky spirit and should seek my destiny with the young warriors of the Arcadian Academy. We were then presented with a bill for dinner.

"When our mother and father returned from their business trip in Tokyo, they were unable to find a flaw in the exquisite vision of old man Mongaku and an appointment was made for me with the Academy. No one had ever before seen a power quite like mine and they were certainly interested. I was twelve years old which is very young and was quite excited at the thought of becoming a super-hero with visions of being supported by loyal and helpful comrades. Obviously I lack the incandescent sight of the aged monk.

"It has been a long year and a half. I have since taken up my brother's martial arts, honed my powers so that they can be quite formidable, and still I am forced to resort to juvenile pranks such as putting glue in Hy-Tek's shorts to silence his constant verbal abuse. When will the horror end?"

Personality: Kimberly possesses a wisdom and sense of logic and deduction far beyond her years. She is a straight-A student. She also has a sophisticated and sarcastic sense of humor which she employs against the others quite often. She is often quiet and passive seeming, but this is more an indication of uncertainty or disinterest or even the "throwing of a curve," and should not be considered that she is really shy or retiring.

Powers: Sticker possesses the untidy power to create a strong, sticky paste in whatever quantity she desires. She can either use it lightly to allow herself to adhere to walls and move across them effortlessly, of to create thick globs of it to entangle an opponent, block a target's ability to see, or manufacture large obstacles, barriers, and walls. If she has the time and opportunity, she can easily eliminate the by-products of her attacks, otherwise she leaves a dreadful mess for someone else to clean up.

Occupation: Student at Lancer Prep and the Arcadian Academy. Kimberly's family is wealthy with business interests in Japan and the United States. However, as a token of unity, she prefers to accept only the twenty dollars weekly as offered by the Academy, plus the occasional bonus for special duties or services. She is never short of cash.

Appearance: A fourteen year old girl of Japanese heritage with short hair and big brown eyes, very cute and perky. Heavily influenced costume-wise by Japanese *sentai* ("ranger") TV shows, she wears a bright pink leotard with matching gloves and boots, which each have white trim at the end. She has a white v-neck on the leotard and white band around her waist. A shiny, plastic vinyl red vest and old-fashioned face-mask completes the look.



TRANCE

Secret Identity: Angelina Freeman

History: "Dig this, my parents had been used by the CIA back in 1968 as test subjects for some experiment they called Mind-Alive. This gave my folks some kind of psionic power so as to better serve their corrupt masters of the government. They just didn't get it all back then.

"The whole operation of playing with people's minds was shut down later that year, but my kin were real loyal Americans and stayed in the dirty tricks bureau for a bunch'a years after. They don't tell me about some of the things they did during all those years and I don't ask. Lemme just say that it took an awful lot to bring 'em to their senses and see how their actions were working to keep the real people down and prop up the corrupt managers of the death mills and slave fields. I know this much, for the last ten years of their service they were mainly working in South and Central America.

"Now they couldn't just give a guy the stare and make him strut around in public wearing no woman's underwear; their powers were a whole lot more subtle than that. But I guess you could say they got the job done. However, in the early years of that decade of greed and infamy, they found themselves mainly involved in matters dealing with drugs, money, weapons, certain new and decidedly unwholesome plans for local social problems, and more drugs. You gettin' the idea?"

**"NOW YOU
CAN
DANCE TO
MY VISION
FOR A
WHILE!"**

STICKER

CP: 60

OP: 87

PP: 28

INT	6			OffX	21	DefX	26
WILL	4	RES	12				
PRE	3						
TECH	6						
REF	8	SPD	4				
DEX	8						
CON	8	SD	26	ED	22	END	80
STR	4	REC	12				
BODY	7	STUN	35	HITS	35		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Kimberly Miyako (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 10 Dependent: Older Brother, Kyle (Infrequent, Weaker than Sticker, Major)
- 10 Physiological: Sometimes sticks to things unintentionally (Infrequent, Extreme, Major)
- 15 Sense of Honor and Duty (Frequent, Extreme, Major)

COST SKILLS, TALENTS & PERKS

AV/DV

- 20 Martial Arts: Karate with +4d6 Extra Damage
- 2 Hand-to-Hand: 412
- 2 Use **Sticker Multipower**: 214
- 2 Hand-to-Hand Evade: 412
- 4 Melee Evade: 412
- 4 Ranged Evade: 412
- 4 Acrobatics: 412
- 4 Stealth: 412
- 3 Computer Programming: 39
- 3 Deduction: 39
- 4 Conversation: 47
- 2 Persuasion: 47
- 4 Expert (Japanese Culture): 410
- 4 Expert (Martial Arts Styles): 410
- 5 Language (Japanese): 511
- 20 Derived Stats: +8 SD & +8 ED

COST POWERS

END

- 1 **Academy Communicator**: High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)
- 5 **Flex-Mesh Armor**: 14 KD & 14 EKD, Focus (Attached)
- 2 Clinging
- 12 **Sticker Multipower**
- 2m **Dry Glue Blast**: 6d6 Entangle, PD of 21 6
- 2m **Glue-in-the-Face**: Flash, 4 Phases vs. All Sight, Normal Hearing, & Smell 5
- 2m **Dry Glue Barrier**: Force Wall, 6d6 SPD, 12 KD & EKD in a wall 10m wide 6
- 2m **Glue Blocks**: 8d6 Autofire Attack, Half END 3*

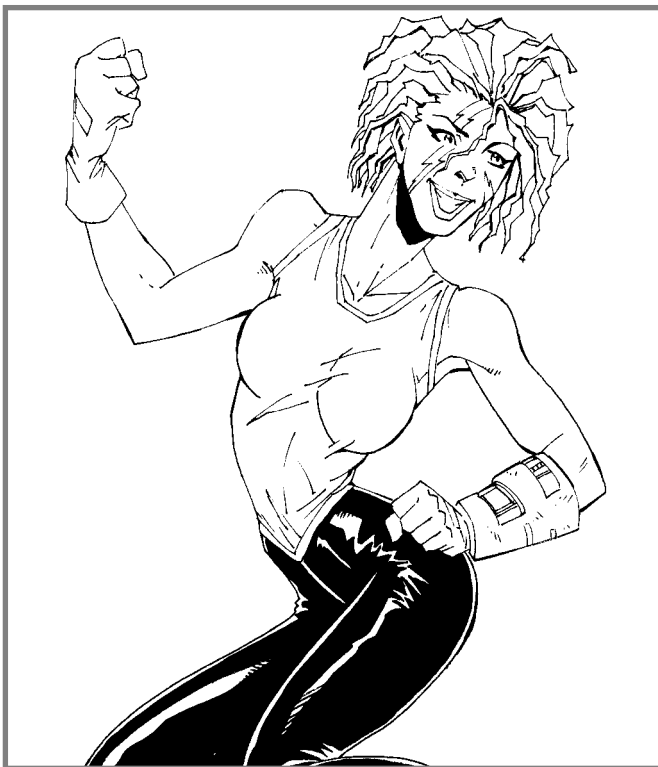
"Everybody's got a line that they don't wanna cross. Finally those bastards struck a deal that was even too much for my brainwashed parents. I do not blame them for being victims of their society and upbringing as long as they were finally able to see the light of their transgressions. And so, considering their stature in the so-called agency and the scope of their knowledge of operations, they did what they hadda do. They went underground... deep, **deep** underground.

"There were people that they knew that could help them, people that had been connected to the old Mind-Alive project. And fortunately mom and pops had not been the sort to be tellin' the plantation boss everything. That was the way they had been trained by their government masters. As the Man learned to his regret.

"These contacts and their own abilities (which were usually pretty good door-openers themselves) allowed them to poof from all of that CIA radar. Along the way they managed to pull on a few loose threads and wreak a little havoc on their former masters. Too bad they weren't as successful with that as they would'a preferred.

"Over time they managed to shred some documents of their own, effectively removing traces of their own existence from official government files. Figure that the straight dope on them wasn't something that was all over the place and you can see that they only had to get into a very few places and only a small number of filthy, little minds. Don't make it sound too simple though, this all still took years.

"Hiding out, fighting the oppressors, and doing some good must have revived the seriously hibernating romantic nature of their souls and they got



around to a little procreation. Back around the year that you-know-who got hisself re-elected, I come into the world. Look at it however you wants. Me, I consider it a little karmic balance.

"They brought me up with a different slant on things than their parents laid on them. Certainly though the same old love and respect for the potential state of all mankind, but also a hefty dose of doubt and a whole lotta questions for authority. You want my allegiance, then earn it through accountability and proper service to the people which is what government is supposed to be about. Says so in my Civics 101 text book! Maybe we should stop worrying about re-testing all our teachers so much and see if our so-called leaders can pass a fundamental social-sciences examination. Maybe the Man should stop trying to buy compliance,

and start trying to earn it.

"I came to the Academy to get the learning on how to best use my powers. It also puts me in touch with a new tribe of power-brokers and together we are gonna change the world and make it better. Just you wait and see."

TRANCE

CP: 75

OP: 60

PP: 31

INT	5			Offx	22	Defx	26
WILL	7	RES	21				
PRE	6						
TECH	7						
REF	8	SPD	4				
DEX	8						
CON	9	SD	26	ED	26	END	90
STR	8	REC	17				
BODY	11	STUN	55	HITS	55		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Angelina Freeman (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 10 Enemy: PSI (More Powerful, Single Area, Capture)
- 10 Overconfident, prone to violent solutions (Frequent, Strong, Major)
- 4 Distrusts authority (Infrequent, Severe, Minor)
- Concealable, Minor)

COST SKILLS, TALENTS & PERKS

AV/DV

E	Hand-to-Hand: 2	10
2	Use Mind Powers Multipower	9
E	Hand-to-Hand Evade: 2	10
2	Melee Evade: 2	10
2	Ranged Evade: 2	10
2	Concentration: 4	11
5	Demolitions: 5	12
5	Paramedic: 5	12
3	Oratory: 3	9
3	Streetwise: 3	9
5	Expert (U.S. Government): 5	10
5	Expert (Underground & Counter-Culture Societies): 5	10
3	Blind Reaction	
3	Beautiful	
20	Derived Stats: +8 SD & ED	

COST POWERS

END

1	Academy Communicator: High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)	
5	Flex-Mesh Armor: 14 KD & 14 EKD, Focus (Attached)	
2	Life Support—Self-Contained Breathing (Can hold breath for 5 minutes at a time)	
2	Mind Link: Any one member of the Academy	
12	Mind Powers Multipower	
2m	Mind Scramble: 6d6 Mental Attack	6
2m	Telepathy 12d6	6
2m	Mental Disruption: Flash, 5 Phases vs. all Sight Group	6
3	Mental Defense: 15 pts.	

Powers: Trance's powers are psionic in nature, manifesting first in her ability to place a target in dazed state either by scrambling his mind or disrupting his senses. She is currently gaining a better understanding of what she can do with the power of her psi-active brain. Trance is also possessed of enhanced strength though she has not been particularly well trained in hand to hand combat.

Personality: A determined individual, Trance is much more mature than the others students. She is in touch with her feelings and knows what she wants to do with her life. This makes her unusual among the rest of her classmates. Unlike most of them, Angelina is comfortable with who she is. She can sometimes put forward an intensity which is daunting to the other kids. Angelina is just starting to understand that they are so much younger and less able to "read" people than she is, and that her cynical attitude can sometimes be self-defeating when dealing with the rest of the group.

Occupation: Student at Mission High and the Arcadian Academy. She accepts the allowance offered to her by the school, even though money is the tool of the corrupt governments, but rarely performs any of the offered special services and duties. That would be dancing to the Man's tune, and she just won't do that.

Appearance: Trance is a sixteen-year old African-American girl with a buxom build and muscular physique. She has big black hair and a fierce, dominant personality. She wears a short, tight fitting skirt and elaborate boots, colored in a psychedelic assault on the senses. She wears facial make-up of wild design to hide her features, never caring to use the same look twice. Trance is well-aware of her good looks, and dresses to take full advantage of them. To date, she hasn't been able to properly accessorize her Academy communicator.



**"HEY DUDE,
DON'T
FIGURE YOU
CAN RUN
AWAY FROM
ME!"**



THRASHER

Secret Identity: Steven Anderson

History: "Hey, you know, at least one good thing came out of the whole Proprietor War mess and the Wildstrike and all. I got a set of the kewlest powers ever! And if you ask me, I figure

it's some kinda cosmic balance sorta thing. Things had been mainly crummy for me up 'til then. I come from down in L.A., used to live with my mom and her husband. Fat ol' Guy was a total jerk, used to fly off at me at any moment, always yelling how I didn't look anything like him. Well big freakin' surprise, you drunken loser; my mom hadn't even met you until two whole years after I was born!

"I don't know who my real father was and neither does she; at least she's never said. I dunno what she used to do but I guess she once made lotsa money. When she'd get real tight she sometimes let it slip how she used to travel all over the country, sometimes all over the world. Then something happened which she has never felt like talking about

and she's been stuck in Los Angeles ever since. An' she was stuck with me. Then she married Lardo so that she'd have someone to provide for us and started taking up drinking. I guess that way it didn't bother her so much when he would beat her when I wasn't handy.

"I ran away for the first time when I was nine and got the crud beaten out of me when I was returned home. Happened two more times in as many years until I finally managed to get all the way up to Bay City. I was living on the streets and in the hostels for about a year and not once doing anything I'm particularly ashamed of. Even managed not to miss too much school stuff. I was doing alright, at least I wasn't getting my head kicked every couple'a days.

"I was near McLaren Park when it happened. The earth was shaking, an' I don't just mean Bay City, I mean the whole freakin' Earth! It was like there was... lightning shooting out of the ground and crackling all over and I felt this awesome force opening up

right beneath my feet. Just my luck, right, I was standing smack dab on the spot that was about to become The Pit! Good thing the same effect that must'a been opening this great big whole in reality must've also charged up my body with a lotta them paranormal vitamins cuz I suddenly had the ability to zoom myself over the slight traces of matter that still existed from the dissolving concrete. An' I didn't stop until I was like about a quarter mile away! Figured I knew I was fated to be one'a the good guys when I realized that without really thinking about it, I managed to snag this little skater-dude on his blades who otherwise would'a been exploring the great unknown right about then.

"I guess if I feel guilty about anything it's that I was too busy experimenting and playing with my powers to have really noticed all the tragedy stuff that was going on everywhere else. But pretty quick I got the hang of super-speed and could really get into the mega-strength thing. Yeah, I was in Bay City, but all of a sudden, Los Angeles didn't seem all that far away. And I had some serious butt-kicking and mom-saving to do!

"Well, I got there and grabbed 'Dad' from behind and threw him into three walls that he'd introduced me to more times than I could count. Then my mom, like, gets in the way and runs to his side all crying an' stuff. I tell her how I'm doing this for her and wanna get her out of all this. That's when I hear her say, for the first time in my life, that she actually loves Guy! She says she's gonna stay with him no matter what... no matter what else happens. And this is when I get a good look at this face.

"Not everybody got a blessing from the Wildstrike. In fact, most'a the dudes who were affected got screwed. Guy's face was looking like someone had melted wax all up and down it, except that it was all gross, flabby flesh. I barely made it to the sink to hurl my lunch.

"She said she was gonna stand by this creep and help him through all this. I couldn't freakin' believe it, as far as I was concerned this jerk had gotten what he deserved. Maybe other people had been messed with by fate, but for all that it mattered to me, Guy had been struck down by the vengeful wrath o' God! She didn't want to hear any of that and told me to get out. Said that I had all the breaks now and sure didn't need any more of her help. I told her she was totally out of her mind; what the hell kinda help was she talking about?

"I didn't get it; I don't figure I ever will.

"Through the whole thing she's just looking at me and seeing the lightning energy crackling around my body and sometimes wincing when it sparks and I can see that she's just livid with anger and hatred. All of a sudden, I really just don't care anymore. Like a jerk I gave Pops one last spit, turned around and I left. And I have never once looked back.

"When I crossed back up to Bay City I figured to make a new life for myself. I knew my powers were da bomb and made me prime superhero material. Yeah, the new Champions would be freakin' lucky to have a dude like me on their team! And it's an indication of Quantum's level of desperation at the time that she even considered the idea. But I'll admit it now, there was just so much that I didn't know about how to use my powers and kick proper butt that it wouldn't work. Yeah, I was tops up against overweight, wife-beating, Wildstrike freaks; but not quite the paranormal god I thought I was.

"Quantum set me up for an interview with the dudes at the Academy and I was like totally insulted at the rejection and her trying to ship me down to the minors. Just to prove how mature I was, I flipped her off and called her every name I could think of in front of Behemoth and the rest of the entire Champions staff. She just let it all slide, that's her.

"Behemoth caught up with me a little later and gave me a lesson or two about attitude. Nah, the dude didn't really beat my head in. I think even when he was going through his threatening routine he sensed that something was wrong. I kept tensing up like I was waiting for him to start hitting me, you know, get it over with. So he talked to me, kinda like no one's ever talked to me before. It wasn't like he wormed outta me my whole life story, I really didn't go into all that. I figure he's smart enough to know things. We just talked about life and pain and frustration and a sense of helplessness about certain things that you can never

THRASHER

CP: 65

OP: 65

PP: 48

INT	5			OffX	26	DefX	28
WILL	4	RES	12				
PRE	5						
TECH	6						
REF	8	SPD	6				
DEX	8						
CON	7	SD	18	ED	18	END	70
STR	7	REC	14				
BODY	9	STUN	45	HITS	45		
MOVE	6	RUN	52	SPRINT	78		
		SWIM	36	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Steven Anderson (Infrequent, Strong, Major)
- 8 Vulnerability: 1 1/2 Damage from Electrical Attacks (Infrequent, Common, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 5 Unlucky (Frequent, Inconvenient misfortunes, Major)
- 15 Heroic, protects innocents (Frequent, Extreme, Major)
- 10 Strong desire for a family (Frequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

AV / DV

- 4 Hand-to-Hand: 614
- 2 Hand-to-Hand Evade: 412
- 4 Melee Evade: 412
- 4 Ranged Evade: 412
- 6 Streetwise: 611
- E Local Expert (Los Angeles): 28
- 6 Local Expert (Bay City): 611
- 6 Expert (Bay City Youth Culture).....11
- 3 Handsome
- 20 Derived Stats: +2 SPD
- 10 Derived Stats: +4 SD & ED

COST POWERS

END

- 1 **Academy Communicator:** High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)
- 5 **Flex-Mesh Armor:** 14 KD & 14 EKD, Focus (Attached)
- 2 Clinging
- 1 Instant Change to costume
- 10 Damage Reduction (50% KD & EKD), Activation Roll 8+
- 9 **Electro-Speed:** Running + 40 m/y Run, +60 m/y Sprint, x2 NCM 5
- 3 **Electro-Speed:** Swimming +30 m/y 4
- 8 **Speed Vibration:** Desolidification (affected by Sonic SFX) 4
- 8 Invisibility to all Sight Group with no Fringe

really do anything about. I probably cried like a little kid and he helped me through it. Kinda like the dude is what a hero's really supposed to be. When it was all over and I realized how much I was leaning on him, I still felt like I'd made a major leap in growing up that all my living-alone-on-the-street crap would never have taught me.

"A few days after I was knocking on the Academy door. They were kinda subdued about talking to me; word had, I guess, trickled down. But I tried to put all the crud behind me and just move forward and work my way through it. They accepted me and that's that. The next day I went across to Treasure Island and apologized to Quantum and everybody else for acting like a jerk.

"I'm not sure what the future's gonna bring but I know at least that I'm gonna be a part of it. That's more'n I ever had before."

Personality: Thrasher has been through some pretty tough times but he's come through it all stronger. He still has a lot of youthful idealism and has really set himself up to take on "Life Pt. II." He's outgoing and is often the friendliest of the bunch. More than any of the others he is concerned about the innocents around him who could get hurt in a combat situation.

Powers: Thrasher apparently gained his powers from the Wildstrike. He has enhanced strength and meta-speed. He can create a force field around himself and increase his formidable strength by focusing the energy he would otherwise use to generate his speed. When running at top speeds he is very difficult to hit and can vibrate himself off the material plane entirely so as to pass through solid objects and ignore other, natural effects.

Occupation: Student at Lancer Prep and the Arcadian Academy. Steven happily accepts his Arcadian allowance and considers that twenty bucks a week is a lot of money.

Appearance: A rugged, eager looking fourteen-year-old boy with green eyes and blond hair worn long on the right side and shaved to his skull on the left. He's a typical American kid dressed street-cool. Thrasher goes into action in his black, flex-mesh armored jump suit, with a short leather jackets with padded elbows and big shoulders over it. He adds knee pads, sneakers, and a colorful bandanna tied around his right thigh to round out his look.



BROTHER X

Secret Identity: Barry Cheadle

History: "So man, why you hasslin' Brother X? You 'specting to hear another one'a them paranormal sob stories or more'a that action-as-you-like-it kind'a thang? You wanna hear all the dope stuff what happen to Brother X to make him what he is? Yeah, I 'spect you do. But Brother X don't work that way.

"People always gettin' hung up on the past, draggin' a bunch'a stuff around that keeps messin' with 'em all their lives. You gots to get off the bus, man. You gots to move your life in a direction of spiritual growth and fulfillment. If you ain't gettin' the satisfaction that you wants to have by standin' where you is, then don't it make sense... ain't it just logical, to move your butt some place else? This is the only lesson worth learnin' from the trials and tribulations of Brother X. And this is where his journey has brought him so far.

"Brother X feels the pain of the earth and the sorrow of my people. Now Brother X ain't just talkin' 'bout the so-called ethnic minority of which he is a part by the virtue of the color of his skin. Listen up, gather in... Brother X gonna lay some of this on ya. We are all of one people and one soul; and it is our destiny to create a harmonious sound together. Now you can try and separate yourself



from the world tribe and create your own noise, you can do that; but this is an unnatural thing. And you can never really cut yourself off from your brothers and sisters.

"Now this is what most of you don't get, you hurt that guy over there and you hurt that other guy too, and the lady standing back, and those two little kids in the back of that car. And you hurt Brother X and of course you be putting the hurt to yourself. In the end what's it for? The most comfort for the most people? No man, it's gotta be all inclusive, it's gotta be everyone. We all together in this thing.

"Sometimes Brother X figure that the world just ain't ready for this kind of thinking and that make Brother X sad. But that's all right. That don't mean you just give up, everybody gots to do their part. And that's why Brother X has become a part of this Arcadian Academy. First thing, there's all that stuff to learn about all these powers and what they can do; and all about them oth-

ers who possess and misuse these beautiful gifts. Knowledge is a strength, man.

"Now you be thinking 'bout all that meta-combat stuff that goes with the Academy and wearing all this whack gear. But while Brother X is more of a...spiritual person, trying to feel the total essence of humanity, Brother X understands the need to protect the defenseless against those who refuse to hear the song of the earth. Also, Brother X himself can sometimes be weak and like to have a good time. Life's a struggle, y'know?

"That is Brother X's origin story, if you will. Hope it done it for you."

From the Files of Mary Kate MacLaren:

So far from the little we've been able to glean from Brother X's story, we think he gained his powers due to the Wildstrike. Of course we can't be certain about anything as he seems to change his story about every other week.

He seems intent on thwarting us at every move though, but appears to possess enough knowledge of himself to counter our own inadequacies. Sometimes I wonder if he isn't really having us all on and has no real need of the Academy at all. He is tremendously strong which we can of course help him with but there is no understanding about his other, "more spiritual" as he puts it, talents. This ability to sense the "harmonic of the Earth" seems significant if not entirely trustworthy. Sometimes it offers great benefit and at other times it appears entirely worthless. Neither situation seems to affect him much.

The staff he carries obviously has an enhancing effect on his more unusual abilities. Professor Garnett has stated an expressed interest in studying it, fascinated by the distinctive markings that surround it. Unfortunately, Brother X has been reluctant to relinquish it for any but the briefest periods of time and has steadfastly refused to allow it to be scientifically examined. And it is a rule from the Academy's original charter, this one penned by Donald Henderson himself, that no student should be deprived of such an item against his wishes.

Garnett suspects that the markings are similar to those discovered on one wall and column in the area of the Caverns. That seems likely as at one point in Brother X's shifting narrative, I felt certain that he had visited the Caverns before the squatters had taken over.

**"IT MAKES
NO SENSE
TO FIGHT
WITH
BROTHER
X, YOU SEE,
BECAUSE
YOU ONLY
FIGHT
WITH
YOURSELF"**

As long as he is interested in staying I am happy to have him here. At the very least I'm curious to see what happens next. All of the other students seem to like him and look to him for advice except for Hy-Tek who perhaps saw himself as more of the team's leader.

Personality: Brother X is friendly and outgoing, highly receptive and empathetic to the needs of his fellow students and others around him. He is attempting to transform himself into a different sort of human than he generally sees around him, but is not always supported by his more worldly friends. And Brother X can sometimes feel the temptation.

Powers: Highly enhanced strength and an unusual affinity on certain forces of nature. Brother X can predict stress and danger to the soul of the world itself, and understand powers and effects which also come from the Earth. He seems capable of focusing this ability even more potently by employing the unusual staff he carries.

Occupation: Student at Mission High and the Arcadian Academy. Barry is trying to see if he can avoid a need for money in this disharmonious world.

Appearance: Tall, lanky boy of fifteen years. He's African-American with dark skin, curly black hair trimmed back nearly to the scalp, and large soulful eyes. He stands erect and has a regal grace and bearing about him. He carries a long intricately carved staff, with markings suggesting an ancient culture. He wears a cloth of deep purple with golden trim which tucks into his elaborate belt from both the front and back. A wide slit is cut for his head and it drapes over his upper arms. His belt is large, seemingly made of gold and encrusted with gems. The shirt-cloth ends in baggy long shorts. He wears sandals. His right arm has a spindly, spidery band of golden metal tracing around it for five inches above his wrist.

BROTHER X

CP: 85

OP: 42

PP: 30

INT	8			OffX	22	DefX	26
WILL	6	RES	18				
PRE	7						
TECH	8						
REF	8	SPD	4				
DEX	6						
CON	11	SD	24	ED	20	END	110
STR	11	REC	22				
BODY	12	STUN	60	HITS	60		
MOVE	8	RUN	21	SPRINT	31		
		SWIM	18	LEAP	18		

COST COMPLICATIONS

- 8 Secret Identity: Barry Cheadle (Infrequent, Strong, Major)
- 4 Watched: The Academy (More Powerful, Single Area, Watched)
- 10 Enemy: The Cabal (More Powerful, Single Area, Capture)
- 15 Honorable in all things (Frequent, Extreme, Major)
- 10 Seeks non-violent solutions (Frequent, Strong, Major)
- 5 Distinctive Features: Unnervingly regal African-American kid (Infrequent, Not Concealable, Minor)

COST SKILLS, TALENTS & PERKS

	AV/DV
1 Hand-to-Hand: 3	11
E Hand-to-Hand Evade: 2	8
2 Melee Evade: 2	8
6 Deduction: 6	14
6 Survival: 6	14
5 Tactics: 5	13
5 Oratory: 5	12
3 Persuasion: 5	12
5 Streetwise: 12	
5 Expert (The Caverns): 5	13
4 Expert (Wildstrikers): 4	12

COST POWERS

	END
14 Academy Armor & Tough Skin: Armor 30 KD & 26 EKD	
1 Academy Communicator: High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)	
1 Ultraviolet Vision	
6 Mysterious Staff: Danger Sense, Any Danger, Any Area, Skill of 13, Focus (Grabbable)	
1 Looking for the Weak Spots: Find Weakness w/ Punch; Skill: 10 + Up to +6 w/ Find Weakness (Brother X gets +1 per Phase he fights a given opponent, up to a Max of +6 [-2 Power Point Limitation]), Focus (Grabbable [Staff])	
1 Swimming: +10 m/y	2
1 Superleap: +10 m/y	2
1 Running: +5 m/y Run, +7.5 m/y Sprint	2
2 Mental Defense: 10 pts.	
2 Power Defense: 10 pts.	



CHALLENGER

Secret Identity: Nathan Ross

History: "Like the kids are always saying, 'If you want to find out about Challenger, read a history book.' Of course the cute little tykes are usually referring to an ancient history book. There's really not enough time to go into my record, which I believe speaks pretty well for itself. Suffice to say that when I first donned cape and cowl, it was my fervent wish to do my country proud in everything I did. I hope to some extent that I have fulfilled that goal.

"I came out of the same experimental process that birthed Major Victory, though the serums took greater time with me and did not yield quite the same spectacular results. Not that I've ever had any cause to complain.

A man can have just so many tools at his disposal, but in the end it's the strength and determination of the man himself that counts. It doesn't matter what resources one has been blessed, or cursed, with. It all comes down to a test of spirit. If you utilize the tools you have at hand, you will succeed. Or at least fail knowing you have tried. If you don't stop wishing for what you don't have, you'll just fail.

"Everyone knows that the entire project fell victim to Nazi sabotage, headed by that madman Dr. Volgar's murderous crew of monsters. Practically no one knows that enough of the process was recovered to allow for at least one other test subject, and that fragment fell into the hands of the nascent Invisible Empire.

"That I had no knowledge of this at the time is no excuse for my inability to realize what had been going on behind all of our backs. Edward Collins, the first Major Victory, had been a friend of mine and a trusted ally. I should have known. I should have seen the signs when it happened and all of the clues that came later. But I was too blinded by trust and so-called loyalty. I didn't question enough when I had reason to doubt. I had made such a point to be certain of the correctness of my own causes that I neglected

to look around me. I let the moments pass and I failed even the memory of my friend.

"When the Freedom Riders came to me following their smashing of the Empire and shared with me what they had been able to piece together, I was able to fill in the blanks. Together we had a full tapestry of the Empire's machinations and the true fate of my old comrade. I agreed with Hugh's plan and said I would support him. I then took some leave time and

went on a vacation to France in search of lost friends. In this, at least, I was successful.

"I was on detached duty from my Government service at that time, and with all the rest of the turmoil that existed during the turbulent seventies, it was no difficult matter for me to remove myself from such active service. It seemed to be the proper thing to do.

"It's not easy for a man to turn his back on the only life he's ever really known, and I was still quite vital and, I felt, needed. It was over ten years later before I finally felt the urge to hang up the cape and settle down with my lovely wife and partner, Lauren. A more understanding and caring woman I have never known.

"Of course you're all familiar with the tale of how the Academy got started, and of my granddaughter, Heather. It was nearly more than I could bear, that terrible day last year. I don't think I can adequately express the sense of loss and pain. For the first time in my life I felt useless and old and lost. I have never before allowed myself to wallow in self pity but I confess that I lost myself for three days following that bitter January morning.

"Finally, the students of the second class, the young kids who were supposed to always be jealous of the first team, came into my room and offered their sincere condolences. Most of them were still in tears. Hy-Tek sat down beside me and said in a heavy voice that is not common to him, 'We've all talked about it and especially with Heather gone and all we can understand it if you wanted to leave. But if you feel like staying...' he paused, 'well, we sure could use you.'

"I'm also not the sort to openly express my emotions, particularly of this sort. But I reached over and grabbed that kid to



**"THINK
ABOUT
WHAT YOU
ARE
DOING,
SOLDIER."**

me and held him tight. And then all of them and we cried together. Adversity brings people closer and I felt truly bonded to the Academy at that point.

"I still have difficulties with my own daughter and her husband over Heather's death, and they are justifiably concerned for young Grant. Over time I'm confident that things will work out; you can never turn your back on family. I have always tried to keep Lauren separate from my duties, and her writing has usually kept her busy anyway. But I felt a need to introduce her to the students this time around and she quickly became attached to the new children.

"We have long since resumed the roles of teacher and students. I imagine that I will stay on this course until the day I die."

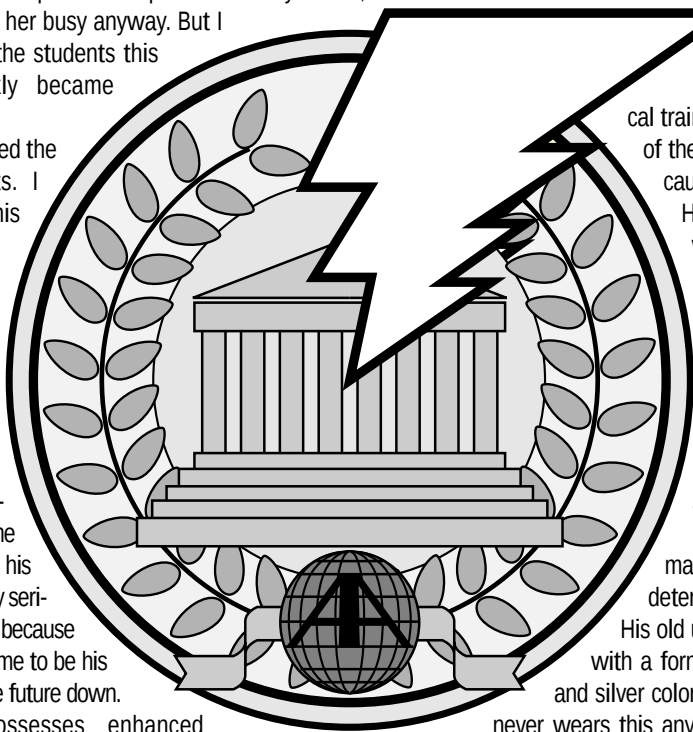
Personality: Challenger is as much a professional soldier as he is a super-hero. Always he has worked closely with the government and the military but he has also always spoken up when he felt his country might be on a wrong path. He has committed himself with honor and expects the same of every man...or child. He takes his responsibilities to the Academy very seriously and treats the kids as family because they are his family. Arcadia has come to be his future legacy and he will not let the future down.

Powers: Challenger possesses enhanced strength and outstanding agility and speed. He has been thoroughly trained in hand-to-hand combat and has been field-tested for over fifty years. He uses no special weaponry other than a sonic pistol which he has been carrying for the last two years. It emits a tightly focused beam

which is capable of momentarily stunning an opponent.

Occupation: Challenger is the physical trainer and combat instructor for the students of the Arcadian Academy. He is devoted to this cause and accepts no payment for his duties. He is mainly retired as a super-hero and would need an extreme excuse to be drawn into a full-fledged combat situation. He has a home in Half Moon Bay with his wife, Lauren, and a cabin in Yosemite which he does not get to as much as he'd like. His daughter and son-in-law still live in South Bay City with their remaining child, Grant. Relations are still somewhat strained within the family.

Appearance: Challenger is an older man, looks to be in his forties with a fierce, determined, experienced, manner and bearing. His old uniform involved a full-covering face mask with a form-fitting, armored bodysuit of blue, white and silver coloring with an ankle-length cape. He almost never wears this anymore, preferring to roust the students in BDU pants, combat boots and a snug, muscle t-shirt with his traditional colors on display. He also wears a baseball-style hat over his short hair with a flash on the front showing his colors. With either outfit, Challenger will carry his sonic pistol in a shoulder holster.



