

An EYE for an EYE™

DARK CHAMPIONS™
HEROES OF VENGEANCE



HERO System

by Steven S. Long

AN EYE FOR AN EYE™

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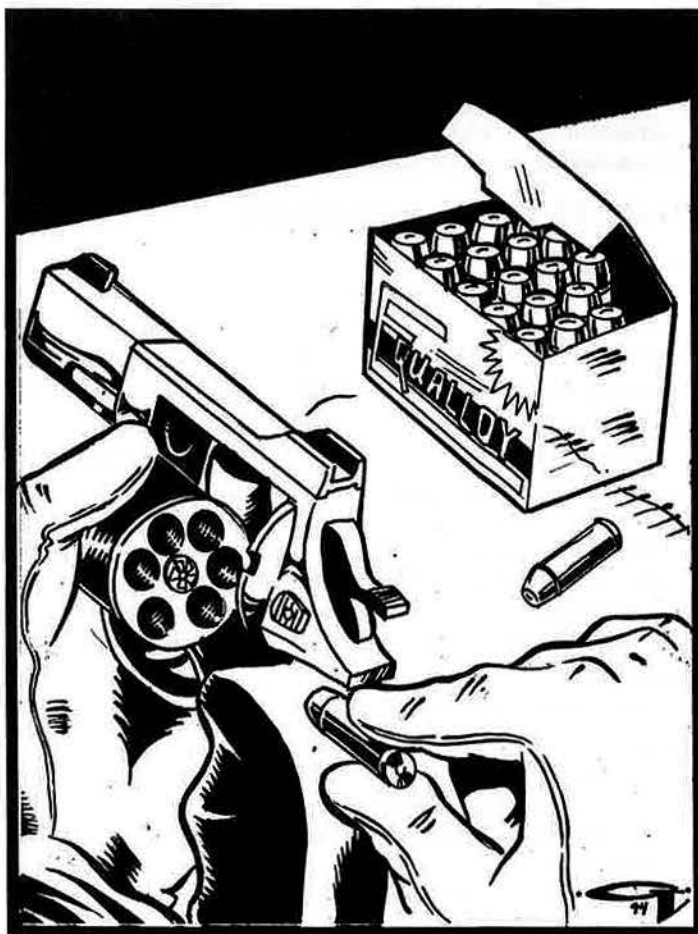
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INTRODUCTION

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En route to execution of

Rocco "the Tower" Mezzaferra

My war to destroy crime continues. My successes in this war have been many, and in some places the innocent live safely once more. But across the city and this nation, the tide of crime continues to rise. Seven years ago I began this crusade, and seven years from now I shall fight in it still, and perhaps seven years from then, or even seventy times seven if I must find a way to do it. When the last criminal lies dead, then I shall rest, and only then.

I do not delude myself that the war will be easy, or that victory is inevitable because my cause is just. I have said it before: Justice shall wither and perish in the face of mankind's self-centered evil unless good men act to uphold it. There are many good men working for this cause, each in his own way—the enigmatic Sandman; Jack O'Lantern, with his whimsical weapons and misplaced ideals; the heroine Dark Angel—but there are many more evil men out there than there are good. It is up to the good men to correct this situation. I go now to take the next step on my long path to the goal of Justice.

— Excerpt from the journals of the Harbinger of Justice

Since *Dark Champions: Heroes of Vengeance* and the other books in the *Dark Champions* line have been so well-received, it seemed only natural to publish another book of source material for street-level *Champions* characters and campaigns. Between the material that had to be left out of *Dark Champions* (referred to hereafter as "DC:HOV"), all the new material that has been created or thought up since then, and all of the suggestions and requests received from *Champions* players everywhere, there were plenty of things to put in this book. Hopefully you'll enjoy it and use it as much as you do *Dark Champions*!

HOW TO USE THIS BOOK

How to use this book shouldn't be any great mystery, since the reader will probably already have a copy of DC:HOV. Depending on the type of *Champions* campaign you're involved with, it can be used as background material for an entire street-level campaign, or simply as source material and ideas for street-level characters in standard campaigns.

The real question, of course, is what is in this book for you to use. Within the pages of *An Eye For An Eye*, you'll find:

- More information on subjects covered in DC:HOV. This includes further discussion of forensic science and criminal psychology; more information on organized crime (including new organized crime groups and Dark Champions Universe material for previously-discussed groups); and more guns, ammunition, and weapons for characters to use.
- Information on subjects not covered in DC:HOV, including a discussion of illegal drugs and how they work and are sold; data on the military; and a whole section on vehicle combat.

Hopefully all *Champions* players will find something in *An Eye For An Eye* which they can use.





CHAPTER ONE: CHARACTER CREATION

This chapter will cover a few matters that were not discussed in the *DC:HOV* chapter on character creation. First, there are a few notes on genre-specific uses for Skills, Perks, Talents and Disadvantages. Second, there is a section which describes several Package Deals that street-level

characters can take. The Package Deals are accompanied by descriptions of particular law enforcement agencies, military forces and intelligence agencies and also include sample characters.

SKILLS, PERKS, TALENTS, AND POWERS

SKILLS

DEMOLITIONS

In some circumstances, a character who makes his Demolitions roll might be able to improve the performance of the explosives he is using. For example, in some cases the GM might rule that for every point the character makes the roll by, he can add 1 Damage Class to the force of the explosion. If the character makes a particularly good roll, say by 5 or more, the bomb might become Armor Piercing. Whether or not to allow these bonuses is entirely up to the GM.

TRACKING

Characters with the Tracking Skill may use it as a complementary skill roll when trying to analyze certain types of print and impression evidence (refer to page 55 of *DC:HOV* for general information on this subject). If the prints in question are ground prints, such as from shoes or tires, Tracking applies as a complementary skill. Tracking cannot help a character analyze tool marks or similar impressions.

ACCURATE SPRAYFIRE — NEW SKILL

The character has been trained to spray autofire attacks against multiple targets. Accurate Sprayfire costs 5 Character Points. The character steadies himself to fire and takes only a -1 OCV penalty for spraying Autofire against multiple targets. This attack takes a full phase and the attacker is $x\frac{1}{2}$ DCV. The character declares the targets and counts a line of continuous hexes that includes all the targets. There is no OCV penalty for each hex. Each target can only get hit once. The character must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of five hexes).

- Accurate Sprayfire Cost: 5 Character Points

CONCENTRATED SPRAYFIRE — NEW SKILL

The character has been taught how to accurately concentrate his autofire while firing at multiple targets. Concentrated Sprayfire costs 5 Character Points. The character steadies himself to fire and can sprayfire multiple attacks at each of several targets. This attack takes a full phase and the attacker is $x\frac{1}{2}$ DCV. The character declares the targets and counts a line of continuous hexes including all the targets. There is a base -1 OCV, and a -1 OCV penalty for each hex. The character must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of five hexes). Use the normal Autofire rules to see how many times a target is hit (up to a maximum of the number of shots fired at that target.)

- Concentrated Sprayfire Cost: 5 Character Points

SKIPOVER SPRAYFIRE — NEW SKILL

The character can fire small bursts of Autofire at non-adjacent targets without attacking targets in hexes in-between. Skipover Sprayfire costs 5 Character Points. This attack takes a full phase and the character is $x\frac{1}{2}$ DCV. The attacker declares the targets and counts a line of continuous hexes that includes all the targets. There is a base -1 OCV, and a -1 OCV penalty for each hex tracked through. Each target can only get hit once. The character must assign a minimum of one shot into each hex, even if there is no target there or the character does not actually fire into the hex. Thus, a character with a 5 shot maximum could attack targets a maximum of five hexes apart. This simulates the time it takes the attacker to track his weapon smoothly from one target to the next.

- Skipover Sprayfire Cost: 5 Character Points

RAPID AUTOFIRE — NEW SKILL

With this maneuver, a character may Rapid-fire an Autofire attack; this allows the character to fire 5 shots every segment. E.g., if a SPD 3 character declares Rapid Autofire on his action phase in segment 4, he would autofire 5 shots in segment 4, 5 shots in segment 5, 5 shots in segment 6, and 5 shots in segment 7. Rapid Autofire costs 5 Character Points. Each Autofire attack may not be spread and must be aimed at only one target. The character takes a -2 OCV penalty for every shot after the first and is $x\frac{1}{2}$ DCV. END or Charges must be expended individually for each attack.

Note: If a character used Rapid Autofire to fire 5 shots each segment (two times a phase at Speed 6 or three times a phase at Speed 4, etc.) the weapon would be firing at about 300 rounds per minute. This is at or above the continuous rate of fire for most hand held autofire weapons.

- Rapid Autofire Cost: 5 Character Points

TWO WEAPON FIGHTING — NEW SKILL

The character has learned how to fight with two weapons. Two Weapon Fighting costs 5 Character Points. With this maneuver a character ignores the first -2 OCV modifier when Rapid Firing with two weapons or ranged attacks. The character using the Rapid Fire maneuver can fire twice with no OCV penalty, three times at a -2 OCV, four times at a -4 OCV, etc. When using two weapons, each must be usable in one hand. Attacks from a character's off hand take the -3 OCV penalty (in addition to any Rapid Fire modifiers) unless the character is Ambidextrous. This skill also allows the character to use two weapons with any of the Sprayfire maneuvers or with Rapid Autofire.

Note: This maneuver is effectively 2 Combat Skill Levels with a Ranged Combat (5 points each) that only counteracts the OCV minus for the second shot (a -1 limitation.)

- Two Weapon Fighting Cost: 5 Character Points

PERKS

There are several creative uses for Perks which are applicable to *Dark Champions* campaigns. A Perk, of course, indicates that a character has access to some restricted resource, whether that resource is a vehicle, money, a contact or some special privilege (a Fringe Benefit). If you consider Perks from this perspective, all sorts of possibilities are opened up for characters who want to have special resources or privileges to draw on. Examples are listed below.

ANONYMITY

For many street-level characters, a high degree of anonymity would be a valuable asset indeed, because what the authorities don't know about a vigilante, they can't use to catch him. Naturally, most characters are unknowns until they begin their crime fighting careers, but after they begin "adventuring," the police may gather enough information on them to make them uncomfortable. If the GM allows, the character can pay points for the privilege of having that information destroyed or removed from police databases, thereby re-establishing his anonymity (at least partially). The cost of the Perk will vary depending upon how much information the police have on the character (and how damaging it is), but should be at least 3 points. Of course, the GM should not allow a PC to buy this Perk without running an appropriate adventure to explain its effects, such as a scenario in which the PC has to infiltrate Police Headquarters and insert a virus into their computers to remove all data about him. And don't forget, the police can always reacquire the data later...



COMPUTER LINKS

Although many computer databases are open to the public, some of the ones that street-level characters would like access to, such as police and FBI computers, are heavily restricted. A character can buy Perk: Computer Link to reflect the fact that he has permanent access to such databases. Perk: Computer Link should cost from 1-4 points, depending upon how useful the information is. For example, a Link to the local police database might be one or two points, a Link to the FBI's NCIC crime computer or the DEA's NADDIS system might be two or three points, and a Link into the National Security Administration's most sensitive systems would be four points.

COMPUTER SECURITY

Similarly, characters could buy their computer security as a Perk. This indicates that the character has access to (or the ability to create) especially secure computer databases, ones that other people will have difficulty breaking into. Simple having this Perk at its base level requires that any illicit intruder make a Computer Programming Roll, at -2 per 1 point of Perk: Computer Security. For example, for one point, the computer system is so secure that Computer Programming rolls to break into or illicitly retrieve information from it are made at -2 for 2 points, at -4; 3 points, at -6; 4 points, at -8; and so forth. This Perk must be bought for each individual computer system the character owns.

INCREASED EQUIPMENT ALLOWANCE

Characters in campaigns who use equipment allowances (see *DC:HOV*, page 100) might be allowed to purchase an increased allowance as a Perk. For every point a character put into this Perk, he could have an extra 5 Real Points worth of gadgets in his equipment allowance at each level. In most cases the GM should not allow a character to increase the amount of Active Points he can have in any one equipment allowance gadget, because this could seriously affect campaign balance.

Equipment Allowances are also discussed in Section Two of this book.

IMPROVED EQUIPMENT AVAILABILITY

If the Game Master can use the following Perks if he wants characters to pay for improved access to equipment from their equipment allowance.

- 3 points:** Character has access to Street Level Equipment from his Equipment Allowance.
- 5 Points:** Character has access to High Tech Equipment from his Equipment Allowance.
- 10 Points:** Character has access to Military Equipment from his Equipment Allowance.

SECRET PASSAGES

Some comic-book characters have access to heavily secured areas or buildings as a result of secret entrances or passages that they know of or built. For example, if a character suspects that one day he may need to gain secret access to parts of a prison, he can bribe the builder to construct a secret passage that only the character knows about. Perk: Secret Passage costs from 1-4 points, depending upon how useful the secret passage is likely to be. Generally, Secret Passages are completely undetectable; if a character is actively looking for a suspected Secret Passage, and is looking in the right area, he can have a Skill versus Skill contest with the owner using their respective Concealment Skills. Characters can pay more points to make their Secret Passage less detectable (-1 to Concealment rolls per point above starting cost).

TALENTS

LIGHTNING REFLEXES STEN

Fast Draw is as useful in street-level campaigns as it is in any other relatively low-powered, low-point campaign. However, its usefulness is often limited, because it doesn't apply to situations where two characters already have their weapons drawn, but don't have the same DEX. In those cases, the character with the highest DEX always goes first. As an optional rule, GMs can allow *Dark Champions* PCs to purchase Lightning Reflexes allows a character to act before other characters with higher DEXs.

A character with Lightning Reflexes has an increased effective Dexterity only for the purposes of acting earlier in a phase. Each +2 Lightning Reflexes for all actions costs 3 points. Each +1 Lightning Reflexes for a single action or attack costs 1 point.

A character with a base Dexterity of 18 and +4 Lightning Reflexes (Total effective Dexterity $18 + 4 = 22$), would act before a character with a base dexterity of 20. Lightning Reflexes does not effect combat value, figured characteristics, skill rolls, or characteristic rolls. It does not change the rate at which a character recovers from Dexterity Drains and Transfers.

If the cost of a character's Dexterity would be effected by Normal Characteristic Maxima, then the cost of Lightning Reflexes would be effected as well. Double the cost for each point of Lightning Reflexes that brings a character's effective Dexterity over his Characteristic Maxima. A character with Normal Characteristic Maxima and a base Dexterity of 18, would pay $3 + (2 \times 3) = 9$ points for +4 Lightning Reflexes.

Characters can have Lightning Reflexes that only effect a single action or maneuver. This action can include a specific weapon attack, maneuver, form of movement, power, or other capability. When such a character uses Lightning Reflexes to increase his effective Dexterity, he may only execute that specific action or maneuver and none other in that phase. So, if a character has +4 Lightning Reflexes that only work with his Defensive Strike, then he may only execute the Defensive Strike (no movement, acrobatics, etc.) in a phase where he uses the +4 effective Dexterity.



Example: Quick Shot has a Dexterity of 23 and +4 Lightning Reflexes he can only use with his Rocket Pistol. On a normal phase he can make a half move and then fire the Rocket Pistol. If Quick Shot decides to use his Lightning Reflexes to act at an effective Dexterity of 27, he may only fire the Rocket Pistol, he may not move or take other actions.

* **Lightning Reflexes Cost:** 3 points for +2 Lightning Reflexes for all actions. 1 Point for +1 Lightning Reflexes for a single action or maneuver.

Note: The cost of Lightning Reflexes was based on the idea that the limitation "Dexterity only to go first" was worth about a +1 Limitation, and "Only effects a single maneuver" was worth about another +1 Limitation. Lightning Reflexes exist because Dexterity determines when a character goes in the combat order, combat value, figured characteristics, skill rolls, and characteristic rolls. All of these effects, except when the character goes in the combat order, could be bought up separately. With the addition of Lightning Reflexes, all of these effects can now be bought separately. See the section on Optional Changing The Order Of Combat section for more information.

Lightning Reflexes that works with only one maneuver or action allows a character to have some interesting specialties. A sprinter might combine Fast Draw that worked with his Running to get a jump out the gate with Lightning Reflexes that worked with Running so that he goes earlier in the Dexterity order and can cross the finish line first.



The Game Master should be careful not to let Lightning Reflexes get out of hand. Normally, the campaign limits on the total of a character's Dexterity plus Lightning Reflexes should be similar to the campaign limits on Dexterity alone. Most often, this talent is used by specialized characters who are enhancing a specific ability. If a Game Master allows Lightning Reflexes to become too common, every character will feel the need to have it, and then it is no longer any sort of specialty.

POWERS

DESOLIDIFICATION

Desolidification can be used to simulate a master contortionist's ability to get out of *any* type of binding, bonds, or Entangle. This ability will take at least one extra Phase for the character to use, and may take more, depending upon the nature of the binding. The GM may still rule that some types of Entangles (such as a block of ice which traps the character) cannot be escaped from using this Power.

Example: *Desolidification* (40 Active Points); *Only Works To Escape From Bonds, Entangles, Etc.* (-2), *Requires A Contortionist Roll* (-½), *Extra Time* (at least one extra Phase, -½): 10 points.

EXTRA LIMBS

Contortionists can also simulate their skill by buying two Extra Limbs—their legs. This means that they can use their feet as well as they can use their hands: to untie knots, grab things, or even drive a car. The GM may require the character to make a DEX Roll or Contortionist roll to use his feet like this in certain situations, or may rule that the use of feet as hands is impossible.

POWER FRAMEWORKS

MULTIPLE-GUN MULTIPOWERS

Gun-toting superheroic street-level characters are sometimes at a disadvantage when buying offensive powers, which are often placed in Multipowers by superpowered characters. If you follow the rules strictly, gun-based characters have to buy every gun or weapon that they carry separately, since different Foci are not normally supposed to be part of the same Multipower. A powered character, on the other hand, can often put his attacks in a Multipower without any problem, thereby conserving points for other things. This means that street-level superheroes end up spending an inordinate amount of points to purchase even a small collection of weapons. Consider that a *single* tear gas grenade can cost 23 points (or more) in the **HERO System**, and an Uzi submachine gun 20 points (or more). That's 43 points, about one-third to one-fifth of the character's starting points, for two relatively minor weapons that are extremely common in the real world. A lot of the points a street-level character is supposed to be devoting to Skills and abilities thus end up being spent on weapons that can be taken away from him in a single Phase.

One solution to this problem, which was used to build many of the characters in *Dark Champions*, is to allow characters to buy multiple guns in a single Multipower, even though they do not have a single common Focus. The GM may allow the character to apply the "common" Limitation, OAF, to the Multipower pool (or may only allow it if the weapons are linked on a "weapons belt" or some other device). These Multipower slots can be taken from the character at the rate of one slot per Phase if he is knocked unconscious. However, if one is destroyed, the character should still be allowed to use the other slots. In most cases the GM should not allow the character to "hand out" guns from his Multipower to other characters unless the guns are Independent or the gun is Usable By Others at Range (and in any event, a smart character should be *very* reluctant to give away his weapons). This sort of Multipower will help keep street-level superheroes on a par with other characters, and allow them to spend more of their points on the Skills and abilities which are their trademarks.

LIMITATIONS

REQUIRES A SKILL ROLL

Many of the non-powered Powers and "super-Skills" described in *DC:HOV* and this book require the character to make a related Skill Roll in order to use the Power (for example, to use "super-Stealth" Invisibility, the character has to make a Stealth Roll). It may strike some players and GMs as illogical to buy a Skill, then buy a Power just to make that Skill superfluous. If the GM prefers, the player can substitute an appropriate Characteristic Roll (usually a DEX Roll) in the place of the listed Skill.

DISADVANTAGES

NORMAL CHARACTERISTIC MAXIMA

A lot of Skill-based *Champions* characters, including superheroic *Dark Champions* characters, take this Disadvantage, since it reflects a certain "realism" that non-superpowered characters are supposed to have. However, the single option available—take a 20-point Disadvantage, for which none of the character's Characteristics can exceed 20 unless he pays double—can be frustrating for many players, since it doesn't allow the player to build an otherwise normal character who has one or two exceptional Characteristics without spending a large number of points (often more than the 20 points the character gets for the Disadvantage). Therefore, the following optional forms of Normal Characteristic Maxima may be used in superheroic *Dark Champions* campaigns:

15 points: The character may buy any one Characteristic above Max at normal cost. However, the cost of that Primary Characteristic doubles at 30, instead of 20.

10 points: The character may buy any two Primary Characteristics above Max at normal cost. Primary Characteristics above 30 cost as above.

This section provides several Package Deals for *Dark*

PACKAGE DEALS

Champions characters. Most of them are intended to reflect a character's background in the military or law enforcement, since many street-level characters received some of their training there (for example, the Scarecrow [DC:HOV, pages 47-48] originally learned some of his Skills while a member of the police department). So that characters can use these Package Deals as their "Secret Identities," Disadvantages like Distinctive Features (uniforms) and Psychological Limitation: Subject To Chain Of Command are included with the Packages; if the character has left the organization, obviously these Disadvantages should not be taken.

MILITARY TRAINING PACKAGE DEALS

This selection of Package Deals is for characters whose background or origin includes service in the United States military, whether regular forces or an elite force of some sort.

BASIC MILITARY TRAINING

From a character creation perspective, all military forces are more or less identical: the character first undergoes "basic training," which is intended to instill discipline, make him physically fit (i.e., brings his Primary Characteristics up to at least 10, if not higher) and teach him basic military skills such as tactics, the use of firearms, and so forth. Thereafter, the character will be sent to advanced training in his chosen field of specialty, such as computer science, aircraft mechanics, the medical corps and the like. Characters who show special aptitude may be able to undertake even more advanced training as members of a "special force" (which are described below).

Since each branch of the military offers the opportunity to learn approximately the same skills, this Package Deal is "generic," intended for all four branches of the American military. Players need only tailor the options to conform to the training they feel their character would have received in the branch he joined.

Typical Goals and Motivations: The goals and motivations of the average soldier are usually not too different from those of the average civilian. However, there are several "stock" goals frequently seen in military characters in comic books. For example, some military personnel are extremely patriotic, willing to do anything for the good of the United States. Others are lazy, wanting only to serve their term and get out, and are constantly looking out to make sure that their commanding officer(s) don't catch them goofing off. A few soldiers have an almost sociopathic love of violence, destruction, and danger (these soldiers usually end up as villains, though).

Typical Abilities: Because military training is standardized, members of the same force (for example, the U.S. Army) should all have the same basic skills and abilities, as described below. However, the military is certainly willing to let its members learn as many skills as they want, so a motivated character could have picked up a wide variety of knowledge and skills while serving his "hitch."

Suggested Disadvantages: Psychological Limitations reflecting their goals and motivations (for example, "Patriotic"); Age (for older officers and NCOs); DNPCs (family and friends); Physical Limitations or Vulnerabilities (caused by old injuries); Hunted or Watched by enemies of the United States; Rivalry with other branches of the military.

Roleplaying Tips: Soldiers come from all walks of life — play them in a way you feel is appropriate for the scenario.

SOLDIER

Skills	Cost
WF: Small Arms, Knives	3
KS: The Military/Mercenary/Terrorist World 11-	2
KS: [Military Force] History and Customs 11-	2
PS: [member of military; e.g., "Sailor"] 11-	2
Choose any two of the following Skills:	6
Bureaucracy; Climbing; Combat Driving;	
Combat Piloting; +1 with three related weapons;	
Computer Programming; 3 Contacts, each on	
an 8 or less; Cryptography; Demolitions;	
Electronics; Mechanics; Navigation; Paramedics;	
an appropriate Science or Knowledge Skill (INT)	
(for example, Engineering, Intelligence Data	
Analysis, Electronic Engineering, Chemistry);	
Stealth; Systems Operation; Tactics;	
Weaponsmith (Slugthrowers)	
Disadvantages	
Package Bonus	-3
Watched by own organization, 8-	-10
Package cost	2

Unfortunately, there isn't enough space to provide detailed descriptions of the Army, Navy, Air Force, and Marines, but most players should already be familiar with what these forces do and how they are organized. Players desiring more in-depth information about a particular force's organization and training program should consult the sources listed in the Bibliography at the end of this book.



SPECIAL FORCES PACKAGE DEALS

A few talented soldiers get to join the elite units of the military, the so-called "special forces." These highly trained and extremely skilled fighters are recruited to perform some of the most dangerous and dirty missions the military has: unconventional warfare; anti-terrorist activities; strategic reconnaissance; strategic strikes and "infiltrate and rescue" missions; paramilitary operations; and counterinsurgency training, just to name a few.

Each branch of the military has its own special force or forces, described below. Membership in a special force is not considered to be a separate Package Deal; instead, the Skills and abilities gained in special forces training add to the Basic Military Training Package Deal.

Typical Goals and Motivations: Because candidates for the special forces undergo psychological testing to prove that they are fit for the job, they tend to have certain psychological characteristics in common. They tend to be very patriotic, disciplined, loyal and adaptable. They are extremely devoted to the completion of their mission and to the protection of American civilians. However, in comics and

movies some special forces soldiers are depicted as "mavericks"—tough, overconfident men who prefer their own method of doing things to their commanding officer's orders (and they're usually right).

Typical Abilities: The members of all special forces have certain abilities in common. For one, they are in extremely good physical condition (STR and CON of at least 13-20; END of 40 or more). For another, they are quick-witted, strong-willed, and fearless (INT and EGO of at least 10, and often higher; PRE of 15 or more). Beyond that, since special forces members are able to study in many different "specialized" courses after they complete their training, they can buy just about any Skill a player wants.

Suggested Disadvantages: Reputation; Hunted or Watched by enemies of the United States; Watched by superior officers; Rivalry with other special forces; DNPCs (a family, for example).

Roleplaying Tips: Like common soldiers, elite forces soldiers come from all walks of life, and run the gamut from sensitive and studious to ruthless and cold.

RECONNAISSANCE UNITS

Although the Marines as a whole are sometimes considered to be a special force, the Corps has its own elite force, its Reconnaissance Units or "Force Recon." The physical standards for Force Recon are as demanding as those for the Green Berets (q.v.).

FORCE RECON	
Skills	Cost
Commando Training	12
Climbing	3
Demolitions	3
Navigation	3
Stealth	3
Survival	3
TF: Parachuting, Scuba, Boats	3
WF: Grenade Launchers, Heavy Machine Guns	2
+1 with three related weapons	3
Choose one of the following:	3
Breakfall, +1 with three related weapons;	
Interrogation; +1 PER; 1-3 Languages (3 points	
total); Paramedics; 1-3 Science or Knowledge	
Skills (3 points worth); Security Systems;	
Shadowing; Systems Operations (Military	
Electronics); Swimming (1"); Tracking	
Additional Cost:	38

SEALS

The SEALs (SEa-Air-Land forces) are the Navy's special force. The requirements for admission to SEAL training are similar to those for the Green Berets (q.v.), but with more emphasis on underwater skills. Most SEALs are recruited from the Navy's Underwater Demolitions Teams (UDTs).

SEAL	
Skills	Cost
+2" Swimming	4
Commando Training	12
Demolitions	3
Navigation	3
Stealth	3
Survival	3
TF: Parachuting, Scuba, Boats	3
WF: Grenade Launchers, Heavy Machine Guns	2
+1 with three related weapons	3
Choose one of the following:	3
Breakfall; Climbing; +1 with three related	
weapons; +1 PER; Interrogation;	
1-3 Languages (3 points total); Paramedics;	
Resistance (3 pt.); Security Systems;	
Shadowing; Systems Operations	
(Military Electronics); 1-3 Science or	
Knowledge Skills (3 points worth)	
Additional Cost:	39



THE RANGERS

The Rangers are one of the special forces of the United States Army. Volunteers have all received infantryman training. The Rangers' trademark is a black beret.

RANGER	
Skills	Cost
Commando Training	12
Climbing	3
Stealth	3
Survival	3
TF: Parachuting	1
WF: Grenade Launchers, Heavy Machine Guns	2
+1 with three related weapons	3
Choose one of the following: Breakfall, +1 with three related weapons; Demolitions; Interrogation; Navigation; +1 PER; 1-3 Languages (3 points total); Paramedics; Security Systems; 1-3 Science or Knowledge Skills (3 points worth); Systems Operation; Tracking	3
Additional Cost	30

SPECIAL FORCES (THE GREEN BERETS)

The Special Forces, or, as they are better known, the Green Berets, are an elite Army unit. Green Beret candidates have already had Airborne or Ranger training, so this "Package Deal" is an addition to the Ranger Package Deal. The Special Forces's other admission and "basic training" requirements are among the toughest in the world. After receiving their basic training, Green Berets go on to specialty training in a chosen field: communications, demolitions, intelligence medical, or weapons. Many train in more than one specialty; furthermore, like all special forces soldiers, they continue to train throughout their careers, studying special survival skills, languages, advanced combat and stealth techniques and other important subjects. The Green Berets' trademark is, of course, a green beret.

GREEN BERET	
Skills	Cost
Demolitions	3
Paramedics	3
Shadowing	3
PS: Instructor, 11-	2
+3 with one Package Deal Skill	6
+1 with another Package Skill	2
Choose one of the following: Breakfall, Cryptography; +1 with three related weapons; +1 PER; 1-3 Languages (3 points total); Lockpicking; 1-3 Science or Knowledge Skills (3 points worth)	3
Additional Cost:	22

SPECIAL FORCES OF OTHER NATIONS

The United States is not the only nation with elite military forces. Examples of other nations' forces include the British SAS and SBS, the Sayeret Matkal of Israel and the former USSR's Spetznaz. For character design purposes, these forces' training can be considered to be the same as that of their American counterparts. GMs can research these groups if they want to create specific Package Deals for them.



ANTI-TERRORIST UNITS

Most major nations in the modern world have a special squad of soldiers specifically trained to deal with terrorists and hostage situations. For example, the United States has the First Special Forces Operational Detachment Delta ("Delta Force"), a branch of the Green Berets; Germany has GSG-9; and Spain has its *Unidad Especial de Intervencion*, just to name a few.

The Package Deal given below is for members of Delta Force, and is intended to be in addition to their basic Green Beret skills. GMs can use these Packages as the basis for other anti-terrorist teams, or can design their own.

DELTA FORCE

Skills	Cost
+2 to KS: The Military/Mercenary/Terrorist World	2
Acting	3
Combat Driving	3
SS: Terrorist-Hostage Psychology, 11-	2
+1 with firearm of choice (usually sniper rifle or submachine gun)	3
+2 versus Range, all firearms	4
Additional Cost:	17



FICTIONAL SPECIAL FORCES

Of course, since *Champions* is a game about a fictional world, GMs are free to make up their own special forces units. These units can be based in the military, the police, a private organization, or could even be funded by a single wealthy individual. An example of a fictional special force is given below:

LOS LOBOS NEGROS ("The Black Wolves")

Los Lobos Negros is a small elite unit of the United States Army whose existence is secret to even most top Army leaders. The purpose of Los Lobos Negros is to attack and eradicate the drug trade, both abroad and in the United States. Since combat operations by the American military on United States soil are illegal, the officers commanding Los Lobos Negros try to be as secretive as possible.

Members of Los Lobos Negros undergo Green Beret training, and then have their own special training program, which has two main branches. The first is special survival training, with an emphasis on mountain and jungle terrain; the second is in-depth knowledge of Spanish and of the regions and cities the unit most frequently operates in. The commanders are considering developing other units which will specialize in attacking the heroin trade, but are waiting to see how successful Los Lobos Negros is.

The Los Lobos Negros Package Deal adds to the Green Beret Package Deal given above.

EL LOBO NEGRO

Skills	Cost
Criminology	3
Deduction	3
Lockpicking	3
Streetwise	3
Spanish (dialectal)	5
Traveler	3
AKs (11- each): South America, Central America and the Caribbean	3
Additional Cost:	23

LAW ENFORCEMENT PACKAGE DEALS

This selection of Package Deals is for characters with a background in law enforcement, whether at the local, state, or federal level.

Typical Goals and Motivations: The attitudes and goals of law enforcement personnel can vary greatly from officer to officer. Many are intent on doing the best job they can, while others are corrupt and only interested in getting rich by exploiting their position. Some are caring and compassionate individuals who genuinely want to help people, but a few are macho swaggerers who get a big kick out of wearing a



gun and pushing people around. However, one motivation that almost all officers tend to have in common is that they are always cautious, suspicious, "paranoid" and on the lookout for danger. Because their lives are always on the line, and everything they do is subject to scrutiny by a hostile media and other special interests, this "circling of the wagons" attitude is often understandable.

Typical Abilities: Policemen are generally fit and physically capable individuals. Many of them have some form of martial arts training (for example, Commando Training in the form of basic self-defense techniques). They are perceptive and have good memories, because their job requires those sorts of mental skills. Lastly, because they have seen so many terrible things, many of them are very hard to impress (high PRE).

Suggested Disadvantages: Watched by the media or the Internal Affairs Department; DNPCs (such as their family); Psychological Limitations such as "Always Cautious And Suspicious," "Corrupt Cop," "Protective Of Innocents," or "Trigger-happy;" Reputation; Age; Hunted by a criminal they once put in jail.

Roleplaying Tips: The nature of law enforcement work demands that officers and agents be assertive, self-confident individuals, and this should be reflected when they are role-played. Most of them are also willing to tell "war stories" if prompted.

POLICE OFFICER

This Package Deal is for local and state police officers, whether a city cop on the beat, a homicide detective, a county sheriff's deputy or a State Highway Patrolman. Police training varies from jurisdiction to jurisdiction, so GMs who are willing to do a little extra research may be able to "customize" this Package to fit particular cities or locales.

POLICE OFFICER	
Skills	Cost
Perk: Fringe Benefit: Local Police Powers	2
Perk: Fringe Benefit: Weapon Permit	2
Bureaucratics	3
Criminology, 8-	1
Streetwise, 8-	1
WF: Small Arms	2
WF: Nightstick/Tonfa	1
KS: Criminal Law and Procedure, 11-	2
PS: Police Officer, 11-	2
Choose two of the following:	6
Acting; Animal Handling (for police dogs); Combat Driving; Concealment; Criminology (to full roll); +1 with Pistols or Shotguns; Deduction; Demolitions; Disguise; +1 PER; Fast Draw; Interrogation; Paramedic; Shadowing; Stealth; Streetwise (to full roll); Tactics; one relevant KS, PS, or SC (such as PS: Accountant or SC: Forensic Pathology; 3 points)	
Disadvantages	
Package Bonus	-3
Watched by own Police Department, 8-	-10
Total Cost:	9

THE BUREAU OF ALCOHOL, TOBACCO, AND FIREARMS

The BATF is a federal law enforcement agency under the Department of the Treasury. Its focus is on violators of (you guessed it) federal alcohol, tobacco and firearms laws. The BATF is headed by a Director, who is appointed by the President. The agency has five regional offices, with resident offices in every state and all major cities, and two criminalistics laboratories. Its duties range from the mundane (checking firearm serial numbers, ensuring firearms industry compliance with federal regulations) to the dangerous (seizing guns and explosives from criminals).

BATF AGENT	
Skills	Cost
Criminology	3
Deduction	3
Streetwise	3
Weaponsmith 11- (Slugthrowers)	3
WF: Small Arms	2
Perk: Fringe Benefit: Federal Police Powers	3
Perk: Fringe Benefit: Concealed Weapon Permit	2
KS: Federal Criminal Law And Procedure 11-	2
PS: Federal Law Enforcement Agent 11-	2
Choose any one of the following:	3
Bureaucratics; Combat Driving; +1 with three related weapons; Concealment; Demolitions; Paramedics; Stealth; Tactics	
Disadvantages	
Package Bonus	-3
Watched by the BATF, 8-	-10
Total Cost:	13



THE DRUG ENFORCEMENT ADMINISTRATION

The DEA, an agency of the Department of Justice, is the federal government agency with primary responsibility for enforcing federal drug trafficking laws. Its mission includes the interdiction of drug shipments, prevention of drug sales, drug awareness education and the monitoring of legal transactions in dangerous drugs.

The DEA began as the Bureau of Narcotics under the Treasury in 1930. In 1968 the Bureau was transferred to Justice and merged with the Bureau of Drug Abuse Control to form the Bureau of Narcotics and Dangerous Drugs. In 1973, it was renamed the DEA.

The DEA is run by an Administrator, who is appointed by the president and who reports to the Director of the FBI. It has nineteen divisional field offices and three foreign offices, and frequently works with state and local police officers in anti-drug "task forces." Its field personnel are known as "special agents."

The DEA maintains several databases and intelligence programs which contain information on and monitor the drug trafficking trade. The most important of these are NADDIS (the Narcotics And Dangerous Drugs Information System); STRIDE (System To Retrieve Information from Drug Evidence); and EPIC (the El Paso Intelligence Center, which collects information about drug traffickers and trafficking from all over the world and disseminates it to federal and state agencies).

DEA AGENT	
Skills	Cost
Concealment	3
Streetwise	3
Stealth	3
WF: Small Arms	2
Perk: Fringe Benefit: Federal Police Powers	3
Perk: Fringe Benefit: Concealed Weapon Permit	2
KS: Federal Criminal Law And Procedure 11-	2
KS: Drug Trafficking 11-	2
PS: Federal Law Enforcement Agent 11-	2
Contact, 11-	2
Choose one of the following:	3
Acting; Animal Handler (for drug-detecting dogs); Bureaucratics; Combat Driving; Combat Piloting; +1 with Pistols or Rifles; Deduction; Disguise; Interrogation; Shadowing; Survival; Systems Operation; Spanish (completely fluent)	
Disadvantages	
Package Bonus	-3
Watched by the DEA, 11-	-13
Total Cost:	11

THE FEDERAL BUREAU OF INVESTIGATION

The FBI, the premier federal law enforcement agency, is a part of the Department of Justice. Its mission is to enforce federal law and investigate alleged federal crimes that are not the province of some other agency (these include, but are not limited to, drug trafficking [the FBI and DEA share jurisdiction over these crimes], bank robbery, auto theft and car-jacking, racketeering, terrorism, espionage and treason against the United States and mail and wire fraud [which are a part of most white-collar crimes]).

The FBI began in 1908 as the Bureau of Investigation, which was known as an inefficient and often corrupt organization. This changed with the appointment of J. Edgar Hoover as Director in 1924. Hoover established rigorous requirements and standards for his men (for example, special agents had to have a college degree, and all appointments were on the basis of merit). In succeeding years his standards gave the Bureau (which was renamed the FBI in 1935) a reputation for excellence. Hoover led the FBI until his death in 1972.

The FBI, which is headquartered in Washington, D.C., is headed by a Director who is appointed by the President for a term not to exceed ten years. It has ten divisions and 59 field offices. Its functions are split among three "branches." The first is Law Enforcement Services, which itself is divided into three subsections: Identification (which maintains the world's largest fingerprint library, with more than 200 million prints); Training (which runs the FBI National Training Academy at Quantico, Virginia, and also gives seminars and conferences for state and local law enforcement officers); and Laboratory (which runs the world's largest and most advanced criminalistics laboratory; it is divided into "units" such as Serology Unit, Firearms Toolmark Unit, Explosives Unit, and so forth).

The second "branch" is Administration. The third is Investigations, which is composed of the Domestic Intelligence Division, the General Investigative Division, and the Special Investigative Division.

Within the FBI there are specialists in all law enforcement fields. For example, part of the FBI National Training Academy is the National Center for the Analysis of Violent Crime (NCAVC), which runs the Violent Criminal Apprehension Program (VICAP) and the Behavioral Sciences Unit. The special agents in this department are experts in the field of criminal psychology, criminal profiling, and violent crime (including serial killers and rapists), and their assistance is often invaluable in apprehending such criminals. Other special "departments" of the FBI deal with organized crime, terrorism, spying, and similar crimes. The FBI even has its own anti-terrorist squad, the Hostage Rescue Team.

One of the FBI's most important functions is to maintain databases on crime and criminals and to assist state and local police forces when necessary. The best example of this is the FBI's National Crime Information Center (NCIC), a nationwide computer database containing information on criminals and their records, stolen firearms, vehicles, and other items, and wanted persons.

FBI agents are referred to as "special agents." Many of them bring skills in law, accounting, languages, or other fields to their job.

FBI AGENT

Skills	Cost
Deduction	3
Streetwise	3
Stealth	3
WF: Small Arms	2
Perk: Fringe Benefit: Federal Police Powers	3
Perk: Fringe Benefit: Concealed Weapon Permit	2
KS: Federal Criminal Law And Procedure 11-	2
One KS or Science appropriate to the special agent's concentration (e.g., Psychology/ Criminal Psychology for a member of the Behavioral Sciences Unit), 11-	2
PS: Federal Law Enforcement Agent 11-	2
Contact, 11-	2
Choose one of the following:	3
Acting; Bureaucratics; Combat Driving; +1 with Pistols; Computer Programming; Concealment; Criminology; Disguise; Forensic Medicine; Gambling; Interrogation; Paramedics; Shadowing; Survival; Systems Operation; one Language (completely fluent)	
Disadvantages	
Package Bonus	-3
Watched by the FBI, 8-	-10
Total Cost:	14



THE SECRET SERVICE

The United States Secret Service is an agency of the Department of the Treasury. It is composed of two "branches." The first, the uniformed branch, protects the White House and some other federal buildings, such as embassies. The second consists of special agents who are bodyguards for the president, vice-president, past presidents, major presidential candidates, all of these persons' families and certain other individuals. More importantly for character creation purposes, the second branch of the Secret Service also has jurisdiction over counterfeiting, forging, and financial crimes.

The USSS is headquartered in Washington, D.C., is headed by a Director, and has three major offices and five departments (such as the Office of Protective Research and the Office of Investigations).

Players who are willing to inject a little comedy into their characters might add this Disadvantage to the Package Deal: Distinctive Features: Serious-Looking Person In A Nice Suit And Sunglasses With A Radio Wire In His Ear Who's Standing Off To The Side Trying To Look Inconspicuous (easily concealed): 5 points.

SECRET SERVICE AGENT

Skills	Cost
Forgery	3
Streetwise	3
WF: Small Arms	2
Perk: Fringe Benefit: Federal Police Powers	3
Perk: Fringe Benefit: Concealed Weapon Permit	2
KS: Federal Criminal Law And Procedure 11-	2
KS: Financial Crimes And Frauds 11-	2
PS: Federal Law Enforcement Agent 11-	2
PS: Bodyguard 11-	2
Choose one of the following:	3
Acting; Bureaucratics; +1 with Pistols, Rifles or SMGs; Criminology; Deduction; Disguise; Interrogation; Survival; Tactics	
Disadvantages	
Package Bonus	-3
Watched by the Secret Service, 8-	-10
Total Cost:	11

INTERPOL

Interpol, the International Criminal Police Association, is not an actual law enforcement agency *per se*. Rather, it is a world association of national police forces who work together to exchange information about crime and criminals for their mutual benefit. Thus, Interpol has no agents or officers; cannot investigate crimes, make arrests, or seize evidence; and must act within the bounds of each member nation's laws when in that nation.

Interpol was founded in 1923 by the Second International Police Congress. It is headquartered in France, and is not affiliated with the United Nations or based on any treaty; it has its own constitution and operates on the cooperation of its member states. It is led by a General Assembly, a governing body which makes all major policy decisions. These decisions are implemented by the Executive Committee, a body of thirteen members whose seats are divided among the different continents in a roughly equal fashion. The current membership is more than 130 nations around the world.

Day-to-day decisions and administrative concerns are handled by the General Secretariat, which is split up into divisions (such as Police Division, which is in charge of the databases about criminals). Other divisions are legal and technical reference services, financial services, and so forth.

Interpol's primary function is to collect and disseminate data about crime and criminals, and to arrange for the law enforcement officers of one member nation to conduct investigations in other member nations. This is done through a system of National Central Bureaus (NCBs) which are linked by the International Police Telecommunications Network (IPTN). In the United States, the USNCB is part of the Department of Justice; it spreads information to federal and state law enforcement agencies via NLETS, the National Law Enforcement Telecommunications System. Interpol also transmits notices of wanted criminals and certain stolen items, holds seminars and conferences, and conducts research on criminological subjects. However, in the interest of being fair to all member nations, Interpol will not work on any crime which involves political, military, religious, or racial concerns.

Because Interpol has no "agents," just researchers and administrators, no Package Deal is given for it. Characters who are Hunted by Interpol are actually the subject of intense investigation by Interpol, which passes information on to local law enforcement agencies wherever the character is.

ESPIONAGE TRAINING PACKAGE DEAL

This rather broad Package Deal is for characters whose background is in espionage and intelligence organizations. It is followed by a list of some of the world's major intelligence organizations. However, the Package Deal is "generic;" in other words, it is not tailored to any particular nation's espionage program, since that subject is beyond the scope of this book.

Typical Goals and Motivations: Spies generally fall into one of two classes: those who spy out of loyalty to their country (or some political cause); and those who spy for money or other considerations. However, all spies share two motivations in common: they want to complete their mission; and they want to avoid being captured.

Typical Abilities: Many of the classic "spy skills" are reflected in the Package Deal. Other Skills may derive from the character's background before becoming a spy (the military, the diplomatic corps, and so forth), or may depend upon a spy's particular specialty (for example, an assassin will have a lot of combat-related skills and weapons, a master of disguise might have the Shape Shift Disguise non-powered Power). Spies often have a lot of Perks, too, such as International Driver's License or License To Kill.

SPY	
Skills	Cost
Stealth	3
Streetwise	3
WF: Small Arms	2
KS: The Espionage World 11-	2
PS: Spy 11-	2
Any two Contacts, 11- each	4
Choose two of the following:	6
Acting; Bribery; Bugging; Bureaucratics;	
Combat Driving; Combat Piloting;	
+1 with Pistols; Computer Programming;	
Conversation; Cryptography; Deduction;	
Demolitions; Disguise; Electronics; Forgery;	
Gambling; High Society; Interrogation;	
Jack Of All Trades; 1-3 Languages	
(3 points worth); Lockpicking; Mimicry;	
Persuasion; Scholar; Scientist;	
Security Systems; Seduction; Shadowing;	
Sleight Of Hand; Systems Operation;	
Tactics; 1-3 TFs (3 points' worth); Traveler	
Disadvantages	
Package Bonus	-3
Watched by own Agency, 8-	-10
Total Cost:	9



Suggested Disadvantages: Most spies are Hunted by the enemy and Watched by their own side. Other possible Disadvantages include Psychological Limitations like "Paranoid," "Thrill seeker," or "Loves A Good Challenge;" a Reputation as a master spy; Age; Rivalry with other spies; and DNPCs (latest girlfriend, family, or similar choices).

Roleplaying Tips: Male spies are usually portrayed as handsome, dashing men of great confidence and ability, whether they are infiltrating an enemy base, gambling the night away, or seducing information out of a female enemy agent. Female spies are usually mysterious and seductive, but this outward demeanor may mask a woman of iron will and vicious intent.

MAJOR INTELLIGENCE AGENCIES OF THE WORLD

This section briefly describes some of the world's major intelligence agencies. It is organized by nation. This list is far from comprehensive; GMs who are willing to do a little research can come up with many more agencies.

BULGARIA

Bulgaria's espionage and secret police service is known as the DS (*Durzhavna Sigurnost*). Many of its operations have been on behalf of the KGB, which prefers to distance itself from certain missions (such as some assassinations) that DS is willing to carry out. Its other activities include gathering military and strategic intelligence and domestic counterintelligence operations.

CHINA

China's espionage agency is called Central Control of Information. Like other Communist spy agencies, its roles include monitoring the loyalty of the people to the government and spying upon other governmental agencies. However, it also engages in standard espionage activities, both in China and abroad. Some experts estimate that with its informers included, Central Control of Intelligence has approximately ten million agents.

CUBA

Cuba's espionage agency is the DGI (*Direccion Generale de Inteligencia*), which is based at Camp Matanzas outside of Havana. Once a close ally of the KGB, it now finds itself as one of the few remaining "true" Communist intelligence agencies. It is especially active in Miami and around Guantanamo Bay, the United States naval base in Cuba. In addition to its general intelligence-gathering role, the DGI also trains revolutionaries and guerrilla warriors in other Third World countries.

FRANCE

France has several espionage agencies of note. The first is the *Deuxième Bureau* ("Second Bureau") which analyzes military intelligence. Next is the *Direction Générale de la Sécurité Extérieure* (DGSE), which collects intelligence data and conducts counterintelligence and covert operations. It also has some role in combating drug trafficking. Last is the *Direction de la Sécurité du Territoire* (DST), which is responsible for counterintelligence and the internal security of France.

GERMANY

The primary German intelligence agency is known as BND (*Bundesnachrichtendienst*, or Federal Intelligence Service). It has three divisions: the First Division engages in covert operations and subversion missions; the Second Division is for counterintelligence; and the Third Division gathers intelligence from foreign countries (note that the BND does not have a division for analyzing and evaluating the intelligence it collects; it leaves this to the German government). The BND is a large, powerful organization with a reputation for efficiency and skill.

Before East and West Germany merged, the East had its own intelligence agencies. Chief among these was *Stasi*, the dreaded East German secret police. Stasi reportedly attempted to keep a file on every East German, and its intelligence network is said to have included as many as half of the citizens. Since reunification, Stasi has been abolished, but presumably many of its former agents are still working somewhere, whether for other nations or for themselves.

ISRAEL

As a small state surrounded by many enemies, Israel places great value on intelligence-gathering. It has several intelligence agencies, chief of which is the Mossad (Office of Intelligence and Special Missions), a small agency which is nonetheless regarded as efficient and sometimes cruel. It is said to be able to call on a worldwide network of Jews for assistance in its foreign intelligence operations. An interesting account allegedly describing its training and missions procedures can be found in *By Way of Deception*, by Victor Ostrovsky and Claire Hoy. Other Israeli espionage agencies include Modi'in (Army Intelligence) and SHABAK (an internal security agency).

JAPAN

Japan's *Koan Choa Cho* (Public Security Investigation Agency) is responsible for collecting political and economic intelligence. The Japanese also have a small and somewhat ineffectual military intelligence agency which gets a lot of non-classified data from the United States.

RUSSIA

Even though the USSR has collapsed and become many different nations, it is worth knowing something about the USSR's intelligence agencies, since they still wield some influence and power in Russia (and may in the future regain their old power). The best-known Soviet agency is the infamous KGB (*Komitet Gosudarstvennoi Bezopasnosti*, Committee for State Security). Besides its world-wide functions as an espionage agency, the KGB is in charge of Soviet internal security and acts as a feared secret police.

The KGB's fearsome reputation has been due in part to its extreme caution and willingness to play for long-term goals. Its operations include not only standard intelligence-gathering and analysis, but the sponsorship of terrorism, subversion of enemies of the Soviet state, and outright assassination of enemies (often with the help of the DS, GRU, or SMERSH). It employed about half a million people throughout the world. Its present role in post-collapse Russia is approximately the same as its role in the Soviet state, except that it is no longer as large or powerful as it once was.



Another important Soviet agency is the *Glavnoye Razvedyvatelnoye Upravlenie* (Chief Intelligence Directorate of the Soviet General Staff), or GRU. Agents of the GRU, who are fierce rivals of the KGB, are considered to be vicious, brutal men who prefer direct action over the KGB's stealth and maneuvering. GRU activities include industrial espionage and aiding guerrilla warfare in enemy countries, but its primary focus is gathering military intelligence.

Last but not least, SMERSH, *Smert Shplonen* ("Death to Spies"), is the Soviet agency in charge of assassination, kidnapping and similar activities. Its agents were considered cold, cruel professionals; they used many exotic devices. In the 1980s it was merged with the KGB, becoming that agency's Third Directorate.

UNITED KINGDOM

The primary British intelligence agencies, MI-5 and MI-6 (Military Intelligence 5 and 6; actually now officially known DI-5 and DI-6 for "Defense Intelligence"), are well-known to fans of the "James Bond" movie series. MI-5, Security Service, is responsible for counterespionage and national security, and divides its duties between six branches designated A through F. MI-6, Secret Intelligence Service, is in charge of foreign espionage operations. It is an extremely secretive agency thought to have about 3,000 agents. These agencies have a long tradition of excellent service and were the models for the intelligence agencies of many other nations.



UNITED STATES

The American government has several intelligence agencies of note. The main one is the Central Intelligence Agency (CIA), which is headquartered at Langley, Virginia. It is an executive branch agency with approximately 25,000 employees (of which about one-fifth to one-third are agents), making it the largest intelligence agency in the world at the present time. It is responsible for gathering all sorts of foreign intelligence and information and for domestic counterespionage (the latter responsibility is shared with the FBI). It has four Directorates: Administration, Intelligence, Operations, and Science and Technology. The Directorates are further divided by the geographic region they are responsible for. United States law forbids it to commit assassinations or engage in domestic spying.

The DIA, Defense Intelligence Agency, is the United States's main military intelligence agency. It has subordinate branches in each of the American military services, and also assigns military attaches to American embassies.

The National Security Agency (NSA), headquartered at Fort Meade, Maryland, is probably the United States's most secret intelligence agency. Its primary responsibilities are to gather and analyze electronic intelligence and communications, analyze intelligence data, make and break codes, and help other agencies plan missions. Its computer resources, information network and technical capabilities are among the best in the world.

FICTIONAL ESPIONAGE AGENCIES

In the world of *Dark Champions*, the GM need not limit himself to real-life intelligence agencies—he is perfectly free to make up his own. Here are two examples of fictional espionage organizations:

THE INTERNATIONAL SOCIETY FOR THE UNITY OF NATIONS

ISUN was founded in 1951 by William Cooper, a wealthy Englishman who believed that the United Nations was not living up to its stated goals. Cooper thought that all nations of the world should be merged into one, with a single government and language (he assumed that the government would be a parliamentary democracy or republic, similar to England, and that the language would be English or Esperanto). Accordingly, he used his wealth to establish an organization which would, as he put it, "truly work towards the goal of a unified world."

On the surface, ISUN appears to be little more than a lobbying and research organization devoted to the cause of world unity. In fact, it maintains an extensive network of spies and hidden operatives who work in secret to unite the planet under a single government. These spies collect data and conduct paramilitary operations intended to bring about the merger of governments (primarily by causing weak countries to collapse so that other nations absorb them). ISUN's elite spies are referred to by their nationality (i.e., the Welshman, the Frenchman, the Afghan) to illustrate symbolically that men from all over the world can and should work together for the cause of world unity.



ISUN has suffered many setbacks in recent years, as the large nations of Eastern Europe have fragmented into many smaller countries, but it still works doggedly towards its goal. Depending on how the GM wishes to portray it, it can be a nobly-minded organization with a vigilante-like outlook, or it can be a vicious, anarchistic group of government-topplers.

ISUN's symbol is, appropriately enough, an eye set inside a stylized sunburst.

THE WORLD SECURITY BUREAU

The World Security Agency (WSB) is an extremely secretive organization that is thought to have had shadowy associations with NATO and many Western nations during the Cold War. Its origins, structure, and leaders are generally unknown. Since the end of the Cold War the WSB has been reworking its priorities to concentrate on preventing Third World instability and terrorism, and has also begun focusing heavily on Communist China. Agents of the WSB are reputed to have advanced ninjutsu training.

MISCELLANEOUS PACKAGE DEALS

PRIVATE INVESTIGATOR

Even though most of a private investigator's jobs are relatively dull and mundane work, the PI will be forever enshrined in American thought as an adventuresome rogue who's constantly getting himself into trouble and has to get himself out again using his deductive skills, wits, and ability to shoot quickly and accurately. PIs may be portrayed as grim or unlucky, but never as truly bad figures; they are always capable of self-redemption and heroism if the cause is true (and the money is good).

Typical Goals and Motivations: PIs from the 1930s onward have tended to have the same motivations and outlooks on life. They of course want to solve mysteries and ensure that murderers and crooks get their just desserts (and that their client goes free). There is usually a woman whose heart they are trying to win. And last but not least, they're always in need of money and looking for honest ways to get more. In other words: get the bad guy, get the girl, and get the money.

Typical Abilities: Private eyes are usually an intriguing mix of smarts and physical prowess. Their ability to figure out mysteries is often astonishing, and they are otherwise quick-witted, clever, and perceptive. They are also good in a fight and are accurate shots. They may also have Knowledge Skills and Contacts from earlier careers (such as the military or an intelligence agency).

Suggested Disadvantages: Hunted by various crooks; Watched by the police; DNPC (latest client or girlfriend); Reputation; Psychological Limitations like "Sucker For A Pretty Face," "Greedy" or "Can't Resist A Mystery."

Roleplaying Tips: Private eyes often seem to come in two varieties: the good-looking man-of-danger type, like TV's Magnum, P.I.; and the scruffy, down-on-his-luck street investigator. Other traits or interests can be added as desired to create a fairly well-rounded character with a surprise here and there.

Skills	Cost
Criminology	3
Deduction	3
Shadowing	3
Streetwise	3
Perk: Fringe Benefit: PI's License	2
Perk: Fringe Benefit: Weapon Permit	1
KS: [Campaign city] Underworld 11-	2
Well-Connected	3
Any three Contacts, 11-	3
Choose any one of the following:	3
Acting; Bribery; Bugging; Combat Driving; Computer Programming; Conversation; Disguise; High Society; Interrogation; Lockpicking; Security Systems; Stealth	
Disadvantages	
Package Bonus	-3
Total Cost:	23



CHAPTER TWO: CAMPAIGN CREATION AND GAMEMASTERING

This chapter contains information to assist the GM in running his campaign. In addition to a general discussion of group play in the street-level genre, there is extensive information on criminal psychology, advanced forensics and drug trafficking.

TEAM PLAY IN THE STREET-LEVEL GENRE



One difficulty that many GMs encounter when they first sit down to plan a *Dark Champions* campaign is solving one of the fundamental problems of the genre (from a roleplaying perspective): street-level heroes are usually portrayed as solo heroes, but gaming is primarily a group-oriented activity. It's often hard to get a group of vigilante PCs to work as a team without making the game seem too much like a standard superhero team comic book.

However, it's not impossible to come up with group or "team" campaigns which work properly in the street-level genre, if the GM is willing to "tailor" his campaign a little. The first thing to do is inform the players before they start to design characters that all PCs are expected to work reasonably well in a group. Conflicting opinions, viewpoints and "working styles" are all right—in fact, from a roleplaying perspective, they're usually preferable, provided they don't put too much of a strain on the game—but there shouldn't be any "Loners" in the group or any other PC types which are likely to completely ignore (or even harm) the "group atmosphere" of the campaign.

The second and equally important thing for the GM to do is figure out in advance what type of team he wants for the campaign. The type of team the GM chooses will be a major influence on the campaign and the way it is conducted. For example, a Vigilante Squad is going to remain primarily in one city, and its adventures will be more the standard "vigilantes versus the underworld" style, but a Special Missions team is probably going to be traveling all over the world and getting involved with espionage-oriented adventures. Several different types of teams are described below.

TYPES OF STREET-LEVEL TEAMS

FREELANCE MERCENARIES FOR TRUTH, JUSTICE AND THE AMERICAN WAY

This team consists of two or more characters who perform good deeds for money. Usually the characters have a common background or "origin" (for example, they all served in the same military unit or worked for the same espionage agency). Now they make their living traveling around the country, hiring themselves out to anyone with a problem that needs solving—provided that the cause is true and just. For example, a small-town sheriff who is concerned about the disappearances of some local kids but can't find them or get any "official" help might get in touch with a group like this and offer to use his life savings to hire them to find the kids. The

mercs take him up on his offer, investigate and finally track the kids to an abandoned factory in the next county—drug dealers have kidnapped them to use as slave labor and guinea pigs in a designer drugs experiment! The mercenaries get in a few fights with the drug dealers, and eventually they rescue the kids, mop up the operation and kill or capture the traffickers. The grateful sheriff offers them the money, but they turn him down, not only out of the goodness of their hearts but because they recovered enough cash from the drug factory to cover their expenses. Plenty of similar scenarios can be found in television shows like *The A-Team* and (in a less team-oriented format) *The Equalizer*.

THE SEVEN SAMURAI SYSTEM

This group concept uses the *victim* to bring a group of otherwise solo characters together. As a plot device it doesn't work well for a continuing campaign (too many coincidences spoil the game, so to speak), but it's great for one-shot adventures or as a way to encourage PCs to form a team on their own.





What basically takes place is this. One or more crime victims, in need of assistance, goes on a recruiting mission, and manages to convince the PCs to help him. Part of this scenario may involve intensive roleplaying as the characters get to know each other and adjust to each other's quirks.

As an example, suppose that residents of a particular neighborhood are concerned about the presence of drug dealing on their streets. The dealers are so slick that the cops can't seem to catch them or put them away for good. Following a heated Neighborhood Association meeting about the matter, each of five residents takes it upon himself to go out and find someone to solve the neighborhood's problem. Each neighbor is successful, recruiting one of the PCs. At the next Neighborhood Association meeting, each brings his savior forth, only to discover that four of his friends have had the same idea. Either out of pity or idealism, the PCs will now be motivated to work together to clear the drug dealers out of the neighborhood.

SPONSORED TEAMS

The concept of the "sponsored" team is probably the most common team idea in the street-level genre. It involves a powerful group (usually a government) or person who is willing to get the characters together and give them a reason to work as a team.

Within this rather loose framework the GM should be able to construct just about any sort of campaign he wants. Some of the more common examples include:

THE ANTI-TERRORISM SQUAD

This team was discussed in *DC:HOV* on page 19. Briefly, it is an elite force of soldiers who are sent around the world to defuse hostage situations, retaliate against terrorists, and conduct similar anti-terrorism operations. The sponsor is almost always a government of some sort.

THE MYSTERIOUS PATRON

This team's origin centers around a single individual, usually mysterious and always quite wealthy, who brings the PCs together to crusade for some noble goal of the patron's (such as destroying the Mafia, cleaning up the streets, and so forth). The Patron does not adventure with the PCs, but merely funds them, encourages them and passes them information.

For example, take Irene Smallwood Dubois. Now an aging and wealthy widow, back in the 1930s she fought crime as the Velvet Phantom, partner and wife of the enigmatic crime fighter known only as the Raven. The Raven also had a wide circle of contacts and aides, a group he called the Midnight Brigade. After World War II, the Champions of Justice disbanded, and she and the Raven were content to return to a normal life. However, a few years ago the Raven was shot to death by a gang member when he tried to prevent a convenience store robbery. Irene has decided to do something with the money her husband left her to safeguard the innocents of the city from criminals like the one who murdered him. After following reports of the individual PCs for several months, she decides to re-form the Midnight Brigade as a modern squad of crime fighters. She sends a mysterious note to each PC, summoning him to a meeting "to discuss a proposal of mutual interest"...and thus a campaign begins.

Sound a lot like a superhero team comic book? There are similarities, but if the GM carefully avoids the more outlandish comic-book "bits," it works as a street-level concept. For example, the GM should be sure not to have any of the superheroic clichés, like big fancy hidden bases full of robots and mystic talismans—instead, he should give the characters a small but efficient headquarters which is sort of like a cross between a police records room and a war planning room, perhaps with a few high-tech touches. Old warehouses and similar locations are good places to hide this base.

THE SPECIAL INVESTIGATIONS TEAM

This group is based in some law enforcement agency, such as the local Police Department or the FBI. The PCs are the officers who make up this "task force;" their job is to investigate and solve crimes which baffle other units or which call for city-wide (or nation-wide) jurisdiction. The group can range from an entirely detective-based investigative unit to a team of field agents engaged in undercover work to a SWAT team of some sort.

THE SPECIAL MISSIONS TEAM

This espionage-oriented team is given the assignments no one else can handle, whether they be assassination, infiltration or elaborate con games designed to change a politician's opinions about something. The group is usually sponsored by a particular government, but may be part of the United Nations or a fictional agency created by the GM. The various *Mission: Impossible* television shows best epitomize this type of team. An interesting variation on the concept was featured in the movie *Sneakers*, where a highly-skilled tech-team was tricked into working for a sponsor and had to figure a safe (and profitable) way out of the situation.

THE TEAM-UP SYNDROME

This method works best for unstable gaming groups where the GM can never be absolutely sure which players will show up from week to week. All it involves is arranging for the different PCs to meet during the course of the adventure and getting them to agree to work together. Sometimes certain street-level characters are so frequently seen working together that they are almost a team, and this method simply exploits this storytelling device for the GM's benefit. However, it works poorly if used for long periods of time, since the characters might as well form a team if they are going to work together so often.

UNDERLINGS

This sort of team is similar to the "Mysterious Patron" discussed above, with one important difference: the patron is an active crime fighter himself, someone who gets out in the field and gives orders to his "men." The archetypical examples from literature are The Shadow and his team of agents and Doc Savage and his men, but the concept works very nicely in the modern day. The GM needs to decide in advance whether the "boss" will be one of the PCs (which means giving one player a character who is more powerful than the other PCs) or an NPC. For this campaign type, the latter is usually the better route to take, since it keeps things equal between the players.

THE VIGILANTE SQUAD

The Vigilante Squad is similar in some ways to the "Underlings" concept, but with important differences. There is a central character, the vigilante, but instead of "agents" he has a small group of assistants who help him in his war on crime. The assistants generally conform to a few stereotypes: the gadgeteer and technical wizard (usually a black or other minority member); the pilot (may also be the gadgeteer); the female character (usually in charge of communications or disguise/undercover work, and probably in love with and/or "involved with" the vigilante); the con man and sneaky tricks expert (may also be talented at disguise and acting); and the martial artist (may be combined with another character type). Examples of this sort of group can be found on the television show *Dark Justice*.

Unlike the Underlings campaign, the vigilante should be a player character, and should have more points (at least a few) than the other PCs. However, each scenario should be structured so that at least one assistant is as important and useful in that scenario as the vigilante—otherwise, why would he need them?

Example: Bruce decides to run a team-based "Dark Champions" campaign, and settles on this background story: after years of working as a public defender, Lance Barron finally became fed up when a "client" he'd gotten released on a technicality raped and killed his wife. Barron decided to become a vigilante, making up for all the legal tricks he'd pulled in the courtroom. He christened himself "The Verdict" and used his contacts to recruit a group of like-minded assistants: Jack Gideon, a computer expert and ex-football player; Stefan Petra, smooth-talking con man and karate expert; and Kelly Taylor, beautiful former spy and Barron's current romantic interest. Bruce decides that Barron, as the main character, will be built on 150 points, and that the other three will be 100-point characters. This gives The Verdict an edge over his assistants, but not enough of one that he doesn't need them to pull his fat out of the fire on occasion.



CRIMINAL PSYCHOLOGY

The field of criminal psychology is concerned with the psychological roots and causes of criminal behavior. This information is used not only to try to cure criminals of their illegal tendencies but to "profile" criminal types in an attempt to help law enforcement predict their actions and catch them. Psychological profiling has scored its most dramatic successes with violent offenders such as serial killers and rapists, but it is useful with other types of criminals as well.

In order to provide a proper perspective on the subject, this chapter will discuss not only "pure" criminal psychology, but also the broader field of abnormal psychology (with, of course, an emphasis on those aspects which are useful for gaming purposes). The discussion of the different types of psychological deviancy includes Psychological Limitation values for many of these problems.

