

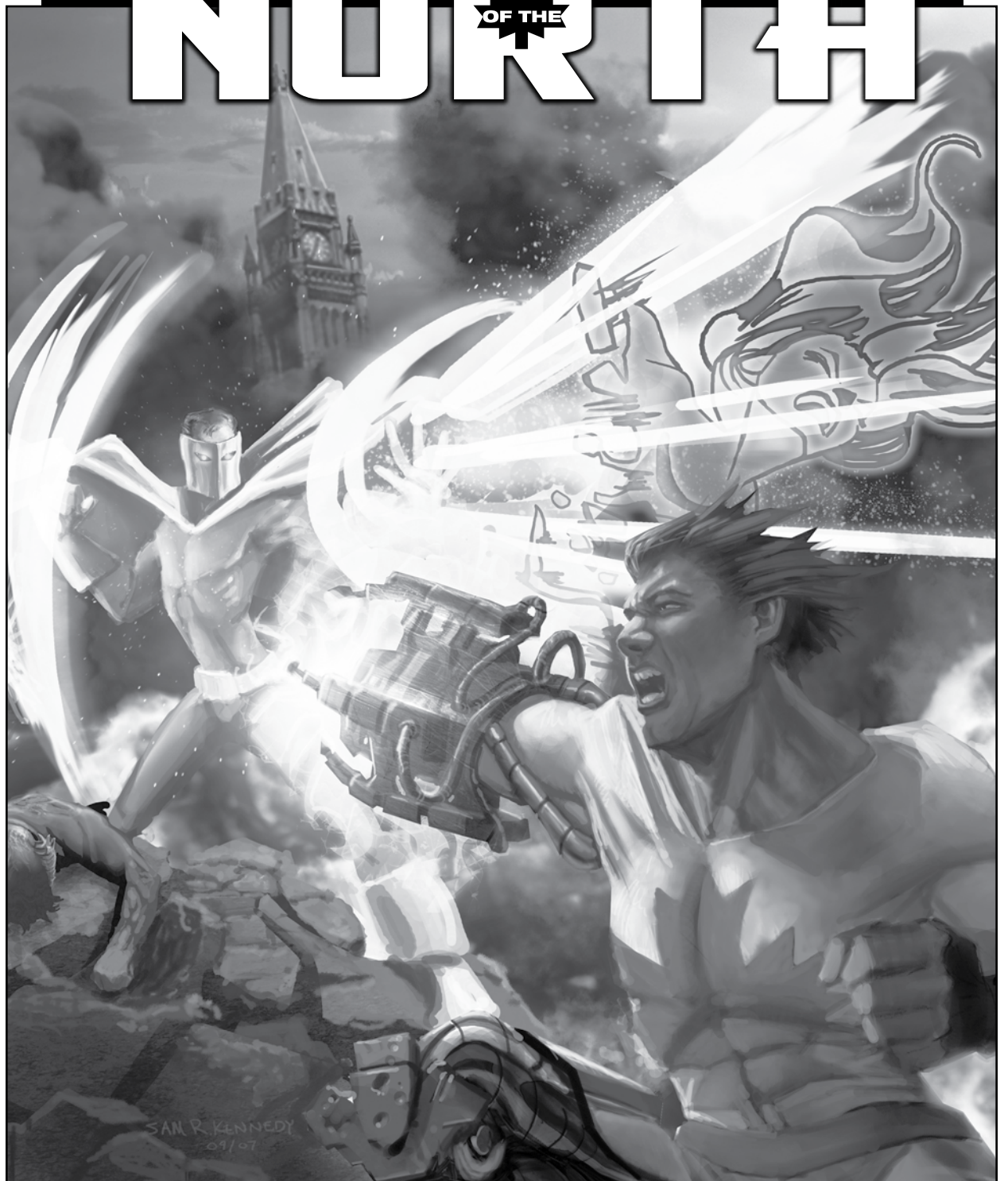
A sourcebook for
CHAMPIONS

CHAMPIONS NORTH



SCOTT BENNIE

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A Setting Book For *Champions*