CHALLENGER

CP: 83

OP: 116

PP: 29

INT	7			Offx	24	Defx	31
WILL	6	RES	18				
PRE	7						
TECH	7						
REF	11	SPD	6				
DEX	11						
CON	8	SD	16	ED	16	END	80
STR	7	REC	15				
BODY	10	STUN	50	HITS	50		
MOVE	9	RUN	18	SPRINT	27		
		SWIM	9	LEAP	19		

COST COMPLICATIONS

- 8 Secret Identity: Nathan Ross (Infrequent, Strong, Major)
- 4 Watched: The US Government (As Powerful, Single Country, Watched)
- 25 Enemy: AXIS (More Powerful, Single Country, Kill)
- 8 Dependent (Wife (Lauren Ross) & Family (Infrequent, Weaker, Minor)
- 10 Sense of Duty (Frequent, Towards humanity, Major)
- 8 Teacher: Always looking out for others (Infrequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

AV / DV

- 22 Martial Arts: Kung Fu & Karate, +2d6 Extra Damage
- 1 Hand-to-Hand: 314
- 2 Melee: 213
- 2 Firearms: 213
- E Hand-to-Hand Evade: 213
- 5 Acrobatics: 516
- 5 Climbing: 512
- 4 Concealment: 411
- 4 Criminology: 413
- 4 Demolitions: 413
- 4 Paramedic: 413
- 6 Tactics: 613
- 4 Bureaucratics: 411
- 5 Oratory: 512
- 3 Streetwise: 310
- 4 Expert (Military History): 411
- 4 Teaching: 613
- 3 Perception: 512
- 3 Ambidexterity
- 3 Blind Reaction
- 3 Direction Sense
- 5 Wealth: 5
- 6 Very Handsome
- 8 Contact (people in GUARD): 8
- 6 Contact (people in UNTIL): 6

COST POWERS

END

- 1 **Academy Communicator:** High Range Radio Hearing, Mind Link w/ Base Computer (DataLink), Focus (Attached)
- 17 **Flex-Mesh Armor:** 26 KD & 26 EKD, Hardened, Focus (Attached)
- 8 **Sonic Pistol:** 6d6 Ranged Drain (STUN), 8 shots, Focus (Grabable), All of target's Drained STUN returns at the end of each Round (-4 pts. to cost)
- 1 Superleap: +10 m/y
- 1 Mental Defense: 5 pts.
- 2 Power Defense: 10 pts.

2

THE SO-CALLED MIZ-A-CO





THE SCIONS OF CAINE

To get a Scions of Caine membership card, all you need is to have been born with a collection of useful powers and abilities which...ta-daaa!...set you apart from normal men. In fact, if you've got that going for you, they may already consider you a fellow brother or sister whether you like it or not.

The basic tenet of the Scions is that the world would be a better place if naturally-born paranormals, or mutants, were in control. And they generally act as though they already are. There is an arrogance here, though it is born of their day-to-day ability to be superior to normal humanity in most every way, and is therefore a little difficult to avoid. One could even argue that they have a reasonable and logical point. Unfortunately, normal humanity has a way of being terribly unfair and has a poor sense of understanding about this sort of thing.

The Scions are not so much interested in running the day-to-day affairs of humanity through direct rule, but would simply raise themselves above the ability for the comings and goings of mankind to restrict or limit them. In many ways, this goal was achieved by the simple act of so many of them banding together to create a nearly unstoppable force. They will do what they will, game set and match.

Always on the prowl for new members, the Scions have a code which strongly proscribes tolerance towards all fellow mutants. They're an understanding bunch, they know that there are deep, psychological motivations which can cause a born-paranormal to join a rival villainous organization or (even worse!) actually become a super-hero. All mutants are considered members of the Great Family, errant and obnoxious though some may be. The assumption is that somewhere along the line even those who are most opposed to them will eventually see the light.

The point is that if you're a mutant, ultimately deriving your powers from the Great Gate Keys which empower the Earth, then the Scions are pretty much always nice. Even if they're beating you up because they **really** need the money in that bank, they pummel you with love. And your cut of the take is just waiting to be collected.

For the lab-accidents, the magic-boys, the tech-freaks, the marvins, and whatever else is out there, the Scions have little patience. They consider such to be usurpers and will sometimes enter conflict with those elements just out of sheer cussedness. The aims of the Scions are not only to improve their own power and position, but to keep other groups and organizations down. They're mostly the spoil-sports of the paranormal world. Normal humanity is a different story. Generally considered as just part of the scenery, when necessary they are dealt with quickly, efficiently and preferably non-violently. Nobody's getting bonus points for beating up on the little kid with no powers.

HISTORY

The history of the Scions dates back to 1963 when Willem DeVrie, the first Supreme Leader of VIPER held a secret counsel with various important members of his young organization. The danger facing their plans of world domination by the presence of paranormals was here considered. Despite the pomp and breast-beating of some of his military officers, DeVrie had become convinced that even expertly trained and equipped agents would not be equal to the task of combating heroes such as Major Victory and Captain Lightning.

The powers of Menton and Mentalla had already been added to VIPER's ranks, where they were joined by Oculon. But the experiments of Dr. Francis Camille and Professor Kelly Bryant had yet to yield any real results with their eight test subjects; and it was uncertain that they ever would, despite earlier promising indications.

DeVrie wanted a new VIPER branch that would be responsible for finding men and women who already possessed super-powers, and obtaining their services. And as always, DeVrie got what he wanted. Within a month the new Dragon Branch was in operation, headed by Oculon and agent Matthew Gailen. But other than acquiring Freon, they did not particularly swell the ranks of VIPER during their first year.

It all became less of a priority when Camille's project bore fruit, blessing the world with Black Mamba, King Cobra, Boa Constrictor, Diamondback, Adder, and Sidewinder. Oculon's attentions were soon diverted and funding for Dragon was scaled back. Gailen's only real tally on the books for VIPER-year 1965 was in gaining the services of a man who claimed to be an expert on genetic paranormals, Dr. Richfield Franck, the future father to the Scions of Caine.

By then, Dr. Franck was already employed by a secret agency of the U.S. government which would eventually evolve into Guard. His work, which involved investigations into paranormal activity, had made him aware of VIPER's existence and he became especially interested in the Dragon Branch's search for mutants. At that time, his own agency was very much under the influence of the secret Invisible Empire, which sought to suppress any new paranormals whenever they were found. For three years Franck had foiled their intent, pleasing his superiors with reports suggesting paranormal activity was on the wane. By 1965 the lie was becoming less tenable and he sought new opportunities.

VIPER was, of course, an unscrupulous organization bent on the acquisition of power. It would be a dangerous game but no less than Franck had played many times before. Joining VIPER gave him access to a great wealth and position with which he could better pursue his own researches and endeavors. Therefore, he approached them and offered his services as a double-agent and told them what they wanted to hear. He even managed to convince VIPER of a need to eliminate those few of his superiors in the government whose loyalties to the Invisible Empire had caused him such difficulty.

The plan, as they say, was proceeding brilliantly.

Franck played both ends smoothly for years. He seemed always on the verge of a startling breakthrough, but rarely produced anything of lasting value. Particularly with the government, he delighted in directing very promising lines of research which would take years to unravel only to discover that they were mere blind alleys. The field of para-genetics is still considered new and early mistakes are understood by the scientific community as unavoidable. To this day, Franck is listed as one of the top geniuses in genetics, with seven published papers accepted as foundations of paranormal theory. Four of them are based on suppositions which he knew to be untrue when he wrote them.

Duplicity with VIPER took greater care; DeVrie, Menton, and Dr. Camille were not easily fooled. Professor Bryant had been removed as a factor by the accident which resulted in Grond, so he was not a concern. Agent Gailen was so consumed by the desire to advance that he was more than happy to turn over as many responsibilities as possible to Franck. Gailen considered Dragon Branch to be a white elephant, of fading interest to DeVrie and little opportunity for a talented young agent with high aspirations. In the present day, Gailen has recently returned from his third lengthy vacation at the maximum security lock-up at Marion, Illinois.

For Franck, his own goals were better served by the unsavory methods of VIPER and so he seemed mainly loyal to them. He managed to gather several powerful mutants to the VIPER fold and expanded their knowledge of paranormal powers significantly. He was clearly betraying Guard by funneling useful information to his serpentine superiors and had even engineered the escape of several of their operatives from Stronghold facilities from time to time. Under the very noses of Guard scientists, he also managed to increase the powers of the imprisoned Black Diamond during 1971, compelling her to escape and join VIPER.

Nobody in the green mask was complaining.

It was sheer luck for Franck that when DeVrie was finally captured and jailed in 1969, Firewing, Camille's abomination, became VIPER's new Supreme Leader. Firewing was less interested in research and development than his predecessor, preferring complex games of covert and overt actions which mystified his opponents. Franck ultimately concluded that Camille's tampering had left the man insane but was regularly amused by his activities and well pleased that his own work was, in the main, uninter-

rupted by the senseless and annoying clamoring for results for nearly ten years.

Franck suffered a major setback in 1974 when a secret report from UNTIL was intentionally leaked, suggesting certain unscrupulous activities of the doctor in his position as head of research at Stronghold. Most of it was untrue, though he had, on certain occasions, performed improper tests on a few subjects. Still, a thorough probe would undoubtedly pierce the layers of his double identity and that would not be prudent. An early warning from VIPER intelligence gave him time to terminate certain projects and destroy the most important of his files before fleeing into VIPER's protective coils. It was five years before he took his subtle vengeance on UNTIL.

The power shift between Firewing and King Cobra in 1979 meant little to Franck. Cobra was more down to earth than his predecessor, preferring real, tangible goals. VIPER was quickly driven into a flurry of activity but again, it was directed outside the confines of Franck's laboratories and investigations. However, Cobra did require positive results from his scientific branches and had little patience for delays. He was prone to violence and could be quite ruthless with subordinates. But by then

Dragon Branch, with its many mutant operatives, had become a power unto itself and was beyond the bullying which Cobra directed at other, less fortunate departments. By the early eighties and with the defection of his own creator, Dr. Francis Camille, King Cobra became routinely enraged at most all VIPER scientists.

During the latter months of 1987, Franck's experiments had reached critical points and he was entirely absorbed by them. He was so caught up in his delicate and exacting work that he was, in the main, oblivious to the trials of King Cobra and his destruction in December. But within a month he was cursing himself for his inattention and carelessness. Still, who could have imagined the unbelievable streak of poor luck and stupidity which led to Cobra's death and the destruction of VIPER Island? Given time, Franck should have been able to become the new Supreme Leader, what with his position commanding Dragon Branch, but he had been caught unawares. The unexplainable insanity which seemed to have struck Cobra and colored all of his actions in the last month had been unforeseen and he was not prepared in any way to take advantage.



Thinking calmly as he always did, this left but one explanation. And the anger he felt as he realized how much he'd underestimated Menton all these years disturbed even him! How long had King Cobra been under his control? Had Cobra ever truly ruled VIPER? Menton was a mutant whose tremendous powers of the mind Franck had excellent reason to respect, but now he had reason to fear them. Following Cobra's demise there was a period of waiting, and never was there an agent of VIPER more poised to strike with bared fangs than Menton during that time. The door seemed open and inviting for Franck to mount VIPER's rule, if he so chose. This meant to Franck that the door was in fact closed, locked, and firmly bolted. He had no desire to wage war against the powerful psionic; in fact he was ultimately pleased with Menton's ambition and obvious capacity for deep planning and patience.

Well over a year later when Franck had completed his current projects, he led the mutants of Dragon Branch in rebellion against VIPER, claiming restlessness at the inactivity of the leaderless organization. Forces rose up to stop him but Menton did not help them and they failed. Menton wished to cull the factions which were of no use to him from VIPER. He knew that whatever Franck's true goals were (and the doctor's mind had always been mysteriously closed to him), they were fast reaching a point which would be in conflict with his own.

Franck and his mutants made off with tremendous plunder from VIPER, giving them the resources to set up their own operations. Thus was born the Scions of Caine. There were at this time eleven well-trained mutants in the cause: Black Diamond, Shriner, Esper, Comtron, Merge, Vibron, Quarry, Gremlin, Darkbolt, Bulwark, and Radion. Of all of VIPER's mutant agents, only Freon chose to remain, staying true to his long-time loyalties with that organization and his friendship with Oculon. Franck was disappointed but not entirely surprised; and extended an open invitation to the Master of Cold should he ever change his mind.

Unlike VIPER, the Scions have no need of a world-wide organization with bases dotting the globe. All of their active members possess paranormal powers and they do not employ specially trained agents. Only a handful of men and women without pow-

ers work for the Scions, scientists and scholars with long term relationships with Dr. Franck.

Thanks to the resources stolen from VIPER and the unimaginable tools and equipment which Franck had been hoarding all his life, the great, secret underwater complex of the Scions of Caine was soon constructed. It is the central location for all Scions activity, huge enough to house and train many more times the current membership. It is a small city beneath the sea built upon ancient, lost ruins discovered by Franck during his stay in VIPER's undersea installation, circa 1977-80. As well as this, all members of the Scions have their own homes, some grander than others, which in any case are appropriate in style for the imagined superiors of the world.

In other words... nobody's slumming it. If you have to spend all your time hiding in a secret headquarters, no matter how opulent it may be, you know... what's the point of having all these super powers? These houses can all function as gathering places or bases; no brother or sister would deny comfort or shelter to a fellow mutant.

For the most part, the Scions stayed fairly low profile for about three years. During that time, some of their membership were active, but these seemed to the general public to be either VIPER actions (based on previous affiliations), or the crimes of new, solo villains such as seemed to be popping up out of the woodwork by then. However, in January of 1992, the Scions began a nearly two-year campaign which would put them in conflict with the Champions and, alternately, the Promethians. And whereas they failed in their preferred goal to steal a Kraanian Attack-Cruiser from either team, they did manage to gain access to the Champions' ship long enough to cull the specific information they desired.



The next several years were spent in consolidating greater power and information gathering across the globe, and recruiting and training new members. The older mutants were mainly left to their own devices, expected to cultivate power, position and prestige in their own preferred corners of the world. There was a period towards the end of 1996 when a series of operations were directed at the W.W. II super-hero, Crusader, following his sudden return from oblivion. This was a series of random, seemingly unrelated attacks, but all involved reported directly to Franck after their specific incidents.

The attentions of the Scions of Caine and Dr. Franck were thoroughly consumed from 1998 onward when he became aware of the re-awakening of a man he once knew as Rodrigo Lopez. This sudden development presented Franck with a situation unlike any he had experienced since his youth; in other words, a situation for which he had no expectation or understanding. Of course he had to investigate, and he took six of his mightiest with him: Black Diamond, Esper, Merge, Radion, Darkbolt, and Bulwark. At first the one-time student and master engaged in pleasant and revealing conversation, much of it confusing to Franck's companions. But then Esper sensed a subtle draining effect which Lopez was inflicting on the Scions' leader. A terrific and fierce battle was quickly joined. By its end, Franck and four of his mutants were barely able to escape; Merge and Bulwark had been slain. Thus went the first struggle against The Proprietor.

Franck was enraged and for several days was beyond rational thought. When he had finally calmed himself, he turned to tomes and tablets which he had not examined for many years. He scrutinized them closely, challenging what had been his understanding of reality against this sudden development. He knew he had little time to form a knowledge of this creature whose dark designs would shatter his entire lifetime's work.

In the coming war he determined that he would lose no more of his precious paranormals in direct conflict with the enemy, a course he knew to be folly for any but Dr. Destroyer. But the Scions did fight in the struggle, assisting in various skirmishes across the globe to break the Proprietor's alliances and stem his power's awesome growth. Meanwhile Franck, in an older guise, aided the Marksman in gaining Dr. Destroyer's assistance in the struggle by presenting him with the Batla Horn. The need for this device was something which Destroyer immediately understood.

The terrible toll of death concluding the War was as much a cause for sorrow to Dr. Franck than any other. He grieved espe-

cially for the paranormals who fell and the lives and families which they represented. Most distressing was the loss of the young heroes of the Arcadian Academy, the cream of a new generation. He cursed Lopez's name and memory and fell back into his research to begin the revisions in thought which had been forced upon him.

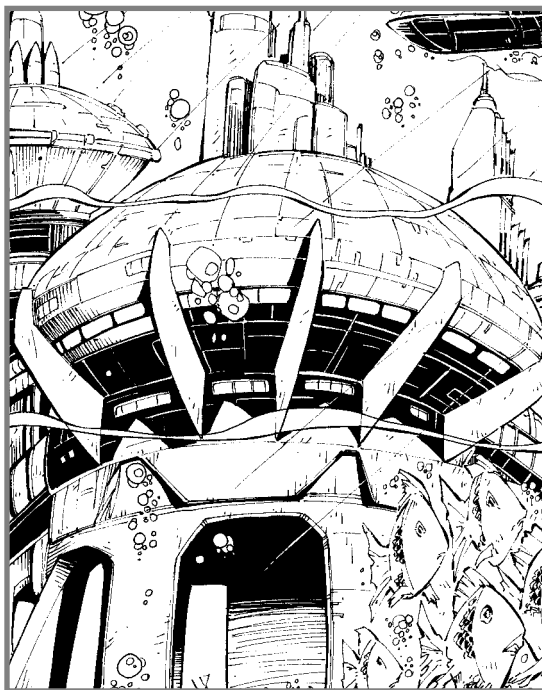
At the crossing of the new Millennium, the Scions now number twenty-three active members, other than Dr. Franck. Due to the example of the Arcadian Academy and the sudden shifting of the influence of the Gate Keys, they are now actively recruiting younger operatives. Avatar was their first such success, even before the war, followed by Target and then Icicle. The ranks will soon grow even larger.

For the man who has for over forty years gone by the name of Dr. Richfield Franck, the new age represents a danger and sense of uncertainty far beyond what he could have imagined. There is less arrogance in him than there had been as he has been forced to stare again into the unknown, a world of three great Keys to power rather than two. But he believes he still understands this planet and its people and its field of energy better than anyone else. And over the passing months he has come to delight and revel in the thrill of fresh discovery. The Scions of Caine are his by right and his by responsibility, and he will lead them to see their true destiny.

Yet, he may well run into trouble. While Franck sees his plan as a truly great thing, his group is composed of highly self-directed individuals. Not everyone sees eye to eye with each other, and almost everyone has their own way of doing things. This can only cause problems down the line.

And while the people involved may well cause problems (you just can't collect a group of powerful beings like the Scions without the inevitable personality conflicts), that pales compared to the potential threat of Markoth. That wily magician has his own agenda, and one that might well conflict with Franck and the rest of the Scions. When the Markoth situation comes to a head, it could well blow the Scions apart.

If that happens, Franck **won't** be happy.



BASE AND EQUIPMENT

The Main Headquarters of the Scions of Caine is hidden beneath the waters of the Pacific Ocean, nestled in the deepest depths approximately midway between the United States mainland and the Hawaiian Islands. While it makes use of many of the same technologies as the VIPER installation built in the mid-seventies, it lacks VIPER's need for a dome. Also unlike VIPER, Franck has no intention of compromising its security by launching attacks from it or indeed, by drawing attention through the arrival and departure of traceable ships. There is only one way to gain access to the facility.

The site chosen was once a small island which had been used in ancient times as an outpost for the invading Kraan forces. A tablet surviving from the time of Atlantis hinted at its existence and its fate when powerful, wrathful Atlan drove it beneath the ocean waves. But much of its technology survived, to the ultimate benefit of Atlan's children. It was with tremendous care and subterfuge that Franck began construction in 1988 until its completion some three years later. He believes, at this point, that its location or very state of being is a mystery to all others on the surface of the planet.

Highly advanced cloaking equipment masks the city's presence to most forms of detection. And not discounting the powerful mutant force that is generally present, the installation is not without formidable defenses of its own. The Scions' home is separated into four major structures, each connected by a series of transparent transport-tubes. Two of these buildings are predominately used as training facilities and laboratories, understanding that training and expanding the powers of the mutants is the main function of the lab work. The others include living quarters as well as community areas. All four structures rise three stories high as well as are embedded four levels deep into the solid earth. Surrounding them as well are smaller buildings for private use as well as storage.

Building One is where Dr. Franck can most often be found. It houses his personal quarters, library, and labs, as well as general labs and quarters used by most of the non-mutant support staff of

the Scions. It also contains the training facilities most often used by the newer members of the Scions as well as the medical facilities.

Building Two holds the great Gate-Lock and all the laboratories for the scientifically minded of the Scions themselves to further their particular pursuits. Here also are the training facilities most often used by the more experienced mutants, to further their abilities and to simulate forthcoming missions. The equipment used here is more complex, involving a wider array of holo-technology and virtual reality simulations. The danger is often very

real; training is meant to be taken quite seriously. The main communications-array is present here as well as most of the installation weapons-command. Important meetings and conferences are held in this structure. In all of the structures, the most important facilities are in the underground levels which can be sealed behind an energy field and three feet of solid Kraanian steel.

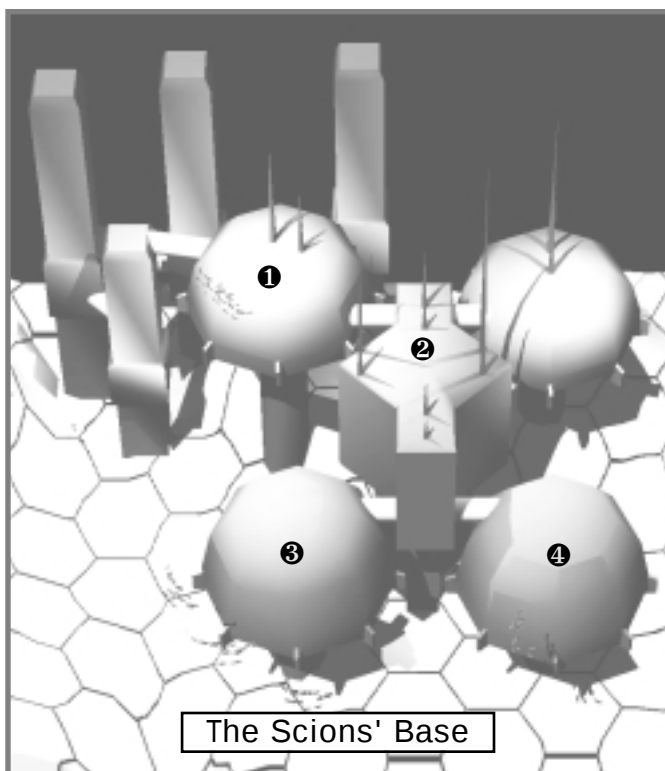
Building Three serves as living quarters and recreation for all of the current membership. There are all manner of libraries, exercise areas, and entertainment equipment. There are programs for learning at all levels, as brothers and sisters are expected to expand their

minds as well as their more physical abilities and talents. There are group areas for socializing as well as private comforts. All of the facilities are spacious and luxurious and less than half of this building has ever been used.

Building Four is mainly a duplicate of the third and, at present, stands empty.

Only small sleds and propulsion units are used at the ocean base. For functioning outside the atmosphere-control of the structures, special oxygen-producing symbiotes were developed by Gremlin which can, without harm, be temporarily introduced to the human system. They also serve to adjust the mutants' structures to the tremendous pressures of the sea.

The city of the Scions of Caine is only entered and exited via the Gate-Lock. This is held in Building Two and is the key to the Scions' security. The technology involved is alien in nature and was cobbled together only by access to several caches of Kraanian sci-



entific wonders, including the ancient Battle-Cruiser held in the Champions' base. With a Replica-Key attuned to the great Gate, a brother of the Scions can be returned from any location on Earth (or beyond Earth for that matter, though that capability is not understood at this time.) Also, he can be transported to any place with another Replica-Key. The process is simple: place the key against a wall or flat surface and activate it, while also communicating a desire to be returned or transported elsewhere. There is always an operative manning the Gate-Lock. An energy field is created around the small Replica-Key allowing the brother to pass through the wall and enter on the other side, either at the Gate-Lock or the pre-arranged location of another Replica-Key.

This provides the Scions with a method of transportation which is untraceable and heretofore, unstoppable. The Replica-Keys appear as small discs, about the size of a poker chip, and burn themselves out after one use. They are designed that way as they tend to be left behind. Any number of people can pass through the opened Gate during the few seconds it will remain open.

All members of the Scions of Caine will have at least one Replica-Key with them at all times. They will also carry a device which functions as a sub-space communicator, to keep in touch with each other as well as home base. These radios take different form based on the operative's preference. Some prefer a wrist-watch type while others prefer the greater functionality and discretionary appearance of a combined cellular -phone unit. The younger crowd, however, appears inordinately fond of a smaller, flip-top communicator similar in design to that used on an old science-fiction television program.

Weapons are rarely employed by any member of the Scions, as they prefer to rely on the natural superiority of their innate powers. To be certain, when a Scion resorts to a weapon, the effect can be expected to be quite spectacular. The most common use for weapons is in the turning of some device against its original wielder, a tactic which certain Brothers are constantly delighted in employing.

The Scions of Caine are a wealthy organization, based not only on Franck's personal fortune (which is considerable) but also on the loot obtained by its various members over the years. Most

of them have had fairly successful paranormal careers and have the treasure to show for it. They all have homes away from the main base, each to his own preferences and resources. The larger of these often function as gathering points and are equipped and protected as though small bases/installations themselves. These are often reached through more conventional transports rather than the Gate-Lock.

Regarding ships and vehicles, the Scions have not developed anything of particular note by themselves. They have stolen and

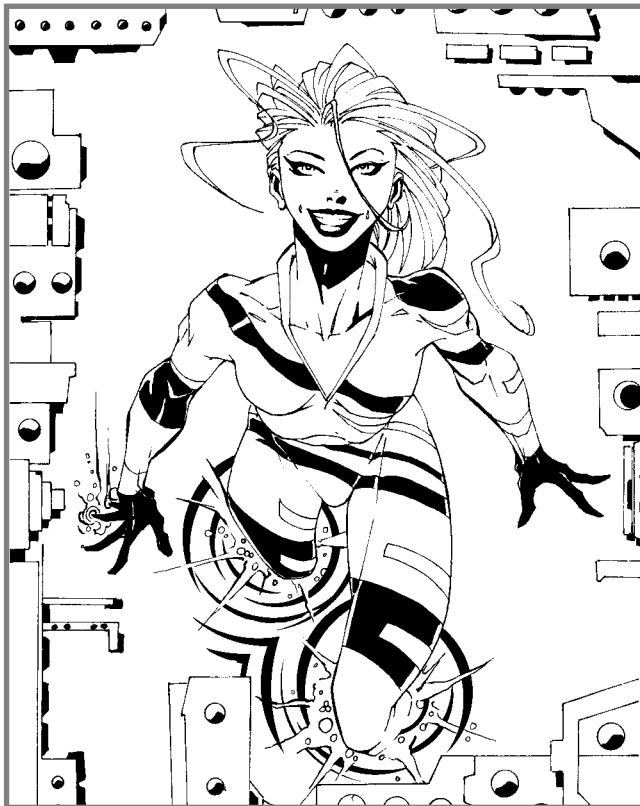
modified two VIPER Dragons (which seemed particularly appropriate) as well as one UNTIL Quicksilver. These are kept at three of their larger land installations. Cars and other vehicles kept by the Scions of Caine are generally nothing more than what they appear to be. This does not mean that they may not get upset if they're destroyed.

The Scions have enough resources to obtain just about any vehicle or piece of equipment they could want. As side from the specific vehicles listed above, the Scions will use just about anything, from Guard GVT-122 Air Transports to PanStar Jump Platforms.

Because the Scions have little emotional attachment towards any of their vehicles, they will often obtain vehicles for one-shot use on a specific

job. They'll use the plane to get to the site of their crime, and happily abandon it on the way out. Or they'll rig up some kind of ground transport as a get-away vehicle and then dump it at the earliest opportunity.

The Scions will not indent themselves to get a vehicle. Paying money for something is fine, but demands for services in return for some piece of machinery are not. The Scions don't feel they **need** any of that kind of stuff; their powers should be more than ample to get them through any situations. They are the next step in evolution; they don't need the toys of those less fortunate than themselves.





DARKBOLT

Secret Identity: Thomas Andrews

History: "The dubious honor of being the first mutant recruited by Dr. Franck for VIPER fell to me back in 1967. Perhaps I should say, the first one acknowledged. Franck has always played somewhat loosely with his so-called superiors and had in fact been in contact with many of us years before our official induction. I was already quite strong in my power by then, and while I had exercised them freely to gain certain ends, the thought of becoming a costumed super-villain had not crossed my mind. But the Doctor and I had been friends, and he needed to show results for his Dragon Branch at the time and I was willing to oblige.

"I presented an interesting situation for Franck as both I and my step-brother had similar powers, or at least, we would have them. Whereas mine became apparent by the age of sixteen, Philip did not come into his own until many years later. It was Richfield, in fact who informed me of the inevitability of this and also the possibility that all of this powerful birthright could be gained by a single one of us. Well, and I suppose that this is why they call us villains.

"I had set certain wheels in motion that took advantage of my brother's early, powerless state to create a situation which would be beneficial to my succeeding at this particular goal. Suffice to say that even careful planning can go awry and my beloved brother managed to escape every snare, becoming the super-hero known as Streak of Vanguard and generally the bane of my existence. I suppose we all have our crosses to bear.

"My association with VIPER was fruitful. From time to time I was called upon to a particular service while mostly enjoying the access to the greatest criminal society on Earth. I have clashed with some of the most well-known super-heroes and have always given a good accounting of myself. An early display of carelessness

brought me my first and only stay in Stronghold. Fortunately this was still during the good Doctor's directorship of the prison facility and so my eventual escape was never in doubt. And the lesson learned in the dangers of overly reckless behavior was not lost to me.

"For a time in the mid-seventies I was a third of the Triad, a villainous organization separate from to VIPER but supported by that group as part of Firewing's unusual methods of playing with the vast resources at his disposal. My allies then were Bulwark and Chimera, who was an acquaintance of mine though neither a fellow mutant or a VIPER operative. We also had the whole of Raptor Branch at our service. This entailed mainly the bulk of my war against Vanguard and my brother and was my greatest failure. Poor Chimera's psionic powers betrayed him in the end and he has been in a coma ever since. After the final battle, only the cursed heroes' sudden need to depart the Earth itself prevented them from successfully turning us all over to the authorities. This was a humbling experience, if I were to be honest about it, and Bulwark and I returned to VIPER with our tails between our legs.

"Ah well, since then I have been content to leave the overall master planning to greater tacticians.

"I suppose it's due to my powerful birthright that I also possess a natural affinity to electronics and mechanical invention, preferring the fields of robotics and weaponry. No doubt the career of a costumed criminal has kept me out of the labs more than it should and the world has been deprived of many brilliant innovations, I'm sure. Yes, we have heard the theory that many of us being super-geniuses, could make more money marketing our inventions than robbing banks. But that's not rather the point, is it? To fly above the milling crowds and to know that you always hold your own destiny in your powerful gauntleted hands... that is freedom.

"It is something of which I do not expect most of you to understand."

Personality: Darkbolt is a consummate professional at supervillainy and something of an intellectual. He has had his successes and failures and has learned from them. He has a tendency to remain calm in stressful situations that he might better come out ahead. He is regularly amused at childish attempts to anger him towards acts of stupidity. He is capable of acts which many would consider vicious, though he prefers to consider alternatives first. Actual murder is a crime which has thus far eluded him. He does not



hold the mere act of super-heroing against the Capes and is capable of being as reasonable with them as they are willing to be. Darkbolt is quite loyal to the Scions and functions as a responsible leader within the group.

Powers: All of these guys are mutants, OK? Paranormals born with powers derived from the energy fields generated by the presence of the Three Gate Keys on Earth. So let's just get that line outta the way right now. Darkbolt controls the elemental lightning, charging his own body with the natural force and displaying it with a shattering array of attacks. He can also emit current to provide him with a powerful force field and to carry himself across the electro-magnetic lines of the planet (he can fly). His powers are mainly destructive and he cannot directly control the effects of weather itself, though he is well protected against them.

Occupation: Professional super-villain and adventurer. Darkbolt has never really followed through enough on his inventions to make a business out of them, though he has an established reputation as a consultant to such firms as PanStar, Cal-Web and Henderson International, Ltd. Once Darkbolt stepped into the life of the paranormal though, he began to direct all of his energies towards those unsavory ends. He has been quite successful and is one of the wealthier members of the Scions. He owns a large cliff-side mansion to the north of Bay City, complete with underground facility and VIPER Dragon-ship. He also maintains a spacious apartment in the heart of the City. Never one to deprive himself, Darkbolt owns other residences through out the world under various assumed identities. Amusingly enough, Darkbolt owns the building in which Gary Pinchiot maintains the *Superhype* offices. Darkbolt raises the rent whenever an unfavorable article about him is published in the magazine.

Appearance: Darkbolt appears to be in his thirties, though he is nearly twice that in years. His hair is bone-white with a light complexion and blue eyes. He is six feet tall and in excellent condition. Darkbolt speaks in a distinguished, well-educated manner with a New England accent. His costume is an all-concealing black suit, with an open face. While the costume looks plain when he is at rest, it is quite different when Darkbolt is in action. In a fight, or when otherwise using his powers, streaks of lightning wrap around the suit, criss-crossing from front to back. His gloves look almost white as they become surrounded with the energy they command. Darkbolt presents a very imposing figure indeed.



BLACK DIAMOND

Secret Identity: Maxine Waters

History: "Going back to the dark ages here, I confess I wasn't even in VIPER during DeVrie's reign. All of that seemed way too big time for me, and I figured all that kind of world-conquering attention just had to be a big mistake. Hey, you can get along pretty great if you just knock off the occasional bank and remember to enjoy the money. Some of these clowns forget to take off their masks and live a little.

"But you can only go so long, it seems, before some jerk with a cape and sense of social responsibility feels he's just gotta take you on for the public good. I won my first fight with Goliath but lost when he brought the rest of his Champions buddies with him. Hellooooo Stronghold!

"Looking back though I have to say that it was the best thing that ever happened to me. Locked up behind those energy reinforced bars, I first met Dr. Franck and he gave me a greater understanding of just what exactly I was. Paranormal mutant weren't exactly the most common words in the English language at the time, and I had been convinced that I got my powers a different way. My older brother is quite the little inventor and was conducting research into something he called Bio-Flux Fields (you talkin' to me?) in the privacy of our own basement. Clumsy me, I came tripping into it one day and caused an accident which apparently triggered my latent powers. Of course at the time I thought his stupid hardware had turned me into this muscle-bound, black energy crackling freak.

"Two years later when Dr. Franck set me straight... boy did I have egg on my face! I felt really bad about having broken poor Chad's leg. But

DARKBOLT

CP: 67

OP: 71

PP: 49

INT	6			Offx	25	Defx	27
WILL	5	RES	15				
PRE	5						
TECH	6						
REF	9	SPD	5				
DEX	9						
CON	7	SD	14	ED	14	END	70
STR	3	REC	10				
BODY	11	STUN	55	HITS	55		
MOVE	6	RUN	9	SPRINT	12		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Thomas Andrews (Infrequent, Strong, Major)
- 8 Distinctive Features: Pale, Almost Albino (Infrequent, Concealable with Disguise, Minor)
- 10 Greedy, Calculating, Mean-Streak (Frequent, Strong, Major)
- 10 Sense of Responsibility to Scions (Frequent, Strong, Major)
- 5 Susceptibility: 2d6 STUN (no Defenses) from being in Darkness Fields (Infrequent, Uncommon, Major)

COST SKILLS, TALENTS & PERKS

	AV/DV
E Hand-to-Hand: 2	11
2 Use Electric Powers : 2	11
E Hand-to-Hand Evade: 2	11
2 Melee Evade: 2	11
2 Ranged Evade: 2	11
5 Pilot: 5	14
4 Computer Programming: 4	10
4 Electronics: 4	10
4 Inventor: 4	10
4 Security Systems: 4	10
6 Science (Electrical Engineering): 6	12
6 Science (Power Sources): 12	
5 Science (Robotics): 5	11
6 Expert (Advanced Weaponry): 6	12
6 Professional (Technician): 6	12
3 Longevity	
7 Wealth: 7	
4 Perk (Member of Scions): 4	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
1 Ultraviolet Vision	5
10 Electric Shield : Force Field 24 KD & 26 EKD	
8 Flight 30 m/y w/ x4 NCM	
14 Electric Powers Multipower	7
2m Electro-Shock Blast : 14d6 Energy Blast	7
2m Electro-Burst : 12d6 Explosion	6
2m Electro-Strike : 10d6 Killing Attack	7
2m Electro-Flash : 8 Phases Flash vs. Sight Group	7
2m Electric Barrier : Force Wall, 6d6 SDP, 15 KD & 15 EKD in a wall 14m wide	6
1m Electric Smash : 10d6 Armor Piercing Blast, No Range	
2 Mental Defense: 10 pts.	
1 Flash Defense (Sight): 5 pts.	
2 Power Defense: 10 pts.	