Two aspects of the field of abnormal psychology are not going to be discussed in this section at all, because they are beyond the scope of this book and are usually unimportant for gaming purposes. The first is different schools of psychological theory, such as Freudianism, behaviorism and humanism. The second is methods of therapy and cure.

This section is based primarily on the organizational scheme of the *Diagnostic and Statistical Manual of Mental Disorders, III* (DSM-III), the standard medical reference on the subject. Further information on abnormal psychology can be found in the textbooks listed in the Bibliography.

AN OVERVIEW OF ABNORMAL PSYCHOLOGY

Briefly, abnormal psychology can be divided into three broad fields. The first is neuroses and emotional disorders. Neuroses are disorders of mood and emotion. They do not involve extreme distortions of perception or serious mental disturbances (as do the psychoses). Examples of neuroses include phobias, anxiety states, obsessive/compulsive disorder, somatoform disorders (complaints of pain or other symptoms with no organic basis) and affective disorders such as depression and manic-depressiveness.

The second major field is known as social and personality problems. It includes a variety of personality disorders (such as antisocial personality disorder, the cause of much criminal behavior), substance abuse disorders and psychosexual disorders.

The last field is the schizophrenias and paranoias, often referred to as psychoses. Unlike neuroses, psychoses involve extreme disruptions of thought, perception, behavior and emotion.

THE NEUROSES AND EMOTIONAL DISORDERS

As briefly described above, the neuroses involve disorders of emotion and reactions to stress. Those who suffer from neuroses are often anxious, unhappy, guilt-ridden or even panicky, but they do not suffer from extreme personality disorganization or distortions of reality. They are not especially likely to become violent. Many neuroses are mild enough that characters should either take only a few points for them as Psychological Limitations, or should simply use them as roleplaying tools for which they receive no points.

The neuroses are divided into four subcategories: anxiety disorders, somatoform and dissociative disorders, psychophysiological disorders and affective disorders.

ANXIETY DISORDERS

Anxiety disorders are emotional disorders which involve excessive levels of anxiety or fear. They include phobic disorders, anxiety states and post-traumatic stress disorder.

PHOBIC DISORDER

This disorder, commonly known as phobia, involves a life-disturbing fear of some phenomenon. The fear is so strong that it drives the sufferer to avoid the cause of it as much as possible; in severe cases, victims may collapse or become totally incapacitated by their fear. Examples include: acrophobia (heights); agoraphobia (open spaces, an especially common phobia); astraphobia (storms, thunder, and lightning); claustrophobia (enclosed places); hematophobia (blood); mysophobia (contamination and germs); nyctophobia (darkness); pathophobia (disease); pyrophobia (fire); and zoophobia (animals or a specific type of animal).

Phobias are very common as Psychological Limitations (for example, Bulldozer's "Fear of Spiders" [arachnophobia], Freon's pyrophobia, and Sniper's agoraphobia). The point value depends on how common the feared phenomenon is and how strong the character's fear reaction is; usually the total will be 10 or 15 points. Higher point totals usually indicate a very common phenomenon or a severe reaction, and may incapacitate the character so frequently that they are not worth taking.

ANXIETY STATES

Anxiety states include panic disorder (sudden, inexplicable "panic attacks," with accompanying physical symptoms such as labored breathing), generalized anxiety disorder ("free-floating panic," a chronic state of unfocused anxiety), and obsessive-compulsive disorder. Only the last of these is likely to be important in a *Champions* game.

Obsessive-compulsive disorder is a rare psychological disorder. The sufferer experiences persistent, irrational obsessions and/or compulsions which are so strong that they interfere with daily life. In general, they are thought to be caused by a rigid or overactive conscience or by feeling of inadequacy and vulnerability (the obsessive/compulsive "routine" shields the sufferer from these fears by making life predictable and "safe").

Obsessions are strong, recurring thoughts about something. They generally seem irrational to the sufferer, but that does not prevent them from occurring. Examples include obsessive doubts or fears ("Did I lock the door? I bet I forgot"); endless, obsessive chains of thought; obsessive impulses to perform certain acts (often immoral or illegal acts, such as murder or vandalism); and obsessive images (recurring images of a seen or imagined event, such as a car accident).

In real life, obsessive people do not often act on their obsessions, but this is not the case with comic-book characters. Some characters' origins and activities center around their obsessions. Many vigilantes, such as the Harbinger of Justice, are obsessed with fighting crime. Some characters, such as Black Mamba, are obsessed with destroying a particular person or organization. As a Psychological Limitation, obsessions often have high point totals (as high as 20 or 25 points), because they are a central element of the character's conception. The exact total depends on just how driven a character is to perform the act(s) in question.

Compulsions are just that—a compelling impulse to do something (often an act with ritualistic qualities). The sufferer usually recognizes that the act is absurd or irrational, but still cannot prevent himself from doing it. A famous example from literature is Lady Macbeth's compulsive hand-washing, caused by her complicity in King Duncan's murder. Other examples include checking a door again and again to make sure it's been locked, examining one's pockets over and over for spare change, or a compulsion to repeat certain acts over and over again to "magically ward off danger."

In *Champion* terms, compulsions are usually represented as a roleplaying mechanic, not as a Psychological Limitation. For example, if a character is compelled to dust himself off every five minutes, the player should get up and mimic dusting himself off that way. Only if the compulsion seriously interferes with a character's lifestyle or capability to fight crime should the character receive Disadvantage points for it.

SOMATOFORM AND DISSOCIATIVE DISORDERS

Somatoform disorders are physical or health-related complaints for which no physiological cause is evident. They include hypochondriasis (a preoccupation with disease, usually accompanied by many illogical and baseless health complaints), conversion disorder (various forms of sudden paralysis, thought to be caused when the patient "converts" anxiety and psychological problems into a physical problem), and somatization disorder (recurring complaints of pain or other symptoms which have no discernible physical basis). Somatoform disorders are not common to comic-book heroes.

Dissociative disorders, on the other hand, are sometimes seen in comics and movies. They include psychogenic amnesia, psychogenic fugue and multiple personality.

Psychogenic amnesia occurs when a person becomes unable to recall certain information, such as who he is, who his friends are, where he lives, what he does for a living, and so forth. Basic skills (such as how to eat or how to drive) are usually not forgotten. Amnesia often covers everything that happened during a limited period of time, and occurs right after a particularly stressful event. However, it may include certain types of events over a longer period of time, or even cover the sufferer's entire life. Usually the amnesia eventually goes away, but this may take weeks, months, or even years. As a Psychological Limitation, psychogenic amnesia is usually worth 15-25 points, depending upon how much is forgotten over how long a period of time. Sooner or later the character should buy the Limitation off, signifying that he has been "cured."

A person suffering from psychogenic fugue not only has amnesia, but he moves away from his home and job and establishes a completely new identity somewhere else. Psychogenic fugue is usually brief, but may be a long-term problem in which the sufferer rationalizes away the "gaps" in his memory. Psychogenic fugue might make a good "origin story" for a *Champions* character: the stress of the event that gave the character his powers (and/or his desire to fight crime) also causes him to suffer from fugue. As the character gradually comes to question the blank spots in his memory, a mystery and a roleplaying opportunity will present itself for the GM to exploit. The character Sniper (*Champions Universe*, pages 117-18) has an origin something like this.

Multiple personality is the existence of two or more distinct personalities in one person. Multiple personality is a frequent subject of comics, television, and movies, where it is often mislabeled "schizophrenia." Normally each personality is different from the others (maybe radically so) and has its own well-developed emotions and thought processes. The personalities may or may not be aware of one another (usually if they are, the awareness is subconscious or indirect), and may or may not like each other. The personalities are generally aware of the "lost time" between their states of awareness. The change from personality to personality may occur abruptly, over a few minutes (which is the usual way), or may take place subtly over weeks or months. Multiple personality is a very rare psychological problem, and may be caused by a deep inner conflict between a person's beliefs and desires.

In *Champion* terms, there are two ways to handle multiple personalities. First, it can be taken as a Psychological Limitation (usually 15-20 points) if the change does not substantially affect a character's powers or game activities. If the change is that extreme, for example where one personality is a peace-loving, nonviolent hero and the other is a ruthless vigilante, a better way to handle the problem is with a Multiform, as described in *DC:HOV*, page 35.

AFFECTIVE DISORDERS

The last category of neuroses are the affective disorders, major depression and manic-depressiveness (or bipolar disorder). Major depression is a deep, prolonged sadness which usually disturbs the sufferer's sleep, eating and activity patterns. It is a frequent psychological problem and is more common in women. Depression is rarely taken as a Psychological Limitation for *Champions* characters.



Manic-depressiveness is a psychological condition characterized by alternating periods of depression and mania. Mania usually takes one of two forms: acute (in which the sufferer becomes bossy, violent and restless, and suffers from decreased morals, flight of ideas, possible hallucinations and impaired judgment and insight); and delirious (in which the sufferer becomes confused, excited, hyperactive, talkative, restless, disoriented, completely shameless and possibly violent, and may also experience vivid hallucinations). Most sufferers have a one to ten day period of relative normality between the "poles" of the manic-depressive cycle, but the schedule may be shorter or irregular. As a Psychological Limitation, manic-depressiveness should be handled like multiple personality, and the player should devise a method of acting out the extremes of behavior (for example, he might tap his fingers constantly whenever his character is in a "manic" phase, or be completely quiet when depressed).

PERSONALITY DISORDERS AND SOCIAL PROBLEMS

This is the second major category of abnormal psychology, and the one with the most relevance to the subject of criminal psychology.

PERSONALITY DISORDERS

Personality disorders are a group of personality traits that are so inflexible or ingrained that they impair an individual's social functioning. They usually begin in adolescence and last throughout life. In some cases, they are "less intense" versions of other psychological problems. In *Champions* terms, they should usually be taken as 5-10 point Psychological Limitations; extreme forms may be worth 15 points. For example, some swashbuckler characters might have histrionic personality disorder (5-10 points), and some villains are narcissistic, paranoid or schizoid (5-15 points, depending upon severity).

Some examples of personality disorders include:

Compulsive Personality Disorder:

These people are nit-picking perfectionists, intensely concerned with rules, schedules, and details. Their insistence that everything be done their way puts a great strain on those around them.

Dependent Personality Disorder:

Individuals who lack confidence and reliance in themselves, structure their lives around their relationships with others, and expect others to make decisions for them.

Histrionic Personality Disorder:

Sufferers are extremely dramatic and emotional, and express their feelings very easily. They frequently try to attract attention to themselves, and are often skilled manipulators who constantly demand things. They tend to bore easily and react angrily to petty problems, and are vain and shallow.

Narcissistic Personality Disorder:

An individual who has an inflated view of his own uniqueness, importance, and capacities. Narcissists tend to be extremely vain and exploitative. Some "master villain" types may suffer from this disorder, rather than from more extreme forms of schizophrenia (see below).

Paranoid Personality Disorder:

An individual who is excessively suspicious, argumentative, and sensitive, and is easily offended—"paranoid" in the lay sense of the word.

Schizoid Personality Disorder:

Persons who have trouble forming social relationships, whether friendships or romances. They have few (if any friends), and often seem to be stand-offish or "aloof," without compassion for other people.

ANTISOCIAL PERSONALITY DISORDER

In the field of criminal psychology, the most important personality disorder is antisocial personality disorder, more commonly known as sociopathy or psychopathy. Sociopathy has been described as the "prime criminogenic personality trait;" 3% of American men and 1% of American women are thought to have sociopathic personalities.

Sociopaths are characterized by the following traits:

- 1) They have an average or even above-average intelligence. Furthermore, they do not usually suffer from delusions or similar irrational thought patterns.



- 2) Sociopaths exhibit a great deal of superficial charm and friendliness, and often use this charm to get close to their victims and lull their suspicions. However, this outward affability masks several undesirable traits: a complete lack of deep and lasting emotion, including gratitude, sympathy and compassion for others; manipulateness; untruthfulness and insincerity; and a "pathological egocentricity" and completely self-centered viewpoint which prevents them from seeing themselves as others see them.
- 3) Sociopaths suffer from a deficient sense of emotions and arousal. In short, they feel much less, emotionally, than normal people do. They have a "hunger" for stimuli which often leads them to be thrill seekers, to become frustrated or bored easily, and to do extreme things to achieve emotional arousal (for example, to kill for pleasure).
- 4) An important corollary of (3) is that sociopaths feel no guilt or remorse for their deeds, nor any sense of shame. This prevents them from having any real conception of moral values or ethics. Even if the do pursue what would be considered a "responsible" goal, they do so unethically. They also feel little anxiety, and are able to act coolly and calmly in situations where others would panic (i.e., they have a higher than average PRE and/or EGO).
- 5) Sociopaths also suffer from an inability to be conditioned or to appreciate the long-term consequences of their actions. They live entirely for the moment and the stimulus it brings them, and are particularly prone to discount future events which may be bad or threatening. Thus, it is almost impossible to deter them from crime with the threat of punishment, and even if they are punished, they won't learn anything from it or cease their behavior afterwards. Sociopaths reject authority and seem not to realize that rules apply to them. They also cannot take on responsibilities or exercise good judgment.

These traits combine to make sociopaths extremely prone to criminal behavior. Some become actively hostile and vicious, acting out their fantasies and impulses with senseless violence and depravity. Many serial killers, for example, are textbook examples of sociopathy.

Experts have long speculated on the causes of sociopathy. Some causal factors may be biological, such as a "malfunction" of parts of the central nervous system which might otherwise inhibit their behavior. Others relate to family life—situations where a child suffers from emotional deprivation, parental rejection, or inconsistent punishment may contribute to the development of antisocial personalities. Sociocultural values also seem to play a part (sociopathy is more common in lower socioeconomic groups, for example, and in areas where society's values have broken down).

It is important to note that sociopaths are usually not legally insane. They understand what they are doing, and realize that it may have bad consequences—they just don't care. They value their own actions more than they fear punishment, and in many ways might simply be described as "evil."

Sociopathy is of course an extremely common Psychological Limitation for *Champions* villains. Many villains, both in the *Dark Champions* books and in other books, are sociopaths, even though they may express it in other terms ("Casual Killer," "Loves To Kill," and so forth). Antisocial personality disorder is worth 20-25 points as a Disadvantage.

OTHER SOCIAL PROBLEMS

There are two other social problems, but they occur relatively infrequently in gaming contexts. One is substance abuse disorders: addiction to drugs or alcohol, pathological gambling, and so forth. These disorders can be taken as Psychological Limitations, Physical Limitations, or Dependencies (see "Drug Addiction in the *HERO System*, later in this chapter). The other is psychosexual disorders, which include paraphilias (unnatural sexual attractions, including transvestism, pedophilia and rape), gender identity disorders (such as transsexualism) and psychosexual dysfunctions.

SCHIZOPHRENIAS AND PARANOIAS

The last major grouping of abnormal psychology problems is the schizophrenias and paranoias, often referred to as "psychoses." Psychotic behavior is marked by a much more extreme disturbance of thought and perception than neurotic behavior. Psychosis is the ultimate psychological breakdown, a complete divorce from reality.

SCHIZOPHRENIA: SYMPTOMS

Schizophrenia is most common from ages fifteen to 45, and is equally as common in men as in women. Symptoms may develop slowly from childhood, or may be caused by stress later in life. Schizophrenic episodes may recur throughout the sufferer's life or be chronic.

Schizophrenia is characterized by several different types of symptoms. The first type is called "disorders of thought." This may mean disorders of thought form, such as incoherent speech, unconnected and nonsensical thoughts and statements, repetition of concepts or phrases, lack of speech or "blocking" (interruption of the train of thought by silence, then an inability to remember what was said before the interruption). Alternately, it may mean disorders of thought content, such as delusions. These delusions may be of persecution; of imposed sensations, thoughts, feelings, emotions or acts ("Martians are sending messages to my brain to make me do these things, Doctor"); or of stolen thoughts and emotions. Alternately, a normal perception may take on special significance for the schizophrenic. Sometimes an elaborate delusional scheme develops, and everything the schizophrenic perceives becomes a part of it.

Second, schizophrenics suffer from disorders of perception and attention, which primarily means that they hallucinate. Schizophrenics' hallucinations are normally auditory: they may "hear" their thoughts, or "voices" may speak to them or give them orders. They may also feel that they are unable to screen out certain perceptions.

Third, schizophrenics may have unusual motor symptoms, such as odd facial expressions, repetition of gestures, manic/hyperactive levels of activity or catatonic immobility.

Fourth, schizophrenics have affective symptoms, such as emotional "flatness" (which occurs in about two-thirds of schizophrenics) or inappropriate responses (laughing at bad news, rapid emotional shifts, and so forth).

In short, schizophrenics are often what is snidely referred to as "raving mad." Their disorder inhibits their social functioning, and they are prone to other psychological disorders.



SCHIZOPHRENIA: TYPES

There are four basic types of schizophrenia. The first is called undifferentiated schizophrenia, meaning that it is a catchall category for schizophrenics who do not fit into one of the other three categories.

The second is disorganized (or hebephrenic) schizophrenia. Sufferers are subjected to numerous poorly-organized delusions and hallucinations, experience shifts in emotion and have incoherent speech. Eventually, the sufferer tends to become reclusive and infantile.

Catatonic schizophrenia is the third type. It is characterized by extreme motor disturbances. "Withdrawn" catatonic schizophrenics tend to become motionless, often in odd, rigid positions, or they may mimic others. "Excited" sufferers tend to be manic, and may become violent. Catatonic schizophrenia can often be effectively treated with drugs.

Lastly, and most importantly from a gaming perspective, there is paranoid schizophrenia. This type of schizophrenia is marked by delusions. The most prominent are delusions of persecution, hence the lay use of the term "paranoid." However, delusions of grandeur are also frequent: the sufferer may think that he is a great genius, all-powerful, a religious or media figure and/or destined to rule the world (also known as megalomania). Often a complex delusional framework is created, and seemingly insignificant events are included in it (for example, when the man at the next table asks to borrow the salt, a schizophrenic might assume that the man was actually spying on him). Paranoid schizophrenics may be prone to anger or violence, and may even experience hallucinations, but generally they are less withdrawn from reality than other schizophrenics.

Most forms of schizophrenia are not especially useful as Psychological Limitations for *Champions* characters because they are so extreme. A few completely deranged villains might be schizophrenics (a 20-25 point Psychological Limitation). Some characters could suffer from mild schizophrenia in the form of delusions (such as Foxbat's belief that he is actually in a comic-book world) or hallucinations which are not too handicapping (a 10-20 point Psychological Limitation).

The one exception to this general rule is paranoid schizophrenia, which is frequently seen in master villains and would-be world conquerors (it may be called "Megalomania," for example). It is worth 15-25 points, depending upon how strong the feelings of superiority are. (Another possibility is one of the paranoidias, described below).

PARANOIAS

Paranoia is a form of psychosis marked by delusions and an impaired contact with reality which is not severe enough to be true schizophrenia, but is more severe than paranoid personality disorder. Paranoid delusions usually have a "theme" of some sort, such as money, the sufferer's job or an invention supposedly created by the sufferer. Paranoids are "impervious to reason," unwilling or unable to accept logical and rational explanations for their delusions.

There are two types of paranoia. In the first, confusingly called paranoia, the sufferer has delusions of persecution or of grandeur, but his personality and contact with reality are not otherwise impaired. Those suffering from delusions of grandeur may see themselves as superior or unique beings, may think they have been given a "special mission" to perform, and so forth. If they feel that they are not being

recognized as superior, or their delusions are otherwise "thwarted," they may take matters into their own hands and become violent. This form of psychosis may work better for many "master villains" than true paranoid schizophrenia, since it is less disabling. It is worth 10-20 points as a Psychological Limitation.

The second form of paranoia is acute paranoid disorder, which causes the sufferer to experience a series of ever-changing delusions with no logical relation or pattern to one another. This disorder is usually temporary, and is worth 10-20 points as a Psychological Limitation.

DISORDERS NOT CLASSIFIED ELSEWHERE

This broad DSM-III category includes two disorders which may be of interest to *Champions* players. The first is kleptomania, or pathological theft behavior. The sufferer experiences an irresistible desire to steal things, regardless of their value, usefulness or the risk involved. They do not plan their thefts or work with others to commit them. Kleptomania is usually worth 15-20 points as a Psychological Limitation. The second is pyromania, an irresistible impulse to set fires and a general fascination with fire. The pyromaniac simply enjoys seeing fires, he does not set them for gain or for ideological reasons. Many fire-based villains, such as Firebug and Blowtorch, suffer from pyromania, which is a 15-25 point Psychological Limitation.

CONCLUSION

In conclusion, here are two criminal psychology questions which *Champions* players can debate among themselves.

First, are certain master villains actually paranoid or paranoid schizophrenics? The answer to this question may seem obvious but take a villain like Dr. Destroyer. Destroyer unquestionably possesses power, resources and intelligence far in excess of most men. He is fully capable of taking over and ruling the world (in fact, he's come all too close too many times). Given this, is it insane for him to want to rule the world, or to try to take it over? Is he a paranoid, or is he intelligently, rationally and correctly evaluating the situation?

Second, are vigilantes like the Harbinger of Justice, the Scarecrow and Sniper sociopaths? While they might be said to exhibit some symptoms—such as the ability to kill without remorse—they do not have many of the symptoms. For example, they do feel guilt (at least when they make a mistake, but not when they kill criminals), are extremely moralistic (at least from some perspectives), are willing to take on responsibility (the responsibility of fighting crime), are capable of feeling a full range of emotions and returning emotion, often have good judgment and can plan for the future and properly judge the consequences of their actions. Perhaps they are in a different category unique to fiction—"vigilante personality disorder," a form of "focused sociopathy" in which the "sufferer" feels no remorse for taking actions (even extremely violent or brutal ones) against criminals or others who do not live up to his moral code.



This section provides more information on forensic science and criminalistics for *Champions* players. It is intended to supplement the material in *DC:HOV*, pages 53-59. The same warnings given in that section apply here as well: players should get the GM's permission before reading this section, in case the GM wishes to keep some facts secret for use in "murder mystery" scenarios and similar adventures.

ASPHYXIATION

Asphyxiation is death due to the body's failure to receive oxygen. It can occur because of suffocation/smothering, the breathing of certain gases that block the utilization of oxygen by the body (chemical asphyxiation) or strangulation. Since smothering was covered in sufficient detail in *DC:HOV*, and poisonous gases are covered in the "Poisons" section of the Sourcebook, this subsection will concentrate on the three different types of strangulation: hanging, ligature strangulation and manual strangulation.

A human being can be strangled relatively easily: it requires only 11 pounds of pressure to cut off the carotid arteries, causing unconsciousness in approximately ten seconds (2D6 NND per phase for a SPD 3 attacker, in *Champions* terms), and 66 pounds of pressure to cut off the vertebral arteries.

HANGING

Hanging is a form of strangulation frequently used to commit suicide. It is rarely seen as a form of murder, and despite still being "on the books" as a law in some states, is no longer used as a form of legal execution. Judicial hangings, which break the neck and cause instant unconsciousness and a rapid death after a period of convulsions, are not really a form of strangulation.

Hanging involves placing a ligature of some sort (such as a rope or electrical cord) in a noose around the neck, so that the body's weight supplies the pressure needed to cut off blood flow to the brain. Because so little pressure is required to do this, it is possible for someone to hang himself while sitting, kneeling, or lying down (for example, from a doorknob or bedpost). The noose will leave a slanted ligature mark around the neck, and the shape and size of the mark usually indicate what type of material was used. If the ligature material is soft (such as a towel) or a pad is placed between the noose and the neck, the ligature mark may be less distinct or nonexistent. The ligature mark is usually at an angle. Generally, the face of a hanging victim will be pale, and the tongue protruding and black (from drying). There may be scratch marks around the neck where the victim has tried to undo the noose. Blood pools in the victim's lower extremities, such as arms, hands, and legs.

Hanging is rarely used as a form of homicide because it is difficult to hang someone who is resisting. Homicidal hanging victims usually display signs of having been beaten, subdued, or drugged.

It is possible to hang a corpse and create the same ligature marks that would have been created if the victim were still alive, if the hanging takes place within two hours of death.

LIGATURE AND MANUAL STRANGULATION

Ligature strangulation is a form of strangulation involving the tightening of some sort of band by a force other than body weight. The classic example is a garrote. Ligature strangulations are almost always murders, and the victims are usually female. Unconsciousness generally occurs within ten to fifteen seconds.

The appearance of a victim of ligature strangulation differs somewhat from that of a hanging victim. First, the face is usually congested, not pale. Second, the appearance of the ligature will differ—not only will it be a horizontal mark, but the mark's appearance will vary depending upon the type of instrument used (the thinner it is, the more prominent the mark), the amount of force used by the strangler, and how much the victim resists. Ligature strangulation marks are usually well-preserved, even during decomposition. There may also be scratch marks on the victim's neck where he tried to undo the band. Victims often have hair clutched in their hands as well, but this is almost always their own, not their killer's.

Manual strangulation is strangulation by the hands or arms of another. It is invariably a form of murder, not suicide or an accident. Manual strangulation often leaves abrasions, contusions, or scratches on the neck (which may indicate how the attacker placed his hands). It also causes internal bleeding into the neck muscles, and pinpoint hemorrhages (petechiae) in the eyeballs.

One last form of asphyxiation which should be briefly noted is crucifixion, which causes death due to shock, dehydration and asphyxia when the body's weight cuts off the ability to breathe. Although this form of murder is extremely rare in real life, *Dark Champions* characters may encounter it when they are dealing with evil religious cults or particularly vicious organized crime groups.

BLUNT TRAUMA

Blunt trauma means injuries caused by impact—beatings, collisions and similar incidents. The nature of the injury usually depends on the amount of force used, the area(s) of the body struck and the amount of body surface covered and the type of weapon used. There are 4 types of blunt trauma: abrasions, contusions, lacerations and skeletal fractures.

ABRASIONS

An abrasion is a skin injury where the skin is scraped away by friction. It is caused by scraping (such as being dragged by a car) or by some kinds of impact or pressure. The shape or outline of the striking object may be reflected in the abrasion (for example, a person who is thrown off of a building and lands on a sewer grating may have the pattern of the grating impressed onto his body). Abrasions may also indicate that there is internal injury. The age of an abrasion can usually be estimated based on how much it has healed.

CONTUSIONS

A contusion, better known as a bruise, is a result of the rupture of blood vessels under the skin in response to blunt trauma. Contusions are not caused by all blunt trauma; it is possible to hit someone without bruising them (for example, the abdomen rarely bruises). Contusions most often form in fatty areas or areas of thin skin; the victim's age, gender or health may also influence whether a bruise is created. The bruise may reflect the pattern or shape of the object used to strike the victim, but can be differently shaped as well. Bruises often change color, but cannot be accurately dated by this or any other manner. Corpses can be bruised, if the beating is severe and takes place within a few hours after death, and these contusions cannot be distinguished from those made while the victim was alive. Bruises blend indistinguishably with *livor mortis* (see *DC:HOV*, page 57).

LACERATIONS AND OTHER BLUNT TRAUMA

Lacerations are tears in the tissue caused by the crushing force of a blow. A long, narrow object will usually create a linear laceration, while a flat object will usually create an irregular or Y-shaped laceration. Lacerations are most common in bony areas of the body, where the skin splits relatively easily. Lacerations frequently resemble incisions (a type of sharp trauma, see below). However, lacerations display a phenomenon known as "bridging," where tiny fibers of tissue "bridge" the wound at its bottom, and incisions do not have bridging. Based on the way the force of the blow has moved or abraded the skin at the edges of the laceration, the forensic pathologist may be able to determine the direction and angle of the blow (the GM can impose a -1 to -3 penalty to a character's Forensic Medicine roll in appropriate circumstances). The age of lacerations cannot be determined.

Skeletal fractures are injuries to the bones themselves. The type and direction of impact, the amount of force, and the place hit all influence whether a fracture occurs and how it will look. The nature of an injury to bone may also provide the examiner with other information (for example, whether the damage to the bone took place while the person was alive, or whether it is post-mortem damage to old, dry bones). Some instruments will leave distinctive shapes in bone; however, some be misleading—for example, a bullet may shatter bone in such a way that the injury looks like a fracture caused by blunt trauma (an appropriate penalty to the Forensic Medicine roll will allow the character to discover the proper source of damage to a bone; see also "Forensic Anthropology," below).

Beating victims will sometimes display blunt trauma "defense wounds" on the arms and hands, indicating that they were trying to fend off the blows and protect themselves.

BURNS

Burns are generally caused by three phenomena: fire (the most common cause), chemicals and electricity (discussed below).

Burns from fire or heat may be caused by direct contact with flame, contact with a hot object, heat radiating from a hot object or scalding. They are ranked by degrees: first (superficial, no blisters); second (burns of part of the thickness of the skin, usually with a red, moist and blistered outer appearance); third (burns of the full thickness of the skin, with a leathery white outer appearance and no blisters), and fourth (incinerating burns extending beneath the skin). For the most part, pre-death and after-death burns are indistinguishable, and blistering can occur after death.

It is extremely difficult to burn an entire body—even if the outside is charred, the inner organs will usually be fine. Severely burned bodies may have split skin (exposing the muscle beneath). Bones exposed to extreme heat display distinctive fractures which show by their pattern whether the skin had flesh on it or not when it was burned. Teeth are highly resistant to heat, and are often used to identify burned bodies (accurate identification can be made with as little as one tooth).

Victims who die in fires often die not of burns, but of carbon monoxide inhalation. If the victim has no carbon monoxide in his blood, then he was probably killed before the fire (which may have been set in a futile attempt to destroy the body). Carbon monoxide poisoning turns the skin bright red.

Burns caused by chemicals vary depending upon the type and strength of chemical (such as acid), the amount used and the duration of contact between the chemicals and the skin. They tend to be second or third degree burns, and the color of the scab that forms over the burn indicates what kind of acid was used: yellow for nitric acid; black or brown for sulfuric acid; white or gray for hydrochloric acid; and light gray or light brown for phenol.

DROWNING

Drowning is death caused by a submersion in liquid, which, of course, prevents breathing. It can occur in as little as six inches of water. If the victim is alive when placed in the liquid, he will inhale it and it will be found in his lungs. Drowned bodies float face down, and may suffer post-mortem scrape and scratch injuries from brushing against things as they float. Within three to four hours after immersion, the liquid also tends to wash blood out of other injuries, making them appear to be after-death injuries when in fact they occurred before death.

Corpses sink relatively soon after drowning. They remain submerged until decomposition-created gases make them float to the surface (the colder the water, the longer the decomposition takes). During the body's time in the water, it may be damaged by marine animals or other natural phenomena.

There are no special forensic tests which indicate that a victim has been killed by drowning. The diagnosis results from the circumstances of the killing (i.e., the fact that the body was found in or near water) and the exclusion of other potential causes of death (such as drugs or stabbing).

ELECTROCUTION

Electrocution deaths are usually accidental. Humans are most sensitive to AC current (the most common type). Thirty-nine to 150 cycles per second is the range of greatest lethality. Important factors include amperage (how much electricity enters the body against the resistance of human skin) and the voltage (electromagnetic force). Low voltage (i.e., household current) only kills or injures if it comes into direct contact with the body; it causes death in seconds or tenths of a second due to ventricular fibrillation. High voltage (such as that from high tension electric lines) can kill if it comes within centimeters of someone because an arc of electricity will leap from the source to the victim. It causes almost instantaneous death by burning and cardiac and respiratory arrest.

High voltage electricity will always cause burns, and low voltage will cause them about half of the time. The burns are at the point where the current enters and exits the body; the hand is the most common entry point and the foot is a frequent exit point. Electrical burns are distinctive from other types of burns. High voltage may also cause massive internal damage, destroying tissue and organs.

Homicide by electrocution is rare, but does occur. The most common method is to drop a plugged-in appliance into someone's bath. This does not cause burns, and if the appliance is removed from the water, the death appears to be natural.

FINGERNAIL SCRAPINGS

Fingernail scrapings or cuttings are commonly referred to in comic books, detective fiction and "cop movies" as a source of evidence, particularly after some kinds of rape and murder cases where a female victim is thought to have scratched her assailant. The theory is that sample's of the criminal's skin and/or flesh will be found underneath the victim's fingernails. However, unlike fiction, in real life fingernail scrapings rarely provide useful evidence. Depending upon how realistic the GM wants to be, he could impose penalties of -3 or more to the character's Criminology roll, or could require the character to make a Luck roll to determine if any evidence is present at all.

FORENSIC ANTHROPOLOGY

Forensic anthropology (also known as physical anthropology) is the branch of criminalistics which is concerned with the shape and structure of the human skeleton. Depending upon what bones are available and what condition they are in, a victim's skeleton can be used to determine his height, age, gender, and race, and may also provide evidence of the cause of death (such as cuts in the bone from knives). Anomalies in the skeleton can also be used to prove an unidentified murder victim's identity, if x-rays of the victim exist for comparison. Depending upon the condition of the skeleton, a Forensic Medicine roll at -2 to -4 is necessary to make these determinations. Science: Forensic Anthropology acts as a complementary skill.



Forensic anthropologists can also reconstruct a person's facial features from his skull, providing a picture of a nameless victim which can be used to identify him. If a character wishes to be able to do this, he must know both Forensic Medicine and SC: Forensic Anthropology, and must also have PS: Sculptor. Depending upon the condition of the skull, the Forensic Medicine roll will be at -1 to -4. For every point the character misses the roll by, PER Rolls made by others to identify the victim will be at -1.

SHARP TRAUMA

Sharp trauma is injuries caused by sharp or pointed objects, such as knives or icepicks. There are three basic categories of sharp trauma: stab wounds, incised wounds, and chop wounds.

STAB WOUNDS

Stab wounds are sharp trauma where the depth of the wound is greater than the length of the wound. The edges of the wound are usually distinct, without abrasions or contusions, although this may vary depending upon how sharp the stabbing object is (but not upon whether the blade's edge was serrated or jagged—usually this is not apparent from the wound).

The shape and size of a stab wound depends upon six factors: the shape of the weapon; the direction of thrust and withdrawal; movement of the blade; movement of the victim; the relaxation or tension of the skin; and Langer's lines



(fibrous threads of tissue in the skin that can distort the shape of the wound if the cut goes against their "grain"). The shape of the cut may indicate the type of blade used and how the knife was twisted in the attack, but this is not always reliable. Multiple icepick wounds may resemble wounds from small shotgun pellets (-1 to -2 to the Forensic Medicine roll to distinguish). Odd-shaped weapons, such as screwdrivers or scissors, often create wounds with identifiable shapes.

If there are several deep stab wounds, the forensic pathologist is usually able to determine the length of the blade used. The fewer wounds there are, the less likely it is that an accurate determination can be made. The GM can impose a Forensic Medicine roll penalty of -1 to -3 in appropriate circumstances. The amount of force used to stab someone also can be determined (in a very vague sense) if the character makes a Forensic Medicine roll.

The amount of bleeding caused by stab wounds depends primarily on where the victim is stabbed and what is pierced. For example, if an artery is punctured there will be a large amount of bleeding and a fairly quick death. It is possible for post-mortem wounds to leak substantial quantities of blood, depending upon how the body lies and where it is stabbed.

Victims of stabbings (and other sharp trauma) may have "defense wounds" on their hands and arms if they were able to fight back or defend themselves.

INCISED AND CHOP WOUNDS

Incised wounds are cuts and slices from sharp objects. The majority of them are not fatal. The length and depth of the wound will not normally tell the pathologist anything about the blade used to inflict it, but a dull or nicked knife may not cut as cleanly. Incisions can be distinguished from lacerations (see above) by the absence of "bridging" in the depths of the wound.

Chop wounds are caused by heavy cutting tools, such as machetes, axes, etc. They usually consist of an incision-like wound and a broken or grooved bone beneath. If the weapon is dull, the wound may also have laceration-like characteristics. The weapon may leave chips of metal in the bone.

ULTRAVIOLET VISION AND FORENSIC SCIENCE

Besides helping characters see at night, Ultraviolet Vision can also help them in their investigative work. There are many types of trace evidence which are visible under UV light even when they are not visible to the naked eye. For example, UV Vision can detect tiny metal filings, places where blood was spilled but then cleaned up, fingerprints, old injuries, footprints and other tracks and many other types of evidence. In some cases additional chemicals are needed (for example, trying to detect cleaned-up blood, which requires a substance called luminol), but characters with Criminology or Forensic Medicine will have access to them. Infrared Vision and Microscopic Vision can also be very helpful when examining crime scenes. Remember, however, that a character still has to know Criminology and/or Forensic Medicine to interpret what he sees correctly.

SUPERPOWERS AND FORENSIC SCIENCE

In games involving superpowered characters, GMs should be aware that the use of superpowers can leave distinctive forensic traces. Sometimes these traces are obvious, such as the claw marks that would be left by villains like Panthera or Carnivore, which would look bestial but probably would have been made in a pattern suggesting a bipedal attacker. But in some cases superpowers' trace evidence is faint or difficult to discover. For example, many types of energy powers might leave identifiable "energy patterns," but the average police department may not have the sophisticated equipment needed to detect them. Superpowered heroes, on the other hand, would likely be prepared for this sort of thing, giving the police and the heroes a good reason to work together.

Here are a few examples of forensic traces left by superpowers:

The use of ice- or cold-based powers would probably generate a lot of excess water from condensation or melting. Whether the water causes a flooding effect or simply soaks into the grounds and disappears depends on the locale. Other types of energy attacks may have their own "side effects" (flame blasts char and melt things, radiation blasts irradiate the area, sonic or vibratory blasts may leave tiny cracks in solid objects in the vicinity, and so forth).

The use of super-strength can often be detected by running pressure and stress tests on the affected material. The amount of pressure generated by a "brick" character's fingertips when he's ripping the door off of a vault, picking up a car to smash someone with, and so forth, is enormous—so enormous that it is usually a dead giveaway. Patterns of tearing or ripping may also indicate the use of super-strength. Science: Material Science or similar Skills would be complementary to Criminology in this case.

Some types of comic-book weapons might be so well-made or efficient that they would leave very few traces, which in itself might be a clue. For example, if a character with an adamantium (Questionite, ultranium, imaginite, whatever) blade used it to murder someone, the super-hard metal not only would be unlikely to leave chips of metal in bones that it contacts, it might even cut clean through the bones! Since most knives do leave chips of metal when they solidly contact bone, the lack of trace evidence is important.

Magic in its various forms would probably leave an "energy signature" markedly different from scientific energies—one so different that maybe magical spells would be required to detect it. Some types of attack spells would leave forensic traces resembling the spell's nearest scientific equivalent (i.e., a mystically-created lightning bolt would have the same effect on a person as a large blast of electricity generated by a high-voltage line).

ILLEGAL DRUGS

Illegal drugs, from cocaine to heroin to laboratory-made "designer drugs," are a frequently-encountered element in *Champions* scenarios, both street-level and four-color. While most GMs and players are aware of the general effects of most drugs, including their destructive effect on users and on society, the specifics of illegal drug creation and trafficking are usually less well-known to them. Since these specifics can have important implications for scenarios and scenario design, this section of *An Eye For An Eye* describes the major illegal drugs being sold in the United States today, including how they are created, smuggled into the country, and sold. **HERO System** effects of the drugs are listed in parentheses where appropriate.

GMs should be aware that much of the information in this section about prices, availability and methods of sale is subject to frequent change. The market price and method of packaging of various drugs can vary incredibly from one city to another and sometimes from dealer to dealer within a city. This is a good excuse for the GM to get "creative" once in a while if necessary for purposes of the game.

AMPHETAMINES

Amphetamines, known on the street as "speed," "crank" or "uppers," are a class of chemicals which stimulate the central nervous system, much like cocaine. They were once used in "pep pills" and appetite suppressants, but doctors today rarely prescribe them because of the potential for abuse.

Amphetamines are usually sold in tablets or capsules; the most popular legally-created ones are Benzedrine ("bennies"), Dexedrine ("dex"), Biphetamine ("whites") and Methedrine ("meth"). Many users simply swallow the pills, but some dissolve the chemical in water and inject it to cause a quicker, stronger "rush." The price of the pills varies from city to city, but a pound of illegally-created amphetamines can sell for around \$35,000 on the street.

Amphetamines have several effects upon the human body. They create feelings of euphoria, alertness and increased confidence and concentration (½d6 PRE Aid). They also increase the heartbeat, rate of breathing, and blood pressure, but decrease the appetite. Users become talkative, restless and irritable. At higher doses, amphetamines cause pallor, rapid or irregular heartbeat, tremors, loss of coordination (½d6 DEX Drain), collapse and ultimately death as a result of high fever, heart failure and/or cerebral hemorrhage. Overdoses, though rare, kill in the same fashion. Addicted users ("speed freaks," in street slang) often go on "runs"—3-5 day binges of massive amphetamine use which can cause frightening hallucinations, paranoia, psychosis, and violent behavior. Long-term users may also suffer from memory loss, decreased concentration (½d6 INT Drain), and permanent paranoia.

Amphetamines have a relatively simple chemical structure and can be made with fairly basic chemistry equipment. In about four hours, a person with no chemistry training can turn approximately \$500 worth of chemicals into a pound of amphetamines worth \$35,000 on the street. While some amphetamines (about 20%) sold on the street are stolen from legal sources, about 80% are manufactured in illegal labs (both in this country and in Mexico). Outlaw motorcycle gangs and the yakuza tend to control the trade in many areas, but because the drug is so easy to make there are a lot of "independent" producers as well.

METHAMPHETAMINE

Methamphetamine ("meth," "crank," "crystal meth" or "speed") is a refined form of amphetamine. The final product is a white, crystalline powder. Methamphetamine is not legally produced, it is always illegal. Again, outlaw motorcycle gangs and the yakuza generally control the trade, with the motorcycle gangs (such as the Hell's Angels on the West Coast, and the Pagans in the East) accounting for approximately 75% of production and sales at present.

Methamphetamine is injected or smoked by the user. It stimulates the central nervous system, creating an intense, immediate "rush" or "flash," similar to an orgasm. Its effects are more or less similar to those of amphetamines; extended use or an overdose can cause confusion, hallucinations, paranoid psychosis, convulsions, coma and death from cardiac arrhythmia.

ICE — Ice is a crystal methamphetamine—the smokable "rock" form of methamphetamine. It is also called "glass" or "crystal." It is odorless and colorless and resembles rock candy or rock salt, so it is easily hidden.

Ice is extremely potent and powerful. After smoking it, users remain high for eight to 24 hours (as compared with no more than twenty minutes for a "hit" of crack cocaine). Reports of highs lasting up to a week from a single hit have also been reported. Users call getting high from smoking ice "amping," because it is an "amplified" form of the euphoric feeling that amphetamines and methamphetamines cause. Users become extremely reckless and violent; they may pick fights, drive erratically and recklessly and possibly even kill themselves. Prolonged use causes convulsions and fatal lung and kidney problems in addition to hallucinations and psychological damage.

Ice first appeared in America in the state of Hawaii, but quickly spread to the mainland (especially California; in fact, some sources refer to San Diego as the "ice capital" of the mainland). Ice is distributed not only by native producers, but by the yakuza and by Korean gangs (who call it *hirapon*). It sells for \$700 an ounce or less "wholesale." The most common method of street sale is a "paper," a penny-sized cellophane or plastic bag holding one hit, about a tenth of a gram. Each paper costs about \$50.



METHCATHINONE

Another form of amphetamine which has recently appeared is methcathinone, known on the street as "cat." It was first created in Michigan, and is similar to methamphetamine. All that is needed to make cat is a large jar, some common chemicals that are available in hardware stores, and certain over-the-counter cold medicines. \$500 worth of ingredients yields a kilogram of cakey, whitish-colored powder worth \$15,000 on the street. Currently no group controls the market, but it is thought that motorcycle gangs may try to move in and dominate the cat trade in the near future.

Like other amphetamine-class drugs, cat makes the user feel restless and manic, and creates a long-lasting feeling of euphoria that can lead to reckless and dangerous behavior. It also causes paranoia and weight loss, and habitual users may begin to smell like the drug (a Distinctive Feature).

BARBITURATES

Barbiturates are a class of drugs which act as depressants, sedating the central nervous system into a sleep-like state. They decrease the activity of the nerves, heart, lungs and some other body functions.

Barbiturates were first synthesized in the mid-nineteenth century and used as sleeping aids. Today there are thousands of different varieties, many of which are still prescribed as "sleeping pills" and medicines. Depending on what variety is used, the onset of the effect may take hours or may occur almost at once. Addicts favor the shorter-acting types, including Amytal (amobarbital), Nembutal (pentobarbital),

Seconal (secobarbital), and Tuinal (a combination of amobarbital and secobarbital). Illegal barbiturates are generally "diverted" from legal sources.

Short-acting barbiturates have an onset time and an effect similar to alcohol—they produce euphoria, increased self-esteem and lowered inhibitions (+½d6 PRE), and eventually intoxication (½d6 or more DEX and INT Drain). Overuse can lead to coma and death from respiratory failure.

Barbiturates are known generically in street slang as "barbs," "downers" or "goofballs." The most popular varieties have their own slang names, which are based on the color of the pill: blue devils (Amytal), red birds or red devils (Seconal), yellowjackets (Nembutal), rainbows or Christmas trees (Tuinal) and so forth.

COCAINE

Cocaine, a central nervous system stimulant, is one of the most widely abused drugs in America, and in fact is one of the most physically and psychologically addictive substances known to man. An estimated five to six million Americans are regular users (at least half of these are addicted to the drug), and more people try it every day. The cocaine trade generates an annual income which has been estimated at \$5-12 billion dollars or more per year for the groups that control the trade, the Colombian drug cartels. Approximately three-quarters of this money is pure profit.

Cocaine is derived from the coca plant, *Erythroxylon coca*, which grows in certain areas of South America, primarily Bolivia, Colombia and Peru (small amounts are grown in



Argentina, Brazil, Ecuador and Panama). The plant itself is sturdy and can grow in a wide variety of soils and climates, yet in the modern day is not cultivated outside of South and Central America. Peruvian and Bolivian coca leaves are the highest in quality; both are superior to Colombian coca.

THE CREATION OF COCAINE

Cocaine begins its long journey to the streets of America in the hinterlands of South America, where *cocaleros* (coca farmers) grow coca leaves for profit. A coca plant begins producing marketable leaves 18 months after it is planted, and will thereafter supply three to six harvests a year for 20-40 years. It is more profitable than any other local cash crop (its harvest is worth approximately four times that of oranges or avocados, ten times cacao and ninety-one times rice). Coca also thrives in harsher conditions than other cash crops. However, it depletes the soil of valuable nutrients, making it practically impossible for a coca farmer to switch to another crop even if he wanted to.

A hectare of coca plants will produce about 2,400 kilograms of leaves, worth about \$5,000-6,000 dollars to the farmer and capable of creating a quantity of cocaine worth \$600,000-800,000 on the streets of America. It takes 300-500 kilograms of leaves (fewer of Bolivian or Peruvian leaves, more of Colombian leaves) to make a single kilogram of cocaine powder.

The cocaine trafficking families pick up the leaves at the farm. Laborers carry the leaves down hidden trails to a processing lab, usually in either Bolivia or Colombia. At the lab, the transformation from coca leaves to cocaine powder is a three-step process. In the first step, the dried leaves are mixed with an alkaline solution (such as lime water, sodium carbonate, or potassium carbonate). Then the moistened leaves must be mashed in a solution of kerosene, to precipitate out the alkaloid. This work is done by *pisadores* ("trampers"), who walk around in a vat of leaves, mashing them with their feet before the kerosene is added. This work is normally done at night, in a dance-like "celebration." Aqueous sulfuric acid is used to extract the kerosene, and is then neutralized with lime. At the end of this process, the trafficker has coca paste, about 40% pure cocaine.

For the next two steps, the coca paste is usually transferred to more sophisticated labs nearer the cities. Most of these refining laboratories (about 75% of them) are in Colombia (hence the Colombian cartels' extensive control of and profit from cocaine trafficking—they control the upper end of the trafficking chain, which is the most profitable part). The coca paste is dissolved in sulfuric acid. Then potassium permanganate is added, and the mixture is filtered to remove impurities. Ammonium hydroxide is added to the filtrate, and the resulting precipitate forms "washed paste," or cocaine base, which is about 90-92% pure cocaine.

In the third and last stage, the washed paste is dissolved with ethyl ether and/or acetone, two highly explosive chemicals. This removes the impurities in the washed paste. After filtering, acetone (and/or ethenol) and hydrochloric acid are added, creating cocaine hydrochloride (CHCL), a white crystalline powder. Cocaine powder is even purer than washed base; the ratio of washed paste to cocaine powder is about 1:1. By the time it is sold on the street, it has usually been "cut" to 55-65% purity. Acetone and ether are controlled by the Colombian government, thus inflating their price: a 55-gallon drum of ether, worth about \$500-600 in the United States, costs approximately \$7,000 in Colombia.

There are also many legitimate producers of and uses for those chemicals in the United States (acetone, for example, is used to make paints, cosmetics, lubricants, agricultural products and many legitimate drugs). For this reason, the third stage of processing is increasingly being done in America. One way or another, the final cost to the cartel to produce a kilogram of cocaine is roughly \$3,000. Total annual cocaine production is estimated to be about 1,100 tons.

The Medellín and Cali cartels (actually coalitions of about five family-based "cartels" each), which at their top tiers are led by only about a hundred men, control an estimated 70-80% of Colombian cocaine refining and exports, and sell 60-70% of the cocaine sold in the United States (the structure and nature of the individual cartels is described in *DC:HOV*, page 134). The Bolivian cocaine trade is dominated by approximately twelve to 25 "families," many of whom merely supply the Colombians; the Peruvian market is fragmented and is dominated by the Colombians. There have been (and still are) bad feelings between the Medellín and Cali cartels, mainly resulting from "turf wars" in New York City, but in many cases they are now working together. Different cartel family leaders are even "insuring" each other's shipments of cocaine in exchange for a percentage of the profits.

The cocaine industry in Colombia and other parts of South America employs hundreds of thousands of people, who frequently "lobby" on behalf of cocaine production and against extradition treaties. The cartels also terrorize the Colombian government, offering officials a choice of "*plomo y plata*" ("lead or silver")—a bribe to ignore the cartels, or a bullet in the brain if they try to stop cocaine production.

SMUGGLING AND SALE OF COCAINE

The cocaine now must be transported to the United States. The processed coke is put in plastic bags which are labeled by destination. The bags are stored in "stash houses," usually in the northern areas of Colombia, until they are flown or shipped to America. Approximately 62% of the cocaine is smuggled in by air, and 38% by sea. At one time about 90% of the cocaine entered the United States through Florida, but due to crackdowns in that area a lot of it is now transported (at greater expense, of course) all up and down the Gulf and East Coasts; some is flown to the West Coast via Mexico.

Air smuggling is done with planes of every size, from small turbo-prop planes to C-130 cargo transports; the most popular include the light twin engine planes such as the Piper Aztec and Cessna 400 series, which can carry a ton of cocaine about 1,800 miles and stay aloft for about twelve hours. The smaller planes refuel at transshipment points in the Bahamas, Central America, Cuba, the Dominican Republic and Puerto Rico. In some cases the planes are equipped with auxiliary fuel systems, include collapsible "fuel bladders" which are easily hidden or discarded after use.

The favored Caribbean air smuggling routes include the Windward Passage (between Cuba and Haiti), the Yucatan Channel (between Cuba and Mexico) and the Mona Passage (between the Dominican Republic and Puerto Rico). Once the smugglers near the States, they have two options. First, they can land and unload on one of the various island nations, and the cocaine will be taken the rest of the way by ship or small planes. Second, they may fly all the way into America and unload there. When the cocaine is shipped via Mexico, it will usually be carried overland from the landing point in trucks and other vehicles, or by air in small planes.

Maritime smugglers favor basically the same routes as the air smugglers. Many varieties of ships are used, from large commercial ships to small cigarette boats. Both commercial and private vessels are used, some with specially-built hidden compartments for smuggling.

With so much money at stake, the Colombians go to great expense to avoid being detected and captured. They use sophisticated electronic devices, including state-of-the-art radios, scramblers (which attach to a regular radio and scramble the signal, so that another scrambler with a matching code is required to understand the transmission), digital encryption devices (which send a message in a code which can only be deciphered by another encryptor with a matching security code; the speed of transmission prevents it from being tracked by triangulation), radio altimeters, beacon-interrogating digital radar, position trackers, long-range navigational equipment and night vision goggles.

Sometimes individual carriers ("mules") are used to smuggle cocaine through commercial airlines. One way that mules try to hide the cocaine is by wrapping small amounts of it in condoms or balloons and swallowing them. After they pass through the body, they are recovered and the cocaine is unwrapped. If the balloons or condoms burst, the mule dies painfully of an overdose.

Pilots and ship captains are paid about \$3,000 per kilogram to transport the cocaine to the United States, where it is delivered to a wholesaler working for the cartel. Thus, the total costs to the cartel at this point are about \$5,000-6,000 per kilogram. In some cases, the cocaine will be sold to a non-cartel "wholesaler" for about \$5,000-8,000 per kilogram, a small profit margin for the cartel, and one which usually indicates a special relationship or an attempt to cement business relations.

If the cocaine needs to be transported further once it reaches America, this will usually be done in cars or trucks. Dealers will often try to disguise the scent of the cocaine with some strong-smelling item (such as coffee or fabric softener sheets) to prevent detection by drug-sniffing dogs. Cocaine-smuggling rings will use many other "scams" to avoid detection, such as elaborate networks of "blind" telephone numbers that are difficult for the police to trace because they are in out-of-the-way places and were installed in another person's name.

Several cities in America are known as "source cities" for cocaine, because most coke is sold through people in those cities. Miami, New York City and Los Angeles are all source cities (as is Hudson City if the GM is using it; see *Justice, Not Law*). Most of the shipping and sales preparations take place near the end of the month, so that the dealers will be ready in the first part of the next month when welfare checks are sent out.

The wholesaler will break the load of cocaine into smaller bundles (from one to ten kilograms each) and sell them to a middleman known as a distributor for about \$23,000-28,000 per kilo (the exact price depends upon the area of the country, the strength of the relationship, the amount purchased and so forth). Most of this enormous profit is returned to the cartels, but the wholesaler receives a commission. The distributor then "cuts" or dilutes the cocaine by about a fifth and sells each ounce for around \$1,500 to dealers. The dealer cuts it again, by about a quarter, so that it is now only about 55-65% pure, and sells it on the street to users for about \$100 a gram (but sometimes as little as \$40 per gram). Thus, the "street price" to the consumer is about \$100,000

per kilogram, and often more. Sometimes the user can buy eighth of a gram (or an ounce) quantities known as "eight balls." If the cocaine is sold through a drughouse, the dealer may use "steerers" on the street to advertise his business and send customers his way.

Some of the street names for cocaine are "coke," "snow," "blow," "C," "charlie," "nose candy" and "white lady."

USE AND EFFECTS OF COCAINE

Once the user has his cocaine, he can take it in one of three ways. The most common way is to snort it through a tube, usually a rolled-up dollar bill. The snorted cocaine is absorbed through the mucous membranes inside the nose. Second, some users will inject the cocaine; often these addicts buy "speedballs," a heroin-cocaine mixture, for this purpose. Occasionally cocaine is smoked in combination with heroin, a mixture known as "tar" or "moonrock."

Cocaine is one of the most potent central nervous system stimulants known. When injected, the "high" occurs fairly quickly; when snorted, the high occurs after a minute or two. The high lasts only 15 minutes to an hour, so repeated doses are required if the user wants to stay high for extended periods. The high produces euphoria; increased alertness (+1 Sight PER), heartbeat, blood pressure and respiration; insomnia; and decreased appetite. Repeated or long-term use can cause chronic fatigue (1-2d6 END Drain), depression, irritability and anxiety, headaches, decreased sexual drive, memory problems (½d6 INT Drain), increased body temperature, nasal bleeding (and eventually a total breakdown of the wall between the nasal passages), aggression and violence, psychosis, hallucinations (particularly tactile ones, such as of bugs crawling underneath one's skin), convulsions, seizures, and death from respiratory failure, cerebral hemorrhage and/or cardiac arrest (usually due to the rapid change in blood pressure that cocaine causes).

The size of a dose of coke capable of killing the user varies from day to day, not only because of the fluctuating levels of purity in street cocaine, but simply because of the drug's unusual effects on the body. A hit of cocaine that an addict can tolerate one day may be enough to kill him the next day (a phenomenon known as "kindling").

CRACK COCAINE

An especially potent variety of cocaine that became popular in America in the late 1980s is "crack," also known as "rock," "base," "freebase," "Conan," "toke," "crank," "Roxanne," "baseball," "white tornado" or "gravel." Crack is a smokable form of crystallized cocaine; the name "crack" comes from the crackling sound it makes when smoked (and/or from a slang term from the tiny vials it is sold in).

Crack is a form of cocaine base, the end result of the second step in the cocaine manufacturing process. Because a fourth step is needed to make it, crack is purer than street cocaine—about 75-90% pure. Crack is easily made and is produced in units called "cookies" or "pancakes." The cookie is broken up into one-tenth gram "rocks" and sold on the street in tiny plastic vials (normally used for eyeglass or watch parts) or small plastic bags for \$5-10 dollars per rock (sometimes more). Some dealers will even cook a user's powdered cocaine for him on the spot if he buys the powder from them. Crack is sold primarily by street gangs and Jamaican posses, as described in *DC:HOV*, pages 134-138. These gangs often use crackhouses and "steerers," as described above.

The user crushes the crack rock into tinier bits ("pebbles") and places them in a plastic pipe known as a "shooter." If a shooter is not available, a pipe can be improvised from a beer can or many other objects. After the smoke is inhaled, the "high" hits in less than ten seconds (compared with one to two minutes for snorted cocaine), and lasts about two to 20 minutes. This intense, rapid high is followed by a similarly rapid "crash." Thus, crack is not only extremely cheap, but extremely addictive (in fact, some experts believe it is instantly addictive). Some users mix crack with PCP (see below) before smoking; this mixture is called "Space Base," "bazooka" or "ghostbusters."

The effects of using crack are like those from using cocaine, including the tendency towards violent behavior, but are more intense. Chronic smoking may cause hoarseness and bronchitis. Death can result from convulsions, cerebral hemorrhage and/or a heart attack.

HEROIN

Heroin (or, chemically, diacetylmorphine) is a powerful narcotic derived from morphine, a painkilling drug which is made from the sap of the opium poppy (*Papaver somniferum*). It depresses the central nervous system and acts as a pain reliever. It was first developed in 1898 by the Bayer Company in Germany. In its pure form, heroin is a white crystalline powder with a bitter taste (much of the heroin sold on the street is not entirely pure, and may actually be colored brown or black; this is often the case with Mexican heroin).

CREATION AND SMUGGLING OF HEROIN

Opium poppies are grown in three regions of the world: Mexico (the source of approximately 32% of the heroin in America); Myanmar (formerly Burma), Thailand and Laos (the "Golden Triangle," source of about 17% of American heroin); and Iran, Afghanistan and Pakistan (the "Golden Crescent," source of about 51% of American heroin). In each area the creation and processing of heroin is more or less the same. About twice a year, the seed pod of the opium poppy is incised (as many as five incisions can be made) and the sap is allowed to ooze out. After it dries, it is scraped off and collected. This is called opium gum or raw opium. About ten to 12 kilograms of raw opium are then mixed with precipitating agents, pressure is applied and the end product is about one kilogram of morphine base. This morphine base is treated with acetic anhydride, creating one kilogram of heroin. The process is easy to perform, and takes no more than three days.

Smuggling From Mexico

In Mexico, heroin is grown in the northern states. The opium gum is collected by peasants in two harvests, September to November and March to April. The peasants sell it to village middlemen. The middlemen in turn sell to a drug trafficking "boss" who works for one of the Mexican Mafia crime families (see *DC:HOV*, page 133, for more information on the Mexican Mafia). The boss takes it to a lab and has it processed. Most of the labs are in the northern states of Sinaloa, Jalisco, and Guerrero. As mentioned above, Mexican heroin, which is often called "Mexican mud" or "Mexican brown," is usually black or brown because it is not well-processed; however, there is a variety of Mexican heroin called "black tar" or "Mexican tar" which is really pure.



The Mexican Mafia families then simply have to transport the heroin to the United States. This is done both by land and by air (using clandestine landing strips). Most Mexican heroin goes to the West Coast or Chicago.

Smuggling From The Golden Triangle

About 90% of the heroin produced in the Golden Triangle is grown in Myanmar. Around two-thirds of the total production is controlled by two groups, the Burmese Communist Party and the Shan United Army, former insurgent groups who are now primarily devoted to heroin trafficking (and who are constantly at war with each other). The raw opium is taken by heavily-guarded horse and donkey caravans to processing labs on the Thailand-Myanmar or Thailand-Malaysia borders. It is then shipped to the United States via either Bangkok or various Indian cities such as Calcutta.

Although the Chinese Triads no longer control as much of this trade as they once did, they are still a powerful force. Thai, Chinese, or sometimes American couriers bring the heroin to the United States, and many of them are in the Triads' employ. Commercial airlines are the most common form of transportation used.

Smuggling From The Golden Crescent

In the Golden Crescent, poppies are grown mainly in the wild mountainous regions. After the raw opium is harvested, it is taken to crude processing labs on the Afghanistan-Pakistan border (many are near the famous Khyber Pass). The heroin is then shipped to the United States through India, Islamabad, Karachi, West Africa (especially Nigeria) or various Arabian nations. It is usually hidden inside legitimate cargo shipments (both air and sea cargo are used; as is



international mail—for example, up to a kilogram of heroin can be concealed in a rolled-up newspaper). Ethnic dealers usually rely on networks of family and friends in the states to help them sell the heroin; at least one group, the Pakistanis, are said to have links with the Mafia and black gangs.

Smuggling From Other Areas

Unfortunately, American law enforcement authorities have noticed that other areas of the world are starting to cultivate opium poppies. The most disturbing developments are in South America, where the cocaine cartels have begun to "branch out" into heroin to counteract falling cocaine profits. In Colombia alone an estimated 79,000 acres (32,000 hectares) of poppies are under cultivation, and they are also grown in Guatemala, Ecuador, and Peru. South American opium producers are thought to have links to Southeast Asian producers, who have supplied them with chemists and valuable knowledge about heroin production. The cartels smuggle heroin into the United States the same ways they smuggle cocaine (see above). There are also rumors about possible heroin production in the Commonwealth of Independent States, either by the Organizatsiya (see *Justice, Not Law*) or other groups.

SALE, USE, AND EFFECTS OF HEROIN

On the streets, heroin is known as "horse," "H," "Harry," "scag," "junk," "smack" and "joy powder." Wholesale costs depend upon location and purity, but usually range from about \$200 per gram to as much as \$2,000 or more per gram. The dealer will then "cut" or dilute the heroin by up to 99%—most heroin on the street is only about 1-2% pure (Mexican

"black tar" is 10-12% pure). Cutting agents include quinine (commonly used on the East Coast), sugar, lactose, mannitol (a laxative), starch, powdered milk, household cleansers, other drugs such as procaine or lidocaine, brick dust, strychnine (a poison) or talcum powder (which can be deadly if injected). A typical dose of heroin is about 100 mg.

Heroin is sold in two types: #3 and #4. Number 3 is smokable heroin, preferred by most Asians and a few Americans. Number 4, the type used by most American addicts, is injectable. Using either type the wrong way (i.e., smoking #4 or injecting #3) is usually fatal.

The user buys heroin in "bags," such as a "nickel bag" (\$5 bag), "dime bag" (\$10 bag) and so forth. He can also buy eighth of a gram (or ounce) amounts ("eight balls"), or injectable heroin mixed with cocaine or amphetamines ("speedballs"). Heroin is both physically and psychologically addictive, and an addict (or "junkie," a non-addicted user is a "chipper") can spend \$10,000 or more per year on his habit. This usually means stealing \$50,000 or more worth of goods to fence. There are approximately 500,000 to 1.5 million users in the United States.

Heroin can be injected, smoked, swallowed or placed under the tongue and absorbed. Injecting is the most popular method, because it gives the greatest "rush." In either case, the user first measures out his "dose," a difficult and potentially dangerous process, because he does not know how much it has been cut (or with what), and hence is risking an overdose. If it is to be injected, the user dissolves the powder in water, vinegar or lemon juice, heats it in a spoon or other "cooker," and filters it through a piece of cotton. It can be injected underneath the skin ("skin-popping") or directly into a vein ("mainlining" or "shooting up"). When mainlining, the vein on the inside of the elbow is most commonly used. Because the needles are often dirty and dull (due to repeated use), users risk getting abscesses and the resulting "needle tracks," or raised scars along the arms. When a needle track covers up a vein, another vein must be found, and the user risks injecting directly into an artery, causing himself intense pain (and possibly infections which can lead to the amputation of the limb). Previously-used needles can also spread AIDS and other diseases.

When heroin is smoked ("chasing the dragon"), the powder is placed on a piece of aluminum foil and heated, causing it to vaporize so that it can be inhaled through a tube. Smoking heroin is just as addictive as injecting it.

Heroin causes its users to feel euphoric, pleasant and warm; the initial rush is sometimes almost orgasmic. The high lasts about 4-5 hours. Heroin decreases aggression and appetite, and repeated use may cause bronchitis because it suppresses the body's cough reflex. Addicts neglect their health and welfare, living only for the next dose. Heroin use can also kill, either through toxic reaction to a cutting agent, or because of an "overdose." An overdose of only 10-15 times the normal dose (either in terms of size or purity) kills by suppressing the central nervous system (thus, the heart stops beating and the lungs stop breathing).

Users who try to quit heroin have to go through "withdrawal" (or "kicking the habit"), a painful seven to ten day period characterized by weakness, shivering, violent yawning, sweating, diarrhea, vomiting, twitching, weight loss and other symptoms. For further information on simulating drug addiction and withdrawal in *Champions*, refer to the end of this section.



LSD AND OTHER HALLUCINOGENS

A hallucinogen is a drug which causes the user to experience hallucinations and delusions. LSD (also called "acid," "blue cheer" or "California sunshine") is the most powerful known hallucinogen; others include mescaline (peyote), psilocybin ("magic mushrooms") and DMT.

LSD (lysergic acid diethylamide) is a semi-synthetic drug derived either from the parasitic grain fungus ergot or from lysergic acid amine (found in morning glory seeds). It is prepared as a tartrate salt which is easily soluble in water or as a liquid; in its pure form it is white, odorless and crystalline (the liquid form is clear and odorless). It was first synthesized in 1938 and was used for psychiatric purposes through the 1940s. In the 1960s, after the medical community stopped using it because of its harmful effects, it became a drug of abuse. In the past five or six years, there has been a frightening surge of LSD use, particularly among college students.

LSD is easily made by "basement chemists" working in small clandestine laboratories. The main city for LSD production in the United States is San Francisco; the drug is often distributed from there via rock concerts and college students (no organized crime group controls the trade). Commonly, a dose of LSD is placed on a piece of absorbent paper ("blotter paper," usually with colorful pictures or designs on it), which is divided into one-centimeter squares. A square (a "tab" or "hit") is placed on the tongue, and the drug dissolves in the mouth's moisture. LSD can also be sold as tablets or on sugarcubes or thin gelatin squares ("window panes"). The pure liquid form can be used as eyedrops, causing instant hallucinations but creating a risk of eye infections. Because LSD is so powerful, the typical dose is no more than 25-150 micrograms (mcg) (so a kilogram of LSD contains millions of doses). It generally costs about \$2-5 per dose.