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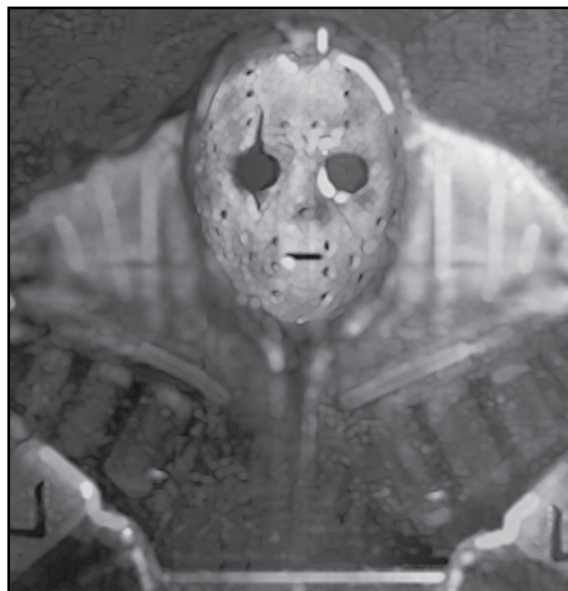
I owe a debt to Jon Mattson, whose original *Champions Of The North* set a high bar for this book, and to Phil Masters, whose *Kingdom Of Champions* set that bar even higher for both of us.

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DEDICATION

This book is dedicated to my two great uncles, Chester and James Sample, who died in the First World War, and to my remarkable uncle, Robert Francis Bennie, a man of peace and culture who served in the Second World War, and who was fortunate enough to live until 2003, to the joy of those who fortunate enough to know him.



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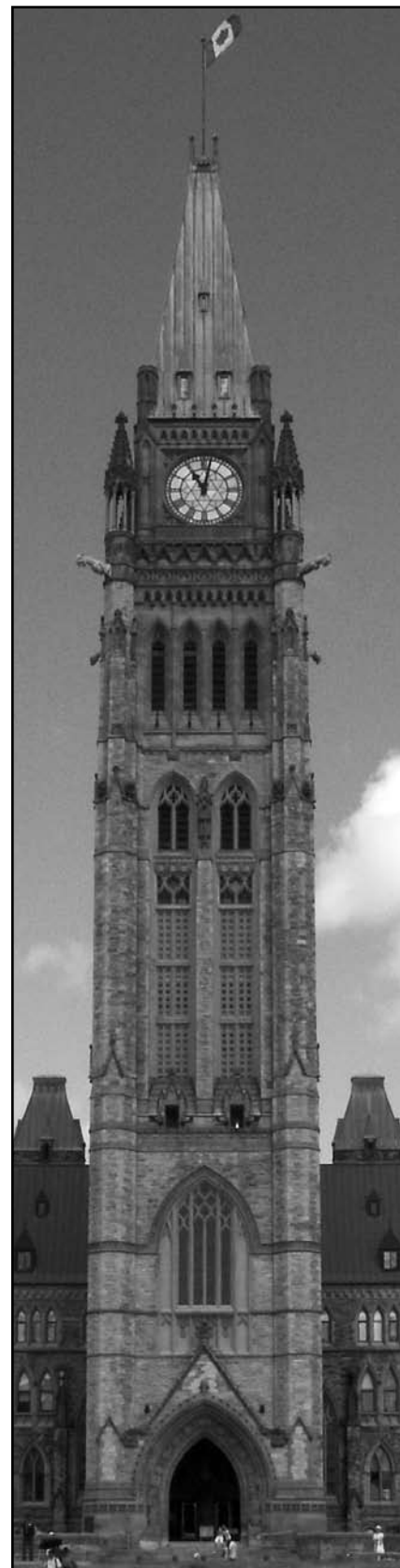
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INTRODUCTION



Canada is a nation that's caught between a genteel colonial spirit and the bravado of the frontiersman. It's a land that appreciates Peace, Order, and Good Government — and also the untamed wild spaces. It's in this setting, in which the almost neurotically civilized man lives comfortably next to a vast wilderness, that the Canadian soul resides.