**"C'MON
BABY, GET
UP. /AIN'T
COIN' ANY-
WHERE!"**

what can I say? It was a traumatic experience, for the first two months it didn't even seem that I'd ever get any control over it. Eventually things settled down, but since everyone in town was by now in on my little secret, a normal life with a husband,

two kids and a dog seemed sort'a out of the question. Heck, I wasn't all that into going to college anyway. The only real decision left was the ol' Hero or Menace question. And with all the anti-establishment stuff that was going around at the time (kid, ya hadda be there), that wasn't too tough a choice. Fact was I started out as a sort of radical activist-terrorist and sort of grew into my greater role of self-centered anarchist.

"So in 1971 when the Doc clued me in on my heritage as a mutant and then showed me how to increase my energy absorbing power; well, let's just say I was opened up to new worlds of possibility. Now the restraints employed at Stronghold worked in MY favor and I soon became charged enough to smash my way through any resistance. A little while later I wended my way up to VIPER, knocked on the door and told 'em that "Charlie" sent me.

"Don't anybody tell you otherwise, Firewing's VIPER was a superior gig. I was asked... **asked** to commit random acts o' violence and mayhem, upsetting the security of various military and Scum-Corp. concerns. You know the guys I mean, PanStar, Harmony-Dawn and the fascist, warmongers at Henderson International, Ltd. Along the way I was earning a weekly check, enjoyed the dividends of the occasional righteous score, beat the stuffing out of Vanguard with some of my VIPER-pals, and got trounced by the Champions again. Hellooooo Stronghold!

"But this was way after Doc Franck lost his job with the Gub-ment, and he had to take the revolving door with him. Three years 'til I busted outta stir in 1981, and found myself under good ol' King Cobra's velvet-gloved reign. But I was still glad to be back in Dragon Branch and everyone was happy to have my gorgeous pecs back. Snake-puss was a jerk though and got us into more trouble than he was worth. And I'm so stupid, so easy to lead astray, that I fell for that stuff every time. Oh sure, **this** is the plan that's gonna finally bring the Champions to their knees. Pow! Zam! Boom! And it's hellooooo Stronghold!

"It was a lot shorter stay this go-round though, as AXIS had their hooks in Guard and Stronghold but good by then. It meant I owed them a favor and I fulfilled it pretty quick and hated doing it. That Black Claw gave me the creeps and the idea of **his** kind running the country was a definite turn-off. Why, it's enough to cause a gal to drop a dime and call up her worst enemies in the whole world and put 'em on the trail. But that's not the sort of thing we villains like to talk about.

"I settled down a little after that. Doc wanted me close by as he was getting a little concerned about King Cobra's proclivity towards coercion and violence and figured he might need someone to bust Snake-Boy's head. After Kingie went bye-bye, the Doc made it clear it was time for the Scions of Caine. What the heck, it was all my pals from Dragon Branch anyway, and I was getting a little tired of being tied to the whims of VIPER by then, so what the heck. The Scions meant more freedom and a better sort of camaraderie. Sounded good to me!"

Powers: Black Diamond has incredible strength and durability with the incredible ability to grow even tougher and stronger as a fight progresses. Black Diamond cannot quite achieve the strength level of Grond but she can come awfully darn close as far as a **lot** of super-heroes are concerned. The crackling black energy field she generates feeds upon the expended energies of other paranormals and reinforces her own as the fight progresses. There is a recorded ceiling to her ability but it is sufficiently high to make her a ferocious opponent. Years of VIPER training and experience have given her terrific combat savvy and prowess. Black Diamond also recovers from wounds extremely quickly. She can recover from near-fatal wounds in a matter of hours. This ability makes her seem almost fearless in combat.

Personality: Black Diamond enjoys fighting, enjoys adventuring and super-villainy, and everything about the life-style. The idea of a normal life

BLACK DIAMOND

CP: 90

OP: 52

PP: 33

INT	4			OffX	26	DefX	34
WILL	3	RES	9				
PRE	8						
TECH	4						
REF	8	SPD	4				
DEX	7						
CON	17	SD	34	ED	34	END	170
STR	14	REC	31				
BODY	17	STUN	85	HITS	85		
MOVE	8	RUN	16	SPRINT	24		
		SWIM	8	LEAP	28		

COST COMPLICATIONS

- 8 Secret Identity: Maxine Waters (Infrequent, Strong, Major)
- 10 Hasty, Impulsive, Careless (Frequent, Strong, Major)
- 10 Greedy, Stubborn (Frequent, Strong, Major)
- 5 Physiological: Breaks Things Easily, Clumsy (Frequent, Severe, Minor)
- 8 Enemy: Guard (Less Powerful, Single Country, Capture)

COST SKILLS, TALENTS & PERKS

	AV/DV
2 Hand-to-Hand: 4	12
1 Hand-to-Hand Evade: 3	10
3 Melee Evade: 3	10
3 Ranged Evade: 3	10
7 Interrogation: 7	15
5 Persuasion: 7	15
7 Streetwise: 7	15
5 Expert (Super-Heroes): 5	9
5 Expert (Super-Villains): 5	9
3 Local Expert (Bay City): 5	9
5 Wealth: 5	
3 Longevity	
2 Perk (Member of Scions): 2	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
10 Damage Resistance: Armor 20 KD & 20 EKD	
3 Kinetic Absorption: 3d6 Absorption vs. physical attacks to STR, Maximum of +3 STR	
4 Incredible Toughness: Regeneration—REC in Hits every 5 minutes (instead of every day)	
5 Life Support—Self-Contained Breathing (up to 20 minutes), Safe Environments: Vacuum/High Pressure, Extreme Heat/Cold, High Radiation	
4 Knockback Resistance -20 m/y	
2 Superleap: +20 m/y	3
1 Mental Defense: 5 pts.	
2 Power Defense: 10 pts.	
2 Lack of Weakness: +10	

and a job is totally alien to her. She's entirely impulsive, seeing something that she wants and taking it. Self denial is not her bag, she sees no real sense in denying herself anything. Because of her massive strength and near-invulnerability, she is prone to considering herself unstoppable and has a tendency not to think things through very carefully. She is not stupid though and can recognize a superior plan when she hears it, but is prone to bouts of stubbornness. She gets such a kick out of paranormal fights that she'll sometimes intentionally prolong it, particularly giving weaker opponents that extra chance. She is loyal to the Scions and can be a very supportive team player. However, when she gets involved in a personal combat with someone who can take her punches, she can forget about working with the rest of team.

Occupation: Straight-up professional super-villain and adventurer. She couldn't even fall back on typing skills if she had to. Besides, she's too well known to take up a normal life. At various times, Black Diamond has warrants out for her arrest, although she spends a fair amount of money on lawyers to make sure that nothing comes of them. Despite the Champions, she can't help but love the sights and sounds of Bay City, her home town. She keeps a fine house in the pricey area of the Marina District, though it is bereft of any special equipment. Even when Black Diamond is wanted for various super-crimes, she can sometimes be found hanging around her house. She feels that confining herself to the Scions' base, as comfortable as it might be, is just another form of prison.

Appearance: Maxine is of African-American heritage and has a dark complexion, short cropped hair, and brown eyes. She stands just over six feet two inches tall and is heavily muscled though finely proportioned. She has a very commanding presence. When dressed for combat as Black Diamond, Maxine wears a skimpy, body-hugging, one-piece sleeveless body suit. The body suit has silver-bordered diamond-shaped cut-outs on the front and legs. The cut-outs are, of course, in good taste. Silver gloves top off the costume. Maxine doesn't wear a mask.



ESPER

Secret Identity: Sandra Croft

History: "If you want to win at the paranormal game you've always got to keep in mind your actual goal. Touncing and humiliating Danskin-Man and his pals may be great fun and a terrific way to unwind but it's not what you set out to do when you woke up this morning. The bank... remember? The money in the stupid bank?!"

"A little planning can go a long way in outsmarting the heroes who can be, shall we say, a little exuberant and focused in their desire to 'punch da villain in da face.' With the right partners and a little forethought, you can be well on the way to cooling your ice while the Capes are still posing for the cameras and saying how proud they are to do their bit for society. Yes, play it smart and it will be a very small bit... a trifling bit.

"Almost nobody's heard of me. Idiots think that's a bad thing. But I don't have heroes basing their careers on tracking

me down, I'm practically unknown to UNTIL, and haven't the vaguest idea what the inside of Stronghold looks like. Even the super-villainous community is scarcely aware of my abilities. And that's the way I like it. When people know what you can do, they can plan for you. I don't want that to happen.

"Most of the time I simply walk into a score, take what I desire, and leave without any hindrance. Unexpected combat is an indication of failure.

"It doesn't hurt to have a selection of powers which makes it easy to convince people that you aren't even there. But that's my lucky break... boo-hoo for you.

"I first met Dr. Franck back in 1978. I had been a...ahem...super-villainess for two years by then, starting at the tender age of sixteen, and making myself quite wealthy in that time. Not that it had been particularly rough sledding from the beginning. Daddy, and his father before him, had been quite successful in their own little, dark circles of crime. Not low-life gangster types, but slick, professional cat burglars, prowling the high-

town penthouses and apartments and plundering the sort of swag that brings in the top dollar. My father was good, but not quite up to grampa who had an uncanny ability to find hidden trips and alarms and always knew where his marks were and what they were up to.

"I know how grampa did it! That's what Dr. Franck told me; he just showed up that day and told me all about my family. He traced my family tree back and then brought it forward along certain paths that I never would have imagined. My father with his intuition and 'lucky sense' was practically barren, and grampa really wasn't that much better. According to the good doctor, I was the one to wear the genes in this century. You had to go back over six generations to come close to my level of power.

"Well yes, this was pretty interesting, but I had a feeling that this guy was leading to something. Seemed he knew a lot about paranormal powers and mutants, or the families as he liked to call them. He was proud of his knowledge and didn't like to share, not outside of the family anyway. Seems there was this organization at the time by the name of UNTIL that had a little more of this knowledge than Dr. Franck thought was right. And some of it they'd actually stolen from him which he didn't think was fair at all. It all might have seemed of very little interest to me except that the biographical lore he'd presented about me was part of UNTIL's and Director Campagne's own personal files.

"I wanted security and so did the Doc. He was also interested in a little payback too, which I've always considered a very dangerous luxury in our line of work. But the good doctor was a schemer and a planner, too and if you read the papers or paid attention in your modern history class, you know that things came out perfect. For us anyway...you are on our side, right?

"I met my first super-villains, Gremlin and Comtron, and for five months we worked like a well oiled machine. Files disappeared, notes were changed, files reappeared, people started talking, accidents happened, and things fell into disarray. Files disappeared again. Well, amidst all of these shenanigans and skullduggery, somebody just had to alert the media. And ex-Director Campagne learned that you don't screw with the Family unless you want to get burned.

"After word got out regarding the especially seedy investigations which Campagne's secret branch had been involved in...why, even the heroes had to sit up and take notice. After a few years behind a mask,

it's pretty easy to list the benefits of a secret identity. And faster than you can say, 'Up.. up.. and away!' UNTIL's special paranormal-tracking operation was shut down.

"Meanwhile, I had my first taste of mutant camaraderie and I had to say that I liked it. Having contacts with other people of power opened up whole new worlds of possibilities. Conquering the planet? Oh, don't be ridiculous; but this meant the kind of scores that were previously denied to me. I hate self-denial and sacrifice, I happen to think that I-deserve-what-ever-I-want! And why not?

"Neither I nor Dr. Franck thought it was a good idea for me officially to join VIPER. Even then he was somewhat suspicious about Menton and I had positively no interest in greeting my distant cousin. Besides, King Cobra was just coming to power and his methods held no charm for me.

"However I became acquainted with most of the members of Franck's Dragon Branch and we shared several rousing adventures. Why, I once managed to trick Goliath into thumping his new partner, Orchid, into a wall for me. Ahh...those were the days.

"Of course I knew about the planned rebellion following the hot summer of 1989. I was there, in spirit at least, to keep the break clean and help establish the Scions of Caine into reality. So don't say just because I never wore the green, I wasn't there at the beginning. You should know better."

Personality: Esper is one of the nicer super-villains you're ever going to meet. She prefers not to engage in any of the darker sides of crime. It has always been only fun and games to her, and she has no interest in seeing anybody get needlessly hurt, whether they be normal or wearing a cape. She has little patience for carelessness and a low tolerance for stupidity and rudeness. There are certain members of the Scions with whom she will not join in missions. Like most psionics she has a very high opinion of herself, believing that she is quite superior to most everyone she meets. But with

ESPER

CP: 68

OP: 133

PP: 79

INT	7			OffX	26	DefX	26
WILL	8	RES	24				
PRE	5						
TECH	6						
REF	7	SPD	4				
DEX	8						
CON	6	SD	10	ED	14	END	60
STR	5	REC	11				
BODY	8	STUN	40	HITS	40		
MOVE	8	RUN	16	SPRINT	24		
		SWIM	8	LEAP	8		

COST COMPLICATIONS

- 8 Secret Identity: Sandra Croft (Infrequent, Strong, Major)
- 3 Limited Power: Esper has no control over her ability to see into the past; this will just happen at random plot points. She can not choose to look into the past on her own accord. (Infrequent, Strong, Minor)
- 10 Code of Honor; will not injure or allow injury to non-combatants (Frequent, Strong, Major)
- 10 Treats everything as a game in which she is in control (Frequent, Strong, Major)
- 10 Enemy: Guard (As Powerful, Single Country, Capture)

COST SKILLS, TALENTS & PERKS

AV / DV

16	Martial Arts: Kung-Fu	
2	Hand-to-Hand: 4	11
3	Use Mental Powers Multipower: 3	11
10	Use Locate : 10	18
3	Hand-to-Hand Evade: 5	13
5	Melee Evade: 5	13
5	Ranged Evade: 5	13
5	Lockpicking: 5	11
5	Sleight of Hand: 5	13
3	Stealth: 3	11
5	Concealment: 5	12
3	Criminology: 3	10
7	Mimicry: 7	12
6	Security Systems: 6	13
6	Conversation: 6	11
4	Persuasion: 6	13
7	Seduction: 6	11
7	Disguise: 7	13
5	Expert (Scions of Caine): 5	12
6	Expert (The Underworld): 6	13
4	Perception: 6	13
4	Teacher: 6	11
8	Wealth: 8	
3	Perk (Member of Scions): 3	
9	Very Beautiful; Longevity	
1	Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

END

6	Strength of Will: STR 4 TK, Fine Manipulation	3
10	Mind Shield: Force Field 27 KD & 23 EKD	5
12	Illusory Transformation: Shape Shift to any form, No END Cost	0
2	Illusory Transformation: Instant Change to any clothes	
12	Locate: 12d6 Mind Scan	6
7	Mind Link: Any Mind, Any Distance, x8 minds	
15	Mental Powers Multipower	
2m	Mind Reading: 15d6 Telepathy	7
2m	Fooling the Mind: 15d6 Mental Illusions	7
2m	Ruling the Crowd: 11d6 Mental Illusions, Area Affect in 12m radius	7
2m	Mind Scry: Clairsentience for Sight, See into the Past (see Complications, though), Range of about 1600 m/y	5
2m	Mind Fry: 5d6 Mental Attack	5
3	Mental Defense: 15 pts.	
2	Power Defense: 10 pts.	

her, at least, superiority also means acting with intelligence, self-reliance, composure and respect. Esper values subtlety and finesse above all other combat tactics, and will urge her fellow Scions to follow that course. Esper really doesn't like fighting, or pain, and does her best to avoid it.

Powers: A powerful psionic, though not on the same raw power level as Menton or his sister, Mentalla. Esper doesn't seem to have the knack for the more overt mental abilities such as Mind Control, and her pure Psionic Blast isn't as powerful as some of her other talents. This has forced her to focus on more subtle methods and she has honed her skills of illusion and telepathy to a keen edge. She uses trickery in combat and rarely engages an opponent openly. Her power allows her to create a durable shield to protect her when she actually chooses to make her presence known. Esper will never stick around for a stand-up fight; if she is discovered, she will concentrate on confusing her opponents and escaping to a vantage point where she can put her powers to their best use.

Occupation: Professional thief, both because of her abilities and the skills and talents which her family passed on in her younger, impressionable years. She has several nice homes, located in Bay City, New York, London, and Paris. Although the Guard is very interested in capturing Esper, she does not have any warrants out for her arrest, and she is very careful to avoid such. With her powers, it isn't very difficult. She takes an interest in training the newer and younger members of the Scions, honing their skills but especially teaching them the value of careful thinking and clever planning.

Appearance: Esper still looks like a young woman in her twenties when she chooses to look like herself at all. Rarely does she wear a costume, preferring the anonymity of blending into a crowd. However, when she has use for the benefit of a bit of extra armor and insulation, she wears a sleek, silver leotard, gloves, and boots, all with a thin black trim.



Esper

VIBRON

Secret Identity: David Lawson

History: "I bet you're starting to think there are no real mean, nasty villains in the poor, misunderstood Scions of Caine. Wrong again, punks. Some of this philosophizing junk really gets

on my nerves. I'm here for one reason, and that is that in a group there is power... period! There's still a lotta paranormal jerks out there that feel they got a right to kick your teeth in and send you to jail. Sometimes it's good to know you got a little backup.

"I was approached by Darkbolt about four years ago. Back before then I was hooked up with the Conquerors. Ankylosaur had figured it out that it wasn't a smart thing to put all your trust in powered armor-suits. The flaw to that sorta thinking kinda goes like this, 'Sometimes those good-guys can be pretty smart!' Yeah, once the Champions knew what they were up against, it wasn't too hard for a couple'a their super-geniuses to figure out how to short-out those metal monkey-suits. Ankylosaur and his crew would come up with modifications and try to cover every possible contingency,

but what the hell... maybe they weren't quite as smart as the Marksman or Goliath.

"The thinking went along the lines of, 'Let's get a couple'a bonafide paranormals working for us and maybe we can catch those jerks by surprise!' Gotta say, it worked the first time. The Capes were looking one way and me and Wavelength zapped 'em good. Wave took out their newest framistat and the Conquerors did some heavy duty stomping. Those were some pretty good times. Mainly I was fresh out of quitting college and wanting to cash in on my new-found powers. This was the place to be.

"But the Champions, you know, they gotta way of bouncing back, and we wound up having to give 'em their headquarters back. Ultimately, I'll be honest, we got driven back to the sea. All of us got away, except Wyvern who's gotten kind of used to being thrown in Stronghold over the years. Following that, Ankylosaur didn't seem to have anything else up his armored sleeve but more acts of vengeance against his dire foes. Yeah, I'm willing to hold a grudge as much as the next guy but you can just take things too far. I was in on the plot to blow up the Crayton Building and even

went so far as to help kidnap Orchid's kid. Don't tell me I ain't got what it takes.

"Somewhere along the line though, I noticed that we weren't making any money. Master plans and schemes don't come cheap and we were spending it faster than we were taking it in. Freakin' this-time-for-sure Revenge Plan #24 and I made a vocal protest. Lemme tell ya, thinkin' about joining the Conquerors? Ankylosaur ain't much for democracy. He started pushing me and I stood my ground cuz I ain't one to back down. I'll say it right here, I've done smarter things.

"He blasted me clean out of our poverty-row warehouse headquarters and took the battle to the street. I let the creep have it with everything I had but his armor's the toughest around. All I wound up doing was makin' him mad; and unless your name is Dragon, you don't really wanna make this guy mad. Finally started looking for an angle and ended up dropping a solid brick-wall on top of him. Didn't stop him, but it sure slowed him down. Enough that I managed to get away.

"But it wasn't a complete failure, you know, I did manage to get him to knock it off with all-the-time trying to get vengeance on The Champions. You got it, now that stupid, tin-plated monster wanted to make **me** pay for breakin' the great unwritten law! It was somewhere around this time that Darkbolt found me and offered me a place in the brotherhood of the Scions of Caine.

"Things have been all right since then. A bunch of us wound up paying a visit to the Conquerors and they were warned to back off. Yeah,



Vibron

I bet it don't stick but horn-head knows what he's up against now. Don't mess with the mutants, pal!

"The last few years have been good. I've learned how to make better use of my powers and be a better fighter. Mainly, that's what I'm into, the whole sights and sounds of the paranormal scene... you know, busting heads! We even did our civic duty during the whole Proprietor mess, even if that idiot Lightsword managed to get in my way and ruin the shot. Later Black Diamond, Radion, and me got in a tangle with the lunatic Corsairs but still managed to break up the Antwerp Connection even if those losers stole the credit. Along the way I made the biggest mistake of my life by recruiting that little toad, Target. My responsibility... yeah, right!"

Personality: Vibron enjoys fighting and likes a challenge. He is one of the more reckless of the Scions and is highly prone to violence. He never gives up and prefers resorting to ruthless tactics rather than accept defeat. He has little concern for normals or innocents who get in his way. He gets a special kick out of beating and humiliating super-heroes and will sometimes sacrifice missions and goals to achieve that end. Vibron is still quite young to his

VIBRON

CP: 59

OP: 39

PP: 57

INT	4			OffX	24	DefX	29
WILL	5	RES	15				
PRE	5						
TECH	6						
REF	8	SPD	4				
DEX	8						
CON	6	SD	12	ED	12	END	60
STR	4	REC	10				
BODY	9	STUN	45	HITS	45		
MOVE	4	RUN	28	SPRINT	42		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 8 Secret Identity: David Lawson (Infrequent, Strong, Major)
- 8 Vulnerability: 1 1/2 Damage from Electrical Attacks (Infrequent, Common, Major)
- 10 Takes Offense Easily, Impulsive (Frequent, Strong, Major)
- 10 Reckless and Violent (Frequent, Strong, Major)
- 2 Distinctive Features: Young Tough/Punk (Infrequent, Easily Concealed, Minor)
- 10 Enemy: Guard (As Powerful, Single Country, Capture)

COST SKILLS, TALENTS & PERKS

	AV / DV
2 Hand-to-Hand: 4	12
4 Use Sonic Vibration Powers Multipower: 4	12
E Hand-to-Hand Evade: 2	10
2 Melee Evade: 2	10
2 Ranged Evade: 2	10
5 Driving: 5	13
5 Concealment: 5	9
5 Interrogation: 5	10
3 Persuasion: 5	10
5 Wealth: 5	
3 Longevity	
2 Perk (Member of Scions): 2	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
12 Vibration Field: Damage Reduction (50% KD & EKD)	2
10 Vibration Field: Force Field 20 KD & 20 EKD, Half END Cost	2
3 Sonar Sense: Active Sonar, 360 Degree Sense, Costs END	3
4 Running: +20 m/y Run; +30 m/y Sprint	
15 Sonic Vibration Powers Multipower	7
2m Vibro Crush: TK STR 10	6
2m Vibro Shock Blast: 10d6 Affects Desolid	6
1m Vibro Punch: 12d6 Energy Blast (vs. SD), No Range	4
8 Vibro Field: Desolidification, affected by Sonic SFX	

powers, having acquired them at the late age of nineteen. The novelty of using them in combat has yet to fade.

Powers: Vibron's unique physical structure gives him mastery over the forces of sound and vibration. He can generate waves of force which can cause solid walls to crumble into dust. More easily he can generate that same energy within himself, giving his punches a shattering impact. This is his most devastating

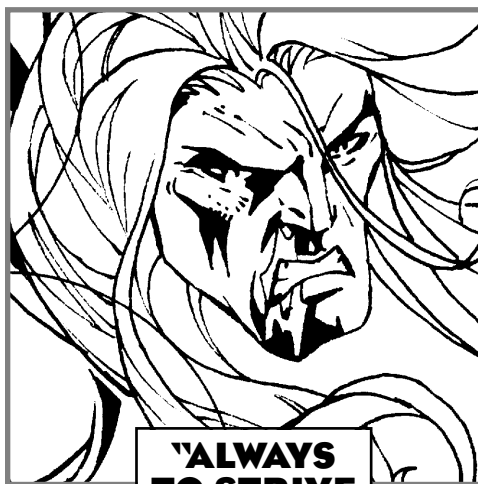
"OK, YOU WANT A FIGHT? YOU GOT A FIGHT!!"

attack. However, it requires that he enter into melee range with his target. While Vibron is a skilled hand-to-hand fighter, he prefers to avoid such whenever possible. However, Vibron loves using his Vibro Punch against targets that can't hit back. The vibratory effect of his personal energy field displaces

much of the damage of any attack that is directed at him, making it very difficult to damage him. Vibron can take quite a pounding before he goes down. Further he can detect sounds and movement about him and target via those senses.

Occupation: David was never a particularly good student and hated his failure at academics. When his powers first manifested he was well-pleased at the opportunity to escape the constant expectations and demands of his parents and unattainable standards set by his over-achieving older brother. He has shunned higher learning ever since. He is purely a criminal, though mainly as muscle for someone else's plan. He takes his share of the loot and lives well. He keeps a home in Los Angeles as well as one in Denver. Vibron is quite greedy, and is willing to take on just about any job for the proper fee. He rarely denies himself anything, and it irks him greatly to have to pay property taxes on his houses. However, he is canny enough to know that there are some things you just cannot steal.

Appearance: Vibron is a young man in his twenties in excellent physical shape. He wears a traditional skin-tight costume of red and orange color with boots and gloves. A stylized "V" symbol is over his right breast. He prefers to feel the wind blow through his long, sandy-brown hair, foregoing any sort of face mask. However, the constant vibratory nature of his energy field creates a blur effect which effectively screens his secret identity. Most people never get more than a brief, blurred glimpse of Vibron. And certainly he never shows up clearly on security cameras and monitors.



"ALWAYS TO STRIVE ABOVE ONE'S SELF IS ALWAYS TO BE A MAN!"

—Radion



RADION

Secret Identity: Gabriel Standish

History: "I came to an understanding of my power while attending university, but unlike so many other of my brethren I did not take this as a calling from God above to don an outlandish costume and wreak unholy havoc on whatever local citizenry might be handy.

Rather, I continued with my studies so that I now enjoy a greater understanding of the world around me and the scientific learning of mankind. A superior being must be empowered mentally as well as physically; the truly great man understands the value of a healthy mind in a healthy body.

"While much of the paranormal world seemed intent on throwing buildings at each other during the emergence of the sixties, I set out to travel across Europe, Asia, and Africa, seeking out the secrets which I suspected were hidden in the dark forgotten corners of the world. There was adventure enough for me along the way, I encountered several of the prominent eh... villains of the day with varying results of the social nature.

"I imagine some of this sort of thing is of interest, so I will pause to mention a few. Dr. Destroyer was very loud and brash at the time, resentful of anyone who would not acquiesce and toady to assist in his dreams of conquest. Obviously we did not get along, though his manner and our association have changed over the years.

The Matthias half of the Black Paladin entity is a stimulating conversationalist and, of course, a fellow explorer though he is entirely obsessed with the occult which, to me, is only another science to be understood. Also, he cheats at chess. Mechanon is an unreasonable monster and I was forced to destroy him once myself. The VIPER ruled by the human, Willem DeVrie, held absolutely no interest for me. Eurostar, in its younger days, was actually a more agreeable organization. Fenris had not yet become so embittered by the results of his own failings and, behind his oftentimes brusque manner, held real dreams of hope and salvation for the world and his place in it. For a time, in fact, this was the first paranormal organization with which I became involved.

"I fought along side them only once, during their first violent clash with the Champions. It was my pleasure to remove the armored hero, Force, from the struggle. Eurostar boasted five other members at the time: Bora, Centurion, Pantera, Le Sone, and the

young White Flame. Unfortunately we came to some disagreement over the fate of the captured heroes and I abandoned my position on the team. This was, perhaps, a failure of will on my part. And it is sometimes interesting to conjecture at what might have been had I removed Fenris, and perhaps Bora as well, and took control of Eurostar at that time.

"But then it would be up to me to deal with the eventual ambitions of White Flame. And the personalities of the rest, really, are not all that agreeable.

"Of course I came across Dr. Franck in my travelings; such a meeting would have been ordained by fate if nothing else. Less dramatically, he sought me out, which is understandable considering my own family's history and his own secret. He was, to say the least, well pleased with me and took me into his full confidence. I was given the first tour of his plans and preparations and was quite interested myself.

"By 1975 I suppose we were in full alliance. Our correspondence was fascinating though intermittent, as by my travels to far-off and remote lands made mail delivery occasionally awkward. I found the underground world of Mulung in '76 and stayed there for a time. Obviously the advent of disco so dismayed me that I spent most of the latter part of the decade and much of the eighties in the lands of Samarkan. My own powers were scarcely affected by passing through the Great Door and I became something of a king in the territory called Absul. My wanderlust eventually overcame me, and I departed from my saddened people and continued to explore. This entire land is vast and wild and mostly free, filled with chaos and the magic of untamed life. There is power as well, and places and cities unfortunately ruled by tyrants.

"By the mid-eighties I had returned to our own world and took up again my personal affairs. Samarkan had spoiled me, and I now saw the value in the convenience of wealth and property. These were easily obtained. My many-times great grandfather had been busy as well and the two of us had much to share. His own plans had moved forward and it was now time to send an emissary to the undersea world of Atlantis. And within a year, I went.

"The people of Atlantis are even less agreeable to strangers than those of Mulung but through the good doctor's ancient tablets I was able to present myself in accordance with the proper form and manner of Atlan's time and was soon accepted. I have a gift for languages and was

quickly able to correct the flaws in Doctor Franck's teachings. A treaty was signed and an agreement made for the location of the future home for the Scions of Caine. Of course it was over two years before I returned with this news."

Personality: Radion is very above-it-all in his approach to things. He will consider the needs and wishes of those around him, listening patiently, and then he do what he chooses to do. He is less Earth-bound than the others, attempting to reach some higher plane of being. He is an explorer, always longing to know what lies beyond the next mountain. He is an indefatigable adventurer and a determined foe if crossed.

Powers: Radion is one of the more powerful of the Scions with the ability to transmute the basic structure of matter, whether living or inanimate. Time and complexity are factors, though; he cannot simply snap his fingers and change lead into gold. Also he has found that all matter has a basic, less-mutable code, and the affect of his transformation alone is rarely permanent. This power is controlled through his hands while his eyes can flash a primal beam of disruptive force that randomly shatters the bonding of molecular structure. Through fine manipulation of his power he can move quickly through sea, air, and space and can survive in any environment.

Occupation: Radion has never held a job, considering such to be beneath him. He is much akin to the wealthy aristocrat-adventurers of the nineteenth century, traveling the world and plumbing its secrets. He is vastly wealthy. He has written five volumes detailing some of his findings and explorations which have been published by Prospero's Books, a small house dedicated to such arcane topics.

Appearance: A tall, powerfully-built, vital-looking man with piercing, blue-gray eyes and long black hair. He moves easily and gracefully, always with a stately composure. His costume is gold and white with a flowing cloak and elaborately designed armor. He rarely wears it, however, preferring a more formal appearance or safari-type garb whenever appropriate.

RADION

CP: 95

OP: 116

PP: 97

INT	8			Offx	33	Defx	34
WILL	7	RES	21				
PRE	10						
TECH	9						
REF	10	SPD	5				
DEX	10						
CON	10	SD	20	ED	20	END	100
STR	11	REC	21				
BODY	16	STUN	80	HITS	80		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	34	LEAP	4		

COST COMPLICATIONS

- 8 Secret Identity: Gabriel Standish (Infrequent, Strong, Major)
- 10 Explorer, Adventurer (Frequent, Strong, Major)
- 17 Prefers to fight on the opponent's level (Constantly, Extreme, Major)
- 15 Protects the helpless (Infrequently, Strong, Extreme)
- 20 Enemy: Eurostar (As Powerful, Single Country, Kill)
- 20 Enemy: Mechanon (Less Powerful, Single Country, Kill)

COST SKILLS, TALENTS & PERKS

	AV / DV
E Hand-to-Hand: 2	12
3 Use Molecular Control Multipower: 3	13
E Hand-to-Hand Evade: 2	12
4 Melee & Ranged Evade: 2	12
4 Pilot: 4	14
4 Riding: 4	14
4 Stealth: 4	14
5 Cryptography: 5	13
5 Deduction: 5	13
6 Survival: 6	14
4 Tactics: 4	12
4 High Society: 4	14
4 Oratory: 4	14
2 Persuasion: 4	15
2 Trading: 2	12
3 Expert (Cooking): 5	11
5 Expert (Linguist): 5	13
5 Science (Anthropology): 5	13
5 Expert (Secret World History): 5	13
20+ Language (Many, many different ones): 5+	
12 Wealth: 12	
5 Perk (Member of Scions): 5	
3 Handsome	
3 Eidetic Memory	
3 Longevity	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
7 360° Spatial Awareness	
8 Life Support—Self-Contained Breathing, Safe Environments: Vacuum/High Pressure, Intense Heat/Cold, High Radiation, Need not eat, sleep or excrete, Immune to Disease & Aging.	
5 Swimming: +30 m/y w/ x4 NCM	3
23 Molecular Field: Force Field 30 KD & 30 EKD, Hardened, No END Cost	0
8 Molecular Phasing: Desolidification (affected by Radiation SFX)	4
11 Molecular Repulsion: Flight 40 m/y w/ x8 NCM	4
20 Molecular Control Multipower	
2m Molecular Energy Blast: 18d6 Affects Desolid	10
2m Molecular Energy Beam: 16d6 Killing Attack Affects Desolid	10
2m Matter Destruction: 10d6 Drain (BODY)	10
2m Matter Rearranger: 7d6 Transform, any Target to any thing, Cumulative	9
2m Spatial Entangle: Entangle 10D6, PD 30	10
2m Personal Molecular Structure: 6 Levels Density Increase (up to +6 STR, 64x Mass, +6 PD, +6 ED, & -12 m/y Knockback)	6
2 Mind Defense: 10 pts.	
2 Power Defense: 10 pts.	
1 Flash Defense (Sight): 5 pts.	

Secret Identity: Linda Shane

History: “You know, one would think that green scales and wings would have made me a natural for VIPER, and frankly it’s surprising that no one sought me out before 1978. I had been a solo for two years followed by a stint in the Black Paladin’s Masters of Fortune. Yeah, the Masters have always been one of the great, rotating membership villain-teams of all time. In fact, during my stay the Paladin himself was in absentia. So we’re talking Heatwave in charge with the Crimson Archer, Streamer, Blockade, me, and my girl-friend, the Cateran. Whatta team! Whatta time!

“Now I don’t want to put anybody down here, good ol’ Heatwave really is a genius for super-criminal weaponry and gadgets, and ain’t even all that bad to have around in a fight. But if you’re in the market for a savvy team-leader with tactical brilliance and command techniques... well, keep looking. Still, we had our good times and our laughs; Heatwave wasn’t so much of a stiff that he wouldn’t allow some actions to be just for the hell of it. And certainly we would have been a lot smarter to limit our engagements to the newer teams that were cropping up at the time. Vanguard? Yeah, let’s stomp ‘em! But the Promethians have always been the bane of the Masters and they finally succeeded in thumping our heads, jailing Streamer and the Archer (again), while forcing the rest of us to abandon a very expensive headquarters. Shortly after that, the Paladin returned with all his pomp and ceremony and arrogance and micro-managing everything, and this just wasn’t my kinda gig at all. So I left.

“Briefly I hooked up with Foxbat and his crew but we found we were both too much alike and again I took a powder. Leaving isn’t always easy, and after all this I needed to replenish my cash-standing. There’s always opportunity for a working girl though and a few fast-money gigs for the Invisible Empire got me flush again. They were starting to crumble around then but still had good assets. I didn’t want to get entangled with their mess so it was strictly a job-to-job basis. By the time the pesky Freedom Riders were on the Empire’s trail, I was out of the loop. Good timing or good luck? You be the judge.



“So I don’t know what it is, I still had never been approached by the Men-in-Green and it was purely a coincidence that I happened to bump into Black Diamond while we were both making a little withdrawal from the First Eastern Bank on 53rd and 4th. We kind of hit it off at first, you know, but then decided that there’s just so much time you have when pulling a heist in broad daylight before the Capes come out in force. Besides, there was plenty of loot for both of us to carry, which is to say... there was a lot of loot!

I liked her straight-forward, bare-knuckled, punchum-inna-face attitude and suggested we get some coffee after we made our respective getaways. She was agreeable, so off we went.