LSD takes effect after no more than an hour. It causes the user to experience a "trip" in which he experiences hallucinations (random Mental Illusions Based On CON), visions, "revelations," and so forth. The user's senses may be distorted and "switched," so that he smells colors, feels sounds, and the like. Some trips are "bad trips" (or "freak-outs") which cause the user to experience fear, panic or anxiety. A trip lasts about six to twelve hours, and peaks from about the third to the fifth hour.

LSD acts on the central nervous system, but is quickly metabolized—all traces are gone from the brain within twenty minutes after the trip ends (but the drug can still be detected in the user's feces). It increases blood pressure, heartbeat and body temperature, and may decrease motor skills (½d6 DEX loss). This puts the user at some risk if he tries to drive or do anything else while he is tripping. Some users may experience psychotic episodes or try to perform "superhuman" feats (such as walking off of buildings) while suffering from delusions that they can do so successfully. A few cases of self-mutilation also have been reported. However, LSD has been shown to have few purely physical

adverse side effects—there have been no recorded cases of users "overdosing," dying or suffering brain damage, but pregnant female users sometimes suffer spontaneous abortion. At present, LSD is not thought to be physically addictive, but of course can be psychologically addictive.

One side effect that many users do suffer from is the "flashback," when they re-experience the trip weeks or months later. At least 15% of LSD users experience them. There is no conclusive explanation for flashbacks, but they may result from the accumulation of the drug in the body. **Champions** characters who use LSD may take "Acid Flashbacks" as a 15-point Psychological Limitation.

MESCALINE

Another hallucinogen is mescaline, the chief alkaloid in the crown tops (or "buttons") of the peyote cactus (*Lophophora williamsii*). It was first isolated in 1896, though early American civilizations often used it for religious purposes. It has about one-five thousandth the strength of LSD. It is usually taken orally, but the user can also smoke ground peyote buttons (3-4 buttons per "trip") or inject it. The average dose is 300-500 milligrams; unlike ingesting peyote buttons, the use of pure mescaline does not normally induce vomiting. Mescaline causes the user to experience a euphoric, dream-like state in which his perception is increased and he may see hallucinations. Mescaline also causes the pupils to dilate, the body temperature to increase, and blood pressure, heartbeat and respiration to decrease. A dose generally takes effect in one to three hours, and the trip lasts four to twelve hours.

PSILOCYBIN

Psilocybin is extracted from *Psilocybe mexicana*, a mushroom. (A related drug, psilocyn, is also used illegally.) Varieties of this mushroom grow in the southwestern and northern parts of the United States, usually in animal dung; some users buy kits to "grow their own" at home. The best mushrooms are said to be those with a bluish tint. People who try to collect their own often end up poisoning themselves when they pick the wrong mushrooms.

In its pure form, psilocybin is a white crystalline material or a clearish liquid. However, users generally just eat the mushrooms rather than obtain the pure form (a quarter-gram of mushrooms, enough for three or four doses, sells for about \$40-50). The mushrooms may also be powdered and smoked with cigarettes, injected or boiled as a tea; a typical dose is 4-60 milligrams. Its effects are similar to LSD but it is only ½00th as strong. It can cause extreme anxiety, paranoia and psychotic reactions. A "magic mushroom" trip begins 10-15 minutes after ingestion and lasts about 5-6 hours, peaking after 90 minutes or so.

DMT

DMT (dimethyltryptamine) is an hallucinogen extracted from the cahobe bean of South America. It sells for about \$200 a gram in a white or orange crystalline powder form. A DMT trip lasts about an hour, and can produce psychological dependence and psychotic reactions similar to those caused by LSD.



MARIJUANA AND OTHER CANNABINOIDS

Cannabis sativa, the hemp plant, is the source of one of the most abused drugs in America—marijuana. About 20 million Americans use "pot" regularly, and millions more have tried it at least once; an estimated 4,300-14,000 metric tons of marijuana are consumed in the United States each year. Cannabis contains more than 400 unique chemicals, known as cannabinoids, whose effects are so unusual that it has been variously classified as a stimulant, a depressant and an hallucinogen.

Cannabinoids come in four basic forms, each of which has as its primary intoxicating agent the chemical tetrahydrocannabinol, or "THC." The percentage of THC in marijuana varies from drug to drug and harvest to harvest, but has been increasing in recent years due to improved agricultural techniques.

The first type of marijuana is "ordinary" marijuana. For this, the most common variety, the marijuana plant is allowed to seed in the spring and is cut down and dried in the fall. The largest stalks and stems are discarded, and the leaves, flowers, seeds, and small stems are ground into a powder which can be smoked in a cigarette (known as a "joint" or "roach"). Ordinary marijuana is by far the most common variety; it is about .5-4% THC.

The second variety of marijuana is sinsemilla, which is made up only of unseeded floral clusters from female plants. THC is found most heavily in these "buds," so the percentage of THC in a batch of sinsemilla tends to be high (as much as 14%). A variant on sinsemilla is the "Thai stick," a bundle of smaller buds wrapped around a sliver of bamboo. Sinsemilla is smoked.

The third cannabinoid is hashish ("hash"), which is produced in Middle Eastern nations. To make hashish, the THC-rich resin is shaken or rubbed from the flowering plants and pressed into a lump or mass. Hashish is smoked or eaten; it is about .5-10% THC.

The fourth cannabinoid, hash oil, is made by extracting hashish with gasoline, leaving a thick, oily residue which is about 20-70% pure THC. Hash oil is smoked by placing a drop or two on an ordinary cigarette; these few drops are the equivalent of an entire ordinary marijuana joint.

CULTIVATION AND SMUGGLING OF MARIJUANA

Marijuana is grown domestically in all fifty states, but the majority of America's supply comes from abroad: Colombia, Jamaica, Mexico, many other Latin American countries, Thailand and other nations. The majority comes from Colombia (approximately 35%), Jamaica (14%) and Mexico (20%).

Marijuana is, of course, grown on farms. Although many of these operations are small, some are quite large and sophisticated (for example, they may have remote-controlled irrigation systems so that the grower does not have to be near the field very often). Almost all fields are hidden, and many are protected by dangerous traps (such as pits filled with punji sticks or fishhooks hung on strings at eye level).

Marijuana smuggling and distribution is not controlled by any one group. Generally, the Colombian trade is dominated by about 16 "families" with ties to the cocaine industry, and the Mexican trade is dominated by the Mexican Mafia, but there are so many small "entrepreneurial" dealers that the industry is essentially disorganized.

Marijuana is much bulkier than other drugs, so smuggling methods differ slightly. Colombian marijuana is usually brought in on large "motherships" which carry tens of thousands of pounds of marijuana. The bales are brought out to the ship at night in small boats and loaded on. The marijuana is hidden, often in fake or empty fuel tanks, so that the mothership doesn't give itself away. The ships use basically the same routes as cocaine-smuggling ships. Once the mothership gets near a transshipment point (such as the Bahamas) or the mainland, it is met by smaller boats, who off load the bales of marijuana and smuggle it ashore at various places on the Gulf and Atlantic coasts of the United States. Jamaican marijuana, on the other hand, is normally smuggled in by small planes (which carry about 1,500 pounds of marijuana each). Mexican marijuana is smuggled in by plane or concealed in land vehicles. Marijuana is harvested about twice a year, and the shipments of course are heaviest right after a harvest.

Once the marijuana gets to America, the receivers pay about \$400-600 per pound for it and move it to "stash houses." Then they break it down into user quantities and sell it for about \$50-75 an ounce on the street, where it is known as "pot," "grass," "weed" or "herb." Users can also buy smaller quantities (for example, "dime bags" for \$10). Prices for sinsemilla are of course higher, because of its purity. Hashish costs about \$1,000-2,000 per pound, and hash oil about \$75 per gram or more. Prices change depending upon demand, supply, location, and so forth, but because marijuana is not "cut" like most other drugs, the profit margin on it is much smaller. There have also been attempts in recent years to sell synthetic THC, but the "THC" sold in the street is likely to actually be LSD or PCP.

The effects of marijuana on the central nervous system have not been precisely determined. Users experience a fairly rapid "high" which causes a sort of sedation and distorts perception. They may suffer from "anti-motivational syndrome," a laid-back, motivationless state, or, paradoxically, they may become restless; in either case, extreme hunger ("the munchies") usually occurs. Short-term memory and concentration may also be decreased (-1/2d6 INT Drain). The user's perception may be altered or sharpened (+1 Sight PER). The larger the dose taken, the more extreme these effects will be, and large doses may also cause hallucinations or other problems. A marijuana "trip" or "high" starts within minutes, usually peaks in about 10-30 minutes, and lasts about two to three hours.

Although many of the effects of marijuana use are unpredictable, what is known for certain is that marijuana smoke is 50% more carcinogenic than tobacco smoke, and can cause bronchitis and infertility. Use of marijuana may also lead the user to experiment with other, more dangerous drugs.

PCP ("ANGEL DUST")

PCP, chemically referred to as phencyclidine hydrochloride but known on the street as "angel dust," "peace," "superweed," "embalming fluid" or "horse tranquilizer," is a synthetic chemical that was developed in 1959 as an anaesthetic. It was soon restricted to only veterinary use (as the drug Sernylan) because of its bad effects on humans, and all legal uses were finally discontinued in 1978.

PCP is a white crystalline powder or a yellowish liquid, very soluble in water or alcohol; it has a distinctive "bitter" taste. On the street it may be tan or brown from impurities and/or in a gummy state. It is such an unusual drug that it defies classification; it has variously been labeled a sedative, stimulant, anaesthetic or hallucinogen, and the separate category "delusionogen" has been suggested. So far it does not seem to be physically addictive, but like any drug is psychologically addictive.

PCP is easily synthesized with simple equipment by amateur chemists. PCP is sold on the street in pill, powder, and liquid form. The pills are simply ingested, the powder is snorted, smoked, or eaten; the liquid may be used to dip cigarettes in, sprinkled on parsley or mint and eaten, or injected. In liquid form, PCP costs about \$5-10 per dose (which equals about \$200-500 per fluid ounce); the average dose is about 5 milligrams. Liquid PCP may be sold in soft drink bottles to disguise it. PCP is often used to "cut" LSD and mescaline, and may be sold as LSD or as "THC," synthetic marijuana.

The effects of PCP use are perhaps the most extreme of any illegal drug. The "good" effects include euphoria, relaxation, inebriation, elevated mood and increased sensitivity and perception—but there are *always* bad effects accompanying them. These effects include paranoia, anxiety, blocked or nonsensical speech, agitation, suicidal tendencies, psychosis resembling schizophrenia, violent and aggressive behavior (in at least 75% of cases) and hallucinations. Furthermore, the user's breathing, heartbeat, and blood pressure increase, he sweats profusely, he may suffer a loss of coordination (½d6-1d6 DEX loss), he experiences nausea (and vomiting), his eyes shift rapidly, he drools and he gets dizzy and walks with an exaggerated gait. Worst of all, someone high on angel dust feels invincible, experiences increased strength (+5-10 STR) and is much less sensitive to pain (25-75% Damage Reduction). Eventually, the user is likely to lose consciousness and enter a coma, but the psychotic symptoms may persist for up to a month. Large doses can cause convulsions, coma, and death.

The result of PCP use is that the user frequently becomes violently psychotic and is almost impossible to stop with conventional force. There are recorded cases of persons high on PCP dislocating their own shoulders or breaking their wrists trying to get out of handcuffs, walking in front of moving cars or off of tall buildings because they "felt invincible," being shot dozens of times before falling or withstanding savage beatings while attacking groups of police officers.

DESIGNER DRUGS

The last major category of illegal drugs are the so-called "designer drugs," synthetic chemicals manufactured in laboratories. Some are analogs of other drugs, and some are completely new. Unfortunately, most of them are easily created, requiring little or no knowledge of chemistry and small amounts of money and equipment. Furthermore, because a drug must be specifically described to outlaw it, designer drugs are not illegal (at least not at first). If distributing them can be punished at all, it will only be under relatively lenient "umbrella" laws designed to cover all sorts of drugs.

Designer drugs can be divided into four basic categories: heroin analogs; amphetamine analogs; PCP analogs; and fentanyl and meperidine analogs. Heroin analogs include "China White," which takes its name from Asian heroin in an attempt to disguise itself; "Vitamin K," a legal anaesthetic; and about a dozen other varieties. Some of them are 1,000 to 6,000 times as strong as heroin itself, which increases the chances of an overdose. The most common dose is a quarter-gram which sells for about \$25 and has only a few grains of the drug itself. Some also cause acute paranoia and accelerated aging. A chemist using \$1,500 worth of easily-obtained chemicals can produce a batch of synthetic heroin worth \$15 million on the street.





Amphetamine analogs (which technically include methamphetamine and methcathinone, described above) mimic the "upper" effect of that class of drugs. The most common include Eu4ia (4-methylaminorex), which is produced from over-the-counter medicines, and MDMA (3,4-methylenedioxymethamphetamine), called "Ecstasy" on the street. Ecstasy is perhaps the most popular designer drug. It provides a mild euphoric/intoxicating effect and sharpens and improves the senses (+1 PER), and is also thought to be an aphrodisiac. Some experts believe that using it could cause brain damage. It sells for about \$20 per dose. Distribution of Ecstasy is now illegal under federal law.

There are about 40 analogs of PCP, each of them as dangerous as it is. They include pyrrolidine phenacyclidine (PHP), N-ethyl-1-phenylcyclohexylamine (PCE), 1-[1-(2-thienyl-cyclohexyl)-piperidine (TCP) and thiophene phenacyclidine (THP).

Fentanyl analogs and meperidine analogs are among the most common designer drugs. Fentanyl itself has many legitimate uses—it is one of the most popular painkillers in America. It and its analogs are very similar to morphine or heroin, producing euphoria, muscle rigidity, and respiratory depression, but are much, much stronger. 3-methyl fentanyl, for example, is three thousand times as strong as morphine and is lethal in even tiny doses (the amount that fits on a pinhead could kill fifty people). These analogs are sold in microgram amounts. A kilogram of one of them can be manufactured for less than \$2,000, but contains 50 million or more doses which, at about \$40 per dose, are worth more than \$1 billion on the street. San Francisco is one of the country's main centers of production.

Meperidine is a synthetic narcotic, a painkiller marketed under the name "Demerol." Two of its analogs are drugs of abuse, and both are illegal under federal law. The first is MPPP (1-methyl-4-phenyl-propionoxypiperidine); the second is PEPAP (1-(2-phenylethyl)-4-phenyl-4-acetyloxypiperidine). Both are easily made in clandestine labs, but MPPP is similar to another chemical, MPTP, which is poisonous and attacks the user's nervous system, causing Parkinson's disease-like effects.

FICTIONAL DESIGNER DRUGS

In the world of *Dark Champions*, there is no reason why the GM has to restrict himself to "real-world" designer drugs. As mankind's knowledge of chemistry increases, so too does the chance of creating new drugs, and inevitably some of those drugs will be abused by irresponsible users looking for better, quicker, longer-lasting highs. In a comic-book world, the effects of these drugs could be potent and unpredictable.

If the GM creates his own designer drugs, he may be able to tailor an entire scenario (or series of scenarios) around a new "super-drug." For example, one of the designer drugs described below, SCUD, mutates some users. Thus, SCUD provides the GM with both a new drug and a source of new villains for the PCs to fight, giving the players a more personal stake in the scenario.

Several fictional designer drugs of the *Dark Champions* Universe are described below. Be sure to make the drug's harmful effects clear to the players—if not right away, then at least by the end of the scenario. Comic books are always careful to portray drugs as the evil they are, and *Champions* GMs should take steps to paint the same picture for their players.

BLACK GLASS

Description and History: Black Glass is a product of the fertile criminal mind of Madame Jeantelle Lareau (*Normals Unbound*, pages 12-13). She combined certain mescaline derivatives with a potent fentanyl analog to create an hallucinogen with some stimulant effects and almost no chance of a "bad trip." The drug was most effective as a black powder which could be set in a gelatin base, giving the finished product the appearance of a square of darkest obsidian (hence its name). Unfortunately for the user, Black Glass is extremely addictive and slowly kills him by attacking the portions of the brain which regulate the respiratory system—but of course this is of no concern to Madame Lareau.

Effects: Black Glass is a powerful hallucinogen and stimulant. Undiluted, a milligram is enough to kill (essentially by paralyzing the lungs), so the drug sold on the street is heavily diluted. Nonetheless, it accumulates in the body, and will eventually kill the user (usually within five weeks of regular use, but this depends upon the addict's health, frequency of use, and so forth).

A "pane" of black glass costs about \$80 or so, and provides fantastic visions and euphoric effects for about six hours. The effects begin to occur within fifteen minutes after the drug is ingested. A few users have tried to strain the drug out of the gelatin and inject it directly into the bloodstream, but this has only proved to be a quick and painless form of suicide.

Campaign Use: Black Glass is a good way to introduce Madame Lareau and Ananias Topps (*Normals Unbound*, pages 13-14) into your campaign. After it begins to appear on the street, the PCs may eventually be able to trace it back to one or the both of them, but doing so will involve unraveling a devious chain of dealers (who have no idea exactly who is supplying them) and fighting a lot of Topps' men.

CRYSTAL DREAMS

Description and History: Crystal Dreams is made in cubes about one centimeter on a side. It is a sort of slick blue color, but shines iridescently if the light hits it just right. It is also known as "CD," "Blue Ice" and "Rainbow Ice." It was developed in San Francisco in the early 1980s as an improved form of LSD. It is still found primarily on the West Coast, but can also be purchased in major East Coast and Midwestern cities. Some Colombian drug cartels have also begun manufacturing CD in hidden labs. Each cube costs approximately \$50.

Effects: Crystal Dreams is an hallucinogen which causes the user to experience bizarre, fantastic visions. It is used by placing the cube on the tongue. As the drug becomes moist, it begins to take effect. After about thirty seconds of exposure, the user removes the cube, wraps it in plastic for safekeeping, and then spends about thirty minutes on a delirious mental voyage. Unfortunately, some users get caught up in their visions too quickly, and forget to take the cube out of their mouths. This causes an overdose which leads to permanent brain damage. CD overdose victims require around-the-clock care for the rest of their lives, and are becoming a major resource drain in some urban areas.



Campaign Use: There are plenty of ways to use Crystal Dreams as a source of adventures for *Dark Champions* campaigns (besides the usual drug smuggling scenario, of course). For example, suppose someone with latent mental powers began using it. His mental abilities might suddenly manifest and take on a pseudo-existence of their own. As he lay in his room, blissfully lost in his fantasy, the entire city would be subject to attack by his nightmarish visions come to life. After several of these thirty-minute episodes, the PCs would finally realize what was going on; then they would have to track the user down and convince him to stop taking CD. Depending on how they handle the matter, he might become a new hero, a new villain or simply an ordinary guy with mental powers.

FIREBALL

Description and History: Fireball is a tiny spherical pill, usually colored bright orange (hence its name). It is sold on the street in small plastic bags holding four pills (known as a "four on the floor"); each bag costs about \$ 20. It was first created in Mexico by unscrupulous pharmaceutical manufacturers. Mexican drug dealing families (part of the Mexican Mafia, see *DC:HOV*, page 133) found out about it and began distributing it in the United States (mainly in the southwest and Chicago). It has since spread to other regions and cities.

Effects: Fireball has been referred to as an "ultra-amphetamine." It is an extremely potent amphetamine analog which makes the user high in about a minute; the high lasts for approximately one hour. Because of its unique and extreme effects, it is very addictive. However, Fireball wreaks havoc with the user's metabolism, sending his pulse soaring and making him move and talk in a rapid, jerky fashion which is distinctive. In weaker users or those who overindulge, this side effect often proves fatal; more than two dozen deaths (due to heart attacks) have been attributed to Fireball.

Campaign Use: Because Fireball is cheap and provides a quick, exciting high, it is likely to spread throughout the campaign city rapidly once it is introduced. By the time the PCs even become aware of Fireball, it will probably be widely used by the drug culture—they will have a tough battle to fight to eradicate this drug. Distribution of Fireball may also lead to turf wars between Mexican Mafia gangs and other drug dealers, giving the PCs a second good reason to try to stop it. Lastly, Fireball may be attractive to truck drivers and other people who need to stay awake for long periods of time, creating a potential for disasters (which make good lead-ins for adventures—"You're driving down the freeway when suddenly, this truck starts to swerve...").

HEAVEN

Description and History: Heaven is a dark pink liquid which is sometimes mistaken for SCUD (see below). In its original form, it was created by a young chemist, Dr. Frederick Umphries, working for Lareau Pharmaceuticals. He intended to make a powerful anaesthetic for use by surgeons. When he realized the potential side effects, he was going to scrap the entire project, but the ever-watchful Madame Lareau rescued it, claiming that she might be able to market it to veterinarians. Instead, she developed it for street distribution, where it now sells for about \$50 per vial. Doctor Umphries hasn't realized yet that Heaven is his creation; Madame Lareau is keeping a close eye on him and will have Topps's men "eliminate" him if he begins to suspect the truth.

Effects: Heaven is a heroin analog which produces a euphoria similar to heroin. However, "street wisdom" says that the "crash" at the end of the high (which lasts anywhere from three to twelve hours) is much less intense, and hence Heaven is "not addictive." This is absolutely not true. Heaven is actually worse than heroin, because it is much more concentrated and powerful. It increases respiration, heartbeat and blood pressure, and has led to several deaths from cerebral hemorrhage or cardiac arrest.

Campaign Use: Sooner or later, Dr. Umphries will figure out what has happened and threaten to go to the police. His bloody, battered body will be found a few days later. The PCs are left with the mystery of who killed Dr. Umphries and why. He is a bachelor with few outside interests and, as far as anyone knows, no family.

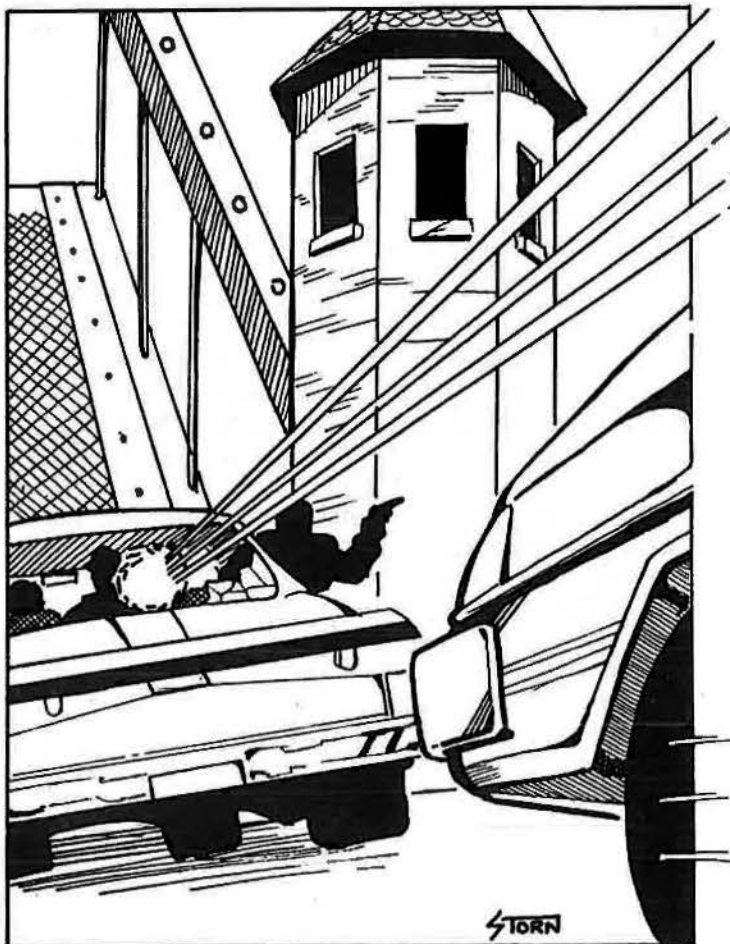


PIXIE

Description and History: The "origin" of Pixie is unknown to all but two people—Jeantelle Lareau and her son Jean Michael. One day while she was occupied on the phone with some financial dealings, he got out of his playpen and crawled into her private laboratory, where she had foolishly left the door open. Before too long he managed to knock over several beakers of chemicals she had been working with. Fortunately, she rescued him before he was hurt, but she then began working with the compound he had "created." Discovering its potential, she improved it and began selling it to addicts on the street.

Pixie is marketed as a golden-yellow powder; each dose sells for about \$10-15. It is usually sold in small plastic bags, tiny plastic tubes, or, more recently, in waxed paper straws folded shut at the ends (yes, it's a sick sort of joke, but the streets are often a sick sort of world).

Effects: Pixie is taken in an unusual fashion—it is absorbed through the skin. Most users rub or sprinkle the powder on the scalp so that it will quickly enter the bloodstream and take effect. A pixie "rush" occurs in about one to two minutes and can last up to eight hours. It causes increased alertness (+2 PER), hyperactivity (+5-15 END), occasional hallucinations and a lowering of inhibitions. The loss of inhibitions seems to have a slightly cumulative effect over time, so long-term pixie users are likely to "try anything once" or "do anything on a dare." There are few recorded cases of pixie being used as a weapon—in order to escape the police, addicts have thrown pixie in their faces, inflicting its effects on them involuntarily.



Pixie is extremely addictive, both physically and psychologically. Addicts ("pixieheads") may "sprinkle" up to three or four doses a day, or before any intense activity (such as committing a crime). They have little self-restraint and don't seem to be embarrassed or intimidated by anything (+5-15 PRE, Only To Resist Presence Attacks Or Embarrassment). A few of them have died because they weren't "intimidated" by, for example, an on-coming train. Pixieheads usually wear odd clothing (and often very little of it), and have short hair (or are even bald) because this makes it easier to use the drug. They tend to congregate in groups, or "pixie-cliques," because non-users are "such a drag." Coming down off of pixie can be traumatic and, for addicts, even deadly, but so far the ready availability of the drug has prevented too many deaths.

Campaign Use: Refer to Black Glass, above. Also, because pixie is cheap and initially seems "harmless," it may achieve great popularity among the drug culture before its side effects become apparent. This may make it very hard for the PCs to stamp it out. If the PCs get too close to her, Madame Lareau might release the pixie formula to underground chemists, hiding her trail with a diversion.

SCREAM

Description and History: Scream was invented by Doctor Emil Krupewycsz, an underworld chemist. He combined heroin, certain cocaine derivatives and several other chemicals to create a clear liquid drug. Through contacts in street gangs, he began to distribute it for free to all sorts of drug users, even schoolchildren. After they were hooked, he began charging high prices for every "hit." Doctor Krupewycsz was arrested and sent to prison in 1990, but other sources have arisen since then.

Effects: Scream is an extremely potent narcotic which is considered to be instantly addictive. It is injected, and provides an almost instant high; this "rush" causes the user to emit a sharp gasp or scream, which gives the drug its name (because of its sickly bluish color, some users also call it "Screaming Smurfs" or "Smurf Juice"). The high lasts about half an hour to an hour. Overdoses, which are frequent, virtually always result in a painful death. Because the drug is extremely expensive (\$100 or more per hit), Scream addicts are often driven to commit dozens of petty crimes to pay for their habit. Heavy users tend to become maniacal, almost berserk, when under the influence of Scream. Some of them go on rampages of destruction and assault; they are almost impossible to stop because the drug keeps them from feeling pain (50% Damage Reduction) and also seems to make them stronger than normal (+5 STR).

Campaign Use: The PCs' attention is best drawn to Scream in one of two ways: either they see someone giving it away for free (perhaps to a child); or they have to stop someone who's gone on a drug-induced crime spree. Then they have to find the ultimate source of the drug and put an end to the distribution. Because it is difficult to manufacture, Scream is one narcotic the PCs have a real chance of totally removing from the drug scene, if they act quickly enough.

SCUD

Description and History: The precise origins of SCUD are unknown. It is a pinkish-colored fluid usually sold in tiny glass vials for about \$25 per "hit." It first appeared on the streets right after the Persian Gulf War (hence its name); it is also known as "Pink Lady" or "Pink Power."

Effects: SCUD is a powerful euphoria-inducing narcotic which is taken by injection or swallowed. Users tend to become addicted within a few weeks of regular use. While the needle-using practices of SCUD addicts have helped spread the AIDS virus, the drug has an even worse side effect: it is a mutagen. Approximately one percent of users have a body chemistry which is affected by SCUD this way. About half of these "SCUD mutants" die painful deaths. In a campaign which features superpowers, the other half will gain superpowers of some sort, but these powers are Dependent upon their continued use of the drug. (If the campaign is totally non-superpowered, all of the one percent will simply die when they take SCUD.)

Campaign Use: As mentioned above, SCUD is a good source of new supervillains for the campaign—and this makes the drug's harmful effects known to the players in an especially effective way. Suppose, for example, that in the past several weeks groups of entirely new supervillains have attacked the PCs at their headquarters or at public appearances for no apparent reason. Upon investigating, the PCs find out that each group was seen emerging from a van which had stopped near the scene of the attack. If they can find the van and trace it back to its owners, the PCs may be able to find out who created SCUD, or at least they may stop a major dealer.

DRUG ADDICTION IN THE HERO SYSTEM

GMs and players who are interested in simulating their characters' drug addiction can use the following system, which is based upon a drug's Addiction Factor (AdF).

Drug addiction may be represented in *HERO System* terms in three ways: as a Dependence, as a Physical Limitation and as a Psychological Limitation. Because the Dependence Disadvantage is designed primarily for comic-book-style addictions to extremely rare substances, it does not work well for daily addictions to relatively common substances such as illegal drugs. Most addictions to illegal drugs would be worth 0-5 points. Therefore, the system described here relies on Physical and Psychological Limitations. GMs are free to rework the system to use Dependence if they wish.

To be "addicted" to a drug means that the addict has a compulsive need for it. An addiction can be physical, meaning that the addict will suffer physically (pain, illness and even death) if he does not get the drug. An addiction can also be psychological, meaning that the addict is emotionally and psychologically dependent upon the drug and must continue to take it for peace of mind; psychological addiction can give rise to somatic symptoms as well. Drugs which are physically addictive are usually psychologically addictive as well (i.e., the character should take both Disadvantages).

The strength of a character's addiction is reflected in the number of points he gets for the Disadvantage(s):

Physical Limitation: Physical drug addiction—must have the drug at least once per day or begin to take damage from withdrawal: occurs frequently, and is:

Weak addiction: slightly impairing: 10 points

Medium addiction: greatly impairing: 15 points

Strong addiction: fully impairing: 20 points

Psychological Limitation: Psychological drug addiction — character feels an emotional need for the drug, regardless of its physically addictive properties, and will seek the drug out, as follows:

Weak addiction: the character will do unusual things to obtain the drug (such as frequenting bad parts of town looking for dealers or committing petty crimes to get the necessary money); the longer the period since the character last took the drug, the more desperate he becomes: common, moderate: 10 points.

Medium addiction: like a weak addiction, but stronger: common, strong: 15 points.

Strong addiction: the character will do anything, even prostitute himself or commit serious crimes, to get the drug: common, total: 20 points.

Every drug has an Addiction Factor (AdF) which indicates how addictive it is. Addiction Factors range from 0-3. An AdF of 0 reflects a drug which is only psychologically addictive, not physically addictive. And AdF of 3 reflects a drug (such as crack cocaine) which is considered to be extremely addictive. The higher the AdF, the stronger a character's addiction is likely to be.

Whenever a non-addicted character takes a potentially addictive drug, he must make an EGO Roll to avoid addiction, with a negative modifier equal to the drug's AdF. A successful roll means that the character does not become addicted (though he may continue to take the drug voluntarily). A failed roll indicates addiction and the acquisition of new Disadvantages, as described above. Furthermore, addiction is harder to avoid if a character is repeatedly exposed to a drug. If it has been (30-CON or EGO, whichever is lower) or fewer days since the character last took the drug, the penalty to his EGO Roll to avoid addiction is doubled; if it is longer than that period the penalty stays the same.

Example: *Reg is a regular kid on the street who knows some kids in a pixie-clique. They persuade him to try pixie one day. Since pixie has an AdF of 3, Reg must make an EGO Roll at -3 to avoid becoming addicted. His EGO Roll is 11-, so he needs an 8-. Surprisingly, he makes it. He enjoys the rush, but these guys seem kind of scary, so he doesn't really want to try it again.*

Later that week, Reg has a fight with his parents and decides to go join the gang on impulse. They give him another dose of pixie. Reg's CON and EGO are both 10. Since the time elapsed is less than (30-10) days, the penalty to Reg's EGO Roll is -6 (pixie's AdF of 3, times 2). Note that the roll to avoid addiction increased even though he made the roll the first time. Reg fails his roll (after all, he needed a 5-) and is now addicted to pixie.

Once a character is addicted, he must make an EGO Roll at -(AdF) every day to avoid seeking out the drug. If the roll is made, the character can hold out for another day. If it is failed, he breaks down and must go out looking for a "score." The sorts of things he will do to find and purchase the drug are indicated by the strength of his addiction, as described above. If the character has help in resisting the drug (a drug treatment center, Narcotics Anonymous, a supportive family and so forth), the GM may decrease the penalty to the EGO Roll.

Becoming unaddicted is no easy matter. The character must go (30-CON or EGO, whichever is less) days without the drug and then make a straight EGO Roll. If the roll succeeds, the psychological grip of the drug is broken (if the character fails the roll, he can start the whole process over again the next day). If the drug is physically addictive, the character will also suffer withdrawal symptoms (which for some drugs are described earlier in this section). If necessary, he may have to make a CON Roll at -(AdF) to survive withdrawal. If the CON Roll is made, the addict suffers 3xAdF in DC of Killing Damage; if it is failed, he takes 5xAdF in Killing DC (the GM can also simulate some withdrawal effects with Drains or other Powers). This damage should be spread out over the period of time it will take the character to shake his addiction, so the GM needs to determine in advance whether or not the character makes his CON Roll.

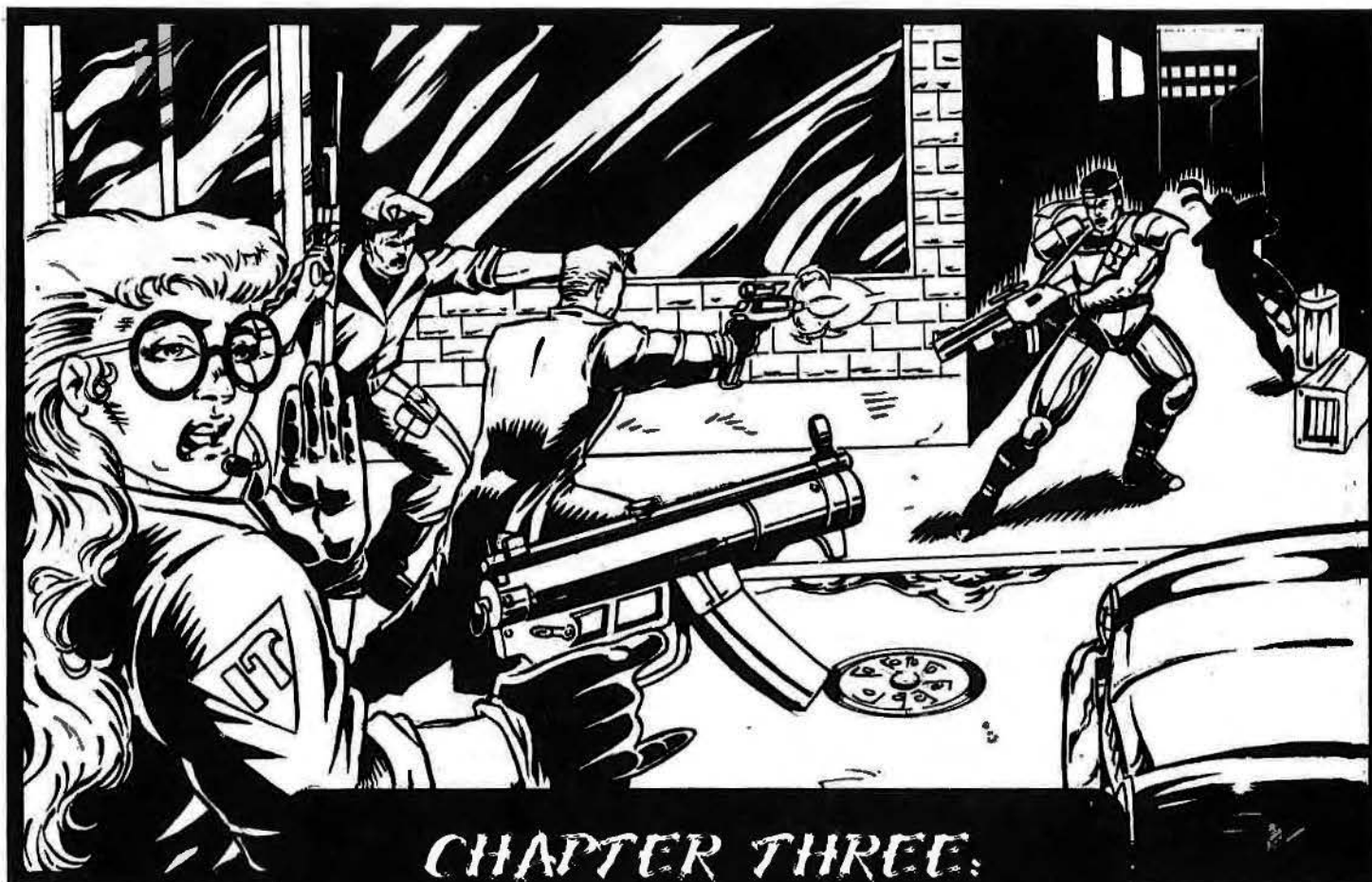
Example: *Reg finds out that his mother has become very sick and decides to quit the pixie-clique and take care of her. He has to make an EGO Roll at -3 every day to avoid caving in to his craving for pixie. If he can do without it for 20 days (30-his CON or EGO of 10), he will have broken the drug's grip on him, but because pixie is physically addictive, he will suffer damage from withdrawal. The GM has him make his CON Roll in advance, to determine how injurious withdrawal will be. Reg fails the roll, so he will take 15 DC (5 times pixie's AdF of 3) of Killing Damage—5d6 KA! The GM rolls 20 BODY, which equates to 1 BODY every day of the 20-day period that Reg has to stay off of the drug.*

By some miracle, and with the help of a local drug treatment center, Reg is managing to make his daily rolls. However, he is also taking 1 BODY every day, and after ten days he reaches 0 BODY, goes into shock, and starts to die as per the rules. Paramedics or other medical Skills can be used to stabilize him, but this has to be done each day. He will need constant care to get over his pixie addiction. If he reaches day 20 and is still alive, all he needs to do is make a straight EGO Roll, and he will finally be free of the drug.

ADDICTION FACTORS

Here are the Addiction Factors for the drugs described in this section:

Name	Addiction Factor
Amphetamines	1.5
Methamphetamine	2
Ice	2.5
Methcathinone ("cat")	2
Barbiturates	1
Cocaine	2.5
Crack	3
Heroin	2.5
LSD	0
Mescaline	0
Psilocybin	0
DMT	0
Marijuana	1
Hashish/hash oil	1.5
PCP	0
Designer drugs:	
Amphetamine analogs	1.5
Fentanyl/meperidine analogs	2
Heroin analogs	2.5
PCP analogs	0
Fictional drugs:	
Black Glass	3
Crystal Dreams	1.5
Fireball	2.5
Heaven	2.5
Pixie	3
Scream	3
SCUD	1



CHAPTER THREE: COMBAT

Chapter Three contains plenty of material to supplement the combat information found in *DC:HOV*, including new Combat Maneuvers, options and creative uses for the new Autofire Skills, new rules for Equipment Allowances, new

types of ammunition, rules for upgrading firearms and extensive rules for vehicle combat and car chases. As always, these rules are entirely optional, and should only be used if the GM approves.

COMBAT MANEUVERS

DIVE FOR COVER

When the grenades and bombs start to fly, this Combat Maneuver always comes in handy. However, there are sometimes significant problems with it because of the way it can be used almost like a form of Precognition or "retroactive dodge." The usual exchange goes something like this:

Player: I'll fire my gun at Thug #1. I have a 7 OCV.

GM: All right, he's going to Dodge, so he has DCV 9.

Player: It's a One Hex attack—explosive bullets.

Dodging won't do him any good.

GM: Okay, then he'll Dive For Cover.

What has just happened here is that Thug #1 has somehow been granted advance knowledge of the PC's attack—he "knows" that the PC's gun and ammunition, which are indistinguishable from any other gun or ammo, are an Area of Effect attack. This sort of retroactive change to a Dive For Cover maneuver after an attacking character announces that his attack is an Area of Effect is not only extremely unfair, it flies in the face of reality. Thug #1 has no way of knowing that the attack is One Hex, and therefore no reason to Dive For Cover. Thug #1 (or a PC in a similar situation) therefore should not be allowed to Dive For Cover, he should take the damage (if Player hits the hex).

Of course, there are a number of situations where a character is perfectly justified in Diving For Cover:

- 1) If the character announces *before anyone attacks him* that he will Dive For Cover this Phase no matter what happens, then Diving For Cover is justified.
- 2) If the attack is obviously an Area of Effect attack—a grenade, a Molotov cocktail, a thrown table—then the character can see it coming, and Diving For Cover is justified. This applies to any other situation where the character can see from the nature of the attack that it is an Area of Effect (in the example given above, not only can Thug #1 not see the bullet coming at him, even if he could he wouldn't necessarily know what type of bullet it was unless he made a Weaponsmith roll).
- 3) If the character has been attacked with that particular Area of Effect attack before (for example, if Player's PC had previously fired his gun at Thug #1), then Diving For Cover is justified.

Alternately, the GM could allow a character in this situation to Dive For Cover, but at double the usual penalty to the character's DEX Roll.

NEW OPTIONAL COMBAT MANEUVER: HURRY



Any character may attempt this maneuver to raise their effective Dexterity and try to act earlier within a phase. A character aborts to "Hurry" his next action. The character then rolls 1d6 and adds the value to his effective DEX only for the purposes of acting earlier in a phase. While Hurrying, the character is -2 OCV, -2 DCV and -2 on all skill and characteristic rolls.

A character with a base Dexterity of 18 who aborts to Hurry and rolls 4 on his 1d6 roll (total effective Dexterity 18 + 4 = 22), would act before a character with a base dexterity of 20. The Hurry maneuver does not effect combat value, figured characteristics, skill rolls or characteristic rolls. It does not change the rate at which a character recovers from Dexterity Drains and Transfers.

Generally, a character should try to execute relatively simple actions while hurrying. Complex actions may be more difficult than during a normal action. The Game Master can apply many other limitations to a Hurrying character attempting complicated actions. Many normally automatic actions may require skill or characteristic rolls while Hurrying: making many turns while running or gliding in high winds may require Dexterity rolls or skill rolls to be successful; speaking clearly may require a Presence roll or a skill roll; holding a slippery object may require a Strength roll. The Game Master is free to require whatever rolls are appropriate for a character to execute an action while Hurrying.

OPTIONAL: CHANGING THE ORDER OF COMBAT



Within a phase, all characters normally get a chance to act in order of their Dexterity scores; the characters with the highest Dexterity going first. Two options, the Lightning Reflexes talent and the Hurry maneuver, can alter this order by changing a character's effective Dexterity for determining the order within a phase. These changes can have a profound effect on the way combat runs, and the GM should consider them carefully before deciding to use them.

A character may have adjustments to his effective Dexterity from both Hurrying and Lightning Reflexes. All modifiers are added together to find the character's final effective Dexterity.

LIGHTNING REFLEXES

Both Lightning Reflexes and Hurry add to a character's effective Dexterity for determining the order of combat. Lightning Reflexes that effect everything a character does only have a minimal effect on running combat. The GM and the player need both remember that the character's effective Dexterity is higher than his base Dexterity. The adjustment is only be made once and from then on the order within a phase does not change.

Example: A character with a Base Dexterity of 21 has +2 Lightning Reflexes all the time. His Effective Dexterity is $21 + 2 = 23$ for determining the order within a phase. This character, and any other character with an effective Dexterity of 23, may act when Dexterity count 23 comes up within the phase. However, when the characters make Dexterity Rolls to see who will act first, his characteristic rolls are based on his base Dexterity Value, not his effective Dexterity value.

A character with Lightning Reflexes that only works with one maneuver can cause some confusion in the Dexterity count. When does the character declare his action? If a character's Dexterity is 23, but it is effectively 25 using a Defensive Strike, when does the GM call on him?

This is not much of a problem if the GM is simply calling out the Dexterity count and waiting for characters to declare their actions. Then it is up to the player to react when his effective Dexterity is called if he wants to use his Lightning Reflexes with his maneuver. This is similar to how a character with Ego based powers needs to react when their Ego is called instead of when their Dexterity is called.

If the GM is designating when each player can act in a phase, the player needs to keep the GM informed of his intended actions so that the combat order does not get confused. In general, it is simpler to put the responsibility on the player, not on the Game Master, to remember a character's Lightning Reflexes.

Example: The GM counts down the Dexterity count, "25, 24, 23, now your opponent goes. He fires at your character and hits with an attack roll of 9. He does 8 BODY and 24 STUN. Now, the Dexterity count is 23, 22, 21..."

"I go on 21," the Dexterity 21 character says. "But, with my +4 Lightning Reflexes that works with my Rocket Pistol, my effective Dexterity is 25. I want to use my Rocket Pistol to hit my opponent before he fires at me!"

"I'm sorry," says the Game Master, "but your opponent has already hit you. I had no way of knowing you wanted to use your Rocket Pistol so I assumed you were going to act at your base Dexterity. Next time, remember your Lightning Reflexes before your opponent rolls his attack."

HURRY

A character can abort to use the Hurry maneuver to try to move sooner within a phase. As opposed to other abort maneuvers, the character does not get to act immediately. The character rolls 1d6 and adds the result to his effective Dexterity. When the Dexterity count within a phase gets to the character's effective Dexterity, the character has a chance to act. If the character aborts to Hurry during a phase, and the Dexterity count has already passed his new effective Dexterity, the character may try to act immediately. As in any other abort situation, what has gone before does not change. The best a character can do is Hurry and try to interrupt a character's action in progress.



Example: Within a phase, the Dexterity count stands at 23. A Dexterity 23 opponent is about to take an action. A character with a Base Dexterity of 21 aborts to Hurry to act before his opponent. He rolls 1d6 and generates a 3, for an effective Dexterity of $21 + 3 = 24$. Because the character's effective Dexterity is equal to or greater than the Dexterity count, he may attempt to act now. Because both characters are effectively acting at the same time in the Dexterity count, both must make Dexterity Rolls to see who will act first.

Example: A Dexterity 21 character waits until the GM calls Dexterity count 23 to abort to Hurry. The character will go after the characters that have already gone on Dexterity count 24, even if he rolls a 6 and has an effective Dexterity of 27.

The whole concept of effective Dexterity adds another layer of complexity onto an already complex sequence of play. It will give the players additional options at the expense of slightly slowing down combat. The GM and the players must decide if they want to have the additional options or a more streamlined combat sequence.

NEW OPTIONAL COMBAT MANEUVER: RAPID FIRE

A character may attack more than once a phase with a ranged attack. These attacks may be against a single or multiple targets. All targets must be within the characters front 180 degree line of sight. Rapid Fire takes a full phase, and the attacker is $x\frac{1}{2}$ DCV and takes a -2 OCV penalty for every shot after the first against all targets. The attacker must expend END or Charges individually for each attack. A character may not Rapid Fire an Autofire attack unless he has the appropriate maneuver (see the section on New Skills, earlier in this book).

Example: *Ginger takes a full phase and rapid fires her Llama Super Comanche .44 Magnum three times at the charging enemy boss. The player rolls three separate attacks. All three shots take a -4 OCV penalty.*

Note: The Game Master may wish to restrict an attacker to a maximum of two or three shots per phase. This will still give a character a reasonable increase in firepower at the expense of being vulnerable to counter attack.

NEW OPTIONAL COMBAT MANEUVER: BLAZING AWAY

A character may blaze away with ranged attacks, firing as often as he can. Blazing Away takes a half phase and each attack only hits if the attacker rolls a natural '3' on his 3D6 Attack Roll. The attacker must expend END or Charges individually for each attack. A character may blaze away with an Autofire attack just the same as he can with any other attack. But, because the attacker must roll a 3 to get any hits at all, each attack Autofire attack can only hit one time.

Example: *After reloading, Ginger needs to scare a group of thugs that are rushing up to see what happened to their boss. She rushes forward with a half move and fires 5 shots over their heads. Ginger realizes she probably won't hit anything by blazing away, but the 5 shots count as a very violent action and she can use the extra dice on her Presence attack.*

Note: Just in case someone thinks that running quickly and blazing away has any meaningful chance to hit, statistics show that ten attacks that need a natural 3 on 3D6 to hit has about the same chance to hit a target as a single attack at 5 or less on 3D6. Blazing Away is really only useful as a violent action to help punctuate a presence attack or to simulate the more exotic maneuvers shown in the movies. The Game Master may wish to restrict an attacker to a maximum of four or five shots per phase to reduce the amount of die rolling.

OPTIONS FOR AUTOFIRE

The Autofire Advantage is frequently used to build submachine guns, assault rifles, and other high-powered firearms. However, the Autofire rules used for superheroic games are not necessarily the sort of Autofire rules that work best in street-level campaigns. Street-level comic book characters can often use Autofire attacks much more effectively than the current rules allow for. Here are several *optional* rules for "customizing" Autofire and for using it in creative ways.

IMPROVED AUTOFIRE

Here's the Autofire rule from the *Champions Fourth Edition Rulesbook*, page 148, so you don't have to keep looking it up:

A character may spray a [sic] Autofire attack at several targets. When doing this, there is a -1 OCV penalty for each hex fired into. Each target can only get hit once. The attacker declares the targets and counts the number of continuous target hexes. He must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of five hexes).

This rule needs a simple wording change so that it may be easily modified by new autofire maneuvers. The basic rule still works the same as always, it is simply worded differently:

An attacker may spray an Autofire attack at several targets. The attacker declares the targets and counts a line of continuous hexes that includes all the targets. There is a -1 OCV penalty for each hex. Each target can only get hit once. The attacker must fire a minimum of one shot into each hex, even if there is no target there (so a character with a 5 shot maximum could affect a maximum of five hexes).

The new Autofire Maneuvers, listed in New Skills section of this book, may all be "stacked together" so that a character could execute Rapid, Accurate, Concentrated, Skipover Sprayfire. When stacking these maneuvers, the attacker takes the total of all OCV penalties, the longest amount of time, and the worst DCV penalty of the maneuvers.

COMBAT MANEUVERS CHART

Below is a chart listing all of the new combat maneuvers, their costs (if any) and their effects. Descriptions of these maneuvers can be found either in the section above, or in the New Skills section in Chapter One of this book.

NEW COMBAT MANEUVERS

Maneuver	Phase	Cost	OCV	DCV	Effects
Rapid Fire	1	-	-2	$x\frac{1}{2}$	attack multiple targets in ranged combat
Blazing Away	$\frac{1}{2}$	-	(3)	+0	attack often, only hit on natural 3
Accurate Sprayfire	1	5	-1	$x\frac{1}{2}$	no per hex penalty for sprayfire
Concentrated Sprayfire	1	5	-1	$x\frac{1}{2}$	hit sprayfire targets multiple times
Skipover Sprayfire	1	5	-1	$x\frac{1}{2}$	avoid attacking selected targets
Rapid Autofire	1	5	-2	$x\frac{1}{2}$	attack multiple targets with autofire
Two Weapon Fighting	1	5	0	$x\frac{1}{2}$	No OCV penalty for 2nd Rapid Fire attack

EQUIPMENT

EQUIPMENT ALLOWANCE

This section supplements the section on Equipment Allowances in *DC:HOV*, page 100.

An Equipment Allowance is a pool of real points that a character can use to "buy" an arsenal of real life equipment. The capabilities of this equipment are limited to what a normal character could buy "off the shelf." Exotic, modified, or unusual equipment may not be purchased through an Equipment Allowance, and must be purchased with character points.

The number of real points in a character's Equipment Allowance depends on the type of character, and the Game Master. Generally, Heroic level characters with 75 base points and up to 75 points of disadvantages get a free 100 real point equipment allowance. Super heroic level characters with 100 base points and up to 150 points of disadvantages do not get a free equipment allowance. Super heroic level characters are assume to equip themselves with custom equipment that is not available "off the shelf."

A character may increase his Equipment Allowance by +5 real points for every +1 character point spent. The Game Master may limit the number of real points in a character's equipment allowance to fit a particular campaign.

What kinds of equipment can a character buy with the points in an equipment allowance? The Game Master is the final arbitrator over what may and may not be purchased through an Equipment Allowance. The equipment can include real weapons, radio gear, flashlights, etc. Generally, only equipment that the GM approves and that the player can find in a real life catalog should be purchased from an Equipment Allowance. The weapons and equipment listed in the Hero System Rules, *DC:HOV*, and *Eye For An Eye* can be available at the discretion of the Game Master.

Vehicles, bases, and followers should not be purchased through an equipment allowance. Characters should purchase them according to the normal rules.

The equipment a character can purchase through an Equipment Allowance also depends on availability. Different campaigns may have different equipment available. Difference characters within the same campaign may have different equipment available. Contacts, Skills, and Perks may all help determine the type of equipment a character may have available.

The greater the character's access, the more powerful the equipment the character can purchase through an Equipment Allowance. Availability is divided into classes. Each class limits both the number of points that define the base power of each piece of equipment and the total active points of each piece of equipment. The Game Master may use these categories or define his own limits.

Limited Equipment Availability gives access only to legal hunting type weapons. It normally limits access to rifles and pistols at 4-6 Damage Classes.

Street Level Equipment Availability gives access to military small arms but little access to heavy weapons like machine guns or anti-tank Rockets. It normally limits access to assault rifles and shotguns at 7 to 9 Damage Classes.

High Tech Equipment Availability gives some access to heavy weapons like machine guns. It limits access to heavy weapons with 10-12 Damage Classes.

Military Equipment Availability gives access to military weapons like anti-tank rockets. It limits access to heavy weapons with as many as 13-15 Damage Classes.

It is important to distinguish between a character's carried equipment and his armory. A character may own many more pieces of equipment than he can legally carry; this is perfectly acceptable. Most *Dark Champions* PCs have a place where they can store their excess equipment; this is an "armory." Starting characters should only own enough equipment to fill out their equipment allowance; new equipment can be acquired during play, or through role-playing efforts. The GM should carefully monitor the Availability level of characters' starting equipment.

MAXIMUM POINTS AVAILABLE THROUGH AN EQUIPMENT ALLOWANCE:

Equipment Availability	Base Points	Active Points
Limited	30	60
Street Level or Pure	45	90
High Tech	60	120
Military	75	150

Remember that Base Points is the amount of points in the base power that defines the equipment, before any advantages or limitations. Active points is the amount of points in the equipment after applying all advantages.

Example: a character has a 100 Real Point Equipment Allowance and Street Level Equipment Availability. The character could carry an Ingram MAC-10 (20 Base Points, 45 Active Points, 22 Real Points) and a FN-FAL Assault Rifle (35 Base Points, 87 Active Points, 43 Real Points) but not a .50 Caliber M2 Heavy Barrel Machine Gun (45 Base Points, 146 Active Points, 58 Real Points.)

Real Points are not limited by availability. Real Points is the amount of points (Character Points or Equipment Allowance) it costs to buy the equipment, after applying all advantages and limitations.



For a particular scenario, the GM may give characters special access to more powerful equipment than they normally have available, but that equipment does not become a part of the character's normal arsenal.

Example: *If a character is helping a group of mercenaries in an assault, the Game Master may let him crew a .50 Caliber M2 Heavy Barrel Machine Gun. After the scenario, the character returns the machine gun and must use the equipment that is normally available to him.*

If game balance is a concern, the Game Master may wish to limit super heroic characters to Limited Equipment Availability. This will insure that a super heroic character's main combat capabilities are purchased with Character Points, not with the Equipment Allowance.

CONCEALMENT

There are many things in *Dark Champions* that a character might want to conceal: guns, equipment, papers, microfilm. Generally, hiding objects in a room is taken care of with the Concealment Skill. However, there's a special case of concealment which needs somewhat more attention: hiding objects on and about your body.

Each weapon listed has a PER Mod, and a person's clothing will have a PER Mod rating as a hiding place. If the weapon's PER Mod is less than or equal to the PER Mod rating of the hiding place, then the weapon is hidden from view. If weapon's PER Mod is larger than the PER Mod rating of the hiding place, then the weapon might be spotted.

If the object is hidden, a viewer may still notice that something's hidden under the clothing if he's looking hard. If a character asks specifically "Is he carrying something under his jacket?" the character can make a Perception Roll to check. The character will take a -1 to his Perception Roll for each +1 PER Mod the object is smaller than its hiding place.

Example: *Bill Robinson is carrying an AMT Backup under his surf jacket. The AMT has a PER Mod of +1 and the suit has a PER Mod rating of 2. The gun will not be noticed by casual observers and anyone specifically looking for it will take a -1 on his Perception Roll to find it.*

If the object's PER Mod is greater than the PER Mod rating of the hiding place, the object can be noticed by anyone. That's because the object causes an unsightly bulge in the person's clothing. Anyone the character is dealing with will notice the bulge with a Perception Roll.

Example: *Bill later decides to carry a Llama Super Comanche .44 magnum revolver (PER Mod +3) under his jacket. Because the gun is bigger than the jacket's PER Mod rating, casual observers can notice it. People are starting to talk about Bill.*

Perception Rolls will tell a character that someone is carrying an object, but the Perception Roll won't tell them what the object is. So long as clothing still covers an object, the object's exact identity will remain hidden. However, some information about the object should be available. If the observer has noticed a bulge under the character's left armpit, it's probably a gun. But the exact type of gun or whatever wouldn't be known until the object comes out into view.

Some objects are so large they can't be hidden in an area. If a hiding place is 2 or more points smaller than the object you're trying to hide, the object is not considered hidden. Don't even try hiding a +7 PER Mod machine gun under your hat.

The following table lists the most common concealment spots for guns and gadgets. The PER Mods of various guns are listed on the gun lists.

CONCEALMENT TABLE

Size of Clothing	PER Mod Rating
Suit jacket	+2
Jacket (windbreaker)	+3
Coat (heavy, long jacket)	+4
Overcoat (trenchcoat)	+5
Shirt or Blouse	+1
In Boots	+1
Under Skirt or Dress	+1
Under a Hat	+1
Inside Small Handbag	+1
Inside Camera Case	+2
Inside Large Handbag	+3
Inside Briefcase	+4

The PER Mod rating of the jackets and coats given above represents them buttoned up. If the jacket is left unbuttoned, the PER Mod rating of its hiding spaces will increase by 1. But when a character is moving with an open jacket, there is a chance of 1 on 1D6 (1 or 2 if he's running) for the jacket to open and reveal any objects hidden under it.

If a character has clothing specifically tailored for one piece of equipment or weapon, the PER Mod rating goes up by 1. A suit jacket specifically designed to hold a Colt Anaconda (PER Mod +3) would have a PER Mod rating of 3 and just barely hide the gun.

Note: anything that's less than PER Mod +0 may be hidden on your person with Concealment Skill. Such objects can't be found visually, but only with a Strip Search and a Concealment versus Concealment Roll. Such items are considered so small that they can fit behind belt buckles, in shoe heels or inside specially created pockets.

SEARCHING A PERSON

Whenever a character gets captured, he'll probably get searched. There are three kinds of searches: a Fast Patdown, a Thorough Patdown and a Strip Search.

A Fast Patdown only takes 1 phase and will find most large items hidden on a character's torso. The searcher rolls his Perception Roll, +1 per PER Mod of the object a character is carrying on his torso. The searcher finds each item if he makes his Perception Roll for each one. The chance is pretty good for him to find a gun, but there's still a small chance to miss one.

A Thorough Patdown takes a full turn and will find most large items hidden all over a character's body. The searcher still must make his Perception Roll, but he can now find objects hidden anywhere on a character.



A Strip Search is exactly what it sounds like. It takes at least one minute and often five or ten minutes, or even longer. The searcher removes all of a character's clothing, sometimes even systematically destroying the clothing to make sure everything is found. The searcher can then search the character's clothing at his leisure and will find anything not hidden with Concealment Skill. Any concealed items in a character's clothing will be found with a Concealment Skill vs. Skill Roll. Of course, a long search would give a bonus to the searcher.

SPECIAL AMMUNITION

This section supplements the ammunition descriptions in *DC:HOV*, pages 78-80.

PISTOL & RIFLE AMMUNITION

BEEHIVE/CORE-SHOT

This type of bullet is similar to a Glaser round, but with somewhat less penetrating capacity.

EQUALLOY

This bullet, which is manufactured in England, is made from an aluminum alloy with a nylon coating. This allows it to achieve very high velocities, but when it hits it expands quickly and remains inside the target.

GECO-BAT

This bullet is hollow with a plastic core. The core is (theoretically) blown away upon firing, leaving the hollow bullet to chew large wound cavities through flesh.

IMPROVED GLASER

This is an advanced form of Glaser round which has the ability to penetrate barriers before expanding. The "Magsafe" round, a frangible copper-jacketed bullet with an epoxy core filled with birdshot pellets, is essentially an Improved Glaser bullet.

OMNI-SHOK

The Omni-Shok is a lead slug which has four "petals" cut into its nose and a screw-like piece placed between them. The screw is supposed to expand the petals upon contact, producing a sort of "improved hollow point" effect.

REVERSED OGIVE

Also known as THV ammunition, this bullet has a special concave cutting edge which not only allows it to achieve tremendous velocities, but gives it some armor-piercing capability and allows it to transfer a great deal of energy to the target upon impact.

SPARTAN

Spartan bullets are made from a mixture of polymer and lead dust molded into the shape of a bullet. When they hit a target, they immediately fragment, causing tremendous damage. They are bought like Glaser slugs.

STARFIRE

The Starfire is another form of "improved hollow point" ammunition. It expands to almost twice its diameter when it hits the target.

FICTIONAL PISTOL & RIFLE AMMUNITION

Since *Champions* is intended to simulate comic books, not real life, there's no reason why *Champions* characters can't create their own types of ammunition. Of course, this requires the Skill Weaponsmith (Slugthrowers). The following are some examples of "comic-book" types of bullets.

ELECTROSHOCK

This bullet is essentially an incredibly powerful battery designed to discharge upon contact with the target. The killing effect of the bullet comes not only from its impact but from the massive electric shock it delivers (thus, it affects ED, not PD).

STARFLASH

This shell contains a magnesium flare charge in its core. Upon impact it not only injures the target, but emits a bright flash of light which will blind him (if he's still conscious and/or alive) and anyone near him.

VELOCITY-CHARGED EXPLOSIVE

The VCE bullet contains a special explosive charge which is primed by the bullet's acceleration. The necessary level of speed is achieved several feet beyond the muzzle of the gun, so there is little danger of the bullet accidentally exploding close to the firer. This bullet is bought as three or four extra Damage Classes to the Killing Attack plus the "One Hex" Advantage, with the Limitation "Must Hit Target, Not A Hex" (-1/4).

SHOTGUN AMMUNITION

In recent years ammunition makers have exploited shotgun shells' capability to carry unusual or specialized loads. As a result, the number of types of combat shotgun shells available has expanded dramatically. Some of them include:

AIR BOMB

This shell explodes near the target in mid-air. It is designed to stun, injure, and incapacitate the target.

ARMOR PIERCING

This is a special type of slug designed to penetrate armor.

BRI

This specially-made slug is more of a bullet than a shotgun shell. It is intended to increase the range and accuracy of a shotgun.

CUBIC SHOT

This shell has cubic shot instead of the normal round shot. The cubic shot is intended to maximize the spread of the pellets so that the target is hit.



EXPLOSIVE

This slug explodes upon impact with the target, causing tremendous damage. A properly-placed Explosive Slug can take out everyone in a small room or a car in one shot.

FIREBALL

This shotgun shell is filled with magnesium or some other flammable material that bursts into flame when it contacts the target area, immolating that area for several seconds.

FLARE

Flare shells are like Fireball shells, but they are intended to blind the target temporarily, not injure him.

FLECHETTE

This shell is a shotgun version of a flechette bullet. It is filled with tiny metal darts. The flechettes in this shell are bigger and stronger than those in a bullet, and fly further than standard buckshot.

ICE

Ice shells are used by assassins who want to kill without leaving traces. The impact of the ice-filled shell is still enough to kill, but the ice soon melts, leaving the exact cause of the injuries a mystery.



LOCKBREAKER

Also known as a "lockbuster" or "Hatton" shell, this round is filled with lead or iron powder. When fired at a lock, it destroys the lock's internal workings, allowing the door to be quickly pulled or kicked open.

ROPETHROWER

This isn't actually a shell, it's an attachment to the barrel of a shotgun that uses the force of a fired shell to shoot a rope and grapnel. Shotgun-wielding characters can buy this attachment as a Focus for Swinging.

RUBBER SHOT

This shell was invented for anti-riot purposes and is designed to stun the target with several .30 caliber rubber pellets.

SILENCED

This special shotgun shell is constructed so that the expanding gases that propel the round (a large metal and plastic flechette) forward are trapped inside the shell, which acts as a sort of "ram" to shove the flechette out of the barrel and towards the target. Because the gases cannot escape properly, the shotgun is silenced. A silenced round has to be relatively low-powered, and therefore cannot be fired in automatic shotguns because it cannot cycle the action.

SMOKE

This shell is a miniature smoke grenade.

TEAR GAS

A shotgun shell loaded with tear gas instead of shot.

FICTIONAL SHOTGUN ROUNDS

Here are some examples of fictional shotgun shells that *Dark Champions* PCs can use.

ANTI-VEHICULAR EXPLOSIVE ARMOR PIERCING

The AVEAP slug combines the effects of explosive and armor piercing slugs to cause tremendous damage to the target. When developed, it was intended primarily for use against vehicles and other heavy targets, but it has been effectively used against personnel as well.

CYANIDE GAS

A variant on the Tear Gas shell. Instead of tear gas, it carries deadly cyanide gas.

HIGH EXPLOSIVE PANCAKE

This slug is made of lead and contains a mild explosive charge. It is intended not to kill but to knock a target out. When it hits, the lead flattens into a "pancake" and the explosive charge is triggered, incapacitating the target and knocking him off of his feet.

NET

This shell contains a tough plastic net instead of shot or a slug. The net is intended to harmlessly incapacitate someone by tying them up so that they can be subdued without injury.

BUYING SPECIAL AMMUNITION

The characteristics of the guns and shotguns are listed assuming standard ammunition. These weapons can also fire special ammunition that modify the weapon's armor penetration, BODY damage done, STUN or shock and special effects. The characteristics of this special ammunition are listed in the Special Pistol & Rifle Ammunition and Special Shotgun Ammunition tables.