It's hard to understand Canada without understanding its squabbling parents, Great Britain and France, and its older brother, the United States. Seen through the metaphor of the family, the United States is the moody older brother who constantly quarreled with his parents and packed up after one particularly noisy screaming fit, left home after slamming the door, and never looked back. In contrast, Canada is the cautious younger brother who went away to college with his parents' blessing, and kept a tidy, comfortable room in his parents' house until ridiculously late in life.

Both brothers, of course, think their approach was the better one. Both brothers developed their own idiosyncrasies and neuroses, largely from the way they separated from home and the way they built their lives. America became one of the largest nations on Earth primarily by taking its land through enterprise and conquest. Canada became one of the largest nations on Earth mostly through diplomacy and acquiescence — it got the land no one else wanted. The United States earned its fortune by being the best entrepreneur in a field of cut-throats, taking few prisoners along the way. Canada made its fortune by finding the niche nobody wanted and staying out of everyone's way except when it absolutely needed to take a stand, anguishing over its harsh choices even when successful.

Eventually, of course, the brothers of this dysfunctional family formed a strong mutual partnership, though not without conflict — or a lot of petty criticism.

It's a nice metaphor, but where do superheroes fit into it?

Proud (or boastful) Canadians will tell you that Canada was at the wellspring of superheroes. They'll tell you that Jerry Schuster, co-creator of Superman, was Canadian, and that the first sketches of the character were drawn when he was living in Canada. Knowledgeable ones may even bring up the Canadian Whites, the black and white comic books that were staples of Canada during

the Second World War. But this misses the point. Superheroes are guys and women in tight outfits having pulp adventures, but they're more than just the source material, they're the symbols behind it. Canadian superheroes need to represent Canada in its heroic archetypes and its relationships, inside Canadian borders and outside. That's what this book attempts to do — take that misunderstood (and often misrepresented, at least by those who enjoy manufacturing simplistic patriotic mythologies) idea known as “the Canadian spirit,” distill it, and stick it in spandex.

By necessity this book attempts to integrate the real world and the fantastic, and that's always an exercise fraught with clumsiness. But in many ways, pulp fictions such as comic books are our culture's ways of wrestling with historical forces and changing their faces so they're easier to confront. In some respects this trivializes history, but it also keeps it alive in a world that often forgets it, so hopefully the fault can be forgiven.

WHAT'S IN THIS BOOK

Champions Of The North is divided into four chapters. Chapter One, *Canada: A History Of Heroism*, presents a history of Canada from its earliest days up through the rise of superheroes in the Golden Age and into the early twenty-first century.

Chapter Two, *The Canada Gazetteer*, describes Canada briefly, but with enough information to give GMs and players in *Champions* games set there some verisimilitude. It covers political structure, provinces and major cities, climate and geography, art and culture, police and military, and, yes, hockey. Its final section discusses Canada's First Nations (Indian), Métis, and Inuit cultures, including their cosmologies, magicks, and monsters.

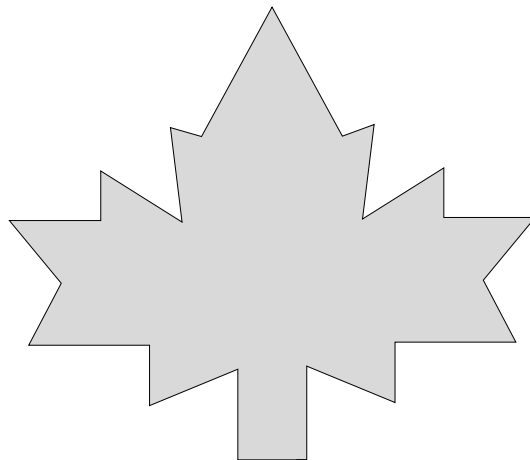
Chapter Three, *Gamemastering Canada*, reviews the GM's job as it pertains to Canada-based games. It discusses the pitfalls of running a campaign in Canada and lists lots of useful plot seeds.