“Personally, I had never even heard of Dragon Branch in VIPER; seems the Doc preferred to keep things on the hush-hush. But the more Black Diamond told me about it (a beautiful person, but she is not one you should go telling stuff that you don’t want passed around), the more it seemed like it might be good idea. I was on the lam anyway, due to Major Victory’s unexpected turnaround and trashing of anybody who had been in anyway involved with his old Empire! Go figure the nerve of some people. VIPER and Dragon Branch seemed like a good new home. And I need-

ed a good home at that point.

“Did I forget to mention...? Of course I’m a mutant, had my ability to transform into this incredibly glamorous, powerful form due to one of those routine chemical accidents you’re always hearing about. In my younger years I was an up-and-coming chemical engineer for Sobol Ltd., a pretty dull job that needs a little humor to break up the boredom every now and then, if you know what I mean. Unfortunately I cut the fuse a little short and wasn’t paying attention to Cadfield’s nearby experiment and things got a little explosive. Panic must have caused me to grab hold of those precious-but-latent mutant genes and save my life. Couldn’t quite save my job though, they just kinda felt somebody had to be responsible. Eh, so what? If you stay in the first place you work for too long everyone thinks you’re a loser anyway. And I’ve been called a lot of things in my life, but not a loser!

“I’m ashamed to say that I spent the next seven or eight months lashing out at the world, figuring that I was stuck in this inhuman form and felt it was everybody else’s fault but mine. It makes me feel a little better that I understand that sort’a thinking happens a lot. Fortunately before the year was out it occurred to

me to make use of my so-called genius and figured out the para-hormonal reaction that caused the transformation in the first place. A simple chemical solution normally induced can replace the extreme reaction to urgent trauma and stress. Well hell, if I'd known it was that easy I never would have attacked the '74 Miss America Pageant! And since that time I've gotten so that I can trigger the transformation by simple force of will. The things you learn.

"Black Diamond introduced me to Dr. Franck and he acted like it was a big deal that he'd never heard of me or had any idea of who I am. This amused the hell out of everyone in Dragon Branch because no one ever caught the Doc off guard and he's supposed to know everything. I didn't get it until I found out later that Franck has made it his life's work to study paranormals and their history and family lines and such and thought he had all of the bloodlines tagged. Whoops, that's supposed to be a secret, by the way.

"The two biggest accomplishments during my tenure at VIPER were helping in the development of Mutaphetamine and surviving a romance with King Cobra. And you can get the dirt on that one elsewhere, a lady doesn't tell. Baseless rumors sometimes suggests a third involving Menton and a Boston-cream pie but that is all probably untrue.

"I developed skills in covert operations while in VIPER; constantly bumping heads with that witch, Adder, who I shoulda thrown off the George Washington Bridge when I had the chance. Anyway I brought these specialties with me into the Scions of Caine as well as my more calamitous natural tendencies. Still, I head our Stealth Division because, from time to time, I do take my job seriously. And I go on missions as much as possible because, you know, that's where the fun is."

Personality: Gremlin enjoys tricks and can often be quite nasty about it. She's in the super-villain game for the kicks and the cash, abandoning the normalcy of an average life over twenty years ago. She's never looked back. She can seem careless and a little goofy in her dealings with super-heroes and the law, but can become deadly serious and professional at the drop of a hat. Her unpredictability is one of her greater assets.

Powers: The natural armor of thick, reptilian scales that protects Gremlin also adds extra impact to her attacks, allowing her to smash

through the protections of her victims with her already enhanced strength. The large, leathery wings are not just for show, granting her the ability to achieve quite impressive flight speeds. Gremlin has an almost mystic talent to mask her presence, preventing others from knowing she's there until it's too late.

Occupation: Professional super-villain and member of the Scions of Caine. She is also a genius in bio-chemistry, though she has never marketed anything she has ever produced or developed. She rarely completes lab work, as she gets bored easily. Others tend to pick up her projects. All of her innovations have been directed toward her criminal lifestyle, either in the creation of new weapons or gimmicks for combat or in the service of VIPER and the Scions of Caine. She makes enough money as a criminal to forego any stipend from the Scions, and she refuses any compensation for her considerable lab-work and services she performs for the Scions as well as

the training exercises she gives for the newer members. She has sizable homes and land holdings across both American continents, and can often be found traveling the world. A free spirit, Gremlin is always looking for new venues for her tricks.

Appearance: Linda is 5' 8" tall and slender with auburn hair and brown eyes and appears to be in her early twenties, as though only the time she has spent in human appearance has counted towards her age. In Gremlin form she takes on about half a foot in size and well over a hundred pounds of powerful mass and muscle. Her skin is covered with fine green scales, giving her a lizard-like yet still sexy look. Her green, scaly, winged form is detailed with formidable spikes to a frightening effect.

**"I DON'T
THINK
EITHER
ONE OF US
IS GONNA
WALK
AWAY
FROM
THIS...FOR
-TUNATELY
I CAN FLY!"**

GREMLIN

CP: 90

OP: 103

PP: 41

INT	8			OffX	24	DefX	31
WILL	5	RES	15				
PRE	8						
TECH	7						
REF	9	SPD	5				
DEX	9						
CON	13	SD	28	ED	24	END	130
STR	12	REC	25				
BODY	13	STUN	65	HITS	65		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 10 Distinctive Features: Scary, winged lizard-thing (Frequent, Concealed, Major)
- 10 Limited Power: Linda will tend to change into Gremlin during periods of extreme stress (Infrequent, Severe, Major)
- 8 Vulnerability: 1 1/2 Damage from Cold Attacks (Infrequent, Common, Major)
- 10 Enjoys fighting; loves to win (Frequent, Strong, Major)
- 10 Practical Joker (Frequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

AV / DV

1	Hand-to-Hand: 3	12
1	Hand-to-Hand Evade: 3	12
3	Melee Evade: 3	12
3	Ranged Evade: 3	12
6	Acrobatics: 6	15
4	Athletics: 6	15
6	Stealth: 6	15
6	Forensic Medicine: 6	13
6	Paramedic: 6	13
4	Bureaucratics: 4	12
5	Conversation: 5	13
4	High Society: 4	12
6	Streetwise: 6	14
5	Seduction: 5	13
4	Science (Biology): 4	12
6	Science (Chemistry): 6	14
8	Science (Genetics): 8	16
6	Science (Pharmacology): 6	14
3	Beautiful	
8	Wealth: 8	
3	Longevity	
4	Perk (Members of Scions): 4	
1	Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

END

1	Super Form: Instant Change: From Linda to Gremlin and back again	
7	Enhanced Smell: Discriminatory, Tracking, Targeting Smell	3
4	Cloaking: Invisibility to Sight Group, Limited Power: Will not work when Gremlin is in actual combat (-2 pts.)	4
9	Wings: Flight 40 m/y w/ x2 NCM	
8	Tough Skin: Armor 18 KD & 14 EKD	7
8	Claws & Spikes: 3d6 Hand-to-Hand Killing Attack, Armor Piercing (6d6 with STR added in)	
2	Reptile Recovery: Regeneration for lost limbs & organs	
1	Lack of Weakness: +5	
1	Power Defense: 5 pts.	



AVATAR

Secret Identity: Cheryl Travis

History: "A life of adventure seemed inevitable for a second generation paranormal like me. My mother was the shape-shifting super-villainess named Dancer and my father was this really famous super-hero from a very prominent team. I'm not supposed to say his name but, you know, think about it. And yes there's a really interesting story there but it's none of your business. Even super-heroes and super-villains need some privacy, and there's no reason to get into the details.

"Dancer always felt that the best things in life were free, as long as you were willing to take them. No relationship with anyone, no matter how noble, was ever going to change this basic part of her character. She liked nice, expensive things and did whatever was necessary to take them. When it was evident that I, her daughter, had super-strength and powers, she just naturally assumed that I would want to follow in her footsteps. I didn't go on any crimes or missions with her, but she was constantly training me and hiring others to teach how best to use my strength and hone my flying skills.

"I love to fly. I always have and I always will. My wings are very much a part of me and the freedom of the wind and the sky is overwhelming. Mother could fly as well, though she had to shift into an animal form to do so and had to concentrate on the dance to maintain it. All I have to do is sprout my wings and I'm free.

"Not all villains are blood-thirsty types, and sometimes they even get caught up in saving the world. It was 1994, and mother had been allied with the Freebooters for over six months. There were four others: Blacksun, Micron, Leech, and Ricochet. I also had been taking part in some of their adventures. This was to be their last.

"We were on a raid against a PanStar facility and stumbled across a plot involving a small cadre of warriors of the Trepharian Way. Trepharians are more of the aliens the governments would like to keep secret. The Trepharians needed certain Terran technology. Precisely the valuable components which we

had come to steal, unfortunately. A fight quickly ensued. The battle could have gone either way, but we had already gained the prize and decided to flee and be satisfied with a successful mission. But the Trephar could not wait for the renegade at PanStar to acquire new supplies.

"There were five of them, part of a scouting mission sent to prepare Earth for a more direct invasion by this war-bound race. It wasn't that they didn't like us, it's just that the Trephar always

have to be in conflict with somebody, and it must be an honorable conflict. They were more advanced than us technologically, but they felt that Earth's paranormals balanced things out. Trephar are powerful fighters, wielding energy weapons which are personal to each warrior. They have dark-blue skin and jet-black hair, with eyes like a dark, bottomless void. Their forms are tall and slender but with tightly wound muscles of steel-cable. They are formidable opponents.

"The running battle lasted over three days, climaxing aboard their large space craft. I had become separated from the rest, struggling against one of the Trephar named Devin Tyr, who was armed with the photonic energy blade that had been his father's and his again before him. He was beating me

but I managed to trick him as he dove to make a slash at my wings. I devolved my wings suddenly, which he didn't know I could do, and it threw him momentarily off balance. And the same moment, the bigger fight had apparently done structural damage to the ship. Regardless, I quickly pressed my advantage and knocked him out.

"The ship suddenly lurched and spat fire out of the port side. I was cut off completely on my level but our communicators still worked. We were told to fall back and evacuate. The reason for the orders was clear; the airborne ship was starting to plummet to the ground. I took up Tyr's sword and slashed an opening in the bulkhead. Rather than leave the Trepharian to die, I took the alien with me and flew to safety. The great ship impacted against a mountain side and exploded into a ball of energy that shook the area with its destruction.



"Following the signal I soon rejoined the others and received the shock of my life. The ship had gone down with all of the Trephar, Micron, and my mother. Leech had to subdue me to prevent my flying into the flaming wreckage. We had all been tagged with communicators and locators, but there was no signal... which could only mean that she was dead. Later, when it was possible, Blacksun went down to try to confirm it. He found no survivors; everything was burnt beyond recognition.

"I was numb and wanted nothing more to do with the Freebooters. Devin Tyr awakened and seemed to be entirely impassive about what had happened. He bowed to me, acknowledging that I had bested him fair and totally (having also saved him from the crash) and offered me the service of his life. Over the last several days we had all learned enough about Trepharian honor to know that a word once given is as though cast in adamantite stone. I could never explain why, but I left the others and went with him. No one tried to stop me, which wasn't too surprising. Everyone was still reeling from the shock.

"We were together for five years, living in remote areas and rarely venturing among people. He taught me everything he knew, honing my skills in combat to a razor's edge. The energy-sword, he said, was now mine, and he trained me in its every use. When he felt satisfied that my training was complete he asked only one favor of me; that I, who had beaten him and had now become as one with the Way of the Trephar, would end his life. I think then I better understood the codes of balance and honor of his race than I do now. He performed his last rites, screeching in his native tongue, which I by then understood, his life story of glory and shame. He spared nothing, unleashing the anguish that he must have felt on that day in which his brothers died and his mission utterly failed. When he was finished I knew I looked on a man who was completely prepared for death and I quickly and mercifully took his head.

"It was time to rejoin the human race. I looked up my mother's old friends and visited the site of her grave and wept for her. Leech was with me. He had joined the Scions of Caine three years previously and had since gained the ability to maintain a human form. The brotherhood of the Scions was the closest thing to the Trepharian Way I had been taught, and I went with him. And so I have stayed."

**"I CAN NO
LONGER
FORGIVE
WHAT YOU
HAVE
DONE."**

Personality: Despite her relative youth, Avatar is quite mature with a seriousness that is almost melancholy. She spent very little time outside of Scion company until this last year when she had begun to build something of a normal life for herself. She is awkward around others, sometimes stiff and formal. Cheryl is trying to become more like her mother, though, in the way she enjoyed life so much. She is not finding it easy.

Powers: Avatar has extra-normal strength and speed and has been well-trained in combat techniques of Terran origin and beyond. She has the power to generate a pair of beautiful white wings which sprout from her back, granting her the gift of flight. Her main weapon is a photonic energy-sword of Trepharian design.

Occupation: Professional super-villain and student at Mission High, a very new, high-class magnet school in Bay City for more advanced pupils. Coincidentally, students of that age group from the Arcadian Academy also attend the same school. Avatar shares an apartment in the city with Target, a younger member of the Scions, though she is not particularly happy about it. Other members of the Scions often look in on them. Cheryl has no money and doesn't think about it much. The Scions provide for what few needs she has.

Appearance: A very attractive girl of about seventeen years with long blond hair and a slender figure. She wears a light-blue and white uniform of micro-mesh weave with a poly-form back which allows her wings to sprout out before conforming back. Avatar wears a sleeveless min-dress over her armor. She also wears a pair of Trepharian-style sandals, distaining the need for anything heavier on her feet.

AVATAR

CP: 65

OP: 91

PP: 43

INT	6			OffX	22	DefX	24
WILL	5	RES	15				
PRE	4						
TECH	5						
REF	9	SPD	5				
DEX	9						
CON	8	SD	18	ED	14	END	80
STR	5	REC	13				
BODY	8	STUN	40	HITS	40		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- Vulnerability: 1 1/2 Effect from Drains & Transfers (Infrequent, Uncommon, Major)
- Limited Power: Avatar's flight comes from her wings, and if they are grabbed or entangled, she cannot fly. (Frequent, Strong, Minor)
- Trephar Code of Honor; Protective of Innocents (Frequent, Severe, Major)
- Distinctive Features: Winged Girl (Frequent, Easily Concealed, Minor)
- Enemy: The Trephar (More Powerful, Single Area, Kill)

COST SKILLS, TALENTS & PERKS

	AV / DV
20 Martial Arts: Trephar Form (Base Strike, Breakfall, Martial Block, Martial Dodge, Martial Escape, Martial Grab, Offensive Strike); +3d6 Extra Damage	
2 Hand-to-Hand: 4	13
2 Melee Weapons: 2	11
5 Use Attack Blocking: 5	14
E Hand-to-Hand Evade: 2	11
2 Melee Evade: 2	11
2 Ranged Evade: 2	11
6 Acrobatics: 6	15
2 Athletics: 4	13
6 Stealth: 6	15
4 Tactics: 4	10
4 Tracking: 4	10
3 Bureaucratics: 3	7
3 Conversation: 3	7
4 Professional (Researcher): 4	10
3 Expert (Scions of Caine): 3	10
5 Expert (Way of the Trephar): 5	11
6 Language (Trepharin): 6	12
4 Perception: 6	12
2 Concentration: 4	9
3 Longevity	
2 Perk (Member of Scions): 2	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
6 Danger Sense vs. any attack made against self, Skill of 12	
11 Armored Costume: Armor 25 KD & 27 EKD, Focus (Attached)	
1 De-Evolution: Instant Change (Switch between winged form and non-winged form)	
12 Wings: Flight 40 m/y w/ x4 NCM, Half END Cost	2
7 Photonic Energy Sword Multipower, Focus (Grabable)	
2m Intense Setting: 3d6 Hand-to-Hand Killing Attack, Armor Piercing (6d6 with STR added in)	7
1m Diffuse Setting: 11d6 Energy Blast, No Range	5
1m Attack Blocking: Missile Deflection vs. all ranged attacks, Costs END	2
1 Mental Defense: 5 pts.	
1 Power Defense: 5 pts.	



Secret Identity: Brandon Medeiros

History: "So there I was with my dad, trying to put a little something away for my future when this loser in tights suddenly decides he's just gotta knock off the same jewelry store we happen to be in. Of course Mr. Super-Energy-Power-Man doesn't bother worrying about things like alarms or security and just comes blasting in with his electro-powered whatzit-belt charging his suit and stupid powers. It was gonna be a big haul and Dad was so ticked he shot that idiot's belt right off. Unfortunately the butthead had one charge left in him and he zapped Dad before I could clobber him over the head with my thief's picks 'n tools. Dad was pretty badly hurt, but I managed to get him outta there and even got some'a the swag. It's my life's calling, what can I say?"

"I'm a mutant paranormal, which was a pretty easy guess when you're an eight-year old kid that can press more'n two hundred pounds over your head. My father was already a thief and a good one. He wasn't the kick-the-door-down-with-guns-a-blazing type (not that there's anything wrong with that), but more the stake-out-the-joint-and-beat-the-security sort. Cat-burglars they called 'em in his day. You know, like Cary Grant, Robert Wagner, Bruce Willis, and those types of guys. Those *Mission: Impossible* wimps had nothing on me and my dad. Those were the days.

"I started school when I was five and was kicked out when I was five. Like it's my fault that some stupid kid thought being bigger than me entitled him to my lunch money! I only broke his arm and maybe his leg, for crying out loud! What's the big deal? My folks never exactly got married and in fact I didn't even know my old man for a bunch of years. Mom tried placing me at other schools an' stuff but I guess the regimented structure of public learning just wasn't for me. Nope. And she couldn't afford any private school, that was for sure. Finally she got real disgusted, dug up my dad, and threw me at him to see what he could do with me.



"Well, he had some pretty good ideas. His was a whole different world and I took to it right away. He had been pretty successful on his own but was still mainly small time. With me as his willing, young pupil, things really started to turn around. OK, the first couple'a times maybe I got a little over-excited and we had to leave in a hurry. But soon I settled into proper stealth mode and things started to click. I had the kind'a coordination and strength that'd be awesome for a grown-up, but I was a kid and could fit

into the tiniest places. Teamed up with Pops we were unstoppable, he was teaching me all the tricks and we were raking in the dough. By the time I was seven, I was well trained, and me and Dad worked like a well-oiled machine. We were living like kings. I had everything I could ever want.

"By the time I was eight, I was on my own. Dad had been hurt real bad and didn't make it. I had managed to get him to a street doctor but there just wasn't anything he could do. That jerk Gigawatt had killed my dad and I was gonna make his life a personal hell.

"He'd managed to slink away from the cops that night but I was able to track him down. I was always pretty sharp on the detective work stuff and I had been watched my dad deal with the criminal element. They didn't take me

seriously at first; I **was** only eight. But I convinced them not to mess with me and tell me what I wanted to know. It helps to be able to throw people outta buildings when you're under four feet tall. I found a guy who told me where Giga-loser lived.

"He had an apartment rigged up with the Epsilon Mark Three security package and the Carpenter Black Box. Whoa, real state-of-the-art, dude! About five minutes later, and I was inside his place.

"So there he was, sleeping in his bed, and there was his dumb power-suit, lying on his worktable. Oh and by the way, over there was his so-called hidden safe. Since this was California and he was already a three-strike loser, I called the cops and let him fight it out in his now battery-less danskins. Gee, he didn't make it. I hear he may get out in a couple'a hundred years. Then again, maybe not. I don't think he can afford any fancy lawyers. Not after I cleaned him out. What a chump.

"His safe had all his money, bank-books, records, etc... like this guy's never heard of a safety deposit box! He had an address book and this put me on the trail of some of his paranormal buddies. Nah, they didn't like him much either. Besides, they knew an up-and-comer when they saw one. I wound up tagging along mostly with the Cateran while she was being a solo, though we often did jobs with her old buddy, the Crimson Archer. This was great! Paranormal crime was a lot cooler than regular stuff. And it paid a lot better, too. We hit a higher class of banks, robbed all of the best jewelers' shops, and generally went up-scale all the way.

"She was always saying I was a little rough around the edges and made too much of a target of myself. Well, names have a way of sticking sometimes but I didn't mind. Somewhere along the way I got used to the idea of wearing sissy tights and really started to learn the trade. The Cateran is an excellent hand-to-hand fighter herself and she sparred with me a lot. Also, I was trained under Master Shinobi Kai, who is pretty much the king of underworld martial arts.

"A few months after my eleventh birthday my other powers finally kicked in. At first it was great; blowing up tanks is cool! But then I started to get these headaches and began having the wickedest dreams. I was really getting freaked out and way-reckless and violent...even for me! Cateran tried to help, but it was all tied to my power and she was no paranormal-scientist. But she had been a super-villain for a long time, and had run with people like the Masters of Fortune. She had enough contacts to get in touch with the right people. The Scions of Caine were already in business and just a phone call away. Darkbolt was sure a jerk about it though.

"Later on she wound up reforming the Masters with her as the new leader. She got in touch with me, asking if I wanted to join but I had to turn her down. Oh well, we're still friends.

"So anyway, I eventually got to meet the all-knowing Dr. Franck and he gave me an examination, finally putting me on monthly doses of Mutaphetamine. Seems to kill the side effects of my power. It also meant I was now in the Scions of Caine which isn't so bad, really. I've gotten to where I mainly like being around other paranormals anyway and most of these guys are out-and-out criminals too so we can all get along. They're into a lot of training which is OK, I guess, but they're mak-

ing me go to this stupid school in Bay City which sucks. I'd much rather be doing the Jacques Cousteau bit at the underwater base or doin' some crimes. C'mon, let's make some bucks!"

Personality: Easily excited and led astray, Target is the most eager member of the Scions for any mission. He can get into meticulous planning for an important job, sure, but sometimes just likes to get in there and do something. He is sometimes reckless and almost always overconfident and prone to violence and excessive damage whenever he can get away with it.

Powers: Target has enhanced strength and exceptional speed and has been well trained in many forms of hand-to-hand combat. He can also tap the eldritch energy of the Shadow Realm to create glowing balls of raw, destructive power which emerge from his chest and are then pushed outward by his hands. How this ability will develop as he gets older is anyone's guess.

Occupation: Professional super-villain and junior high student (grumble...grumble). He attends Lancer Prep, a private school for gifted and/or wealthy kids. Coincidentally, students of that age group from the Arcadian Academy also attend the same school. Target shares an apartment with Avatar who would slash him with the light sword if he even **thought** about it. Other members of the Scions often look in on them. Brandon is well-off, with money stashed all over the country and Europe.

Appearance: Brandon is a thirteen-year old Hispanic boy who is **very** large for his age. He looks older than he is. He has the light-brown complexion and brown eyes you'd expect. He wears his jet black hair long, and keeps it tied back in a ponytail, much like Antonio Banderas in *Desperado*. He wears a pair of black pants, fingerless gloves, and a short leather jacket that he keeps unbuttoned in combat.

"OK, YOU WIMPS... THIS TIME I WON'T TAKE IT SO EASY ON YA!"

TARGET

CP: 67

OP: 84

PP: 28

INT	6		OffX	21	DefX	27
WILL	4	RES	12			
PRE	4					
TECH	8					
REF	11	SPD	6			
DEX	11					
CON	5	SD	10	ED	10	END 50
STR	5	REC	10			
BODY	7	STUN	35	HITS	35	
MOVE	6	RUN	12	SPRINT	18	
		SWIM	6	LEAP	16	

COST COMPLICATIONS

- 8 Secret Identity: Brandon Medeiros (Infrequent, Strong, Major)
- 5 Vulnerability: 1 1/2 Damage from Inter-Dimensional/Planar Attacks (Infrequent, Uncommon, Major)
- 10 Enjoys fighting (Frequent, Strong, Major)
- 10 Overconfident & irritating (Frequent, Strong, Major)
- 5 Bad Rep: Reckless Super Villain (Infrequently, Frequently Recognized, Major)
- 30 Enemy: VIPER (More Powerful, Worldwide Country, Kill)

COST SKILLS, TALENTS & PERKS

AV / DV

12	Martial Arts: Karate	
2	Hand-to-Hand: 4	15
2	Use Energy Burst : 2	13
1	Hand-to-Hand Evade: 3	14
1	Melee Evade: 3	14
1	Ranged Evade: 3	14
5	Acrobatics: 5	16
3	Athletics: 5	16
5	Climbing: 5	10
5	Lockpicking: 5	13
4	Sleight of Hand: 4	15
5	Stealth: 5	16
3	Concealment: 3	9
3	Demolitions: 3	11
3	Paramedic: 3	11
3	Security Systems: 3	11
3	Shadowing: 3	9
3	Expert (The Underworld): 3	9
3	Expert (Weaponry): 3	9
3	Expert (Martial Arts Styles): 3	9
3	Expert (Scions of Caine): 3	9
3	Wealth: 3	
1	Perk (Member of Scions): 1	
3	Blind Reaction	
3	Longevity	
1	Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

END

13	Armor : 20 KD & 20 EKD, Hardened, (Attached Focus)	
1	Superleap: +10 m/y	2
1	Spring-Loaded Swing Line : Swinging: 30 m/y (Grabable Focus)	
4	Trained Strikes : Find Weakness w/ all Martial Arts; Skill 11	
9	Energy Burst : 6d6 Armor Piercing Ranged Killing Attack, Act 8+	5

ICICLE

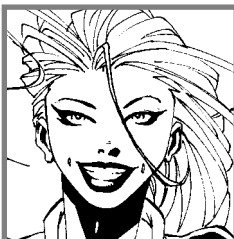
Secret Identity: Christina Austin

History: "So it's like a big surprise that I'm Freon's daughter or something? No big deal or anything, not like he's ever around. He sends my mom a check every now and then, you know, whenever he feels guilty enough. So what? We're doing OK; mom's a greed-head working for PanStar at the downtown office and isn't what you'd call a home-person.

"Not that I'm complaining. Absentee parents make the ideal kind if you're a paranormal. Sure, nobody knows about my powers, daddy was assured that the odds of his daughter being a mutant were just astronomical. I mean, friendly old Dr. Franck told him so and it must be true! But if he'd been paying attention he'd have realized that it was Doc that introduced the two of them together way back when. Dummhhh! But that's what you get hanging around with snakes for too long.

"Needless to say, mom has never been exactly on the up and up if she was willing to tie the knot with a known super-villain. For real, her biggest worry is where's the next mink stole coming from! There are times I wonder just exactly from which one I got the real chill-frost powers. So anyway, crime runs in the family. Who am I to fight destiny?

"Everything was pretty normal for a rich kid with a background like me. Occasionally I held the door open as top-secret components went out the back way... part a life. Then about six months ago I realized I could do the tricks. You know, "Ice-On!" and all that stuff. So I made a really lame costume and went zipping around town. I wasn't really planning to do anything in particular, either the good-guy or the bad-guy thang. Then I got jumped by this little creep Hy-Tek. I'd figured out what I was capable of, and when the dork shot me with one of his stupid cannons I really got ticked off. While he was trying to rig up some protection against sub-zero temperatures I dropped a block of ice on his pointy little head. Yeah, I'm sure he eventually woke up.



**"YOU CALL ME
POPSICLE
ONE MORE
TIME AND
I'M GONNA
HURT
YOU!"**

"This encounter helped me make what you might call a life-decision. I called up Uncle Richfield from the number on the card he'd given me on my tenth birthday and he was delighted to arrange a meeting. Pretty easy, no tests to pass and I was in. The underwater base is something you've just gotta see. They figure it's better for me to stay at home and continue school, seeing as how family life isn't causing me any hassles. This super-stuff's a breeze."

Personality: Icicle is fairly easy to get along with, acting like nothing much bothers her. At twelve, it's only natural that with her lack of experience, she's not considering all of the ramifications of her actions. The attraction of a close-knit and supportive family with the Scions of Caine was obviously an attraction to her, despite her seemingly uncaring feelings about her own dysfunctional parents.

Powers: Icicle possesses the power to generate and project freezing cold. She can create barriers of ice, surround her opponents in solid blocks, or simply emit blasts of sub-zero temperature capable of stunning her enemies. Like so many cold elementals before her she can move around on a fast-forming ice-sled and generate armor from her icy powers.

Occupation: Amateur super-villain, Scion of Caine member, and junior high student. She attends Lancer Prep. She's primarily interested in music and acting and has some real talent. With her home and stipend from the Scions, she has no real need to enter into a life of crime to support herself.

Appearance: Christina is a cute girl with shoulder-length auburn hair and green eyes. She's short and petite in stature. She wears a white body suit with black gloves and boots and bold black bands running diagonally from left to right.

ICICLE

CP: 56

OP: 78

PP: 38

INT	6			Offx	22	Defx	23
WILL	4	RES	12				
PRE	5						
TECH	5						
REF	8	SPD	4				
DEX	8						
CON	5	SD	8	ED	12	END	50
STR	2	REC	7				
BODY	7	STUN	35	HITS	35		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Christina Austin (Infrequent, Strong, Major)
- 8 Limited Power: In situations of continuous intense heat, Icicle's Multipower functions at 2 Power Points less than it actually is. (Infrequent, Strong, Major)
- 8 Vulnerability: 1 1/2 Damage from Heat-Based Attacks (Infrequent, Common, Major)
- 10 Doesn't take things seriously; careless amateur (Frequent, Strong, Major)
- 10 Holds a grudge; vengeful (Frequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

	AV / DV
E Hand-to-Hand: 2	10
3 Use Ice Powers : 3	11
E Hand-to-Hand Evade: 2	10
2 Melee Evade: 2	10
2 Ranged Evade: 2	10
4 Acrobatics: 4	12
4 Contortionist: 4	12
6 Stealth: 6	14
5 Computer Programming: 5	11
4 Lip Reading: 4	10
4 Mimicry: 4	9
4 Acting: 4	10
4 Conversation: 4	9
5 Professional (Singing): 5	11
3 Professional (Acting): 3	9
3 Education: 5	11
5 Language (Spanish): 5	11
3 Language (French): 5	11
3 Perfect Pitch	
3 Beautiful	
3 Speed Reading	
3 Common Sense	
3 Longevity	
1 Perk (Member of Scions): 1	
1 Equipment: Scions' Communicator (Supertech Communicator)	

COST POWERS

	END
1 Instant Change to costume, Activation Roll 8+	
1 Life Support—Safe Environment: Intense Heat/Cold	
6 Ice Slide : 30 m/y Flight	3
10 Ice Armor : Force Field 22 KD & 28 EKD	5
11 Ice Powers Multipower	
2m Cold Blast : 11d6 Energy Blast	5
2m Freezing Blast : 8d6 Armor Piercing	5
2m Ice Entangle : 5d6 Entangle, PD 15	5
1m Freezing Touch : 5d6 NND (LS: Safe Environment: Intense Heat/Cold), No Range	5
2m Ice Wall : Force Wall, 6d6 SPD, 9 KD & 9 EKD in a wall 10m/y wide	5



MARKOTH

Secret Identity: None

History: "I shall not detain you long. I was once the ruler of the land of Tangut hidden in the place you call Tibet. My family's hold over the throne is generational and is as steeped in tradition as any teachings and lore of the great Atlan. My rule was proper and just, yet I was unfairly opposed. The jealous Raithe Clan plotted insurrection and I made to punish them, but their own power was ultimately reinforced by interfering and lawless outsiders, those so-called heroes known as the Champions.

"There was then a great struggle, and forces were loosed that might well have destroyed my fabled city, or revealed us to the outside world. Finally, rather than risk these awful events, which the Raithe Clan was perfectly willing to accept, I abdicated that peace might again rule in the land. Twice I heard the calling and cries of my kinsmen to re-ascend the throne, but cruel, bitter opposition stood against me and I was finally driven from my homeland in terrible shame.

"And so I became a wanderer of the world, seeking shelter in brutal lands of barbaric men whose ways my people had long ago sought to deny. It is difficult to speak of these things. Savage warfare had broken out in a neighboring land called Yugoslavia and I tried to break the madness that had seized these people, but my efforts were ultimately to no avail. Finally, I journeyed to America, the home of the Champions who had campaigned against me and against true law in Tangut, but against whom I bore no ill will.

"As my powers obviously draw upon the forces of magick, my earliest encounters were with other men and women who possess knowledge of this most peculiar science. For a while I found shelter in the terribly misunderstood Brotherhood Arcane and made several good friends there. But my studies in the true arts of magick soon taught me much about the ultimate source of my powers and I discovered that I had a much greater brotherhood elsewhere. Still, I do maintain my hard-won position among the arcane masters.

"The Scions of Caine are my family now. We who possess the birthright linking us to the power of Atlan and the Great Gate

Keys share an awesome responsibility to restore peace and sanity to the world and engender a new golden age. Rot and disharmony must be rooted out wherever it is found that all may enjoy in the earth's bounty. Balance and the law must be restored, it is a time for men of great will. Yes."

Personality: Markoth is a liar, a despot, and a cruel manipulator. Judging the movement of his lips as an indication that he is spewing a falsehood is generally a good call. He wants nothing

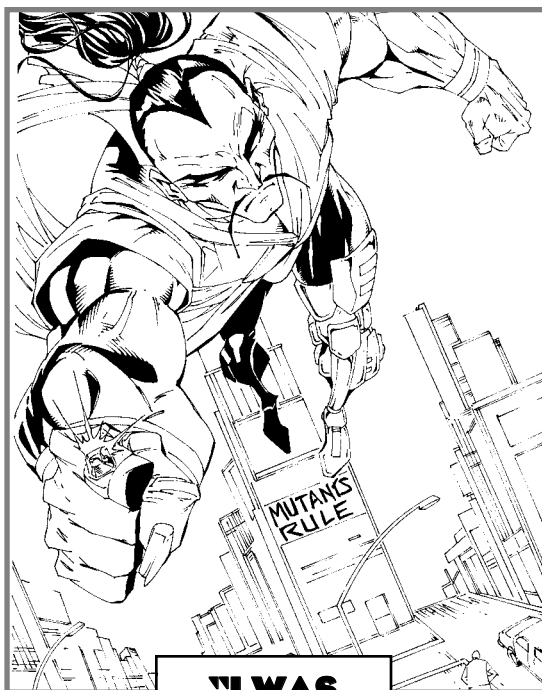
less than the throne of Tangut and then control of the planet. That the original Champions did not die by his machinations is no indication of his having not tried. He is ruthless and can only bring pain to those who put their faith in him.

Powers: Markoth is a powerful wizard from the land of Tangut. He has the ability to sense the natural lines and forces of magical power and force them to his own needs. He does not cast formal spells, per se, but controls mystic energies on a more elemental manner. This control, however, is very strong and he is a powerful foe to all, and especially to other users of magic. Markoth actually knows far many more spells that what are listed below.

Occupation: Professional super-villain and megalomaniac.

He has no loyalty to the Scions or to the Brotherhood, only to himself. He only acts the part of a brother-mutant to achieve his dire ends. He is without any real wealth, lacking the drive to establish and maintain personal holdings. He thinks everything should simply be given to him and indeed, has no difficulty finding new supporters and followers. He is always somebody's house guest.

Appearance: Markoth's formal robed garb is archaic in appearance, as though he stepped out of a fantasy novel. However, beneath the robes and cloaks he wears a techno-organic armor of unearthly design. His appearance is often accented with valuable and gaudy jewelry. Markoth himself is tall and imposing with angular Asian features. His black hair is cut in an Chinese queue, and he sports Fu Manchu-style mustaches. Markoth's green eyes gaze out on the world with an air of superiority and confidence. He carries himself with an arrogant, overwhelming stance.



**"I WAS
BORN TO
RULE AND
I SHALL
RULE
AGAIN!"**

RICHFIELD FRANCK

Secret Identity: Benedict de Polon aka The Alchemist

History: "I was born over seven hundred years ago and have lived every minute of it on this waking Earth. A proper testament of my life would be beyond the capacity of a man to read in his own limited lifetime. Suffice then to say that we shall skim. These are great secrets after all, but if there is any desire to know more... why you have but to ask.