The tables on the next two pages list the name of the ammunition, the Power Advantages and Limitations it gives a weapon's attack and the adjustment to the Damage Class of the weapon. The Special Pistol & Rifle Ammunition table has two entries for Damage Class adjustment, one for guns that normally have a standard STUN Multiplier, and one for guns that normally have a +1 STUN Multiplier.

To use special ammunition, find the damage class of the base damage of the weapon. See the Damage Class Table (*Hero System Rulesbook*, page 158) for reference. Add the Damage Class Adjustment to the Damage Class of the weapon. Ignore the Advantages (like +1 STUN Multiplier) and Limitations (like Reduced by Range and Reduced Penetration) that normally effect the damage done by the weapon. Apply the Advantages and Limitations listed to the adjusted damage. This gives you the final capabilities of the attack.

Example: An FN-FAL normally does a 2d6+1 Killing Attack (7 DCs) with a +1 STUN Modifier. Duplex Ammunition has a +2 DC adjustment and only the Reduced Penetration limitation. So, a FN-FAL firing Duplex Ammunition would do a 3d6 Killing Attack (9 DCs) with Reduced Penetration (but without the +1 STUN Modifier.)

Using special ammunition generally puts additional stress on a weapon. If the GM is using the optional Gun Malfunction rules (*Hero System Rulesbook*, page 198), any gun firing special ammunition should use the attack roll numbers in parentheses to determine malfunctions.

Special ammunition is more difficult and expensive to buy than normal ammunition. This, combined with its other limitations, often restricts its use to specific situations. If a character knows that his opponents will be heavily armored, then some sort of Armor Piercing ammunition might be useful. If a character knows that he must bring down an unarmed target in one shot, then increased damage ammunition might be the right choice. Each character must evaluate each situation to decide which kind of ammo to bring along.

Most Armor Piercing rounds concentrate their impact energy over a small area in order to get through armor. Because they concentrate their energy, they do not transfer it efficiently to the target. Most of these rounds either trade off Damage and/or their STUN Multiple for being Armor Piercing.

Most increased damage rounds are designed to spread their energy over a wider area in order to do more damage and/or shock. Because they distribute their energy over a wider area they transfer it very efficiently to the target. Most of these rounds trade off Reduced Penetration for increased Damage and/or STUN Multiple.

Some special shells trade off either penetration, damage, or shock value for other special capabilities. These rounds can include incendiary rounds that have a chance to start fires, low velocity rounds for silenced weapons, or even flare rounds that cause a flash attack.

The Advantages, Limitations and Damage Class Modifiers have been selected to represent the rounds described and to be relatively point balanced. A character building a gun from scratch can use the Advantages and Limitations listed as an example of the effects of these various kinds of ammunition.

Example: The Black Magnum, the vigilante, wants to build a heavy rifle that fires Armor Piercing Explosive ammunition, but that does more damage than any normal rifle. He builds the rifle with both the Armor Piercing and +1 STUN Modifier advantages to represent the weapon's unique ammunition.

UPGRADING FIREARMS

Sometimes characters who start out with ordinary weapons, i.e., those from the Guns & Similar Weapons chart in *DC:HOV*, want to upgrade them by changing to an improved form of ammunition or adding a silencer or other accessory. This can be a problem in campaigns where PCs are allowed to take regular equipment for free—should the GM simply allow them to have any sort of upgrade for free as well (which can unbalance the campaign), should he make them pay points for the entire weapon, or should he only make them pay points for the improvement?

The solution is quite simple. For characters that have an Equipment Allowance, allow them to purchase such improvements as sights, silencers, flash suppressors and additional rounds with their equipment allowance. If a character wants a weapon that does more damage than it should normally do, he should pay the full cost with his Character Points, not with his equipment allowance. The Equipment Allowance should only be used for "real world" items. For characters that must pay Character Points for their equipment, simply have them pay the additional points.

The costs for adding a silencer, flash suppressor, or recoil compensator are provided in *DC:HOV*, page 81. The charts below provide the costs for increasing or decreasing the number of rounds of ammunition a gun carries, adding a scope or making the weapon more accurate.

It is up to the GM whether the character has to pay his own points for an upgrade or can take them out of his equipment allowance (if he has one; see *DC:HOV*, page 100, for details). Since an upgrade is still a form of equipment, allowing characters to take it out of their equipment allowances is encouraged, but GMs may wish to prevent an "arms race" by charging PCs actual character points for them.



SPECIAL PISTOL & RIFLE AMMUNITION TABLE

Shell Type	Damage Modifiers (replaces all advantages and limitations on the damage of the guns as listed.)	Damage Class Adjustment for	
		Normal STUN Multiple	+1 STUN Multiple
Armor Piercing, Teflon Coated	Armor Piercing	-1	0
Armor Piercing Explosive	Armor Piercing, +1 STUN Multiple	-2	-1
Armor Piercing Incendiary	Armor Piercing, Increased chance to cause fire or Explosion (3)	-2	-1
Beehive/Core shot	Reduced Penetration, +1 STUN Multiple	0	+1
Caseless	Damage As Listed (4)	0	0
Discarding Sabot	Armor Piercing	-1	0
Duplex	Reduced Penetration	+1	+2
Electroshock	Normal Attack vs. ED (1)	0	+1
Equalloy	+1 STUN Multiple	-1	0
Explosive	Reduced Penetration, +1 STUN Multiple	0	+1
Fiberglass/Plastic	Reduced Penetration, -3 Forensics to determine cause of death (2)	0	+1
Flechette	Armor Piercing	-1	0
Geco-Bat	Reduced Penetration	+1	+2
Glaser	Reduced Penetration, +1 STUN Multiple	0	+1
Gyrojet	Damage As Listed, Adds +1 OCV, Subtracts -2 Range Mod	0	0
Hollow Point/Dum Dum	Reduced Penetration, +1 STUN Multiple	0	+1
Imp. Glaser/Megasafe	+1 STUN Multiple	-1	0
Incendiary	+1 STUN, Increased chance to cause fire or Explosion (3)	-1	0
High Velocity	Killing Attack (2)	0	+1
Magnum	Damage As Listed	0	0
Omni-Shock	Reduced Penetration, +1 STUN Multiple	0	+1
Penetrating Sabot	Armor Piercing, +1 STUN Multiple	-2	-1
Poison	Damage As Listed, Extra Damage depends on poison (5)	0	0
Reversed Ogive/THV	Armor Piercing, +1 STUN Multiple	-2	-1
Rubber	Normal Attack, Reduced Penetration (1)	+1	+2
Semi-Armor Piercing	Damage As Listed	0	0
Silenced	-3 on Perception Roll to Hear	-1	0
Spartan	Reduced Penetration, +1 STUN Multiple	0	+1
Spent Uranium	+1 STUN Multiple	-1	0
Starfire	Reduced Penetration, +1 STUN Multiple	0	+1
Starflash	2d6 Sight Flash, Explosion, only in a gun with 2d6 or greater damage (5)	-	-
Thunderzap	Reduced Penetration, +1 STUN Multiple	0	+1
Tracer	Damage As Listed, + 2 OCV, for second and subsequent autofire shots at a target (6)	-1	-1
Tumbler	Reduced Penetration, +1 STUN Multiple	0	+1
Velocity Charged Explosive	+1 STUN Multiple	-1	0

SPECIAL SHOTGUN AMMUNITION TABLE

Shell Type	Damage Modifiers (replaces all advantages and limitations on the damage of the gun as listed.)	Damage Class Adjustment
Shotgun Air Bomb	Normal Attack, Explosion (1)	-1
Shotgun Anti-Vehicle	Armor Piercing, Explosion	-2
Shotgun Armor Piercing	Armor Piercing	-1
Shotgun BRI	Killing Attack (2)	+1
Shotgun Cube Shot	Reduced By Range, Reduced Penetration	+2
Shotgun Cyanide Gas	1d6 Killing Attack, Area Effect, 2" Radius, Lasts one Turn, requires 12 gauge or larger shotgun (7)	—
Shotgun Explosive	Killing Attack, Explosion (2)	-1
Shotgun Fireball	Normal Attack, Explosion, Increased chance to cause fire/explosion (1,3)	-2
Shotgun Flare	3d6 Sight Flash, Explosion, requires 12 gauge or larger shotgun	—
Shotgun Flechette	Armor Piercing	-1
Shotgun HE Pancake	Normal Attack (1)	+1
Shotgun Ice	+1 STUN, -3 Forensics to determine cause of death	-2
Shotgun Lockbreaker	No Range	+2
Shotgun Net	4d6 DEF 4 Entangle, requires 12 gauge or larger shotgun	—
Shotgun Ropethrower	Will shoot a grapple and Rope 20"	—
Shotgun Rubber	Normal Attack, Reduced Penetration (1)	+2
Shotgun Shells	Damage As Listed	0
Shotgun Silenced	+1 STUN Multiple, -3 on PER Roll to Hear, may not be used in Auto Shotguns	-2
Shotgun Slug	+1 STUN Multiple	-1
Shotgun Smoke	Darkness to Sight, 2" Radius, Lasts one Turn, requires 12 gauge or larger shotgun (5)	—
Shotgun Tear Gas	1d6 Sight Flash, Area Effect, x2 Radius, 4" Radius, Lasts 1 Turn, requires 12 gauge or larger shotgun (7)	—

Notes:

- 1) Normal Attack: Weapon does a Normal Attack of 1d6 per adjusted Damage Class of the weapon. For example, if a weapon had a base damage of 2d6+1 (7 DCs) and an adjustment of -1 (to 6 DCs) it would do a 6d6 Normal Attack.
- 2) Killing Attack: Weapon does a Killing Attack with a normal STUN Multiple.
- 3) Incendiary bullets have an increased chance to cause a fire or explosion. Check for ignition if the attack does BODY damage and the target is wearing flammable clothing, carrying flammable/explosive objects, or the attack penetrates a vehicle that has flammable or explosive fuel or cargo. Roll the BODY Damage done to the target or less on 3d6 to cause a fire or explosion.
- 4) Caseless ammunition leaves no empty cases when fired. This is not an Advantage, just a special effect.
- 5) Poisoned bullets can be assumed to be coated with a 2d6 RKA poison with a Trigger (bullet attack must do BODY, +¼).
- 6) Tracer ammunition adds +2 OCV on the second and subsequent consecutive autofire shots at a specific target. If a target is hit while the attacker is using tracer ammunition, there is a 1 in 6 chance that the round was a tracer, which only does x½ BODY damage.
- 7) All gas shells create a cloud of gas that lasts for one Turn. The attacks can be avoided by breathing apparatus or life support. The flashes can be avoided by sealed goggles or flash defense.



NUMBER OF SHOTS

One popular modification to many weapons is to change the number of shots the weapon carries. The number of shots or "basic load" of the weapon is listed in the weapons charts. The following system gives an accurate approximation of the change in the Real Cost of a weapon that carries a different number of shots than listed. If a Game Master or player does not wish to use this approximation, simply build the modified weapon from the normal Hero System Powers and Modifiers to find an exact Real Point cost.

To find the Real Point cost change for changing the number of shots a weapon has, find the vertical line under the heading that indicates the weapon's basic load. Then, find the vertical line under the heading that indicates the weapon's new number of shots. Find the row across that corresponds to the damage and stun multiple of the weapon. Note that Shotguns have their own table. Finally find the numbers listed between the vertical lines on the table. This is the change in the Real Point cost of the weapon to move the number of shots to the adjacent line. The minimum cost change is +/- 1 point.

Example: A .45 Caliber Colt M1911A is a 1d6+1 Attack with a 1d6 STUNx, a base load of 7 shots and a cost of 12 Real Points. A character wants a Colt M1911A to carry a 12 round "long" magazine. Find the 7-8 shot line and the 9-12 shot line. Find the 1d6+1 row on the 1d6 STUNx portion of the table. The number between the 7-8 shot line and the 9-12 shot line is 2.0. The total cost of an M1911A with a 12 round "long" magazine is $12 + 2.0 = 14$ Real Points.

A player can modify the number of shots by more than one line on the table. Add the numbers between the lines, retaining fractions as you do. Round the total number to find the cost change.

Example: A character wants an M1911A to carry a 50 round "drum" magazine. Find the 33-64 shot line. The numbers between the 7-8 shot line and the 33-64 shot line are: 2.0, 2.5, 2.5, and 2.5. The total cost of an M1911A with a 50 round "drum" magazine is $12 + 2.0 + 2.5 + 2.5 + 2.5 = 21.5$, which rounds to 21 Real Points.

A player can also use these tables to calculate the cost of a weapon with a reduced the number of shots. Subtract the values between the lines from the base Real Cost to find the final Real Cost.

Example: A character wants an 1911A to carry a 4 round "short" magazine. The numbers between the 7-8 shot line and the 4 shot line are: 1.6 and 1.4. The total cost of a M1911A with a 4 round "short" magazine is $12 - 1.6 - 1.4 = 9$ Real Points.

Changing the number of Charges in a gun may also affect the guns PER Mod—guns with more Charges than normal are easier to detect when hidden, whereas guns with fewer Charges can be easier to hide. For every two lines to the right of the base load, add 1 to the gun's PER Mod; for every two lines to the left of the base load, subtract 1 from the PER Mod.

The Game Master may decide that some combinations of weapons and shots are not reasonable. Putting a 50 round "drum" magazine on a M1911A would make it clumsy to use at best. The Game Master may apply negative modifiers to a particular combination (decreased OCV and RMod, Increased STR Min) or may disallow it all together.

CARRYING EXTRA CLIPS

The basic Real Cost of a weapon includes one clip of ammunition (the one in the weapon.) Use these tables to calculate the Real Cost of carrying additional clips of ammo. Find the vertical line under the heading that indicates the weapon's load. Find the row across that corresponds to the damage and stun multiple of the weapon.

For each one line shift to the right between the 1 shot line and 13-16 shot line the character can carry two times the base number of clips. For each one line shift to the right between the 13-16 shot line and 126-250 shot line the character can carry four times the number of clips. Total the numbers between the original line and the final line. This is the change in the Real Point cost of the weapon to move the number of shots to the adjacent line.

Example: An M1911A is a 1d6+1 Attack with a 1d6 STUNx, a base load of 7 shots and a cost of 12 Real Points. A character wants an M1911A and 4 clips of ammunition. Find the 7-8 shot line and the 13-16 shot line (2 lines to the right.) Find the 1d6+1 row on the 1d6 STUNx portion of the table. The number between the 7-8 shot line and the 13-16 shot line are 2.0 and 2.5. The total cost of a Colt M1911A with 4 clips of 7 shots is $12 + 2.0 + 2.5 = 16.5$ rounds to 16 Real Points.



**MODIFYING NUMBER OF SHOTS OR CLIPS: REAL COST CHANGE****For Pistols & Shotguns with a 1d6-1 STUN Mod:****DC Dice****Number of Shots**

		1 Clips:	2 x2	3 x2	4 x2	5-6 x2	7-8 x2	9-12 x2	13-16 x2	17-32 x4	33-64 x4	65-125 x4	126-250 x4
2	1/2d6	0.3	0.4	0.4	0.5	0.6	0.8	1.0	1.3	1.3	1.3	1.3	
2	1d6-1	0.4	0.5	0.5	0.6	0.8	0.9	1.2	1.5	1.5	1.5	1.5	
3	1d6	0.5	0.6	0.7	0.8	1.0	1.2	1.5	1.9	1.9	1.9	1.9	
4	1d6+1	0.7	0.8	0.9	1.1	1.3	1.6	1.9	2.5	2.5	2.5	2.5	
5	1 1/2d6	0.8	1.0	1.1	1.3	1.6	1.9	2.4	3.1	3.1	3.1	3.1	
5	2d6-1	0.9	1.0	1.2	1.4	1.7	2.1	2.6	3.4	3.4	3.4	3.4	
6	2d6	1.0	1.2	1.3	1.6	1.9	2.3	2.9	3.8	3.8	3.8	3.8	
7	2d6+1	1.2	1.3	1.6	1.9	2.2	2.7	3.4	4.4	4.4	4.4	4.4	
8	2 1/2d6	1.3	1.5	1.8	2.1	2.5	3.1	3.9	5.0	5.0	5.0	5.0	
8	3d6-1	1.4	1.6	1.9	2.2	2.7	3.3	4.1	5.3	5.3	5.3	5.3	
9	3d6	1.5	1.7	2.0	2.4	2.9	3.5	4.4	5.6	5.6	5.6	5.6	
10	3d6+1	1.7	1.9	2.2	2.7	3.2	3.9	4.9	6.3	6.3	6.3	6.3	
11	3 1/2d6	1.8	2.1	2.5	2.9	3.5	4.3	5.3	6.9	6.9	6.9	6.9	

For Pistols & Shotguns with a 1d6 STUN Mod:**DC Dice****Number of Shots**

		1 Clips:	2 x2	3 x2	4 x2	5-6 x2	7-8 x2	9-12 x2	13-16 x2	17-32 x4	33-64 x4	65-125 x4	126-250 x4
2	1/2d6	0.4	0.5	0.6	0.7	0.8	1.0	1.3	1.3	1.3	1.3	1.3	
2	1d6-1	0.5	0.6	0.7	0.8	1.0	1.2	1.5	1.5	1.5	1.5	1.5	
3	1d6	0.6	0.7	0.9	1.0	1.2	1.5	1.9	1.9	1.9	1.9	1.9	
4	1d6+1	0.9	1.0	1.2	1.4	1.6	2.0	2.5	2.5	2.5	2.5	2.5	
5	1 1/2d6	1.1	1.2	1.4	1.7	2.0	2.5	3.1	3.1	3.1	3.1	3.1	
5	2d6-1	1.2	1.3	1.6	1.8	2.2	2.7	3.4	3.4	3.4	3.4	3.4	
6	2d6	1.3	1.5	1.7	2.0	2.5	3.0	3.8	3.8	3.8	3.8	3.8	
7	2d6+1	1.5	1.7	2.0	2.4	2.9	3.5	4.4	4.4	4.4	4.4	4.4	
8	2 1/2d6	1.7	2.0	2.3	2.7	3.3	4.0	5.0	5.0	5.0	5.0	5.0	
8	3d6-1	1.8	2.1	2.4	2.9	3.4	4.2	5.3	5.3	5.3	5.3	5.3	
9	3d6	1.9	2.2	2.6	3.1	3.7	4.5	5.6	5.6	5.6	5.6	5.6	
10	3d6+1	2.1	2.5	2.9	3.4	4.1	5.0	6.3	6.3	6.3	6.3	6.3	
11	3 1/2d6	2.4	2.7	3.2	3.8	4.5	5.5	6.9	6.9	6.9	6.9	6.9	

For Shotguns:**DC Dice****Number of Shots**

		1 Clips:	2 x2	3 x2	4 x2	5-6 x2	7-8 x2	9-12 x2	13-16 x2	17-32 x4	33-64 x4	65-125 x4	126-250 x4
2	1/2d6	0.3	0.4	0.4	0.5	0.6	0.7	0.8	1.0	1.0	1.0	1.0	
2	1d6-1	0.4	0.5	0.5	0.6	0.7	0.8	1.0	1.2	1.2	1.2	1.2	
3	1d6	0.5	0.6	0.6	0.7	0.9	1.0	1.2	1.5	1.5	1.5	1.5	
4	1d6+1	0.7	0.8	0.9	1.0	1.2	1.4	1.6	2.0	2.0	2.0	2.0	
5	1 1/2d6	0.8	0.9	1.1	1.2	1.4	1.7	2.0	2.5	2.5	2.5	2.5	
5	2d6-1	0.9	1.0	1.2	1.3	1.6	1.8	2.2	2.7	2.7	2.7	2.7	
6	2d6	1.0	1.1	1.3	1.5	1.7	2.0	2.5	3.0	3.0	3.0	3.0	
7	2d6+1	1.2	1.3	1.5	1.7	2.0	2.4	2.9	3.5	3.5	3.5	3.5	
8	2 1/2d6	1.3	1.5	1.7	2.0	2.3	2.7	3.3	4.0	4.0	4.0	4.0	
8	3d6-1	1.4	1.6	1.8	2.1	2.4	2.9	3.4	4.2	4.2	4.2	4.2	
9	3d6	1.5	1.7	1.9	2.2	2.6	3.1	3.7	4.5	4.5	4.5	4.5	
10	3d6+1	1.7	1.9	2.1	2.5	2.9	3.4	4.1	5.0	5.0	5.0	5.0	
11	3 1/2d6	1.8	2.1	2.4	2.7	3.2	3.8	4.5	5.5	5.5	5.5	5.5	

DC = Damage Class of the weapon in question

Dice = Damage Dice of the weapon in question



SCOPES AND SIGHTS

All guns are assumed to come with standard iron sights (+0 OCV, +0 Range) for free. Additional aiming devices can easily be added; the chart below gives costs and explains the different types of sights and scopes available. With most sights and scopes, the firer must be Braced and spend at least one Phase sighting in on the target.

GENERAL MODIFICATIONS

This category of upgrades covers general "fine-tuning" of a gun so that it works more smoothly, is more accurate, or is easier to conceal.

GENERAL MODIFICATIONS TABLE	
Modification	Real Cost
+1 Fast Draw (streamlined shape, a hair trigger, or any similar modification)	1
Magnetic Lock (changes gun from a Universal to a Personal Focus; character must wear a magnetic ring in order to fire gun)	1
+1 OCV	2
+2 OCV	5
-1 PER Mod	1
-2 PER Mod, -1 OCV	2
+1 Range Mod, +1 PER Mod	1
+2 Range Mod, +2 PER Mod	2
Watertight (can be fired underwater without any problems)	1

Example: Sean decides to start a Dark Champions campaign. He makes it one of his "house rules" that PCs do not have to pay Character Points for their ordinary weapons—their equipment and gadgets have to be bought out of an equipment allowance. Craig, one of the players, decides to take a Bren Ten 10mm (1 ½d6 RKA, standard Stun Modifier) as his main weapon. However, he wants to improve the ammunition and add some attachments. He decides to upgrade to AP ammunition and add a silencer, recoil compensator, and laser sight. The total cost for these upgrades is:

6	AP ammunition
6	Silencer (DC:HOV, page 81)
2	Recoil Compensator (DC:HOV, page 81)
3	Laser Sight
17	Total

Craig's character must pay for these upgrades out of his equipment allowance. If Sean wanted to restrict the PCs' ability to upgrade their guns, he could have required Craig's character to spend Character Points for these improvements.

SCOPES AND SIGHTS TABLE

Name	OCV	RNG	Real Cost	Notes
Micrometer	+1	+0	2	OAF
Normal Scope	+1	+1	4	OAF
High-Power Scope	+1	+2	5	OAF
Laser Sight	+1	+1	3	OAF, -¼ [Laser sights places a "dot" of laser light on the target, making it easy for the firer to see where the shot will hit. The firer does not need to Brace, but the laser only works out to 64" and is often not usable against brightly-colored backgrounds, through fog or smoke, and so forth.]
IR Laser Sight	+1	+1	4	OAF; A laser sight that uses IR light. It does not require the firer to Brace, and does not suffer from most of the limitations that a normal laser sight does (except that it still only works out to 64"). The firer must have IR vision to see the laser "dot," but the same can be said for the target.
IR Sight	+0	+0	2	OAF, Provides Infrared Vision
UV Sight	+0	+0	2	OAF, Provides Ultraviolet Vision
IR Spotlight	+0	+0	15	OAF, Change Environment (flood area with IR light) 8" radius, 0 END

VEHICLE COMBAT

This section of *An Eye For An Eye* presents an advanced system for car chases and ground vehicle combat, two staples of many action comics and movies. This system is based primarily on the movement and combat rules described in the *Champions Fourth Edition Rulesbook*, pages 142-144 and 192-93, but expands upon those rules to describe car chases in a more in-depth fashion.

Although this system can be used to run a vehicle combat "on the fly" during a game, it is best used as a source of inspiration which the GM can draw upon to plan a car chase in advance. Car chases are supposed to be fast-paced, exciting, and cinematic, and these effects are best achieved by planning the car chase before it is actually run. If the GM has to stop and roll the dice to find out "what happens next" every Phase of the chase, much of the effect is lost. Instead, the GM should either plot out the car chase as much as possible before the game starts, or he should use this system as a guide for "winging it" without too much dice-rolling. See "Streamlining the System," below, for suggestions on running simplified car chases.

This system is broken down into six main sections: a discussion of vehicle movement; general modifiers for the driver's Combat Driving Roll; a Random Road Generator (used to determine where vehicles can go and what they encounter); stunts and maneuvers; and vehicular combat. If possible, the GM and players should be thoroughly familiar with these rules before running a car chase—that way, the whole episode will flow much more smoothly and quickly.

VEHICLE MOVEMENT

For the most part, vehicles move just like characters do: they have inches of movement which they can use on Phases dictated by their SPD, and they can move faster (noncombat movement) if their driver is willing to accept the DCV and turning penalties involved. Vehicles accelerate at 5" per hex, just like characters, and decelerate at the same rate as well. However, there are two important differences to note.

First, ground vehicles, unlike most characters, must use a Turn Mode to determine how often they can change their facing, as explained in the *Champions Fourth Edition Rulesbook*, pp. 143-44. Briefly put, a vehicle can make one turn of up to 60° (one hex side) away from the direction it was originally facing every (total inches moved in Phase/5) hexes. The first change of facing in a Phase is "free." Thus, a vehicle moving 20" in a Phase could make one 60° turn every four hexes (20/5), if it has the room to do so, and it can make its first facing change at any time. If a driver is willing to risk a crash, he can try to turn more sharply than this; refer to the "Combat Driving Modifiers" section, below, for details.

The second important thing to remember is that the Phases a vehicle moves on depend on the vehicle's own SPD, not that of its driver. If the vehicle's SPD is less than that of its driver, the vehicle can only move on the Phases dictated by its own SPD—in other words, the car just isn't responsive enough for the driver. However, if the vehicle's SPD is greater than the driver's, the driver has two choices. One, he can drive the vehicle at his own SPD, making it easier to control (i.e., it only moves when he moves). Two, if he wishes to, the driver can drive the vehicle at its own, higher SPD. However, this means that on the Phases in which only the vehicle can move, it cannot be steered: it can only continue moving in whatever direction it was already facing, is considered to be moving at noncombat velocity (i.e., at ½ DCV) regardless of its actual inches of movement that Phase, and cannot attack. Refer to page 192 of the *Champions Fourth Edition Rulesbook* for an example of how this works.

ADDITIONAL NOTES ON VEHICLE MOVEMENT

Drivers can Abort to decelerate or turn if they so choose. If necessary, they may also decelerate at faster than 5" per Phase. The driver must make a Combat Driving roll at -1 for every 5" of deceleration added (this penalty does not apply to dropping from noncombat to combat velocities, which is a quick, easy way to decrease a vehicle's velocity without any difficulty). If the roll is made, everything is fine; if it is failed, the vehicle is likely to skid, flip, crash into whatever the driver was trying to avoid, and/or be damaged. Lastly, drivers may try to decelerate even quicker by turning their vehicle so that they are skidding towards whatever they are trying to avoid hitting; the penalty for attempting this is -1 per 10" of deceleration, but if the roll is failed the car automatically loses control and does not decelerate the extra inches; it gets its base deceleration only, which may not be enough to prevent a crash! Rapid deceleration can be used when Aborting to decelerate.

Vehicle movement cannot be Pushed; however, at the GM's option, a character might be able to squeeze a few extra inches of movement out of a vehicle for a couple of Phases if he makes a Combat Driving roll at -1 for every 2" of extra movement desired.



COMBAT DRIVING MODIFIERS

Combat Driving is, of course, the Skill a character uses when he wants to perform a difficult driving maneuver safely. There are several general modifiers which the GM should apply to the Skill Roll, and these are detailed below. Other, more specific modifiers, based on combat situations and various road hazards, will be described in later sections. Generally, these penalties are all cumulative: if an injured driver is attempting a sharp turn at 80 miles per hour on a gravel road, all the separate modifiers are added together. This should give characters plenty of incentive to buy up their Combat Driving rolls; high levels of skills are often necessary to keep from crashing.

DAMAGE TO DRIVER

For every 2 BODY worth of injuries the driver has sustained, there is a -1 modifier to any Combat Driving rolls he has to make. If the driver is Stunned or Knocked out, he cannot drive at all. A passenger who can reach the steering wheel can attempt to steer the vehicle at -3 to all of his Combat Driving rolls, but cannot brake or accelerate unless he can reach the pedals.

DAMAGE TO VEHICLE

For every 2 BODY of damage a vehicle has sustained, there is a -1 modifier to any Combat Driving rolls the driver has to make. (Note: this rule does not apply to rolls made to keep control of a vehicle after it is Rammed or Forced; see below for the specific modifiers for those situations. Of course, any damage taken because of being Rammed or Forced will still affect all Combat Driving rolls made thereafter.)

DEGREE OF TURN

As mentioned above, a driver can attempt to turn his vehicle more sharply than his current Turn Mode will safely allow. There are many reasons why he might want to do this. For example, there might not be room to turn the vehicle normally, or the driver may want to save as many inches of movement as possible to pursue someone.

The penalty for making sharp turns depends upon two factors—the degree of turn the driver wants to make, and how much he wants to decrease his current Turn Mode. The modifiers are as follows:

Degree of Turn	Modifier
01-60° (one hex side)	-0
61-90° (up to 1 ½ hex sides)	-1
91-120° (up to two hex sides)	-2
121-180° (up to three hex sides, i.e., a complete turn-around or "bootlegger")	-3
One hex line "drift"	-0

Decrease in Turn Mode	Modifier
-1	-1
-2	-2
½ current Turn Mode	-3
"Bootlegger" (move one vehicle length forward and reverse the vehicle's facing, eliminating the Turn Mode for this maneuver)	-4

These modifiers are cumulative, so drivers should be wary of turning too sharply. Using this system, the driver cannot decrease his Turn Mode by more than half unless he does a "bootlegger" (if subtracting one or two from the Turn Mode would halve it, use those modifiers, not -3). If the driver has any 2-point Skill Levels with driving a *particular vehicle*, he can apply them to decrease his Turn Mode as described for flying characters on page 143 of the *Champions Fourth Edition Rulesbook*.

When a character makes a 90° turn on a hex map, he will usually end up driving at an odd angle to the normal hex pattern. The GM should be careful when counting hexes in such a situation—if necessary, use a ruler to make sure that all vehicles are moving the same amount of map space per game inch of movement.

A one hex-line "drift" means that the character wants to keep driving in the same direction but in the hex-line next to the one he is in now—like changing lanes. In most conditions (even many combat situations) this is a -0 maneuver, but if the driver is moving to avoid an obstacle, the penalties for that obstacle apply (see below). Drifting two or more hex-lines is as easy in most situations, but the GM may impose a -1 or -2 modifier in certain circumstances (such as combat).

The bootlegger is a special case because it involves a complete reversal of the vehicle's facing. This means that the Turn Mode must be eliminated entirely for that maneuver. After a vehicle makes a bootlegger, it can use its remaining inches of movement, but has to accelerate from zero in the normal fashion, because making a bootlegger brings the vehicle to a stop. Any maneuvers made after the bootlegger use a normal Turn Mode.

If a driver wants to make more than one sharp turn in a Phase, the modifiers for degree of turn are cumulative (alternately, the GM could require two Combat Driving rolls, one per maneuver, each with its own modifier). For example, two quick 90° turns impose a -2 penalty to the Combat Driving roll (-1 for each turn). In some situations, such as where the two sharp turns are separated by many intervening inches of movement, the GM should opt for the "two separate rolls" method. A cloverleaf or other section of sharply curved roadway which requires a series of "turns" in immediate succession should be assessed a flat penalty of -3.

Drivers may make a sharp turn on their initial "free" change of facing, but a roll is still required and the modifiers still apply.

Lastly, all degree of turn and Turn Mode subtraction modifiers are doubled for vehicles with the "Limited Maneuverability" Limitation.

Example: *The Harbinger is chasing Giulio "Gerry Speed" Maddalena, a notorious member of the Mafia's Killing Syndicate. However, the chase has attracted the attention of the police, and two squad cars are on Harbinger's tail. Maddalena is driving a sportscar with SPD 4 and 24" of movement. Harbinger's car is SPD 5 and 25" movement. He uses his superior SPD to pull up next to Maddalena and shoot him, causing the car to crash into a bridge abutment. To escape the cops, Harbinger decides to risk a bootlegger. His Combat Driving roll is 15-, and the total modifier is -7 (-3 for changing his facing and -4 for eliminating his Turn Mode), so he needs an 8- to keep from crashing. He moves 2" forward (because his car is 2" long), rolls a 7, and successfully performs a bootlegger. As the police cars screech past him, he starts to accelerate in the other direction. He uses his remaining 23" of movement to go back the way he came.*



Meanwhile, the cops are trying to turn around and pursue Harbinger before he gets away. Their police cars are SPD 3, 27" movement (giving them a regular Turn Mode of 5"). They aren't daring enough to try bootleggers, but they do want to turn more sharply than normal. Officer #1 opts to subtract two from his Turn Mode and make two 90° turns. The total modifier to Officer #1's Combat Driving Roll is -4 (-2 for the Turn Mode subtraction plus -1 for each 90° turn). Officer #1 has a Combat Driving roll of 12-, rolls a 13-, and blows it. He skids behind another bridge abutment and effectively is out of the chase.

Officer #2 is more careful. He decides to make two 90° turns as well, but keeps his Turn Mode of 5" (which means he will barely miss the bridge abutments). This gives him a penalty of -2 to his Combat Driving roll of 11-. He rolls a 9, making it exactly. He has 22" of movement left with which to pursue Harbinger.

DRIVING BACKWARDS

Driving backwards is a -2 modifier.

MATCHING MOVEMENT

In some situations one driver may wish to match another vehicle's movement precisely, to keep it from getting away or attempting any fancy maneuvers. If the pursuing driver does not attack in a particular Phase, he can do this if he makes a straight Combat Driving roll. If the vehicle he is chasing attempts any maneuvers, he must make another Combat Driving roll (with the appropriate modifiers for the maneuver) to keep up with them. In cases where the pursuer is faster or has a higher SPD than the target vehicle, the pursuer can keep from outrunning it by reducing its movement, hesitating before moving, and/or skipping some of its Phases.

TERRAIN

The surface that a vehicle is being driven on may make Combat Driving rolls more difficult, as follows:

Type of Terrain	Modifier	Notes
Bad road	-1	This refers to paved roads in especially poor condition
Offroad	-1 to -3	This modifier depends upon what sort of offroad terrain is being driven upon. A dirt road, gravel road, or flat grassy area would be -1, hilly forest trails -2 or -3, and a rocky desert -3, or example. If the vehicle being driven is especially equipped for offroad work (such as a four-wheel drive truck), this penalty may be reduced or eliminated.

MILES PER HOUR TABLE

Inches per Phase	SPD											
	1	2	3	4	5	6	7	8	9	10	11	12
10"	4	7	11	15	19	22	26	30	34	37	41	45
13"	5	10	15	19	24	29	34	39	44	48	53	58
15"	6	11	17	22	28	34	39	45	50	56	62	67
18"	7	13	20	27	34	40	47	54	60	67	74	81
20"	7	15	22	30	37	45	52	60	67	75	82	89
23"	9	17	26	34	43	51	60	69	77	86	94	103
25"	9	19	28	37	47	56	65	75	84	93	103	112
28"	10	21	31	42	52	63	73	84	94	104	115	125
30"	11	22	34	45	56	67	78	89	101	112	123	134
33"	12	25	37	49	62	74	86	98	110	123	135	148
35"	13	26	39	52	65	78	91	104	117	130	144	157
38"	14	28	42	57	71	85	99	113	127	142	156	170
40"	15	30	45	60	75	89	104	119	134	149	164	179
43"	16	32	48	64	80	96	112	128	144	160	176	192
45"	17	34	50	67	84	101	117	134	150	168	185	201
48"	18	36	54	72	89	107	125	143	161	179	197	215
50"	19	37	56	75	93	112	130	149	168	186	205	224
55"	21	41	62	82	103	123	144	164	185	205	226	246
60"	22	45	67	89	112	134	157	179	201	224	246	268
65"	24	48	73	97	121	145	170	194	218	242	267	291
70"	26	52	78	104	130	157	183	209	235	261	287	313
75"	28	56	84	112	140	168	196	224	252	280	308	336
80"	30	60	89	119	149	179	209	239	268	298	328	358
85"	32	63	95	127	158	190	222	254	285	317	349	380
90"	34	67	101	134	168	201	235	268	302	335	369	403
95"	35	71	106	141	177	212	248	283	319	354	390	425
100"	37	75	112	149	186	224	261	298	335	373	411	447

Miles per hour = (Inches per Phase x SPD) x .3728



VELOCITY

Maneuvers attempted at high velocity are more difficult than those tried at slower speeds. The penalties are based on the vehicle's speed in inches per turn (which is calculated by multiplying the vehicle's current velocity in Inches per Phase by the Vehicle's SPD). The Miles Per Hour Table on the previous page calculates miles per hour based on the amount of inches moved in a given Phase, for the aid of figuring out just how fast the characters are going.

Velocity (MPH)	Modifier
1-40"/Turn	-0
41-80"/Turn	-1
81-160"/Turn	-2
161-320"/Turn	-3
321-640"/Turn	-4
641+"/Turn	-5

Example: *Dark Angel is driving her Shelby AC Cobra (DEX 30, SPD 4, movement 25"x4 noncombat). Dark Angel's own SPD is also 4, so her vehicle moves in Phases 3, 6, 9, and 12. In combat, her normal velocity will be 25" per Phase, or 100" per turn (37 MPH), so any Combat Driving rolls she has to make will be at a -2 because of her velocity. If she decides to slow down to 10" in one Phase to be on the safe side, her velocity that Phase will be 40"/Turn (15 MPH), so she can make Combat Driving rolls with no speed penalty.*

WEATHER

Foul weather can make driving particularly hazardous unless a vehicle is equipped for it (i.e., snow tires for a car) or specifically designed for it (i.e., a snowmobile). In addition to being a hazard in itself, inclement weather may also affect a driver's ability to see upcoming hazards.

Type of Weather	Modifier
Rain/water on road	-1
Snow	-2
Ice	-3 to -5

THE RANDOM ROAD GENERATOR

A GM may be uncertain of exactly where a car chase is going to go for any one (or all) of three main reasons: he hasn't planned it out in advance; the players drive somewhere he hadn't expected; or the car chase goes beyond the boundaries of his mapped or planned-out area. The last reason is particularly common, since vehicle combat usually involves so much space that it is impossible to completely map out the necessary area(s). Therefore, the GM has two choices: he can either make up new roads and terrain off the top of his head, or he can use the Random Road Generator provided below to randomly determine what roads are available for the PCs and NPCs to use.

The Random Road Generator assumes that the car chase is taking place in an urban area of some sort. For more rural areas, the open highway, or other places where the Generator would not work properly, the GM can either create his own Generator or can make the new roads up as he goes along.

The GM should roll on the Random Road Generator at the beginning of each Turn, so that he will know in advance what is coming up that Turn (as much as possible, anyway, given players' abilities to do the unexpected). Any visible changes in the road and traffic or other hazards should be reported to the players.

STEP ONE: STARTING THE CHASE

Before the chase begins, the GM needs to determine what the road conditions are like. This is not really something that can be determined randomly; the GM needs to work it out on his own. These factors need to be taken into account:

What type of street are the characters on? Is it urban, rural, an alley, a freeway? Is it a good or bad street? Does the weather or any other environmental factor make driving more difficult?

How many lanes does the street have (in both directions)? Is it a one-way or a two-way street? a major or minor thoroughfare?

Is the road curved or straight? If it is curved, how sharply?

How busy or occupied is the street, both in terms of traffic and in terms of pedestrians? What kinds of businesses, buildings, or other objects line the road?

How far ahead can the characters see?

STEP TWO: EVENTS AND ENCOUNTERS

Each Turn the GM should make 1-3 rolls on the Events and Encounters Table on the next page to determine what events or encounters will come up in the Turn. Then he should decide just where to place them and how to use them. He should ignore or change any results which do not seem appropriate or exciting. For example, in a city built on a gridwork pattern, like Manhattan or Phoenix, curved streets are (relatively) rare, and characters with City Knowledge will be familiar with where stoplights are and which roads are major thoroughfares. Therefore, the GM should ignore results which don't reflect this "style" of city. Similarly, in a city like San Francisco, curved roads and hills are common, and should be used frequently.

INTERSECTION TABLE

The Intersection Table on the next page is used to determine what types of intersections the characters come across. The GM should assign each intersecting road an appropriate number of lanes. Turning onto an intersecting road may involve a turning penalty (see above); crossing an intersecting road may involve a Stoplight/Stop Sign modifier (see the Hazards and Obstacles Table, below).

HAZARDS AND OBSTACLES TABLE

The roads and sidewalks of the city are not waiting empty for the characters to conduct car chases—they are full of traffic and many other obstacles and hazards for the characters to encounter and try to avoid. The chart below lists some of the common ones; the GM should add to this list as he sees fit. If the GM does not want simply to choose an obstacle or hazard, he can use the chart to pick one by rolling 3d6.

**EVENTS AND ENCOUNTERS TABLE**

Roll	Event or Encounter	Notes
3-7	Road changes angle (if straight, it curves; if curved, it straightens)	The GM should randomly determine how sharp any curves are and what direction they curve in
8	Hazard or Obstacle (one)	Check Hazard and Obstacle Table
9	Add or lose a lane (GM's choice)	—
10-11	Intersection	Check Intersection Table
12-14	Hazard or Obstacle (two or more)	Check Hazard and Obstacle Table
15-18	Intersection	Check Intersection Table

INTERSECTION TABLE

Roll	Type of Intersection	Notes
3	Traffic Circle	-3 penalty to drive on (see "Degree of turn")
4	Y Intersection, fork	The road forks evenly. This result may also indicate a traffic island or any other object which splits lanes of traffic.
5	Y Intersection, sharp	To the right; some types of highway on- and off-ramps are Y Intersections (the exact type depends upon what direction the driving character is approaching the ramp from)
6	Y Intersection, sharp	To the left
7	Y Intersection, wide	To the right
8	Y Intersection, wide	To the left
9	T Intersection, dead end	The road the characters are on dead-ends into another road.
10	T Intersection	To the right
11	T Intersection	To the left
12-17	Cross Intersection	A four-way intersection where two roads cross one another; there will definitely be a stoplight or a stop sign.
18	Unusual Intersection	Whatever the GM can think up—an intersection of three or more roads, an unusual kind of traffic island, and so forth.

Drivers have a choice when they encounter a hazard or an obstacle: they can try to go around it, or they can go through it. Trying to swerve around it requires a Combat Driving roll with an appropriate modifier (modifiers are suggested in the chart). These modifiers are of course cumulative with other modifiers (though in many cases the GM may not want to assess a separate penalty for degree of turn, because the obstacle penalty effectively takes its place). (Note: in some cases, such as where one vehicle is trying to Force another off the road while avoiding a hazard at the same time, it may be appropriate for the GM to assess the hazard's modifier as a penalty to the attacker's "to hit" roll, rather than requiring a separate Combat Driving roll; refer to the sample car chase at the end of this section for an example of this.)

Some obstacles cannot be avoided, they simply have to be driven over or through. If the driver opts to try to crash through an obstacle, he has two choices. First, he can try to use his vehicle's Casual Strength (half of its STR) to "push the obstacle aside" and continue unimpeded (i.e., with no loss of movement or damage to the vehicle). Second, he can do a Move Through on the obstacle, using the vehicle's STR and velocity to determine the damage. If the driver tries to use his vehicle's Casual Strength and fails, his maneuver

automatically becomes a Move Through. When a vehicular Move Through is performed, the car and passengers both take half or full damage, as usual for a Move Through; if the passengers are tightly strapped into the vehicle or it has other anti-collision safety features, they will take only half of whatever damage is rolled. (Note: these rules do not apply to Move Throughs on vehicles and other moving targets; see "Vehicular Combat," below, for rules covering such situations.)

If more than one obstacle or hazard is encountered in a particular Phase, there are two ways the GM can handle the situation. Either he can add all applicable modifiers together and have the driver make one Combat Driving roll (this is the preferred method); or he can have the driver make a separate roll for each obstacle, applying the corresponding modifier to each roll.

The obstacles and hazards listed on the table on the following pages are the sort found in urban settings. Obstacles on highways or rural roads would be different, as would offroad obstacles, sidewalk obstacles, and obstacles in plazas and buildings. If necessary, the GM can adapt the rules for Low, Medium, and Large Obstacles to describe the hazards and obstacles encountered in those situations.



HAZARDS AND OBSTACLES TABLE

Roll	Hazard/Obstacle	Modifier	Notes
3	Elevated Structure	See Notes	This hazard indicates that the characters are driving underneath an elevated structure of some sort, such as a bridge or an elevated railway. The columns or abutments supporting the structure may be a hazard. Depending on the columns' location, size, and spacing, driving through or among one movement's worth of them should be a -1 to -5 modifier to Combat Driving. If the columns are located to the side of the road, they are not an immediate hazard, but characters should beware of being rammed or forced into them (see "Vehicular Combat," below).
4	Edge	None	This hazard means that the characters are driving next to a steep drop, such as a cliff side, a bridge, a steep incline, a pier, an overpass, or the edge of a lake. There is no modifier for this <i>per se</i> , but the characters need to be aware of it when they maneuver their cars (especially with regard to ramming or forcing other vehicles over the edge).
5	Dead End, Major Barrier	See Notes	Like a Dead End, Minor Barrier, except that the barrier may have as much DEF and BODY as the GM desires. Examples include a brick wall, a tractor-trailer truck which completely blocks an alleyway, a police-car barricade, and similar obstacles.
6	Dead End, Minor Barrier	See Notes	This obstacle indicates that the road the character is on has come to a dead end or is completely blocked by some minor barrier, such as a chain-link fence. This barrier should not have more than DEF 3, BODY 3. The only way a driver can avoid this obstacle is to see it in time and take an alternate route; if such a route is available, normal turning modifiers should be used to determine how hard it is to take. Otherwise, the only choices are to crash through the barrier or stop before hitting it.
7	Hill	None	Hills do not affect the driver's Combat Driving roll, but they may affect velocity. Depending upon how long and steep the Hill is, it may add 0-3" of movement to a vehicle driving down it, or subtract the same amount from vehicles traveling up it. The tops of steep Hills can also be used as "ramps" for Jumping (see the "Stunts" section)
8	Obstacle, Low	-0 to -1	This indicates some sort of obstacle which is low enough or small enough for the character to drive over, but big enough to be a potential problem. Examples include a curb, a large pothole, a cinder block, an open manhole, or a speed bump. The GM should choose an obstacle which is appropriate for the location and situation, but whatever it is, swerving to avoid it should not be more than a -1 penalty (in fact, it may not require a roll at all). If a car is out of control and hits a Low Obstacle, it may flip if the driver fails a control roll at -1 (see "Vehicular Combat," below).
9	Obstacle, Medium	-2 to -3	Like a Low Obstacle, but larger and more of a problem for the driver. A Medium Obstacle may be large enough that it cannot be driven over, but must be avoided or crashed through. If it can be avoided, apply the listed penalty to the driver's Combat Driving roll. Examples of Medium Obstacles include a fence, some large traffic islands, a parked car, or a minor accident which blocks traffic. In cases where no other obstacle is appropriate, the GM may substitute Traffic or Pedestrians (see below).



Roll	Hazard/Obstacle	Modifier	Notes
10	Obstacle, Large	-3 to -4	Like a Medium Obstacle, but much larger and/or tougher. Large Obstacles often cannot be driven around, they can only be crashed through. Examples include the cement barriers often erected between opposite freeway lanes, a major accident, or a large dumpster. In cases where no other obstacle is appropriate, the GM may substitute Traffic or Pedestrians (see below).
11	Pedestrians	-1 to -3	Pedestrians are an obstacle which may be encountered on the street itself, the sidewalk, when driving through a building, and so forth. If the driver wants to avoid them, the penalty to his roll depends upon the number of pedestrians. If the GM wants to make things especially difficult for the driver, a pedestrian or two may panic or be unable to get out of the way quickly, requiring the driver to make a separate roll to avoid them. Hitting a pedestrian is equivalent to doing a Move Through on a 2 DEF, 10 BODY object, so the vehicle may be damaged.
12	Stop Light/Stop Sign	-0 to -3	This hazard indicates that the driver has reached an intersection where he would normally have to stop. (Roll the intersection at random on the Intersection Table.) Assuming that he decides to keep going, the Combat Driving modifier depends upon how heavy the oncoming traffic is and/or how many cars are stopped at the intersection. If the driver wants to merge into the traffic instead of crossing through it, the modifier for doing so safely is -1
13	Traffic, Light Traffic	-0 to -1	Traffic is the most common obstacle and hazard of all. How easy it is to avoid other vehicles (both in one's own lane and, in some cases, the opposite lane as well!) depends upon the heaviness of the traffic. Light Traffic indicates that there are few other cars on the road, and driving around them is fairly easy. If the GM wants to make things particularly difficult on the driver, two or more vehicles may block off lanes entirely by driving next to one another (forcing the driver to go around them by using the opposite lane, the sidewalk, the shoulder, the median, and so forth); or, individual vehicles (especially large ones, like tractor-trailers) may be treated as Medium or Large Obstacles to be avoided with a separate roll.
14-15	Traffic, Medium Traffic		-2 to -3 Like Light Traffic, but slightly heavier. The chances of encountering situations which require the driver to take "unusual steps" to avoid (such as having to drive on the sidewalk or through a building) are proportionately higher.
16	Traffic, Heavy Traffic	-3 to -4	Like Medium Traffic, but heavier. Most rush-hour traffic qualifies as Heavy Traffic.
17	Traffic, Traffic Jam	None	This indicates traffic which has come to a complete standstill for some reason (gridlock, a wreck which has cut off traffic, and so forth). A driver cannot go through a Traffic Jam (unless they he is on a motorcycle), he can only stop, crash into it, or drive around it.
18	Roadwork	-1 to -4	This indicates that the road the character is driving on is being repaired or worked on. Roadwork is essentially a form of Obstacle, and should be dealt with as such. For example, repaving would probably only be like a Low Obstacle, a ditch for laying cable or sewer pipe might be a Medium Obstacle, and a major excavation would be a Large Obstacle. Depending upon the nature of the Roadwork, driving into it may damage or stop a vehicle. Some types of Roadwork may also having the effect of cutting off one or more lanes of traffic, increasing the danger to drivers. If there are workmen on the job site, treat them as Pedestrians and add that modifier to this one.



Sidewalks

Sample obstacles and hazards for sidewalks include: fire hydrants; lampposts; mailboxes; newsracks; newsstands; parking meters; pedestrians/bicyclists; pushcarts/kiosks; roadwork; signs; statues; telephone poles; trash cans.

Offroad

Sample obstacles and hazards for offroad areas (such as parks) include: boulders; creeks/streams; lakes; large furry animals; picnickers/athletes; rough or uneven terrain; small furry animals; trees/woods.

OPTIONS TABLE

This table should be used by the GM when he wants to find out where the characters could drive other than on the road itself. This table is most useful when the characters are confronted with an obstacle or hazard that they have to drive around, but the GM can also use it to generate "scenery" during the chase. At the beginning of each Turn, the GM should make one or two rolls on this chart and tell the characters what optional routes they can see ahead.

OPTIONS TABLE		
Roll	Option	Examples
3-4	Nonroad Path	Bike trail; driveway; golf cart path; pier; railroad; tracks
5-7	Offroad Area	Abandoned lot; beach; campus; dirt lot; lawn; open field; park
8-11	Sidewalk	—
12-14	Paved Area	Outdoor mall; parking lot; plaza/square
15-18	Indoor Area	Church; mall; school; small business; store

STUNTS AND MANEUVERS

One of the most exciting things about car chases are the stunts that drivers get to attempt. Of course, the downside to this is that if the driver fails (i.e., misses his Combat Driving roll), there will usually be a collision and he will be badly injured.

The following are some examples of stunts and daring maneuvers that drivers can attempt. The GM should use these examples as guidelines when a driver wants to try a stunt not listed here.

DRIVING ON TWO WHEELS

This stunt allows the driver to drive a vehicle with three or more wheels on just two wheels on one side of the vehicle, making it possible to slip through small alleys and similar obstacles. Getting the car up on two wheels requires a Combat Driving roll. If the driver has a small object to use as a "ramp" (such as a curb), then there is a -2 penalty to the roll; if he has no ramp, the penalty is -4. If the vehicle is larger than a station wagon, there is an additional -1 to -4 penalty. Thereafter, the driver has to make a normal Combat Driving roll each Phase to keep the vehicle on two wheels. While on two wheels, the vehicle can only move at ¼ its normal movement, cannot accelerate or use noncombat movement, and is ½ DCV. Returning the vehicle to all of its wheels takes a half Phase, but no roll is required.

A similar stunt is driving on one wheel on a motorcycle (a "wheelie"). Getting a motorcycle up on one wheel is a straight -1 penalty, whether or not there is a "ramp" to use. If the motorcyclist wants to drive up behind another vehicle and use the front wheel as a battering weapon, the damage done is determined from the vehicle's STR (1d6 per 5 points of STR); in some cases, bonuses for velocity may be added too.

JUMPING

Jumping over obstacles (chasms, other cars, and so forth) is one of the most commonly-seen car chase stunts. In the *HERO System*, how far a vehicle can jump is a function of two things: the vehicle's velocity and its Size. The formula for calculating the maximum length a vehicle can jump is:

(Velocity in Inches/Turn/25) - KB Modifier = Inches Jumped

In this formula, a vehicle's velocity is determined in inches per turn (multiply the vehicle's movement in the current phase by its SPD). To simulate its Size, its Knockback Modifier (found in the table on page 185 of the *Champions Fourth Edition Rulesbook* or in this book's Sourcebook) is used. Vehicles with Superleap may add their Superleap inches to this figure. Thus, a SPD 4 motorcycle going 33" a Phase (132"/Turn) can jump 4": 132/25 is 5, and the vehicle's Knockback Modifier is -1. If the motorcycle had been bought with 5" of Superleap, it could leap 9" total. (Superleap may be bought with the -1 Limitation, "Only Adds To Jumping." This means that the Superleap cannot be used independently, it can only add to Jumping stunts.)

This formula assumes that the Jumping vehicle has some sort of "ramp" to assist its takeoff. Any reasonably steep object which is strong enough to support the vehicle will do; examples include a steep hilltop, a ramp-shaped mound of dirt, or a half-opened drawbridge. If the vehicle has to Jump from a flat surface, the total number of inches it can Jump is halved (if the Jump is possible at all).

Jumping does not require a Combat Driving roll, but landing safely does. If the driver makes a Combat Driving roll at -1 for every 5" Jumped, the vehicle and its occupants land safe and unharmed. If the roll is failed, the vehicle and its passengers will take 1d6 damage for every 5" Jumped (the damage should be applied to the vehicle's tires, suspension, and/or chassis; refer to the Vehicle Hit Location Chart).

At the GM's option, characters with Combat Driving may be able to coax a few extra inches of jumping out of their vehicles when necessary. For every two points by which a character makes his Combat Driving roll he may add 1" to the distance his vehicle can leap. The driver cannot do anything else in the Phase in which he tries to do this (he cannot attack, make other maneuvers requiring a Combat Driving roll, and so forth).

SLIDING UNDERNEATH BARRIERS

Motorcyclists may be able to "lay the bike down" and slide underneath some kinds of obstacles rather than swerving around them or hitting them. Naturally, a motorcyclist can only slide underneath barriers which are raised at least ½" off of the ground (the classic example is a tractor-trailer truck). In order to do this unharmed, the driver must make a Combat Driving roll at -1 per every 25" inches of Turn movement. If the roll is made, the driver and motorcycle have slid under the obstacle safely; if it is failed, the driver and cycle take 1d6 damage for every 12" of Turn movement; damage to the drive should usually be rolled as a Low Shot if Hit Locations are being used. In any event, it will require at least one Phase to right the motorcycle.



VEHICULAR COMBAT

There are two ways to fight in vehicles: ramming ("hand-to-hand" combat) and ranged combat with weapons (whether individual characters' weapons or weapons attached to the vehicle).

DETERMINING THE VEHICLE'S COMBAT VALUE

The first thing to do is to calculate the vehicle's CV. An attacking vehicle's OCV is based on the driver's DEX or the DEX of his vehicle, whichever is *lower*. If the driver has Combat Driving, he gets the vehicle's full OCV; if he does not have Combat Driving, the vehicle's OCV is halved.

As for DCV, the vehicle's DEX again is either its own DEX or its driver's DEX, whichever is *lower*. In situations where the vehicle is being driven at noncombat speeds, its DCV is halved. Since vehicles are normally driven at noncombat speeds in everyday situations, at most times a vehicle's DCV is half of what it would be in combat. Thus, if a vehicle is attacked from surprise, its DCV will be half of whatever is calculated from its DEX. Alternately, in noncombat situations the GM can use the Optional Velocity DCV Table found on page 142 of the *Champions Fourth Edition Rulesbook*.

In a combat situation, the vehicle's DCV may be further modified by its driver's skill (or lack thereof). If the driver does not have Combat Driving, the vehicle's DCV is halved. If the driver has Combat Driving, the vehicle gets its full DCV.

Lastly, the vehicle's Size Modifier for DCV needs to be taken into account (refer to the chart on page 185 of the *Champions Fourth Edition Rulesbook*). The Size Modifier is applied after all other modifiers and halving.

Example: *Dark Angel is driving her sportscar on patrol. It is DEX 23, SPD 4, 30"x4 movement, and 2"x1" long; she is DEX 25 and has Combat Driving 14-. While patrolling, her vehicle's regular DCV is 2 (DCV 8, based on DEX 23, halved for noncombat movement, -2 for Size). If the GM is using the Optional Velocity DCV Table, her DCV would be 3 (base 5, -2 for Size; this assumes that she is not using the vehicle's noncombat multiple). If she gets into a chase situation, its DCV will be 6 (base 8, -2 for Size).*

Example: *Leadfoot and Speedy decide to have a drag race. Leadfoot is DEX 21, Speedy is DEX 24, and neither of them has Combat Driving; they both have motorcycles (DEX 20, -0 DCV). They're both going at noncombat velocity. If for some reason a combat situation develops, Leadfoot's DCV is 2 (base of 7, from his 21 DEX, halved for noncombat velocity, halved for not having Combat Driving), and so is Speedy's. Let's hope no one starts shooting at them.*

Vehicles can "dodge" in a fashion. If the driver does nothing but drive in a Phase (i.e., does not attack and does not have to make any Combat Driving rolls to avoid obstacles or maneuver), the driver may make a Combat Driving roll and eliminate the Size penalty to his DCV.

NON-RANGED VEHICLE COMBAT: RAMMING AND FORCING

In combat, a vehicle can be used to hit something (Ramming), or it can be used to knock another vehicle off the road (Forcing).

RAMMING

Ramming involves hitting a vehicle, pedestrian, or other object with the intent to damage or injure it. There are two forms of Ramming: Direct Ramming and Sideswiping.

Direct Ramming

Direct Ramming involves running a vehicle directly into a target. It is a form of Move Through, but the normal OCV and DCV modifiers for Move Throughs *do not apply*—they make it almost impossible for drivers to make high-speed Direct Rams and they leave vehicles too vulnerable. Instead, use the penalties for a Move By: -2 OCV and DCV. The velocity to be used to calculate the damage depends on what type of collision has occurred:

Velocity for Target's Action	Calculation
Target is standing still	Attacking vehicle's velocity
Target and attacker are moving in opposite directions (i.e., a head-on collision)	Add both vehicles' velocity together
Target and attacker are moving in the same direction (i.e., a front-to-rear collision)	Subtract target's velocity attacker's velocity from
Target and attacker are moving in different directions (e.g., attacker hits the target in the side)	Attacking vehicle's velocity

Of course, the attacking vehicle and its passengers take half damage, as usual for a Move Through. See "Collision Damage To Driver And Passengers," below, for details.

Sometimes there may be other results from the collision besides damage. First, there is Knockback. Second, both drivers must make a Combat Driving roll, at -1 for every 2 BODY taken by the vehicle, to keep their vehicles under control (if they are still drivable). If a driver fails, refer to "Losing Control," below, to determine what can happen to him.

Sideswipes

Sideswipes are indirect collisions, where the attacker "swipes" the target with his vehicle. This is a form of Move By, and the -2 OCV/DCV penalties for that maneuver apply. Just like a Direct Ram, after a Sideswipe both drivers must make a Combat Driving roll to keep their cars under control, but at -1 per 3 BODY taken.

Example: *Dark Angel spots a car full of gangbangers about to commit a drive-by shooting. Her only chance to stop them is to hit them head-on. Their car is SPD 3, DEX 12, 20"x4 movement, DCV -2, and the driver has DEX 10 and Combat Driving 8-. She needs a 16- to hit them (11 + her OCV 8 - 2 for a vehicular Move Through - DCV 1).*



Bracing herself, she floors it and slams into them at 30" after rolling a 10 to hit. Her Move Through damage is calculated with 20d6 (her car's STR 15, +10d6 for her movement, +7d6 for their movement because it was a head-on collision). She rolls 61 STUN and 15 BODY, so their DEF 3, BODY 12 car takes 12 BODY, and her DEF 8, BODY 15 car takes 7 BODY (halved to 3 BODY). The gangbanger's car is totaled and takes 2" Knockback (roll of 9, -4 Knockback Modifier). Dark Angel's car is still in fairly good shape, and she has only taken one-quarter damage (i.e., half of half damage) because of her safety harness. She makes a Combat Driving roll at -3 (-½ BODY taken) and keeps her sportscar under control. The other driver, who amazingly is still conscious, rolls a 10 and fails miserably, so his car skids to a dead halt against a fire hydrant and is probably not road worthy anymore. Dark Angel jams on the parking brake and gets out to deal with him and any other gangsters that are still conscious.

Vehicles may be bought with Hand-To-Hand Attack dice to add to their Ramming and Forcing damage. This can simulate a ram-bar built into the front of the car, a spiked body, or a specially-reinforced frame designed for collisions. These extra HA dice should not be bought with a Focus Limitation in most cases, since they are part of the overall vehicle.

FORCING

Forcing means that the attacker is trying to "force" the target away from him (usually to knock it off the road, over a cliff, or into some obstacle). In order to Force a target vehicle, the attacking vehicle must be side-by-side with it and perform a Move By, with the damage based on the attacker's velocity. Normal Move By OCV/DCV modifiers apply, as with Sideswiping. If no Knockback is done, the target has not been Forced. If Knockback is done, the target driver must make a Combat Driving roll at -1 for every 2" of Knockback to keep his vehicle under control and on the road. If he fails, or if he does not have Combat Driving, his vehicle takes the Knockback (usually with disastrous consequences).

Example: Suppose in the earlier example that Dark Angel approached the drive-by shooters from behind and decided to force them off the road into a ditch. Before they figure out what's happening, she pulls up beside them and tries to slam into them. Her OCV is 6 (base 8, -2 for the Move By), and she rolls a 12 and hits. She rolls 9d6 (STR 15 plus 30"/5) for damage, and gets 30 STUN and 11 BODY. The gangbangers' car takes 8 BODY and 4" Knockback (she rolled a 3 for Knockback, -4 for their Knockback Modifier). The driver must roll a 6- to maintain control, rolls a 10, and screams as he runs off the road and comes to a painful stop in the ditch.

COLLISION DAMAGE TO DRIVER AND PASSENGERS

When any type of collision occurs, the driver and passengers will be injured. They take the Move Through or Move By damage that the vehicle takes, minus the vehicle's defenses and their personal defenses. If they are safely strapped in or have the benefit of anti-collision devices (such as airbags), the damage they take will be halved. The GM may rule in some situations (such as head-on collisions at high velocities) that even anti-collision devices will not halve the damage.

RANGED COMBAT

Ranged combat between vehicles involves gunfire (or other ranged attacks) from one vehicle to another. If the weapons being fired are a part of the vehicle, the attacker's OCV is based on his DEX or the DEX of his vehicle, whichever is lower. If the driver has Combat Driving, he gets the vehicle's full OCV; if he does not have Combat Driving, the vehicle's OCV is halved.

Attacks made by characters with their own weapons are handled differently. Characters use their own OCVs, not the vehicle's, but their attacks suffer an OCV penalty because of the vehicle's movement. The basic penalty is -2. If the vehicle has performed any maneuvers or stunts involving more than a -1 penalty to the driver's Combat Driving roll in that Phase, there is an additional -1 to an attacking character's OCV. Attacks made by the driver himself suffer an additional -1 OCV penalty. Furthermore, the driver of a vehicle receives a -2 OCV penalty for driving and shooting at the same time.

VEHICLE HIT LOCATIONS AND DAMAGE

This chart should be used to determine where a vehicle is hit during ranged combat. It can be used for cars, trucks, motorcycles, boats and airplanes.

The following notes explain the Vehicle Hit Location chart. They are intended to replace the Damage To Vehicles chart in the Champions Fourth Edition Rules book, page 192. GMs who want to use an easier method of assessing the affects of vehicle damage should use that chart.

Wheels

As an option, the Game Master may ignore the vehicles normal defense and assume that Standard wheels and tires are DEF 2, BODY 2. Better tires may be bought for the vehicle as DEF and BODY with Partial Coverage with a -2 Limitation (they are also OIFs):

Type of Tire	DEF	BODY	Cost
Heavy	3	3	1
Puncture-Resistant	4	4	2
Reinforced	5	5	3
Solid	6	6	4

When tires are hit, the GM should also keep their nature in mind. Attacks which are not sharp or especially powerful are likely to simply bounce off of a tire, regardless of how much damage they do. Examples of this usually include rubber bullets, thrown billy clubs, punches, and similar attacks.

Losing wheels affects a vehicle's base movement. Subtract 1d6 from the vehicle's base movement every time a hit penetrates the Defenses. At the GM's option, the vehicle may first lose non combat velocity, and only begin to lose combat velocity after half or more of its wheels have been destroyed. Additionally, the GM may impose a penalty on a driver's Combat Driving rolls after he has lost a substantial number of tires (this penalty is in addition to the normal penalty for vehicle damage).

The GM should discourage characters from targeting tires too often during vehicular combat. Since they are relatively fragile, hitting them tends to bring car chases to a quick and unexciting end.

VEHICLE HIT LOCATIONS AND DAMAGE TABLE

Roll	Ground Vehicles	Aircraft	Boats	BODYx	OCV
3-6	Front Wheels	Flaps	Bow	x1	-7
7	Front Suspension	Control Systems	Control Systems	x1	-8
8	Engine	Engine	Engine	x1	-8
9	Chassis	Fuselage	Hull	x2	-7
10	Passengers	Passengers	Passengers	x0	-6
11	Equipment	Equipment	Equipment	x2	-6
12	Cargo	Cargo	Cargo	x0	-7
13	Drive Train	Engine	Drive Train	x1	-7
14	Rear Suspension	Control Systems	Rudder	x1	-8
15-18	Rear Wheels	Tail	Propeller	x1	-7
Attack from the side: Roll 3d6 Attack from the front: Roll 2d6+1 Attack from the rear: Roll 2d6+6					

Suspension

The suspension system supports the vehicle on its axles. When a vehicle suffers Suspension damage, it will lose 1d6 of Dexterity.