Chapter Four, *Canada In The Champions Universe*, is the largest in the book. In addition to a *GM's Vault* with plot seeds and additional information about the subjects of the first three chapters, it discusses what established *Champions Universe* heroes, villains, and organizations are up to in the Great White North. Most importantly, it provides character sheets and descriptions for some of Canada's many superheroes and villains.

c h a p t e r o n e



A History Of Heroism



A HISTORY OF CANADA



CABOTIA, THE CANADIAN EMPIRE

The supervillain Brigantine comes from the parallel world of Cabotia, where Canada holds sway. The timeline of Cabotia diverged in 1497, when John Cabot received widespread credit for the discovery of the continent that the people of Champions Earth calls “America.” Because of quirks in the climate and Atlantic currents of Cabotia Earth (which allowed for a navigable Northwest Passage in summer), British colonization occurred substantially further to the north and Britain held a larger, more cohesive empire. Cabotia consolidated its hold on British North America earlier than in Champions Earth, assimilating most of the French colonists. While the rebellion of 1774-1777 was an abject failure, the Great Revolt of 1829 succeeded in forcing the British to grant Cabotia autonomy as part of the Reform Act of 1832. Cabotia spread across the entire North American continent, from the Arctic Circle to the Yucatan.

Cabotia might be described as a hybrid of American industry and English-Canadian reserve, more akin to the British Empire than to the twenty-first century American superpower of Champions Earth. While technically a constitutional monarchy and a member

Here’s how Canada has evolved over the centuries and decades. Aside from obvious fictional additions, like mythic histories and the presences of superhumans, and their effect on things, it’s historically accurate.

EARLY HISTORY

Before the coming of Europeans, North America was inhabited by two peoples, known in Canada as the First Nations. One was the Inuit, the people of the North. The other were the diverse bands and tribes commonly known as “Indians.” For millennia they lived in Canada, waging wars and performing deeds that never made it into the historical record.

For centuries scientists believed that most First Nations migrated over a land bridge from Asia in the late Ice Age. However, recent DNA evidence, which shows that the Ojibwa First Nations are virtually identical to the people who lived in southern Europe about 15,000 years ago, disputes the accuracy of the long-held belief.

Over the millennia, it’s possible that numerous cultures, from the Chinese to the Irish, made contact with North America. Some potential visitors to American shores include:

- In 500 AD, Saint Brendan the Navigator and 16 other Irish monks allegedly sailed west and discovered Tír na nÓg, the “Land of the Promise of the Saints.” While most of St. Brendan’s tales are obviously fantastic, some of the details, including descriptions of what could be icebergs and canoes, have the ring of truth.

- Near the end of the first millennium AD, another candidate for pre-Columbian contact emerged. These were the Culdee monks, originally an Irish monastic order persecuted by the pre-Christianized Vikings for their faith. Allegedly they fled from their persecutors by traveling all the way to the New World, where they built beehive-shaped stone huts on the Maine coast. Most archaeologists believe the huts were built during the colonial period.

- In 1170, Prince Madoc of Wales fled from a succession crisis and supposedly sailed into the far west, where he found a land of great fertility. Returning to Wales in 1174, he recruited over a hundred settlers. No one ever heard from them again.

- Some people believe the great Chinese navigator Zheng-He, voyaging in the 1420s and 1430s, reached America on his seventh voyage.

- In 1474, the Portuguese sailor Jono Vaz Corte-Real was given the title “discoverer of the Land of the Codfish,” almost certainly a reference to Newfoundland. Given that the Portuguese had been adventurous sailors since before the time of Henry the Navigator, there’s a chance that there were unreported contacts with the New World that pre-date Columbus and Cabot.

The only incontrovertible evidence for pre-Columbian settlement in the New World is L’Anse aux Meadows, the ruins of a Viking village on the tip of Newfoundland that dates to about 1000 AD. Including a small shipyard, this community probably housed 50-100 Viking colonists. The settlement was abandoned after several years, possibly due to conflict with the natives. Norse sagas mentioned a land of plenty known as Vineland, while Algonquin legends speak of “The Kingdom of Saguenay,” a land populated by tall blonde warriors who wore gold and furs and had vast treasures.

CABOT AND THE EARLY EXPLORERS

John Cabot’s actual name was Giovanni Caboto; he was a Venetian sailor who felt the best route to the Orient was across the north Atlantic, not the south. Attempting to raise money for an expedition to prove his theory, Cabot met rejection in Spain and Portugal, so he turned to England and attracted interest from the merchants of Bristol. Together they approached Henry VII, the notoriously miserly king of England. Henry agreed to patronize an expedition. Cabot reached the coast of Labrador on June 24, 1497.