"The rule of the Moors in Spain brought a level of learning to the land and maintained much of civilization during the Dark Ages. My family was of noble birth and ruled over others, but such petty, Earthly duties and limitations were of little interest to me. I allowed that my younger brother might be raised above me that I could continue my studies.

"The arts of magic and science were not considered so remotely apart then and through my family's wealth and position I gained much personal knowledge. I pierced the inner veils of the Knights Templar, becoming a part of their order at the very time in which its collapse began. I neither hastened nor stemmed, but merely took advantage of the chaos endemic of such times and enjoyed greater access to secrets than might otherwise have been allowed.



"It was the ancient writings of the followers of fabled Atlan that interested me most and as years passed on I made great discoveries in the power of the two Gate Keys which had been turned to man by the actions of Atlan and the Destroyer in the most ancient of times. Such journeys into the unknown are not without danger or risk and not without price. Of course it was my preference to see to it that others tendered whatever fee was required. This sort of thinking sometimes occasioned acts of villainy. Eventually this put

me in conflict with Sir Michael Livingstone, a Knight of the Cross who, then as now, called himself the Crusader. He has hounded me through the ages.

"In my relative youth I made my most grievous error, overlooking tablets which bore indications of a third and final Key of Power. This oversight was noticed by my then-assistant, Rodrigo Lopez, who hid the secret writings and went out and away to discover his own destiny. It was of course only recently that I uncovered the gravity of my own error.

"Tapping the Keys and drawing upon my own knowledge of alchemy, I first restored my youthful vitality and then removed myself from the perils of aging altogether. Thus have I been able to uncover and chart the flow of the gifts from the Keys to the children of man. In earlier times, before I had gained certain skills, it was difficult to uncover the Chosen; but all things come to him who waits. I have seen the generations pass and know the families who possess the right of power.

MARKOTH THE SORCERER

CP: 65

OP: 100

PP: 54

INT	8			Offx	27	Defx	36
WILL	8	RES	24				
PRE	7						
TECH	4						
REF	7	SPD	4				
DEX	6						
CON	6	SD	12	ED	12	END	60
STR	5	REC	11				
BODY	10	STUN	50	HITS	50		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 10 Unlucky (Frequently, Dangerous Misfortunes, Major)
- 10 Outsider: Archaic Look and Manner (Frequently, From Very Distant Place, Major)
- 6 Enemy: The Scions of Caine (More Powerful, Worldwide, Watching)
- 10 Enemy: The Champions (As Powerful, Single Country, Capture)
- 10 Seeks to rule the world (Frequent, Strong, Major)
- 10 Traitorous dog, lacks all honor (Infrequent, Severe, Major)

COST SKILLS, TALENTS & PERKS

	AV / DV
E Hand-to-Hand: 2	9
6 Use Magic: 6	13
2 Hand-to-Hand Evade: 4	10
6 Melee Evade: 6	12
4 Ranged Evade: 4	10
4 Concealment: 4	12
4 Cryptography: 4	12
3 Deduction: 3	11
4 Acting: 4	11
4 Interrogation: 4	11
4 Oratory: 4	11
2 Persuasion: 4	11
7 Expert (Magic): 7	15
5 Expert (Magicians): 5	13
6 Expert (Alchemy): 6	14
5 Expert (Summoning): 5	13
5 Expert (Demonology): 5	13
5 Expert (Eastern History): 5	13
5 Expert (Time Theory): 5	13
4 Language (Arabic): 4	12
4 Language (Atlantian): 4	12
4 Language (Latin): 4	12
4 Language (German): 4	12
3 Eidetic Memory	

COST POWERS

	END
7 Mystic Sense: Sense Mystic Energy Sources, Analyze, Targeting Sense	
10 Vibration Field: Damage Reduction (50% KD & EKD), Activation 8+	
10 Mystic Shield: Force Field 20 KD & 20 EKD, Half END	2
12 Magic Spells Multipower, Activation 8+	
2m Flames of the Far Realm: 14d6 Energy Blast	7
1m Burst of the Azure Light: 12d6 Explosion, Increased END x2	14
2m Bile of Shoggoth: 5d6 Entangle, PD 15	5
2m The Blasting Gates of Hell: 6d6 Mental Attack	6
2m Suppression Field: 4d6 Suppress vs. all Magic	6
2m Summon the Emerald Blade: 5d6 Hand-to-Hand Killing Attack (10d6 w/ STR added in)	8
2 Mental Defense: 10 pts.	
2 Power Defense: 10 pts.	

"In more recent times I have chosen to make better use of others and the large organizations which could be turned to my ends. During the earlier part of the last century, I made use of the Nazi Party in Germany, due to its efficiency and blind eye towards certain thoughts of morality. There were tests which I needed to make regarding genetics and this afforded a unique opportunity. Soon though, the whole affair became distasteful even to me. My co-workers were decidedly unpleasant, and the awful blasphemies created by Karl Volgar, Satao, and the rest were of an offense to my own beliefs. I was glad to hear that they had perished.

**"THE
SECRETS
AND POWERS
OF LOST
ACES ARE
KNOWN TO
ME!"**

"Much of the rest you already know. I have journeyed long in life to be a part of this new age, the true flowering of the Children of the Keys and of Earth. And I will shepherd it into being. The existence of a third Key has not shattered the validity of all my work. Indeed, Lopez

had always drawn the greatest bulk of its force into himself to become the formidable Proprietor. Its ripples are being felt now, and I am best positioned to watch and see and understand the new changes. I am still in control."

Personality: Schemer, planner and manipulator are woefully inadequate words to describe Dr. Franck. He has been content to allow generations to pass to achieve his ends. He ultimately wishes to remove from mankind the fear of the unknown by raising humanity to godhood. He believes it is his role in life to do this. Whether he would rule beyond this state is unknowable; and he is not at all certain he would even desire it.

Powers: Whether Dr. Franck has any true powers worthy of combat is unknown to any who still walk the Earth. It is a given that he commands the largest assemblage of paranormals in the world, and can perhaps still bring certain alchemical weapons to bear, but anything else is pure conjecture. Obviously he has conquered the mystery of immortality and it is said that he can alter his own appearance.

Occupation: Leader of the Scions of Caine and seeker of secret knowledge. His faith in himself was more shaken by the emergence of the Proprietor and the third Gate Key than he will admit, knowing that this has thrown a wrench into all of his works. It is this which has caused him to accept questionable allies such as Markoth, attempting to understand if the powers of magick are truly birthed from the Keys.

Appearance: Dr. Franck has no costumed appearance. He usually wears a white lab coat over a collared shirt and tie. He has dark hair and an olive complexion with a winning, predator's smile. He appears to be a man in his mid-thirties in excellent health. He has allowed himself the vanity of restoring his original features in this fateful time.

DR. RICHFIELD FRANCK

NO STATISTICS OR POWERS ARE KNOWN (OR GIVEN) AT THIS TIME.

STORY SEEDS

The Scions of Caine are of one Family, the one true Family bound together by destiny. A Brother does not feel anger towards another. A Brother does not forswear assistance to another. A Brother does not betray his Family. A Brother shares in the glory that is and the glory that shall be. A Brother is cherished simply for being.

There are very few secrets hidden from the Scions of Caine. If a character has a mutant background and was born before the Wildstrike of January 11, 2000, it is most likely that the character's name is inscribed upon the list of Dr. Richfield Franck. This is not to say that the character's secret identity is known to all members of the Scions. Mainly this is information which Dr. Franck keeps to himself, though he will guide his Scions towards the presence of a desirable mutant when it serves his needs and purposes.

For instance, the Scions might try to enlist or inform a known super hero. Agents might be sent to seek out an NPC of the hero or the hero himself in secret identity, but they do not know who they are talking to or why. They have been informed that the person they are sent to talk to can make use of the information, nothing more. Members of the Scions have gotten used to this sort of cryptic thing.

Some members are more prone to out and out villainy than others, and however flagrant and embarrassing their actions may seem, they are usually still considered necessary for the continuing benefit of the overall team. The Scions assume that they will come into conflict with other paranormals and do not immediately begrudge this. Still, they have their little human frailties and their own attitudes are based on the actions and attitudes of others. They are most forgiving to fellow mutants, provided some semblance of regret or penance is exhibited by the offender.

As more and more of the powerful new forces emerge around the planet, the Scions are likely to close ranks and become more forceful in their actions. All of their dealings are based on the motivation that they are superior and correct in what they do. They will always strive to increase their own power base while disrupting the increase of others. This goes for rival villains and heroes and nations as well. They can be the heroes' best buddies one week and then implacable foes the next.

The Scions detailed in this book are the ones who operate mainly in the Bay City area. They have an understandable interest in the young heroes of the Arcadian Academy and attempt to monitor their growth and development. The three young members of the Scions, unfortunately, are not the best diplomats they could ask for.

Rarely will the Scions take the field of battle with their full compliment. This is a good thing, for stopping them would take the combined efforts of several powerful super-teams. More commonly, two or three of the Scions will work together towards some goal. The more powerful members, such as Radion, tend to work alone.

Eurostar represents the biggest failure in mutant relations as they are a team with a 50% naturally born paranormal membership. They are entirely hostile to the Scions. It is a matter which will have to be dealt with soon, one way or the other.

YVES DY RESEARCH - Zolt - Jh





ODYSSEY RESEARCH INC.

ORI: An Overview excerpts from the **ORI Annual Report to Stockholders, 2001.**

Odysssey Research Inc. is a diversified technology company, specializing in providing research and development services on a contract basis. ORI is proud to be the leading scientific research and development contracting organization in the world.

The majority of ORI's revenue comes from licensing the numerous patents that ORI holds. ORI holds major patents in energy storage, microelectronics, power generation, molecular deposition, software, genetics, and pharmaceuticals.

ORI went public in 1991, and the stock has followed a steady climb since that time, splitting twice. Long-term prospects for the company are excellent. "Since the Proprietor War, spending on paranormal R&D has increased," stated ORI chairman Dr. Jason Wilder III. "We anticipate strong revenue growth in government contracts, and our licensing revenues continue to be strong."

ORI BUSINESS OVERVIEW

Excerpts from the book *Odyssey Research: Adventures Into Profits* by Gary L. Douglas.

Odysssey Research Inc. was founded in 1978, at least on paper. While Dr. Jason Wilder III set up the corporation on that date, and provided the initial capitalization, the business remained a shell for years. The myriad pressures of Dr. Wilder's busy research and travel schedule left little time for business. Apparently, some sort of family emergency took Dr. Wilder out of the country immediately after the corporation was formed, and he was busy with "private matters" for quite some time. His marriage in 1979 was obviously part of the private matters that kept him away from the business. It wasn't until January of 1983, soon after the birth of his son, that

Jason Wilder III actually began formal operations of Odyssey Research Inc.

Clearly, the five year hiatus between the founding of the corporation and its actual opening for business was an important time for Dr. Wilder. Somehow, he was able to go from nothing to a stunningly successful company in an amazingly short amount of time. Granted, Dr.

Wilder is an exceptionally intelligent and shrewd man; many use the term "genius." But is that enough to explain the success of ORI? Is it possible the company is built on research and development that was paid for by the government? And what of Jacob Dawson's allegations that ORI stole technology from PanStar?

Actual ORI business operations did not begin until 1982, after Dr. Jason Wilder III finally took an active interest in the corporation for some reason. The first contract with ORI did not finalize until 1/27/83, when Guard signed their long-term consulting agreement with Odyssey Research. This lucrative contract started the business off rapidly, enabling ORI to hire an extensive staff and build their initial laboratories. A number of patent applications were made early on, and when these were approved swiftly the licensing revenues soon flowed. When General Motors decided to adopt the Wilder battery technology for its proposed electric car project, the immediate result was a rush of new R&D consulting contracts.

Odyssey Research quickly expanded into specific research areas by opening facilities in other cities, capitalizing on the skilled personnel available in those areas as well as the availability of contracts for research and development.

Though Odyssey Research strives to keep its contracts secret, it's well known that the government has had long-standing contracts with ORI for research into paranormal phenomena. While ORI does no weapons research per se, at least as far as is known, some suspect that ORI research has proven very useful indeed to certain Department of Defense "black program" weapons research.

ORI's primary revenue source is its patent holdings, which comprise a vast and powerful library reaching into many different industries and technologies. Key among these are ORI's patents on high energy-density batteries, which are crucial in the manufacture of today's electric vehicles (electric vehicles now form almost 25% of the domestic automobile market, and projections show electric vehicles using ORI technology will displace internal combustion engines as the dominant motive technology in as little as 5 years.) ORI high density batteries are also used in the new breed of high-tech handheld energy weapons now being tested by Guard and the U.S. military. ORI magnetohydrodynamic (MHD) propulsion units are used in the latest military jets; this technology has been tested extensively in the Champions' Slingshot jet.

ORI has maintained strong connections with paranormals, no doubt because of Dr. Wilder's association with the Champions since the early days of the organization. Word among paranormals has it that you can go to ORI for information and assistance with technical problems, the more peculiar and difficult, the better. However, the price is usually some cooperation with ORI research; they insist on getting heroes to come by for some tests or studies to help ORI better understand paranormal phenomena.

Inevitably, questions arise: What's the secret of ORI's success? Is there a dark side to this rapidly growing high-tech company? Are there sinister implications in ORI's connections to paranormals? Are your tax dollars going to fund secretive weapons research at ORI?

ORI FACTS & FIGURES

Last year's annual revenue: \$1.5 billion dollars.

Employees: Over 1500 nationwide

Locations: Bay City, Austin, Madison, Hudson City, San Diego.

ORI Revenue Sources:

Government contracts: 22%
Industry contracts: 16%
Licensing: 62%

ORI ORIGIN PATH ADDITIONS

POWER SFX

- 1d6 Origin
1 ORI Austin
2-3 ORI Bay City
4 ORI Hudson City
5 ORI San Diego
6 ORI Wisconsin

WORK AT ORI

- 1d6 Job
1 Assistant
2 Scientist
3 Senior Scientist
4 Research Director
5 Wilder Fellow
6 Administrative and support staff

These tables help expand the Origin Path tables on pages 110-111 of Champions: New Millennium. If your character rolls up an Origin relating to Odyssey Research, use the tables below to further flesh out the Origin. Of course, the use of these tables, along with the Origin Path tables in general, is strictly optional.

ORI
CAPABILITY
OVERVIEW

Excerpts taken from Guard report GCS-7819A, June 1999

ORI SECURITY

Security at ORI installations is arranged in several layers. ORI uses ordinary security guards armed with stun wands (ORI designed weapons; see attachment) to keep unauthorized persons from attempting entry. This measure, combined with standard card readers on doors, gates with guards, and classic perimeter security measures (cyclone fencing, outward facing razor wire top, inductance sensors to detect cuts and close approach of human sized masses) constitute the visible, outward layer of ORI security systems.

The second layer of ORI security is based on the existence of the ORI special computer system. This overall system consists of high resolution video cameras with image enhancement for very dark conditions, placed with overlapping view fields throughout all corridors and building exteriors. Normally, this sort of surveillance requires expensive monitoring stations and security personnel to stay alert watching monitors at all times. However, ORI routes all such video to their AI complex, known as SAIMON (Symbolic AI, Multiplex Operation Normal). SAIMON has branches at each ORI location, connected by ultra high speed direct links. SAIMON monitors all video simultane-



ously for suspicious actions or known felons, and notifies authorities and ORI personnel immediately of any problems.

ORI computer files are carefully encrypted, each workstation requiring positive operator ID through fingerprint and optical scan. SAIMON provides topnotch security from hacking attempts, since he can detect and nullify extremely sophisticated attacks.

The final layer of ORI security is designed to foil theft or break-ins by super-villains. ORI often deals with extremely power-

ful and rare artifacts, and can be called in by the government to examine and analyze unusual equipment taken from villains. Thus, stringent security measures are called for. Typically, ORI does not attempt to prevent super-villains from taking away items of great power. This is the key to their strategy regarding attacks by super-villains on ORI personnel or facilities.

Valuable items that might interest a super-villain, such as a piece of experimental equipment or a gadget taken from a villain, have an electronic tracking device attached, and a special tracking chemical added to the item as well. Guards are instructed not to offer resistance if super-villains penetrate perimeter security, but merely to activate the alarm system (which notifies SAIMON, just in case the AI was "asleep at the

switch.") Local super-heroes or the local Guard offices are notified immediately, and tracking is engaged to help find the villains. This procedure is of course a carefully guarded secret. No one knows about chemical tracking except for top management, and, of course, key Guard personnel.

ORI SECURITY GUARD

Mental 4 Combat 4 Physical 4 Move 4

Skills: Security Guard 4, Fighting: 2

EQUIPMENT: Stun Wand, Kevlar Vest, Filter Plugs

COMPLICATIONS: Watched by ORI

Dr. Wilder's philosophy regarding security is an interesting one. Ordinary security measures suffice against ordinary criminals; hence the use of security guards, locks, and identification cards at ORI installations, which is standard for many businesses. Of course, some of ORI's projects makes them a target for more powerful criminals, such as VIPER or even a super-villain. Ordinary security won't stop them, and extraordinary security can be quite costly. So ORI opts for unusual measures.

HELGate

From Champions Archives, No. 1463-299. HELGate. Security Classification Gamma. Report prepared by Defender.

This is the High Energy Laser experimental installation at ORI's Bay City laboratory facility. We've nicknamed it HELGate, since when put into a certain mode of operation it appears to open a gateway to other times and places. The Null Zone is the primordial dimensional nexus that opens up through the HELGate.

The Null Zone appears to be some sort of cosmic dumping ground, or perhaps it's merely the space-time flux between fully formed universes. Another theory holds that the Null Zone is really the *ylem*, the primal building blocks of the multiverse. Dr. Wilder believes it may even have been constructed by some intelligent beings of immense power, though when and for what purpose is unknown. Whatever theory is correct, the Null Zone is able to connect to other times and places, and also to parallel universes. Despite intense research, there is no definite means of control over what connections are made, or what can come out of the Null Zone. The Null Zone seems to respond to strong desires on the part of those entering it, but this is chancy at best. Some speculate that the Null Zone is actually under the control of some entity or force, and that beings in the Null Zone are transported and manipulated according to the desires of that entity.

All I know is that every time we've opened up the HELGate, something nasty has come out of it. I agree with Dr. Wilder, who has decided not to put the HEL facility into that high-power mode that opens up the HELGate. Some things are best left alone. The HEL facility will be used for its original purpose of research into high-energy lasers, and the information about the Gate is being buried here in the Archives. Dr. Wilder worked on the HELGate personally, and he says the two ORI scientists who know about it will stay quiet. I hope I never have to get near the damn thing again.

CM NOTES

The HELGate is a way for the GM to let the heroes venture into other times or parallel universes if the story seems to call for it. The dangers of using the HELGate should be stressed, so that it's clear why the HELGate isn't used regularly. Strange and dangerous things can come out of the Null Zone, and generally the GM should haul out some terrific threat about every other time the Null Zone is accessed.

The Null Zone responds to strong desires in making connections. So if the heroes really need to go somewhere specific on their quest, the Null Zone connects them there. Usually, though, it's not exactly the desired place or time, and it tends to make things more difficult because of that. Or the Null Zone can respond to an extraneous desire or thought on the part of one of the heroes, and lead them to entirely the wrong place. Perhaps something dredged out a hero's deepest nightmares, or strong wishes (returning them to a time before the hero's parents died tragically, for instance).

The Null Zone usually forms a "tube" between the laborato-

ry and the desired time/space location. This tube is of varying length, surrounded by the strange formlessness of the Null Zone, and it twists and curves until it reaches its destination. Sometimes it branches, too, if there are conflicting desires in the party. While in this "tube" the heroes may encounter things that have drifted into the Null Zone, or have been exiled there. The tube contains the necessary atmosphere and a springy sort of footing, at about 1 gravity; elsewhere in the Zone, atmosphere, footing and gravity are chancy at best.

The Null Zone appears to have a thick consistency, shifting in various colors, with a foggy aspect that makes it hard to see any distance. The dark shapes that drift past at the edge of vision are very disturbing. No sort of standard enhanced sense helps you see better or detect better; the perception difficulty is an innate property of this unusual space. Danger Sense gives a constant low-level indication of danger. An unusual sense such as cosmic awareness may be of use here, at the GM's discretion.

Within the Null Zone entire planetoids can be found, ranging from boulder size to planets larger than Earth. Their shape need not be regular, even at the largest sizes, as the standard laws of gravitation do not hold in the Null Zone. Some objects in the Null Zone may be of planetary size, but are constructs of intelligent life; at least one Dyson Sphere is known to exist. This is a hollow shell of some incredibly strong material, with a diameter of millions of miles, with a star (or star-like object) at the center. The actual size is not known, as instrumentation was not available.

The Null Zone is a useful enabling device for the GM. Time travel or travel to parallel universes is possible, as is travel to distant locations within our own universe. The Null Zone can also be populated with all manner of its own creatures, or the flotsam and jetsam of the multiverse may end up here. Long-lost creatures, dinosaurs, vehicles, or even cities and planets can be floating in the Null Zone. The sample adventures given show some of the possibilities for the Null Zone's contents. The characters could even use the HELGate to travel to other campaigns, such as a Dark Champions™ campaign, or even to a campaign set in the past. The possibilities are endless.

Use of the HELGate should never be casual. It's best if the heroes almost always have some problems when using the Null Zone: Creatures getting out, things attacking them inside the Null Zone, getting lost in another place or time. Dr. Wilder also has to be convinced to open up the HELGate, which he is reluctant to do without good reason.

Gaining access to the HELGate, and the Null Zone, is going to cost the heroes some big favors. Unless the heroes are assisting ORI and Dr. Wilder with one of their investigations, the price for the use of this unique equipment will be quite high. Dr. Wilder is a little nervous about the HELGate, rightfully so, and religiously limits and monitors its use.

ORI CAMPAIGN USE

ORI locations are excellent places for the heroes to find help in analyzing and solving scientific problems. The first resource should always be the heroes themselves, but sometimes there may not be a scientist member of the hero team. Or the scientists on the hero team may not specialize in the right areas for a particular problem, or the scientists may need some expensive equipment that only ORI can supply.

Here are some of the things ORI can be used for in a campaign:

- ORI can fill in for the team scientist, if the team doesn't have one or he's out of action for some reason.
- ORI can extend the capabilities of the team scientist, providing better lab facilities and expert assistance.
- ORI can provide a gadget (or facilities to produce a gadget) to stop a threat. Such a loaner would usually mean the heroes owe ORI a favor, which is usually submitting to some days of being a research subject.
- ORI can be an origin for characters.
- ORI can be an origin for villains.
- ORI is a good place for a hero or DNPC to be employed.
- ORI can provide a reason for new powers for characters (as a result of an accident or research).
- The HELGate can provide transportation to other dimensions or times or places.
- ORI might be able to cure any strange conditions that heroes may suffer.
- ORI can be a good starting point for adventures; for instance, a request by ORI for help with artifact, situation, theft, research, or an expedition.
- ORI provides detection capability for unusual occurrences; if the heroes don't have a way to know about some strange event that foreshadows an adventure, such as a burst of cosmic rays, a disturbance in the gravitational field of the Earth, or any other such warning sign.
- ORI can provide an exercise and practice facility for heroes that don't have one handy in their base. Of course, ORI does study any such heroes while they're exercising, which is why they're willing to provide the facility.

ORI usually asks for payment from heroes for services rendered. The payment asked for is usually research time with the heroes. ORI scientists often ask for a day or more per hero, depending on the favor being asked. They may ask for multiple heroes to spend time being studied together, in simulated

combat conditions. Or heroes may be asked to spend time at a particular ORI facility in order to study one or more of their special abilities.

ORI is often called upon by the press for comment in the event of unusual scientific or paranormal phenomena. ORI scientists are often called as expert witnesses in trials involving paranormals, or in insurance claims relating to paranormal activity. Guard also consults frequently with ORI in the case of difficult or unusual paranormal captives, and ORI often comes

up with special restraint systems (or life support) for such captives. This is under a long-standing government contract on paranormal research.

ALTERNATE REALITIES

The GM may want to modify ORI so that the players don't know everything about it by reading this book, or maybe just to make ORI fit in better to his own campaign setting. These alternatives to ORI can also be used as parallel universes that the heroes may visit through the HELGate.

- ORI is secretly run by a villain; Dr. Destroyer or Mechanon are good candidates for this. Dr. Wilder has been their mind-controlled puppet for some time now. ORI is gathering information on the heroes to be used in their complete destruction.

- ORI is secretly owned and operated by the government; test results on supers are regularly given to the FBI. Dr. Wilder has decided that paranormals are dangerous to society, and he's helping the government come up with plans to eliminate every one of them.
- An ORI division head becomes (or has been) a super-villain, or sells out to a super-villain. Then they funnel technology to that super-villain until discovered.
- Dr. Wilder is killed, and ORI is taken over by another corporation (perhaps PanStar).
- The Wilder family is actually a line of villains who have been building an evil conspiracy aimed at world domination over the past century.



ORI SCIENTISTS

Mental 6 Combat 3 Physical 4 Move 4

Skills: Scientist (Standard level is 2 + 1d6 in nearly any field, if you need a random expert.)

Equipment: Lab (Labs add +1d6 to applicable Science skill rolls. Labs contain sophisticated detection and analysis equipment; assume most enhanced senses available.)

Complications: Watched by ORI; Curious

ORI EQUIPMENT

ORI GADGETS

These plot devices should generally be an obvious gadget, usually large enough to require two hands to operate; if they have immense power, they might even require two people to move them. If such a gadget is hand-held, it can be attacked with a Grab Action or with a -2 modifier to an attack. Such gadgets tend to be fragile; they have a KD/EKD of 1, and they'll break if they take more than 3 Hits. Often they'll require some skill to operate; ORI can give the necessary instructions to a technically oriented hero if no one has the appropriate skill (the hero will function at Skill 1 for the adventure). How many points can such a gadget have? However many points are needed to solve the problem. There's no need to actually figure out what the gadget can do; a few important sounding phrases ("reverse the polarity of the warp field" or some such) is sufficient.

THE TORTOISE ROBOT

The TORTOISE (Tele-Operated RoboT, Omni-Interactive Scientific Explorer) humanoid robot vehicle is operated remotely with full sensory feedback. This device is powerful, slow, and tough. It is useful for exploring strange or dangerous environments, such as deep sea trenches, active volcanoes, and the like. It could also be used to allow a hero into unusual places, such as somewhere flooded with radiation or perhaps even the Null Zone.

The key technology that makes the robot possible is the instantaneous sub-space communicator; it is a one-of-a-kind alien device (actually, a two-piece set) that was provided to ORI by the government for research purposes. After ORI was unable to discern how the two communicators worked, they were allowed to keep it for uses in the TORTOISE. It's rumored that the TORTOISE has been used to examine a sunken nuclear submarine, among other interesting locations.

What Dr. Wilder doesn't know is that the device was part of the materials scavenged from the Kraan spacecraft crash of 1947. It's the same as the sub-space communicator set built into Defender's armor, and in fact Team Defender might be able to figure out how to get signals from the TORTOISE. Or if Defender uses his armor too close to the TORTOISE, there might be some interference.

The TORTOISE robot is humanoid in form, but approximately eight feet tall and very broad. It's nuclear powered and immensely strong, though slow. It's very tough indeed, and resistant to almost every environmental condition. The operator is hooked into it via a full-sensory linkage, which

requires the operator to sit in a special chair with a full neural helmet over their head. The sensory feedback is by direct neural induction, and the rapport is so complete that any damage to the robot is felt by the operator (hence use of the operator's Stun and Hits).

Of course, should a villain get hold of this robot...

STUN WANDS

These slender black wands are perhaps two feet long. They are sonic stunners, good only at very short range (up to a maximum range of 10 meters). They are designed to not require much in the way of aiming. The blast of sonic energy will fill an area about 2m in diameter. Due to the high energy demands of this weapon, it is good for about six shots before it needs to be recharged. The Stun Wands are effective against normal people, causing intense pain without too much damage. Usually normal people will take one or two shots to knock them out. Use of a Stun Wand is dangerous against children or people with certain medical conditions, so guards are trained to be careful in their use. Their effect covers a couple of meters, so great accuracy isn't necessary (an important plus for security guards).

Stun Wand: 7d6 Area Attack (2m diameter), short range (maximum 10 m/y), Grabbable Focus. Good for 6 shots before recharging. Cost: 5 Power Points.

FILTER PLUGS

These small, innocuous nose plugs were adapted by Dr. Wilder from part of the original Hunter's suite of gadgets. Made from a new (and patented) type of plastic, these plugs will filter out 99.5% of all harmful particles from the surrounding air. Of course, the user must remember to breathe through his nose, or the plugs will do no good. These plugs are standard issue to ORI Security Guards.

Filter Plugs: Life Support — Need not breathe, only for defense against NND Attacks, Focus (Attached.) Cost: 1 Power Point.

TORTOISE ROBOT

CP: 34

OP: 0

PP: 55

INT	*	* Use Operator's Stat			
WILL	*	RES	*		
PRE	*	• Use Operator's Stat, up to the			
TECH	5•	number listed.			
REF	5•	SPD	3•		
DEX	5•				
CON	*	SD	*	ED	*
STR	16	REC	20		
BODY	*	STUN	*	HITS	*
MOVE	3	RUN	6	SPRINT	9
		SWIM	3	LEAP	3

COST COMPLICATIONS

- 15 Distinctive Features: Big Robot (Constantly, Not Concealable, Major
All Psychological, Personality, Responsibilities, and Compulsive Behaviors as per Operator

COST SKILLS, TALENTS & PERKS

AV / DV

As per the Operator

COST POWERS

END

- 18 Armor: 36 KD & 36 EKD (18 PP.)
15 **Cutting Laser:** 10d6 Armor Piercing Killing Attack 7
8 Life Support—Self-Contained Breathing, Doesn't need to eat, excrete, or sleep (although the operator still does), Safe Environments: Intense Heat/Cold, Vacuum/High Pressure, High Radiation, Immune to Disease and Aging (although the operator isn't.)
13 Radar Sense, Active Sonar, Infrared Vision, Ultraviolet Vision, 360 degrees
1 Mind Link with operator, viewers can watch on monitors

THE WILDER INSTITUTE AND THE ODYSSEY MUSEUM

From the Bay City Guide Web Site

The Wilder Institute, founded in 1985, is a research institution specializing in scientific thinking, theorizing, and long range research. Specific areas of study include theoretical physics, mathematics, archaeology, geology, history, sociology, linguistics, and similar disciplines. The Wilder Institute backs expeditions and studies all over the world and beyond. The 57 current Wilder Fellows are appointed for life, receiving a regular salary and an office at the Institute. Wilder Fellows are free to pursue whatever researches they deem fit, and they are often provided with laboratory space at Bay City University or at ORI. Appointment to the Wilder Institute is determined by peer review, with the final decisions on candidates being made by Dr. Wilder after a personal interview.

The Odyssey Museum concentrates on the unusual, with many exhibits of strange artifacts from around the world. New exhibits are designed around recent finds, and the museum strives to keep its exhibits fresh. The admission fees and gift shop sales cover most of the operating expenses of the museum. The museum includes a hands-on area designed to demonstrate various physical principles and machines, for kids of all ages. This is updated regularly with new special exhibits. The Museum is open to the public 9 am - 5 pm Tuesday through Sunday and is open on holidays. Special events are often held at night in the auditorium. Lectures, panel discussions, or major press events for ORI are held here; please check the current schedule for details on upcoming events.

CM NOTES

The Wilder Institute is a useful place to link to character origins, either as a spot for a secret identity to be employed, or as a DNPC. The Institute support staff is about 100 people, mostly administrative, but with some PR specialists and licensing experts. Institute Fellows share a percentage with the Institute in any revenues from their discoveries. The Institute is an excellent place to find a scholar in an obscure subject.

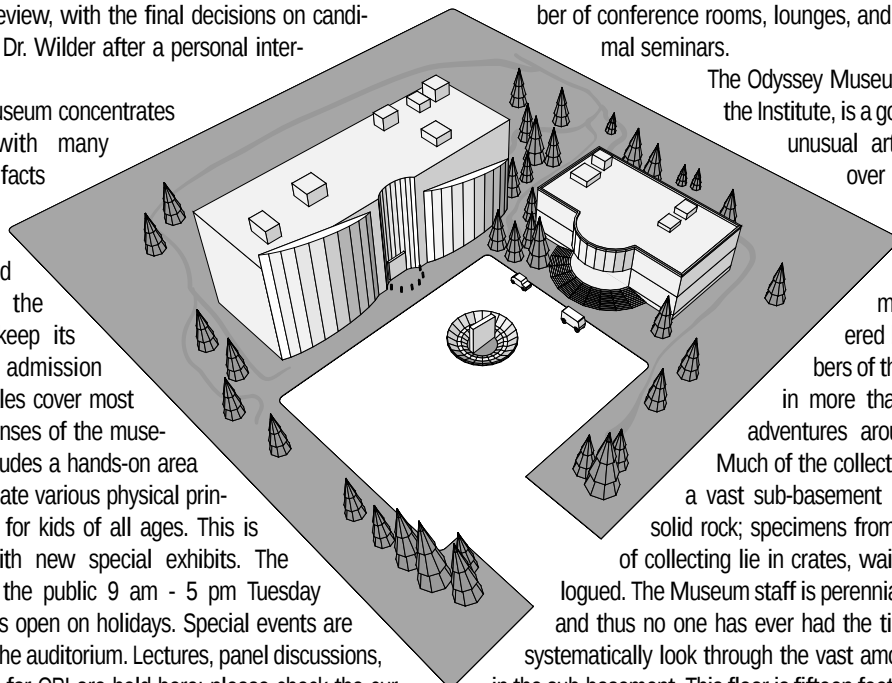
WILDER INSTITUTE FELLOW

Mental 7 Combat 3 Physical 3 Move 3

Skills: Fighting 2, Scientist (5 + 1/2d6 in their chosen field (1/2d6 = roll 1d6, 1-2 is 1, 3-4 is 2, and 5-6 is 3))

Equipment: Lab (As per ORI Scientist)

COMPLICATIONS: Watched by ORI, Curiosity



The Institute is housed in an elegant redwood, stone and glass building set amid the beautiful Monterey pines of Lincoln Park. The building is long and low, with three stories above ground and two basement levels for the physical plant (on the lowest level) and research labs (on the first basement level). The bottom floor is devoted to administrative offices, a large ballroom (used for press conferences), and a cafeteria, while the upper two floors house the offices of the Institute Fellows, along with a number of conference rooms, lounges, and areas for informal seminars.

The Odyssey Museum, located near the Institute, is a good place to find unusual artifacts from all over the world. The eclectic collection includes material gathered by all the members of the Wilder family in more than a century of adventures around the world.

Much of the collection is housed in a vast sub-basement carved into the solid rock; specimens from over a century of collecting lie in crates, waiting to be catalogued. The Museum staff is perennially overworked, and thus no one has ever had the time available to systematically look through the vast amount of material in the sub-basement. This floor is fifteen feet high, and dimly lit; the towering piles of massive crates seem to gather the gloom. There's a cleared area thirty feet across directly in front of the elevators, and after that it's packed with crates, with meandering paths among them.

Dr. Wilder took advantage of the discovery of a natural cavern underneath the site for the Museum to gather the immense Wilder collection in one spot. The sub-basement is an extension of the natural cavern, and at the back end of the sub-basement the native rock is still visible in the gloom. Further expansion of the sub-basement is possible, especially if Dr. Wilder uncovers another warehouse full of Wilder collection material, the way he did in 1987. Since many of his father's records were destroyed in the Skeleton Cay blast, Dr. Wilder has no way of knowing all of the places where his father stored the family artifacts. He suspects there may yet be one or two warehouses in various cities where Wilder artifacts have been stored for decades, since his father liked to buy ownership of such places and set aside capital funds to pay for maintenance years ahead of time.

THE WILDER FAMILY

Excerpts taken from The Wilder Family History, unpublished, by Jason Wilder III.