Engine

When a vehicle suffers Engine damage, it loses 1 Speed Point. If its Speed drops to zero, the vehicle stops moving.

When the Engine or Drive Train are hit, there may be a catastrophic effect. If the roll of 3d6 is less than or equal to the amount of BODY damage that penetrated the vehicle's Defenses, there is a catastrophic effect. The most common catastrophic effect is a fuel tank explosion. The explosion does 3d6 of normal energy d6 within the vehicle. The vehicle and the passengers both take the damage without benefit of the vehicle's Defense. This could kill all of the passengers in the vehicle, but some of them might be able to get away by Diving For Cover at the last second or because of Luck.

If the GM is merciful or the characters have Luck, the vehicle might just catch on fire (meaning an explosion is imminent in a Segment or two) or leak fuel (resulting in loss of all of the vehicle's movement in one Turn). A Fuel Tank should never explode immediately if a more dramatic option is available (in particular, a vehicle with a PC in it should usually catch on fire so the PC can escape the imminent explosion, drive the burning vehicle to a safe location, or do something else suitably heroic).

Chassis

The Chassis is the frame and body of the vehicle. When a vehicle suffers Chassis damage, it loses 5 points of Strength. If the vehicle's Strength drops below what is necessary to carry its passengers and cargo, it loses the ability to use non-combat movement. If the vehicle's Strength drops to 0, then it stops moving.

Passengers

This result means that an attack has penetrated the vehicle to hit the driver or one of the passengers (determined at random; attempts to target a specific passenger are at an additional -1 or more). Normally, the vehicle itself is not damaged. A "Passengers" roll usually means the attack came through a window, so unless the vehicle's windows are armored, the passenger will take full damage from the attack. If the vehicle is not carrying passengers or this result would be illogical, substitute "Equipment/Cargo" or another appropriate roll.

Cargo

This result indicates that something the vehicle is carrying has been damaged. The GM should determine at random what exactly was damaged. If the vehicle is one whose main purpose is to carry cargo, the GM may want to count Equipment hits as Cargo hits. Depending upon what kinds of cargo the vehicle is carrying (for example, oil or dynamite) the Game Master may roll for explosion as per an Engine or Drive Train hit. If the vehicle is not carrying substantial amounts of cargo, or this result would be illogical, substitute "Passengers" or another appropriate roll.

Equipment

This result indicates an important system or piece of equipment has been hit. At the discretion of the Game Master, the Equipment hit can be varied depending on the type of vehicle. For passenger vehicles that have no major equipment it can be an additional Passenger hit. For cargo vehicles it can be an additional Cargo hit or the Kingpin that connects a truck and trailer. For a military vehicles it can be the vehicle's weapons. For a motorcycle and side car it could be the side car. In a sealed vehicle it could be the life support system. The Game Master should use this hit to cause interesting and colorful effects.

The kingpin links the two parts of a tractor-trailer (if the vehicle being fired at is not a tractor-trailer, treat this result as "Passengers" or "Equipment/Cargo," as appropriate). A typical kingpin has 4 Defense and 2 BODY; if it is destroyed, the two parts of the vehicle will separate. The kingpin can only be hit or targeted from the side.

Drive Train

The Drive Train transfers the engine's power and makes the vehicle move. It also includes part of the fuel system. When the Drive Train is hit, the vehicle's non-combat multiple is halved. If the non-combat multiple drops below 1, the vehicle may not move. When the Drive Train is hit, there may be a catastrophic effect. See the section under Engine for details.

FIGHTING ON TOP OF VEHICLES

One unusual type of vehicle-based combat is a fight between two or more characters which takes place atop a moving vehicle. In such a situation, each character must make a DEX Roll every Phase to keep his balance, or else he falls. If he falls, he may make a DEX Roll to grab the edge of the vehicle and hang on for dear life; while hanging, the character is at half DCV and can only perform limited types of actions (i.e., he could not shoot at someone, but he could try to climb back up, grab someone's ankle and try to throw them off the vehicle and so forth). If a character wants to pull himself back on top of the vehicle he must take a Phase and make a STR Roll; if the roll is failed, the character falls off the vehicle.



Characters also have to make a DEX Roll when they are hit, at -1 for every 2 BODY taken, or they will fall down. All characters are at -2 OCV and DCV while fighting on a vehicle, and any Knockback may be fatal. If a character falls off the vehicle, roll the damage as if the vehicle had performed a Move By on him. Lastly, all movement on top of a moving vehicle is halved; if a character wants to move at full speed, add a -1 to his DEX Rolls to keep his balance.

Characters may also try to leap from moving vehicle to moving vehicle as they fight. To jump safely between vehicles, a character has to roll to hit the vehicle. If he hits, he has landed safely. If he misses by 1, he has managed to catch onto the edge of the vehicle, and is holding on for dear life. If he misses by 2 or more, he falls. The driver of the target vehicle may realize what the character is trying to do and deliberately try to maneuver out of his way by performing a "vehicular dodge" or a sharp turn, as described above; this may add to the vehicle's DCV or make the character's leap fail outright.

LOSING CONTROL: THE CONSEQUENCES OF FAILED COMBAT DRIVING ROLLS

When characters fail their Combat Driving rolls, several things can happen.

The basic result of a failed Combat Driving roll is that the vehicle skids in the appropriate direction. The length of the skid is 1" for every point the driver missed his roll by.

Example: *Dark Angel is trying to make a sharp right turn onto a side street and misses her roll by 3. She skids 3" to her left (she "fishtails," as her vehicle is unable to hold the turn and shifts to the left because of inertia).*

Example: *The Sandman is chasing after a van full of terrorists in his "Sandmobile." They are driving wildly through Medium Traffic, and he is trying his best to follow them closely. However, while dodging through the traffic, he misses a Combat Driving roll by 1. Since he was swerving to the right to get around a Hyundai Excel, he skids 1" to his right, and may hit another car.*

Skidding has several consequences. First, if the skid is a long one (4" or more), or if it takes place on an especially rough surface, it will act as a 1/2d6 KA to the vehicle's tires.

Second, when a vehicle skids, it may lose from one-fourth to half of its inches of movement for that Phase or the next Phase (depending on when and how the skid occurs). This is entirely up to the GM, who should make his decision based not only on what would realistically happen, but what would be most dramatic and exciting for the scenario.

Third, the vehicle may skid into something and have a collision. If the vehicle's skid brings it into contact with something, a collision has occurred, the effects of which depend upon what has been hit. If the object struck by the vehicle is a Large or Medium Obstacle, Pedestrians, or Traffic, the vehicle performs a Move Through on the target and all damage is calculated as normal (see "Ramming," above, for details). In some cases, the collision may be more of a Sideswipe, and should be handled as a Move By instead.

If the object struck by the vehicle is a Low Obstacle, the vehicle may flip and roll. The driver has to make another Combat Driving roll using the penalties for velocity described above. If he makes it, the vehicle does not flip, but suffers the usual Move Through damage for a collision. If he fails, the vehicle flips and rolls. Exactly how far it rolls and what side of the vehicle ends up on the ground is up to the GM. Characters in a car that flips and rolls take Move Through damage, which will not be reduced even if they are strapped in or have other safety devices. (At the GM's option, any particularly bad skid or failed Combat Driving roll may cause a car to flip over, especially when the vehicle is a large one.)

SAMPLE CAR CHASE

Several of Giulio Maddalena's friends hear about his untimely demise and come after the Harbinger of Justice. There are six of them, two each in two cars (souped-up sedans, DEX 15, SPD 4, 24"x4 movement, DEF 3), followed by two more, each on a motorcycle (DEX 20, SPD 4, 33"x4 movement, DEF 3). They find Harbinger on a straight four-lane city street (two lanes in either direction); he is in the same car he used before (DEX 30, SPD 5, 25"x4 movement, DEF 8). Since the chase is about to begin, the GM rolls several times on the Events and Encounters Table to find out what lies ahead. He rolls a 6, a 13, and a 10, indicating a curve, two or more hazards or obstacles, and an intersection. The GM decides that the curve in the road prevents the characters from seeing what lies ahead, so he doesn't tell them that he has rolled an 11 for the intersection (a T Intersection, to the left) and that the hazards will be Medium Traffic (GM's choice) and an 18, Roadwork.

Harbinger is in the far right lane as the two sedans approach him with obvious hostile intent, followed by the motorcycles a little farther back. Harbinger's vehicle has the highest DEX, so he moves first. He drops out of noncombat velocity and moves his vehicle 25" around the curve, hoping to outrun them until he can get to a less crowded area. The curve is fairly wide, so no Combat Driving roll is required to negotiate it safely. The sedans move next (the motorcycles are hanging back, hoping the sedans will handle the rough work—they're "backup"). When they finish their movement, they too are around the curve and are only 2" behind Harbinger. So ends Phase 12.

All vehicles move in Phase 3. They can all see the obstacle now: in the far right lane, several workmen are using a backhoe to dig a short but deep ditch so they can repair some sewer pipe. Since the sedans are on his tail and can ram him if he moves to the left lane, Harbinger asks the GM what there is on the right. The GM turns to the Options Table and rolls a 9, Sidewalk. Hoping for something exciting, he tells Harbinger that there are only about half a dozen pedestrians on the sidewalk, and they seem to be watching the chase. On the other side of the sidewalk are some small brick buildings and stores. Harbinger decides to take a chance and use the sidewalk. This requires a Combat Driving roll. The penalties to the roll are as follows: -2 for velocity of 125" per Turn (25" per Phase at 5 SPD), -2 for the Roadwork, and an additional -1 to avoid the pedestrians on the sidewalk (there is no

modifier for degree of turn, because in this situation the change in vehicle facing and position needed to swerve around the roadwork is simulated by the -2 modifier for Roadwork). This gives Harbinger a roll of 10-. He rolls a 11, missing by one. The GM rules that he skids slightly to the right, smashing against one of the buildings but missing the pedestrians, who dive wildly for safety. The GM rules that this is like a sideswipe and rolls Move By damage of 7d6 (vehicle's 25 STR/2 plus 25"/5), getting 25 STUN and 6 BODY, not enough to damage the building or vehicle, and Harbinger takes no STUN because of his and the vehicle's defenses. The GM rules that Harbinger makes it safely back onto the street at the end of the Phase, but his right side mirror has been scraped away by the impact and he has lost 6" of velocity this Phase.

Meanwhile, the sedans have moved around the Roadwork in the left lane with no difficulty, and are now 3" ahead of Harbinger; the motorcycles are bringing up the rear. In Phase 5, Harbinger asks the GM what is on the other side of the road. The GM rolls twice on the Options Table, an 11 and a 12, and tells Harbinger that there is a T intersection to the left (rolled at the beginning of the Turn). At the nearest corner of the intersection there is a sidewalk with some telephone poles, and beyond it a parking lot and a store; on the far corner there is a brick building. Harbinger decides to Force the lead sedan, Sedan #1, across the left side of the street and into a telephone pole in front of the store. He then hopes to continue through the parking lot and into the T Intersection street. He moves his first 3" of movement and rolls to hit. Because he has Combat Driving, his vehicle's OCV is base 10, -2 for the Move By, for a total of 8. The GM imposes an additional penalty of -2 on account of the Medium Traffic (i.e., if Harbinger hits, he will be able to Force the other car without hitting any of the oncoming vehicles). The sedan's driver has Combat Driving, so his vehicle gets its full DCV of 5, -2 for Size, for a total of 3, giving Harbinger a 14- to hit.

Harbinger rolls a 12, and rolls 7d6 for damage, getting 33 STUN, 10 BODY, and 6" of Knockback! The occupants of the sedan, who did not have their seatbelts on, take 30 STUN and 7 BODY (before their defenses) and are Stunned, while their vehicle takes 7 BODY. The driver of Sedan #1 cannot make Combat Driving roll (because he is Stunned), and therefore cannot avoid having his car Forced. Harbinger Forces Sedan #1 across the street as traffic swerves to avoid him; the GM rules that he will have to make a Combat Driving roll to make Sedan #1 hit the telephone pole and then continue his own journey safely through the parking lot into the next street. The GM imposes penalties of -1 for the Forcing, -1 for the curb (a Low Obstacle), and -1 to get through the parking lot safely, so Harbinger has to roll a 12-. He rolls an 11 and Sedan #1 hits the telephone pole for Move Through damage, 13d6 (25 STR plus 24"/3) (the pole has DEF 5, BODY 8). The GM rolls 57 STUN, 13 BODY, so the vehicle takes 10 more BODY and is effectively destroyed; the occupants take 54 STUN and 10 BODY (before their defenses) and are Knocked Out and badly injured (if not dead). Harbinger makes it through the parking lot and into the two-lane side street beyond without mishap.

In Phase 6, Sedan #2 decides that it has to catch up with Harbinger, who is now many inches away and on another street (the motorcycles are still hanging back). It decides to shift to noncombat movement and move 48" this Phase. The GM rules that because of the angle of the intersecting side street, it will have to make a 90° turn after moving a few inches. The driver of Sedan #2 has Combat Driving 11-, so he needs to roll 8- (-1 for the 90° turn, -2 for velocity of 120" per Turn and a normal Turn Mode) to make the turn successfully. He rolls a 13, and the GM rules that he skids 5" to his right while in mid-turn. This brings him into contact with the brick building on the other side of the side street, so a collision has occurred (a Move Through). The GM rolls 21d6 (25 STR plus 48"/3), gets 81 STUN and 24 BODY, and rules that the sedan is totaled and both passengers in the car were killed by the impact. *Qué lástima.*

The motorcycles make up for lost time and move 48" this Phase, going through the parking lot to avoid the sharp turn that eliminated Sedan #2 (the GM has them make Combat Driving rolls at -2 to do this safely, and they succeed). The lead motorcycle, Cycle #1, is now 5" behind Harbinger, and Cycle #2 is 10" behind. Because the combat has turned onto a different road, the GM rolls again on the Events and Encounters Table and gets an 8 and an 11, one hazard or obstacle and an intersection. A roll on the Intersection Table, a 10, leads the GM to tell Harbinger that there is a long, narrow alley to the right, a 90° turn. The GM decides that if Harbinger takes the alley, the Hazard will be a Dead End, Minor Barrier, and if not, it will be a Pedestrian (a child playing in the street ahead).

Harbinger decides to try to lose the motorcycles and turns into the alley on Phase 8. This requires a Combat Driving roll at -3 (-1 for degree of turn [with a regular Turn Mode] plus -2 for velocity of 125" per Turn), which Harbinger easily makes. He gets several inches into the gloomy alley and is confronted by a dumpster so large that it blocks off the left half of the alley, meaning that he can't drive his car through! In Phase 9, the motorcycles make Half Moves, round the corner by making Combat Driving rolls at -3 (-1 for degree of turn plus -2 for velocity of 140" per Turn), and fire submachine guns at Harbinger's vehicle. Their OCV based on DEX is 6; they must subtract -3 (-2 plus -1 for performing a maneuver with a -2 penalty earlier in the Phase), for a final OCV of 3. Harbinger's vehicle's DCV is base 10 (because he has Combat Driving), -2 for Size, for a total of 8. The motorcyclists roll a 12 and a 14, missing miserably.

In Phase 10, Harbinger decides that his best chance is to take his vehicle up on two wheels and drive around the dumpster. He moves forward three inches, uses a cinder block for a "ramp," and rolls a 10 and performs the stunt successfully. He now has only one-fourth of his remaining movement, 5", to move in Phase 10. This is enough to get him around the dumpster and out the other end of the alley. He brings his car back down on four wheels and stops right at the mouth of the alley, then revs his engine to make the motorcyclists continue the chase.

In Phase 12, Harbinger hesitates. The motorcyclists come roaring around the dumpster at 33", since they can fit through the alley without any problem. Cycle #1, in the lead, sees that Harbinger's car is blocking the end of the alley, screams, and tries to brake quick enough to keep from hitting it. He needs to add 27" deceleration, which is a -5 to his Combat Driving

roll of 12-. He rolls an 8, fails, and crashes into Harbinger's car. This is a 14d6 Move Through (STR 15 plus 33"/3), and the driver is not protected by his vehicle's defenses (because it is a motorcycle). The GM rolls 68 STUN and 15 BODY, enough to smash in the back of Harbinger's car, shake him up badly, and kill the motorcyclist, who goes flying over Harbinger's car and lands in a bloody heap in the middle of the street outside the alley.

Cycle #2, which was several inches behind, tries something different. The driver sees a couple of boards leaning against a pile of bricks in the alley and decides to Jump Harbinger's car. He switches to noncombat movement (66" or 264" per Turn). This will allow him to Jump 10" (264"/25 - Knockback Modifier of 0), more than enough to clear Harbinger's car. To land safely will require a Combat Driving roll of -2 (-1/5" Jumped), and the GM adds another -1 to simulate the traffic in the street which the driver wants to avoid. The driver rolls a 6 and makes it.

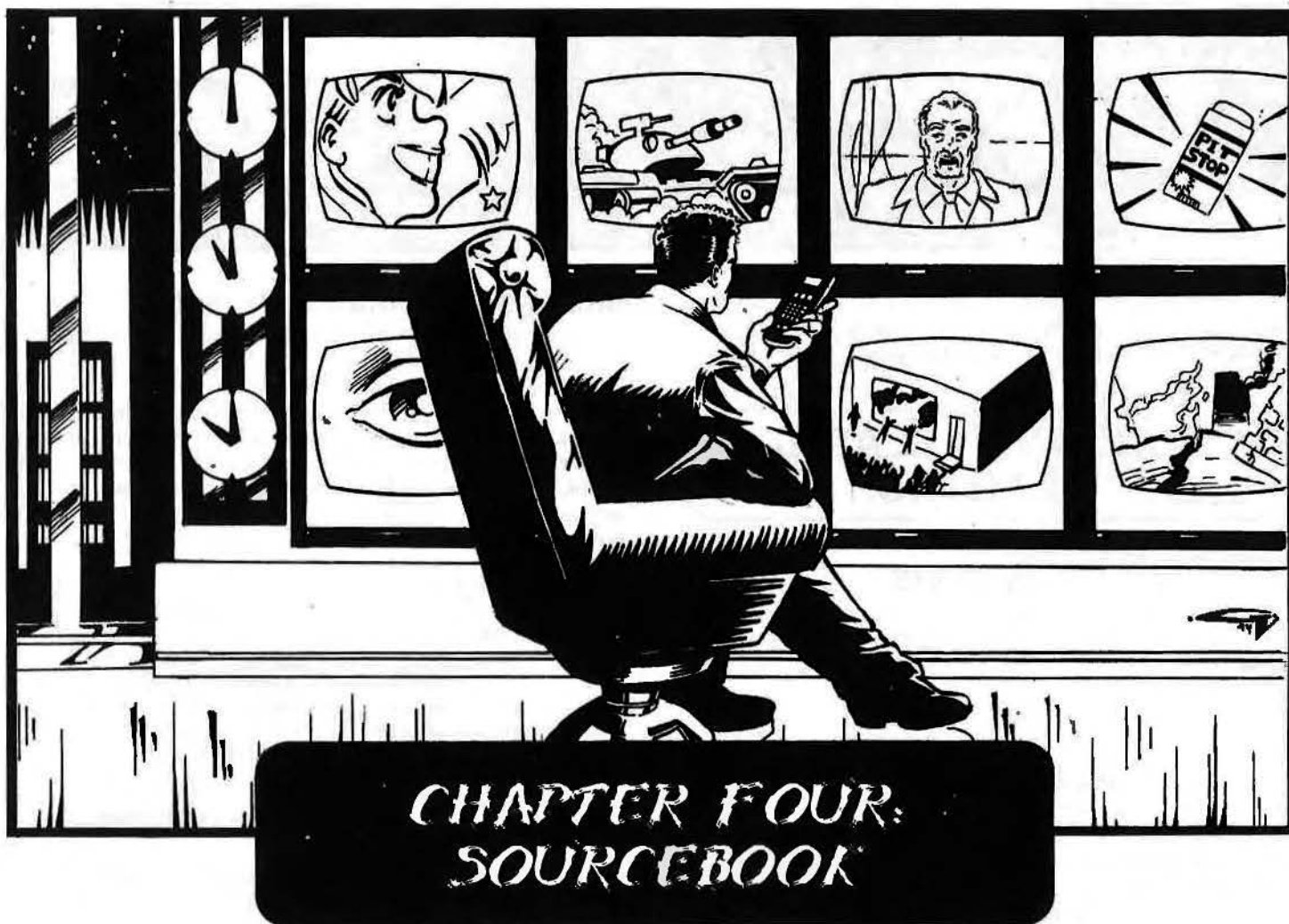
Harbinger now takes his Phase 12. Since only one opponent is left, and a further car chase would be unsafe and impractical, he opens his car door, steps out, and shoots the driver of Cycle #2 three times, killing him and causing his motorcycle to tip over and crash.

STREAMLINING THE SYSTEM

GMs who don't want to worry about all of the details involved in this vehicle combat system can easily streamline it to make it quicker to use. The best way to do this is simply to ask the drivers what they want to do each Phase, then assess one overall Combat Driving modifier for all maneuvers and conditions, then have the driver roll. For example, in Phase 5 of the example given above, the GM could just have imposed a -5 penalty to Harbinger's Combat Driving roll to simulate everything that he wanted to do in that Phase. Although this system runs more quickly and easily, the disadvantages to it are that it is more imprecise and forces the GM to make a lot of rulings which may leave players dissatisfied. For example, if Harbinger were to miss that roll, what does that mean? Did he fail to Force Sedan #1 across the road? hit an oncoming car along the way? miss the telephone pole? get stuck in the parking lot? Each GM should experiment with this system and try to reach a balance of playability and realism that suits himself and his players.

CONCLUSION: SOURCES OF INSPIRATION

The best sources of inspiration for car chases are action movies and television shows. Some of the best and/or most interesting that the author has seen can be found in these movies: *Beverly Hills Cop*, *The Blues Brothers*, almost any James Bond film, *The Hidden*, *Lethal Weapon 2* and *3*, *Raiders of the Lost Ark*, and *Robocop*.



This chapter provides information on guns, other weapons, vehicles, gadgets and similar subjects. A detailed description of the criminal organization Raven is also included. It supplements the Sourcebook in *DC:HOV*.

WEAPONS

This section provides descriptions and **HERO System** statistics for more guns, artillery, missiles, knives, land mines, and other implements of destruction.

GUNS AND RELATED WEAPONS

REAL GUNS

This section provides several new weapons to add to the list in *DC:HOV*. The statistics and abbreviations are the same; refer to *DC:HOV*, pages 84-94, if you have any questions.

FICTIONAL GUNS

In the comics, a lot of gun-wielding characters tote around guns that bear a slight resemblance to real-world firearms—they are larger, more powerful and have more attachments than existing weapons. Some of them are so high-tech that they verge on science fiction. *Dark Champions* characters in campaigns which are not closely tied to reality (i.e., which allow minor superpowers, comic-book-tech devices and the like) can certainly build such guns if they want to. A few examples are given here and in the one-weapon Multipowers section below. Players should feel free to add sights, silencers or just about any other attachment they feel like—the bigger and more impressive-looking these guns are, the better.

ASSAULT PISTOL

This weapon is an extremely large handgun built to fire military-caliber ammunition (5.56mm, for example). Because the entire strength of the hand is needed to hold it and control it, the "trigger" guard actually protects and supports the entire hand, and there are other bracing attachments along the bottom of the grip which rest against the firer's wrist.

Assault Pistol Mk. I

- 35 2d6+1 RKA, +1 Increased STUN (+½), Penetrating (+½) (70 Active Points), OAF (Assault Pistol, -1), 16 Charges (-0)

Assault Pistol Mk II

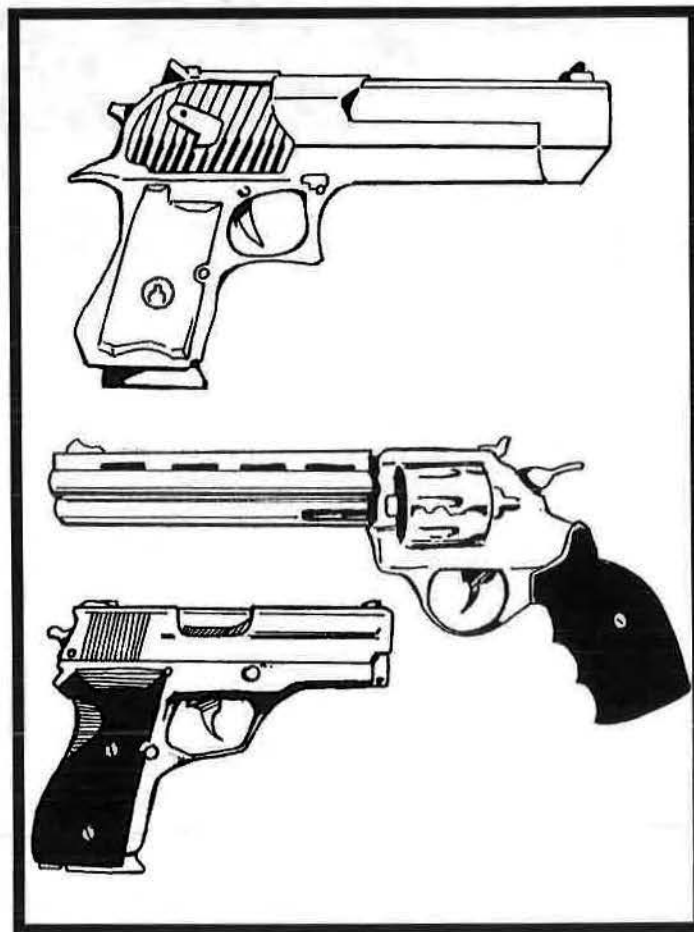
- 33 2d6 RKA, Autofire (5 shots, +½), +1 Increased STUN (+½), 32 Charges (+¼) (67 Active Points), OAF (Assault Pistol, -1)

CROWNSTONE ARMS DUAL GUN

This gun is essentially two guns, an assault rifle-like weapon with a smaller, submachine gun-like weapon attached. The smaller weapon is mounted to the lower left, with counterweights on the right side to keep the weapon balanced. When the trigger is pulled, both weapons are fired, creating a deadly stream of "linked fire," as the company calls it. The user commonly loads each gun with a different kind of ammunition. The second gun can only be fired if the first is, but the first gun may be fired on its own if preferred.

CrownStone Dual Gun

- 62 2d6 RKA with a +½ Advantage (character's choice of ammo when weapon is purchased, +½), Autofire (2 shots, +½), 64 Charges (+½) (75 Active Points), OAF (Dual Gun, -1) (37 points total) plus 1½d6 RKA with a +½ Advantage (character's choice of ammo when weapon is purchased, +½), Autofire (2 shots, +½), 64 Charges (+½) (62 Active Points), OAF (Dual Gun, -1), Linked (-½) (25 points total)





WEAPONS TABLE

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	PER Mod	A/RCost	Notes
AUTOMATIC PISTOLS										
AA Arms	AP9	9mm	+0	+0	1d6+1	1d6-1	20	10	+2	25/12
AMT .40	.40	+1	+1	1d6+1	1d6-1	13	10	+2	25/12	
Beretta Model 89	.22	+1	+1	1d6-1	1d6-1	8	10	+1	12/5	
Grendel P-12	.380	+0	+0	1d6	1d6-1	11	10	+1	15/7	
Grendel P-31	.22	+0	+0	1d6-1	1d6-1	30	10	+1	15/7	
H&K P-11	Fle	+0	+0	1d6	1d6-1	5	8	+2	15/5	1
Riot Control Pistol	N/A	+0	+0	See	Notes	1	8	+4	See Notes	2
S&W 1076NS	10mm	+1	+0	1	½d6	1d6-1	9	10	+3	25/11
S&W Model 4006/4046	.40	+1	+0	1d6+1	1d6-1	11	10	+3	20/9	
SUBMACHINE GUNS										
AKR	5.56mm	+0	+0	2d6	1d6-1	30	13	+5	52/26	AF5
H&K MP5K-PDW	9mm	+1	+0	1d6+1	1d6-1	15	12	+4	35/17	AF5
Ilarco SR/SB 180	.22 M	+1	+2	1d6	1d6-1	165	12	+6	4½0	AF10
Jovina Delta 786	9mm	+1	+0	1d6+1	1d6-1	32	12	+5	40/20	AF5, FS
XC-450	.45	+1	+1	1d6+1	1d6-1	32	12	+5	35/17	AF5
RIFLES										
AIM Model PM	7.62mm	+1	+2	2d6+1	1d6	10	10	+5	6½7	FS
Arrow Gun	N/A	+1	+1	2d6	1d6-1	1	10	+4	30/7	3
D Max Carbine	10mm	+1	+0	1 ½d6	1d6-1	30	10	+4	31/15	
G3SG/1	7.62mm	+1	+1	2d6+1	1d6	20	10	+5	70/35	FS
McMillan M-89	.308	+2	+2	2d6	1d6	20	13	+6	67/33	Sil
ASSAULT RIFLES										
Beretta AR 70/223	5.56mm	+0	+0	2d6	1d6-1	30	13	+5	60/30	AF5, FS
Colt Commando	5.56mm	+1	+1	2d6	1d6-1	30	13	+6	60/30	AF5, FS
IMI Negev	5.56mm	+1	+1	2d6	1d6-1	100	14	+5	75/37	AF5, FS
M62	7.62mm	+1	+1	2d6+1	1d6	30	13	+6	87/43	AF5, FS
Nighthawk	9mm	+1	+1	1d6+1	1d6-1	25	12	+6	35/17	AF5
SR88	5.56mm	+1	+1	2d6	1d6-1	30	13	+5	60/30	AF5, FS
MACHINE GUNS										
L7A2	7.62mm	+1	+2	2d6+1	1d6	50	15	+6	96/48	AF10, LMG
M249 SAW	5.56mm	+1	+1	2d6	1d6-1	200	14	+7	82/41	AF10, LMG
SHOTGUNS										
Franchi PA3/215	12	+1	+1	2 ½d6	1d6	3	10	+3	60/18	RR/RP
Maverick Model 88	12	+1	+1	2 ½d6	1d6	6	10	+4	60/18	RR/RP
PM2	12	+0	+0	2 ½d6	1d6	6	10	+4	60/18	RR/RP
NOTES										
1) The H&K P-11 is a five-shot pistol designed specifically for underwater firing. Its round is a flechette-like dart.										
2) The Riot Control Pistol is actually an attachment which fits on the front of a pistol. The attachment holds various anti-riot loads, such as plastic baton (EB, same DC as gun's Killing Attack), dye marker, tear gas and smoke. The attachment allows the firer to project the load by firing a blank (similar to the way some rifle grenades work). All of its attacks should have the same number of Active Points as the gun's Killing Attack; this gun could also be bought as a one-weapon Multipower.										
3) An Arrow Gun is a rifle that uses compressed air to fire arrows.										

JF/1 DOUBLE-BARRELED SUBMACHINE GUN

Several companies make versions of this popular double-barreled SMG. The two-barrel configuration allows the gun to fire twice as many bullets as standard SMGs, but of course the gun is proportionately heavier and more difficult to control.

JF/1 Double-Barreled SMG

55 3d6 RKA, Autofire (10 shots, +¾), 250 Charges (+1) (124 Active Points), OAF (JF/1 SMG, -1), Reduced Penetration (1½d6 x2, -¼)

JPG MAN-PORTABLE MINIGUN

This humongous weapon is a minigun cut down to a size that allows one man (a strong one) to carry and use it. The ammunition is kept in a backpack-like carrier.

JPG Man-Portable Minigun, Mk. I

- 54 2d6+1 RKA, +1 Increased STUN (+½), Autofire (10 shots, +¾), 500 Charges (+1¼) (122 Active Points), OAF (JPG MP Minigun, -1), Cannot Move In Phase When Gun Is Used (-¼)

JPG Man-Portable Minigun, Mk. II

- 70 2d6+1 RKA, +1 Increased STUN (+½), Area of Effect (48" Line, +1½), Continuous (+1), 50 Charges (+½) (157 Active Points), OAF (JPG MP Minigun, -1), Cannot Move In Phase When Gun Is Used (-¼)

ONE-WEAPON MULTIPOWERS

Here are a few more one-weapon Multipowers. All of them are fictional, so the GM should examine them carefully to figure out which ones are suitable for the "realism" level of his campaign.

EMLite All-Purpose Combat Rifle

This gun was created by former Special Forces soldier E. M. Levingood to give the soldier in the field an appropriate weapon for any given situation. The basic weapon comes with a lightweight set of different barrels and attachments. Each barrel unit is designed for a particular function: submachine gun, assault rifle, or sniper rifle.

Cost	Powers	END
41	Multipower [81 pt pool], OAF (All-Purpose Combat Rifle), 32 Charges for entire Multipower, Takes One Phase To Switch Slots (-½)	[32c]
3u	2d6 RKA, Autofire (5 shots, +½), +1 Increased STUN (+½), Invisible To Normal Sight (+¼), OAF (APCR SMG Unit)	
3u	2d6 RKA, Autofire (10 shots, +¾), Invisible To Normal Sight (+¼), OAF (APCR Assault Rifle Unit)	
4u	2d6 RKA, Increased Maximum Range (750", +¼), Invisible To Sight And Hearing Groups (+1), No Range Penalty (+½), OAF (APCR Sniper Rifle Unit)	

One-Man Squad Weapon (OMSW)

The OMSW is intended to allow one strong man to carry all of the weapons an entire infantry squad might need in one enormous "gun." The weapon has four aligned triggers, one for each weapon; to fire, say, Weapon #4, the user squeezes the first four triggers. The centerpiece of the weapon is a very light machine gun (VLMG). Underneath it is a small flamethrower, and on the sides are two grenade launchers, each with a different type of grenade. The different weapons cannot be fired in tandem, they can only be used separately.

Cost	Powers	END
43	Multipower [87 pt pool], all OAF (OMSW)	
4u	2d6+1 RKA, Autofire (5 shots), +1 Increased STUN, 64 Charges; OAF (OMSW VLMG)	[64c]
3u	2 1½d6 RKA, Area of Effect (16" Line, +1½), Armor Piercing (+½), OAF (OMSW Flamethrower), 8 Charges (-½)	[8c]
2u	7d6 EB, Explosion (loses 1 DC every 2"), OAF (OMSW GL1), 4 Charges	[4c]
3u	3d6 RKA, Explosion (loses 1 DC every 2", +¾), OAF (OMSW GL2), 4 Charges	[4c]

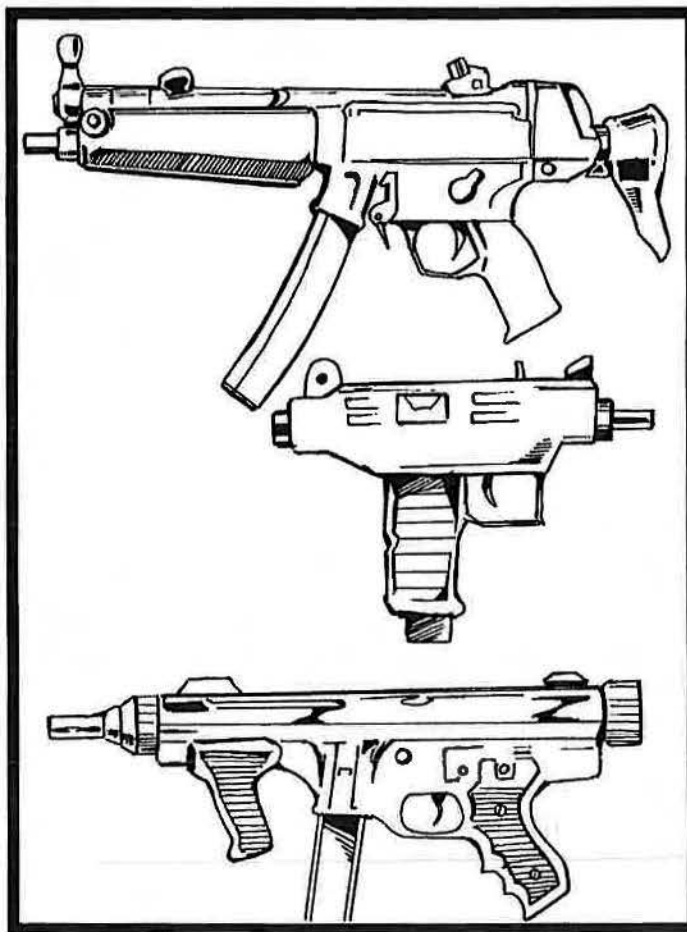
Rotating Grenade Launcher

This grenade launcher has a rotating twelve-chamber cylinder which holds the grenades. Attached to it is a small electric motor (controlled by a thumb switch) which allows the user to select whichever chamber he wants, thus giving him control over which grenade he fires in a particular Phase. The user must choose his grenade loads in advance. (Note: if the user wishes to limit himself to only EB or RKA grenades, then the weapon need not be bought as a Multipower, just as an EB or RKA with Variable Advantage.)

Cost	Powers	END
47	Multipower [105 pt pool], all OAF (Rotating GL), 12 Charges for entire Multipower	[12c]
4u	2d6+1 RKA, Explosion, +½ Variable Advantage (+1½); OAF (Rotating GL), User Is Limited To Pre-Selected Grenades (-½)	
4u	7d6 EB, Explosion, +½ Variable Advantage (+1½); OAF (Rotating GL), User Is Limited To Pre-Selected Grenades (-½)	

Woodrow Arms VA Combat Shotgun

This gun's "VA" designation stands for "variable ammunition." It looks something like a cross between a combat shotgun and a man-portable minigun—surrounding the 10-gauge barrel is a rotating cylinder holding six different "tubes" of ammunition, each filled with a different kind of shotgun shell. The firer uses a switch to select which type of shell to fire.



Cost	Powers	END
33 1u	Multipower [67 pt pool], all OAF (Rotating Shotgun) 3d6 RKA, OAF (Rotating Shotgun, Standard Shot), Reduced By Range, Reduced Penetration (1½d6 x2), 5 Charges (-¾)	[5c]
2u	3d6 RKA, OAF (Rotating Shotgun, Slugs) 5 Charges	[5c]
2u	3d6 RKA, Armor Piercing, OAF (Rotating Shotgun, AP Slugs), 5 Charges	[5c]
2u	3d6 RKA, Explosion (-1 DC/1"), OAF (Rotating Shotgun, Explosive Slugs), 5 Charges	[5c]
2u	3 ½d6 Flash, Area Effect, One Hex, OAF (Rotating Shotgun, Flare Shells), 5 Charges	[5c]
2u	3" radius Darkness to Sight Group; OAF (Rotating Shotgun, Smoke Shells), 5 Charges lasting 1 Turn each (-¼), Does Not Work In Winds Or Rain (-¼)	[5cc]

TRANQUILIZER GUNS

Tranquilizer guns fire darts loaded with chemicals which are intended to knock out or incapacitate the target. This allows a target to be taken alive for interrogation, ransom, or other purposes. There are two types of Tranquilizer Gun: Basic and Advanced.

Basic Tranquilizer Gun

30 4d6 Drain, Ranged, recover once per hour (+¾) (90 Active Points), OAF (Tranq Gun), 4 Charges

Possible types of darts for the Tranquilizer Gun include:

Weakness Darts: STR Drain
Vertigo Darts: DEX Drain
Nausea Darts: CON Drain
Psychogenic Darts: INT Drain
Fatigue Darts: END Drain
Knockout Darts: STUN Drain

If a character wants to carry more than one type of dart, the Tranquilizer Gun can be bought as Multipower with the Limitation "Takes One Phase To Switch Slots" (-½) on the base cost of the pool.

Advanced Tranquilizer Gun

25 6d6 EB, AVLD (Power Defense) (75 Active Points);
OAF (Tranq Gun), 4 Charges

DISGUISED GUNS

Ever since guns were invented, mankind has been trying to think up clever ways to hide them so that they can be used for surprise attacks. In **HERO System** terms, a disguised gun is an Inobvious Accessible Focus. Of course, the nature of the device will often be apparent as soon as it is used, but up until that time (and perhaps thereafter) its nature will not be known to casual observers. This is why the Focus is Inobvious.

Players should note that there is a difference between a disguised weapon, which is intentionally built to look like something else, and a hidden weapon, which is an obvious weapon hidden in or behind something. A stiletto worn in an arm-sheath to hide it underneath the sleeve of a shirt is still an OAF, even though you can't see it most of the time. A casual search will uncover hidden or concealed OAF weapons, but may miss IAF disguised weapons. See the section on Concealment, earlier in this book.

Some disguised guns are simply carried inside larger objects (such as books or briefcases) but can be fired without "opening" the concealing object. Such items can often hold large guns, including submachine guns. There is a -1 OCV penalty for firing this sort of disguised gun, because they are slightly more difficult to aim than an ordinary gun.

The following chart lists some objects which could conceal a gun and one or more bullets, including the possible calibers involved and the number of bullets the object can hold.

Object	Bullets	Caliber
Belt Buckle	1	.22, .38, 9mm
Beverage Can	3-8	Any
Book	6+	Any
Briefcase	6+	Any
Calculator	2-3	.22, .38, 9mm, Flechette
Camera/Videorecorder	3+	Any
Cane/Crutch/Umbrella	10	Any
Cast (for broken arm)	8	Any
Cigarette	1	Flechette
Cigarette case	2-6	.22, .38, Flechette
Flashlight	10	Any
Gloves	1	.22, .38, 9mm
Knife Handle	1-3	.38, 9mm, .45
Lighter	1-2	.22, .38
Lipstick	1	Any
Pen	1	.22

WEAPONS OTHER THAN GUNS

DISGUISED WEAPONS

Guns aren't the only weapons that people try to conceal—knives, explosives and the like are also hidden in many different kinds of objects. Like concealed guns, they are IAFs. Some possible hiding places include:

Explosives

Books; Briefcases; Radios and other electronic equipment; Radio-controlled car; Soda cans and other food packages

Garrotes

Belt; Clothing (woven into it); Necklaces; Shoelaces; Watchbands

Knives (and other blades)

Belt buckles; Canes; Pens; Staff/Nightstick; Umbrellas.

KNIVES

The variety of bladed weapons available to *Dark Champions* character is almost endless. This section describes a few different types. All are OAFs and have the "Blade Weapon" Limitation (-¼) described in *DC:HOV*, page 82; refer to that page for more information on building knives in the *HERO System*. As with most of the weapons in this Sourcebook, the "No Knockback" Limitation is not taken because it is assumed that it will be in place as a "house rule" for most weapons; if this is not the case, players should recalculate the cost of the weapon.

BAYONET

A bayonet, for example the United States's M-7 or M-9, is a blade designed to be fixed on the end of a rifle. Of course, it can be used separately as well.

Bayonet

- 7 1d6 HKA (up to 2d6 with STR) (15 Active Points), Common Limitations

COMBAT KNIFE

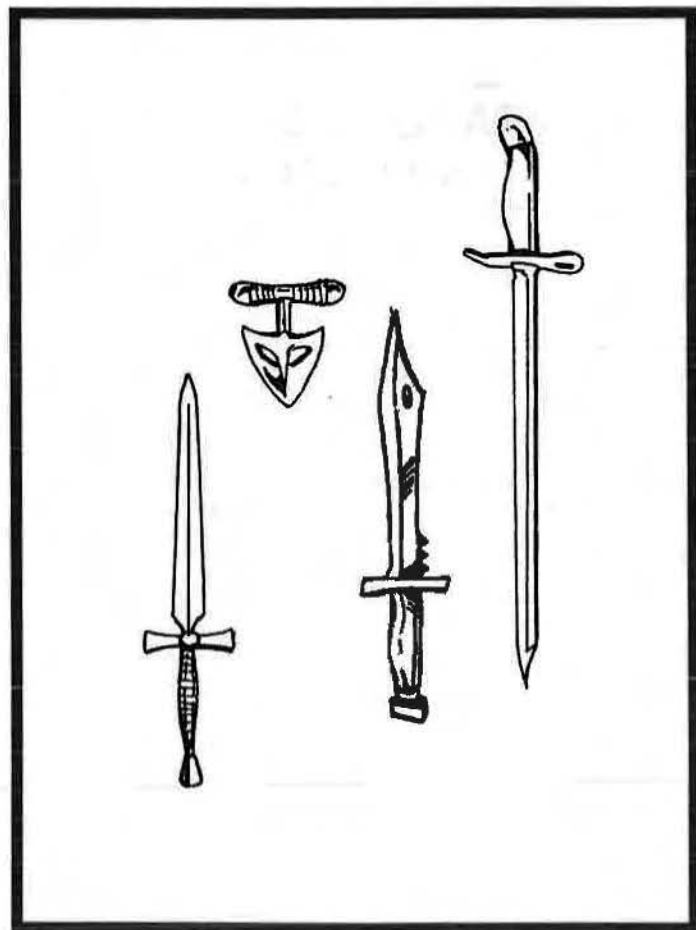
This "generic" type of knife includes many different knives from around the world: the K-Bar of the U.S. Marines, the Sykes-Fairbairn commando dagger, the Scottish *skean dhu*, the Japanese *tanto* and related knives and the Bowie knife.

Small Combat Knife

- 7 ½d6 HKA (up to 1d6+1 with STR), Armor Piercing (+½) (15 Active Points), Common Limitations

Large Combat Knife

- 10 1d6 HKA (up to 2d6 with STR), Armor Piercing (+½) (22 Active Points), Common Limitations



CURVED KNIVES

This category includes any bent or curved knife, such as the Ghurka Kukri knife, the Arabic *jambiya* and the *khanjar* and *khanjarli* of India. Knifefighters who are familiar with curved knives (a function of the character's experience and training, not a separate Weapon Familiarity) should get +1 OCV when using them against opponents accustomed only to straight knives.

Small Curved Knife

- 4 ½d6 HKA (up to 1d6+1 with STR) (10 Active Points), Common Limitations

Large Curved Knife

- 7 1d6 HKA (up to 2d6 with STR) (15 Active Points), Common Limitations

FIBERGLASS KNIFE

This small blade is made out of fiberglass, so that it can be snuck through metal detectors unnoticed.

Fiberglass Knife

- 5 ½d6 HKA (up to 1d6+1 with STR), Invisible to metal detectors (+¼) (12 Active Points), Common Limitations

MACHETE

A machete is a long, narrow blade, almost more of a short sword, which is used mainly for clearing brush out of the way of wilderness travelers and the like. However, because they are available in many hardware and military surplus stores, *Dark Champions* character may encounter them on the streets of the city. The statistics for the machete can also be used for hatchets if the "Ranged" Advantage is added so that it can be thrown.

Machete

- 7 1d6 HKA (up to 2d6 with STR) (15 Active Points), Common Limitations

PUNCH DAGGER/T-KNIFE

Descended from the Indian *katar*, this knife is held in a closed fist, with the blade pointing out (usually between the middle and ring fingers). This gives the blade relatively little reach, but great armor-penetrating power, and its weight adds to the wielder's punch as well.

Punch Dagger/T-Knife

- 11 1d6 HKA (up to 2d6 with STR), Penetrating (+½) (22 Active Points); Common Limitations plus +1d6 HA (3 Active Points); OAF (Punch Dagger), Linked

STILETTO

This long, narrow, unbladed dagger is essentially a "military spike" designed to punch through armor and inflict deep, deadly wounds. It is a favorite of assassins and spies. The statistics for a regular stiletto can also be used for icepicks.

Regular Stiletto

- 7 ½d6 HKA (up to 1d6+1 with STR), Armor Piercing (15 Active Points), Common Limitations

Large Stiletto

- 10 1d6 HKA (up to 2d6 with STR), Armor Piercing (+½) (22 Active Points), Common Limitations

SURVIVAL KNIFE

This knife has a hollow hilt which carries a variety of small items to help the user survive in the wilderness: fishing hooks and line, a wire saw, water purification tablets, a small compass, firestarting equipment, and so forth.

Cost	Powers	END
7	Multipower [15 pt pool], all OAF	
1u	1d6 HKA (up to 2d6 with STR); Common Limitations 1+	
1u	+1 to Survival Skill; OAF (Mini-Survival Kit)	
1u	+1 to Navigation Skill; OAF (Mini-Compass)	

SWITCHBLADE

A switchblade is the standard street-fighting knife. Anyone with WF: Knives or WF: Street Weapons knows how to use one (and its close cousin, the straight razor). The advantage to a switchblade is that it is easy to hide and draw and can be opened with one hand.

Switchblade

- 4 ½d6 HKA (up to 1d6+1 with STR) (10 Active Points), Common Limitations

TRENCHKNIFE

This knife has a set of "knuckledusters" (brass knuckles) built into the hilt, making it a punching weapon as well as a stabbing one. This is the sort of knife that the Harbinger of Justice is wielding on the cover of *Shadows of the City*.

Cost	Powers	END
7	Multipower [15 pt base], all OAF	
1u	1d6 HKA (up to 2d6 with STR), Common Limitations	1+
1u	+2d6 HA; OAF (Trenchknife)	1+

LAND MINES

Land mines are emplaced weapons that are triggered by pressure. They explode upward, killing people and damaging vehicles with explosive force and shrapnel. Some are triggered by the weight of a human being (anti-personnel mines), but some require the greater weight of a vehicle to trigger them (anti-vehicular mines). Mines can be laid by hand, ground vehicle, some types of aircraft or cluster bombs.

Characters who are approaching a buried mine can make a PER Roll at -3 to detect that something is amiss (but they won't necessarily know what's wrong). A character with Demolitions can disarm an unexploded mine by making a roll at -0 to -2 (depending upon the device's complexity).

The Hit Location for the damage from a land mine should always be rolled as a Low Shot (2D6+7).

BASIC MINE

- 39 3d6 RKA, Area Effect One Hex, Trigger (pressure generated by the weight of a human [or vehicle], +¼) (79 Active Points); IAF (Mine), No Range

FLARE MINE

This mine is as much a warning device as it is a weapon. When triggered, it releases a bright flash of light which not only blinds the victim, but alerts his enemies that he is nearby.

Flare Mine

- 35 3d6 Sight Group Flash, Explosion, Trigger (pressure generated by the weight of a human, +¼) (70 Active Points); IAF (Mine), No Range

M18A1 CLAYMORE

This American mine can be triggered manually or by hand. It sprays "shrapnel" in the form of 700 steel balls in a sixty-degree arc for over 800 feet (about 125"). On battlefields they are usually laid in triangular patterns of six mines each.

M18A1 Claymore

- 57 2d6+1 RKA, Area Effect Cone (125" Cone, +2), Trigger (pressure generated by the weight of a human, +¼) (114 Active Points); IAF (Mine), No Range

MISSILE MINE

This mine doesn't explode, but instead it triggers a missile which has been hidden nearby. The missile is aimed to land where the mine was placed, in the hope that the person who triggered the mine and anybody with him will be killed by the explosion.

Missile Mine

- 52 4d6 RKA, Explosion, Trigger (pressure generated by the weight of a human [or vehicle], +¼) (105 Active Points); IAF (Mine), No Range

TIRE MINE

This "mine" consists of a metal spike with a wire handle. The handle is pushed into the ground, leaving the spike to stick up to puncture tires and feet.

Tire Mine

- 8 ½d6 RKA, Armor Piercing, Trigger (pressure generated by the weight of a human, +¼) (17 Active Points); IAF (Mine), No Range

PRISON WEAPONS

Despite the fact that they are supposed to be under constant watch, prison inmates are often able to construct homemade weapons for use against each other and, occasionally, their guards. Weapons made by prison inmates come in four basic varieties: clubs and club-like weapons; sharp and bladed weapons; homemade guns and bombs; and miscellaneous weapons.

CLUBS AND CLUB-LIKE WEAPONS

Just about any large object (a chair leg, a garden tool, a brick, a baseball bat, a law library book, a rock) can become a club-like weapon in the right situation. This sort of improvised weapon adds from 1-3d6 HA to the attacker's STR. A similar type of weapon is a crude blackjack made from a sock loaded with batteries, bars of soap, or other small, hard objects; it adds 1-2d6 HA. Fist-loads or brass knuckle-type weapons can be made out of many different objects (e.g., a tightly rolled up and folded newspaper), and usually add 1d6 HA.



SHARP AND BLADED WEAPONS

A sharpened piece of metal is known in prison as a "shank" (or, more rarely, a "shiv"). It is one of the most common prison weapons. It can be made from a kitchen utensil, the leg of a metal bed frame, parts of a light fixture and many other objects. The shank may have an unsharpened area for grasping, or may have a separate handle of some sort attached. A small shank will do 1 pip to ½d6 HKA, larger ones will do ½-1d6 HKA.

Weapons made from razor blades are also common. Typically the blades are attached to or embedded in a handle, such as a toothbrush or stick, and used as a crude slashing knife (1 pip to ½d6 HKA, depending on the number of razor blades in the weapon). If the prisoners have access to a source of heat (such as in a prison machine shop), the blades may be partially melted or welded to the handle. Broken glass bottles or items with broken glass embedded in them are used in a similar fashion.

Some sharp weapons consist of a sharpened pointed object which is used in pick fashion to do ½d6 HKA damage. A sharpened piece of stiff wire affixed to a handle, forks and sharpened spoons all fit in this category. Pencils and pens can also be used this way.

In prisons with a low custody level, where the prisoners have access to gardening tools, kitchens or workshops, they might convert tools or utensils into edged weapons.

HOMEMADE GUNS AND BOMBS

This category includes "zip guns" and improvised explosives and incendiaries. These weapons are extremely rare in a prison setting. A prisoner must know KS: Homemade Weapons to build these weapons. Of course, he also needs access to the necessary parts and/or ingredients (for example, he might get the necessary ingredients for a bomb from the kitchen, the laundry, the machine shop and a photocopier in the prison law library). Generally these weapons will only do ½d6 or 1d6 RKA, sometimes with a "One Hex" or "Explosion" Advantage.

MISCELLANEOUS

This category includes improvised garrotes (such as twisted-up towels or sheets); acidic chemicals (such as cleaning fluids) which can be thrown; nicotine distilled from a pack of cigarettes and used as a poison; and so forth. The GM should determine the effects of such weapons by comparing them to an "outside world" equivalent and then assessing a penalty for the crudity of the weapon.

MISCELLANEOUS WEAPONS

SHOCKBATON

This riot control baton contains a small battery capable of providing a localized 6,000-7,000 volt shock. It also emits a loud crackling noise to frighten off rioters.

Shockbaton

- 16 +2d6 HA (6 Active Points); OAF (Shockbaton), Linked to NND plus 3d6 NND (defense is insulated ED) (30 Active Points); OAF (Shockbaton), No Range, 12 Charges plus +10 PRE (10 Active Points), OAF (Shockbaton), Only For Offensive Presence Attacks (-1), 12 Charges

MACE/PEPPER SPRAY

Mace and Pepper Spray are chemical agents designed to blind an attacker. They come in small spray canisters, and are often carried by women and corrections officers.

Mace/Pepper Spray

- 29 3d6 Sight Group Flash, NND (defense is solid eye covering or Life Support: Need not breathe) (80 Active Points); OAF (Mace Sprayer), No Range, 12 Charges

PEPPERFOGGER

This weapon is designed to quickly fill a large area with smoke or tear gas. It is often used by SWAT teams, anti-terrorism units, and the like. The user wears a gas mask to keep from being affected by his own weapon.

Pepperfogger (Tear Gas)

- 34 3d6 Sight Group Flash, Area of Effect (32" radius, +1 ¾) (110 Active Points); OAF Bulky (Pepperfogger, -1 ½), No Range, Does Not Work In Winds Or Rain (-¼), 8 Charges lasting 1 Turn each (-0)

Pepperfogger (Smoke)

- 40 12" radius Darkness to Sight Group (130 Active Points); OAF Bulky (Pepperfogger, -1 ½), No Range, Does Not Work In Winds Or Rain (-¼), 8 Charges lasting 1 Turn each (-0)

PNUEGUN

The PnueGun is a small tube which uses compressed carbon dioxide to fire a small, hard beanbag up to 150 feet. The force of the impact is enough to stun a man and knock him down.

PnueGun

- 7 6d6 EB (30 Active Points); OAF (PnueGun), 1 Charge

POWER-STAF KA-1

This hand-held weapon consists of a special piston linked to an impact rod and driven by a high-pressure compressed air system. When the trigger is pressed, the piston extends and retracts, inflicting multiple blows upon the target with the impact rod.

Power-Staf KA-1

- 14 4d6 EB, Autofire (5 shots), 32 Charges (35 Active Points); OAF (Power-Staf), No Range

HEAVY WEAPONS

This section provides descriptions and statistics for several different types of heavy weapons, from flamethrowers to artillery. These weapons are generally owned and used solely by the military, so a player should not be allowed to buy them for his character or claim that his character has them without a good explanation.

FLAMETHROWERS

Flamethrowers are devices for projecting flame. They consist of a bulky, heavy backpack which holds the fuel (either ordinary liquid fuel, thickened fuel, or various incendiary chemicals). Thickened fuels (such as napalm) tend to burn the best and have the greatest range.

In **HERO System** terms, flamethrowers are bought as Multipowers. Each slot is a Killing Attack. The first slot is a Line Area of Effect, and the second is a Cone Area of Effect. Both of these slots have the Continuous Advantage, since the user can simply hold the trigger down and keep spraying flame without making further attack rolls (unless he switches targets, in which case a new "to hit" roll is required). Both slots also have a -¼ "Side Effect" Limitation: if the flamethrower is fired at a target which is too close (closer than 5") or is fired into the wind, there is an 11- chance that fuel will splash on the firer, inflicting 1½d6 Killing damage.

Some flamethrowers have a third slot, which is an Area of Effect (Any Shape) that simulates the flamethrower's capacity to make "cold shots"—shots where unlit fuel is projected, allowing it to be sprayed onto a target and soak into it before being lit.

A flamethrower has an overall number of Charges indicating how many seconds worth of fuel it has (this is a Limitation on the base cost of the Multipower). However, the fires set by the flamethrower may continue to burn long after the user is out of fuel.

Cost	Powers	END
57	Multipower [157 pt pool], all OAF, Bulky (-1½); 10 Charges for entire Multipower	[10c]
6u	3d6 RKA, Area Effect Line (18" Line), Armor Piercing, Continuous, OAF (Flamethrower, Bulky), Side Effect (described above, -¼)	
6u	3d6 RKA, Area Effect Cone (10" Cone), Armor Piercing, Continuous, OAF (Flamethrower, Bulky), Side Effect (described above, -¼)	
5u	3d6 RKA, Variable Area Effect (any 5"), Armor Piercing, Continuous, OAF (Flamethrower, Bulky), Extra Time (minimum of one extra Phase between soaking area with unlit fuel and lighting it, -½)	

Some sample flamethrowers include: the M2A1 and M9A1-7, American models with ten seconds' worth of fuel; the LPO-50, a Soviet flamethrower with nine seconds' worth of fuel; and the HAFLA-35L, a one-shot German flamethrower "pistol" with enough fuel to ignite an 8"x2" area.

HAFLA-35L

- 75 3D6 RKA, Area Affect (2" wide by 8" long, +1½), Armor Piercing, Continuous, Uncontrolled, Sticky, OAF, 1 Charge lasts 1 minute (-1) (225 Active Points)

ARTILLERY

Artillery encompasses mortars, breech-loading field artillery (such as shells launched from tanks and howitzers), and similar weapons which do not contain their own propulsion units like missiles do (see below). *Dark Champions* PCs are most likely to get their hands on this kind of weaponry while breaking into a military base, fighting drug-dealing foreign dictators, and so forth. If the campaign is limited strictly to the streets of the city, these weapons will probably never be seen.

This section simply describes the different types of available shells in general terms and offers damage ranges for small (up to 99mm), medium (100-149mm), and large (150mm+) versions. Because most shells can be fired over hills and other obstacles, some are bought with the Advantage "Indirect" (+¼). Artillery shells have a range of up to 20 miles, but this depends on the firing system, so no "Increased Maximum Range" Advantage is taken for them; instead, the launching vehicle should have points set aside for that.

Each shell also takes the Common Limitations "OAF" (-1), "Requires Bulky Launching System Or Vehicle" (-½) and "User Must Have WF: Artillery" (-½) (total -2). No "Charges" Limitation or Advantage is taken, since different weapon systems will carry different numbers; the GM should recalculate the cost as necessary.

APDS

(ARMOR PIERCING DISCARDING SABOT)

This shell is fired with a sabot which peels away during flight, leaving a small, heavy penetrating round to smash into the target. This type of shell may only be fired by a direct-fire weapon so the Indirect Advantage is not taken.

Small APDS Shell

- 40 4d6 RKA, Armor Piercing x2 (+1), Common Limitations (-2); (120 Active Points)

Medium APDS Shell

- 50 5D6 RKA, Armor Piercing x2 (+1), Common Limitations (-2); (150 Active Points);

Large APDS Shell

- 60 6D6 RKA, Armor Piercing x2 (+1), Common Limitations (-2); (180 Active Points);

BEEHIVE

A Beehive shell is full of thousands of flechette darts which scatter when the shell impacts its target. It is an anti-personnel shell, since the flechettes are not capable of penetrating tank armor. Beehive rounds are available for direct-fire weapons only.

Small Beehive Round

- 25 2d6 RKA, Armor Piercing, Explosion (loses 1 DC every 3", +1), Common Limitations (-2); (75 Active Points)

Medium Beehive Round

- 27 2d6 RKA, Armor Piercing, Explosion (loses 1 DC every 4", +1¼), Common Limitations (-2); (82 Active Points)

Large Beehive Round

- 30 2d6 RKA, Armor Piercing (+½), Explosion (loses 1 DC every 5", +1½), Common Limitations (-2); (90 Active Points)

CHEMICAL

This shell carries a chemical or biological warfare weapon of some sort. Refer to "Chemical and Biological Warfare," below, for the effects of such attacks. The larger the shell, the larger the area affected when it explodes.

CONTACT

A shell which simply explodes upon impact with the target.

Small Contact Fused Shell

- 35 4d6 RKA, Area Affect One Hex, Indirect (+¼), Common Limitations (-2); (105 Active Points)

Medium Contact Fused Shell

- 44 5d6 RKA, Area Affect One Hex, Indirect (+¼), Common Limitations (-2); (131 Active Points)

Large Contact Fused Shell

- 35 6d6 RKA, Area Affect One Hex, Indirect (+¼), Common Limitations (-2); (157 Active Points)

HE (HIGH EXPLOSIVE)

The standard exploding shell.

Small HE Shell

- 45 4d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Common Limitations (-2); (135 Active Points)

Small HE Shell

- 56 5d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Common Limitations (-2); (169 Active Points)

Small HE Shell

- 67 6d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Common Limitations (-2); (202 Active Points)

HEAT (HIGH EXPLOSIVE ANTI-TANK)

An exploding shell specifically designed to pierce tank armor. Upon impact, a charge in the base of the shell detonates, liquefying the metal in front of it and forcing it through the target's armor. Since HEAT shells require a direct hit on their target they are only employed by direct-fire weapons.

Small HEAT Shell

- 60 4d6 RKA, Armor Piercing x2 (+1), Explosion (loses 1 DC every 3", +1), Common Limitations (-2); (180 Active Points)

Medium HEAT Shell

- 75 5d6 RKA, Armor Piercing x2 (+1), Explosion (loses 1 DC every 3", +1), Common Limitations (-2); (225 Active Points)

Large HEAT Shell

- 90 4d6 RKA, Armor Piercing x2 (+1), Explosion (loses 1 DC every 3", +1), Common Limitations (-2); (270 Active Points)

HESH (HIGH EXPLOSIVE SQUASH HEAD)

This is another anti-tank round. Upon impact, it flattens ("squashes") itself against the armor and then a charge in its base explodes, causing shock waves which are intended literally to vibrate the target's armor apart from the inside. In **HERO System** terms, its effects are basically the same as those of the HEAT shell (however, the GM may substitute "Penetrating" for the HEAT's "Armor Piercing" Advantage if he prefers).

ILLUMINATION ("STARSHELL")

This shell is a gigantic flare with a parachute attached to make it fall slowly. It provides light in the target area for up to ten minutes.

Small Starshell

- 8 Change Environment 8" radius (create light), Indirect (+1/4), Common Limitations (-2), Continuing Charges (each charge lasts for 10 minutes, -5 levels on Charges table); (25 Active Points)

Small Starshell

- 10 Change Environment 16" radius (create light), Indirect (+1/4), Common Limitations (-2), Continuing Charges (each charge lasts for 10 minutes, -5 levels on Charges table); (31 Active Points)

Small Starshell

- 12 Change Environment 32" radius (create light), Indirect (+1/4), Common Limitations (-2), Continuing Charges (each charge lasts for 10 minutes, -5 levels on Charges table); (37 Active Points)

NUCLEAR

This shell carries a small nuclear warhead. The smallest in the American arsenal is the W48 warhead, with a 0.1 kiloton yield (equivalent to 100 tons of TNT). Even the smallest nuclear warhead has effects that go far beyond mere game terms.

PROXIMITY

This shell is equipped with a radar system which allows the firer to program it to explode when it is near the target. This increases the effectiveness of some shells, such as HE or Smoke. A HE shell equipped with a Proximity system would have these statistics:

Small Proximity Shell

- 75 4d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Penetrating x2 (+1), Trigger (when reaches set distance from target, +1/2), Common Limitations (-2); (225 Active Points)

Medium Proximity Shell

- 94 5d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Penetrating x2 (+1), Trigger (when reaches set distance from target, +1/2), Common Limitations (-2); (281 Active Points)

Small Proximity Shell

- 112 6d6 RKA, Explosion (loses 1 DC every 3", +1), Indirect (+1/4), Penetrating x2 (+1), Trigger (when reaches set distance from target, +1/2), Common Limitations (-2); (337 Active Points)

SMOKE

This shell generates a cloud of smoke which lasts for up to twenty minutes.

Small Smoke Shell

- 27 Darkness to Sight Group, 6" radius, Indirect (+1/4), Common Limitations (-2), Continuing Charges lasting up to 20 minutes each (-5 levels on Charges chart), Does Not Work In Winds Or Rain (-1/4); (87 Active Points)

Medium Smoke Shell

- 35 Darkness to Sight Group, 8" radius, Indirect (+1/4), Common Limitations (-2), Continuing Charges lasting up to 20 minutes each (-5 levels on Charges chart), Does Not Work In Winds Or Rain (-1/4); (112 Active Points)

Large Smoke Shell

- 42 Darkness to Sight Group, 6" radius, Indirect (+1/4), Common Limitations (-2), Continuing Charges lasting up to 20 minutes each (-5 levels on Charges chart), Does Not Work In Winds Or Rain (-1/4); (137 Active Points)

VT (VARIABLE TIME)

This shell has a timer on it and explodes only at the preset time the firer designates (for example, 5 seconds after being fired). VT shells have the same statistics as Proximity shells, but the Trigger is "at preset time."