Despite their initial success, the British didn’t follow up the expedition or begin to settle the new lands they’d discovered. Gaspar Corte Real, sailing for Portugal, reached Newfoundland in 1501, but the Portuguese made no move to capitalize on his discovery. The French became the most significant early Canadian explorers and settlers. In 1545 Jacques Cartier sailed further west than any European had gone before, and made a detailed exploration of the upper St. Lawrence River. When he asked one of the villages what the name of the land was called, he was told that it was (in the Iroquois language) “Kanata.” This word simply meant “the settlement,” but it was misinterpreted and eventually came to refer to the entirety of the British North America after the American Revolution.



COLONIZATION

There was a period of fifty years between the initial wave of exploration and the arrival of commerce. In the 1580s the French set up missions and trading companies, organizations that would soon require support from large bases. While the British settled further south, in 1610 the Frenchman Samuel de Champlain founded Port-Royal in Acadia (modern Nova Scotia) and Quebec City. France had gained a foothold in the region.

Champlain sought good relations with local First Nations, sending fur traders and outdoorsmen known as *coureur de bois* ("runners of the woods") into the wilderness to learn the First Nations' ways and their languages. When later faced with an overabundance of furs, the French tried to regulate the trade by limiting the number of *coureur de bois* through permits. Those who received permits were known as *voyageurs* ("travelers"), many of who went on to map the interior of North America. Those who took the perilous job of wintering in distant outposts were called *hivernants* ("winterers").

Unfortunately, Champlain's policy also sowed the seeds of conflict, since he agreed to ally his forces with the Hurons and the Algonquins against their enemies, the hated Iroquois. This decision would precipitate a state of war between the Iroquois and the French that would push the Iroquois into the English camp.

By 1625, England had expanded its merchant network from New England into the territories of New France, and relations soon soured between them. In 1628, the British wrested control of New France from Champlain, but a 1632 peace treaty restored the old order. Despite some precarious years (including a series of Iroquois invasions that wiped out the Hurons), the colony survived, and gained increasing importance in France.

After Champlain's death, the Catholic Church began to consolidate control over New France. Jesuit missionaries came from France to spread the faith to the native population. Among the most notable was Jean de Brébeuf, a man of extraordinary physical stature who deeply impressed the natives. Captured by the Iroquois in 1649, Brébeuf was tortured and burned to death, but allegedly refused to scream. Brébeuf's body was recovered a few days later and his bones were immediately used as relics. Canonized in 1930, he's now officially the patron saint of Canada.

In 1670, the British began to encroach again, this time on the northern side as the English founded the Hudson's Bay Company. In the 1690s and 1700s, war between France and England spilled out into the colonies, with the British capturing large portions of New France, then being forced to return it in the subsequent treaty. By 1720, some of the wiser French policies toward New France began to yield benefits. The population of the colonies boomed and life as a *habitant* ("rural farmer") was arguably far better than being a serf in the mother country. To fortify their territory, the French built Louisberg, the largest fortress in the New World, on what is now Prince Edward Island.

Continued from last page

of that world's British Commonwealth, Cabotia is in fact the world's only superpower, holding sway over every corner of the globe, a symbol of justice (although ruling more by tradition than constitutional law), enlightenment, and (unfortunately) exploitation.

What the people of Cabotia would think of Laurentia, the alternate North America where France was the victor, is a matter for conjecture.

WARS WITH THE ENGLISH

Nonetheless, though life in New France was becoming pleasant and prosperous, New England and the American colonies were becoming even more prosperous. The Americans resented these foreigners on their doorstep. To them, the size and strength of Louisberg encourage not caution but concern. In 1744, King George's War brought the two sides into open conflict. This was followed in 1753 by the Seven Years' War, in which the British, Americans, and their Iroquois allies took control of New France. The French ignored reports of building American strength, leaving the colony mostly to its own devices. The British made no such error. They captured Louisberg and then, in one of the most infamous acts in Canadian history, force 6,000 Acadians from their homes, expelling them to colonies around the British Empire. Many of the people of New Orleans trace their ancestry to this expulsion.