[condensed version as found in The Champions' archives]

JASON WILDER (1838?-1924) — A BRIEF BIOGRAPHY

The Wilder family history begins with the enigmatic figure of Jason Wilder. Despite efforts by Wilder's descendants, nothing is known about Jason Wilder's background, parents, or childhood. The earliest official record of Jason Wilder is his enlistment into the Union Army in 1861; his age is listed as twenty-three. When queried about his childhood, Jason Wilder would only say that it was a difficult time; he preferred to talk about what a man made of himself, rather than where he came from or who his ancestors happened to be. Such references as he did let slip suggest that he was born in England, though why he came to America and chose to enlist in the U.S. Army is a mystery. English records of the time revealed no record of a Jason Wilder; this may not be his birth name.

Regardless of his origin, Jason Wilder served with distinction in the Union Army, rising to the rank of Captain before mustering out at the end of the war. After the war, he entered Harvard University, earning a degree in natural history, while at the same time serving the United States government on a number of tasks as an agent of the U.S. Secret Service.

Upon his graduation summa cum laude in 1869, Jason Wilder left the United States to explore Africa, Asia, and South America. His fascination for hunting and natural history led him to regions never before explored by Western man, and his consummate skill at hunting and tracking earned him the name of the Hunter in a dozen native tongues across three continents.

Jason Wilder's explorations and discoveries earned him a good deal of fame as well as a tidy fortune, even if proof of some of his more spectacular finds was tragically lost. His public reputation as a hunter and explorer was second only to his private rep-

utation with Scotland Yard and the United States Secret Service as a hunter of master criminals. Jason Wilder crossed paths with most of the well-known international criminal masterminds of the day, and worked with some of the top officials (and unofficial detectives) around the world.

Jason Wilder was married in 1895 to Irene Adlington, an Englishwoman whom he met while traveling in Europe. They spent much of their time in travel, and few of Jason Wilder's American friends knew much of her, save that she was tall, beautiful, and possessed of a keen intelligence. The years he spent with Irene were the happiest of his life, he wrote to an old friend in England. Unfortunately, the happiness was not to last. Irene Wilder died in childbirth on January 1, 1901, when Jason Wilder Jr. was born prematurely on his father's yacht Argo, sailing in international waters off the coast of Ireland.

Jason Wilder continued to explore odd corners of the world after the death of his wife. His advancing age didn't seem to slow down his questing spirit, though he had by this time largely abandoned his career as a man-hunter. His home, when he was home at all, was the great Wilder family mansion he had built for his wife upon fifty wooded acres upstate from Hudson City. Jason Wilder's long journeys finally came to an end in 1924, when he never returned from an expedition into the interior jungles of Central America. Though his son later searched for him, no trace of Jason Wilder was ever found, and he is presumed to have died in the jungle sometime in 1924.

Complete Jason Wilder career details available under security classification Delta.

Champions Archives Reference hyperlinks — see also: Caine, Challenger, James, Gordon, Grant, Henderson, Holmes, Loveless, Moriarty, Nemo, Pinkerton, Quartermain, Robur, Roxton, Saknussem, Tepes, Van Helsing, West.



A WILDER FAMILY PORTRAIT

JASON WILDER (AT THE TIME OF HIS DISAPPEARANCE)

Mental 7 Combat 6 Physical 6 Move 4

Skills: Explorer 6, Fighting 5, Martial Arts (Brawling: Basic Strike, Killing Strike, Martial Block, Martial Grab, Nerve Strike. Cost: 10 points)

EQUIPMENT: Bowie Knife, Winchester .44 Rifle, Revolver

COMPLICATIONS: Enemy: Various Master Criminals; Public Figure

JASON WILDER JR. (IN THE '30s.)

Mental 7 Combat 8 Physical 8 Move 8

Skills: Businessman 3, Crimefighter 6, Scientist 5, Fighting 4, Martial Arts (Judo & Karate)

EQUIPMENT: Armored Vest & Skull Cap (25 KD & 15 EKD in locations 4-5 and 9-13), Gadget Belt (10 PP VPP), M1911A1 Pistol

COMPLICATIONS: Enemy: Various Master Criminals; Public Figure

JASON WILDER JR. (1901-1971) — A BRIEF BIOGRAPHY

Jason Wilder Jr. was educated at home, first by his father and later by an array of sometimes unusual tutors. His early training included a broad exposure to science and the arts, and a comprehensive regimen of physical training that would serve him well in later years. Occasional trips with his father added to his education, and also served to nourish young Wilder's growing spirit of adventure.

Jason Wilder Jr. had his first major break with his father when he ran off to enlist in the U.S. Army during World War I. The young man could not agree with his father's edict, believing that despite his youth he was fully ready to bear arms on behalf of his country. His performance during the war bore out his conviction. Jason Wilder Jr.'s rather unusual service record was classified as secret. Though he was awarded his commission as Lieutenant and earned several medals, the circumstances were never made public. It was during his time in the service that Jason Wilder Jr. first met some important friends who would later help him in his crime-fighting career.

After the war, he made amends to his father, and soon joined Jason Wilder Sr. on an expedition to Central America. This was the very expedition where they discovered the mysterious lost valley of...[Security Clearance Gamma Required]...upon their return, Jason Wilder Jr. used this new-found wealth to launch several businesses based on his inventions in aeronautics, chemistry, and manufacturing processes. It was also at this time that he began his career as the masked crimefighter known as the Hunter, working with his associates out of Hudson City.

The Hunter's career spanned the decades of the 20s, 30s and 40s, fighting crime around the world, investigating mysteries, and sometimes performing missions for the U.S. government. The Hunter's many secret missions for the Allies in World War II were credited with saving thousands of lives and helping to turn the course of the war. But in the post-war era, the government's attitude towards "freelancers" began to change. After being stonewalled by the government over access to information about the Roswell incident in 1947, Jason Wilder Jr. decided to end his active participation as a freelance U.S. agent. His business operations and the occasional expedition kept him busy enough, in any event.

Jason Wilder Jr. met his bride-to-be, Samantha Winter, in one of his most deadly battles. Samantha was the daughter of Elias Winter, a criminal mastermind and The Hunter's arch-nemesis. Discovering her father's true occupation, Samantha rejected her family and married Jason Wilder Jr. Their son, Jason Wilder III, was born on November 22, 1951, while his father was away in Korea on a secret government mission.

Samantha Wilder died in 1955, saving her child from Elias Winter's hired thugs, as Winter schemed to completely destroy everything Jason Wilder valued. The tragic story of Winter's revenge, and how the Wilder family's secret treasure was destroyed, and what became of the ancient civilization that guarded that treasure, has never been fully told.

Without the emergency reserves the Wilder family once possessed, the full force of Elias Winter's plan to ruin the Wilder business was successful. Wilder Industries was forced into bankruptcy, and Jason Wilder Jr. was compelled to sell off most of his once-vast holdings to cover the debt. All that remained was the old Wilder mansion upstate from Hudson City, and the small Caribbean island of Skeleton Cay where Wilder had built a small retreat and laboratory. This island became Jason Wilder Jr.'s base of operations in 1959, when he retired his identity as The Hunter and went back to scientific research, along with occasional covert operations for the U.S. government. The difference this time was that he took his son Jason Wilder III (quickly nicknamed Trey) almost everywhere he went in numerous journeys around the world.

Jason Wilder Jr.'s epic career came to an end in 1971, with the catastrophic explosion of his Caribbean island base. His son was on active duty in Vietnam at the time, and returned to find nothing at all left of Skeleton Cay, only ocean six feet deep over where it had been. The cause of the blast remains a mystery to this day, though of course enemy action is suspected. Jason Wilder Jr.'s body was never recovered.

Complete Jason Wilder Jr. career details available under security classification Delta.

Champions Archives Reference hyperlinks — see also: Allard, Buck, Chan, Dugan, Flynn, Halliburton, Henderson, Holm, Hoover, Hughes, Jones, Loo, Mason, Mayfair, Ness, Preston, Sanchez, Templar, Tombs, Wagner, Winter

JASON WILDER III (1951-PRESENT) — A BRIEF BIOGRAPHY

Jason Wilder Jr. was determined that his son would have the best possible schooling he could provide. Initially, there were special tutors in a variety of subjects, but later on he took most of the responsibility for the education of his son. Traveling with his father, working beside him in the laboratory, and later conducting his own experiments gave Jason "Trey" Wilder III an invaluable education. The arduous training regimen honed his mind and body to an amazing degree, helped in no small part by his family heritage.

His adolescent years were packed with perilous adventures, but Trey's most dangerous action was enlisting in the U.S. Army in 1969. Wilder served in Vietnam with a special Army intelligence unit. His experiences during the war were unsettling, to say the least; in the end, he exposed a number of clandestine U.S. operations that were in violation of international law as well as American law. While Wilder's efforts were ultimately endorsed by the Oval Office, he left behind many enemies in official U.S. government circles.

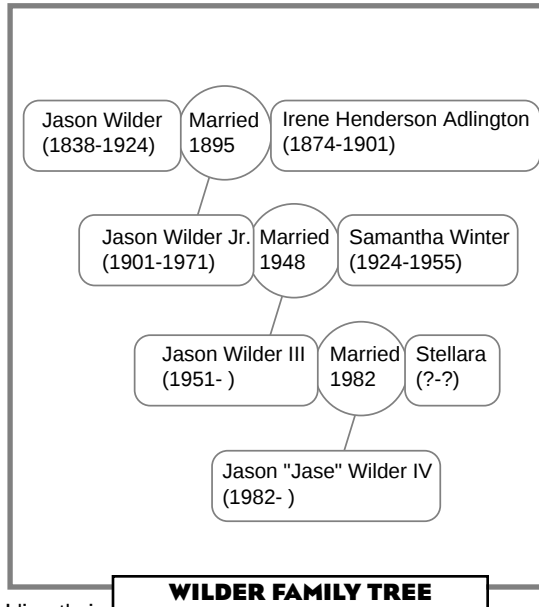
Jason Wilder III left the Army in 1971, returning to Skeleton Cay to find that his father's island had been completely destroyed, and his father was missing and presumed dead. Eyewitness reports from the area pointed to some sort of explosion, and the remains of the island (under six feet of water) bore this out. However, despite months of painstaking investigation, the cause

of the explosion could not be determined. No trace of Jason Wilder Jr. was ever found, and he was declared officially dead in October of that year. Jason Wilder III has never given up searching for the truth of that incident, and for any information about his father.

Life goes on, regardless of tragedy. Jason Wilder III earned a degree in internal medicine from Johns Hopkins in 1975, along with a Ph.D. in physics from MIT, after receiving an B.S. in electrical engineering from CalTech in 1972. At the same time, Wilder dedicated himself to fighting crime, in memory of his father. Jason Wilder III adopted the identity of the Hunter and joined the Champions in 1972. His exploits with the Champions are detailed elsewhere in the archives. He retired from the Champions in 1982 to devote attention to Odyssey Research and to his new-born son. All of this occurred after some mysterious events changed his life.

Jason Wilder III met the unusual woman known to him as Stellara in 1982. They were married shortly thereafter, and spent an all-too-brief time together before she disappeared. Wilder searched for her, but there was no trace of, it was as if she'd vanished from the face of the earth. Nine months later, she walked in the front door of the Wilder mansion, holding their son, Jason Wilder IV, in her arms. She would not or could not tell her husband where she had been or why she had gone. In fact, she tearfully informed him, she would have to leave again after a very short time. But their son would remain with him. No, she didn't know when she would be back, if ever... and so Stellara disappeared again, and she has not yet returned. Dr. Wilder waits for her still, secure in the conviction that she will someday return.

With a son to raise and a business to run, Dr. Wilder gave up his identity as the Hunter. Odyssey Research had been set up years before, but little had been done due to the demands of his heroic identity. Now, Jason



WILDER FAMILY TREE

Wilder III used Odyssey Research to commercialize some of his many inventions. The early years were often difficult, but had ORI landed key government contracts (including supplying Guard equipment) for ongoing services. This enabled the company to commercialize important technologies, including high-capacity batteries, which eventually resulted in large expansion of ORI facilities in the late 1980s.

While Dr. Wilder retired years ago from the super-hero business, he still maintains close ties with the Marksman, his surviving teammate. Most of the Hunter's most powerful foes are either dead, have disappeared, or are in prison. Yet, as Dr. Wilder, he has made many enemies, for such success does not come without its price.

Complete Jason Wilder III career details available under security classification Delta.

Champions Archives Reference hyperlinks — see

also: Black, Bourne, Camille, Davis, Dawson, DeVrie, Franck, Henderson, Khan, Leary, Rode, Saunders, Turner.

JASON WILDER IV (1982- PRESENT) — A BRIEF BIOGRAPHY

Jason Wilder IV (known as Jase to his friends) was born on October 31, 1982. Jase's childhood did not follow quite the same mold as his father's. Determined to give his child a more normal upbringing, Jase was not as intensively trained as his father was. Even so, the young boy showed an unusual aptitude for many things, excelling in physical activities and in using computers. Despite his father's insis-

JASON WILDER III AKA THE HUNTER

CP: 75

OP: 170+

PP: 29

INT	10		OffX	22	DefX	28
WILL	7	RES	21			
PRE	7					
TECH	7					
REF	8	SPD	4			
DEX	7					
CON	7	SD	17	ED	11	END 70
STR	7	REC	14			
BODY	8	STUN	40	HITS	40	
MOVE	7	RUN	34	SPRINT	51	
		SWIM	7	LEAP	7	

COST COMPLICATIONS

- 13 Public Figure (Constantly, Frequently Make Headlines, Major)
- 30 Enemy: Various Master Criminals (More Powerful, Worldwide, Kill)
- 13 Code Versus Killing (Frequent, Severe, Major)

COST SKILLS, TALENTS & PERKS

	AV / DV
24 Martial Arts: Aikido & Kung Fu	
4 Hand-to-Hand: 6	14
2 Melee Weapons: 2	10
4 Firearms: 4	12
5 Use Gadget Pool : 5	12
4 Hand-to-Hand Evade: 6	13
3 Melee Evade: 3	10
5 Ranged Evade: 5	12
1 Acting: 1	8
3 Athletics: 5	12
5 Business: 5	15
5 Concealment: 5	15
4 Conversation: 4	11
5 Criminology: 5	12
6 Deduction: 6	16
4 Disguise: 4	11
5 Driving: 5	12
8 Electronics: 8	15
6 Expert (World Traveler): 6	16
8 Inventor: 8	15
* Languages (Many): 5	15
5 Language (Mayan): 5	15
5 Lip Reading: 5	15
5 Mimicry: 5	12
6 Paramedic: 6	13
3 Perception: 5	15
5 Pilot: 5	12

COST POWERS

	END
5 Armored Vest : 24 KD & 20 EKD, Activation Roll 11+, Focus (Attached)	
4 Running: +20 m/y Run, +30 m/y Sprint	3
20 Gadget Pool : Variable Power Pool, 16 Power Points, All Gadgets must be through Focus (Grabable)	
COST MORE SKILLS, TALENTS & PERKS	
5 Research: 5	15
2 Riding: 2	9
2 Sailing: 2	9
* Science (Many): 5	15
3 Shadowing: 3	13
5 Stealth: 5	12
4 Streetwise: 4	11
4 Tactics: 4	14
1 Teaching: 3	10
4 Ventriloquist: 4	11

tence on his attendance at a "normal" school, Jase quickly showed that he was not an average child. He grew accustomed to hanging out at various ORI labs, using their computer systems and laboratory facilities.

Jase accompanied his father on a few trips, but he was not raised in the tradition of globe-trotting expeditions. However, Jase has become an expert cyberspace explorer, and his familiarity with computers and security systems is world-class. Now that Jase is a freshman attending Bay City University (majoring in computer science, of course), he's got access to virtually limitless computer resources. Jase tries to keep a low profile, which is hard when your father is so famous, but he manages. Most of his close friends are also in the computer science department.

While Jase attends school, he's satisfied his desire for adventure by donning a new, high-tech identity as the Hunter, in a version for the new millennium. Jase takes this role very seriously, not only because of the pride he takes in the family name, but because the world really needs heroes these days. Dr. Wilder was not thrilled when he found out, but he's given his grudging acceptance of the situation. Secretly, he envies Jase his role; being a businessman is nowhere near as exciting.

Jase makes good use of ORI labs and his father's skill to outfit himself as the Hunter. Jase's Gadget Pool represents his ability to wheedle favors out of ORI scientists or his father; Jase himself isn't really ready to mess around with electronics to that degree. He'll cheerfully use what-



The New Hunter

ever gadgets he can check out of ORI labs, though.

Jase lives on campus at Bay City University, though he often takes a weekend at home with his father. The Wilders own a large home on an estate in the Woodside area, down on the peninsula of Bay City. They also still maintain the Wilder family mansion in upstate New York. The family yacht, Argo, is docked in San Francisco, ready for the occasional weekend voyage. Jase himself uses a powerful motorcycle for his transportation.

Jase is ready to take up the full lifestyle of a super-hero. While he has tested himself against local drug dealers and street criminals, he has yet to go up against a full-blown paranormal foe. That, however, is only a matter of time. Jase's use of the name "the Hunter" has attracted the attention of some powerful organizations, organizations that have good reason to hate the Hunter, and would prefer to see him dead. Although it is obvious that Jase's Hunter is not the same man as the Hunter who was with the Champions in the 1970s, their grudge has transferred to this new incarnation. It will be interesting to see how this less-experienced hero fares.

THE NEW HUNTER

CP: 73

OP: 91

PP: 36

INT	8			Offx	25	Defx	25
WILL	7	RES	21				
PRE	5						
TECH	5						
REF	9	SPD	5				
DEX	9						
CON	7	SD	16	ED	12	END	70
STR	9	REC	16				
BODY	8	STUN	40	HITS	40		
MOVE	6	RUN	22	SPRINT	33		
		SWIM	16	LEAP	6		

COST COMPLICATIONS

- 8 Secret Identity: Jason Wilder IV (Infrequent, Strong, Major)
- 17 Enemy: PanStar (Access to powerful equipment, Worldwide, Capture)
- 8 Vulnerability: 1 1/2 Damage from Electrical Attacks (Infrequent, Common, Major)
- 10 Incessant Curiosity (Frequent, Strong, Major)
- 13 Code vs. Killing (Frequent, Severe, Major)

COST SKILLS, TALENTS & PERKS

	AV/DV
16 Martial Arts: Kung Fu	
2 Hand-to-Hand: 4	13
3 Melee Weapons: 3	12
4 Firearms: 4	13
5 Use Gadget Pool: 5	13
1 Hand-to-Hand Evade: 3	12
2 Melee Evade: 2	11
2 Ranged Evade: 2	11
3 Acrobatics: 3	12
1 Athletics: 3	12
5 Computer Programming: 5	10
3 Concealment: 3	11
2 Concentration: 4	11
2 Cryptography: 2	10
2 Deduction: 2	10
4 Education: 4	12
3 Electronics: 3	5
6 Expert (Computer Systems): 6	14
4 Hacking: 4	9
1 High Society: 1	6
2 Language (Greek): 2	10
2 Language (Mayan): 4	12
2 Paramedic: 2	7
4 Science (Computer Science): 4	12
3 Security Systems: 3	8
2 Sleight of Hand: 2	11
5 Stealth: 5	14

COST POWERS

- 1 Mental Awareness
- 7 **Armored Costume:** Armor 24 KD & 20 EKD, Activation Roll 8+, Focus (Attached)
- 2 Running: +10 m/y Run, +15 m/y Sprint 2
- 3 Swinging: 30 m/y
- 1 **Magnetic Suction Cups:** Clinging, Focus (Attached)
- 8 **Sonic Stun gun:** 8d6 NND (Solid ear coverings, Flash Defense (hearing), Target covers his ears), Focus (Grabbable), 4 Clips of 8 Charges
- 12 **Gadget Pool:** Variable Power Pool, 8 Power Points
- 2 Mental Defense: 10 pts.

THE WILDERS

Physically, the Wilder family line has carried a strong resemblance from Jason Wilder down through his great-grandson. The first Jason Wilder was a tall, robust man of exceptional physical strength. He stood two inches over six feet in height, and weighed in at seventeen stone (238 pounds), with thick black hair, and hazel eyes. Jason Wilder Jr. was even taller, at 6' 5", and weighed about 260 pounds. His hair was reddish brown, and his eyes were light green. Jason Wilder III has dark brown hair and grayish-green eyes, and a robust build almost identical to his father's height and weight. Now, of course, his hair is silvering at the temples, and strands of silver are shot throughout his hair. Jason Wilder IV takes after his mother more than his father; he's not quite as tall, at only 6' 3" in height, and his musculature is a lean but powerful 225 pounds. Yet his strength is greater than his father's, and he is extremely agile. Perhaps his mother's mysterious background accounts for this, as well as for his Mental Defense and Psychic Awareness.

Jase (the Hunter) can be used as a player character, since he's built on the starting point level. If not, he makes an interesting and occasionally useful NPC. The Hunter's computer abilities can be useful to a hero team without those skills. He could also be a rival, a love interest, or a standard "hero on call" to use when a new player joins your game for an evening or two.

STORY SEEDS:

IT CAME FROM THE NULL ZONE

The Roborg (ROBotic ORGanism) emerges from the Null Zone during the initial opening of the HELGate, and it immediately tries to capture a specimen from the vicinity. The heroes must stop it before it lays waste to the labs and then the city, as the Roborg will certainly be attacked and therefore be in retaliation mode. The Roborg's main mission is to gather information, and it will not initiate attacks unless threatened. However, it will take life-form samples of unusual or potentially dangerous forms. The Roborg will snag a human for a sample, alive and uninjured in a stasis tube. The Roborg will also attempt to capture a paranormal, once they demonstrate powers that show them to be a threat. If the Roborg feels that its existence is threatened, it will attempt to retreat into the Null Zone.

The Roborg leaves a small spy behind, hiding just inside the Null Zone, waiting to receive transmissions. Heroes need high range radio hearing to detect the transmission, along with a very difficult Use Power roll. They'll hear a highly compressed datstream that gives continuous telemetry as long as the Null Zone is held open; the contents can be determined with a successful Cryptography Skill roll.

The Roborg scout is heavily armed, and extremely powerful. If the heroes are not able to defeat it head on, they may need help from ORI to find a technological weakness they can exploit. Give

the heroes every chance to come up with a good idea; failing that, an ORI scientist can come up with a gizmo to stop it.

Roborgs may be some alien race's creation, or they may have evolved on some very strange world. They have an entire civilization in the Null Zone, dedicated to taking over sapient life forms throughout time and space.

ROBORG

This metallo-organic life form is very strange. About the size of a small pickup truck, it moves on some sort of single tread that forms its base, yet there tread appears to be smooth (it uses friction control to grab onto any surface). The Roborg apparently can extrude extra limbs as needed. It features a high powered blaster cannon, an extremely tough shell, and a magnetic containment field that can latch onto objects at range and bring them into its internal capture bay (which has a transparent window when occupied).

ADVENTURES IN THE NULL ZONE

The heroes must venture into the Null Zone to retrieve a human kidnapped by a Roborg. This can be one of the heroes, or preferably a DNPC. This may happen in the course of the previous adventure, or it can occur when an ill-advised junior scientist decided to try opening HELGate on his own. Dr. Wilder notifies the heroes of what has happened (if they weren't there), and lets them venture into the Null Zone to find the victim.

Navigation in the Null Zone is very chancy due to the inaccuracy of long-range sensors, and the fact that everything's position changes over time. The Null Zone responds to desire and strength of will; it creates breathable environment for each party member. Roborgs navigate through a system of high range radio beacons; heroes can learn to use that if they can detect them (Dr. Wilder can cobble something together for them if they don't have a team scientist).

The heroes can encounter many strange beings in their search, but eventually they should come upon the Roborg slowly trundling back to its base with its captive. Then the battle begins... and another Roborg or two may show up as reinforcements if the heroes need more of a challenge.

A MORE COMPLEX ALTERNATIVE

Roborgs have based themselves in a past Earth time, preparatory to taking over the Earth by changing the past. Heroes enter into past to rescue the hostage and destroy the Roborg base. This is a tricky assignment as the heroes must be careful that they do not change the past themselves, lest they cause the very changes they are trying to avoid.

This is a great way to force the heroes to act subtly, to use their heads instead of their powers, to really think. Dealing with powerful foes without letting everyone see their powers in action should prove a challenge for any hero.

ORI FACILITIES

The standard ORI facility is set in the middle of a large area of land, with parking around the building. This minimizes disturbances with the neighbors. The perimeter is usually fenced, with security sensors installed in the fencing. A gate guard controls access to the grounds.

The buildings themselves always have a secured lobby, where visitors must check in before they go any further. Employees can use their pass cards (SAIMON scans them visually to verify their identity, and blocks entry if they don't pass inspection) to enter the rest of the building, and to use side entrances.

The building interiors are standard construction, with offices, conference rooms, and laboratories. Potentially dangerous experiments or labs that require very large spaces are housed in separate buildings. The HELGate facility, for instance, occupies its own building with its own nuclear reactor for power.

ORI - HUDSON CITY

ORI Hudson City investigates all aspects of psychology and parapsychology, as well as surgical techniques. The electronic sedation technique was developed here, and is now put to good use in restraining paranormals. Experiments and research are performed here with real or supposed psychics. Heroes with psychic powers who volunteer for study (perhaps in exchange for help) will often find themselves flown out here for a few days. Dr. Scott maintains connections with the Asylum near Hudson City, and sometimes consults on difficult cases there.

ORI's Hudson City facility is actually located about thirty miles upstate from the city, in a peaceful valley. This facility was originally built by Jason Wilder Jr. in 1932 as a rehabilitation clinic for some of the criminals captured by The Hunter. The staff totals about 150, and this is the smallest (and newest) of ORI's divisions.

Dr. Henry Scott is the division head for ORI Hudson City. Dr. Scott is a lean, athletic man, balding with his remaining brown hair cropped short on the sides. He's a famous psychiatrist, as well as an expert on psionics and an excellent manager. The Hudson City division of ORI specializes in research and development in psychology, psionics, psychiatry, and surgery (often spelled "psurgery" in jest).

DOCTOR HENRY SCOTT

Mental 6 Combat 5 Physical 5 Move 4

SKILLS: Profession (Psychiatrist) 7, Expert (Psionics) 5, Business 4, Fighting 2

EQUIPMENT: Appropriate Lab Equipment

COMPLICATIONS: Fascinated by psionics

ORI - SAN DIEGO

ORI San Diego is situated in La Jolla, close to the ocean. Research conducted there includes experiments on cybernetics and prosthetics, studies of mutant powers, and research into the causes of mutation. This division is perhaps the most focused on

paranormals in general, and the source of their amazing powers. The staff here totals around 300.

Dr. Maria Sanchez is the division head for ORI San Diego. This division specializes in biotechnology, genetics, biophysics, and genetic research, and of course is intensely interested in mutants of all varieties.

DOCTOR MARIA SANCHEZ

Mental 7 Combat 3 Physical 4 Move 6

SKILLS: Profession (Geneticist) 7, Expert (Genetics) 6, Business 5, Fighting 1

EQUIPMENT: Appropriate Lab Equipment

COMPLICATIONS: Scientific curiosity

ORI-AUSTIN

This division specializes in computing, software, AI, and robotics. They are inventors of the TORTOISE, SAIMON, and many other exceptional pieces of software and hardware. ORI Austin is a world leader in computer science and software engineering, and in studying the practical applications of these areas. ORI Austin has approximately 250 employees. **Dr. Halston Aarons** is the division head for ORI Austin.

DOCTOR HALSTON AARONS

Mental 7 Combat 4 Physical 5 Move 4

SKILLS: Profession (Computer Scientist) 7, Expert (Computers) 6, Business 5, Profession (Writer) 4, Fighting 1

EQUIPMENT: Appropriate Lab Equipment

COMPLICATIONS: Secret career as writer of techno-thriller novels, Fascinated by computers and technology

SAIMON

INT/TECH 10 WILL 5 PRE 5 REF 10 SPD 5

SKILLS: Computer Programming: 12, Cryptography: 10, Electronics: 5, Expert (ORI): 10, Expert (Human Knowledge): 10, Perception: 8, Fighting: 2

POWERS: **Video Camera Coverage:** See in darkness, 360 Degree Sight, Clairsentience (video cameras at all ORI locations); with sight group, see into past (review video tapes), x4096 Range

COMPLICATIONS: Incessant curiosity

ORI - BAY CITY

ORI Bay City has large labs in the city proper, as well as smaller facilities near Moffett Field to the south and near Livermore to the southeast. ORI Bay City is the oldest, largest, and most diversified of all the ORI divisions. ORI Bay City has about 600 employees.

Dr. Shay Patrick is the division head for ORI Bay City. This division specializes in physics, electronics, paranormals, aeronautics, and space technologies.

DOCTOR SHAY PATRICK

Mental 6 Combat 5 Physical 6 Move 6

SKILLS: Profession (Physicist) 6, Expert (Physics) 7, Business 4, Expert (Fencing) 5, Fighting 5

EQUIPMENT: Appropriate Lab Equipment, Swordcane

COMPLICATIONS: Incurable punster, Lives for his research

ORI- WISCONSIN

ORI Wisconsin is responsible for one of the most lucrative patents in ORI's portfolio, the high energy density battery. This is used in electric vehicles, as well as in the new breed of personal high energy weapons in use by several high-tech organizations. ORI is also working on ultra-tough materials, composites, and other exotic materials. ORI Wisconsin has about 200 employees.

Dr. Wolf Anders is the division head for ORI San Diego. This division specializes in chemistry, energy storage, geology, geophysics, materials science, and manufacturing processes.

DOCTOR WOLF ANDERS

Mental 8 Combat 4 Physical 4 Move 4

SKILLS: Profession (Chemist) 7, Expert (Materials Science) 6, Business 4, Fighting 1

EQUIPMENT: Appropriate Lab Equipment

COMPLICATIONS: Perfectionist

ORI AND OTHER ORGANIZATIONS

ORI is very wary of PanStar. Dr. Wilder knows from his own investigations that PanStar is involved in some very shady activities, though there's nothing he can prove. Despite that, Dr. Wilder makes sure that ORI does not accept PanStar contracts. Of course, PanStar can be pretty tricky when it comes to concealing their ownership or interest in a company. Wilder and Dawson have locked horns on many issues in the past, and there is great enmity between them.

ORI works closely with Guard, providing them with research facilities and information about paranormals. ORI provides regular updates to Guard about paranormal phenomena and the latest theories on paranormals. ORI also works closely with Guard to keep them apprised of technologies that may be used by criminals, and how to deal with those technologies.

ORI does a lot of contract work for the government, and always insists on a contract that spells out exactly what is expected and required of each side. Dr. Wilder is very careful to make sure that the feds don't pull any fast ones with the services they ask for. And since Dr. Wilder has numerous secrets he keeps from the government, they are suspicious of him, as well. None of this keeps them from doing business for their mutual benefit; it just makes the relationship very tentative sometimes.

ORI tries to maintain good relationships with the academic and scientific communities. Working for ORI is a prestigious position; being appointed a Wilder Fellow is much sought after by scholars. Dr. Wilder often makes appearances at scientific conferences and lectures at universities on occasion. ORI has particularly close relation-

ships with both Stanford University and the University of California, and in fact works with them on some joint research projects. Dr. Wilder has personally endowed a chair at UC Berkeley in the physics department, and of course he strongly supports Bay City University.

ORI DEVICES

Here are some typical ORI inventions. They can be of great help to heroes who are investigating some scientific mystery, or just need some way to track a villain who is emitting strange energy particles. Of course, ORI doesn't **sell** these devices, not on the open market. Instead, they'll be happy to trade the use of these things for some future service from the heroes involved.

ORI ENERGY ANOMALY SCANNER:

This hand-held device was the brainchild of Dr. Shay Patrick, Director of ORI Bay City. There was a great demand for something that could track obscure energy sources, and Dr. Patrick was tired of losing lab hours as his people would breadboard together one detector after another. After spending sometime consulting with Dr. Anders and his staff, Patrick hit the drawing board. The result was the Energy Anomaly Scanner, a small handheld device that would detect and track unusual energy sources. While not 100% reliable, the scanner has proven to be very popular amongst heroes and law enforce-

ment personnel. The only complaint Dr. Patrick has received is about the shape of the device; it is patterned after a scanner from a late '60s science fiction show.

Energy Anomaly Scanner: Detect Unusual Energy Sources, at Range, Discriminatory, Tracking, 360° Sense, Focus (Grabbable), Activation Roll 8+. Cost: 1 Power Point.

ANDERS ENERGY WALL PROJECTOR:

At the request of Tarwyn of Vanguard, Dr. Anders started work on this project back in the late '90s. Vanguard had been dealing with Barricade, a villain whose powers revolved around the creation of energy walls. Dr. Anders was charged with the task of creating a way to defeat these barriers. Unfortunately, both Tarwyn and Barricade did not survive the Proprietor War, but Dr. Anders kept the project active. Shortly after the War, Dr. Anders achieved a breakthrough, but not the one he was looking for.

Instead, he discovered a way to create a small projector that could erect a very temporary energy barrier. These Force Walls will last only a few seconds before they vanish, but even such limited walls can come in useful. The Projector has a very limited number of shots, but Dr. Anders is hoping to improve the storage capacity of the battery in the near future.

Anders Energy Wall Projector: Force Wall, 10d6 SDP in a wall 10 m/y wide, 3 charges, Focus (Grabbable), Activation Roll 8+. Cost: 1 Power Point.



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PANSTAR

The Bright Future Of PanStar – from the PanStar Annual Report.

PanStar is the world's leading conglomerate, comprising world-class businesses in heavy construction, electronics, scientific research, defense contracting, entertainment, and consumer goods in one company.

Opportunities have been expanding around the world for PanStar, and international growth is strong. Heavy construction is booming in the Third World, and PanStar is the leading contractor for major projects in Africa and Southeast Asia. PanStar's winning bid as lead contractors for the Ultima Thule fusion reactor project projects good things for the company, and not just for the \$5 billion dollar price tag. PanStar's leadership in this area is key to billions of dollars in business of the future, building fusion reactors in many countries around the world. Once again, PanStar is on the cutting edge of a whole new field of technology.

Opportunities in defense contracting are strong, as the Proprietor War has increased awareness of the dangers paranormals pose to mankind. "The CyberTrooper program revenues are solidly above expectations," stated PanStar chairman Jeremiah Dawson. "Sales to several countries are pending, and we expected strong growth in this area."

PanStar's entertainment business has also shown strong revenue growth, with sales of the new 256-bit 5DI player exceeding expectations. "PanStar is well on track to becoming a major player in the video game console market," said entertainment division head Michael T. "Hawk" Williams. "The competition doesn't have a chance; our graphics just slaughter them." Combined with the power of the 5DI Game Partners, who comprise some of the most respected names in the computer entertainment industry, the 5DI Player should become the industry standard.

The New Millennium looks like it will be good to PanStar. With opportunities in almost every field, the company can do nothing but prosper and grow.



PANSTAR FACTS & FIGURES

Last year's annual revenue: \$33 billion dollars.

Employees: Over 250,000 worldwide

Locations: Bay City, Austin, Los Angeles, Chicago, Hudson City, New York, Mexico City, Jakarta, Shanghai, Capetown, Melbourne.

PANSTAR HISTORY:

1938-1971

excerpts from the Wilder Family Archives; Jason Wilder Jr.; written in 1971.

PanStar was founded by Jacob Dawson in 1938, and their initial sales were in business machines; heavy mechanical calculators, typewriters, and the like. At least, that was the cover story. Their business specialized in export, and persistent rumors of gun-running to Spain and other countries led me to investigate. The export market was the key to their business, certainly, but their business was not business machines. Yes, they did manufacture and sell them, but this was mainly a cover (albeit a real, profitable business) for their true source of profits: arms sales.

PanStar used the business machines cover to ship crates of guns and explosives to various parts of the war-torn world, and they expanded heavily during the war years. PanStar supplied the U.S. government with weapons and machinery during WW II, as well as many other countries and splinter groups. The OSS used PanStar to supply guns to partisans in Eastern Europe. While the government was aware of PanStar's less savory dealings, proof was scarce and expediency ruled the day. Despite my warnings, the government continued to allow PanStar free reign during the war years. The occasions on which I was able to prove shipments of arms to Axis powers, PanStar was able wriggle out of it by claiming that the shipments were the work of unscrupulous underlings and not company policy. So I was always unable to confront Dawson directly, and PanStar continued with its activities.