CHEMICAL AND BIOLOGICAL WARFARE

Second only to nuclear weapons in their capacity for killing large numbers of people, chemical and biological weapons are cheap and relatively easy to make. They are increasingly used in warfare, especially by Third World nations like Iraq that are prevented from making nuclear weapons (or can't afford to do so). Because of the intrigue that surrounds them and the vast numbers of deaths they can cause, chemical and biological weapons are likely to be the subject of *Dark Champions* or regular four-color *Champions* scenarios, so this section will briefly discuss the major types and provide *HERO System* statistics for some of them.

BIOLOGICAL WEAPONS

Biological weapons come in four basic types: bacterial infections (causing plague, anthrax, brucellosis and typhoid fever); fungal infections (causing desert fever); ricketts infections (causing typhus, purple fever and Queensland fever); and viral infections (causing smallpox, yellow fever and some of the deadlier kinds of flu).

Because of space considerations, it is not possible to provide specific examples of each type of biological weapon. Fortunately, part of the work has already been done—in the *HERO Bestiary*, by Doug Tabb, there is a discussion of animal-transmitted diseases on pages 15-18. Three of the disease mentioned—anthrax, brucellosis and plague—are frequently used as biological weapons. Anthrax in particular is deadly, and can contaminate an area for decades, making it totally unfit for human habitation. Anthrax acts by contact, inhalation or ingestion. Here is an example of an anthrax-causing biological weapon:

Bacterial Biological Weapon (Inhalable Anthrax): 4d6 RKA, NND (defense is appropriate Immunity or being in a completely sealed-off environment, +2), Area of Effect (750" radius [about 1 mile], +2 ¾), Increased Maximum Range (a function of the launching system), Uncontrolled (+½), Persistent (+½) (405 Active Points); OAF Bulky (Biological Weapon Missile, -1½), 1 Charge (-2), Requires Appropriate WF (-½), Extra Time (1 week delay before onset of symptoms, -4), Gradual Time (1 day, -3); costs 34 points; **plus**

1d6 CON Drain, recover 5 points per week (+1½), NND (defense is appropriate Immunity or being in a completely sealed-off environment, +2), Area of Effect (750" radius [about 1 mile], +2 ¾), Increased Maximum Range (a function of the launching system), Uncontrolled (+½), Persistent (+½), Ranged (+½) (525 Active Points); OAF Bulky (Biological Weapon Missile, -1½), 1 Charge (-2), Requires Appropriate WF (-½), Extra Time (1 day delay before onset of symptoms, -3 ½), Gradual Time (1 week, -3 ½); costs 27 points.

Total cost: 61 points

(GM's notes: The "Gradual Effect" Limitation is explained in the *HERO Bestiary*, page 13, and *Fantasy Hero*, page 128. It reflects the time that a biological weapon, poison, or similar attack takes to affect the victim after it gets into the body. Because an attack such as this is bought with Extra Time and Gradual Effect to simulate the length of time it remains in an area, it is effectively a "Continuous" attack, and so the "Uncontrolled" Advantage may be purchased for it without an additional "Continuous" Advantage. When Persistent is added, the effect of this attack is that it lingers in the area for as long as the GM realistically thinks it should—which, in the case of biological infestations, radiation and similar phenomena, usually means years or decades.)

Immunity to biological warfare weapons may be bought for 2 points per category (such as fungal infections or viral infections). Immunity to a specific weapon (such as an anthrax weapon) costs 1 point.

CHEMICAL WEAPONS

Chemical weapons are any sort of gas, lethal or otherwise, that is used as a weapon (some are also used in liquid form). They range from simple irritating and incapacitating gases to gases so lethal that the merest whiff of them causes almost instant unconsciousness and death. They are grouped into two different categories, incapacitating and lethal, based on their effect.

INCAPACITATING AGENTS

Incapacitating agents are designed to render an enemy soldier incapable of fighting without killing him. There are two kinds: physical and psychological. Physical incapacitators work by affecting the soldier's health and physical ability to fight. For example, ES gas makes people extremely nauseous and diarrhetic (a combination STR, CON and END Drain that lasts for a day or so). Adamite, or vomiting gas, is a retching agent which also has effects similar to some forms of tear gas. It can be bought as an Entangle or as a Mental Power Based On CON.

CN and CS are lachrymatory gases (tear gases) that cause uncontrollable weeping and coughing. Their effects are described elsewhere as Flash Attacks, but the stronger tear gases used by the military may also have an NND effect as well. CS smells like apple blossoms, CN like pepper. Characters should not buy Immunity to tear gas; instead, they should buy Flash Defense and also Life Support (Self-Contained Breathing) (and maybe some Power Defense) with the -1½ Limitation, "Only Protects Against Tear Gas."

Psychological incapacitators weaken the victim's mental acumen and often cause hallucinations and psychotic behavior. LSD has been used as a psychological incapacitator; another type is BZ, whose effects are similar to LSD (INT Drain, Linked with Mental Illusions Based On CON).

The problem with these agents is that the victim's actions are not controllable: for example, if a soldier has access to tactical nuclear weaponry, the last thing that the enemy wants to do is make him hallucinate or become psychotic. Therefore, use of these agents is infrequent at best. Instead of buying Immunity to psychological incapacitators, characters should buy Mental Defense with the -2 Limitation, "Only Protects Against Psychoactive Drugs."

LETHAL AGENTS

Lethal agents come in five types: asphyxiants; blistering agents; haemotoxins; nerve gases; and toxins.

Asphyxiant gases kill by disrupting the body's ability to breath and attacking the respiratory tract. The two most important ones are chlorine and phosgene. Phosgene, for example, is a colorless gas with the odor of new-mown hay. It causes the victim to cough, choke, and drown in his own mucus and bodily fluids.

Phosgene Gas Shell

- 83 6d6 RKA, NND (defense is appropriate Immunity or LS: Self-Contained Breathing, +2), Area of Effect (1,125" radius [about 1.3 miles], +2 ¾), Invisible To Sight Group (+½), Increased Maximum Range (based on launching system; see "Artillery"), OAF Bulky (Chemical Shell, -1½), Requires Appropriate WF (-½), 1 Charge which lasts for 1 Turn and Never Recovers (-3 ¼), No KB (-¼), Does Not Work In Winds Or Rain (-¼); (562 Active Points)

Immunity to asphyxiants costs 3 points.

Blistering agents (also called vesicants) cause horrible burns and blisters to any exposed skin they touch. If they contact the eyes, the victim will be permanently blinded. If they are directly inhaled, they kill. They can also be indirectly fatal if the sores they cause become infected or if the suffering victim commits suicide (a not uncommon result). Victims who survive the initial attack of a blistering agent will take months to heal, as the ulcerating sores caused by the gas scab over, and then the scabs fall off and the sores ulcerate once more. In addition to the horrible sores, a surviving victim may suffer from bronchopneumonia.

Blistering agents may come in two forms: gas (the most common) or liquid. The best known blistering agent is mustard gas (also known as HD), including distilled mustard (which is colorless and smells like garlic) and nitrogen mustard (which is colorless and smells like fish or soap). Here is an example of a shell of mustard gas:

Mustard Gas Shell

- 65 5d6 RKA, NND (defense is the appropriate Immunity or not inhaling the gas, +2), Area of Effect (1,000" radius [1.25 miles], +3), Invisible To Sight Group (+½), Increased Maximum Range (based on launching system; see "Artillery"), OAF Bulky (Chemical Shell, -1½), Requires Appropriate Weapons Familiarity To Use (-½), 1 Charge which Never Recovers (-4), No KB (-¼), Does Not Work In Winds Or Rain (-¼); (487 Active Points) **plus**
- 67 5d6 Major Transform (sighted person blind person), NND (defense is the appropriate Immunity or not letting the gas touch your eyes, +2), other Advantages and Limitations the same as First Effect (except for No KB); [469 Active Points] **plus**

- 70 2d6 DEX, CON, BODY and COM Drain, Ranged (+½), recover 5 points every 3 months (+2), NND (defense is appropriate Immunity or not letting the gas touch you, +2), Area of Effect (as above, +3), Invisible To Sight Group (+½), Increased Maximum Range (based on launching system; see "Artillery"), Limitations the same as First Effect (except for No KB), plus Extra Time (up to 5 hours before onset of symptoms, -3); (720 Active Points)

Total Cost: 1,694 Active Points; costs 202 points.

Similar to mustard gas is Lewisite, which has similar effects but is stronger (6d6 RKA).

Immunity to blistering agents costs 3 points.

Haemotoxins attack the blood and the circulatory system. They tend to cause instant unconsciousness, followed by death within seconds from respiratory failure. Cyanide acid and cyanogen gas are the two most common forms; for more information, refer to the Poisons section later on in this book.

Nerve gases are among the most feared chemical warfare agents. These colorless and odorless gases attack the central nervous system, disrupting nerve transmissions throughout the body. A single drop of the liquid form or a whiff of the gaseous form can be fatal within five to ten minutes. The effects of these gases are well known: the victim's nose becomes runny, his vision blurs, he has difficulty breathing and he soon begins to vomit and/or defecate. Mental disturbances come next, followed by coma, spasms, paralysis and death from respiratory failure. Atropine (a poisonous substance) and oxime are antidotes, but will still leave the victim incapacitated for days.

Nerve gases come in two basic types: the "G" and "V" series. The "G" series includes Tabun (GA), Sarin (GB) and Soman (GD). The faster-acting "V" series includes VE, VM and VX.

Nerve Gas Shell

- 85 8d6 RKA, NND (defense is appropriate Immunity or not letting the gas touch you, +2), Area of Effect (1,125" radius [about 1.3 miles], +2 ¾), Fully Invisible (+1), Increased Maximum Range (based on launching system; see "Artillery"), OAF Bulky (Chemical Shell, -1½), Requires Appropriate Weapons Familiarity To Use (-½), 1 Charge which Never Recovers (-4), Extra Time (up to ten minutes for onset of symptoms, -2), No KB (-¼), Does Not Work In Winds Or Rain (-¼); (810 Active Points)

Immunity to nerve gases costs 3 points.

Toxins include phytotoxins (poisons derived from plants), zootoxins (poisons derived from animals) and microbe toxins. Phytotoxins and zootoxins are dealt with in the Poisons section. Microbe toxins are poisons created by microscopic organisms. They include B (an enterotoxin), and TZ (a saxitoxin, frequently found in spoiled mollusks or shellfish; .05 of a gram can kill a human being).

The best-known microbe toxin is botulin, also known as X or A, which causes botulism (a lethal form of food poisoning). From .00007-.00015 of a gram of botulin is enough to kill, depending upon whether it is ingested or enters the body via a wound or injection. About 1-2 hours after being infected (i.e., after eating food contaminated by the microbes), the victim begins to suffer from gastrointestinal cramps, vomiting, abdominal pain, dryness of the mouth and motor and visual disturbances. Death follows from paralysis of the respiratory system.

**Botulin Gas Shell**

- 35 4d6 RKA, NND (defense is appropriate Immunity or not letting the gas touch you, +2), Area of Effect (750' radius [about 1 mile], +2 ¾), Fully Invisible (+1), Increased Maximum Range (based on launching system; see "Artillery"), OAF Bulky (Chemical Shell, -1½), Requires Appropriate Weapons Familiarity To Use (-½), 1 Charge which Never Recovers (-4), Extra Time (1-2 hours after eating before onset of symptoms, -2), Gradual Effect (1 hour for full effect, -2), No KB (-¼), Does Not Work In Winds Or Rain (-¼); (405 Active Points)

Immunity to botulin costs 1 point. Immunity to other microbe toxins or other toxins must be bought separately, at 1 point apiece; refer to the Poisons section for details.

NEUTRALIZING AGENTS

Neutralizing agents are very similar to incapacitating agents, but tend to disable the victim only for short periods of time. Mild tear gases, sneezing or itching powders, retching agents and the like can be neutralizing agents. Refer to the section on incapacitating agents, above, for general information.

Sneezing Powder

- 5 3d6 Entangle, OAF (powder, fragile, -1¼), Entangle With No Defense (-1½), Range Based On STR (-¼), Does Not Work In Winds Or Rain (-¼), 1 Charge; (30 Active Points)

Immunity to neutralizing agents costs 2 points.

PHYTOTOXIC AGENTS

Phytotoxic agents are poisonous substances designed to affect not humans, but plants, thus clearing away vegetation and allowing soldiers to see the enemy. The best-known phytotoxic agent is Agent Orange, which was used in Vietnam and has been alleged to be carcinogenic.

EXPLOSIVES AND INCENDIARIES

Whether it's a gang of criminals blowing the door off of a safe or a vigilante putting a carbomb in a druglord's car, *Dark Champions* characters often use explosive and incendiary devices. In order to give *Dark Champions* players a better idea of how explosives and incendiaries work and what types are available, this section will describe some of the major types of explosives in use today. Explosives which are used only as propellants (for rockets, bullets and so forth) will not be discussed.

EXPLOSIVES

An explosive is a substance which rapidly creates tremendous heat and pressure when properly activated. Explosives are generally divided into "low" and "high" types, as explained below. In the **HERO System**, working with explosives is a function of the Skill Demolitions. A table of suggested damage ranges for explosives is provided at the end of this section. However, because determining how powerful a particular bomb is depends upon how it is constructed and other variables, it is not possible to provide definite damage figures for many of the explosives.

LOW EXPLOSIVES

Low explosives, also known as deflagrating explosives, do not really explode, they actually burn very, very quickly. The effect that they produce is less one of shattering (or "brisanse"), and more one of "heaving." The pressure they produce is relatively low. However, if sufficient quantities of low explosives are used, they create a detonating effect similar to high explosives (see below).

The main low explosive in use today is black powder (and its modern improvement, smokeless powder). Black powder is basically insensitive to impact and friction, requiring a flame and/or heat to initiate the explosion. When it is used in bullets, an impact-sensitive explosive charge is used to ignite the powder. Working with black powder is so easy that the GM should add +1 to +3 to the character's Demolitions roll in appropriate circumstances.

HIGH EXPLOSIVES

High, or detonating, explosives have such a rapid chemical reaction when activated that they produce immense pressure and shattering force (brisanse). Detonation waves from high explosives often exceed 20,000 feet per second.

High explosives can be further divided into two types. The first is primary or initiating explosives. These substances can be readily detonated by fire/heat, impact, or friction. Because of this sensitivity, they are rarely used for actual demolitions, but instead are used primarily in initiating devices (such as blasting caps) to set off safer explosives. Primary explosives include diazodinitrophenol (DDNP), fulminate-chlorate mixtures, lead azide, lead styphnate, mercury fulminate, silver azide, and silver fulminate.

The second type of high explosive is the secondary (or noninitiating) explosive. These are mixed together to produce the right combination of sensitivity, brisanse, and stability for particular jobs. The most important secondary explosives include ammonium picrate, cyclonite (RDX and HMX), dynamite and TNT.

Ammonium Picrate

Ammonium picrate (or explosive D) is made of picric acid and ammonium. It is used in situations calling for an explosive that is particularly resistant to impact. For example, ammonium picrate is sometimes used in anti-tank shells, because of its ability to pierce armor without exploding: tests have shown that it can be fired through twelve inches of armor and detonate on the other side! Picric acid itself is explosive, but is no longer used militarily due to its sensitivity. There is no modifier to Demolitions for working with ammonium picrate.

Dynamite

Invented by Alfred Noble in 1867, dynamite is a combination of nitroglycerin and various substances which absorb large amounts of the nitroglycerin, thereby making it relatively safe to handle (it is still sensitive to extreme impact, and if it gets wet tends to break down and becomes as volatile as nitroglycerine). Antacids and other stabilizers are used to make dynamite even safer to handle. Today, various mixtures of explosives and bases are used to achieve different results. For example, there is gelatin dynamite, which has great water resistance, has more blasting power than comparable dynamites, and can be molded into crude shapes. Low-freezing dynamite can be used in extremely cold conditions. Using dynamite should add +1 or +2 to a character's Demolition roll in appropriate circumstances.

Dynamite has many commercial uses (such as the construction industry). It is generally sold in sticks. The amount of damage a single stick does depends upon the exact type and mixture of dynamite, but for gaming purposes the following formula should be used: one stick of dynamite will do a base of 5d6 EB Explosion. Every additional stick beyond that adds 1d6. So, three sticks would be a 7d6 EB Explosion, and 20 sticks a 24d6 Explosion. Obviously the GM should not let the PCs get their hands on large amounts of dynamite!

Initiators

Initiators are explosive devices used to start larger explosions. They include blasting caps and detonating cord.

Blasting caps, both basic and electric, are not explosives *per se*, but instead are small cylindrical devices used to initiate explosions. They consist of a base charge (usually RDX or PETN), a priming charge (usually lead azide or silver azide), and a flash charge (usually lead styphnate), all contained in an aluminum or copper shell. Mercury fulminate used to be an important blasting cap ingredient, but is no longer commonly used. A basic blasting cap is set off by a fuse, whereas an electrical blasting cap has two wires running through it that are used to detonate it with electricity (allowing for precise timing of an explosion).

Detonating cord is a cord made with a core of sensitive explosive (such as PETN or RDX) surrounded by a plastic or cloth covering. It is usually used together with blasting caps, and enables the demolitions expert to time explosions precisely.

Lead Azide ($\text{Pb}(\text{N}_3)_2$)

Lead azide is a primary explosive used in a variety of military explosives and in initiators. It tends to be more stable than many other primary explosives, particularly at higher temperatures, so a cover charge of lead styphnate or some other more sensitive explosive is often added to ensure detonation. A related chemical, silver azide, is more powerful and is used similarly, but is more sensitive to heat. There is no modifier to Demolitions for working with lead azide.

Mercury Fulminate (Mercuric Cyanate, $\text{HgC}_2\text{N}_2\text{O}_2$)

Mercury fulminate is a grey-white powder which explodes at 160° C. It is both a primary and a secondary explosive, and is sensitive to electricity, fire/heat, impact and friction (-2 to Demolitions rolls in appropriate circumstances). It was discovered in the late 1600s, and was used for many years in initiators and commercial explosives. Because cheaper and better replacements were found, it fell out of use in the 1970s, but *Dark Champions* characters may still chance across some here and there, or even discover an illegal lab manufacturing it for terrorists.

Nitroglycerin

This explosive oil or liquid was discovered by Ascanio Sobrero in 1846. It is one of the principal ingredients in dynamite. By itself, nitroglycerin is extremely sensitive and very dangerous to handle (-3 or more to Demolitions rolls), so it is rarely used without stabilizers.

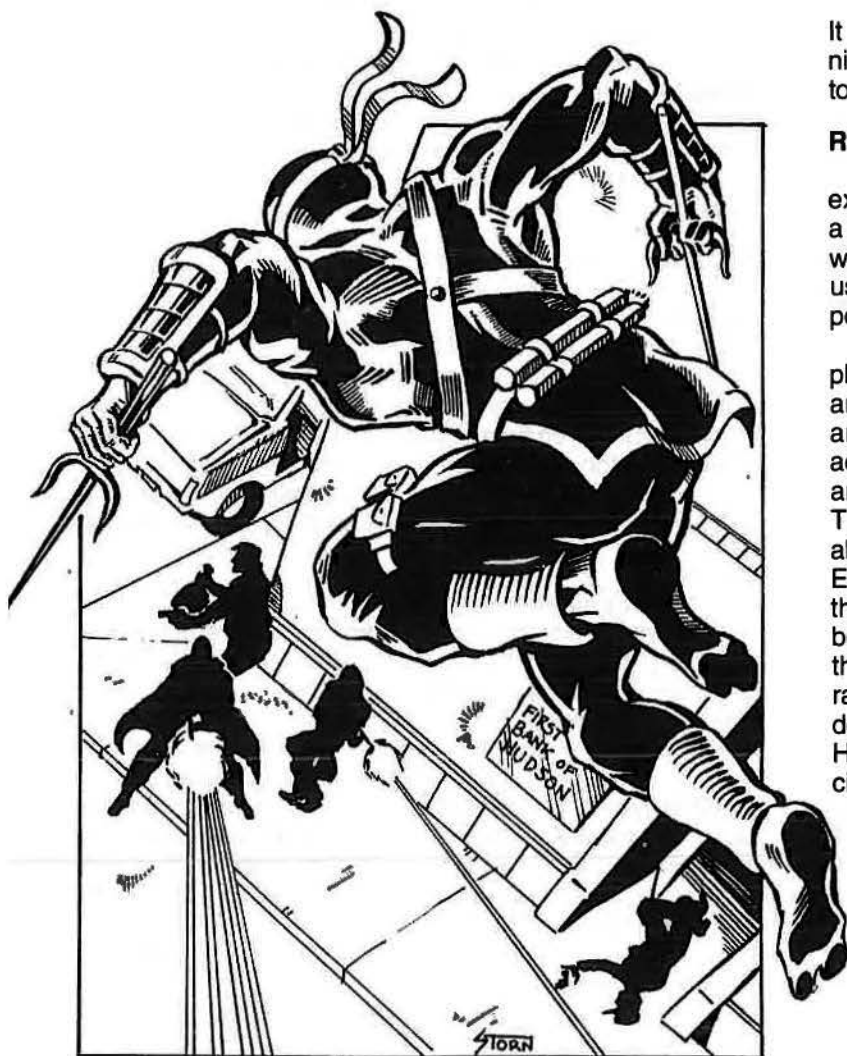
PETN

PETN (pentaerythritol tetranitrate) was invented in 1891. It is cheaply and easily produced, and is as strong as nitroglycerin but much safer to handle. There is no modifier to Demolitions for working with PETN.

RDX and HMX

RDX (cyclonite) is one of the most common military explosives in use today. HMX is similar, but denser and with a higher melting point and explosion temperature. Both are white crystalline solids that are extremely stable. They are usually mixed with TNT to desensitize them. RDX is as powerful as nitroglycerin, HMX is slightly more powerful.

RDX is the explosive usually used to produce plastique, or plastic explosive (PE), of which Semtex is one variety. PEs are about 80% RDX and 20% oils, waxes and plastics. They are very stable (a blasting cap or electricity is needed to activate them, and they are not sensitive to impact or heat), and can be safely molded into an infinite number of forms. They are also extremely powerful—a single block of plastique about the size of a videotape produces a 15-20d6 EB Explosion, enough to knock down some small buildings. For these reasons, PEs are a favorite of the military and terrorists both. The American military uses four types designated C1 through C4, each of which is useful in a different temperature range. C4, for example, remains plastic down to -70° F, and does not leak up to 170° F. Working with plastique or RDX/HMX adds +1 to +2 to Demolitions rolls in appropriate circumstances.



Shaped charge

A shaped charge uses a cone of metal or glass which is surrounded by a high-strength explosive (such as TNT or RDX). The detonation vaporizes the cone and projects it in the desired direction as an immensely hot and powerful "jet" of particles. This jet strikes the target and literally forces it to "flow" away from the point of impact. However, a shaped charge only uses a small percentage of the force of the explosion (about 15%), so the explosion is not totally contained or channelled. Setting up a shaped charge requires a Demolitions roll at -0 to -3, depending upon the circumstances and the materials available. If the character makes the roll by 3 or more, he may be able to increase the percentage of explosive force that the shaped charge uses.

TNT (trinitrotoluene)

TNT (which is different from dynamite) is one of the principal military explosives. It is made from toluene and nitric acid. It is stable and insensitive to impact, friction, and electricity (+1 to +2 to Demolitions rolls). It does not readily absorb water, and may be stored indefinitely in temperate areas.

TNT is usually melted and used to fill bombs, either by itself or in combination with other substances (binary explosives): ammonium nitrate (amatol); ammonium picrate (picratol); HMX (octol); PETN (pentolite); RDX (cyclotol); RDX and ammonium (torpex), and so forth. TNT binary explosives can be very powerful—for example, cyclotol and pentolite have detonation pressures as high as 4,000,000 pounds per square inch.

INCENDIARIES

Incendiaries are chemicals designed to start fires and/or burn people. They are usually used in firebombs and flamethrowers, but *Dark Champions* characters may also want to build incendiary grenades, pellets and other weapons. Working with incendiaries is a function of the Demolitions Skill.

Fire Bottle

A fire bottle is a primitive incendiary grenade. It is a bottle filled with gasoline and sulfuric acid, then wrapped in a rag or piece of paper. Just prior to use, the wrapper is soaked with a sugar-potassium chlorate mixture (which is very sensitive). Upon impact, the chemicals mix and the reaction ignites the gasoline. The Molotov cocktail, a bottle filled with some flammable liquid and with a rag stuffed in the top and lit, can be considered a crude fire bottle.

Gelled Gasoline

Gelled gasoline is ordinary gasoline which has been gelled by the use of chemicals or improvised substances (such as soap powder, lye, wax or animal blood). Charcoal may be added to increase the mixture's flammability. Essentially, gelled gasoline is a primitive form of napalm (see below), and like napalm it sticks to surfaces.

Incendiary Brick

This object looks like an ordinary brick, but is made of potassium chlorate, sulfur, sugar, iron filings, and wax. It burns relatively slowly and is normally used to set fire to buildings and other flammable objects.

Magnesium

The metallic element magnesium is an incendiary substance which burns at very high temperatures and is easily manufactured and handled. It can get hot enough to melt mild steels, and often scatters molten bits of metal about, increasing the chances of setting secondary fires. Even worse, if a magnesium fire is attacked with water, an explosive mix of hydrogen and some other gases can be created.

Napalm

Modern napalm is made of gasoline, benzene, and polystyrenethickener. Earlier forms of napalm were advanced forms of gelled gasoline, but modern napalm is a liquid. It is used by military for many different kinds of weapons; by varying the amount of thickener and the additives, different properties can be imparted to it (such as increased burning time, increased fluidity and so forth). Among its properties is the fact that it sticks to target surfaces (even vertical ones), meaning that the victim cannot simply wipe it off. Napalm is not self-igniting; it requires some sort of initiating heat (such as from an electric spark or another incendiary substance).

Paraffin-Sawdust

This incendiary is a simple mix of paraffin wax or beeswax and sawdust. It burns slowly and is used to set fire to flammable objects and buildings. It can be carried and stored safely.

Thermite

Thermite is made of powdered ferric oxide and powdered organoaluminum. When lit it creates molten ironaluminum oxide, and can produce temperatures as high as 2,400° C under proper conditions. It has many commercial uses, such as welding, in addition to its military applications. It requires strong heat to ignite it (more than a match), so igniter materials (such as magnesium, white phosphorus or depleted uranium flakes) are added when it is used for military purposes. However, its stability also means that it can be safely carried and stored, and that it burns strongly once lit. It is easy to use in cold and windy situations, and can burn through metal containers to ignite any flammable objects they hold. Thermite can also be mixed with pyrotechnic agents to form a more volatile compound called thermate. Thermite and thermate cannot be doused with water.

White Phosphorus

White phosphorus (WP) is most often used to ignite other incendiaries, but can be used on its own. It is pyrophoric, i.e., self-igniting—it burns on contact with air. A WP incendiary consists of white phosphorus dissolved in carbon disulfide (or some other solvent to keep it away from air). It is always stored under water. It is used by pouring it on the item to be burned. Once the solvent evaporates, the WP bursts into flame, creating large clouds of dense white smoke. For military purposes, sometimes plastic white phosphorus (PWP) is used; this is simply a rubbery solution which binds the WP together so that it cannot disperse freely. WP cannot be doused with water.



SUGGESTED DAMAGES FOR EXPLOSIVES AND INCENDIARIES

Name	Suggested Damage
Ammonium Picrate (1 liter)	8d6-10d6 EB Explosion
Black powder (1 pound)	2d6 EB Explosion
Dynamite	5d6 EB Explosion for first stick, +1d6 for each additional stick
Initiators: <i>Blasting cap</i>	1 pip RKA
<i>Detonating cord</i>	½d6 RKA per foot
Lead azide (1 pound)	10d6-12d6 EB Explosion
Mercury fulminate (1 pound)	8d6-9d6 EB Explosion
Nitroglycerin (1 liter)	12d6 EB Explosion
PETN (1 liter)	12d6-14d6 EB Explosion
RDX and HMX (1 pound)	12d6-16d6 EB Explosion
Plastique (1 block)	15d6-20d6 EB Explosion
TNT (1 pound)	12d6-14d6 EB Explosion
Amatol	10d6-12d6 EB Explosion
Cyclotol	14d6-18d6 EB Explosion
Pentolite	14d6-18d6 EB Explosion
Torpex	9d6-10d6 EB Explosion
Fire bottle/Molotov cocktail	1-2d6 RKA, 1 Hex, 1 Turn/Charge
Gelled gasoline (1 liter)	3d6 RKA, Explosion, Sticky, 1 Turn/Charge
Incendiary brick	1d6 RKA, 1 Turn/Charge, Invisibility (can be made to look like an ordinary brick)
Magnesium	2d6 RKA, 1 Turn/Charge
Napalm: <i>Bomb amount</i>	6d6 RKA Explosion, Sticky, 1 Turn/Charge
<i>Grenade amount</i>	3d6 RKA Explosion, Sticky, 1 Turn/Charge
Paraffin-Sawdust	1½d6 RKA, 1 Turn/Charge
Thermite: <i>Thermite pellet</i>	1d6 RKA, Armor Piercing, 1 Hex, 1 Turn/Charge
<i>Thermite grenade/charge</i>	4d6 RKA, Explosion, Armor Piercing, 1 Turn/Charge
<i>Thermate</i>	Add 1-2 DC to thermite
White Phosphorus	3d6 RKA, Armor Piercing; Trigger (on contact with air), 1 Turn/Charge; plus 2" radius Darkness to Sight Group (smoke cloud), 1 Turn/Charge

POISONS

Poisons have been used by assassins and murders for centuries. Poisoning has become less common as a form of killing in the modern world because of the ready availability of guns and knives, but *Dark Champions* characters will still find lots of assassins and killers out there using poisons. In many cases, poisons are the weapon of choice because they are virtually undetectable, or because their delayed effect allows the assassin to get far away from his victim and/or to strike days before the victim develops symptoms and dies.

This section will concentrate primarily on poisons that assassins and murderers might use. Animal poisons have been covered at some length in *Fantasy Hero* and the *HERO Bestiary*, so they will not be discussed at length here. The GM should simply remember that an assassin can use animal venom if he wishes (or even put the live animal itself somewhere where the victim will come into contact with it).

The poisons below are built as RKA NND attacks (+2 Advantage), the defense being the appropriate Immunity. Poisons may also be bought as Drains, but the "Ranged" Advantage (+½) will need to be added for attacks such as poisoned blowgun darts or thrown knives. Common Limitations for most of the poisons below include OAF (fragile poison and possibly some means of projecting it, injecting it, or having it ingested, -1¼), No KB (-¼), No Range, and 1 Charge (-2) (total -4); many also have Gradual Effect. A character can buy more Charges if he wishes.

Most of these poisons have antidotes; if the antidote is administered the poison will cause no further damage, but damage already taken is not healed. The cost for an Immunity to a specific poison is listed after the poison write-up; an Immunity to a class of poison (e.g., phytotoxins) costs 3 pts.

ABRIN

Abrin is a phytotoxin (poison derived from plants) found in the seeds of a tropical plant variously known as jequirity bean, precatory bean, paternoster pea, or rosary pea (*Abrus precatorius*). The onset of its effects usually occurs within two days, but may take only a few hours; they include vomiting, diarrhea, gastrointestinal problems, convulsions, coma and death from cardiac failure. Abrin may also cause ulcers in the mouth. Even a single bean from this plant can be fatal to a child or a weak adult.

Abrin

- 24 4d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (up to one day, -3), Extra Time (up to two days onset time, -3) (costs 16 points) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1¼), same Limitations as above except for No KB and No Range, plus Linked (-½); (265 Active Points)

Immunity to abrin costs 1 point.

ACONITE

This phytotoxin comes from the roots of the aconite plant (*Aconitum napellus*), also known as monk's-hood or wolfsbane. It is also found in the leaves and roots of larkspur. In its pure form, aconitine, it is a white crystalline alkaloid. It is an extremely virulent and fast-acting poison—death can be almost instantaneous following ingestion. Aconitine can also be absorbed through the skin. Symptoms in longer-lasting cases (which usually last no more than an hour or two)



include tingly skin (an important "giveaway" symptom in many cases), numbness or burning of the mouth and throat, stomach pain, vomiting, loss of coordination, feeling "cold," diarrhea, convulsions and death from cardiac and respiratory failure. Aconite is not detectable by an autopsy unless special tests are run.

Aconite

- 62 5d6 RKA, NND (defense is appropriate Immunity, +2), Invisible (hide cause of death, +1/4), Common Limitations (-4) (costs 49 points) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1/4), same Limitations as above except for No KB and No Range, plus Linked (-1/2) and Gradual Effect (10 minutes to 2 hours, -2); (334 Active Points)

Immunity to aconite costs 2 points.

ANTIMONY

Antimony is a silvery-white metallic element which can kill if ingested. It will not dissolve in water. It is available in many common items (for example, certain kinds of batteries, glass, enamels and matches). It can be used as an immediate poison or as a chronic (long-term) poison in small doses (such as in someone's food). With a large dose, the onset of the symptoms is immediate; they include depression, violent vomiting, severe diarrhea, gastrointestinal pain, unconsciousness and spasms. Death follows in 30 minutes to several hours from circulatory and respiratory failure. When used in small doses over a long period, antimony causes extreme depression, nausea and loss of appetite; it eventually kills through exhaustion. In this case the victim probably won't realize that he is being poisoned. Antimony tends to preserve the body and inhibits decomposition.

Antimony (Chronic Poisoning)

- 26 3d6+1 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (small doses given over the course of 1 month, -4) (costs 17 points) plus 2d6 CON Drain, same Advantages as above plus recover 5 points per day (+1/4), same Limitations as above except for No KB and No Range, plus Linked (-1/2); (235 Active Points)

Immunity to antimony costs 2 points.

ARSENIC

Arsenic, an element, is one of the poisons most often used by killers in murder mysteries, because it is so readily available (it has many uses in industry, gardening, and so forth). In its pure form it is a lustrous, brittle, grey-colored metal with a smell like garlic but no particular taste. In other forms, it may be yellow, white, or red; and a powder (usually odorless), a gas or a liquid. A concentrated dose can kill within hours once it takes effect, but may not begin taking effect for up to a few days. The symptoms include severe stomach pain, vomiting, diarrhea, thirst, cold and clammy skin, legcramps, depression, collapse, delirium, convulsions, coma and death from dehydration and heart failure in 6-12 hours. If the victim survives the attack, he will experience stomach pain, decreased reflexes and a burning sensation on the soles of his feet.

However, arsenic is most often administered in small doses over a long period of time, just like antimony. Long-term effects include loss of appetite and weight, irritability and depression, nausea, numbness and/or itchiness of the skin, mottled pigmentation on the hands and feet, jaundiced skin and a thickening of the nails. Death eventually occurs from dehydration and heart failure.

Arsenic is easily detected if simple tests are performed at the autopsy. The victim's stomach will occasionally be crimson-colored and/or have small arsenic particles in it. Arsenic is also readily detectable in urine, hair and other bodily substances.

Arsenic (Concentrated Dose)

- 12 3d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Extra Time (up to a few days before onset, -3 1/2), Gradual Effect (up to 12 hours, -2 1/2); (135 Active Points)

Arsenic (Long-Term Dose)

- 25 3d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (small doses given over the course of 1 month, -4) (costs 15 points) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1/4), same Limitations as above except for No KB and No Range, plus Linked (-1/2); (220 Active Points)

Immunity to arsenic costs 3 points.

ATROPINE

Atropine is an alkaloid derived from the belladonna plant (*Atropa belladonna*). It is a neurotoxin (a poison which attacks the central nervous system and its functions). It kills within 24 hours after ingestion (sometimes longer) by interfering with the respiratory system. Its initial symptoms appear within three hours, and include a dry mouth, dilated pupils, staggering and loss of coordination, a flushed face and dry skin, increased heartbeat and respiration and restlessness and manic activity (symptoms similar to drunkenness). Later, the victim goes into depression and stupor, his face becomes bluish from lack of oxygen, his heartbeat slows and he dies from asphyxia.

ATROPINE

- 22 4d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (symptoms appear within 3 hours, death within 1 day, -3); (180 Active Points)

Immunity to atropine costs 1 point.

BINARY POISONS

This is a variety of poison which is administered in two or more parts. None of the parts is lethal on its own—they can only kill when brought together. For example, an assassin might feed his victim the first part with dinner, then coat the victim's after-dinner cigar with the other part. Binary poisons are bought with a +1/4 "Trigger" Advantage, "Poison Takes Effect When All Parts Have Been Successfully Administered."

CROTIN

Crotin (or croton) is a phytotoxin derived from the seeds of certain shrubs in the southwest United States, Asia, Africa and some Pacific islands (for example, *Croton tiglium*, the purging croton). It causes burning pains in the mouth and stomach, vomiting, bloody diarrhea, collapse and death within 10-15 minutes to a few hours.

Crotin

- 18 3d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (up to 5 hours, -2 1/2); (180 Active Points)

Immunity to crotin costs 1 point.



CURARE

Curare, one of the most infamous of poisons, is derived from a variety of South American plants. It must be injected into the body (it is harmless if swallowed), and so is frequently used to coat darts, blades and other weapons. It kills almost immediately by paralyzing the nervous system. Two drugs, Pavulon and succinylcholine, which are used as anaesthetics, have similar effects.

Curare (Blade Poison)

- 39 4d6 RKA, NND (defense is appropriate Immunity, +2), Trigger (base blade attack must do BODY, +1/4), Common Limitations (-4); (180 Active Points)
Immunity to curare costs 3 points.

CYANIDE

Hydrogen cyanide, another common poison, may be used in liquid, powder or gaseous form. It is a salt of prussic acid, and is widely used in industrial processes such as photography, engraving, gold mining, steel hardening and electroplating. It is available naturally in the seeds or pits of peaches, apricots, apples and wild cherries. Its various salts include potassium cyanide, mercuric cyanide and sodium cyanide. The salts are all whitish, crystalline powders, and are not lethal until they are dissolved in acid, producing hydrogen cyanide gas. Exposure to cyanide gas (the most common form) causes almost instantaneous death due to paralysis of the nervous system and attacks on the circulatory system; the gas is colorless. Liquid cyanide is used in "suicide capsules" hidden in fictional spies' teeth; the powdered and liquid forms have been used to poison foods and over-the-counter medicines (50-200 mg are enough to kill an adult in 15 minutes or less).

Cyanide smells like almonds to approximately 40% of the population (the ability to smell it is genetic). Its use is easily detected by autopsy, because it turns the skin and blood a bright red or pinkish color, and it may corrode the stomach if ingested. However, these effects dissipate with time as the cyanide in the blood decomposes.

Cyanide Gas

- 63 5d6 RKA, Area of Effect (7" radius, +1), NND (defense is appropriate Immunity, +2), Common Limitations except for No Range (-3 1/2), Does Not Work In Winds Or Rain (-1/4); (300 Active Points)
Immunity to cyanide (in all of its forms) costs 3 points.

DIGITOXIN

Also known as digoxin, this poison is used in some forms as digitalis, a heart medicine. It is derived from the plant foxglove. Digitoxin is extremely lethal; its symptoms include loss of appetite, nausea and vomiting, diarrhea, decreased pulse and heartbeat, fatigue, convulsions and death from respiratory failure. Death may occur almost immediately or take up to about one hour.

Digitoxin

- 38 4d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (up to 1 hour, -2) (costs 26 points) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1/4) (85 Active Points); same Limitations as above except for No KB and No Range, plus Linked (-1/2) (costs 12 points); (180 Active Points)
Immunity to digitoxin costs 1 point.

DMSO (DIMETHYL SULFOXIDE)

DMSO is not a poison, it is a method of poison delivery. It allows poisons which would ordinarily have to be injected or ingested to be transmitted through the skin. This is usually part of a particular poison's special effect, but in some situations may require a character to pay for a "Trigger" Advantage.

HEMLOCK

This plant comes in two varieties: poison hemlock and water hemlock. Poison hemlock is found in the temperate parts of North and South America, Europe, Asia, and northern Africa. It is most toxic when flowering. It is an ingested neurotoxin which causes gradual paralysis and weakness, ending in death from respiratory failure. Water hemlock, one of the most toxic plants on Earth, grows in temperate regions and is also an ingested neurotoxin; its symptoms include stomach pains, nausea, vomiting, excessive salivation, diarrhea, convulsions and death.

Poison Hemlock

- 35 3 1/2d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (1 hour to a few hours, -2) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1/4), same Limitations as above except for No KB and No Range, plus Linked (-1/2); (250 Active Points);

Water Hemlock

- 44 5d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (1 hour, -2) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1/4), same Limitations as above except for No KB and No Range, plus Linked (-1/2); (310 Active Points)

Immunity to hemlock (both varieties) costs 1 point.

Insulin

Insulin is a drug used to treat diabetes. In excessive quantities, it causes hypoglycemia, fatigue, irreversible brain damage and death. It cannot be detected after death without the use of sophisticated radioimmunoassay tests (-1 to Forensic Medicine rolls to ascertain cause of death).

Insulin

- 21 3d6 RKA, NND (defense is appropriate Immunity, +2), Invisible (hide cause of death, +1/4), Common Limitations (-4), Gradual Effect (1 hour to several days, -2); (146 Active Points)

Immunity to insulin costs 1 point.

MUSHROOMS

The *Amanita* genus of mushrooms is deadly poisonous to humans. Unfortunately, these mushrooms closely resemble several edible species. If ingested, they cause abdominal pain and cramps, nausea, vomiting, diarrhea and possibly liver damage or jaundice. The victim will seem to improve for about two days, but then ongoing damage to his nervous system will finally kill him; there may be weakness or hallucinations prior to death. Death is not automatic; depending upon the species of mushroom the fatality rate ranges from 15-90%.

**Poisonous Mushroom**

- 26 2½d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (up to 4 days, -3) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1¼), same Limitations as above except for No KB and No Range, plus Linked (-½); (205 Active Points);

Immunity to poisonous mushrooms costs 2 points.

NICOTINE

Nicotine, one of the principal substances in cigarettes, is extremely toxic. It can work if inhaled or ingested; it can also be absorbed through the skin. An assassin can obtain nicotine by straining it from tobacco. A few drops of pure nicotine can kill an adult human within an hour by causing respiratory failure; symptoms include nausea, vomiting, diarrhea, confusion, dizziness and difficulty breathing.

Nicotine

- 41 4½d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (1 hour, -2) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1¼) same Limitations as above except for No KB and No Range, plus Linked (-½); (295 Active Points)

Immunity to nicotine costs 2 points.

RICIN

Ricin is a phytotoxin derived from the seeds of the castor oil plant (*Ricinus communis*), which is found in the United States and the tropics. Even tiny amounts of pure ricin can be fatal. When used as a poison, it acts slowly, over the course of several days, but its symptoms are indistinguishable from many illnesses. They include: burning of the mouth, throat and stomach; abdominal pain and vomiting; diarrhea; convulsions; paralysis; and death from respiratory failure.

Ricin

- 30 5d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Extra Time (onset time of 2 hours to 2 days, -3½) Gradual Effect (several days, -3) plus 2d6 CON Drain, same Advantages as above, plus recover 5 points per day (+1¼), same Limitations as above except for No KB and No Range, plus Linked (-½); (310 Active Points)

Immunity to ricin costs 1 point.

ROBIN

Robin is a phytotoxin derived from the bark of the North American locust tree (*Robinia pseudacacia*). It is effective when ingested, and kills within days due to paralysis of the central nervous system.

Robin

- 17 3d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (several days, -3); (135 Active Points)

Immunity to robin costs 1 point.

STRYCHNINE

Strychnine is an alkaloid phytotoxin derived from the seeds of the nuxvomica tree (*Strychnos nux-vomica*) of India and Hawaii. Fifty to 100 milligrams is enough to kill a human being (usually by injection or ingestion [it has a bitter taste]). Death can occur in a minute or two, but may take up to two hours. Strychnine attacks the central nervous system, increasing its sensitivity. Symptoms generally appear within

five to 15 minutes. At first, the victim will experience muscle twitches and difficulty breathing, but will then be overtaken by extremely violent convulsions in which all the body's muscles contract at once. Convulsive fits last 1-2 minutes, and usually after about three or four of them the victim dies from respiratory and cardiac distress. Any sound or light can trigger another convulsion. The victim is alert between attacks. After death the facial muscles are contorted so that the victim has a *risus sardonicus*, or sardonic rictus grin. The grin soon fades, and thereafter special blood tests are required to detect the use of strychnine.

Strychnine

- 35 5d6 RKA, NND (defense is appropriate Immunity, +2), Invisible (hide cause of death after rictus grin fades, +¼), Common Limitations (-4), Gradual Effect (symptoms begin from immediately to fifteen minutes after injection/ingestion, death occurs from two minutes to two hours after injection/ingestion, -2); (244 Active Points)

Immunity to strychnine costs 3 points.

TETRODOTOXIN

Tetrodotoxin (or tetraodontoxin) is an extremely potent zootoxin derived from the *fugu*, or puffer fish. (Puffer fish is a delicacy in Japan, but if improperly prepared is deadly poisonous. The dangers of tetrodotoxin are also known in Haiti, where it is one of the ingredients in the potions used to turn people into "zombies.") It is a neurotoxin. Even tiny doses (.01 mg) can kill in mere minutes if injected or ingested; however, for unknown reasons it is only lethal about 60% of the time (pure tetrodotoxin, such as an assassin might use, might be 100% fatal). The victim experiences tingling sensations, loss of coordination, excessive salivation, weakness, nausea, vomiting, convulsions and death from respiratory paralysis. There is no known antidote.

Tetrodotoxin (Ingested)

- 39 3d6 RKA, NND (defense is appropriate Immunity, +2), Common Limitations (-4), Gradual Effect (5 minutes to a few hours, -1½) plus 2d6 DEX Drain and 1d6 CON Drain, same Advantages as above, plus recover 5 points per hour, +¾, same Limitations as above except for No KB and No Range, plus Linked (-½); (247 Active Points)

Immunity to tetrodotoxin costs 1 point.

THALLIUM

Thallium is a poisonous metal. It is most often used after being irradiated—radiation breaks it down into a microscopic powder which cannot be removed from the body once it is ingested. The victim slowly dies of radiation poisoning.

Thallium

- 49 4d6 CON and BODY Drain, recover 5 points per month (+1¼), NND (defense is appropriate Immunity, +2), OAF (fragile powder and some means of injecting it or having it ingested, -1¼), 1 Charge (-2), Gradual Effect (1 week, -3½); (380 Active Points)

Immunity to thallium costs 1 point.

TIME-RELEASE METHODS

It is possible to coat an ingested poison with other chemicals or place it inside tiny beads. This delays the onset of the poison by as much as two days (depending upon the poison and the time-release mechanism used). Characters may buy this as a "Time Delay" Advantage (+¼) for the poison.



EQUIPMENT AND GADGETS

COMPUTER GADGETS

MARCO

MARCO (Military Action-Reconnaissance COmputer) is a computer system designed to assist elite military units in the performance of their duties. It is capable of, among other things, piloting air vehicles, providing strategic and tactical analyses of combat situations, raiding enemy computers for information, and using its sophisticated internal sensors to detect enemy action. It is also an excellent way for soldiers in the field to carry data and missions specifications with them.

Amazingly, MARCO is small enough for a single soldier to carry—it folds up into a watertight briefcase-sized object. It is also waterproof and bulletproof. It is locked with an infrared imaging fingerprint-scanner which requires that a living, authorized user place his thumb against it and recite a code-word. If the lock is opened improperly or the wrong code-word is given, the unit self-destructs (disarming this security device requires a Security Systems roll at -5).

MARCO		
Val	Char	Cost
23	INT	13
20	DEX	30
3	SPD	0
Cost	Powers	
5	Infrared Vision	
10	High Range Radio Hearing	
31	Radar, 360-Degrees, +4 vs. Range	
15	Active Sonar	
18	Armor (6 PD/ED)	
15	Power Defense (15 points)	
Skills		
3	Combat Piloting 13-	
3	Computer Programming 14-	
3	Navigation 11-	
3	Systems Operation 14-	
3	Tactics 14-	
2	TF: All Air Vehicles	
2	WF: Vehicle Weapons	
3	Scholar	
3	Scientist	
20	Twenty Knowledge Skills or Sciences, 11- each, as appropriate for mission (may be left free for downloading data)	

Programs

1	Operate Sensors
1	Pilot Aircraft From A To B
1	Attack And Destroy Target
1	Send/Receive Data
1	Search Reference Material for information on a topic

0+ Disadvantages

20	2x BODY from Electricity
15	Distinctive Features (sophisticated military computer, not concealable)

Cost: 152 pts. Limitation: OAF Total Cost: 76 pts.

TEMPEST EQUIPMENT

Computers emit ambient radio waves whenever they are on. Someone nearby with the proper equipment, known as TEMPEST equipment, can pick up these radio waves and find out what is on the computer's screen (but not in its memory). Reading the emissions of one computer out of many (in an office or agency, for example) requires a Systems Operation roll at -1 for every 3 computers other than the target computer. TEMPEST gear is about the size of a briefcase, but a skilled *Champions* gadgeteer might be able to make it even smaller.

TEMPEST Equipment

- 6 Detect Computer Radio Emissions 14-, Range, OAF (TEMPEST Equipment, -1), Requires A Systems Operation Roll (-1/2), Blocked By Power Defense (-1/2); (18 Active Points)

DEFENSIVE GADGETS

BODY ARMOR

Modern science is able to offer soldiers and law enforcement officers high-tech body armor which is as effective as any suit of metal armor worn by the knights of old. The chart on the next page provides some sample armors for characters to use.

The armor in this chart is bought as PD and ED Armor with the following Common Limitations: OIF (Body Armor, -1/2), Activation Roll 14- (-1/2), and Half Mass (-1/2) (total -1 1/2). Kevlar armors also include the Limitation "No Effect Against Knives Or Falling Damage" (-1/2). Characters who want to buy off this Limitation or make their armor IIF (so that it can be worn undetected under clothes) are free to do so; however, armor with ceramic or metal inserts must always be bought as an OIF. Characters may decrease the Activation Roll to create a smaller suit of body armor (e.g., "flak jacket").

ARMOR CHART

Type of Armor	Defense	Cost	Notes
Light Soft Kevlar	3	3	
Medium Soft Kevlar	5	5	
Heavy Soft Kevlar	6	6	
Light Hard Kevlar	4	4	
Medium Hard Kevlar	6	6	
Heavy Hard Kevlar	9	9	
Ceramic inserts	+2	2	Adds to a suit of armor; does not work by itself. A ceramic insert is effective against knives
Metal inserts	+3	4	Similar to ceramic inserts. Note that inserts could be a way to Harden existing armor instead of adding Armor.
Spectra	+2	2	Spectra is an advanced form of protective material. A suit of Spectra is +2 more points of Armor than a comparative Kevlar suit. Spectra is also easier to weave into bulletproof clothing and other "disguised" armor
Ballistic Tee-shirt	2	3	A ballistic tee-shirt is a bulletproof shirt that can be worn underneath regular clothes (i.e., it is an IIF; it has an Activation Roll of 11-)
Chemical Toughening	+1	1	Chemical treatments which toughen Kevlar (Limitations are OIF and Activation Roll 14-)
Chemical Protection	See Notes		Chemical protection treatments make body armor proof against some chemical weapons (5 points of Power Defense) and napalm (+4 ED Armor) (costs 5 points; Limitations are OIF and Activation Roll 14-)
IR Dampening	See Notes	10	This type of body armor has been chemically treated to reduce the wearer's IR signature: Invisibility to IR Vision, 0 END (+½) (30 Active Points); OIF, Activation Roll 14-, Half Mass, Only Creates -4 PER To See Wearer With IR Vision, Not True Invisibility (-½)
Nomex	4-8 ED	3-6	Nomex is a fire-resistant cloth which provides ED Armor. It is OIF and Half Mass (total -1). Nomex could also be bought as Energy Damage Reduction that "Only Works Against Fire" (-1).
Knifeproof Vest	6 PD	3	OIF, Half Mass, Activation Roll 11- (total -2)

In realistic games, the GM might consider converting all of this armor to "Full Mass" (-1) and/or using the "Real Armor" (-¼) Limitation described in the *Champions Fourth Edition Rulesbook*. That is not done here because in street-level comic-books and movies characters usually are not affected by their armor this way—they may complain about how uncomfortable it is, but they do not seem encumbered by it.

Characters are also free to create their own, fictional types of body armor. Many comic-book characters wear bulletproof costumes that are no more restrictive or bulky than Spandex, and *Champions* characters can do the same if they wish.

OTHER DEFENSIVE GADGETS

GAS MASK

A gas mask covers the entire head and either screens out harmful gases or gives the wearer his own self-contained air supply for a short time. This protection extends to tear gas.

Gas Mask

- 6 Life Support: Self-Contained Breathing, OIF (Gas Mask, -½), 1 Charge lasting 1 hour (-¾) plus Sight Flash Defense (6), OIF (Gas Mask, -½), Only Protects Against Tear Gas-Type Flashes (-1); (16 Active Pts)

HELMETS

Basic Helmet

- 3 Armor (+3 PD/ED), OIF (Helmet, -½), Only Protects Hit Locations 3-5 (-1½); (9 Active Points)

Advanced Helmet

- 8 Armor (+5 PD/ED), OIF (Helmet, -½), Only Protects Hit Locations 3-5 (-1½) plus Sight Flash Defense (5), OIF (Helmet, -½); (20 Active Points);

High-Tech Helmet

- 16 Armor (+6 PD/ED), OIF (Helmet, -½), Only Protects Hit Locations 3-5 (-1½) plus Sight and Hearing Flash Defense (5), OIF (Helmet, -½) plus Radio Listen And Transmit, OIF (Helmet, -½); (33 Active Points)

RIOT SHIELD

Riot shields are large shields made of clear, shatterproof and bulletproof materials. They are used by police to protect themselves from rioters and similar opponents, and by anti-terrorist squads to protect hostages during an assault.

Riot Shield

- 9 Armor (+6 PD/ED), OIF (Riot Shield, -½), Activation Roll 14- (-½); (18 Active Points)

NUCLEAR-CHEMICAL-BIOLOGICAL WARFARE SUIT

This special full-body suit is designed to protect a wearer from the effects of most chemical and biological weapons, and from the radiation caused by a nuclear attack. The suit is specially sealed and has its own air supply for a limited period.

NBC Suit

- 11 Life Support: Self-Contained Breathing (10 Active Points); OIF (NBC Suit, -1/2), Normal Mass (-1), 1 Charge lasting for one hour (-3/4) plus Power Defense (15), Hardened (+1/4), OIF (NBC Suit, -1/2), Normal Mass (-1); (29 Active Points)

MOVEMENT GADGETS: MAN-POWERED VEHICLES

"Man-powered vehicles" means any sort of vehicle powered primarily by a person's own musclepower: bicycles, unicycles, rollerblades, ice skates, skis, skateboards and so forth. They have two general effects: first, they can add to the user's ground movement, but can do no more than double it; second, they double the user's noncombat movement. Users who have extensive training with a particular man-powered vehicle (for example, competition skiers, Olympic bicycle racers, and so forth) may buy extra inches of Running with the Limitation "Only Adds To Running When Bicycling [Skiing, Skateboarding, etc.]" (-1).

Man-powered vehicles are built as OAFs; many also have the Limitation, "Half Effect On Inappropriate Surfaces" (-1/2) (or no effect, -1). This reflects the fact that, for example, skateboards work very poorly on unpaved surfaces, and ice skates and skis don't work at all without snow and ice.

RECONNAISSANCE GADGETS

DRUG DETECTORS

This device detects the chemical vapors given off by illegal drugs. It can usually "sniff out" even drugs which are hidden inside objects, or whose smell is "masked" by other items. It does not indicate which drugs are present, and must be reasonably close to the drugs to detect them.

Drug Detector

- 5 Detect Illegal Drugs 13-, OAF (Drug Detector, -1); (11 Active Points)

SATELLITE LINK

This gadget uses the world-spanning satellite network to give the user a view of anything seen by satellite. The character uses the link to tap into the network and obtain a "feed" from it showing whatever can be seen in the target area at that time. There may not always be a satellite available that is watching what a character wants to see—if the Activation Roll is missed, the character's objective is in a "blind zone" (either because no satellite are available or because their view is blocked by weather).

However, if there is a satellite watching, the character can see a lot—given the powerful IR/UV capabilities of many satellites, this link can be almost as good as N-Ray Vision. For example, a satellite might be able to read the heat patterns of a building to determine its layout, how many people are in it and where they are, and so forth.

The Satellite Link comes in two forms: a large system of computer banks and monitors that must be kept in a headquarters or base; and a high-tech computer link that fits into a bracer and can be carried by the character anywhere he goes. Note that the "bracer link" can be a very powerful gadget for player characters to have, because it gives them access to information that the GM might not want them to have (such as the number of enemy agents in a building). Therefore, the GM should be careful about letting characters buy this gadget.

Satellite Link (Computer System)

- 26 Infrared and Ultraviolet Vision, OAF Immobility (Satellite Link System, -2), Activation Roll 11- (can only see target area if satellites are available, -1), Linked to Clairvoyance (see below, -1/2), Requires A Systems Operation Roll (-1/2) plus Clairvoyance, normal sight, IR, and UV Vision, 9,830,400" range (more than the diameter of the Earth), OAF Immobility (Satellite Link System, -2), Activation Roll 11- (can only see target area if satellites are available, -1), Requires A System Operations Roll (-1/2), Limited Vision (can only see what a satellite could see, -1/2); (130 Active Points);

Satellite Link (Bracer Computer System)

- 37 Same as above, but is an OIF (-1/2)

SURVEILLANCE SCOPES

These are special fiber-optic viewing devices. One kind is designed to be inserted under a door, giving the user a view of who's in the room and what they're doing. Another kind, the borescope, can actually be drilled through a wall or door to look beyond it (it can also be used to look inside locked briefcases and other closed objects without having to open them). The user can make a Stealth roll to keep the people under surveillance from detecting the scope's presence. Surveillance scopes can be hooked up to televisions or used with the naked eye.

These scopes are bought as N-Ray Vision. The "No Range" Limitation is used to simulate the fact that the user has to get right next to what he wants to see through to use the scope. The "Limited Perspective" Limitation simulates the limited range of vision offered by such scopes.

Surveillance Scopes

- 7 N-Ray Vision (cannot see through anything too thick to be bored through or inserted under), OAF (Surveillance Scope, -1), No Range, Limited Perspective (-1/2); (20 Active Points)

MISCELLANEOUS GADGETS

MORE UTILITY BELT GADGETS

Here are some more gadgets for characters to carry in their Utility Belts (see *DC:HOV*, page 100, for the entire Utility Belt write-up and explanation).

Cost	Power
15	Multipower (30 pt pool), all OAF (Utility Belt)
1u	Laser Torch: 1 pip RKA, Penetrating x2 (+1), 0 END (+½); OAF (-1), No Range (-½) (7/3)
1u	Freeze Gas: 3d6 Minor Transform (normal object to frozen stiff object, "heal" by thawing out at normal rate); OAF (-1), 4 Charges (-1) (30/10) (Note: this item is intended for use against the working parts of an alarm, a bomb, and so forth, not against living creatures)
1u	Boomerang: 4d6 EB, 0 END (+½); OAF (-1) (30/15)
1u	Mini-bolos: 3d6 Entangle; OAF (-1), 3 Charges (-1¼) (30/9)
1u	Miniature Climbing Rig: +2 to Climbing; OAF (-1) (4/2)
1u	Fake Bomb: 1" Images to normal Sight and Hearing, -5 to PER Rolls; OAF (-1), 1 Charge (-2), Set Effect (fake bomb detonation, -1) (30/6)
1u	Paint Tag Bomb: 6d6 Cosmetic Transform (normal person to person painted bright red, "heal" by washing with vinegar); OAF (-1), 4 Charges (-1) (30/10)

COMBAT WEAR

CAMOUFLAGE CLOTHING

The military has camouflage uniforms for all sorts of environments (for example, arctic, desert, forest/jungle, mountains and urban), and *Dark Champions* characters can certainly use this sort of clothing.

Camouflage Clothing

- 1 +1 to Stealth, OIF (Camo Outfit, -½), Only Works In Appropriate Settings (-1); (2 Active Points)

COMBAT VEST

This vest is intended both as a protective "flak jacket" and as a way to carry several weapons or gadgets.

Combat Vest

Cost	Power
5	Armor (+4 PD/ED), OIF (Combat Vest), Act. 11-
20	Multipower (30 pt pool), OIF (Combat Vest)
1u	1½d6 RKA, OAF (Handgun), 2 clips of 12 Charges
1u	1d6 HKA (up to 2d6 with STR), OAF (Combat Knife), Blade Limitations (-¼)
1u	3" Darkness to Normal Sight, OAF (Smoke Grenades), 4 Charges Lasting 1 Turn each (-½)
1u	Change Environment 1" radius (create light), 0 END, OAF (Flashlight)

SWAT VEST

This vest, similar to the Combat Vest, allows SWAT officers (or PCs) to carry a selection of equipment useful for hostage rescue missions and similar operations.

SWAT Vest

Cost	Powers
40	Multipower (60 pt pool), all OIF (SWAT Vest)
3m	2d6 RKA; OAF (Handgun), 4 clips of 8 Charges each
1m	+1 OCV and +2 vs. Range, OAF (Universal Firearm Scope)
2u	2d6 Sight Group Flash, Area Effect 3" Radius, OAF (Tear Gas Grenade), 4 Charges
1u	Infrared Vision and +6 vs. Range for Sight Group, OAF (IR Binoculars), Concentrate (½ DCV)
1u	Radio Listen and Transmit; OAF (Walkie-Talkie)
1u	+2 to Paramedics roll; OAF (First Aid Kit)

POLICEMAN'S BELT

This gadget is a slight variation on the traditional "Sam Browne" belt worn by police officers. Characters can design their own belts with individualized selections of equipment.

Policeman's Belt

Cost	Powers
40	Multipower (60 pt pool), all OIF (Policeman's Belt)
1u	1d6+1 RKA, OAF (Handgun), 4 clips of 8 Charges each
1u	6d6 Entangle, OAF (Handcuffs), 1 Recoverable Charge (-1¼), Set Effect (only ties up hands or feet, -1), Does Not Prevent Use Of Accessible Foci (-1)
1u	+4d6 HA, 0 END (+½), OAF (Tonfa)
1u	Change Environment 1" radius (create light), 0 END, OAF (Flashlight)
1u	Radio Listen and Transmit, OAF (Walkie-Talkie)
2u	2d6 Sight Group Flash, NND (defense is solid eye covering), OAF (Mace Sprayer), No Range, 12 Charges

HOLSTERS

Sometimes the way a character carries a gun can help him when he actually has to use it. Here are three types of special holsters that characters can buy: Fast Draw (makes it easier to draw a gun quickly); Concealment (makes it easier to hide a gun); and Special Operations (carries extra clips and a grenade). These holsters can only be used with handguns, not with larger firearms.

Fast Draw Holster

- 1 +1 to Fast Draw roll, OIF (Fast-Draw Holster); (2 Active Points)

Concealment Holster

- 1 +1 to Concealment roll, OIF (Concealment Holster), Only Works For Hiding Handguns (-1); (2 Active Pts)

Special Operations Holster

Cost	Powers
20	Multipower (30 pt pool), all OIF (Holster)
1u	2d6 RKA; OAF (Handgun), 4 clips of 8 Charges each
1u	2d6+1 RKA, Explosion (loses 1 DC every 1"); OAF (Fragmentation Grenade), 1 Charge

VEHICLES

For the *Dark Champions* character who needs to get to where the action is, a vehicle is usually one of the best choices. Here is a list of vehicles which characters can use. This list includes the vehicles from the list in the *Champions Fourth Edition Rulesbook*, page 195, for ease of reference; in some cases minor changes have been made. Of course, it would be almost impossible to list every vehicle available, so players who do not see a listing for the exact vehicle they want should extrapolate the statistics for the desired vehicle from those for similar vehicles.

The abbreviations in the chart are the standard ones used in the chart in the *Champions Fourth Edition Rulesbook*, page 195. There are two additional ones. The first is "Cost," which provides the cost in this format: XXX/YY/ZZ, where XXX is the total cost of the vehicle (including any equipment listed in the notes), YY is the cost (minus Disadvantages) divided by 5, and ZZ is the cost divided by 10. The second is "Notes," which will refer to a note following the chart or will provide other information, e.g., average price (in dollars) of the vehicle, vehicle's Stall Velocity (SV), or the fact that the vehicle has Limited Maneuverability (LM, a -1/4 Limitation).



Name: Some types of vehicles (such as "Midsize," "Subcompact," or "Full-size") are listed generically, because there is little difference in game terms between one brand or model and another. Examples of each generic type are given in the notes following the chart.

Size: In many cases, the Size figure provided is imprecise, because the Size is based as much on the vehicle's Mass as it is on its actual length and width (otherwise, you'd get incongruities such as tanks with the right length and width but only a fraction of their true weight). GMs and players who prefer a more realistic size are encouraged to adjust the Size of the vehicle without changing the other Characteristics.

Mass: The abbreviations "kg" and "t" stand for "kilogram" and "ton," respectively.

DEF: The vehicle's defense. If the defense is listed as two numbers separate by a slash, the first number is the defense from the front, while the second number is the defense from other angles (the extra defense from the front is bought with a -1 "Partial Coverage" Limitation). If the numbers are in brackets, the Defense is Hardened (+1/4).

MAX: To determine a vehicle's speed in miles per hour, use this formula: $(MAX \times 300) / 805$.

NOTES TO VEHICLE CHART

- 1) Typical Subcompacts include the Dodge Colt, Eagle Summit, Ford Festiva, Geo Metro and Storm, Hyundai Excel and Scoupe, Mazda Miata, Mercury Capri, and Mitsubishi Mirage. Prices range from as little as \$6,000 to about \$15,000.
- 2) Typical Compacts include the Dodge Daytona and Shadow, Ford Mustang, Honda Civic and Prelude, Plymouth Laser and Sundance, Toyota Celica and Corolla, and Volkswagen Jetta. Prices range from about \$8,000 to under \$30,000.
- 3) Typical Midsize cars include the Acura Legend, BMW 5-Series, Buick Regal, Cadillac Eldorado, Chevrolet Lumina, Chrysler LeBaron, Dodge Intrepid, Ford Taurus and Thunderbird, Honda Accord, Infiniti J30, Lexus LS400 and SC400, Mercedes-Benz 300 Series and SL, Oldsmobile Cutlass Sierra, Pontiac Grand Prix, Saab 900, Subaru Legacy, Toyota Camry, and Volvo 240 and 900 Series. Prices range from about \$15,000 to as high as \$80,000 or so. Most taxis are also Midsizes.
- 4) Typical Full-Size cars include the BMW 7-Series, Buick LeSabre and Park Avenue, Cadillac Fleetwood, Chevrolet Caprice, Chrysler New Yorker, Ford Crown Victoria, Infiniti Q45, Lincoln Continental and Town Car, Mercedes-Benz S-Class, Mercury Grand Marquis, and Pontiac Bonneville. Prices range from approximately \$20,000 to about \$130,000.
- 5) The "Limousine" class includes all sorts of large luxury vehicles, from the Rolls Royce Silver Spirit to stretch limousines. Obviously, the smaller limos are quicker and handle better than the larger ones; the GM should decrease the Movement of large limousines and impose a "Limited Maneuverability" on them if appropriate.