Aided by the fall of Louisberg, Britain besieged New France. In 1759, the British general James Wolfe defeated the French general Montcalm at the Battle of the Plains of Abraham near Quebec City, though both generals died in the battle. Wolfe's name became honored in song (until the mid-twentieth century, when it became politically incorrect to be too fond of British roots) and England took control of Canada.

The Seven Years' War had been expensive, and the British treasury began to feel the burden of so many years of conflict. To refurbish the crown's finances, Great Britain began impose a series of taxes on the New England colonies. Although scholars have pointed out that colonial taxes were still the lowest in the British Empire, America had long enjoyed relative autonomy from the crown and resented any attempt by Britain to interfere with American affairs. Britain sought better relations with the North American native peoples who stood in the path of the Americans' colonial expansion. Influenced by the French philosophical flowering of the Enlightenment, America was a center of robust, sometimes radical, ideas deeply at odds with British conservatism. America had grown up from colonial infancy to become a smart though moody teenager, but Britain still treated it like a babe in diapers.

In the former New France, however, one person did notice the burgeoning American state: James Murray, governor-general of New Canada. Fearing that American unrest would spread to Quebec, he urged measures to make the Quebecois feel more comfortable in the Empire. The result was the Quebec Act, which was supported by Murray and his successor, Guy Carleton. This act gave the citizens of New France the right to practice French civil law instead of English common law, permitted public officers to remain Roman Catholic, and replaced an oath of loyalty to Elizabeth I and her successors with one to George III (that made no mention of Protestantism). Finally, to sweeten the pot, much of the Ohio Valley and Illinois was formally annexed into the

lands controlled by New France, ensuring they'd have good land into which to expand (and which also afforded a measure of protection to Britain's Iroquois allies).

The American colonists hated the Act, which brought Roman Catholicism far too close to for many people's liking and interfered with the plans of expansionists. It was named among the Intolerable Acts that spurred the American Revolution. But arguably it saved Canada from revolt and kept Quebec within the fold of the British Empire (though some have argued that it would have been better for the British if they had made a more forceful attempt to assimilate its French population).

THOSE DAMN REBELS

The American colonies finally went into open revolt in 1774. Many colonists, possibly as many as one-third, had no quarrel with the British, and wanted to remain with the mother country. But the commercial interests and intellectual force of the colonies, represented in the colonial press, drove America toward revolution.

When the Revolution began in 1775, the Americans immediately sent expeditionary forces into Canada. They captured Montreal, but Quebec proved a more difficult target. A force led by Benedict Arnold was defeated in December 1775, and an attempted siege withdrew when 8,000 British reinforcements arrived in the spring of 1776. The Americans didn't pose a serious threat to Canada for the remainder of the war.

In failing to conquer Canada, the Americans had lost a major strategic campaign. Worse, in attacking Canada, they'd lost a different fight — the invasion provided propaganda support for the British cause at home and reduced sympathy for the Revolution within Britain. Nor had the Canadians embraced the Revolutionary cause as many Americans had predicted. Later, after France itself joined the American cause, some Canadians volunteered to serve with the French army and won distinction for themselves on the American side. But as a nation Canada had made a fundamentally different choice than its neighbor to the south.

The aftermath of the Revolution saw the Tories, those who'd supported Britain on the American side, often treated with contempt and even violence. Thousands fled to Canada, often settling in Nova Scotia or what would become Ontario. These lands became the cradle of English Canada. The American-Canadian border would permanently mark the schism within British North America, a contrast between Canadian conservatism and American radicalism that remains to the present day. Canada itself became divided into two parts, the predominantly French Upper Canada (on the upper reaches of the St. Lawrence) and Lower Canada in the future Ontario.

EXPLORATION ADVANCES

The post-Revolutionary War period also marked another development — a new wave of exploration and exploitation. On the West Coast, Britain competed with the Russians and the Spanish to explore the rugged wilderness north of the Columbia River. The voyages of Captain James Cook and George Vancouver did much to extend British presence in the area.