PanStar's clandestine business operations fell on hard times in the post-war years, as many of their best contacts, agents and operatives turned up dead or as the star of war crimes trials. Dawson, ever quick to adapt to changing conditions, emphasized the more legitimate portions of the business. Of course, being Dawson, he used every means at his disposal to succeed. PanStar spies worked hard to uncover technology and information from other companies and from government research, so it's not surprising that PanStar was an early entrant into the emerging computer market of the 1950s. PanStar models may not have been technically as good as IBM's or other companies, and PanStar machines were rumored to be more failure-prone, but there was no denying they were cheaper. When you get your components and your technology by theft, it sharply reduces costs and increases profits.

PanStar's deal with VIPER in 1957 was an excellent example of the company's business practices. PanStar became VIPER's primary supplier of high-technology weapons and other gear, either manufactured or stolen by PanStar. Of course, PanStar also used technology developed by VIPER and sold it to others, sometimes without VIPER's knowledge. Again, though, PanStar was always careful to cover their dealings, and also to make themselves useful enough to the government as a defense contractor to help deflect

inquiries. I also suspect that PanStar wielded great influence on Capitol Hill, with campaign contributions directly (or indirectly) to key legislators. This pattern has continued to the present day, though PanStar is (as always) excellent at concealing their tracks.

The split between PanStar and VIPER was inevitable; there is no honor among thieves, and mutual suspicion drove them apart. Still, PanStar continues to sell weapons to VIPER even after the split. The company is even more widely diversified than before, and more well-connected politically. This evil weed is becoming ever more difficult to root out. Despite the fact that I have retired as the Hunter, perhaps there is this one last task I may undertake: To rid the world of this evil. The price, though, may be more than I am willing to pay...

PANSTAR INVESTIGATIVE REPORTS

transcripts from the files of
**Alex Gregory, Bay City Chronicle
investigative reporter.**

Suspicious about PanStar? Sure, I've got suitcases full of 'em. Proof is what I'm lacking. If I tried to publish any of this, my editor would laugh me out of his office. Or worse, he'd send me down to Legal to get lectured by one of those sharks we keep on retainer, on why it's a bad idea to set ourselves up to be sued by one of the largest corporations in the world.

So I'd better get some hard evidence on PanStar before I write a single word about them. First, though, I want to get my thoughts down on tape. I'm going to mail this off to the Champions, under seal, to be opened in the event of my untimely death.

PanStar is headquartered in the Bahamas, which is not a surprise. That's where you find the sleaziest corporations. The Bahamians don't ask too many embarrassing questions, and they don't let nosy outsiders pry into corporate books.

They didn't figure that Alex Gregory would be doing the prying, did they? I don't give up easy.

From what my source told me, PanStar's been under-reporting their income for years. He had a few too many of those drinks with the little umbrellas in them, when we were sitting in a quiet corner of that bar in Nassau. OK, maybe I did slip a little something extra into his mai tai, but everyone needs a little help now and then. The point is, I heard some very interesting things about PanStar.

Political corruption around the world. Bribes, campaign contributions, slush funds, "service fees," and so on. Kickbacks, graft, tax evasion, extortion, corruption on a monumental scale. And not a damn shred of evidence other than this guy's word, and once he recovered from the babble juice he locked up tighter than Quantum's costume. So I'll have to find a different angle; there must be documentation somewhere that I can lay my hands on. But where to start?



Megacorporations that cut corners and have questionable ethics aren't uncommon. What makes PanStar different is their devotion to paranormals as a source of revenue. PanStar makes them and sells them. PanStar makes lots of goodies specifically for high-tech goons like VIPER. Is it a conspiracy, a secret underground of paranormals bent on destroying the human race? No, I don't think so. Lust for money is what drives Jeremiah Dawson, from what I've seen. Yeah, and don't forget the lust for power. I can see it glittering in his eyes when he shakes hands with a Senator, or makes a gift to some country's foreign minister. The bloated toad thrives on control; he loves to manipulate people.

PanStar sells technology and technology services to villains and criminal organizations. Particularly popular is what some on the street

call their "make a monster" program, where they take ordinary subjects and try to turn them into super-villains. So what if there's a better than 95% rejection rate? And that "rejection" results in the subject becoming fish food? You can't make a few cyberomelets without a few eggs self-destructing. Let me see if I can run down what I've pieced together from a thousand rumors and scraps of information.

THE CYBERTROOPER OPERATION

PanStar's got this CyberTrooper deal going on; word is spreading that soon you'll be able to buy a cybernetically enhanced trooper of your very own. The perfect way to round out an armored division, so they say. Or, if you buy the high-end model, to take out an armored division.

Supposedly these CyberTroopers are made from brave people who, finding themselves crippled for life, made a deal to become a CyberTrooper. Their families get a pile of money, they get able to walk and do things again, in return for signing a long-

term contract with PanStar. Hah. Do the words “indentured servitude” ring a bell? This one really smells. I bet PanStar is making huge profits from this one. Maybe that’s an angle to chase down; look up some of these families, check out what they have to say.

Sheiks are rushing to buy a CyberTrooper bodyguard. Every tin pot dictator on three continents wants a cyborg or three to help repress the masses. And from what I hear, these CyberTroopers run \$10 million apiece and up, and then there’s the multi-year service contract you gotta sign with PanStar, which is good for another \$10 million over time. What a sweet deal! If there’s one thing I’ve learned as an investigative reporter, it’s this: If it sounds too good to be true, there’s a story in there somewhere.

THE MUTAPHETAMINE OPERATION

Rumors that PanStar’s been involved in making and selling mutaphetamine are not new. The stuff commands an amazing price on the black market; it makes cocaine look like corn flakes. Junkies use it to get high, but the real serious buyers are people like VIPER, who’ve got some paranormals addicted to the stuff. No mutaphetamine, no more powers, I understand. And they’re willing to pay very big bucks to keep themselves pumped up. I also hear that occasionally, some mutaphetamine junkie ends up with a permanent dose of powers... permanent as long as he takes the drug, that is. Just the sort of thing VIPER would find fascinating.

So I want to track down the lab that’s producing this stuff. All the street buzz is that the mutaphetamine is coming in from overseas, but where? Maybe that letter I got from that Wilson guy in Hidalgo is worth checking out; stories about strange things going on near some villages in one of the upland jungle valleys. Weird creatures reported, and the villagers acting real strange.... could it be that there’s a mutaphetamine lab nearby, and it’s leaking into the water supply? Or they’re testing it on the locals? Must check this out. PanStar does have some sort of factory down there...

THE LIZARD STRATEGY

The toughest part about fighting PanStar is that their PR and legal staff are the best money can bribe. The company’s worked on what I call the Lizard Strategy for years; when something attacks, let the tail go to keep ‘em occupied and scuttle away free. That’s how PanStar operates, and it makes them damn tough to nail down. Looking back over the records, there’s just one scandal after another, but it always gets pinned on some lower-level fall guy who ends up serving time. PanStar has cut off whole divisions before, letting them wriggle and squirm and take all the heat from the cops or the Feds. Dawson never gets anywhere near the mud; he always claims it’s their decentralized management style that lets a bad guy get away with his crimes, for a while. So Dawson ends up looking like a benevolent philanthropist who’s sometimes betrayed by unscrupulous employees. Hell, with PanStar’s incredible PR operation, they could make a tobacco executive look like Mother Teresa.

So I have to find a way to get the real dirt on PanStar if I expect to get a story out of this, and justify my expense vouchers.

PANSTAR ORIGIN PATH ADDITIONS

These tables help expand the Origin Path tables on pages 110-111 of *Champions: New Millennium*. If your character rolls up an Origin relating to PanStar, use the tables below to further flesh out the Origin. Of course, the use of these tables, along with the Origin Path tables in general, is strictly optional.

PanStar makes a great backdrop for many types of origins and backgrounds. If the hero received his through an accident of some sort, then the odds are good that PanStar was somehow involved. The hero could have had his accident at a PanStar facility, or at one of its many sub-companies.

Of course, the hero’s “accident” could have been intentional. PanStar is always looking for ways to create paranormals, and they love to use innocent dupes as test subjects. Or the hero’s “powers” can come from PanStar high-tech equipment. Of course, PanStar generally has some kind of hooks into its gear, which could lead to interesting problems down the line...

POWER SFX (ROLL 1d6)

- 1-3 Domestic Facility (Roll 1d6)
- 4-6 Foreign Facility (Roll 1d6)

1d6 Domestic Facility

- 1 PanStar Bay City
- 2 PanStar Austin
- 3 PanStar Los Angeles
- 4 PanStar Chicago
- 5 PanStar Hudson City
- 6 PanStar New York

1d6 Foreign Facility

- 1 PanStar Mexico City
- 2 PanStar Jakarta
- 3 PanStar Shanghai
- 4 PanStar Capetown
- 5 PanStar Melbourne
- 6 Secret PanStar Facility

WORK AT PANSTAR

1d6 Job

- 1 Assistant
- 2 Scientist
- 3 Senior Scientist
- 4 Marketing and Sales
- 5-6 Experimental Subject

PANSTAR THREAT EVALUATION



Champions Archives; Defender reporting.

FACILITIES REPORTS

PanStar has numerous major industrial plants, research facilities, and warehouses around the world. Bay City has some of their bigger industrial complexes. We've suspected that their South Bay City complex has some real ugly things hidden inside. We've traced VIPER agents going there, and we think they've picked up shipments from PanStar. The one time we busted them, PanStar thanked us for catching VIPER in the act of robbing them! The sheer brass...

I've researched the construction of the complex, and obtained copies of the architectural blueprints filed with the Planning Commission. I've also gathered what data I could from news stories, company PR, and interviews with ex-PanStar employees. Several runs at penetrating PanStar's computer security were partially successful, though now they've closed the trapdoors we found, so future runs would be much tougher. Finally, I did a close-in overflight with the best sensor package I could wheedle out of ORI, even though it'll cost Quantum two days worth of guinea pigging at ORI's labs.

Of course, there are some unknowns here, and PanStar could certainly change things around at a moment's notice. Still, the external appearance should remain the same, at least for some time.

The South Bay City PanStar facility consists of two ten-story office buildings and several two-story buildings, surrounded by high walls with electrified barbed wire on top. There are many PanStar security troopers in evidence throughout the complex;

security is very tight. What looked to me like gun emplacements are inside the walls; not exactly up to building codes, but PanStar had them labeled as "refreshment areas" on their plans. I never knew that it was important for refreshment areas to have clear fields of fire.

There are obvious security command posts on top of the buildings, with troopers on duty carrying rifles. Anyone crossing the grounds from the fences to the buildings would be covered by at least one set of troopers.

The building exteriors are solidly constructed of reinforced concrete with armored glass windows. Sensors indicate that the walls may be reinforced with additional armor not mentioned in the building plans; the walls are denser than they should be. Interior walls are nearly as heavily constructed.

Internally, security is tight. Movement between areas is controlled by key-card access, using magnetically encoded keys.

Evidence indicates that PanStar has secretly constructed underground extensions of these facilities. Seismic readings were unusual for months after the construction was supposedly finished; Doc Wilder was monitoring them pretty close. He thinks they had digging machines extending their labs under the complex. A computer analysis of these readings and some satellite photos points to an entire underground hangar facility that can open up in a few minutes, or close down just as fast.

The PanStar manufacturing facility in the South Bay complex ostensibly handles electronics components for other divisions of PanStar, and for special arms contracts. We know that they can also crank out finished blaster rifles and other nasty devices that somehow end up in the hands of VIPER and other groups. We even traced some blasters that street thugs in Bay City were using to a shipment of defective guns that PanStar couldn't sell to VIPER, so they dumped them on the street market here. Put two kids in the hospital when one of the guns exploded, and Bay City had to buy a few new police cars, too.

PANSTAR EQUIPMENT

BLASTER RIFLES

These nasty weapons have been designed by PanStar for arms sales to rich countries and (secretly) for sales to various organizations and villains. The blaster rifle is heavy, with a familiar style rifle stock but a very thick barrel. The weapons are only good for five shots before they need a new battery pack or recharging, and they are prone to malfunctions due to their intricate construction. Of course, PanStar doesn't mention that, nor do they mention the alarming tendency of these rifles to explode when damaged. The main selling points of the blaster rifles are the lack of evidence it leaves (no slugs or powder burns), no ricochets, high penetration, low noise (louder than a silenced pistol, but still quiet), and no recoil or smoke.

7d6 Killing Attack (laser), 3 Clips of 5 shots. Activation Roll 8+, Focus (Grabbable). May explode when damaged (roll against a DV of 20-Hits taken by rifle (which has a 6 KD and 4 hits); if you exceed that, the rifle explodes with a 7d6 Killing Explosion). PanStar security usually carries two extra battery packs. Cost: 2 Power Points.

PANSTAR PANARMOR®

PanStar PanArmor® is bulky but effective, covering most of the body with good protection against both bullets and energy weapons. Remaining areas are protected by the 6 KD, 4 EKD undergarment and the similar faceplate. It's also quite expensive, which is why it hasn't been purchased by that many organizations yet.

18 KD, 18 EKD, Activation Roll 8+, Focus (Attached). Cost: 5 Power Points.

JUMP PLATFORMS

The jump platform is a tiny one-man flying platform, consisting of a small square area at the bottom less than 1 square m/y across and about half a m/y deep (housing the power supply and the powerful turbofans), an open railing around the platform up to waist height, and a laser spitgun mounted in the base at the front of the platform. These flying platforms are powered by miniature MHD generators, which generate a tremendous amount of thrust for their size. The platform is less than 1 m/y square, and it can fit two people if they are squeezed together; with two people reduce the flight speed by 10 m/y. Jump platforms have a flight speed of 15 m/y, and they mount a spitgun that fires in the direction of travel. The spitgun fires a 7d6 killing laser attack, with an 8+ Activation roll (the mechanism is prone to overheating and misalignment, and may also explode when damaged).

15 m/y Flight Focus (Grabbable), 7d6 killing laser (5 shots, Activation Roll 8+, Focus (Grabbable)) Cost: 3 Power Points.

ELECTROMESH CUN

This heavy shoulder-fired weapon resembles a LAW rocket; it's basically a large tube with a grip underneath. The electromesh

gun fires an electrified metal mesh net that contains some high energy batteries; these discharge their energies into the net (for an 8d6 attack) when it's deployed.

Entangle, 3d6, 7 KD/11 EKD, plus 8d6 electrical attack, 4 shots, Focus (Grabbable). Cost: 2 Power Points.

HIGH-STRENGTH HANDCUFFS

Made of special material designed to restrain very powerful people, these handcuffs are equivalent to a 3d6 Entangle with a 12 KD/6 EKD defense. Only to restrain two limbs at a time; work just like handcuffs, no range, only one use at a time. Cost: 1 Power Point.

THE DUCHAMPS FILES

from the secret files of Dr. Simone Duchamps

I realize that this memoir may be dangerous to record, but it is also an insurance policy. I am not unaware of how PanStar has dealt with threats in the past. Should I someday become a threat to PanStar, it is well that I have some defenses against them. So this memoir, which will be released to the world media should something untoward happen to me.

I am Dr. Simone Duchamps, and I hold degrees in physics, neurology, and medicine from the Sorbonne. Currently I work for PanStar, as head of their CyberGenix division. As for why I am creating this memoir, some background information is necessary.

CyberGenix, PanStar's latest successful business venture has been an outgrowth of the ill-fated Cyrus Project. While PanStar lost a good deal of money when their Marakat facilities were nationalized by the Warlord, all was not lost. I managed to preserve vital project information and remove it when the time came to leave. I bargained with Dawson for this information; as a result I was appointed to the position of Director at the new CyberGenix research station set up by PanStar in the LA basin. Concealed as a movie studio, the facility continued research into cybernetics.

Of course, much of Dr. Cyrus' information was lost, and had to be redeveloped. Without his data, progress was slow at first, despite my skills at research. This was not satisfactory to Dr. Camille, head of PanStar R&D. Dawson realized early on that moving into human testing could also serve as the basis for a commercial production line, and that substantial revenues could be realized. Dawson authorized this expansion personally, and it was at his instruction that PanStar began such an operation in the small Central American republic of Hidalgo. Of course, I was unaware of this until much later.

I have been unable to uncover much about the process PanStar is using, at no small risk to myself. PanStar hires local workers in various locations around the Third World to work in PanStar owned or controlled facilities, or near to such facilities. The locals always seem to be young, healthy men in their prime. Disasters invariably occur; fire, flood, cave-in, revolution, typhoon,

ships sinking, and the like. All the people are missing, presumed dead, and the bodies are not recovered. Indemnities are paid to their families; silence is bought with payment of a few thousand dollars. If that doesn't work, threats are made, or the families themselves disappear.

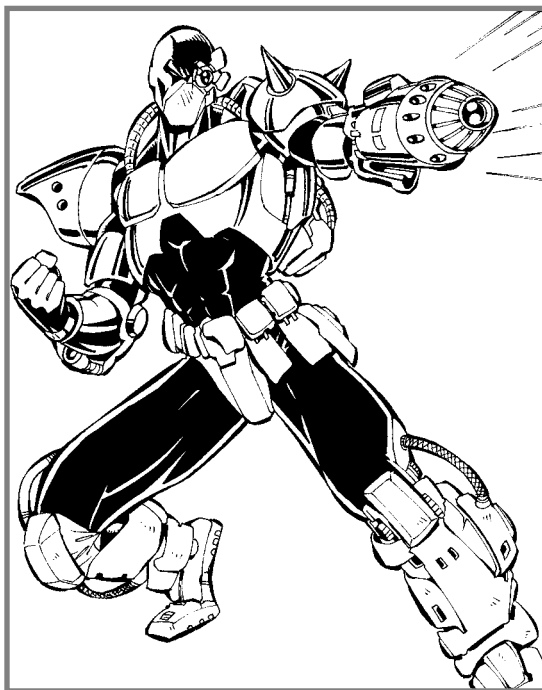
The workers are not killed in any accident, of course; the accident is merely arranged as a cover story. Actually, the workers are transported to Hidalgo by cargo vessel, while under electronic sedation (courtesy of mis-directed ORI units designed and built for Guard). This is often (but not always) on a PanStar-owned vessel. Though it may be that PanStar owns or indirectly controls all of the vessels through subsidiaries; I was unable to determine this.

In PanStar's Hidalgo facility, humans are cyborgized. The surgery is delicate and complex, and much of it is computer-controlled for extreme accuracy. Even so, there is a high failure rate for the surgery, and an even higher failure rate for the subject gaining effective control over the implants. Implants made and tested; failed humans are discarded and new ones plugged in to implants. After all, the implants are the most expensive part of the process. The failures are euthanized and disposed of, those that have not already died as a result of the process.

How is it possible to carry on such inhumane procedures? Primarily because it is automated as much as possible, to reduce human interaction and knowledge of the process. Second, those people that are involved with the process are only familiar with their own stage of the process, and various cover stories are used to conceal the truth from PanStar's own employees. The final stage, that of euthanization, is carried out by machinery; very people know the truth.

Once created, the surviving cyborgs are trained in use of their implants. CyberTroopers undergo extensive brainwashing as part of the preparation. Using sophisticated electronics, most of their memories are burned out. They are force-fed English and the language of the country they are being sold to, as well as weapons techniques, basic field maintenance, and service information for their implants.

Successful CyberTroopers are then sold to various countries, organizations, and individuals for security or military purposes. Most sales are kept as secret as possible in order to avoid publicity. But word is leaking out, and investigations are under way by UNTIL and various governments. The PanStar cover story is that



CyberTroopers are made from handicapped volunteers who are eager for the chance to regain functions and make lots of money. To help with this cover story, not all CyberTroopers are made the same. This is also a function of the rejection rate; not all subjects can tolerate the same amount of cybernetics implants.

PanStar makes a lucrative secondary income from maintenance contracts. CyberTroopers can also be leased through a PanStar financial subsidiary. A secondary company is forming to provide CyberTroopers for special occasions, such as event security. Efforts are under way to step up production, perhaps through creating another facility somewhere else in the world. It may even be that work on such a facility is already in progress, though I have been unable to confirm that.

There are special implants in every CyberTrooper to provide for two key functions. First, each CyberTrooper has a thermite charge in their implants, in order to destroy any traces of their manufacture if they are tampered with. This charge is also hooked into the vital signs; should the CyberTrooper die, the charge is triggered automatically. Of course, the charge also triggers if an implant is removed from the CyberTrooper.

Second, each CyberTrooper has a built-in fail-safe mechanism. A specially coded signal from a small transmitter will prevent any of the CyberTrooper's enhancements from functioning when aimed against the transmitter. This transmitter can be concealed in a variety of small objects, and is carried by top PanStar executives.

Neither of these safety measures is ever mentioned to any CyberTrooper or to any prospective buyer.

I suspect there are more such features hidden in the electronics of the implants. It may be that a special signal can be sent to control CyberTroopers from a distance. This would fit in with some of Dawson's schemes for world domination.

Of course, PanStar is preparing to cut loose the CyberGenix division entirely should the truth be known. I, however, am not willing to take the blame for PanStar's crimes. So I expose these crimes here and now, and I look for the day when I can safely reveal this information to the proper authorities.

CM NOTES

USING PANSTAR

PanStar is a large, diversified technology corporation that is rotten to the core, which makes it the perfect corporation to use whenever you need a villainous business involved. PanStar supplies high-tech equipment to any villain who has the money, so they may have ties to nearly anyone interested in high-tech crime.

- PanStar makes a good origin for heroes or villains
- PanStar can make hostile takeover attempts on a hero's corporation
- PanStar can be a target for super-villain attacks, looking to loot their technology
- PanStar is always looking for ways to acquire new technology, through theft or force. They will be interested in anyone who displays potentially useful technology.
- PanStar is a worldwide corporation, and can provide a way to motivate heroes to travel to other countries.
- PanStar is heavily involved in politics around the world, attempting to get favorable treatment from the government of any country where they do business. So any heroes that have an interest in politics may run up against PanStar at some point.

PanStar makes good money from their legitimate businesses, but their illegal trade makes them very rich indeed. PanStar loves to sell to high-tech criminals and criminal governments around the world. Ultimately, this serves Jeremiah Dawson's goal of destabilizing world politics, so that he can step in and take charge.

PanStar, being international in scope, provides an excellent way to get heroes to travel to different countries. Also, PanStar problems have a way of becoming diplomatic issues, and so the heroes get to deal with larger political problems at the same time.

ALTERNATE REALITIES

- PanStar is really mostly a good corporation, with some bad divisions. Once upper management finds out about renegade divisions, they will be cut loose.
- Dawson is really not in charge; Camille is the secret power behind PanStar.
- Dawson is a figurehead for a shadowy owner. This could be a super-villain like Dr. Destroyer, or possibly someone else (a DNPC of a hero?).
- Duchamps' memoir is absolutely truthful, and she really is innocent.
- Dawson has been using the fruits of DuChamps' cyber-research to make himself a super-being. So far, it has been undetected, but the implants have been affecting Dawson's mental stability.

THE ULTIMA THULE PROJECT

from UNTIL press release, June 1, 1999

UNTIL today announced unprecedented international cooperation for the Ultima Thule Project in Antarctica. Construction efforts, as coordinated by the lead contractor PanStar, Inc., are beginning in this monumental project to create the world's first operational fusion reactor. "We are pleased and proud to be able to break ground for Ultima Thule," stated Danar Wulfhere, Ultima Thule project coordinator for UNTIL.

The Ultima Thule project is under the direction of UNTIL, the United Nations Tribunal on International Law, which coordinates international scientific efforts as part of its mandate. "The Ultima Thule Project will demonstrate the safety and cost-effectiveness of fusion technology, and develop the resources of Antarctica for the benefit of all the nations of the Earth," stated Coordinator Wulfhere.

The Ultima Thule Project is designed to be as environmentally safe as possible. The delicate Antarctic ecosystem will be preserved to the greatest extent possible. The lead contractor on the project is PanStar, who was awarded the contract after a lengthy bidding process. Construction is scheduled to take several years, because of the harshness of the environment and the measures being taken to avoid harming the Antarctic ecosystem.

Tests have proceeded well on scale model fusion reactors, and no difficulty is anticipated in providing full-scale fusion, despite the critics who claim the process still isn't fully understood on this scale.

Construction work is being handled by laborers from a dozen different countries from Africa to South America to Southeast Asia. The mineral resources gathered by the project will be shared among countries participating in the Ultima Thule Consortium, which includes some of the poorest nations on Earth. The wealth flowing from Antarctica's lands and waters will make an enormous impact on their standard of living. "Once fusion reactors have been proven to work safely and efficiently, we can duplicate this project in other places," said Coordinator Wulfhere.

CM NOTES

PanStar managed to become the lead contractor for the project, and Dawson sees it as a chance to milk the UN for an amazing amount of money, as well as a possible lucrative future business. Eurostar is also interested in the project; Danar Wulfhere (Fenris) has planned this project for years. Ultima Thule holds the promise to Eurostar of becoming the seed for a sovereign nation that Fenris will head... a nation that is the stepping-stone to world domination. Of course, this will lead to conflicts with PanStar in the future. Eurostar will fight to keep the project running smoothly; VIPER or other groups may well try to steal technology in place here; and PanStar will strive to make as much money out of the project as they can.

PANSTAR STORY SEEDS

CYBERGENESIS

The creation of the CyberTrooper project can become a scenario in its own right. The foreshadowing for this scenario: DuChamps sets up the new CyberGenix operation with PanStar, and is appointed director of the division. Small disasters occur in foreign countries, tied to industrial operations linked to or near to PanStar facilities. Disappearances of some remote villagers; the statistical incidence is far too high to be explained through normal causes.

These factors may cause the heroes to investigate, and uncover the fact that the disasters are being faked. From that point, they may trace the missing people to PanStar shipping operations, or to a PanStar facility nearby. Heroes may then need to break in to PanStar somehow and obtain shipping records, or they may try to find where the next abduction is scheduled for and try to stop it (or let themselves be captured).

PanStar may start to provide security for these operations, using CyberTroopers as well as regular PanStar security. The heroes, if captured, will be either taken to a secure PanStar facility for dissection, or dropped into the deep ocean in a sealed cargo container for disposal. Eventually, the heroes will get to the CyberGenix facility, where they'll have to battle a number of CyberTroopers and possibly some mercenary villains (if PanStar's suspicions are aroused).

Of course, even if the heroes dispose of this facility, PanStar will disavow all knowledge of it. And continue with the second facility that they already have under construction elsewhere in the world.

TOTAL CYBORG

This scenario centers around the creation of Tank, the ultimate cyborg. This is a complete body replacement; only the brain and spinal column and major nerve trunks remain. This is Dr. Duchamps' magnum opus, the accomplishment that will certainly lead her to a Nobel Prize, an incredible fortune, and perhaps even immortality.

The first step in this operation is that Dr. Duchamps must first get advanced surgical information from ORI's Hudson City facility, where research on brain transplants has been conducted. If the information cannot be stolen from the ORI lab (which is the first attempt), then the surgeon is kidnapped. (The surgeon could be

related to a hero's DNPC in order to provide tie-in.) The heroes can enter the investigation at the request of ORI, or because of a DNPC request.

The trail leads back to PanStar, and specifically to their CyberGenix subsidiary. This particular experiment is taking place in the south Bay City PanStar complex, though it could happen at some other location. The heroes must get into the heavily guarded complex, find the underground lab, and then rescue the kid-

napped surgeon and to stop the operation. Of course, they are too late, and Tank already has come into existence. Which means the heroes have to fight not only the usual PanStar forces, but the incredible Tank as well.

Tank can become an independent villain or even a hero, if you don't want him to remain a PanStar functionary. He's not terribly bright, but he is incredibly tough. The heroes may even get into more trouble if they are captured by PanStar forces in this assault; they'll be quickly placed in deathtraps or tested to destruction. Tank may be the only means for rescuing the heroes; if they have shown kindness to Tank, he will reciprocate and free them.

Jeremiah Dawson can be directly involved in this scenario,

along with Dr. Camille. They are both taking a personal interest in the progress of this experiment. The lab where the experiment is taking place is quite large, and contains an enormous research platform surrounded by instruments and equipment, at the center of which is an immobile Tank. Tank is a huge cyborg; his only human components are the brain, spinal cord, and nerve trunks. Tank is about eight feet tall, very broad, roughly humanoid in form, but massively built. Tank has enormous hydraulics in arms and legs, supporting huge chunks of solid armor. Guns are attached to the back of the left and right arms.

CYBER REVOLT

This scenario features some CyberTroopers rebelling against their creators. Somehow, at least one CyberTrooper was improperly conditioned, received a faulty fail-safe mechanism, and somehow discovered the truth about the entire PanStar operation. This CyberTrooper persuades others of the truth, and the revolt begins. This occurs at the factory in Hidalgo, and it gets messy very quickly. Only some CyberTroopers revolt, and of course they fight their fellow troopers along with PanStar security. PanStar may decide



to bring in mercenary villains to help control the situation, or perhaps even notify the heroes! (That way, PanStar wins no matter which side wins.) The CyberTroopers head for the jungle and fight a guerrilla war against the Hidalgo facility, occasionally capturing a CyberTrooper and making a new convert.

The heroes may learn of this through news reports, or this scenario can occur in the course of one of the other scenarios. The revolt may even be instigated by a hero who gets through the conditioning and teaches a CyberTrooper the truth.

The rebels decide to form their own sovereign nation in the high country of Hidalgo, once they realize that they have little chance of getting revenge on PanStar's executives. This, of course, leads to other problems... international diplomatic difficulties are the least of it. The heroes may be called in to help get rid of this threat to Hidalgo's sovereignty, or the heroes may decide to help UNTIL's efforts to put down the rebels. The rebels can be made very sympathetic in order to create an even stickier problem for the heroes. Perhaps the rebels are treating the local peasants better than the repressive government of Hidalgo, which of course is being lobbied heavily by PanStar to take care of the problem.

This scenario is an excellent way to get the heroes involved in international diplomacy, and to showcase high-level interactions over paranormal events.

CYBER SALE OF THE CENTURY

Selling CyberTroopers to a small country can be hazardous, as this scenario shows. A fast-talking CyberGenix salesman is trying to sell a number of CyberTroopers to a repressive Middle Eastern government. Of course, the heroes get involved and try to stop this from taking place, knowing that the CyberTroopers would definitely destabilize the region.

The heroes can find out about this through UNTIL contacts, or through a DNPC contact of their own. The salesman has brought a "demo team" of CyberTroopers to the country, and they are used to create havoc among the political opposition to the country's rulers. Of course, the heroes won't be especially popular in that country when they try to stop this...

SNOW JOB

The heroes must thwart an attack on the Ultima Thule Project, where the attackers are trying to steal the prototype

fusion reactor. VIPER is trying to get ahold of this reactor, and PanStar is secretly letting them take it, though a good show must be put up. The heroes get into the middle of it and foil the plot. At least, that's the idea.

There are wheels within wheels here. Exactly where does Eurostar figure in this effort? Why is Danar Wulfhere in charge of the project? What does Eurostar intend to do here, and are they being helped or thwarted by PanStar? Does PanStar even know about Eurostar's involvement? Meanwhile, the heroes blunder into this situation after getting some disturbing hints of problems from several sources. When they arrive to investigate, all hell breaks loose. VIPER attacks, PanStar tries to covertly stop the heroes, and even Eurostar may step in on one side or another.

VIDEO MIND GAMES

PanStar is selling mind control gadgets to kids in the guise of their new 5DI video game player, thus creating a generation that's ready to receive subliminal instructions when PanStar makes its move. The heroes discover the additional power of the 5DI circuitry when they are evaluating licensing efforts to make a Champions 5DI game.

The heroes can find out about the 5DI circuitry in other ways as well. If any of the heroes have

young partners or children, they could be affected by the 5DI player. Or, worse yet, some of the members of the Arcadian Academy could end up with the new 5DI players. Imagine the havoc that would cause!

Whatever the reason, the heroes are going to have to track down the cause of the trouble. They'll get no help from PanStar; indeed, if they try to break into PanStar facilities for more information they could easily end up in conflict with PanStar security and even CyberTroopers.

As it turns out, one lone inventor in the hardware division was responsible for this problem... or so PanStar would like everyone to believe. The inventor, Jake Stone, may even have other gadgets that he can use to give the heroes a hard time.



PANSTAR CYBORCS

CYBERTROOPER (STANDARD MODEL)

This example of a PanStar CyberTrooper in full armor has a plug-in arm cannon that replaces the lower left arm with a minigun firing hypervelocity needles. The shoulder-mounted blaster rifle is powered by a bulky nuclear backpack. The armor has menacing look, with the cyborg inside it with one eye replaced with electronics. The armor is usually black with silvery gray trim; it uses electronic camouflage to blend with different backgrounds.

CyberTroopers can be customized with different weapons packages, sensor packages, and carry other equipment as well. A CyberTrooper can fill many roles, depending upon the needs of the customer. Since a great deal of work goes into the creation of each CyberTrooper, PanStar is always happy to accommodate their customers' needs for special equipment. And, of course, each special request just raises the final price.

TANK

Tank is Dr. DuChamps' ultimate achievement: the creation of a full cyborg. Unlike the flesh and machinery mix of the CyberTroopers, the only organic parts in Tank are his brain, spinal column, and nerve trunk. How he will react upon being activated depends on the conditioning given to him by Dawson and DuChamps, and the initial reaction of the heroes. Tank could end up to be a big threat or good friend to the heroes...

TYPICAL CYBERTROOPER

CP: 67

OP: 27

PP: 58

INT	3			Offx	22	Defx	23
WILL	3	RES	9				
PRE	6						
TECH	4						
REF	8	SPD	4				
DEX	6						
CON	10	SD	24	ED	16	END	100
STR	11	REC	21				
BODY	10	STUN	60	HITS	40		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 10 Self-Destruct Device: Self-destruct device detonates a thermite charge (12d6 Killing Attack in 2m radius, Trooper gets no KD) in the stomach (with secondary charges in all implants) when vital signs cease, or if tampering is detected. (Detect Tampering, AV = 8)
- 10 Jammer: Detect Signal: Disables all powers when triggered. Built-in detector that will not fire on PanStar transmitter; this is usually in the form of a coin carried by all PanStar executives.
- 6 Enemy: PanStar (More Powerful, Worldwide, Watching)

COST	SKILLS, TALENTS & PERKS	AV / DV
2	Hand-to-Hand: 4	10
4	Use Blaster Cannon: 4	12
1	Hand-to-Hand Evade: 3	9
3	Melee Evade: 3	9
3	Ranged Evade: 3	9
3	Demolitions: 3	7
3	Tactics: 5	8
3	Electronics: 3	7

COST	POWERS	END
13	Armor 30 KD & 22 EKD	
8	Blaster Cannon: 10d6 Energy Blast, Focus (Attached)	5
8	Laser Cannon: 8d6 Killing, Focus (Attached)	5
12	Minigun: 6d6 Autofire Armor Piercing Killing, Attacks (ROF 5), 80 Shots, Focus (Attached)	—
2	High Range Radio Hearing	
2	Thermographic Vision: See in the Dark	
8	Sealed System: Life Support—Self-Contained Breathing, Doesn't need to eat, excrete, or sleep, Safe Environments: Vacuum/High Pressure, High Radiation, Intense Heat/Cold, Immune to Disease & Aging	
4	Electronic Camouflage: Invisibility to Normal Sight	2
1	Flash Defense (Sight): 5 pts.	