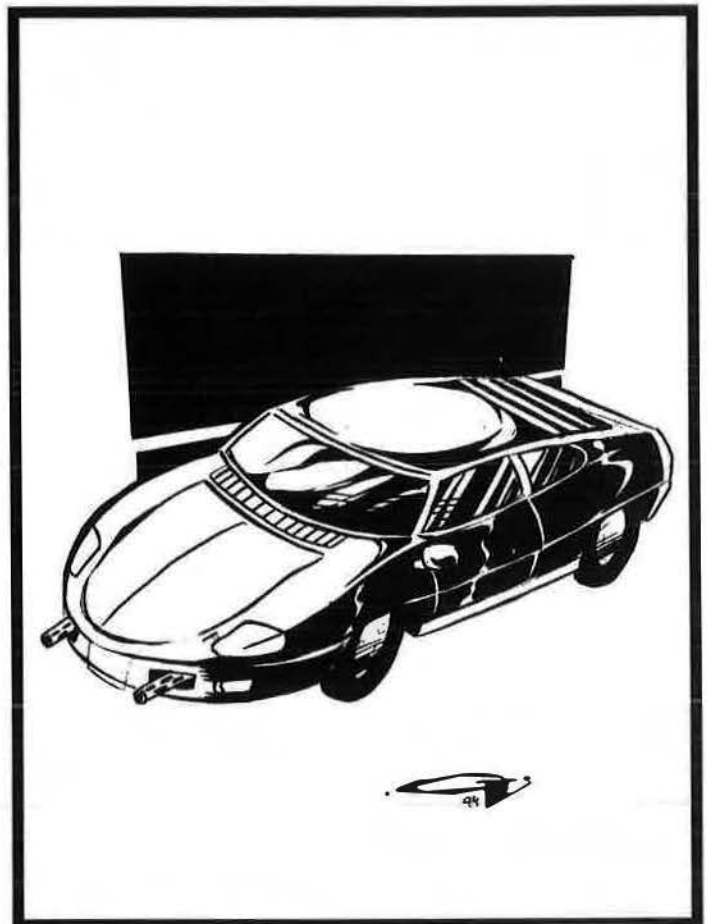
VEHICLE TABLE

Name	Size	DCV	Mass (KB)	STR	DEF	BODY	DEX	SPD	Move	MAX	Cost	Notes
Miscellaneous Cars												
Subcompact	2"x1"	-2	800kg (-3)	25	3	13	15	3	22"x4	264"	75/15/7	1
Compact	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	24"x4	288"	84/17/8	2
Midsize	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	25"x4	300"	86/17/9	3
Full-Size	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	36"x4	288"	93/19/9	4
Station Wagon	2.5"x1.25"	-2	1.6t (-4)	30	3	14	10	2	28"x4	224"	72/14/7	
Limousine	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	34"x4	272"	89/18/9	5
Pickup Truck	2.5"x1.25"	-2	1.6t (-4)	40	3	16	15	3	25"x4	300"	98/20/10	
Sports Wagon/4x4	2.5"x1.25"	-2	1.6t (-4)	35	4	15	15	3	23"x4	276"	96/19/9	6
Mini-Van	2.5"x1.25"	-2	1.6t (-4)	30	3	14	10	2	29"x4	232"	74/15/7	7
Van	3.2"x1.6"	-3	3.2t (-5)	35	3	15	10	2	30"x4	240"	81/16/8	
Small Truck	4"x2"	-4	6.4t (-6)	40	4	16	10	2	15"x8	240"	58/12/6	LM
Semi (w/o trailer)	5"x2.5"	-4	12.5t (-7)	45	4	17	10	2	14"x8	224"	62/13/6	LM
Tractor-Trailer	8"x4"	-6	50t (-9)	55	4	18	10	2	15"x8	240"	73/15/7	LM
Armored Car	4"x2"	-4	6.4t (-6)	45	8	18	10	2	14"x8	224"	76/15/8	LM
Police Car	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	101/17/9	8
Sportscars												
Acura NSX	2"x1"	-2	800kg (-3)	25	3	13	20	4	29"x4	464"	113/20/10	\$68,600
Alfa Romeo Spider	2"x1"	-2	800kg (-3)	25	3	13	18	4	21"x4	336"	93/16/8	\$25,000
Aston Martin DB5	2"x1"	-2	800kg (-3)	25	3	13	20	4	27"x4	432"	109/19/9	\$45,000
BMW 325iS Coupe	2"x1"	-2	800kg (-3)	25	3	13	17	4	22"x4	352"	93/16/8	\$34,000
Chevrolet Camaro Z28	2"x1"	-2	800kg (-3)	25	3	13	20	4	27"x4	432"	109/19/9	\$20,000
Chevrolet Corvette ZR-1	2"x1"	-2	800kg (-3)	25	3	13	20	4	31"x4	496"	117/20/10	\$67,000
Dodge Viper RT/10	2"x1"	-2	800kg (-3)	25	3	13	20	4	27"x4	432"	109/19/9	\$52,000
Ferrari 512 TR	2"x1"	-2	800kg (-3)	25	3	13	22	4	34"x4	544"	129/23/11	10
Ferrari Mondial 8	2"x1"	-2	800kg (-3)	25	3	13	20	4	24"x4	384"	103/18/9	\$40,000
Indy Car	2"x1"	-2	800kg (-3)	25	2	13	25	5	40"x4	800"	152/27/14	cost varies
Jaguar XJS	2"x1"	-2	800kg (-3)	25	3	13	22	4	24"x4	384"	107/18/9	\$50,000
Lamborghini Countach	2"x1"	-2	800kg (-3)	25	3	13	22	4	33"x4	528"	127/22/11	11
Lamborghini Diablo	2"x1"	-2	800kg (-3)	25	3	13	24	4	35"x4	560"	135/24/12	11
Lotus Turbo Esprit	2"x1"	-2	800kg (-3)	25	3	13	21	4	24"x4	384"	105/18/9	\$30,000
Maserati Biturbo	2"x1"	-2	800kg (-3)	25	3	13	20	4	27"x4	432"	109/19/9	\$30,000
Mazda RX-7 R1	2"x1"	-2	800kg (-3)	25	3	13	21	4	26"x4	416"	109/19/9	\$33,500
Nissan 300ZX	2"x1"	-2	800kg (-3)	25	3	13	20	4	22"x4	352"	99/17/8	\$37,500
Pont. Firebird Trans Am	2"x1"	-2	800kg (-3)	25	3	13	20	4	27"x4	432"	109/19/9	\$22,000
Porsche 911	2"x1"	-2	800kg (-3)	25	3	13	22	4	28"x4	448"	117/20/10	12
Porsche 928S	2"x1"	-2	800kg (-3)	25	3	13	23	4	28"x4	448"	119/21/10	12
Porsche 968 Cabriolet	2"x1"	-2	800kg (-3)	25	3	13	22	4	26"x4	416"	113/20/10	12
Toyota MR2 Turbo	2"x1"	-2	800kg (-3)	25	3	13	20	4	25"x4	400"	105/18/9	\$27,000
Motorcycles												
BMW R1100RS Boxer	1.25"x.64"	-0	200kg (-1)	15	3	11	18	4	22"x4	352"	86/17/9	
Harley-Davidson	1.25"x.64"	-0	200kg (-1)	15	4	13	18	4	27"x4	432"	100/20/10	
Honda CBR600F2	1.25"x.64"	-0	200kg (-1)	15	3	11	20	4	26"x4	416"	98/20/10	
Kawasaki ZX-6 E Ninja	1.25"x.64"	-0	200kg (-1)	15	3	11	20	4	26"x4	396"	98/20/10	
Kawasaki ZX-11 C Ninja	1.25"x.64"	-0	200kg (-1)	15	3	11	23	4	30"x4	480"	112/22/11	
Suzuki GSXR600	1.25"x.64"	-0	200kg (-1)	15	3	11	20	4	25"x4	400"	96/19/10	
Yamaha FZR600	1.25"x.64"	-0	200kg (-1)	15	3	11	20	4	24"x4	384"	94/19/9	
Yamaha GTS1000	1.25"x.64"	-0	200kg (-1)	15	3	11	22	4	26"x4	396"	102/20/10	
Civilian Air Vehicles												
Boeing 747	8"x4"	-6	50t (-9)	55	3	19	15	3	50"x8	1200"	14Å8/14	SV 50 (
Gen. Aviation Aircraft	2"x1"	-2	800kg (-3)	25	3	13	15	3	34"x4	408"	87/17/9	14
Helicopter	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	27"x4	324"	90/18/9	14
Learjet Century III	4"x2"	-4	6.4t (-6)	40	3	16	20	4	48"x8	1536"	144/29/14	SV 40"
Ultralight	1.25"x.64"	-0	200kg (-1)	15	2	11	15	3	20"x4	240"	61/12/6	SV 10"
Boats and Miscellaneous												
Speedboat, small	2.5"x1.25"	-2	1.6t (-4)	30	3	14	15	3	18"x2	108"	43/9/4	15
Speedboat, medium	3.2"x1.6"	-3	3.2t (-5)	35	3	15	17	3	27"x2	162"	58/12/6	16
Speedboat, large	4"x2"	-4	6.4t (-6)	40	3	16	20	3	16"x4	192"	65/13/6	17
Yacht, small	5"x2.5"	-4	12.5t (-7)	45	3	17	13	3	20"x2	120"	55/11/5	18
Yacht, medium	6.4"x3.2"	-5	25t (-8)	50	3	18	10	2	24"x2	96"	47/9/5	19
Yacht, large	8"x4"	-6	50t (-9)	55	3	19	10	2	17"x2	68"	47/9/5	20
Underwater Sled	1"x.5"	-0	100kg (-0)	10	3	10	12	3	5"x2	30"	10/2/1	
Jet-Ski	1.25"x.64	-0	200kg (-1)	15	3	11	15	3	22"x2	132"	31/6/3	
Snowmobile	1.6"x.8	-1	400kg (-2)	20	3	12	15	3	22"x2	132"	48/10/5	21



- 6) The "Sport Wagon/4x4" category includes all sorts of sports utility vehicles designed for rough offroad action and "four-wheeling." They have +2 to Combat Driving, Only To Counteract Terrain Modifiers (-1) (costs 5 points). Examples include the Chevrolet S-10 Blazer, Ford Explorer, Jeep Cherokee and Grand Cherokee, Mitsubishi Montero, and Oldsmobile Bravada. Prices range from about \$12,000 to about \$30,000.
- 7) Typical Mini-Vans include the Dodge Grand Caravan, Mazda MPV, Mercury Villager, Nissan Quest GXE, Pontiac Trans Sport SE, and Volkswagen Eurovan. Prices range from about \$14,000 to about \$25,000.
- 8) The standard Police Car comes equipped with a radio (Radio Listen And Transmit, OIF (Radio, -1), costs 2 points) and of course a siren (Change Environment 3" radius [create distinctive bright light and loud sound], OIF (Siren And Lights, -1), costs 7 points). It also has 1 Level with its Ground Movement (costs 2 points) to reflect its ability to turn quickly. Depending upon the locale, a Police Car may carry various weapons in its trunk for its driver to use (such as a shotgun or tear gas grenades), or may have an on-board computer. Police Cars also have the Disadvantage "Distinctive Features" (police car; concealable with difficulty, causes major reaction) (15 points).
- 9) All Sportscars have a minimum of 2 Levels with their Ground Movement (4 points) to reflect their excellent handling (these Levels do not apply on rough terrain). Some may have more than 2, and if so, this will be noted separately. All of them also have the Disadvantage "Distinctive Features" (sportscar; concealable with effort, causes envy, 15 points). If there are no Notes for a particular Sportscar, the Notes column is used to provide an approximate price for the car.
- 10) The Ferrari 512 TR has 3 Levels with Ground Movement (costs 6 points). It costs approximately \$200,000.

- 11) Both the Lamborghini Countach and Diablo have 3 Levels with Ground Movement (costs 6 points). The Countach costs about \$75,000 or more; the Diablo costs about \$250,000.
- 12) The Porsche models all have 3 Levels with Ground Movement (costs 6 points). The 911 RS America costs about \$66,000, the 928S about \$85,000, and the 968 Cabriolet about \$55,000.
- 13) A Motorcycle's DEF is bought with the Limitation, "Defense Does Not Protect Rider" (-½). Also, all Motorcycles have a minimum of 3 Levels with their Ground Movement (costs 6 points) to reflect their excellent handling. Most motorcycles cost between about \$3,000 and about \$10,000.
- 14) "Helicopter" represents all sorts of civilian helicopters, from those used by radio stations to report on traffic and weather conditions in the morning to fancy models used to shuttle corporate executives around. Since helicopters have no ground movement to speak of, the vehicle's base 6" Ground Movement are bought back (-12 points).
- 15) Small speedboats are up to 18 feet long, and can achieve speeds of about 40 miles per hour in calm waters. Like all the other kinds of boats listed here, they buy back their Ground Movement (-12 points), and their Swimming is bought with the Limitation, "Surface Movement Only" (-½) (this Limitation does not apply to the Underwater Sled).
- 16) Medium speedboats are from 19-35 feet long, and can reach speeds of about 60 miles per hour. Examples include the Sonic 35, Wellcraft 31 Fittipaldi Scarab, and Excel 20SX I/O.
- 17) Large speedboats are 36 feet long or longer, and can reach speeds of about 70 miles per hour. Examples include the Wellcraft Scarab Thunder, the Fountain Lightning, and the Sonic 45. Record-setting custom boats have achieved speeds of 115-120 miles per hour.





- 18) Small yachts are from 25-35 feet long. They can attain speeds of about 40-45 miles per hour in calm waters. They may be equipped with a radio or other electronic equipment if the owner wishes.
- 19) Medium yachts are from 36-50 feet long. They can attain speeds of about 35 miles per hour in calm waters. They may be equipped with a radio or other electronic equipment if the owner wishes.
- 20) Large yachts are 51 or more feet long. They can attain speeds of about 25 miles per hour in calm waters, and sometimes more depending upon how large and powerful an engine has been installed. They may be equipped with a radio or other electronic equipment if the owner wishes, and are often quite luxurious.
- 21) Snowmobiles' Ground Movement is bought with the -1 Limitation, "Only Works On Snow And Ice." They have 3 Levels with their Movement with the Limitation, "Only To Counteract Ice/Snow Weather Modifiers" (costs 7 points).

COMIC-BOOK VEHICLES

This section provides several more comic-book style vehicles for *Dark Champions* characters to use.

SPORTSCAR II

Unlike the Sportscar in *DC:HOV*, which was built for combat, this sophisticated machine is designed for only one purpose: to get the owner wherever he has to be as quickly and safely as possible. It is equipped not only for extra speed, but for safe offroad driving.

Val	Char	Cost	Notes
2"x1"	Size	15	
-2	DCV	0	
800 kg (-3)	Mass (KB)	0	
25	STR	0	
4	DEF	6	
13	BODY	0	
25	DEX	45	
5	SPD	15	
31"x4	Move	55	
620"	MAX	0	230 MPH
Cost Equipment			
3	Reinforced Tires (5 DEF, 5 BODY)		
8	4 Skills Levels with Ground Movement		
7	+3 Skill Levels with Ground Movement, Only To Counteract Terrain Modifiers (-1)		
12	+5 Skill Levels with Ground Movement, Only To Counteract Deceleration Modifiers (-1)		
5	20" Superleap, Trigger (vocal command or button, character's choice, +¼), OIF (Ejection Seat), Only Straight Up (-1), 1 Charge		
8	+8 DEF; OIF (Passive Restraint System), Only Protects Driver From Crash Damage (-1)		
5	High Range Radio Hearing, OIF (Radio)		
15	Computer (as Sportscar in DC:HOV)		
Cost: 199/40/20			

GRASSHOPPER CAR

This small and seemingly normal car actually contains a hidden helicopter rotor assembly in back. To activate and unfold the rotors requires 1 Turn. Although this version has no weapons and is only lightly armored, "combat" Grasshoppers have been reported, and there are also rumors of models which can convert to flight mode much more quickly.

Val	Char	Cost	Notes
2.5"x1.25"	Size	20	
-2	DCV	0	
1.6 tons (-4)	Mass (KB)	0	
30	STR	0	
4	DEF	6	
14	BODY	0	
18	DEX	24	
4	SPD	12	
24"x4	Ground		
	Move	41	
15"x4	Flight	17	
384"/240"	MAX	0	
1 Turn delay to start (-1) 140 MPH ground, 90 MPH air			
Cost Equipment			
5	High Range Radio Hearing, OIF (Radio)		
Cost: 125/25/12			

SUBMERSIBLE CAR

This car can be converted within seconds into a small submarine. It comes equipped with four spearguns hidden behind the front grill.

Val	Char	Cost	Notes
2.5"x1.25"	Size	20	150 MPH ground, 45 MPH swimming
-2	DCV	0	
1.6 tons (-4)	Mass (KB)	0	
30	STR	0	
6	DEF	12	
14	BODY	0	
15	DEX	15	
4	SPD	15	
25"x4	Ground		
	Move	43	
15"x2	Swimming	15	
400"/120"	MAX	0	
Cost	Equipment		
5	High Range Radio Hearing, OIF (Radio)		
10	Life Support: Self-Contained Breathing		
25	Active Sonar, 360 Degrees		
11	Change Environment 4" radius (illuminate area), 0 END, OIF (Underwater Headlights)		
9	2d6 RKA, Armor Piercing, IAF (Hidden Spearguns), Limited Arc Of Fire (60 degrees, same level, -¾), 1 Charge		
10	Total of four Hidden Spearguns		
Cost:	190/38/19		

VIGILANTE ASSAULT VEHICLE

The VAV is a military APC or similar vehicle which has been redesigned for inner-city crimefighting. It can be used to smash into crackhouses, crash into a supercriminal's secret headquarters and so forth.

Val	Char	Cost	Notes
5"x2.5"	Size	35	
-4	DCV	0	
12.5 tons(-7)	Mass (KB)	0	
45	STR	0	
12	DEF	37	Hardened (+1/4)
17	BODY	0	
15	DEX	15	
3	SPD	5	
20"x4	Move	33	
240"	MAX	0	90 MPH

Cost	Equipment
5	High Range Radio Hearing, OIF (Radio)
10	Life Support: Self-Contained Breathing
4	Solid Tires (6 DEF, 6 BODY)
13	+3d6 HA (adds to Ramming and Forcing), 0 END
50	3d6 RKA, Autofire (5 shots), 125 Charges, OIF (Turret Machine)
40	2½d6 RKA, Explosion, +1 STUN Multiplier, OIF (Turret Grenade Launcher), 16 Charges
12	2d6 RKA, Penetrating, OIF (Front-Mounted Rocket Launcher), Limited Arc Of Fire (60 degrees, same level, -¾), 4 Charges

Cost	Equipment
37	3" radius Darkness to Sight Group, Area Effect 80" Line, OIF (Smoke Generator), Limited Arc Of Fire (straight back, same level, -1), 8 Charges Lasting 1 Turn each (-0)
14	6d6 RKA, IIF (Self-Destruct Charge), No Range, 1 Charge which Never Recovers (-4)
15	Computer (as Sportscar in <i>DC:HOV</i>)

325+ Disadvantages
25 Distinctive Features (Vigilante Armored Vehicle, not concealable, causes fear)

Cost:	350/65/32
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VIGILANTE TRACTOR-TRAILER

For the street-level character who wants to be able to carry it all, from labs to weapons, a specially-modified tractor-trailer is perhaps the best option. Although it is not as fast or as maneuverable as many vehicles, it has the space and strength to carry all sorts of equipment.

Val	Char	Cost	Notes
8"x4"	Size	45	
-6	DCV	0	
50 tons (-9)	Mass (KB)	0	
60	STR	5	
8	DEF	16	
19	BODY	0	
12	DEX	6	
2	SPD	0	
15"x4	Move	18	Limited Maneuverability (-1/4)
240"	MAX	0	90 MPH

Cost	Equipment
5	High Range Radio Hearing; OIF (Radio)
10	+6 vs. Range For Sight and Hearing Groups; IIF (Sensors)
3	Infrared Vision, IIF (IR Sensors)
3	Ultraviolet Vision, IIF (UV Sensors)
2	Ultrasonic Hearing, IIF (Sonic Sensors)
5	Eidetic Memory, IIF (Recorders), Only Sounds And Visual Images
18	Forensics Lab: Criminology 14-, Forensic Medicine 14-
20	Computer (as Investigator's Van in <i>DC:HOV</i>)
45	3d6 RKA, Autofire (5 shots), 125 Charges, OIF (Left Side Machine Gun), Limited Arc Of Fire (180 degrees on left side, -1/4)
10	Total of 4 Machine Guns (one on each side of VTT)
40	2½d6 RKA, Explosion, +1 STUN Multiplier, OIF (Rear Turret Grenade Launcher), 16 Charges
23	2d6 RKA, +½ Variable Advantage (+1½); OIF (Front Turret Rocket Launcher), 4 Charges, Advantages Can Only Be Switched At Armory (-1/4)
42	4" radius Darkness to Sight Group, Area Effect 60" Line, OIF (Smoke Generator), Limited Arc Of Fire (straight back, same level, -1), 8 Charges Lasting 1 Turn each (-0)
14	6d6 RKA, IIF (Self-Destruct Charge), No Range, 1 Charge which Never Recovers (-4)

Cost:	335/67/33
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RAVEN



The first screen showed scenes of the Bosnian conflict. The second showed a speech by the President of Mexico. The third showed archive footage of the riots caused by the verdict in the Rodney King trial, the fourth a deodorant commercial, the fifth scenes of earthquake damage in India...and so on through thirty video monitors, each tuned to a different channel or recorder.

The man in the tailored suit continued watching them for a few minutes more, then waved at them imperiously with a remote control. They all shut off at once, plunging the room into darkness and quiet. The man swivelled around in his chair to face a large desk. Illuminated only by the glow of his computer's screen, he sat in the stillness and contemplated what he had just been watching. Then he began to type, slowly, softly, making very little noise to disrupt the silence. After a few minutes of work he pressed a button on the desk and a holographic depiction of the globe came into being several feet above the desk. Three locations—Hong Kong, Washington, D.C., the Middle East—were highlighted in red, giving them the appearance of wounds.

He pressed another button. A few moments later a door opened in one of the room's walls and a man entered, accompanied by a blaze of light which seemed harsh against the gentle twilight of the room. As the man approached the desk the door slowly swung shut, gradually reducing the glare to a tiny beam of light and revealing the second man's dove-gray military uniform. By the time he was close to the desk the door was once again completely closed.

"Grand Imperator," the man in gray stated.

"Praetorian, observe the globe," said the man behind the desk.

"Yes, sire," the Praetorian replied, directing his attention toward it.

"You will note that three locations are marked on the globe. I have three messages for you to send, one for each location. Order Dominus Sextimus to destroy the dissident group in Hunan Province which is beginning to attract substantial attention in the West. The operation is to be quick, brutal, and cruel." This operation will be a two-fold asset for Raven, the Grand Imperator thought to himself. The Occidental nations will distance themselves further from the "repressive Chinese government," making it even more isolated than it is at present. Similarly, the Chinese people will be angered and withdraw what little support they still offer their government. Two blows struck against the Middle Kingdom, and in its most vital spot!

"Yes, sire," the Praetorian replied obediently.

"Order Dominus Primus to have his puppets in the United States government place their support behind President Clinton's health reform plan." A foolproof stratagem—if the reform plan worked, America would be pushed further towards socialism, a state of affairs which would work towards Raven's benefit; if it failed, the disappointment the American people felt at Clinton's failure would give Raven a tool with which to manipulate upcoming elections.

"Yes, sire."

"Order Dominus Quintus to strengthen his efforts to destabilize the Middle East peace process—all forms of conflict, divisiveness, and spite are to be encouraged." The Israeli-PLO peace initiative must not be allowed to succeed, for if it did, Raven's operations in that strategic region would be less easy to conceal. Peace in the Middle East—what a fatuous concept! There had been no peace in the region for three thousand years, and if Raven had anything to say about it there wouldn't be any now.

"Yes, sire. All shall be as you command."

Hearing those words, his favorites by far in all the world, the Grand Imperator smiled. As the Praetorian left the room, he turned back to his monitors and waved them to life.

Raven (the name is not usually written in all-capitals) is an aristocratic conspiratorial organization whose purpose is nothing less than total control of the world. The founders and leaders of Raven are elitists who conspire and scheme so that they may one day assume the mantle of world leadership and guide the world into a new, enlightened age—for, after all, how could the world *not* become enlightened when those who truly deserve to rule do so?

This section of *An Eye For An Eye* describes Raven in detail, including not only its organizational structure and leaders but its methods, goals, and operatives. Raven provides the GM with a world-spanning organizational enemy for his *Dark Champions* PCs, allowing him to expand the scope of his adventures beyond the streets of the city and onto the international stage. The GM can use Raven to bring a more fantastical or "four-color" feel to his *Dark Champions* game without having to resort to using full-blown four-color villain organizations like VIPER, DEMON, and the like. Despite its sometimes unusual methods and cutting-edge technology, Raven is grounded in the real world (at least compared to other criminal agencies in the *Champions* Universe); the best comparison to Raven in the source material would probably be James Bond's nemesis SPECTRE.

THE GREAT SCHISM: SPLITTING RAVEN OFF FROM VIPER

The history of Raven given below substantially revises the information that has been provided about Raven in previous Hero Games products—indeed, the nature of the organization has been greatly altered, since it has been converted from a relatively straightforward *Champions* villain agency to a somewhat more realistic *Dark Champions* organization. This revision should not be a particularly difficult one for *Champions* campaigns that have not made significant use of Raven or for *Dark Champions* campaigns that have never used VIPER or Raven.



However, some *Champions* campaigns have used Raven extensively, and some *Dark Champions* campaigns include a street-level version of VIPER (as described in *VIPER*, pages 25-26). These campaigns must justify the "schism" between VIPER and Raven, and therefore, the following information is provided to "supplement" the information about Raven found in *Champions Universe*, page 35.

In 1990, a highly-placed Raven leader, Illuminado Cabalo-Cortez, discovered the true nature of the relationship between VIPER and Raven. A couple of random pieces of information about Raven's "Master Secret Plan Fund" that came to him through his network of contacts sparked his curiosity about what the money was *really* being used for. Careful probing and digging over the next few months eventually revealed to him that Raven had become a pawn of VIPER.

Cabalo-Cortez was incensed—Raven, a group founded and led by an aristocratic elite and intended to further their aims, had become nothing more than a servant to a group of common criminals! By no means could this situation be allowed to continue. However, Cabalo-Cortez realized that there were very few options open to him. Raven was not capable of fighting VIPER for its independence, nor was VIPER likely to simply let Raven go its own way in peace. The only way to completely free Raven from the coils of VIPER would be to prevent them from being able to locate Raven and bring it back into the VIPER fold. If VIPER was continually trying to track down Raven and attack it, Raven could accomplish nothing.

Cabalo-Cortez called a top-secret meeting of the "inner council" of Raven—minus, of course, the Supreme Raven, who was in fact the Supreme Serpent of VIPER. At that meeting he revealed to them not only what he had learned, but his plans for creating Raven anew, outside of the shadow of VIPER. After considerable discussion and bickering over details, the leaders of Raven agreed to Cabalo-Cortez's plan, for domination by VIPER chafed at their elitist souls as much as it did at his. Even more grudgingly, they agreed to make Cabalo-Cortez the commander of the new Raven.

After the meeting ended they began work on their project, which they nicknamed "Operation: Great Schism." In early 1994, over two and a half years later, they struck: Cabalo-Cortez inserted his carefully-crafted Schism Virus into VIPER's Serpentine computer network. The virus's primary purpose was simply to erase all references to or information about Raven, its resources, its agents, and its bases. This part of the plan worked exactly as intended. The Schism Virus's secondary purpose was to temporarily throw VIPER into disarray by playing havoc with its recordkeeping and communications systems, and in this it was partly successful. VIPER's operations were disrupted for just under a day as the Supreme Serpent struggled to contain the virus and the franchised Nests flailed about in disarray because they were not receiving consistent information from headquarters.

Meanwhile, having received the signal from Cabalo-Cortez that the virus was in place, his fellow leaders of Raven were conducting an all-out withdrawal from every known Raven base and facility, destroying them, and moving into new, top-secret bases whose construction had been carefully concealed from VIPER and the world. To help cover their tracks, they made pre-planned releases of information about VIPER to superheroes and law enforcement agencies all over the world. VIPER was so busy dealing with this threat it has had no time to spare to try to track down and recapture Raven—as Raven intended.

Thus Raven gained its independence and set itself back on track. Its new organizational plans were quickly implemented and it resumed its march towards world rulership. Even though it is the object of VIPER's intense hatred, its schemes continue and, if left unchecked, its goals may soon be reached.

THE HISTORY OF RAVEN

Raven began in 1947 as the peace treaties concluding World War II were being signed and the Cold War was getting started. Its genesis was, on the one hand, the increasing move toward democracy and/or colonial independence taking place in most of the world; and, on the other hand, the rise of Communism. Certain aristocratic souls in Europe were deeply disturbed by these events, which they interpreted as giving power to the "peasantry" instead of keeping it in the hands of those men intended to rule.

The man most offended by the weakening of the "nobility" and the rise of the "common man" was British duke, James Farwell, Lord Rutherford. Lord Rutherford looked around him and saw what he could only describe as "a society being destroyed by the demands of an aggressive mob and weak class of rulers; an ochlocratic catastrophe which will destroy our civilization if it is not stopped." Being a man of action, Lord Rutherford decided to do something about it himself. After careful consideration, he contacted a dozen like-minded friends and arranged a meeting with them at his villa in Switzerland. Among the attendees at this meeting were Narciso Cabalo-Ordonez, a wealthy Spanish noble; Giscard Auguste Duplessis, said to be descended from the Bourbon kings of France; Alessandro Savarese, an Italian aristocrat; Klaus von Dürren, a Prussian nobleman who had served in Hitler's SS but had escaped the Allied armies; and Sir Thomas Caine, a British industrialist.

Over the course of a month, the founding fathers of Raven discussed the disintegration of society and how they could correct it—by taking control of the world themselves, and placing the destiny of mankind in the hands of those most fit to rule! Since their group of supporters would be small, they felt it best to work towards this goal from behind the scenes, in a conspiratorial fashion reminiscent of Adam Weishaupt's "Bavarian Illuminati" of years gone past. They decided to call their group RAVEN because of the ominousness and symbolism associated with that bird. Lord Rutherford was unanimously chosen as Supreme Raven, overall leader of the organization, and the other eleven were assigned various functions and spheres of power based on their areas of expertise and influence.

RAVEN's goals were simple: promote world instability with an eye toward taking over the world in piecemeal fashion, one lonely nation or people at a time. This would be done by subtle behind-the-scenes manipulation of key individuals and elaborate psychological schemes. The Cold War was the perfect environment for such a conspiratorial group to function, and so RAVEN thrived, playing one superpower off against another. Naturally, money was a key ingredient in its schemes, so it also manipulated world financial markets to increase its own wealth.



RAVEN scored many early triumphs. To promote the Cold War it nudged many East European nations towards Communism, and hence towards Russia; it also played a part in the division of Berlin. To give Russia an ally it aided Mao Zhedong's forces in the Chinese civil war which culminated in a Communist triumph in 1949. It prompted North Korean forces to invade South Korea, and later made sure that China would intervene on the side of the North Koreans, to test the willingness of the superpowers to fight one another on the field of battle.

At the end of the Korean War in 1953, RAVEN recognized that the interests of the United States and the Communist powers not only would predominate over those of Europe in the coming decades, but that Southeast Asia would remain a crucible of conflict in which to test both camps. RAVEN's response was twofold. First, it increased its efforts to establish bases of operation in the United States, the Soviet Union, and China. In America its new members were from the wealthy elite, since the United States had no noble class, and this brought a strong pro-wealth, anti-Communism influence to bear on RAVEN's schemes. In the Soviet Union it was able to recruit former aristocrats whose families had been debased or slain by the Communist government. However, RAVEN had relatively little success in mainland China; the most it could do there was gain the allegiance of several prosperous financiers in Hong Kong.

RAVEN's second response was to help arrange for Vietnamese Communists to oust the French from Vietnam, thereby establishing Vietnam as the next area of superpower conflict. At the same time it fanned the fires of anti-Communism in the United States by having contacts in the Senate support Sen. Joseph McCarthy's "witch-hunt" for Communists. When fervor for McCarthy's hearings died down, RAVEN turned to another front: the nascent civil rights movement, which it realized would create significant unrest in the States for decades to come, thus further destabilizing America.

Throughout the rest of the Fifties and the early Sixties, RAVEN continued in this same fashion, working in the shadows to create conflict and chaos. Its agents often posed as those of the United States or the Soviet Union, causing confusion in the espionage community and heightening Cold War tensions. It helped distribute nuclear weapon technology to several nations, to increase the chance of a limited nuclear war from which it could only profit (its own secret bases were thoroughly radiation-proof). It was involved to one extent or another in Nasser's seizure of the Suez Canal (1956); Castro's successful revolution in Cuba (1958-59); Nixon's defeat in the 1960 presidential election; the failure of the Bay of Pigs invasion (1961); the Cuban Missile Crisis (1962); the Christine Keeler scandal in the British government (1963); the assassination of President Kennedy and the subsequent "elimination" of its pawn, Lee Harvey Oswald, by another pawn, Jack Ruby (1963); and, perhaps most importantly, United States involvement in the Vietnam War (1964).

However, by the early to mid-Seventies, RAVEN had become somewhat decadent and ineffectual. Despite its immense network of contacts and agents, it seemed to have lost its sense of purpose—its leaders still spoke of their goal of aristocratic rule, but worked harder at accumulating wealth than at gaining actual power. The leaders seemed less and less like a governing council and more like a group of squabbling children. Naturally, this began to diminish RAVEN's effectiveness, and it seemed unable to exploit the opportunities that came its way.

The turning point for RAVEN came in 1976, when the Supreme Raven, Lord Rutherford (the son of the Lord Rutherford who founded RAVEN), was killed in a polo accident. This sudden "decapitation" left RAVEN in disarray. Soon, though, one man stepped forward and seized the reins of power: Illuminado Cabalo-Cortez, the son of Narciso Cabalo-Ordenez. He had long been concerned about the decline of RAVEN and decided that some changes were needed. He reorganized Raven (which he now referred to without the capitalization) into its present form, with an emphasis on secrecy and aristocracy that could be used to attract new members, something Raven desperately needed. The RAVEN Council was abolished and a new system of leadership was established. He expanded its emphasis to include not only political but economic and military power, reasoning that he who possessed one without the others was not a true leader at all. Among other things, he helped found a small army that Raven could use as a "tool" when its conspiratorial machinations did not work.

Cabalo-Cortez's changes revitalized Raven, renewed its sense of purpose, and put it back on track. It once again began to play a powerful role directing the destiny of the world from behind the scenes. This has led to one of its greatest triumphs to date, the end of the Cold War and the increasing Balkanization of the world. Raven recognized by the late Seventies that Communism was a moribund political philosophy, and that Raven stood to gain more by eliminating it and then helping dozens of new countries spring up in its wake. They directed their actions accordingly by working to elect Ronald Reagan to the United States Presidency in 1980, putting a hardliner in place to bring pressure to bear on the Soviet Union. Within a decade their efforts were rewarded, and today they have many new countries to manipulate and, they hope, to take over entirely before the year 2000. With world-wide influence, an army of highly-trained, high-tech soldiers, and billions of dollars in its "war chest," Raven is a great threat to world peace and stability—and an excellent foe for *Dark Champions* characters to face.

ORGANIZATION AND STRUCTURE OF RAVEN

Raven's structure today is very different from what it was when it was founded. Originally it had one leader, the Supreme Raven, who exercised loose control over nearly a dozen "sub-leaders" who worked in their own particular areas of expertise. One might try to influence various military organizations, one was an expert on African affairs, one an insider in the American political scene, and so forth. This form of organization quickly proved to be relatively ineffective, but the entrenched power of the subleaders made it virtually impossible to change.

Illuminado Cabalo-Cortez had a chance to change this, and he did. He instituted a parallel system of command by establishing seven subleaders (whom he called "Domini," or "lords"), one for each of seven geographical areas. Each leader was in total control of all operations within that area, so that there was no overlapping "jurisdiction," though of course each leader could consult his own underlings or experts for advice on a particular subject.



Furthermore, in order to increase morale, Cabalo-Cortez replaced the sterile titles used by the old RAVEN with titles of his own devising based on Roman and medieval titles. These unique titles enhanced the feelings of elitism held by the membership and made it easy to establish recruiting organizations similar to the Freemasons and other supposedly conspiratorial groups.

Raven is currently organized into five levels, referred to as "mysteries" in the fashion of old religious cults. As a member ascends in the ranks he is admitted to new mysteries and hence learns more of Raven's true purpose. Of course, only recruits who are deemed suitable for these revelations are allowed to advance; others are kept ignorant or are shuffled off to various positions where they will be of help to Raven.

THE FIVE LEVELS OF RAVEN

ADHERENTS OF THE FIFTH MYSTERY

The lowest-level members of Raven are referred to as Adherents of the Fifth Mystery—a title they are not even aware of! They are recruited through a series of fraternal organizations, business clubs, sports clubs, and the like. (As the previous sentence implies, the membership of Raven is primarily male; about 75% of Raven's agents are men, and women often fill what might be referred to as "traditional" roles—secretaries to powerful men, seductresses trained at compromising Raven's enemies, and so forth.) After they are "recruited" (i.e., join a particular front organization) they are subtly tested by higher-level Raven agents to determine which of them share Raven's aristocratic views and a willingness to participate in Raven's activities. Persons deemed valuable but unsuitable for membership will be investigated for the purpose of gathering compromising information to blackmail them with. In some cases, Raven will "manufacture" the evidence needed (for example, by sending a female agent to seduce a powerful businessman, then threatening to reveal the affair to the man's wife if he does not comply with Raven's wishes).

In America, Raven has two principal recruiting organizations. One is a fraternal organization known as the Supreme Order of the Eagle (SOE). It purports to be a patriotic and charitable brotherhood of men who hold weekly meetings in "Aeries," as their clubs are called. The second organization is a businessmen's club called The Silver Dollar Club, which attracts all sorts of businesspeople under the guise of providing business contacts and advice. In truth, both organizations are used to seek out persons who are sympathetic to Raven's philosophies and goals, who are eventually recruited into the next level of Raven.

ADHERENTS OF THE FOURTH MYSTERY

At this level it is first revealed to members that they are part of an organization which has goals beyond those they were originally told about. Members are referred to as *Seignior*, and the leader of any particular cell is referred to as *Grand Seignior*. While the exact nature of Raven's existence is not revealed to the Seigniors, they are made aware that their organization has a broader purpose than whatever they were originally told that it was. Different purposes may be revealed to different cells, depending upon their motivations and psychology. For example, they might be told that their goal is "to put America back on the path to greatness," "to send all the niggers back to Africa where they belong," "to

unite all men in a common brotherhood of peace," or something similar. Only the most devoted recruits will be told that the purpose has to do with establishing a world government.

Adherents of the Fourth Mystery are usually taught a series of passwords and "secret symbols" which they can use to identify and communicate with each other. Some cells may have different passwords than others, but all passwords are known to the organization's higher-ups and can be used to manipulate the Seigniors as required.

The Darke Brotherhood

One "branch" of the Fourth Mystery deserves special mention. Raven quickly became aware that some people would join fraternal-type organizations in search of the "mystic knowledge" which they thought would be known to such a group. These "mystics" are usually enticed into joining a group that Raven calls the Darke Brotherhood. Raven does not deny the powerful hold that the occult has on certain people, nor does it deny that some mystic phenomena may actually exist. The Brotherhood was established to exploit these superstitious tendencies and to investigate supernatural subjects. Raven's theory is that if such things as telepathy, curses, and the undead exist, they would be useful tools in its campaign of conquest, so they are worth looking into.

The leader of the Darke Brotherhood, a man known simply as the High Eopt, is thought to be a fallen bishop of the Roman Catholic Church. He is described in more detail below. The typical Darke Brother is a 50-point Competent Normal with most of the extra points going towards magical skills and spells.

GM's Note: *The Darke Brotherhood has been established so that GMs who wish to introduce mystic elements into their Dark Champions campaigns can use this group as an enemy of the PCs. If the GM prefers not to have low-powered wizards in his campaign he can simply regard the Darke Brotherhood as Raven's way of weeding out crackpots.*

ADHERENTS OF THE THIRD MYSTERY

This is the highest level which most members of Raven ever reach, and only the most devoted members even get this far. Adherents of the Third Mystery, usually referred to as *Balkanifer* ("standard-bearer"), are told that they work for Raven and what Raven's true purpose is. Those so inclined may go on to become part of Raven's corps of soldiers, the Legion, or its scientific branch, the Raven Scientific Council ("risk"), but most of them simply work towards Raven's goals in whatever way they are best suited. *Balkanifers* often command groups of Seigniors and use them in their various schemes. In addition to knowing some or all of the passwords and symbols taught to Seigniors, *Balkanifers* have their own set of secret words; they are also taught Latin. All *Balkanifers* are extremely devoted to Raven's goals and work tirelessly to bring about its plans for global domination; most of them believe that the world will be a much better place when it is run by those who are "supposed to be in charge."

While some *Balkanifers* receive advanced espionage training and go out "into the field" as undercover agents acting on Raven's behalf, most of them are simply ordinary men with firm convictions about Raven's purpose. They work for it by pulling strings, making contacts, performing research, and doing impromptu spying when the opportunity arises.

They look completely normal—many of them have families that are unaware of their allegiance to Raven, for example—and except for their unusual political beliefs, they pretty much *are* completely normal. If and when the PCs become aware of Raven's existence and nature, they may begin to wonder if anyone close to them is associated with the organization. Encourage their paranoia...

ADHERENTS OF THE SECOND MYSTERY

There are only seven members of this level of Raven—the seven *Domini* ("lords") who act as a "ruling council" under the command of the Grand Imperator. Brief descriptions of each of them follow; several of them are described more extensively below.

Dominus Primus

Dominus Primus is in charge of all of North America, and is more or less the Grand Imperator's second-in-command. When he was reorganizing Raven, Illuminado Cabalo-Cortez recognized that America had become so important on the world stage that Raven needed an especially strong presence there. Unfortunately for him, the man he recruited to fill this position is a viper in Raven's midst. He is Arthur Hobbes, the Master of Crime, a conspirator so skilled and devious that he has been able to infiltrate Raven, itself a group of experienced schemers, without their discovering his true background and goals. Hobbes discovered Raven through some of his criminal contacts and realized that it posed a significant obstacle to his own goal of establishing a worldwide empire of crime—if it ruled the world, it would be much harder to keep his own activities secret. Accordingly, he infiltrated the organization himself and used his skills and contacts to work his way into its higher ranks. He is content to go along with Raven's schemes for now, for its desire to destabilize the world serves his true aims well, to some extent; but if Raven ever become a true hazard to him he will betray it without a second thought (and without its ever knowing who double-crossed it).

Dominus Primus's main base of operations is located in Washington, D.C.

Dominus Secundus

Dominus Secundus is in charge of South and Central America. Raven has always been extremely active in this region, since its seemingly inherent instability provides excellent cover for Raven's bases and operations. Thus, Dominus Secundus, Artur Baltasar Morencelos, is a man with a lot of responsibility in the organization. The Grand Imperator usually considers South America one of Raven's first targets for actual conquest, so he relies on Dominus Secundus to provide him the most accurate, up-to-date information possible about the continent.

Dominus Secundus's primary base of operations is in Rio de Janeiro, Brazil.

Dominus Tertius

Dominus Tertius, Nicodemo Maciarello, oversees Raven's European schemes. Since Raven's roots lie primarily in Europe, he has one of the most extensive networks of contacts and agents of any of the Domini. In addition to his main base of operations in Zurich, Switzerland, Maciarello also owns a villa on the Italian coast, a luxurious apartment in Rome, and a house on the French Riviera.

Dominus Quartus

Dominus Quartus is in charge of Africa. He is an Englishman, Sir Tristan Edwards, who speaks a dozen languages fluently and is a skilled orator. Formerly he was a highly-placed official in the British government; in addition to his agents throughout Africa he maintains contact with many friends in Parliament.

Dominus Quartus's main base of operations is in Nairobi, Kenya.

Dominus Quintus

Dominus Quintus, Virgil Masters, is half-British, half-American. He controls Near Asia: everything from India westward to the Mediterranean. His responsibilities include monitoring (and manipulating) the Middle Eastern arms market, keeping Islamic fundamentalism at as high a pitch as possible, encouraging ethnic unrest, and ensuring that Golden Crescent heroin continues to be exported to the United States and Europe. In fact, his contacts with heroin smugglers have involved him in the schemes of the Master of Crime in the past, and the Master is considering making Dominus Quintus an offer to join the Inner Circle of the Midnight Syndicate so that he (the Master) can keep a closer eye on him.

Dominus Quintus's main base of operations is in Beirut, Lebanon.

Dominus Sextimus

Dominus Sextimus, an immensely wealthy Hong Kong financier named Li Fat, is in charge of Far Asia: everything west of India. His activities at this point mainly involve China and Japan. Among other things, he is trying to create such resentment on the part of the Chinese against their government that a bloody revolution will result; Raven hopes that in the aftermath of such a revolution China would splinter into several smaller ethnic states, much in the same way the Soviet Union did.

Dominus Sextimus's main base of operations is in Hong Kong; before the Communist takeover in 1997 it will probably be moved to Tokyo.

Dominus Septimus

Dominus Septimus, an Australian named Nigel Williams who claims to be descended from British royalty, is in charge of Raven's operations in Australia and Oceania. He is easily the least powerful of the Domini, since relatively little of importance goes on within his sphere of influence. However, that may change if Japan continues to become more prominent in world affairs, a trend Raven is supporting because it weakens the United States.

THE ADHERENT OF THE FIRST MYSTERY

At this level, the highest in Raven, there is only one person: the Grand Imperator himself, Illuminado Cabalo-Cortez. He is the current driving force behind Raven, and even though several of the Domini would like to take his place, none of them are really qualified to do so—without him the organization likely would degenerate back into the petty bickering that characterized it in the early 1970s. The Grand Imperator is described in further detail below. His primary bases of operation are in New York City and Istanbul, Turkey.

The Grand Emperor is served by a special squad of bodyguards known as Praetorians. They are the best, most highly trained members of the Legion (see below), and they are sworn to serve the Grand Emperor to the utmost—even if it means sacrificing their own lives. The Grand Emperor has convinced the Domini that the Praetorians are *their* bodyguards as well, and so has assigned a small group of them to each one. In fact they still serve only the Grand Emperor—by acting as spies for him.

OPERATIONS, ACTIVITIES, AND TACTICS

GOALS AND PHILOSOPHY

Raven's goal is relatively simple: world rulership. The ideology by which it justifies its actions is somewhat more complex, however. The leaders of Raven, now as in the past, are elitists who see themselves as the only men truly fit to rule. They are disgusted by the what they see as the increasingly "plebeian" character of the world's governments and wish to wipe them off the face of the Earth. This arrogant and aristocratic attitude generally results from their heritage (several of the Domini are the descendants of nobility [or claim to be]) or native talents and accomplishments (all of the Domini, and many of the organization's lesser members, are extremely intelligent and clever individuals who are used to getting what they want, no matter what they have to do to get it). They feel that people should be divided into the rulers (themselves) and the ruled (everybody else), and that most of the problems in the world today (hunger, war, overpopulation, and so forth) are the result of the fact that most nations are led by men who are not qualified, either by training or by intellect, to lead.

A second but almost equally important motivation is profit. Many members of Raven are quite rich and are extremely concerned with ensuring that (1) they stay that way, and (2) they get even richer. Thus, they tend to oppose anything which would inhibit free trade and use their skills and contacts to profit from all sorts of black market ventures, such as illegal arms trading and drug dealing. Naturally, they do not think of themselves as "common criminals;" in their eyes their criminal activities are intended to further their extremely noble goal of helping humanity by taking control of it.

ACTIVITIES AND LONG-RANGE PLANS

For the most part, Raven's operations do not involve brute force. Instead, its actions are those of the classic conspirator: blackmail, theft of secrets and technology, bribery, behind-the-scenes manipulation, corruption, and espionage. However, Raven's conspiratorial activities take place on a grand scale—instead of trying to take over a corporation, a political party, or even a nation, Raven aims to conquer the entire world. Thus, it doesn't just try to alter the fortunes of, for example, a particular company or industry, it manipulates currencies and regional economies.

Raven uses more tools in its subtle campaign of conquest than just the obvious ones listed above. Some others it makes use of include: forgery (an excellent way to destabilize a country's currency and throw an entire nation into a panic); controlled terrorism (which heightens peoples' sense that the world is descending into anarchy and serves as a way to eliminate certain enemies without creating suspicion); establishing political parties (which gives Raven a "legitimate" foothold in a country's political process and provides it a way to make certain messages public); computer "hacking;" and under-the-table funding of groups it finds useful or manipulable.

Here is a summary of Raven's current long-range plans, by continent:

NORTH AMERICA

Obviously, Raven recognizes the importance of everything that goes on in America—American politics, culture, and mores influence every other country in the world, and hence it is vital to Raven that it be involved in as many American decisionmaking processes as possible. Under the leadership of Dominus Primus, it is expanding its operations in the United States as fast as it safely can; it is particularly interested in gaining power in the computer, health care, legal, and communications/media industries. At least one major national news service is firmly under Raven's control—though of course its employees and the public have no idea that this is so.

However, the United States is far too orderly and tranquil a place for Raven's tastes. Raven would prefer to keep America distracted with its own internal problems so that it will not be able to interfere in Raven's plans elsewhere. Thus, Raven does everything it can to encourage all sorts of divisiveness in American society—racial, ethnic, sexual, political, and religious conflicts are all exacerbated as much as possible.

Raven regards Canada similarly. Among other activities, it is trying to assist the *separatistes* of Quebec in their attempt to secede from the rest of the nation, and those of the western regions who desire to split Canada in two. Mexico, on the other hand, is already well-suited for Raven's activities, given the level of corruption that still exists in its basically one-party government.

SOUTH AND CENTRAL AMERICA

South and Central America have always been strongholds for Raven. Their politics are marked by corruption and revolution, two conditions that Raven can make good use of, and much of the continent is wild, providing Raven plenty of places to build secret bases and training camps. Raven's activities here include preventing any more stability than it finds useful and priming the various nations for takeover—as mentioned above, South and Central America will probably be the first area in which Raven actually takes total control of countries (other nations won't know that Raven is in control until it is too late for them to escape a similar fate, of course).



EUROPE

Europe has been the scene of Raven's greatest triumph since its reorganization—the breakup of the Soviet Union and the attendant creation of many small, weak, mostly ethnic-based nations which will be ripe for the plucking when the time comes. Raven would like to see even more minorities "secede" and start their own nations, so a lot of its agents are at work stirring up ethnic unrest from behind the scenes. Raven has helped aggravate racial tensions in Germany and the Balkans with this in mind.

Raven is bitterly opposed to the concept of the "European Community" which has received so much attention of late—it would rather not have another United States to deal with. Over the course of the last five years it has subverted many of the politicians close to the unification process, and it is now ordering them to slow down or stop the process as much as they can. If necessary, Raven will resort to terrorism or similar drastic measures to prevent the EC from becoming a reality.

AFRICA

Africa is nearly as perfect for Raven as South America is—it is Balkanized, corrupt and full of ethnic turmoil. Raven does not even have to work very hard to keep it that way. At this point Raven primarily uses Africa as a place to locate bases (including one of its powerful satellite taps [see below]) and as a source of raw materials.

NEAR ASIA

Raven's current priority in this area is to derail the Middle East peace process. Conflict of any kind is what Raven wants in this region of the world, and Raven means to have it even if it has to commit terrorist acts itself and blame them on the Palestinians. Raven funds extremists on both sides of this struggle and tries to inspire them to fight for their views.

Outside of the Middle East proper Raven is working to heighten religious and racial strife. Muslims of different sects, Hindus and Muslims, and Hindus and Sikhs are all maneuvered into fighting with one another so that they will eventually be too weak to resist Raven.

FAR ASIA

Raven's activities in Far Asia are nearly as extensive as those in America or Europe. Raven recognizes the increasing importance of the Pacific Rim in world affairs and is attempting to increase its presence there accordingly. Its goals include:

- toppling the current Chinese regime and replacing it with a group of smaller states divided primarily along ethnic lines;
- supporting right-wing sentiments and militarism among the Japanese; and
- encouraging North Korea's plans to become a nuclear power.

Raven's "ideal" scenario would be that a splintered China would be too good a target for the Japanese to pass up, thereby prompting Japan to re-arm itself and once again try to establish a "Greater East Asian Co-Prosperity Sphere" (read: empire). Japan's belligerence would eventually lead to a regional war which would escalate to a limited nuclear exchange that would leave all combatants weakened and ready for Raven to take over.

AUSTRALIA AND OCEANIA

Raven regards this area as relatively unimportant, though it does have a few relatively important bases and supply depots stashed away on obscure islands (including one or two atolls which are not on most charts). Its activities in this region are usually aimed at supporting its policies in Near and Far Asia.

THE LEGION

Unlike his predecessors, Illuminado Cabalo-Cortez realized that despite Raven's inclination to operate as covertly as possible, on occasion its ends could only be accomplished through violence. With this in mind, he created a small army which Raven could use as shock troops, terrorists, and guards. In keeping with the general motif he developed for the new Raven, he christened this army "the Legion."

The Legion is "outside" of the normal Raven command structure; its leaders have relatively little input into Raven's decisionmaking process, and it is regarded primarily as a tool of the Domini and the Grand Imperator. It is relatively small, so its organizational structure is not particularly complex. Each individual soldier, or *Spadarius* ("sword-bearer"), belongs to a group of ten soldiers known as a *Cohort*. A Cohort is normally assigned to a particular duty (guarding a base, infiltrating the mercenary underworld, acting as a roving "hit squad," and so forth). Each Cohort has a leader known as an *Armiger*. Ten Cohorts are commanded by a *Centurion*. It has never been necessary for Raven to gather more than ten Cohorts for a single mission, so there is no real command structure beyond that (each Domini controls the Legion members on his continent and all of them are ultimately loyal to the Grand Imperator). Presumably, if it were necessary to appoint a "field marshal" a title such as "High Centurion" would be chosen for him.

Some members of the Legion receive specialized training as assassins, snipers, ninja-like spies, and the like. These agents are normally given a very different set of equipment from that carried by the standard *Spadarius* (see below); refer to the "Raven Equipment" section, below, for some examples. Sometimes certain devices (for example, radios) are actually implanted in their bodies or they are "enhanced" through special surgery and drug treatments.

An important thing to remember about the Legion is that even though it is small, it is so well-equipped and well-trained that it is capable of effectively fighting foes who seem much more powerful than itself. As the character sheet for the typical *Spadarius* (see below) shows, each *Spadarius* wears a sophisticated computer system which keeps him in constant contact with his fellow soldiers, allowing for an extremely high level of battlefield coordination. The Legion's weapons and armor are similarly advanced.

The Legion's battle tactics are based around their communications system. Their computer and radio links allow instantaneous transmission of orders and give the individual soldier a comprehensive view of the battlefield. Each Cohort has its own favorite tactics and maneuvers, and so long as they stick to the general battleplan and follow any direct orders they are usually given permission to fight as they choose. This "uncontrolled" approach to warfare is relatively uncharacteristic of Raven, but it is so unpredictable that it confuses the enemy greatly and is often a key factor in Raven's military victories.



PERSONNEL

THE GRAND IMPERATOR

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 5		
14	DEX	12	DCV: 5		
13	CON	6	ECV: 7		
10	BODY	0	Phases: 4, 8, 12		
20	INT	10	Costs		
20	EGO	20			
20	PRE	10			
20	COM	5	Char:	77	Base: 100
3	PD	1		+	+
3	ED	0	Powers:	177	Disad: 154
3	SPD	6		=	=
6	REC	2	Costs:	254	254
30	END	2			
25	STUN	3			
Cost	Skills and Perks				END
17	Martial Arts: Fencing				
	Maneuver	OCV	DCV	Notes	
	Defensive Strike+1	+3		Weapon damage	
	Martial Block	+2	+2	Block, Abort	
	Martial Disarm	-1	+1	Disarm, +10 STR	
	Martial Strike	+0	+2	+2 DC Strike	
3	Well-Connected				
50	50 Contacts (11- each), various political figures around the world				
1	Fringe Benefit: Passport				
1	Fringe Benefit: International Driver's License				
15	Wealth				
3, 3	Bribery 13-; Bureaucratics 13-				
3	Combat Driving 12-				
9	Computer Programming 16-				
3, 3	Conversation 13-; Deduction 13-				
3	Gambling 11-				
3	High Society 13-				
3	Oratory 13-				
3	Persuasion 13-				
3, 3	Riding 12-; Seduction 13-				
3	Weapon Familiarity: Small Arms, Swords				
3	Scholar				
2	KS: World Politics And Politicians 13-				
2	KS: Conspiracy Theory 13-				
2	KS: World History 13-				
2	KS: World Religions 13-				
2	KS: The Military/Mercenary/Terrorist World 13-				
2	KS: The Espionage World 13-				
3	Science: Psychology 13-				
3	Science: Sociology 13-				
3	Science: Anthropology 13-				
3	Linguist (Spanish is native)				
2	English (completely fluent)				
2	French (completely fluent)				
2	German (completely fluent)				
2	Dutch (completely fluent)				
2	Russian (completely fluent)				
2	Turkish (completely fluent)				
2	Arabic (completely fluent)				
2	Latin (completely fluent)				
2	Raven Symbols And Codes (completely fluent)				

100+ Disadvantages

25	Psychological Limitation: Obsessed With Conquering The World
15	Psychological Limitation: Arrogant Aristocrat; Must Be The Leader
20	Normal Characteristic Maxima
5	Age: 40+
15	Secret Identity: Illuminado Cabalo-Cortez, billionaire playboy
72	Villain Bonus

Background/History: Illuminado Cabalo-Cortez was practically born into Raven. His father, Narciso Cabalo-Ordenez, was one of the original founding members of RAVEN, and Illuminado was bombarded with RAVEN's aristocratic philosophy from the moment he was old enough to understand it. He was taught to believe that he was a superior man, a leader among leaders, one destined to rule. Instead of spending his time playing with the "common" children of the merely wealthy families who lived near him, he studied world history and politics, hoping to one day join his father's organization. Perhaps it was not the ideal childhood, but Illuminado enjoyed it nonetheless.

As he grew older, Illuminado's understanding and appreciation of RAVEN's aims deepened. Although he found time to pose as an idle playboy—playing polo in England, racing cars, learning the rudiments of fencing—in truth he was anything but idle. Everywhere he went he was studying those around him, analyzing their usefulness to RAVEN, and treating them in accordance with his estimations. His eyes and ears were always open, gathering tidbits of information to feed into RAVEN's enormous database.

After Cabalo-Cortez finished university he was formally inducted into RAVEN—it was the proudest day of his life. He quickly began his rise into RAVEN's ranks of power. However, as the years passed and he learned more about RAVEN, he saw that it had become moribund and stagnant. Its once fierce ambition had degenerated into little more than pure greed covered with a veneer of monarchic rhetoric. He resolved to do something about this sorry state of affairs as soon as possible.

His opportunity arose a few years later, in 1976, when he found out that he would be attending a polo match in England in which the Supreme Raven, Lord Rutherford, would be playing. Cabalo-Cortez arranged for an underling skilled in the use of the blowgun to hide in the crowd and prick Lord Rutherford's horse's leg at an opportune moment. The horse reared up and then collapsed, trapping Lord Rutherford under its weight and crushing him. As Cabalo-Cortez intended, Lord Rutherford died from his injuries and RAVEN was thrown into a state of disarray. Cabalo-Cortez quietly murdered his hired killer a few weeks later.

Cabalo-Cortez was quick to seize the reins of power when the leaders of RAVEN met in a hidden villa in the Swiss Alps to choose a new Supreme Raven. He presented his plan of reorganization to the assembled leadership and they, extremely impressed, could not help but acquiesce to his desire to lead the organization as its Grand Imperator. Like an altogether different bird, the phoenix, RAVEN was reborn—as Raven, an organization dedicated anew to the cause of world rulership by the elite.

Now as then, Cabalo-Cortez is firmly in control of Raven and is providing able leadership as its Grand Imperator. Working from a position of secrecy, he manipulates the leaders of the world like a puppeteer controls his puppets—and one day soon, he will reach forth his hand and brush the puppets aside, leaving only himself to occupy the stage.

Personality/Motivation: Illuminado Cabalo-Cortez is the very personification of monarchic arrogance and elitism. His aristocratic mind can barely conceive of the thought that he is not destined to rule the world. To him, all other men are "lessers" and "inferiors," subjects over whom he will one day exercise a benevolent but firm rulership. He must be the one in control of any enterprise he is involved with; those who challenge his God-given right to be the leader are certain to attract his wrath.

Quote: "Of course, you think you can defeat me—thus you reveal the limitations of your bourgeois mind."

Powers/Tactics: Tactics? Don't be absurd. The Grand Imperator is no combatant and is fully aware of this. His strength lies in secrecy and covert maneuvering, and he will flee any possibility of violence. He has no compunctions whatsoever against ordering his underlings to maim, kill, and destroy, but he has no desire to soil his own hands with such plebeian work.

Appearance: The Grand Imperator is a tall, handsome man with a dark Latin complexion and a thin moustache. He wears the finest, most expensive hand-tailored clothing available in the world, favoring suits in grey and black and patterned ties with colors such as red, silver, teal, and gold.

Record: Illuminado Cabalo-Cortez has no criminal record.



DOMINUS SEXTIMUS

Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 7	
20	DEX	20	DCV: 7	
18	CON	16	ECV: 5	
15	BODY	10	Phases: 3, 6, 9, 12	
15	INT	5		
15	EGO	10	Costs	
18	PRE	8		
14	COM	2	Char: 105	Base: 100
8	PD	4	+	+
6	ED	2	Powers: 179	Disad: 184
4	SPD	10	=	=
8	REC	0	Costs: 284	284
40	END	2		
40	STUN	6		

Cost	Skills, Talents, and Perks			END
35	Martial Arts: Kung Fu			
	Maneuver	OCV	DCV	Notes
	Killing Strike	-2	+0	1D6+1 HKA
	Legsweep	+2	-1	5d6, Target Falls
	Martial Block	+2	+2	Block, Abort
	Martial Disarm	-1	+1	Disarm, 30 STR
	Martial Dodge	+0	+5	Dodge, Abort
	Martial Strike	+0	+2	6d6 Strike
	Martial Throw	+0	+1	4d6 + vel/5, Target Falls
	Nerve Strike	-1	+1	2d6 NND (1)
	Offensive Strike-2	+1		8d6 Strike
3, 5	Combat Sense 12-; Defense Maneuver			
10	Find Weakness 11- with Killing Strike			
3	Resistance (3 points)			
3	Simulate Death			
3	Well-Connected			
30	30 Contacts (11- each) in various political and financial positions throughout the Far East			
1	Fringe Benefit: Passport			
1	Fringe Benefit: International Driver's License			
15, 3	Wealth; Acrobatics 13-			
3, 3	Breakfall 13-; Bribery 13-			
3, 3	Bureaucratics 13-; Deduction 13-			
3, 3	High Society 13-; Interrogation 13-			
10	Languages: Mandarin Chinese, English, Japanese, Latin, Raven Symbols And Codes (all fluent conversation; Cantonese Chinese is native)			
3, 3	Shadowing 11-; Stealth 13-			
3, 3	Streetwise 13-; Tracking 13-			
8	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weap., Small Arms			
3	Scholar			
2	KS: High Finance 12-			
2	KS: World Politics And Politicians 12-			
2	KS: The Martial World 12-			
2	KS: Kung Fu 12-			
2	KS: Japanese Culture And Society 12-			
6	+2 Levels with Kung Fu			

100+	Disadvantages
20	Psychological Limitation: Ruthless Manipulator
20	Psychological Limitation: Casual Killer
20	Normal Characteristic Maxima
10	Distinctive Features: Style Disadvantage
10	Reputation: cutthroat financier, 8-
15, 9	Secret Identity; Villain Bonus



Fat was given the position of Dominus Sextimus. He has kept that position to this day, for even though he is getting old, he's not slowing down—and he certainly hasn't become any less ruthless over time.

Personality/Motivations: Li Fat possesses a combination of ruthlessness and charm which make him the ideal capitalist. In his youth he preferred to exercise his vicious tendencies in physical ways, but as he has aged he has abandoned such crude practices for the elegance of hostile takeovers, greenmail, and corporate intrigue. His mercilessness extends even to murder and other crimes; he has no compunctions against ordering a Spadarii to eliminate someone who threatens his power or his wealth.

Quote: "What, did you think you stood a chance against me? So sorry to have deceived you."

Power/Tactics: Li Fat is the heart and soul of Oriental subtlety and inscrutability. His favorite tactic is a cat-and-mouse game where he allows his opponent to think that he has the upper hand, when in reality Li Fat has been controlling him almost from the beginning. However, when circumstances or whim dictate he is still fully capable of defending himself in hand-to-hand combat. When he knows he is going into dangerous situations he will carry a Glock 20 semiautomatic pistol to augment his kung fu skills.

Appearance: Li Fat is a Chinese gentleman in his early fifties. He is about 5'6" tall with pale yellow skin and a thin moustache trimmed in the Chinese style. He wears expensive men's suits in public and elegant Chinese robes in private.

Record: Li Fat has no criminal record.

Background/History: Li Fat was nothing but a street urchin in the city of Guangzhou (Canton) until the day that an old man caught him stealing food from his grocery store. The old man made him work off the debt by cleaning up around the store. Li found out that he kind of liked working in the store, so he stayed even after the old man told him he could leave.

The old man more or less adopted Li Fat, and began to teach him kung fu to provide him with some discipline and structure in his life. As he grew older, Li became not only a skilled fighter but a shrewd businessman. Eventually the old man died and left the shop to Li. Within a year Li expanded his business "empire" to four stores by using unscrupulous business methods and a gang of hired thugs to drive some of his competitors out of business. The old man may have taught Li discipline, but he was never able to take away Li's vicious, predatory nature.

Within a decade Li had moved to Hong Kong and become one of the island's most prominent financiers, but despite the luxury of his surroundings his tactics were still those of a street fighter. His rivals and competitors were subjected to every sort of dirty, underhanded business trick he could come up with, including vandalism and corporate espionage, but he was so clever about it that he was never caught. He began to think that he was destined for this sort of power, that he had been favored by the gods with unique gifts of leadership and strength.