Also after the War, a new company was formed to compete with the venerable Hudson's Bay Company — the Montreal based Northwest Company. Relying heavily on *voyageurs* from Quebec, the Northwesters mapped out much of the unexplored continent. One of these voyageurs, a talented Scots explorer named Alexander Mackenzie, became the first man to cross the continent on land in 1792.

THE WAR OF 1812

Tension remained high between Britain and the United States for many years after the Revolution. While English merchants swallowed their national pride and traded freely with their New England counterparts, politicians were less gracious. England had bigger concerns than the loss of her colonies — such as Napoleon Bonaparte.

America was in a mood to flex its national muscle. British naval actions, including the seizure and press-ganging of American sailors on British ships, justifiably angered them. Even more serious were a series of blockades and trade embargoes placed between Britain, France, and America in the decade prior to the war. International

trade had been suffocated, and the Yankees didn't like it one bit.

Most important of all, the Revolution had not settled the disputes between America and Britain. Many Americans, having rejected Britain, now felt that everyone in North America should share their opinion. Thomas Jefferson spoke triumphantly of the “final expulsion of England from the American continent.” Many Americans, particularly in Virginia and the south, agreed enthusiastically. Canadians, for their part, maintained ugly memories of the treatment of Loyalists during and after the Revolution. They didn't welcome war, but would certainly not object to a chance to settle old scores.

After a series of British diplomatic blunders (and a promise by Napoleon to restore trade when the blockades were beaten), the US Congress voted to go to war in 1812. The American commanders immediately ordered their troops to launch an invasion of Canada. However, the Americans were not ready for such a war. The romance of the militia volunteer played a vital role in their national mythology; Americans hated the idea of a standing army and relied heavily on local brigades. The Canadian forces were better prepared; they consisted of a mix of militias, British regulars, and First Nations warriors. The latter were the most feared, especially the Pawnee Confederacy that was led by the legendary chief Tecumseh.

At the time “Injuns” had become a special bogeyman to Americans. They were inhuman savages who burned, ate, or scalped any American unfortunate enough to fall into their hands. Most militiamen were not hardy backwoodsmen like

many who had fought in the Seven Years' War, but their sons who lived in towns and led comfortable lives. In contrast, Tecumseh, chief of the Pawnee, was proud, capable, and utterly fearless — the epitome of the Indian nation.

Backing First Nations forces was General Isaac Brock, a brilliant British commander who soon developed an excellent working relationship with the natives. Brock's troops were largely militia; sons of loyalists and French-Canadians from Upper Canada. The Americans believed Upper Canada would revolt of its own accord; Jefferson wrote that the conquest of Canada was only a matter of marching north. It was not an entirely unreasonable expectation. In the decade prior to 1812, many Americans had emigrated from the States and settled in Canada, and the Americans expected them to remain loyal and serve as fifth columnists. Again the Quebeckers had other ideas. The French-Canadians resented anti-Catholic attitudes that were prevalent in the colonies and felt that they were more likely to be persecuted by the Americans than by the British.

Making matters even worse for the Americans were the New England states, which had gradually cultivated cordial ties to Canada and Britain, and who were allowed to secretly trade with British ports. When war was declared, north-eastern banks refused to lend money to the cash-starved government. New England refused to let any of its militias participate in the war, and in 1814 even threatened to secede.

Three American armies gathered for the invasion. When the first American army crossed the border into Canada, it met unexpected resistance — Brock, having learned of the declaration of war before the local Americans, launched an unexpected attack on American positions in Michigan. General Hull, commander of the American army, immediately retreated to Fort Detroit. Brock, with Tecumseh's men at his side, paraded his forces just outside the range of Detroit's guns. He had the Pawnee circle around a forest so the line of marching troops appeared larger than its actual complement. To aid the deception, Brock allowed Hull to intercept a planted message which exaggerated the size of the native force. Terrified at the prospect of an "Indian massacre," Hull surrendered Detroit without firing a shot.