TANK

CP: 67

OP: 10

PP: 61

INT	2			Offx	24	Defx	25
WILL	2	RES	6				
PRE	7						
TECH	3						
REF	7	SPD	4				
DEX	5						
CON	10	SD	24	ED	16	END	100
STR	15	REC	25				
BODY	12	STUN	70	HITS	50		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 6 Enemy: PanStar (More Powerful, Worldwide, Watching)
- 30 Distinctive Features: Big cyborg (Constantly, Not Concealable, Extreme)
- 13 Simple; mind is literally a blank slate (Frequently, Severe, Major)

COST	SKILLS, TALENTS & PERKS	AV / DV
2	Hand-to-Hand: 4	11
4	Use Blaster Cannon: 4	11
E	Hand-to-Hand Evade : 2	7
2	Melee Evade: 2	7
2	Ranged Evade: 2	7

COST	POWERS	END
27	Armor 42 KD & 30 EKD, Hardened	
13	Blaster Cannon: 13d6 Energy Blast	6
8	Life Support—Self-Contained Breathing, Doesn't need to eat, excrete, or sleep, Safe Environments: Vacuum/High Pressure, High Radiation, Intense Heat/Cold, Immune to Disease & Aging	
1	Lack of Weakness: +5	
2	High Range Radio Hearing	
2	Thermographic Vision: See in the Dark	
4	Electronic Camouflage: Invisibility to Normal Sight	2
1	Flash Defense (Sight): 5 pts.	
3	Knockback Resistance: -15 m/y	

JEREMIAH DAWSON

Profile from Champions Archives, prepared by Dr. Wilder

Jeremiah Dawson is in his early forties, with an athletic build and handsome features. He is unmarried, though he is known to favor the company of beautiful women. Dawson is famous for his philanthropy, giving generously to numerous well-publicized causes every year. Less well-known is the fact that Dawson is a heavy political contributor both directly and indirectly through PACs and various soft-money methods.

Dawson's public stature rose greatly after the great Bay City quake, when PanStar helped generously in the rebuilding of Bay City. Of course PanStar profited handsomely at the same time through lucrative construction contracts and substantial rake-offs from the federal reconstruction money.

Dawson is a paranoid megalomaniac who seeks world domination, though he conceals it better than most. He is helping to destabilize world politics through his arms sales, as part of his plan to weaken countries for his eventual takeover. Dawson uses VIPER as his stalking horse for political manipulation, and as a way to field-test much of his equipment. Meanwhile, Dawson continues to expand PanStar operations and increase his security force. Dawson's private army will soon reach division strength at nearly 20,000 men. Currently he's constructing complete armored support for this division, with huge armored airships that can transport the division and its supporting forces anywhere in the world.

This military force is the greatest and most secret PanStar threat. Dawson plans to use this force to take over a country, and use that position as the springboard to wider conquests. PanStar's researches into the technologies for creating paranormals are a key to this dream. Dawson hopes to have paranormals eliminated worldwide through government action, and then PanStar paranormals will be pre-eminent.

Dawson fears and hates Menton, leader of VIPER, perhaps more than any other man. Dawson has become extremely paranoid about psychic powers, and it's a key area of research now for PanStar. In particular, Dawson wants an effective mind shield, and he wants it now. This should be cause for concern by anyone who is working on a mechanical or electronic mind shield, as Dawson will stop at nothing to possess such a device.

DR. FRANCIS CAMILLE

Profile from Champions Archives, prepared by Dr. Wilder



Dr. Camille is determined to find the ultimate secret of paranormal power. This has driven him since his days in college, when he first attained notoriety through vivisection of mutant animals. His career at VIPER taught him well, and he has brought that knowledge and determination to PanStar.

Dr. Camille is convinced that he can find the true power source behind all of these paranormal abilities, and that he can gain control of this and make himself a living god. Towards this end he will stop at nothing. Evidence suggests that he has literally dissected several mutants, and certainly he has conducted scores of experiments with all manner of technologies. He is a great danger to any paranormal who finds themselves in his power.

Dr. Camille is an excellent marksman, and usually carries an automatic pistol with him at all times, for personal protection. Besides his quest for the ultimate power source, Dr. Camille is very concerned with his personal safety. If he believes himself to be in danger, he will supplement his pistol with any number of PanStar devices.

Dr. Camille's paranoia will eventually lead him to challenge Dawson for control of PanStar. He will only feel safe when he is in charge, and he'll never be in control with Dawson in his way. I believe Dawson is aware of this, and keeps a careful eye on his chief scientist. When it comes time for Dr. Camille to make his move, Dawson will be ready.

JEREMIAH DAWSON

CP: 58

OP: 44

PP: 0

INT	7			OffX	9	DefX	17
WILL	8	RES	24				
PRE	5						
TECH	3						
REF	5	SPD	3				
DEX	7						
CON	6	SD	14	ED	10	END	60
STR	5	REC	11				
BODY	5	STUN	25	HITS	25		
MOVE	7	RUN	14	SPRINT	21		
		SWIM	7	LEAP	7		

COST COMPLICATIONS

- 5 Watched by Champions (Access to Powers, Single Area, Watching)
- 6 Watched by UNTIL (More Powerful, Worldwide, Watching)
- 13 Fears & hates psychic powers (Infrequent, Extreme, Major)

COST SKILLS, TALENTS & PERKS

	AV / DV
1 Hand-to-Hand: 3	8
4 Firearms: 4	9
E Hand-to-Hand Evade: 2	9
8 Expert (Business): 8	15
5 Expert (Accounting): 5	12
8 Professional (Businessman)	15
1 Persuasion: 3	8
7 Bribery: 7	12
6 Bureaucratics: 6	11
4 Wardrobe & Style: 4	9

COST POWERS

DR. SIMONE DUCHAMPS

Profile from Champions Archives, prepared by Dr. Wilder



Dr. Simone Duchamps is in her mid thirties, tall and elegant, with dark brown hair and blue eyes. She is as deadly and beautiful as a black widow spider. Her great skills and scientific achievements notwithstanding, she appears not to have any sympathy for humans at all. She is ruthless and cunning, and extremely dangerous.

Dr. Duchamps is driven by her desire for the finer things in life, and for the recognition that she feels has been denied to her. Her knowledge of the man-machine interface is immense, though not at the level of Dr. Cyrus. Duchamps wants the international scientific recognition she feels is her

due. The Nobel Prize awaits her, when she reveals to the world her skill and ability. At least, that's what drives her.

Dr. Duchamps is a ruthless, driven fanatic who will stop at nothing to see her dreams realized. She should be handled with extreme caution; she is well-trained in martial arts, and can be a formidable opponent. She is not to be under-estimated. Duchamps is likely to have a great deal of control over any CyberTroopers in her area.

DR. FRANCIS CAMILLE

CP: 48

OP: 32

PP: 0

INT	7			Offx	14	Defx	14
WILL	5	RES	15				
PRE	4						
TECH	6						
REF	4	SPD	2				
DEX	4						
CON	5	SD	12	ED	8	END	50
STR	4	REC	9				
BODY	5	STUN	25	HITS	25		
MOVE	4	RUN	8	SPRINT	12		
		SWIM	4	LEAP	4		

COST COMPLICATIONS

- 5 Watched by Champions (Access to Powers, Single Area, Watching)
- 6 Watched by UNTIL (More Powerful, Worldwide, Watching)
- 15 Determined to acquire the ultimate secret of power (Frequent, Extreme, Major)
- 8 Paranoia (Infrequent, Constantly working on defenses against Them, Major)

COST SKILLS, TALENTS & PERKS

AV/DV

- E Hand-to-Hand: 2.....6
- 5 Firearms: 5.....9
- E Hand-to-Hand Evade: 2.....6
- 3 Ranged Evade: 3.....7
- 3 Computer Programming: 3.....9
- 5 Science (Physics): 5.....12
- 5 Science (Biology): 5.....12
- 3 Electronics: 3.....9
- 5 Conversation: 5.....9
- 3 Glock 20 10mm Pistol (DC 3, 17 Shots)

COST POWERS

DR. SIMONE DUCHAMPS

CP: 55

OP: 51

PP: 0

INT	6			Offx	16	Defx	15
WILL	5	RES	15				
PRE	4						
TECH	7						
REF	5	SPD	3				
DEX	6						
CON	6	SD	14	ED	10	END	60
STR	5	REC	11				
BODY	5	STUN	28	HITS	22		
MOVE	6	RUN	12	SPRINT	18		
		SWIM	6	LEAP	6		

COST COMPLICATIONS

- 5 Watched by Champions (Access to Powers, Single Area, Watching)
- 6 Watched by UNTIL (More Powerful, Worldwide, Watching)
- 15 Seeks to be acknowledged as the world's greatest scientist (Frequent, Extreme, Major)
- 10 Loves Luxury (Frequent, Strong, Major)

COST SKILLS, TALENTS & PERKS

AV/DV

- 12 Martial Arts — Savate: Martial Block, *Coup de pied bas* (low kick [Martial Strike]), *Coup de pied chasse* (Side Kick [Offensive Strike]), Martial Disarm, *Direct* (Jab/Cross [Defensive Strike]), Footsweep (Strike with +2 REF, Target Knocked Prone, must spend 1 Action to get back up again)
- 3 Hand-to-Hand: 5.....10
- 4 Firearms: 4.....9
- 2 Hand-to-Hand Evade: 4.....10
- 3 Melee Evade: 3.....9
- 3 Ranged Evade: 3.....9
- 5 Expert (Surgery): 5.....11
- 5 Science (Physics): 5.....11
- 3 Electronics: 3.....10
- 5 Seduction: 5.....11
- 6 Very Beautiful

COST POWERS

PANSTAR SECURITY FORCE MEMBER

Profile from Champions Archives, prepared by Defender

These guys (all men, no women; must be a hang-up of Dawson's) are highly trained professionals. They are extremely loyal to PanStar; we suspect that conditioning is used to maintain that mental state. Whatever the case, they are also well paid and well rewarded with a variety of company benefits, including stock options. The benefits include free vacations at PanStar resorts in various places around the world, which we suspect is where they get brainwashed every year. PanStar gets suspicious if you don't go to the resorts at least once a year, so there must be a connection.

These troops are recruited worldwide from military and paramilitary forces. All must learn English as part of their training.

PANSTAR CADGETS

LT-96 CHEMICAL STUN PISTOL

From its looks, the LT-96 isn't any great triumph of technology. It looks like what it is: an air dart pistol. Where this pistol excels is in its knock-out drug. Using a fairly standard delivery system, the LT-96 injects three ccs of PanStar's patented Nocotol into the target's bloodstream. Unconsciousness soon follows. Due to its careful creations, Nocotol has no harmful side effects for the majority of the population, making it safe to use in a "shoot first, ask questions later" environment.

The LT-96 is rather small, and can hold four Nocotol darts. Due to the nature of the

darts, they are completely ineffective against armored targets. Of course, it is possible to load up the darts with other chemicals, but PanStar does not recommend this. Such a course of action would void the warranty.



LT-96 Chemical Stun Pistol: 8d6 NND [any KD], Focus (Grabbable), 4 charges. Cost: 4 Power Points.

P-63S SONIC GRENADE

Another entry in PanStar's successful line of non-lethal weapons, the P-63s Sonic Grenade is a departure for stun grenades. This small electrical device emits an extremely powerful sonic pulse that can disorient most targets. Each grenade is good for a single use; the heat from the chemical reaction that powers these little toys melts down the internal machinery.

Like most stun grenades, the P-63s can do lasting damage to its targets. Care should be used in the use of these weapons. Small children and older people are particularly vulnerable to their effects.

P-63e Sonic Grenade: 11d6 Explosion (Sonic), Focus (Grabbable), 1 charge. Cost: 1 Power Point.

PANSTAR SECURITY FORCE MEMBER

CP: 41

OP: 20

PP: 12

INT	3			OffX	18	DefX	16
WILL	3	RES	9				
PRE	4						
TECH	3						
REF	5	SPD	3				
DEX	4						
CON	5	SD	10	ED	10	END	50
STR	4	REC	9				
BODY	5	STUN	25	HITS	25		
MOVE	5	RUN	10	SPRINT	15		
		SWIM	5	LEAP	5		

COST COMPLICATIONS

6 Watched by UNTIL (More Powerful, Worldwide, Watching)

COST SKILLS, TALENTS & PERKS

	AV / DV
2 Hand-to-Hand: 4	9
4 Firearms: 4	9
3 Heavy Weapons: 3	8
3 Use Jump Platform : 3	8
E Hand-to-Hand Evade: 2	6
2 Melee Evade: 2	6
3 Ranged Evade: 3	7
2 Tactics: 2	5
1 Stealth: 1	5

COST POWERS

- 2 **Blaster Rifle**: 7d6 Killing Attack, 5 shots. Activation Roll 8+, Focus (Grabbable)
- 1 **Jump Platform**: Flight 15 m/y, Focus (Grabbable)
- 3 **Jump Platform**: 7d6 Killing Attack, 5 shots. Activation Roll 8+, Focus (Grabbable)
- 5 **PanArmor®**: Armor 18 KD & 18 EKD, Activation Roll 8+, Focus (Attached).
- 1 **High-Strength Handcuffs**: Entangle 3d6, KD 12, EKD 6, Only to Restrain two limbs at a time; work just like handcuffs, No Range, only one use at a time, Focus (Attached)

THE RULES

ERRATA

CHARACTER SHORTHAND

Certain characters' stats are given in a short-hand form, based on Instant Fuzion™. It is quite easy to use these types of character sheets in your Fuzion™ game. Each of the four Stat Groups is given a value. Just consider the character to have that score in each of the Primary Characteristics in the appropriate group. For example, Dr. Manet has a Physical Stat Group of 4, so she would have a CON of 4, a STR of 4, and a BODY of 4. Just figure the Derived Characteristics as normal. You can also expand stats in greater detail. Take the Group Stat number and multiply by the number of Stats in the Group; the total of the Stats in the Group must add up to this number. Dr. Manet has a Physical Group Stat of 4. The expansions must total up to 12. So STR, CON and BODY could be 4, 4, and 4; or 5, 3 and 4; or 3, 6 and 3; or any other combination that totals to 12. We'll be presenting characters that don't need full character sheets like this to save space.

Similarly, the Skills have been grouped to save space. We've listed a very general skill (Doctor and Criminologist, in Dr. Manet's write-up) to save listing out all of the skills the character might have. The general skill includes several sub-skills, all of which can be considered to be at the level listed. The Fighting Skill is used for all combat tasks.

FUZION ERRATA

Buying Up Derived Stats:

It is possible to increase the value of a Derived Stat beyond its starting value. The chart shows what you get for each 5 Option Points spent. Of course, you can also use Character Points to buy up Derived Stats as well. In general, however, you'd be better served just to increase the Primary Stat from which the Derived Stat is figured, unless there is some reason why you can't (or shouldn't).

Note that normal humans have stat maximums for Derived Stats, much as they have Stat maximums for Primary Stats. In the case of Derived Stats, these maximums are figured from the maximum value of the Primary Stat(s) involved. For example, the maximum stat for a normal human in the Champions: New Millennium campaign is 7. The maximum Derived Stats for that normal human would be SD & ED of 14, SPD of 4, RES of 14, REC of 14, END of 70, STUN of 35, and HITS of 35. A character may buy his Derived Stats up beyond this maximum, but he must have some kind of reason (super-powers, magic, etc.) to exceed those numbers.

For 5 Option Points or 1 Character Point, you can increase your Derived Stats by choosing one of the following:

- +2 SD & ED
- +1/2 SPD (Requires 2 CP or 10 OP to increase by +1)
- +1 REC
- +10 END
- +3 Resistance
- +5 STUN
- +5 HITS

Armor Piercing:

We made a mistake on the cost of the Armor Piercing Power. Armor Piercing should subtract 3d6 from the final total. This brings the cost of this Power in line with the Defense Range of the **New Millennium** campaign. Armor Piercing should have a Dial that sets the cost depending on the average value of defenses in the campaign.

Movement Actions:

Move should be added to the list of Advanced Actions (C:NM, page 144). This action allows you to move up to half your Run (or other Combat Movement power) distance, and perform one other action, except for Run, Sprint, Move By, Move Thru, Recover, or any action the GM rules to take a Full Action (or longer).

Recovery

All Characters should get a free Recovery at the end of every Round. If the game is not using the Speed Chart, then the characters should get a free Recovery at the end of each 4 Phases. (See C:NM, page 139.)

END Cost Correction

The proper END Cost for Powers should be 1 END per 2 Power Points in the Power per phase. The END Cost is calculated after all Adders, but before any Limiters. END Cost for STR is 1 END per 2 points of STR Used.

Area Affect and Explosions

All Area Affect Attacks and Explosions should use the same to-hit system; DVs should not be taken into account. (see C:NM, page 148; 1)

Lifepath and Origin Path

The use of the Lifepath and Origin Path section (C:NM, pages 102 - 111) is strictly optional. Use these tables if you like them; don't use them if you don't. As always, the GM has the final call.

Knockback Correction

We've corrected the way of calculating Knockback. Now, subtract the BODY characteristic (or Kills of the character + 1d6 from the DC (or KILLS) of the attack. This should make Knockback rarer. (See C:NM, page 152; 8)

Adjustment Powers

To move the Recovery Rate up or down the Time Table should cost 1 Power Point per step. (See C:NM, page 130 & 139 for more information)

Force Wall

The mechanic for the Force Wall Power published in **Champions: The New Millennium** is incorrect. It makes Force Walls much too efficient against Stun attacks. Please replace the old Force Wall with this new Power:

Force Wall: The ability to project a barrier at a distance. This barrier acts like a wall and has SDP (C:NM, page 150;3). A Force Wall may or may not have a Stun Defense, a Killing Defense, and/or extra area. Force Walls stop damage as per a normal wall. However, if the Force Wall's SDP is reduced to zero (or below), the Force Wall is destroyed and must be re-erected. A Force Wall can also be used to support a weight equal in STR to the number of Power Points invested in SDP Dice and Defenses. *Example: a 3 point Force Wall could be used to support 100kg (assuming an Incredible level campaign).*

Force Wall Cost: 1 pt. per 1d6 of SDP in a wall 2 m/y wide. +4 SD & ED for +1 pt; +3 KD & EKD for +1 pt; +4 m/y width for +1 pt. Minimum SDP is 1d6. Force Wall costs END.

NEW POWERS

ATTACK POWERS

Armor Piercing Killing Attack

This is a Killing Attack that cuts through the target's defenses. Armor Piercing Blasts follow all of the normal rules for buying a Killing Attack. However, when a target is hit with an AP Killing Attack, his defense is halved. (See C:NM, page 151; 6)

Armor Piercing Killing Attack : 1 pt. per 1d6 of damage, subtract 5d6 from the final total. Costs END.

Autofire Armor Piercing Killing Attack

This is a Killing Attack that cuts through the target's defenses that also has an increased Rate of Fire (ROF). Armor Piercing Blasts follow all of the normal rules for buying a Killing Attack. However, when a target is hit with an AP Blast, his defense is halved (See C:NM, page 151; 6) The increased ROF allows the character to shoot up to 5 shots at once, following all of the rules for Autofire Attacks (see C:NM, page 148; 2). Note that each shot fired per phase costs END; if the character shoots a 5-round burst at a target, it would cost him 5x the END cost for a single blast!

Autofire Armor Piercing Killing Attack: 1 pt. per 1d6 of damage, subtract 7d6 from the final total for a ROF of 5. Increase the ROF by +5 for 1 pt. Costs END.

Autofire Attack

This is an Energy Blast that has an increased Rate of Fire (ROF). The increased ROF allows the character to shoot up to 5 shots at once, following all of the rules for Autofire Attacks (see C:NM, page 148; 2). Note that each shot fired per phase costs END; if the character shoots a 5-round burst at a target, it would cost him 5x the END cost for a single blast!

Autofire Attack: 1 pt. per 1d6 of damage, subtract 2d6 from the final total for a ROF of 5. Increase the ROF by +5 for 1 pt. Costs END.

Autofire Killing Attack

This is a Killing Attack that has an increased Rate of Fire (ROF). The increased ROF allows the character to shoot up to 5 shots at once, following all of the rules for Autofire Attacks (see C:NM, page 148; 2). Note that each shot fired per phase costs END; if the character shoots a 5-round burst at a target, it would cost him 5x the END cost for a single blast!

Autofire Killing Attack: 1 pt. per 1d6 of damage, subtract 4d6 from the final total for a ROF of 5. Increase the ROF by +5 for 1 pt. Costs END.

No Normal Defense (NND) Attack

This is an Energy Blast that bypasses all normal defenses, so the target will take the full amount rolled on the dice. There is a down side, however. Every NND Attack has a reasonably common Power or circumstance, or a set of uncommon Powers or circumstances as the defense. If the target has this defense, then the attack is totally ignored. NND Attacks do no Collateral Damage, and tend to be of special effects that do no Knockback.

Some examples of NND Attacks and their defenses:

Attack

Gas Attack

Poison Dart Attack

Solidification Attack

Hypnotic Attack

Sonic Attack

Defenses

Life Support (Self-Contained Breathing), Target holds his breath

Any KD

Force Field, Density Increase, Desolidification

Mental Defense, No eye contact

Solid ear coverings, Flash Defense (hearing), Target covers his ears

(Note that the defenses that require the target to take an action (covering his ears, for example) require that the target expend an action to protect himself.)

NND Attack Cost: 1 pt. per 1d6 of damage, subtract 4d6 from the final total. Costs END.

DEFENSIVE POWERS

Damage Reduction

Characters with this Power are tougher than normal characters; only part of any damage that gets through is applied against their STUN or HITS. Damage Reduction is purchased separately for each type of attack (Physical, Energy, or Mental). When a character is hit by an attack he applies his defenses normally. If the Damage Reduction applies to the attack, the character reduces the remaining damage by half. This power works both vs. Stunning and Killing Attacks.

Damage Reduction Cost: 6 pts. for 50% Physical, Energy, or Mental Damage Reduction. Add half the cost of this power to the Defensive X value for purposes of Rule of X calculations. Costs no END.

Hardened Defenses

This modifier can be applied to any type of Defense, be it SD, Force Field, Force Wall, Armor, or other types of defenses. Any Defenses that are Hardened are not halved when hit by an Armor Piercing attack.

Hardened Defenses Cost: 1 pt. per 4 pts. of Defense Hardened

ADJUSTMENT POWERS

Suppress

A character with this Adjustment Power can wholly neutralize another Character's Powers or Characteristics. To use Suppress, make a standard Attack Roll against the target. If you hit, roll the appropriate number of dice. For every 5 pts. of effect rolled, reduce the target's appropriate Power or Stat by 1. For more details, see Adjustment Powers on page 130 of *Champions: New Millennium*.

Suppress normally only applies to a single Power or Stat; for example, a character could only Suppress Energy Blast or Regeneration. The target Power or Stat must be chosen when this Power is purchased. To buy a Suppress that affects any Power of a given special effect — one at a time — costs +1 Power Point. A Suppress which affects all Powers of a given special effect costs +4 Power Points. The target's Power or Stat is Suppress for as long as the attacker continues to pay END for the Suppress.

Suppress Cost: 1 pt. for 1d6 of Suppress. To affect any Power of a given special effect, one at a time, costs +1 pt. To affect all Powers of a given special effect costs +4 pts. Suppress costs END.

Transform

This Adjustment Power allows the character to change a target into something else. The character must decide what the Transform's target is and what the result is when the Power is purchased; this cannot be changed later. For example, a character could transform an opponent into a toad. The target would be "people" and the result "toads." The GM must approve any Transform before the player can use it.

POWERS & LIMITERS

To use Transform against a living target, the character makes a standard Ranged Attack. If successful, the character rolls his dice, totals them, subtracts the target's Power Defense, and divides the result by 5, dropping any fractions. If the resulting effect number is twice the target's BODY, then the target is transformed into the "result" of the Transform. If the total is less than twice, nothing happens. To use a Transform against an inanimate target (one that has SDP), make the Ranged Attack as normal. Roll the dice, and compare the total (without dividing) to the target's SDP. If the total equals or exceeds the target's SPD, it is transformed. If not, nothing happens.

The character may define one of two ways for the target to regain its normal form. First, a character may "heal" from a Transform at the rate of REC/5 in BODY per day. Once the target has regained twice its BODY score, it reverts to its natural form. Regeneration will help targets revert much faster. Obviously, this is only valid for targets that have a REC and BODY Characteristic.

The second way to regain normal form is for the character with the Transform to define an All-or-Nothing retransformation (a princess kissing the toad, for example.) This means that the transform must be treatable in some identifiable way. When the target gets the treatment he immediately retransforms.

Transform is usually all-or-nothing; it either works entirely, or it fails. A character can buy a Cumulative Transform, for +2 Power Points. With a Cumulative Transform, the target keeps track of the amount of BODY transformed. When the number reaches twice the target's BODY, it is changed into the desired form. Obviously, Power Defense is much more useful against a Cumulative Transform.

To change a limited class of targets (humanoids, animals, household appliances) costs +1 Power Point. To change any type of target costs +4 Power Points. To change a target into a limited class of results (animals, household appliances, etc.) costs +1 Power Points. To change a target into anything costs +4 Power Points.

Transform Cost: 1 pt. for 1d6 of Transform, subtract 2d6 from the final result. Cumulative Transform costs +2 pts. The type of target and result must be defined when the Transformed is purchased. To change a limited class of targets costs +1 pts; to change any type of target costs +4 pts; to change target into a limited class of things costs +1 pt.; to change target into anything costs +4 pts. Transform costs END.

ENHANCED SENSES

Detect/Sense

This is an Enhanced Sense that the character can define. A normal Detect requires a Simple Action to use, uses the character's base Perception Skill, and has no range. A Sense requires no time to use; it happens automatically. Detect/Sense will indicate the presence of a subject with a Perception Check.

Detect/Sense Cost: 1 pt. for the ability to detect a substance, energy, or thing with a Simple Action. 2 pts. for the ability to sense a substance, energy, or thing with no Action required. The thing being detected/sensed must be defined when the power is purchased. Detect/Sense costs no END.

OTHER POWERS

Regeneration

A character with this Power can recover HITS faster than normal. Normally, a character gets his REC score in lost HITS back once per day (once per week, in a more realistic campaign.) For every 1 Power Point spend, the character's HITS recovery moves up one level on the Time Table (C:NM page 139; 1); +3 pts. per level after the 1 minute level. For example, spending 5 points would move the HITS recovery from once per day to once per minute; to move to one HITS recovery per round would costs 8 pts. Regeneration happens automatically, even if the character is unconscious, though Regeneration stops when the character is dead. For +2 points, a character can regenerate missing limbs or organs. For +4 points, a character can regenerate back from death (the character must define a common circumstance or a set of circumstances that will stop this process).

Regeneration Cost: 1 pt. per +1 level up the Time Table up to the 1 minute

level, +3 pts. for +1 level thereafter. +2 pts. to regenerate lost limbs and organs; +4 pts. to regenerate from death. Regeneration costs no END.

Shape Shift

This power allows the character to change his outer form and appearance without altering his Powers or other abilities. For 2 Power Points the character can change into a single other shape, chosen when the Power is purchased. To change into a limited group of shapes (humanoid, animal, car styles) costs 4 Power Points. To change into any shape or form costs 6 Power Points. The character will keep his mass and approximate size; to alter those parameters, the character should purchase Growth and/or Shrinking. The Use Power skill is very useful when trying to exactly copy a person or thing.

Shape Shift Cost: 2 pts. for the ability to change into a single other shape; 4 pts. for the ability to change into a limited group of related shapes; 6 pts. to change into any shape or form. Shape Shift costs END.

MENTAL POWERS

Area Affect Mental Illusions

This is a Mental Illusion that affects a circular area. Area Affect Mental Powers follow all of the rules for targeting Mental Powers and the attacker must roll to hit each target in the area. For the sake of speed, the GM may choose to group targets together. Only one effect number is rolled vs. all the targets, however.

Mental Illusions Area Affect Cost: 1 pt. per 1d6 of effect in a 1m radius, subtract 4d6 from the final totals. Uses WILL to target. Costs END.

POWER LIMITERS

Power Limiters are modifiers for Powers that affect the utility of a given Power. They make the Power a little (or a lot) cheaper, but they also limit the power to some degree. The cost of the Limiter is subtracted from the final cost of the Power (the minimum cost for a Power is 1 Power Point), but does not affect the END cost.

Activation Roll

This is a way to modify Powers, making them cheaper and less reliable. Each time you use a power with an Activation Roll, you must roll 3d6 equal to or higher than the Activation number. You must still pay the END cost or expend a charge for the power, even if the Power fails its Activation Roll. You only need to check the Activation roll once per Phase. If the roll succeeds, you may use the power until your next Phase. Note that the Use Power Skill (or any Skill, for that matter) will not affect the Activation Roll. **Activation Roll of 8+ subtracts 2 Power Points from the final cost of the Power. Activation Roll of 10+ subtracts 4 Power Points from the final cost of the Power. The minimum cost of a Power is 1 Power Point.**

Costs END

This Limiter only applies to those Powers that do not normally costs END to use. If such a Power takes the Costs END Limiter, it will require END to use. The END Cost is figured normally. **Costs END subtracts 2 Power Points from the final cost of the Power. The minimum cost of a Power is 1 Power Point.**

Charges

A Power with this Limiter can only be used a limited number of times a day. Charges can be represent a gun with a limited number of shots, a magic spell that can only be used a few times a day, and so forth. Each Charge normally lasts for only one Phase, so Charges of continuing powers, such as Force Field, are of very limited usefulness. A Power with Charges doesn't cost END to use. If the character wants a Power that uses Charges and still costs END, he would receive an additional bonus of -2 Power Points to the final cost of the Power.

Charges subtracts a number of points from the final cost of the Power as per the table below. Large numbers of Charges may increase the cost of a Power. Powers with Charges use No END. A Power that has Charges and still uses END subtracts -2 additional Power Points. The minimum cost of a Power is 1 Power Point.

LIMITERS & ADDERS

Charges Bonus to Cost

1	-8
2	-6
3	-5
4	-4
5-6	-3
7-8	-2
9-12	-1
13-16	0
17-32	+1
etc.	etc.

Clips

This Limiter represents a Power that has its Charges broken down into several smaller "clips" of fewer Charges. To purchase Clip, a Power must have Charges. Charges are normally purchased in a single "clip" — that is all the Charges are available at all times. By taking a Limiter bonus one level down on the Charges table, the character can have 2x the number of clips of the those Charges. Changing a Clip requires the expenditure of an Other Action.

Example: *The Marksman has a Sonic Rifle with 8 Charges, a -2 Power Point Limiter. If he wants to have two Clips of 8 charges, he would move one level down the table — the Charge Limiter would become -1 Power Point. If he wanted 4 Clips of 8 Charges, he would move 2 levels down the table, for a -0 Power Point Limiter.*

Focus

This is another way to modify powers, making the final cost cheaper while limiting the power. A Power with a Focus works through some object or device (technological, magical, or whatever). If the character is deprived of this object, he may not use the power(s) focused through it. Firearms are examples of real-world attacks that are purchased with a Focus.

Focuses are divided into two types: Grabbable and Attached. A Grabbable Focus may be taken away from a character with a combat action, using the Grab Maneuver or a ranged attack at -2 to the Attacker's REF. An Attached Focus may be removed from a non-resisting character (unconscious, cooperating, whatever) in one Round. If removing the Focus would cause the character damage (such as a metal skeleton or cyber-eye or such), then the power should not take this modifier.

Grabbable Focus subtracts 4 Power Points from the final cost of the Power; Attached Focus subtracts 2 Power Points from the final cost of the power. The minimum cost of a power is 1 Power Point.

Increased Endurance Cost

Some Powers are just particularly strenuous to use, and cost more END. Powers with this Limiter cost fewer Power Points to buy, but cost more END to use. The chart below shows the increased END cost, and the point savings for the power.

x2 END Cost subtracts 2 Power Points from the final cost of the Power; x3 END Cost subtracts 4 Power Points from the final cost of the Power; x4 END Cost subtracts 6 Power Points from the final cost of the Power; and so forth. The Minimum cost of a power is 1 Power Point.

No Range

This Limiter is only available to those Powers that have a range. This Limiter removes the range component from the Power, making it usable only at melee distances (target must be within 4 m/y of the character using a No Range Power.)

No Range subtracts 2 Power Points from the final cost of the Power. The Minimum cost of a power is 1 Power Point.

POWER ADDERS

Power Adders are modifiers for Powers that enhance the utility of a given Power. They make the Power a little (or a lot) more expensive, but they can come in handy. The cost of the Adder increases the final cost of the Power, and does affect the END cost.

Half END Cost

Some Powers are easier to use than others, or are just less tiring to activate. Powers with this Adder cost +2 Power Points to buy, but use only half the normal amount of END (round down, minimum of 1 END).

Half END Cost increases the cost of the Power by +2 Power Points, and cuts the END cost in half. The minimum END cost of the Power is 1 END. A character may not combine this Adder with the Increased END Cost Limiter.

No END Cost

Some Powers are second nature to certain characters, and take no energy to use. Powers with this Adder cost +4 Power Points to buy, but use no END.

No END Cost increases the cost of the Power by +4 Power Points, and cuts the END cost to zero. The minimum END cost of the Power is 1 END. A character may not combine this Adder with the Increased END Cost Limiter.

POWER FRAMEWORKS

Variable Power Pool

This Power Framework allows a character to set aside a certain number of Power Points that can be used to create any Power with a given special effect. Think of a Variable Power Pool (VPP) as a Multipower that has all of the Powers of a certain special effect. The Points in the VPP are distributed among whatever Powers the character wants to have at a given time. The Powers created from the pool must be linked by common special effects.

The VPP consists of two parts: the Power Points in the VPP (the Pool Cost) and the Control Cost. The Control Cost is 1 Power Point for every 2 Power Points in the VPP. No Adders or Limiters may be applied to the Pool Cost. However, the Control Cost can have Adders and Limiters to represent different kinds of VPPs.

A character with a VPP can have any combination of Powers whose total Power Point Cost doesn't exceed the Power Points in his VPP. Powers may have Limiters that reduce their cost. The GM should approve any Powers in the VPP to ensure that they are within the special effects of the Power Pool.

Normally, the Powers in the VPP can't be changed in Combat — to change a Power takes between 1 Round and 1 minute.

Example: *Hy-Tek has a 8 Power Point VPP, which cost him 8 pts (Pool Cost) + 4 pts (Control Cost) for a total of 12 Power Points. Hy-Tek has two Powers currently in his VPP: 8d6 Energy Blast, Focus (Grabbable) (for a cost of 8 - 4 = 4 pts.) and 30 m/y flight, Focus (Attached) (for a cost of 6 - 2 = 4 pts.). This uses 8 of the 8 Power Points in his VPP. When out of combat, Hy-Tek could change his Powers to any combination of Powers that fit his special effects, Technological Gadgets in this case.*

A character may buy the Use Power Skill with his VPP; with this Skill the character may change the Powers in his VPP during combat. The Character must make a TECH (or other appropriate Stat, such as WILL for a magical VPP) + Use Power Skill Roll and beat a DV of Competent (18) + the number of Power Points equal to the cost of the Power wanted. Obviously, the more costly the Power, the harder it is to create powers and effects on the fly.

A Variable Power Pool costs 1 Power Point for each point in the Pool, plus a Control Cost of 1 Power Point for every 2 Power Points in the VPP. No Adders or Limiters may be applied to the Pool Cost.

NEW MARTIAL ARTS

SAVATE

Savate (known as boxe Francaise savate or la boxe Francaise) is a French martial art; its development began in seventeenth century Marseilles. Originally a type of kicking brawling style, early in the eighteenth century it was synthesized with English Boxing maneuvers. Today it is a full-featured and respected martial arts style. Savate combines boxing-style punches with a variety of kicks. The art also includes cane-fighting techniques. To simulate the older, pre-boxing form of Savate, do not buy the Direct maneuvers.

Savate includes the following maneuvers: Martial Block, *Coup de pied bas* (low kick [Martial Strike]), *Coup de pied chasse* (side kick [Offensive Strike]), Martial Disarm, *Direct* (Jab/Cross [Defensive Strike]), and Footsweep (Strike with +2 REF, Target knocked prone)

Savate costs 12 Option Points.



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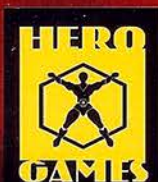
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