It was at this moment that the Supreme Raven approached Li Fat with a proposal to join RAVEN. Li accepted at once, aware of the increased power that such a position would bring him. Li served RAVEN long and well, and when Illuminado Cabalo-Cortez transformed the organization Li





DOMINUS SECUNDUS

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 4
12	DEX	6	DCV: 4
13	CON	6	ECV: 4
17	BODY	18	Phases: 4, 8, 12
20	INT	10	
13	EGO	6	Costs
15	PRE	5	
6	COM	-2	Char: 60 Base: 100
4	PD	2	+ +
4	ED	1	Powers: 90 Disad: 50
3	SPD	8	= =
5	REC	0	Costs: 150 150
26	END	0	
30	STUN	2	

Cost	Powers	END
8	Knockback Resistance (-4")	
-6	-3" Running (3" total)	1/5"
6	Immunity: to curare and strychnine	
3	Well-Connected	
32	32 Contacts (11- each) in various South and Central American military forces and political groups	
1	Fringe Benefit: Passport	
1	Fringe Benefit: International Driver's License	
7	Bribery 14-	
7	Bureaucratics 14-	
3	Cryptography 13-	
3	Deduction 13-	
3	Interrogation 12-	
12	Languages: Latin, Spanish (completely fluent); English, French, Raven Symbols And Codes (fluent conversation) (Portuguese is native)	
3	Tactics 13-	
4	WF: Small Arms, Grenade Launchers, Heavy Machine Guns	
3	KS: The Military/Mercenary/Terrorist World 13-	

100+	Disadvantages
20	Psychological Limitation: Powerhungry
15	Psychological Limitation: Sadistic And Cruel
10	Physical Limitation: extremely obese (frequent, slightly impairing)
20	Normal Characteristic Maxima
5	Age: 40+
10	Reputation: Chiquadorean military genius, 11-
15	Secret Identity

Note: Dominus Secundus has 45 points unspent; the GM may use these for additional Contacts, Favors, and the like.

Background/History: From the moment he realized just how much his peasant parents were abused and degraded by the social structure of his country, Artur Baltasar Morencelos resolved that he would attain such power that no one could treat him that way. As soon as he was old enough he joined the military, for that was the quickest way to power in a nation such as Chiquador.

Morencelos's intelligence and boldness caused him to advance quickly in the ranks of the military, though more than one soldier wondered about the mysterious circumstances under which a couple of Morencelos's superior officers "disappeared." It was during this time that he joined RAVEN, seeking more power than he could obtain legitimately. This only helped him advance further.

One of the friends Morencelos made in the army was Lorenzo João Garrastazu e Silva. When General Garrastazu e Silva revolted against the Chiquadorean government in 1979, General Morencelos supported his bid for power, and after the coup's success the new leader promoted his friend to Major-General and gave him substantial responsibilities.

By this point Major-General Morencelos's network of contacts in South and Central American military and political circles was second to none. Thus, when the original Dominus Secundus died of a heart attack in 1980, the Grand Emperor offered his position to Major-General Morencelos (after, of course, an appropriate period of evaluation and testing). Major-General Morencelos saw this as an opportunity to increase his power still further and accepted the offer. He faked a serious heart condition and plead this as an excuse to resign his military post. President for Life Garrastazu e Silva bid his friend a sad farewell and built a lavish penthouse for him in São Bartolomeo.

Morencelos immediately turned his attention to his duties for Raven. He covered up his frequent trips to Rio de Janeiro as "medical appointments," and soon moved there "to be closer to [his] doctor." Since then he has sat in his base in Rio like a big, fat spider at the center of a web of agents, schemes, and intrigue, acting only for the benefit of himself and Raven.

Personality/Motivation: Artur Morencelos is a cruel, sadistic person to whom personal power is the only thing worth having. Women, money, luxurious houses—these things are useful, but in the end he who has power can obtain any of them with little effort. Morencelos enjoys exercising his power over others, even if they don't know it; he has used Raven's resources to ruin many of his enemies from his military days, and delights in tormenting and destroying those who cross him or annoy him (such as his daughter's first fiancé, a ridiculous fop who wasn't worthy to wash the feet of a daughter of a Domini of Raven). If he encounters any opportunity to increase his personal power, he will take it and damn the consequences.

Quote: "It may be covered by a velvet glove, my pathetic little friend, but I assure you that I possess an iron fist—one which I will not hesitate to crush you with."

Powers/Tactics: In his day Morencelos was regarded as a military genius with a flare for innovative tactics. He still retains this skill today, though it has atrophied somewhat from disuse. Other than his leadership skills, he has no combat abilities, for he has gained so much weight since he left the army that he cannot fight or move quickly.

Appearance: Dominus Secundus is a grossly overweight individual who stands 5'8" tall but weighs nearly 400 pounds. He typically wears a slightly altered black version of his Chiquadorean major-general's uniform, complete with his many military ribbons and decorations.

Record: Artur Morencelos got in some trouble with the authorities when he was an adolescent—vandalism and the like—but otherwise has no criminal record.



SPADARIUS

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5 DCV: 5 ECV: 4 Phases: 4, 8, 12
14	DEX	12	
15	CON	10	
12	BODY	4	
13	INT	3	
12	EGO	4	
15	PRE	5	
10	COM	0	
6	PD	3	
5	ED	2	
3	SPD	6	Costs Char: 59 Base: 75 6 + + Powers: 125 Disad: 109 3 = = Costs: 184 184
8	REC	4	
30	END	0	
30	STUN	3	
Cost	Powers	END	
12	+4d6 HA	1	
27	R-100 Assault Rifle: 2d6 RKA, Autofire (5 shots, +½), 2 clips of 32 Charges each (+½); OAF (-1), No KB (-¼) [2x32c]		
16	Body Armor: Armor (+8 PD/ED); OIF (-½) BELLUS System:		
5	Infrared Vision, Difficult To Dispel (x4, +½); OIF (-½)		
10	High Range Radio Hearing, Difficult To Dispel (x4, +½); OIF (-½)		
6	Mind Link, related group of minds (other members of the Legion), Difficult To Dispel (x4, +½); OIF (-½), Can Only Be Maintained With Other Persons Who Have This Mind Link (-1), Affected As Radio Sense Group, Not Mental Sense Group (-0)		
5	Detect Friendly Forces 12-, Sense, Difficult To Dispel (x4, +½); OIF (-½)		
5	Detect Enemy Forces 12-, Sense, Difficult To Dispel (x4, +½); OIF (-½)		
10	360 Degree Sensing for both Detects, Difficult To Dispel (x4, +½); OIF (-½)		
9	+6 vs. Range for both Detects, Difficult To Dispel (x4, +½); OIF (-½)		
10	Flash Defense, Sight and Hearing Groups (5 points each), Difficult To Dispel (x4, +½); OIF (-½)		
Skills			
3	Choose one: Combat Driving, Combat Piloting, Computer Programming, Demolitions, Interrogation, Paramedic, Survival, additional Weap. Familiarities		
2	Language: Legion Military Codes (fluent convers.)		
3, 3	Stealth 12-; Systems Operation 12-		
3, 3	Tactics 12-; WF: Small Arms, Knives		
3	KS: The Military/Mercenary/Terrorist World 12-		
75+ Disadvantages			
20	Psychological Limitation: Loyal To Raven		
20	Normal Characteristic Maxima		
5	Distinctive Features: Legion Uniform (easily concealed)		
15	Hunted: Raven, 14- (Mo Pow, NCI, Watching)		
49	Villain Bonus		

Background/History: The life histories of the various members of Raven's Legion differ from member to member. At some point most of them were in the military or were mercenaries. For one reason or another they became disgusted with the society they saw around them and started looking for a better way. Eventually they found (or were found

by) Raven and were recruited to its cause. Now, after undergoing rigorous training (and psychological "brainwashing"), they serve Raven as its loyal warriors, the ones who get called on when all other schemes have failed.

Personality/Motivation: While the members of the Legion may differ on many things—religion, the proper use of deadly force, their lifestyles when "out of uniform"—they are in complete accord on one important point: they are totally loyal to Raven and its ideal of a monarchic elite ruling the world. They are willing to lay down their lives for Raven and its goals without hesitation.

Powers/Tactics: In addition to their training, members of the Legion are given three items of advanced military technology to assist them. The first is a special set of body armor woven from Spectra and interlaced with Nomex for fire-retardant capabilities. Each suit is then chemically treated and has ceramic plates attached to it to offer the maximum in battle-field protection.

The second is the R-100 assault rifle, a high-powered firearm which uses 5.56mm caseless ammunition. Raven's munitions developers are working on a caseless AP round for the R-100.

Even more remarkable is the third item, the BELLUS unit worn by each Spadarius. The Battlefield ELectronic Logistics Unification System consists of a backpack computer attached to a helmet which has a video monitor built into its bulletproof face screen. Each BELLUS unit is specially calibrated to its owner (i.e., it is a Personal Focus, not a Universal Focus). The backpack computer contains IR sensors and is linked to Raven's main computers (and through them to Raven's satellite taps). These computers scan the



battlefield and feed each Spadarii a video map showing the terrain and the location of each one of his comrades and enemies. BELLUS is extremely hard to disrupt or "jam," and it allows instantaneous and nigh-untappable communications between Spadarii. BELLUS has revolutionized Raven's fighting capability and made the Legion nearly unbeatable in many types of battles.

Appearance: The Spadarii of the Legion wear dark grey uniforms consisting of a short tunic, pants, and boots. A black belt and bandolier system is used to carry necessary equipment and field provisions (if necessary). Their body armor and BELLUS system equipment are also dark grey.

THE HIGH EPOPT

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
15	DEX	15	DCV: 5
18	CON	16	ECV: 6
10	BODY	10	Phases: 3, 6, 9, 12
20	INT	10	
18	EGO	16	
20	PRE	10	
12	COM	1	
3	PD	1	
6	ED	2	
4	SPD	15	
8	REC	4	
50	END	7	
25	STUN	1	

Cost	Powers	END
	Spells (described below):	
9	The Evil Eye	
6	The Pool Of Perspective	
12	The Ritual Of The Great Beast	
3	Rogof's Spell Of Impish Conjuraton	
5	The Spell Of Silent Converse	
35	Additional spells created by the GM	
4	Athame: ½d6 HKA (1d6+1 with STR); OAF (-1), No KB (-¼), Blade Limitations (-¼)	
	Skills And Perks	
3	Well-Connected	
20	20 Contacts (11- each) among the world's mages, mystics, and religious figures	
3	High Society 13-	
27	Magic Skill 25-	
3	Oratory 13-	
3	Persuasion 13-	
3	Stealth 12-	
3	Scholar	
2	KS: Arcane & Occult Lore 13-	
2	KS: Demonology 13-	
2	KS: The Magical World 13-	
2	KS: Roman Catholic Doctrine 13-	
3	Linguist (English is native)	
2	Arabic (completely fluent)	
2	Egyptian (completely fluent)	
2	German (completely fluent)	
2	Greek (completely fluent)	
2	Hebrew (completely fluent)	
2	Latin (completely fluent)	
2	Sanskrit (completely fluent)	
2	Raven Symbols And Codes (completely fluent)	



100+ Disadvantages

20	Psychological Limitation: Devotee Of The Dark Powers
20	Psychological Limitation: Casual, Sadistic Killer
15	Physical Limitation: Has sold his soul to the devil (all the time, slightly [at least for now...])
20	Normal Characteristic Maxima
5	Distinctive Features: lacks a soul (noticeable by a limited group [mages and those who are psychically sensitive]; causes major reaction)
15	Secret Identity
69	Villain Bonus

Background/History: Save perhaps for the Grand Imperator, no man knows the story of the High Epop, leader of the Darke Brotherhood. Rumors among the Dark Brethren say that he was once a bishop in the Roman Catholic Church. However, he was corrupted by his study of magical grimoires preserved in secret libraries in the Vatican and sold his soul to an Infernal Power in exchange for vast magical knowledge. Whether this be true, none can say, and certainly none dare ask the Epop for his tale.

(Note: in *Dark Champions* campaigns which do not use actual magic, the High Epop is simply a skilled conman recruited by the Grand Imperator to run the Darke Brotherhood as a recruiting tool for Raven. Replace his spells with conman skills and useful gadgets, including a Walther PPK-S handgun.)



Personality/Motivation: The High Eopt is a classic evil cult leader, a cruel and heartless mage bent on using the powers of the infernal to increase his own power here on Earth. He thinks nothing of sacrificing human lives as a way to increase his own knowledge or perform the Grand Imperator's will.

Quote: "Belial! Heed the call of thy master! Come forth and destroy my enemies where they stand!"

Powers/Tactics: The High Eopt is the most puissant wizard in the Darke Brotherhood. He traded his soul to the Devil for magical power and learning; as a result, he possesses the knowledge (and stamina) to cast many different types of spells. In addition to his spells he carries an athame, a silver dagger used in various magical rituals (but perfectly capable of being used in a more traditional fashion).

The High Eopt is a creature of the shadows who prefers not to be drawn into direct conflict at all. His is the way of the coward, the skulker in darkness, the backstabber. If confronted, he will flee at the first available opportunity, then shower curses on his enemies at a later time.

Appearance: The High Eopt wears a dark scarlet hooded robe with black flames embroidered on it at the hem and the ends of the sleeves. The robe is tied with a golden cord. The hood hides his face in shadows; no one in Raven but the Grand Imperator knows what his true visage is.

Record: Unknown.

SPELLS OF THE DARKE BROTHERHOOD

GMs who want to use the Darke Brotherhood as an organization which can actually cast magical spells can use some of the sample spells provided below. As these spells show, the Brotherhood's magic is relatively weak and often requires elaborate rituals and the participation of more than one spellcaster. It is nothing like the standard sort of comic book magic described in *Mystic Masters* or the magic found in most fantasy realms.

THE EVIL EYE

This is one of the few spells which a Darke Brother can use on his own. It is a curse which renders the victim unlucky for a time.

Power: 3d6 Minor Transform (inflict 1d6 Unluck upon target; victim "heals" from the curse at his usual rate for recovering BODY).

Modifiers: Gestures (-1/4), x2 END (-1/2), Requires A Magic Roll (-1/2), Side Effects (caster has 1d6 Unluck for a day, -1).

Active Cost: 30 points.

END Cost: 6 **Magic Roll:** -3

Casting Time: 1 Phase

Real Cost: 9 points.

THE POOL OF PERSPECTIVE

This extremely useful spell allows the Brotherhood to spy on its enemies from afar. Naturally, this is of great use to an organization such as Raven, which thrives on its ability to gather and use secret information. The spell requires seven Darke Brothers to stand around a specially-prepared scrying pool and chant a long and difficult spell. Upon successful completion of the ritual, the desired sight will be revealed upon the waters. Disturbing the waters will disrupt the spell.

The Magic Roll required for this spell is made by the spellcaster who is leading the casting. Each of the six mages helping him (all of whom must have purchased the spell) must pay the END cost for the spell. Each helper can make his Magic Roll as a complementary skill roll to the master's roll, but this is rarely done, for if even one helper fails his roll, the entire spell is ruined and each helper suffers from the Side Effects (if any). (These requirements and restrictions are simulated with the Limitation, "Requires Extra Spellcasters," with the following value: 2 spellcasters [the master plus one extra mage] is a -1/4 Limitation; 3-5, -1/2; 6-10, -3/4; 11-20, -1; 21 or more, -1 1/4.)

Power: Clairvoyance and Clairaudience, x32 range (4000")

Modifiers: Concentrate (0 DCV, -1/2), Extra Time (5 minutes, -2), OIF (Scrying Pool, Immobile, fragile [water is easily disturbed, ruining the spell], expendable [elaborate and expensive preparations required for each casting], -2), Gestures (-1/4), Incantations (-1/4), x3 END (-1), Requires A Magic Roll (-1/2), Requires 7 Spellcasters (-3/4). **Active Cost:** 50 points.

END Cost: 15 **Magic Roll:** -5

Casting Time: 5 minutes

Real Cost: 6

THE RITUAL OF THE GREAT BEAST

This spell is the classic devil-summoning ritual, requiring human sacrifice and other horrible things. It is perhaps the most powerful spell in the Darke Brotherhood's arsenal, though it is also extremely dangerous to the casters—if they cast it incorrectly, the subject of their summoning will be able to escape and attack them, thus condemning them to death and the corruption of their souls. Furthermore, the casters' limited ability to control the summoned infernal being (and the GM's willingness [or lack thereof] to use such an outlandish creature in a *Dark Champions* campaign) means that they cast the spell only in times of great need or desperation. A final drawback to the spell is that it is extremely tiring for the casters to perform.

Power: Summon one Prince of Hell, built with up to 700 points (use one of the Princes described in *Creatures Of The Night: Horror Enemies* or make up your own).

Modifiers: Concentrate (0 DCV, -1/2), Extra Time (1 hr, -2 1/2), OIF (Inscribed Pentagram, Immobile, fragile [is easily broken, freeing the devil], expendable [elaborate and expensive preparations required for each casting], -2), Gestures (-1/4), Incantations (-1/4), x3 END (-1), Requires A Magic Roll (-1/2), Side Effects (if roll is failed, the conjured devil will be able to escape the pentagram and turn on the spellcasters, -1), Requires The Sacrifice Of A Virgin Human Female (-2), Requires 13 Spellcasters (-1). **Active Cost:** 140 points.

END Cost: 42 **Magic Roll:** -14

Casting Time: 1 hour

Real Cost: 12

ROGOF'S SPELL OF IMPISH CONJURATION

This spell is used by the Dark Brethren to summon forth an imp to perform their bidding (provided that they give the imp a suitable bribe). The most common uses for imps are spying on enemies, performing chores, and guarding valuables.

Some of the Darke Brethren have developed advanced versions of this spell which give them greater control over summoned imps or which summon many imps at once.

Power: Summon one 129-point Imp (*Hero Bestiary*, pages 75-76).

Modifiers: Concentrate (0 DCV, -1/2), Extra Time (5 minutes, -2), OIF (Inscribed Pentagram, Immobile, fragile [is easily broken, freeing the imp], expendable [elaborate and expensive preparations required for each casting], -2), Gestures (-1/4), Incantations (-1/4), x3 END (-1), Requires A Magic Roll (-1/2). **Active Cost:** 26 points.

END Cost: 9 **Magic Roll:** -3

Casting Time: 5 minutes

Real Cost: 3

Note: Optionally, this spell can be built using a Scratchet (*Creatures Of The Night: Horror Enemies*, page 97) in place of an Imp; this raises the Active Cost to 39 and the Real Cost to 5 points.

THE SPELL OF SILENT CONVERSE

This spell enables the Brethren to communicate with one another using only the sheer power of their minds. This is a definite asset in situations where quick, quiet communications are essential (such as battles, espionage activities, and the like).

Power: Mind Link, any eight Darke Brotherhood minds

Modifiers: Concentrate (1/2 CV, -1/4), Extra Time (1 Turn, -1), OAF (folded piece of paper with a rune written thereon; fragile, expendable but easily replaceable; -1 1/4), Gestures (-1/4), Incantations (-1/4), Requires A Skill Roll (-1/2). **Active Cost:** 25 points.

END Cost: 2 **Magic Roll:** -2

Casting Time: 1 Turn

Real Cost: 5

RAVEN'S BASES

Although space considerations preclude a complete description of even one of the many hidden bases Raven has throughout the world, a general description of them is possible.

Raven's bases have two characteristics in common. The first is the type of places they are located in. Raven prefers locations which are majestic, defensible, and well hidden. Some examples include cavern complexes carved out of the insides of mountains, artificial islands, immense zeppelin-like aircraft, and the top floors of major office buildings (the "Purloined Letter" approach—Raven is right underneath the very noses of the people who would most like to see it stopped, but those people never think to look for it in the heart of the city). Raven is also working on plans for an underwater base and a satellite base, but so far it does not have the necessary technology or engineering capability to construct these facilities.

The second characteristic is that the bases use state-of-the-art technology. Everything from the security to the daily work schedule is controlled by advanced computer systems

with multiple redundant backups; should the PCs ever discover an actual Raven base, breaking into it would be a very difficult task (most Security Systems rolls should be have a modifier of at least -2). Three of Raven's bases (in Africa, north-central North America, and Central Asia) also have sophisticated "satellite tap" devices which enable Raven to link into the world satellite network and use its communications and reconnaissance capabilities undetected.

COMMAND STRUCTURE OF A RAVEN BASE

Who is in command of a Raven base depends on who is located there. The Grand Imperator or a Domini have control over all lesser figures, of course. Major bases that do not serve as the headquarters for one of the Domini will usually be commanded by a Consul appointed by the Domini of that region or the Grand Imperator. Other bases are led by the highest ranking Legion officer present.

RAVEN EQUIPMENT

The following gadgets and devices are a sample of the sort of technology frequently used by Raven. The GM is of course free to alter the "technology level" of this equipment to suit his campaign.

WEAPONS

Raven agents use many different sorts of weapons in addition to the R-100 Assault Rifle given to the Spadari of the Legion. The ones below are intended for covert use.

EYEGLASSES FLECHETTE

If a Raven agent's disguise (or poor vision) requires him to wear glasses, he will often carry this weapon—eyeglass frames which conceal a spring-loaded flechette dart in each earpiece. Because the darts are small and the spring is not especially strong, the user has to target bare skin in order to affect the target. The flechettes are usually coated with knockout poison, but fatal poisons are sometimes employed as well.

Eyeglasses Flechette

18 4d6 STUN Drain, Ranged (+1/2), IAF (-1/2), Must Target Non-Armored Hit Locations (-1/4), 2 Charges (-1 1/2); (60 Active Points)

KNOCKOUT CIGARETTES

These cigarettes contain tobacco which is coated with a knockout poison; agents who use them are immune to the poison. They can be used in two ways. First, the agent can smoke the cigarette himself and blow the poisoned smoke into his victim's general vicinity until the victim collapses. Second, and more effectively, the agent can give the victim one of the cigarettes to smoke, thus tricking him into inhaling the poisoned smoke directly. Each pack comes with 16 poisoned cigarettes and 4 normal cigarettes (in case the agent meets someone he really *does* want to have a friendly smoke with).

Knockout Cigarettes

30 3d6 STUN Drain, Area Effect One Hex (+1/2), Personal Immunity (+1/4), IAF (-1/2), Does Not Work In Windy Or Rainy Conditions (-1/4), 16 clips of 4 Charges each (-0); (52 Active Points);

RAVENOM STILETTO

This dagger is not a fighting knife but rather a hardened fiberglass stiletto with a well of poison hidden inside the hilt. The poison, a special toxin invented by a Raven scientist, is jokingly referred to as "Ravenom" by Raven agents.

(*Note:* GMs can find a large selection of real-world poisons listed in the Sourcebook section of this book if they would prefer not to use a fictional poison.)

Ravenom Stiletto

- 25 ½d6 HKA (up to 1d6+1 HKA with STR), Armor Piercing (+½), Invisible To Metal Detectors (+¼), OAF (-1), No KB (-¼), Blade Limitations (-¼) **plus** 3d6 BODY Drain, NND (defense is the appropriate Immunity, +1), OAF (-1), Blade HKA Must Do BODY (-¼), 4 Charges (-1); (77 Active Points)

TASER RING

This innocuous-looking ring actually contains a powerful battery which can emit an electric charge powerful enough to stun or knock out a full-grown human. Because the battery is small it has to be recharged frequently. Raven scientists have also developed a more powerful version built into a wristwatch.

Taser Ring

- 12 4d6 EB, NND (defense is rED, +1), IIF (-¼), No Range (-½), 2 Charges (-1 ½); (40 Active Points)

COMMUNICATIONS

The BELLUS combat computer and the satellite taps that were mentioned above are the pinnacle of Raven's communications technology, but they are certainly not the only examples of it, as the following devices illustrate.

FIELD WATCH

Many Raven agents wear these watches. They are not just timepieces—they contain sophisticated radios and mini-computers (which respond to verbal commands). The mini-computer contains a clock, calculator, compass system, and a small memory chip into which basic information about a given subject can be downloaded at any Raven base.

The glass which covers the face of the watch is actually a high-resolution computer screen with the face of a watch shown on it. When other functions are necessary the screen can display up to four "windows," with one function running in each window.

The watch vibrates slightly to let its owner know when a call is coming in, instead of beeping or making other attention-attracting noises.

The Field Watch is large, sort of like a captain's watch, but is not so unusual that it attracts much attention from most people. It comes in many different colors or designs so that it is not a "giveaway" for the agents.

Raven Field Watch:

- 1) Absolute Time Sense (3 Active Points); IAF (-½). Total cost: 2 points.
 - 2) Lightning Calculator (3 Active Points); IAF (-½). Total cost: 2 points.
 - 3) Radio Listen & Transmit (5 Active Points); IAF (-½). Total cost: 3 points. (*Note:* High Range Radio Hearing may be substituted for 4 more points.)
 - 4) Bump Of Direction (3 Active Points); IAF (-½). Total cost: 2 points.
 - 5) Cramming (5 Active Points); IAF (-½). Total cost: 3 points.
- Total cost: 12 points.

COLLAR MICRORECORDER

This miniaturized recording device is designed to fit undetected underneath the collar of a man's shirt, the lapels of a jacket or blazer, or a shirtcuff. Since it does not transmit what it records, it is not detectable as a "bug" by many modern security scanners, although it is obviously a form of recorder if you look at it with the naked eye.

Collar Microrecorder

- 5 Eidetic Memory, IAF (-½), Remembers Sounds Only (-½); (10 Active Points)

VEHICLES

For the most part Raven uses ordinary vehicles, although these are sometimes bulletproofed, "souped up," or customized. However, Raven does use a few vehicles of its own design. These are usually built in Germany by auto manufacturers loyal to Raven.

DARKWING SPORTSCAR

This sportscar is used by many of the Domini, Balcanifers, and other important Raven members. It comes in a wide variety of colors and "models," but is always stylish. Some members (including, it is rumored, the Grand Imperator) have models that are even more advanced, with trained drivers to drive them.

Val	Char	Cost	
2"x1"	Size	15	
-2	DCV	0	
800 kg (-3)	Mass (KB)	0	
25	STR	0	
6	DEF	12	
10	BODY	0	
20	DEX	30	
4	SPD	10	
25"x4	Move	43	
400"	MAX	0	
Cost		Equipment	
10		High Range Radio Hearing	
3		Reinforced Tires (5 DEF, 5 BODY)	
5		2 Skill Levels with Ground Movement, Only To Counteract Turning Modifiers (-1)	
8		Passive Restraint System: +8 DEF, OIF, Only Protects Driver From Crash Damage (-1)	
Cost:		136/27/14	

CHARIOT VAN

Although this van looks like a large delivery vehicle, it is actually a heavily armored troop transport used by the Legion. The Chariot is not commonly used, since Raven rarely gets in a situation where it has to use large numbers of troops (i.e., more than six), but it's available if it's needed. The model described here is the "Basic" model; some advanced versions have sophisticated "autopilot" driving computers so that the driver can fight. Raven is also working on installing concealable vehicle-mounted weaponry in the Chariot.

Val	Char	Cost	Notes
4"x2"	Size	30	
-4	DCV	0	
6.4 ton (-6)	Mass (KB)	0	
40	STR	0	
9	DEF	21	
15	BODY	5	
14	DEX	12	
3	SPD	6	
17"x4	Move	27	
272"	MAX	0	

Cost	Equipment
10	High Range Radio Hearing
60	BELLUS Unit: The van is equipped with a vehicle-mounted equivalent of the BELLUS computers carried by the soldiers of the Legion; refer to the Spadarius write-up, above, for a complete description of this device.
3	Reinforced Tires (5 DEF, 5 BODY)
0	Gunports: there are two gunports in the left, right, and rear sides of the van, so that passengers can fire their guns at pursuers or drive-by targets.

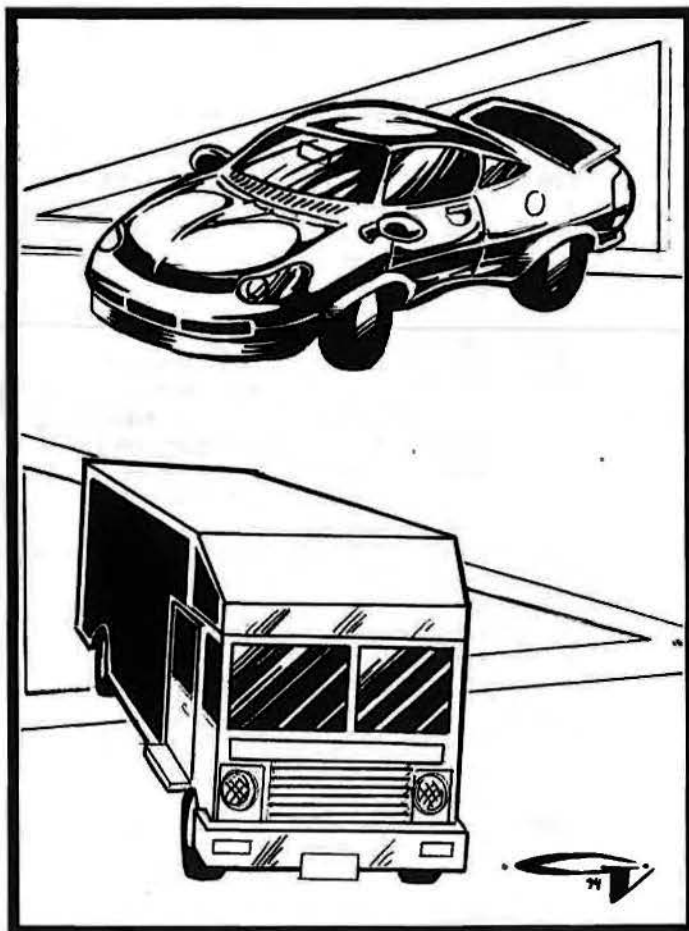
Cost:	174/35/17
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RAVEN'S ENEMIES

Although Raven remains completely unknown to the world at large, a few people and organizations are at least aware of its existence. The most important of these enemies are described below.

CONVENTIONAL ESPIONAGE AND LAW ENFORCEMENT AGENCIES

Many of the larger intelligence and law enforcement organizations in the world—for example, the FBI, the CIA, Interpol, MI-5, and the BND—are dimly aware of Raven's existence. Most of them have a relatively small file detailing reports from an occasional Raven defector about the organization or a memorandum speculating about some unusual "coincidences" and the possibility that they are the result of a conspiracy of some sort, but that's about it. None of these organizations has extensive or concrete information on Raven, nor have they conducted any in-depth investigation of the reports—which is due in part to Raven's influence in these groups. Raven's contacts in these agencies manage to sidetrack investigations and have reports of Raven's activities dismissed as the ravings of madmen and crackpots. It would take a truly dedicated and tenacious officer (such as a PC, perhaps?) to work hard enough and dig deep enough to uncover solid facts about Raven.





THE RAVEN

Ironically, the main enemy of Raven, a world-spanning conspiracy involving thousands of people, is a single man with the same name as his enemy. James Dubois, known to the world as the Raven, was the very first "costumed crimefighter" ever to appear in Hudson City. As described briefly in *Justice Not Law*, the Raven began waging a war on the underworld in 1926. He also took a strong interest in incidents involving mystic or occult phenomena. Although he was a determined foe of crime throughout the '20s, '30s, and '40s, thereafter he more or less dropped out of sight. Although many people assumed he was dead or had retired, in truth he had simply found a new foe to fight.

THE RAVEN

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
16	DEX	18	DCV: 5
12	CON	8	ECV: 8
10	BODY	0	Phases: 3, 6, 9, 12
23	INT	13	
23	EGO	26	
25	PRE	15	
12	COM	1	
4	PD	2	
6	ED	6	
4	SPD	14	
6	REC	4	
24	END	0	
24	STUN	3	

Cost	Powers	END
18	Colt M1911A .45 with Improved Glaser Ammunition: 1d6+1 RKA, +2 STUN Modifier, OAF, No KB, 2 clips of 7 Charges each (-¼) plus +1 OCV; OAF [2x7c]	
8	High-Resolution Laser Scope: +2 OCV, +2 vs. Range with any firearm, OAF	
18	Another Colt .45 [2x7c]	
8	Another High-Resolution Laser Sight	
7	Mists of Morpheus: 3d6 NND (defense is Life Support: Need Not Breathe), OAF fragile (-1 ¼), No Range, 4 Charges lasting 2 Phases each (-¾), Will Not Work In High Winds Or Underwater (-½)	
7	Vapors of Vulcan: 2d6 RKA, Limitations as Mists of Morpheus except that the Charges only last 1 Phase each	
8	Fog of Phobos: 3d6 Presence Drain, Limitations as Mists of Morpheus except for "No Range."	
6	The Raven's Tarot: Precognitive Clairvoyance; OAF, Precognition Only (-½), Extra Time (5 minutes), Act 11- (and answers often "fuzzy" anyway) (-1 ½), Concentrate (0 DCV), Gestures (laying out cards, -¼)	4
5	Spirit Sense: Detect Spirits/The Supernatural, Discriminatory, 14-; Concentrate (0 DCV, -½)	
17	Martial Arts—Fisticuffs	

Maneuver	OCV	DCV	Notes
Block	+2	+2	Block, Abort
Punch	+0	+2	5d6
Roundhouse	-2	+1	7d6
+1 DC (already added in)			

Skills, Perks and Talents

34	Danger Sense 13-, out of combat, any attack, citywide
15	3d6 Luck
10	Wealth: Well Off
5	Follower: Cagliostro ("pet" raven; 25 point base)
3	Acting 14-
3	Contortionist 12-
3	Conversation 14-
3	Criminology 14-
3	Deduction 14-
3	Electronics 11-
3	Gambling 11-
3	High Society 14-
3	Lockpicking 12-
1	Mechanics 8-
3	Mimicry 11-
3	Riding 12-
3	Security Systems 14-
3	Sleight Of Hand 12-
3	Stealth 14-
3	Streetwise 14-
4	TF: All Ground Vehicles, All Air Vehicles
4	WF: Small Arms, Common Melee Weapons
2	CK: Hudson City 11-
3	Scholar
2	KS: The Hudson City (Criminal) Underworld 14-
2	KS: Arcane & Occult Knowledge 14-
2	KS: Spiritualism/The Spirit World 14-
2	KS: Occult Monsters 14-
2	KS: Nazis and Nazism 14-
1	KS: Astrology 11-
1	KS: Lost Civilizations 11-
1	KS: Alchemy 11-
1	KS: Celtic/Druidic Civilization and Magic 11-
1	KS: Rune Magic and Norse Civilization 11-
1	KS: Chinese Civilization and Magic 11-
1	KS: Raven 11-
3	Linguist (English is native)
1	Ravenspeak (completely fluent)
2	German (completely fluent)
2	Latin (completely fluent)
2	Hebrew (completely fluent)
1	Mandarin Chinese (fluent conversation)
1	Sanskrit (fluent conversation)
1	Irish (fluent conversation)
20	+2 Overall Levels
3	+1 Level with Fisticuffs
4	+2 OCV with Colt .45

100+ Disadvantages

20	Psychological Limitation: Must Promote Justice
15	Psychological Limitation: Must Defeat Raven And Bring It To The World's Attention
20	Normal Characteristic Maxima
10	Age: 60+
5	Distinctive Feature: eerie voice (easily concealed)
15	Reputation: 1930's crimefighter/adventurer 14-
25	Hunted: Raven, 11- (Mo Pow, NCI, Kill)
15	Secret Identity (James Dubois, aged wealthy dilettante)
167	Experience

Background/History: James Dubois, like many idealistic young American men in the early 20th Century, felt compelled to volunteer for military service when the U.S. decided to enter the Great War. In basic training he proved to be strong, fast, smart, and a quick thinker. By the time his unit got to Europe, commanders could already see that Dubois was just the sort of person they needed not for the front lines, but for sensitive espionage and sabotage operations.

Dubois was retrained for espionage missions, given a squad of men to lead, and sent into the field. Despite their skills, he and his men had spent less than a year spying on and ambushing enemy units when the Germans tracked them down and surrounded them. A grenade exploded near Dubois, and he collapsed, on the verge of death. The world took on a hazy, unreal quality, as he lay in the netherworld between the realms of life and death. Suddenly, through the mist he saw the grim figure of Death walking towards him, with its scythe in hand and a raven on its shoulder. As he got up to join the Reaper, the robed figure spoke to him. "Stop," it said in a sepulchral voice. "I have not come for you, but to you. There is much more left for you to do in the world, and the powers that be have forbidden me to take you. They have instead bid me come here to tell you this. Awake to the living world now, and lead the life that destiny has decreed for you." With that, Death faded away into the fog.

Dubois suddenly awoke in a small wooded copse. His men had grabbed him and managed to escape the Germans for a little while, but would soon be found and forced to fight to the last man. Looking up and to the east, Dubois saw in the branches of a nearby tree a raven which looked suspiciously like the one that had accompanied Death in his "dream." He told his men to prepare for an attack from the east. Sure enough, the Germans came from that direction; Dubois, despite the pain of his wounds, was able to fight with his men. With his help, the unit was able to drive off the Germans long enough to make a permanent escape.

During the rest of the war, Dubois earned a reputation as a man whose incredible "hunches" often proved true. Dubois had no idea why he had these "hunches," but assumed that they had something to do with the "destiny" that Death had told him about. He earned high honors during the war, and returned to civilian life after it ended. Dubois's "instincts" helped him there, too, allowing him to amass an incredible fortune on the Hudson City Stock Exchange. He soon became a part of the Hudson City social scene, but throughout all of his deals and parties and daily business, he continued to search for a clue as to what his "destiny" was to be. He developed an interest in the occult, particularly fortune-telling, and studied it intensely. He was especially drawn to the tarot cards, which he used to assist him in developing his "premonitions." No one suspected that the seemingly carefree businessman was secretly a troubled expert on the occult, searching for the true path. And everywhere he went, the raven Death had "given" him would be somewhere nearby.

The rise of the Mafia as a result of Prohibition finally provided the answer Dubois was looking for. The first time he read about gangster activities in the paper, he knew instantly that his destiny was to oppose evil men such as this—to thwart them at every turn, to make society safe from their nefarious schemes! He immediately began training himself to take on the underworld—both kinds of underworld, for he had felt unusual mystic presences at work in the city. He invented several chemical weapons for use in situations where a gun would not be the appropriate response. He also

created his own set of tarot cards, which he felt more comfortable with than the regular tarot deck. He chose as his *nom de guerre* the Raven, from the bird that seemed to be accompanying him on his path of destiny.

The Raven's first appearance on the streets of Hudson City was January 12, 1926. His raven (which he had named Cagliostro) accompanied him, perched on his shoulder. He soon earned the enmity of the Mafia with his daring attacks on their outposts and operations. Using his Raven's Tarot, he was often able to gain a glimpse into what the Mafia would be planning and react accordingly.

Shortly after he began his crimefighting career, Dubois met a pretty young lady named Irene Smallwood at a party. The two of them began to see one another frequently—at least, as frequently as the Raven's activities would allow. By September 1926, the problem of hiding his dual identity from Irene had reached the point where Dubois, although he loved her, felt that he had to stop seeing her. But before he could tell her, she suddenly revealed that she knew that he was the Raven! Being an intelligent and quick-witted woman, she had figured out months ago that the Raven only appeared on the nights when the two of them didn't have a date. A little detective work was all she needed to confirm her guess. Impressed, he asked her both to marry him and to become his partner in crimefighting. Naturally, she said yes to both proposals, and Dubois and his Chinese manservant, Li Sung Po, immediately began teaching her how to fight and investigate crime. She decided to call herself "the Velvet Phantom" after a line from a favorite poem. Their first appearance as a crimefighting duo was on March 15, 1927, when they smashed a liquor-smuggling ring.



The Velvet Phantom was not the only one assisting the Raven in his war on crime. During his crusade against crime he recruited a group of loyal followers which he called the Midnight Brigade. There were two levels to the Brigade—the Inner Circle, whose members knew that they worked for the Raven and wore a distinctive signet ring to indicate their allegiance to him; and the Outer Circle, whose members did not realize that the Raven gathered information from them (usually in his Secret Identity). Members of the Outer Circle included Arthur Vandenbrook, Commissioner of the Hudson City Police Department; Gerald O'Connelly, Mayor of Hudson City; and Artie, the shoeshine boy at the Plaza Hotel. In addition to the Midnight Brigade, the Raven and the Velvet Phantom also worked with a group of crimefighters who called themselves the Champions of Justice.

This state of affairs continued until the beginning of World War II. After the war began the other members of the Champions of Justice and most of the members of the Midnight Brigade became involved in the war effort. The Raven and the Velvet Phantom continued to fight crime, including the efforts of Nazi spies and various mystic threats connected to the war. When the war ended, the Midnight Brigade did not re-form (one member wrote a book about his activities on the Raven's behalf many years later, which provided the inspiration for the Master of Crime's Midnight Syndicate, with its own Inner and Outer Circles). The Velvet Phantom temporarily retired to have and raise the couple's son, Arthur. The Raven continued to fight crime as always.

The Raven's first encounter with RAVEN occurred in the late 1940s when the organization first began infiltrating the United States. The Raven became aware of an occult organization that was engaging in certain criminal activities (an early version of the group that Illuminado Cabalo-Cortez would reorganize into the Darke Brotherhood). In putting a stop to these crimes, he discovered that there was more to this cult than met the eye. Further investigation uncovered the group's ties to Europe and the extent of its operations there. At this point he realized that he was dealing with an organization that could be an even greater threat to the world than Nazi Germany had been, if it were allowed to grow unchecked. He resolved not to let that happen.

Although he continued to fight "everyday" crime, sometimes with the assistance of the Velvet Phantom, most of his efforts from the early 1950s onward were devoted solely to battling the ironically-named RAVEN, not only in the United States but in other parts of the world as well. He could never get the authorities to act on the information he gave them about RAVEN, in part because of RAVEN's own corruption of those organizations, so he was forced to fight the battle by himself. He and RAVEN became the most bitter of enemies, each determined to destroy the other.

The Raven was one of the factors which caused the decline of RAVEN in the early 1970s; thanks to him, many of its most efficient leaders were killed or disappeared, and the rest were more concerned with profit than power. However, despite the fact that the presence of Cagliostro and the Raven's own mystic disciplines had acted to retard his aging process greatly, he was getting older and slowing down, and was not able to prevent the rise to power of the Grand Imperator and the resurrection of RAVEN as Raven. He went on fighting the conspirators of Raven, wondering who would take up the sword against them when he no longer could.

The Grand Imperator was even more angered than his predecessors were by the activities of the Raven and his effect on and knowledge of the organization Raven. Even the Raven's *name* infuriated him; that name belonged to his organization alone! He resolved to have James Dubois eliminated once and for all. (Raven had long known the Raven's secret identity, though it had not helped them stop him—he was so clever and precognitive that he avoided all of Raven's murderous schemes.) The Grand Imperator made several attempts on Dubois' life in the early 1980s, but all of them failed. Finally, though, the Grand Imperator appeared to succeed—in 1987 three street thugs were manipulated into robbing a small grocery store while James and Irene were shopping there. Naturally, Dubois tried to stop the robbery, and in the process suffered a heart attack and died.

Or so the press reported. In truth, Dubois was very much alive, though hurt. He realized that Raven was behind the "robbery attempt" and that the time had come to change his tactics. Therefore, he faked his own death (with the help of Irene and his grandson Franklin) and went underground. He continues to combat Raven's schemes, though his methods are different, and hopes to recruit a new Midnight Brigade to help him and Franklin. Irene plays the part of the grieving widow while acting as the Raven's eyes and ears to the outside world.

(Notes:

GMs who prefer not to have mystic/occult elements in their *Dark Champions* campaign can ignore those references in the Raven's character sheet and history and simply make him a straightforward "two-fisted crimefighter" type of character.

The Raven's son, Arthur, was never particularly interested in his parents' "hobby." He is a businessman in New York; if the GM would like to add an element of tragic drama to a campaign involving the Raven, Arthur Dubois may even be a member or pawn of the organization Raven! However, Arthur's son Franklin has always been close to his grandfather and is helping him with his war against Raven. Franklin Dubois is a genius at electronics and computer science who is helping the Raven wage war against Raven on the technological front.)

Personality/Motivation: In the 1930s, the Raven and the Velvet Phantom were pretty much your typical pulp crimefighters—a man and a woman with rock-solid convictions about right and wrong and "the American way" who had the boldness and skill to stop criminals, spies, and evil men. As he has gotten older, the Raven has maintained these beliefs (as has the Velvet Phantom), though his singleminded devotion to thwarting Raven makes him seem like a curmudgeonly fanatic at times. To this day, he often affects an air of "mysterious superiority," especially when dealing with mystic threats ("There are many things that ordinary men are not meant to know. In time, perhaps, I will explain to you the forces at work here."). The Phantom, a lady from a different era than our own, most often plays the role of his "dutiful assistant" and loving wife.



Quote: The Raven: "More evil things than you stalk these nighttime streets, Scarlotti, but fortunately I am prepared to deal with them all."

The Velvet Phantom: "You wouldn't hit a lady, would you? Oh, you would? Well, this lady hits back!"

Cagliostro: "Beware."

Powers/Tactics: The Raven of the 1930s was a fairly stereotypical "mysterious pulp crimefighter." However, in addition to his investigative skills, he also had an extensive knowledge of mysticism and occult threats, and he still has that knowledge today, of course. He can sense the activity of spirits and magical things, can "feel" danger approaching, and through the use of his Raven's Tarot (see below) is granted limited glimpses into the future. Today he is rather old and weak, and prefers not to get involved in fights if possible. He fights his battles in a sneakier, more deceptive way, adopting some of the methods of his chosen foe.

Still, the Raven is quite capable of fighting if need be. His punches aren't as powerful as they once were, but he can still lay a normal thug out cold with one punch if he gets lucky. His Colt .45 semiautomatics have been specially machined to make them extremely accurate, and the Raven adds a laser sight to them to improve his aim even further. He also uses three powder-based weapons he developed in the 1930s: the Mists of Morpheus (a sedative powder which is so effective that it inspired a similar weapon used by the Headless Hangman); the Vapors of Vulcan (an incendiary powder); and the Fog of Phobos (a fear-inducing powder).

The Velvet Phantom acted as the Raven's assistant and "sidekick," and often took advantage of the fact that her opponents thought that she was "just a woman." She usually hung back as "reinforcements" or a lookout, allowing the Raven and his allies to take the primary role in combat; today, she almost never fights, though she still practices the kung fu Li Sung Po taught her.

The Raven can talk to the Phantom and Cagliostro (and to the Inner Circle of the Midnight Brigade, when it existed) in a secret language called Ravenspeak, which he invented.

Appearance: The Raven wears a black formal men's suit with a black fedora, domino mask, and cape. His "pet" raven, Cagliostro, usually sits on his left shoulder or left arm. The Velvet Phantom used to wear a beautiful navy blue evening dress and heels with a small domino mask; today, she wears tasteful and expensive women's clothes appropriate to someone of her age and social standing. Despite her advanced years she is still quite pretty.

THE VELVET PHANTOM

Val	Char	Cost	Combat Stats			
10	STR	0	OCV: 4			
11	DEX	3	DCV: 4			
10	CON	0	ECV: 4			
10	BODY	0	Phases: 4, 8, 12			
18	INT	8	Costs			
12	EGO	4				
18	PRE	8				
14	COM	2	Char:	42	Base:	100
4	PD	2		+		+
4	ED	2	Powers:	98	Disad:	40
3	SPD	9		=		=
5	REC	2	Costs:	140		140
24	END	2				
20	STUN	0				
Cost		Powers				END
7	Walther PPK-S: 1d6 RKA, OAF, No KB,					
	8 Charges plus +1 OCV, OAF					
34	Martial Arts—Shao-Lin Snake Kung Fu					
	Maneuver	OCV	DCV	Notes		
	Martial Block	+2	+2	Block, Abort		
	Martial Disarm	-1	+1	30 STR Disarm		
	Martial Dodge	+0	+5	Dodge, Abort		
	Martial Strike	+0	+2	6d6		
	Nerve Strike	-1	+1	3d6 NND (1)		
	Offensive Strike-2		+1	8d6		
	+2 DC (added in)					
	Use Art with Staff					
Skills and Talents						
15	3d6 Luck					
3	Acting 12-					
3	Conversation 12-					
3	Deduction 12-					
3	High Society 12-					
2	Language: Ravenspeak (fluent)					
3	Paramedics 12-					
3	Persuasion 12-					
3	Seduction 12-					
3	Stealth 12-					
3	Streetwise 12-					
2	KS: Kung Fu 11-					
4	TF: All Ground Vehicles, All Air Vehicles					
5	WF: Small Arms, Common Melee Weapons, Staff					
2	CK: Hudson City 11-					
100+ Disadvantages						
20	Psychological Limitation: In Love With Husband					
15	Psychological Limitation: Must Promote Justice					
10	Reputation: The Raven's "companion," 11-					
25	Hunted: Raven, 11- (Mo Pow, NCI, Kill)					
15	Secret Identity: Irene Smallwood Dubois					

Note: The Velvet Phantom has 45 points unspent which the GM can use for Contacts, a vehicle, or anything else he feels is appropriate.)



CAGLIOSTRO

Val	Char	Cost	Combat Stats
-10	STR	-10	OCV: 5
14	DEX	12	DCV: 9
5	CON	-10	ECV: 3
5	BODY	-10	Phases: 4, 8, 12
12	INT	2	
10	EGO	0	Costs
10	PRE	0	
8	COM	-1	Char: 8 Base: 25
2	PD	2	+ +
2	ED	1	Powers: 75 Disad: 58
3	SPD	6	= =
4	REC	6	Costs: 83 83
20	END	5	
12	STUN	5	

Cost	Powers	END
27	2 levels Shrinking, 0 END (+½), Persistent (+½); Always On (-½): .5m long, mass 1.6 kg, -4 PER Rolls against, +4 DCV, +6 KB	0
25	10" Flight, ½ END (+¼)	1/10"
12	1d6 HKA; Reduced Penetration (½d6 x 2)	1
6	+3 Sight PER	
20	Extra-Dimensional Movement: to the Realm of the Dead	
14	Detect Magic 14-, Ranged	
3	Mental Awareness	
10	Mental Defense (12)	
15	Power Defense (10)	
3	Life Support: Immortal	
60	50% Resistant Physical & Energy Damage Reduction	
7	Regeneration, 1 BODY every 5 minutes (-½)	
2	Language: Ravenspeak (fluent)	
5	Stealth 13-	

25+	Disadvantages
15	Psychological Limitation: Loyal To The Raven
25	Physical Limitation: No Manipulatory Limbs
10	Physical Limitation: Limited Voice
10	Distinctive Features: raven; concealable
10	Distinctive Features: mystic creature (detectable by small group, not concealable)
25	Hunted: Raven, 11- (Mo Pow, NCI, Kill)
30	Hunted: The Grim Reaper, 14- (Mo Pow, NCI, Watching)

CAMPAIGNING WITH RAVEN

USING RAVEN IN REGULAR DARK CHAMPIONS CAMPAIGNS

Raven is different from most of the organizations that *Champions* and *Dark Champions* players are used to. Unlike VIPER, DEMON, or street gangs, Raven is not likely to offer the PCs a direct target to fight. While Raven does maintain a small fighting force and is willing to use it if need be, it strongly prefers deception and trickery to open confrontation. In most situations, player characters should only fight Raven agents at the very end of a long and torturous investigation. Of course, this is not to say that Raven will just sit there and let them investigate—the PCs may have to weather the occasional assassination attempt along the way, or Raven may trick a group of thugs or mercenaries into attacking the PCs for "unrelated" reasons.

While the PCs are investigating Raven, the GM should think of them as fish in a fishbowl: Raven will be watching them and investigating them, too, and it will be operating from a much broader perspective than the PCs. The GM may be able to build some dramatic tension from this state of affairs—for example, the PCs finally manage to tap some Raven computers, only to discover that "They've known about us all along!" Now that the PCs know that Raven knows, they can plan their campaign against Raven accordingly.

The GM should introduce Raven into the campaign very slowly, one kernel of information at a time. For example, in one scenario, the PCs may uncover evidence that the street gang they just defeated was getting its orders from someone else—but the trail to that someone else simply dead-ends. A game or two later they come upon similar evidence that provides a few clues about where to pick up the trail, and maybe even hints at the general nature of the prey they're pursuing. The GM can drag this out for a while before hitting the PCs with even a glimpse of the full scope of Raven. Then the PCs will be forced to fight Raven one base or scheme at a time, rather than destroying the entire organization in one fell swoop. If they work hard, the PCs should eventually have the chance to do severe, lasting damage to Raven (most likely by exposing it to the world), but it should take them a long time to get to that point.

THE PCS VERSUS RAVEN CAMPAIGN

This sort of campaign features Raven as the principal (or only) villain. It resembles a spy movie as much as a street-level crimefighting comic book—the PCs act as a "strike force" which is determined to stop Raven. Their skills will run as much towards information-gathering and breaking and entering as toward fighting. Some campaigns may stress the high-tech nature of the fight, similar to the movie *Sneakers*.

More than likely, the PCs in this sort of campaign have a patron assisting them. For example, they may be the Raven's all-new Midnight Brigade, or they could work for some top-secret intelligence agency. The patron not only provides them a source for basic information about Raven (i.e., he/it alerts them to Raven's existence, nature, and goals), but also provides them with financing to travel all over the world, the latest equipment and weapons, and a safe base of operations.

Since this sort of campaign presumes that the PCs know about Raven and its nefarious aims, the GM doesn't need to worry about hiding Raven's existence from them. However, he will need to have his campaign's version of Raven fairly well detailed. Where are all of the principal Raven bases around the world? What are Raven's internal politics like? How do the PCs fit into Raven's grand scheme of things (if at all)? These are some of the questions the GM needs to answer for himself before the campaign begins, so that he will know what effect the character's actions have on the organization as a whole.

The PCs vs. Raven campaign can also be played with a slightly more humorous bent. A humor-based campaign stresses Raven's conspiratorial nature to the point of absurdity. Raven turns out to be behind *everything*, from the sinking of Atlantis to the murder and replacement of President Reagan (didn't know about that one, did you? Shows how good they are at it...), to the stories you read in tabloid newspapers. The PCs, who are probably a rather motley and humorous crew themselves, have to sort through a jumble of bizarre conspiracy theories (not necessarily untrue, just bizarre) to get to the bottom of everything and once again make the world safe for Truth, Justice, and the American Way.

SCENARIO: SILVER DOLLAR BLACKMAIL

This scenario can serve as the PCs' introduction to the existence of Raven. It is intended for non-superpowered *Dark Champions* characters of any reasonable point level (the important thing, as always, is to make sure the players and the PCs will be challenged by the scenario). The GM can easily adapt it to other types of player characters.

The scenario begins when the PCs receive word of a suspicious death. How they hear about it is up to the GM. If they are police officers, they might be called in on the case; if not, they may know the deceased or hear about it through Streetwise. If they are a group of private investigators or "heroes for hire," then the dead man's widow or children may hire them to investigate his death.

The deceased is apparently Gerald Trimble, a white male, 5'10" tall, 168 pounds, age 48. The cause of death is severe trauma due to a fall from 27 stories. The body was found in the parking lot of the Regency Bankhurst Hotel (located on the southern end of Hudson City's commercial district). The amount of blood indicates that Trimble was probably alive when he suffered his injuries; he is far enough out from the building that he probably jumped or was thrown out. The body suffered such damage that it cannot be identified from its features; the identification came from the wallet in the room that Trimble checked into and, apparently, jumped from.

The desk clerks can tell anyone investigating the death that Trimble had just checked in that evening. He was wearing the clothes that the corpse has on. He did not seem upset, nor did he act oddly. He had one piece of luggage, a large briefcase. He was given a room on the 27th floor. The room is one of the Regency Bankhurst's standard suites, luxurious without being ostentatious. In the room investigators

will find the briefcase, which is not monogrammed or otherwise identifiable; all it contains is a yellow legal pad and a few ballpoint pens. Trimble's wallet, by which he can be identified, is on the credenza along with a set of keys, a handkerchief, a pocket comb. The wallet contains \$85 cash, his driver's license, several major credit cards, membership cards for various clubs and organizations, and his MagnaCard security card from the bank. The keys fit a 1992 Chrysler LeBaron with the license tag "BANKONIT" which is in the hotel parking lot; a check of the license tag shows that it is registered to Gerald Trimble. Lastly, the room has a small wet bar; a bottle of scotch has been opened and a drink taken from it recently (the glass is there and still wet).

Gerald Trimble was Vice President of a branch office of Cherokee Bank & Trust. He made \$80,000 per year. He had a wife, Miriam, and two grown children, Alexander and Ashley. Miriam Trimble can identify the clothing and briefcase as his. His fingerprints are supposed to be on record with the bank, but a check the next day will prove that they have somehow been lost.

BEHIND THE SCENES

By this point, suspicious players will probably have leapt to the conclusion that the body is *not* actually that of Gerald Trimble. They are absolutely wrong. The body is Trimble's, though there is no way to prove it to a suspicious person's satisfaction (sooner or later his failure ever to return home should convince them, but that's in the future).

About three years ago, Trimble joined one of Hudson City's branches of the Silver Dollar Club, which is actually a front for Raven. Raven's agents began to subtly sound him out on his beliefs and ideology, and eventually came to the conclusion that he was totally unsuitable for advancement in Raven. However, the agents in charge of this particular Silver Dollar Club were unwilling to give up on him, since as Vice President of a branch investment bank he could be a valuable tool. They began to investigate him and have him followed. They soon hit the jackpot: Trimble was a closet homosexual and pedophile who spent a night or two each week at homosexual bars on "The Strip."

With this evidence in hand, Raven agents approached Trimble about working for the organization. He indignantly refused, so they confronted him with the incriminating photos that had been taken of him. Trimble's bravado collapsed like the proverbial house of cards and he agreed to do whatever Raven wanted. Initially all that he had to do was get a nice young lady named Kimberly Ferabee a job as a secretary in the bank. But soon Raven began using him and his bank to launder money and make illegal entries into various financial accounts.

After more than a year of this, Trimble couldn't take any more. He was racked with guilt over the things his unknown tormentors were making him do, but at the same time terrified to escape their clutches by revealing his secret to his wife and colleagues. Finally he became so desperate that he decided that there was only one way out. He checked into the Regency Bankhurst, drank a big drink of scotch to steady his nerves, and then threw himself out the window to his death.

Raven's psychologists had been monitoring Trimble's loyalty through "Ms. Ferabee" and realized that he was starting to crack. At their instruction, Ms. Ferabee removed the card containing Trimble's fingerprints from the bank's files (Raven's detailed psychological profile of Trimble suggested that suicide was a strong possibility, and that he would most likely use a gun or jump to do it). Ferabee also altered his computer records to disguise most of his illegal transactions. Now all that Raven has to do is quietly pull out of Trimble's branch bank and nothing will connect it to him.

AVENUES OF INVESTIGATION

Raven wasn't counting on a group of investigators as dogged as the PCs, though. Here are some of the potential clues they can investigate to uncover more about Trimble's death:

HIS WALLET

Trimble's wallet contained the following items of interest:

- Credit cards: Visa, MasterCard, Discovery, American Express, several gasoline cards.
- Membership cards: Silver Screen Videos, the Downtown Racquet Club, The City Club (an expensive Hudson City lunch club), the Silver Dollar Club, Runaround Video, the National Association of Investment Bankers, Hudson City Public Library card.
- An ATM card.
- His MagnaCard security card for the bank, allowing him access to various secured rooms there.
- Five blank checks.
- Several scraps of paper with names and/or telephone numbers written on them.
- Pictures of his family and relatives.
- Two condoms.

There are really only two clues among all of this, the Silver Dollar Club membership card and one of the scraps of paper. The rest of it is completely legitimate—his credit cards are all paid up, his video rentals completely innocuous, and his MagnaCard has not been tampered with. (If the GM wants to point the PCs in the right direction, they can discover that several months ago Trimble charged round-trip plane tickets to Thailand and a hotel stay in Bangkok to his Visa card. This trip was arranged through Trimble's friend at NAMBLA [see below] and was for the purpose of engaging in pedophilia; Trimble told his wife it was a business trip.)

The Silver Dollar Club card is not especially noteworthy; only determined and thorough PCs may follow up on it. If the GM prefers to nudge the players in the right direction, perhaps the membership card is especially worn, indicating that he's pulled it out and used it a lot.

One of the scraps of paper contains just a phone number, but no name. This is the number of the Hudson City office of NAMBLA, the North American Man-Boy Love Association. NAMBLA is an organization devoted to promoting pedophilia under the First Amendment guise of advocating discussion about sexual activity and the loosening of laws related to sexual consent. Trimble's main contact there was an employee of the Association named Robert Asquith, with whom he traded suggestions on how to seduce young boys. A PC who makes his Streetwise roll by 6 or more will recognize the number; Knowledge Skills relating to "The Strip" or Hudson City's sexual underground need only be made by 3 to uncover the same information. This information will definitely tip the PCs to Trimble's double life.

THE HOTEL GUESTS

The PCs may surmise that Trimble went to the hotel to meet somebody. It will take a week to do thorough checks of the hotel's guests; none of them had any connection to Trimble. There was a guest, Jonathan Taggett, in one of the rooms next to Trimble's, but he didn't hear any noises at all coming from there.

THE BANK

At the bank the PCs will definitely discover that the card with Trimble's fingerprints is missing. Careful questioning of the bank's staff will reveal that Kimberly Ferabee, whom Trimble got hired, has just quit (or, if the PCs show up there the very next day after the suicide, has not shown up for work).

An in-depth examination of Trimble's computer by someone with Computer Programming and Science: Accounting will show that he made several illegal transactions over the past year. Thanks to Ferabee's tampering, it will take over an hour of work and a Computer Programming roll at -4 to get to this information. Even then the PCs will not be able to tell what Trimble did with the money, only that he illegally skimmed money out of several accounts and handled some accounts that might be considered "questionable."

TRIMBLE'S HOME

Trimble's home, located in the suburb of Arcadia, is just what you would expect for someone of his age and income. He has been very careful to keep his extramarital "hobby" totally separate from his home life, so there is no clue to it here. He did not keep a diary or journal, and his home computer has nothing of interest to the PCs in it.

THE STREETS

Asking contacts on the street about Trimble will get the PCs nowhere unless they show his picture around The Strip. A few people on The Strip will recognize him as a "regular" down there, and can tell the PCs that he usually frequented a homosexual bar called The Unicorn down near the waterfront. Workers and patrons at The Unicorn will also recognize his picture, and can tell the PCs that Trimble came there looking for homosexual "dates." Beyond that they know nothing about him.

THE SILVER DOLLAR CLUB

The Silver Dollar Club that Trimble belonged to is located on the eastern edge of Blackbridge, near the commercial district and the Bankhurst neighborhood. It is a meeting place and dinner club for Hudson City businessmen; there are two other "branches" in the city, and a member of one is welcome at the others. Trimble went there at least once a week, and often more, with clients or fellow members.

An initial investigation of the Club will prove that it is legitimate. However, if the PCs log into the Club's computer and make a Computer Programming roll, they will discover that someone at the Club has been using the computer to log onto a lot of computer BBSs (bulletin board systems, i.e., electronic information exchange "boards"). There is no real pattern to this, and several of the BBSs logged onto seem to have no connection to the Club (some of them are mainly for mathematicians, scientists, sports enthusiasts, the finance industry, and so forth). The two people who have made these calls have used the handles "Edgar" and "Isis" rather than their real names.

In fact, all of the employees of the Club are just pawns of Raven who have no idea who they're really working for—except for two. Those two, Gary "Edgar" Julian and Rachel "Isis" Danielson, are Seigniors, Adherents of the Fourth Mystery of Raven. They are both leftist radicals who joined Raven through a contact they made when they belonged to socialist organizations at college; they have been told that they are working for the International Socialist Alliance, an organization whose goal is to establish a world socialist government. Their specific tasks are to monitor the "decadent capitalists" who belong to the Club and gather information on them, and to use their computer skills to scan certain BBSs for potential recruits. They know on sight four different Club members who are their "contacts" with the higher levels of the organization. Neither of them has a criminal record, though they are registered members of various American socialist parties and organizations.

KIMBERLY FERABEE'S APARTMENT

The GM should arrange the sequence of the adventure so that Ferabee appears to have vacated her apartment very recently. It is a sparsely-furnished apartment that she rented just under a year ago; her lease was due to expire next month. There is nothing here to connect her to Raven; however, PCs who carefully examine the notepad next to her phone will note indentations from whatever was last written on the pad. A Criminology roll at -1 will allow the characters to read what was written on the previous top sheet: flight times and numbers for Aberdeen International Airport, but no airline or destination. The flight leaves today—in fact, the PCs barely have time to get there before it takes off!

WHERE THE INVESTIGATION GOES FROM HERE

Sooner or later, the PCs will be left with only two basic leads to follow—Julian and Danielson at the Silver Dollar Club, and Kimberly Ferabee.

JULIAN AND DANIELSON

If the PCs investigate these two, they will discover that they live together. Their apartment contains plenty of socialist literature, including documents about the International Socialist Alliance and the "glorious revolution" it intends to bring about in world leadership. If the PCs try to find out more about the ISA the trail will quickly peter away into nothingness—the whole organization is nothing but a couple of employees, a post office box, and a computer that generates literature which is used to recruit people like Julian and Danielson.

Confronting the couple will bring better results. As mentioned before, they can identify on sight the four Club members to whom they passed any information they uncovered. Of these four, one, William Morgan, is a Balcanifer of Raven who is aware of Raven's purpose and what he is doing on its behalf. The other three are his employees—Morgan is a licensed private investigator and has duped his employees into doing Raven's work. If and when the PCs catch up with the employees, all they can tell him is that they work for Morgan Investigations and gave the information to Mr. Morgan. Morgan himself will try to flee the PCs and, failing that, will commit suicide by means of a cyanide capsule concealed in a false tooth. There is nothing in his office or condominium that can lead the characters any further.

KIMBERLY FERABEE

Ferabee is flying to California to undertake a new assignment for her masters. The PCs should catch up with her at Aberdeen International Airport just before her flight is about to board. She, unlike Morgan, will try to fight before killing herself. She has a fiberglass knife and an H&K P7M13 pistol (she got the gun from a Raven cache hidden in the terminal after the point where she had to walk through the metal detector—Raven has many such emergency caches hidden in airports and other sensitive locations). The GM should do his best to play out this fight so that it is a challenge to the PCs—Ferabee will use innocent travellers as cover, take hostages, and otherwise do her best to give the PCs a hard time. If she can't escape and the PCs' attacks don't kill her, she will commit suicide with her own cyanide tooth. Her fingerprints are not on record and her real identity is untraceable.

CONCLUSION

An unsatisfying and frustrating ending? Perhaps—but one which showcases the nature of Raven perfectly, even though the PCs might not know that yet. They are left with no real leads to pursue and, more than likely, a body or two. By the end of the adventure they know that they are dealing with a devious and widespread organization, a real threat of some sort—but as yet they are ignorant of its true nature and scope and can only react to it. The GM should go on to provide further clues about Raven in future scenarios, such as ones which involve more investigation into the nature of the Silver Dollar Club.



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BIBLIOGRAPHY

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