Brock's next enemy — an army invading the Niagara — was more formidable. At the Battle of Queenston Heights, Brock used expertly placed artillery fire to overcome a five-to-one numerical disadvantage and defeat the highly uncoordinated American troops. With two of their three invading forces defeated, the humiliated Americans temporarily withdrew from Canada. Unfortunately, Brock, a tall, imposing man resplendent in a bright jacket and Indian scarf (a gift from Tecumseh) was easily spotted on the battlefield. A sharpshooter killed him in the middle of the battle. Brock's successors proved to be less daring and less willing to work with the First Nations. Any advantage the Canadians obtained from their victories in Niagara was lost.

The other battlefield was the Great Lakes, where American privateers fought British proxies. Despite the effort of people like Joseph Barrs, who captured 33 American vessels, US seaman-ship won the day, threatening British supply lines. Buoyed by their naval victories, the Americans crossed into Lower Canada in 1813, attacking the British capital of York (now Toronto) and burning it to the ground. However, they were unable to capture the main British stronghold at Kingston. Aided by a warning from Laura Secord, the wife of a British officer whose home the Americans had confiscated, the British regrouped and defeated the Americans at the Battle of Beaver Dams. The American offensive was stalled for the rest of the year. In 1814, fielding a vastly improved force trained by Winfield Scott, the American regulars renewed the attack and beat the British at Chippewa. Again, things looked bleak for Canada — but the situation was about to change dramatically.

In 1814, Napoleon's first defeat and exile to Elba brought British reinforcements from Europe. Led by George Prevost, a large number of troops invaded New York. The Americans were forced to go on the defensive, and the threat to Canada was ended. The British fielded some of Wellington's finest troops — but Prevost was no Wellington, and his bungling at Plattsburgh gave the Americans an unexpected victory. More successful, however, was a British raid into Washington. In retaliation for the burning of York and the razing of homesteads in the Niagara, the British landed in Chesapeake Bay and headed for the capital. The Secretary of War insisted they were going to attack Baltimore even as the British were entering the capital. Caught with his britches down, President Madison retreated to Virginia while the British razed the White House and the surrounding buildings. Canada's honor had been avenged.

However, this was the last major British triumph of the war. A subsequent attack on Fort McHenry succeeded only in inspiring the lyrics to the American national anthem. The last engagement was the Battle of New Orleans, fought after the armistice was signed; it was a decisive American victory.

With the Napoleonic War over, there was no need for the blockades that had precipitated the War of 1812, and Britain and America negotiated a peace treaty. In the end, both sides claimed victory. The Americans pointed at the victories at Plattsburgh — where they'd beaten many of the same men who had whipped Napoleon — and New Orleans and celebrated a new generation of war heroes: men like Winfield Scott, Andrew Jackson, and William Henry Harrison. With equal pride, the Canadians pointed to the victories on the Niagara, to the repulsion of the haughty Americans, and to the heroism of Brock, who (having died before he could experience the disgrace of losing a battle) remains a towering figure in the mythology of Canadian nationalism.

The treaty restored the previous borders between the two nations, so geographically the war was a draw. Two great what-ifs hang over the war.

Canadians wonder what would have happened if Brock hadn't died and had a chance to command British regulars alongside his favored First Nation forces. Americans, on the other hand ponder what would have happened had they fielded regular troops at the start of the war.

The true losers of the war were the First Nations. Abandoned by the British, the great Tecumseh died in battle in 1813. With his death, the Pawnee Confederacy lost its fighting spirit and surrendered. Brock had hoped to secure Michigan as a home for Tecumseh's confederacy. The British negotiators of the Treaty of Ghent discarded his promises without a second thought. Tecumseh almost assuredly saved Canada from destruction, but Canada did nothing to return the favor and his people were swept away in the tragic tide of history.

BORDER DISPUTES

Canada and the United States still had one major issue to resolve: the border. After much negotiation, a tentative boundary was set along the 49th parallel between the Lake of the Woods and the Rocky Mountains.

No special effort was made by either side to get the opinions of the native peoples who lived along the border. Later, however, some First Nations would refer to it as "the Medicine Line" — the inability of American troops to cross it was as good as medicine to natives who fled across it.

As the US and Britain began to occupy the west, the border of the lands between the Pacific and the Rocky Mountains became a much larger issue. America believed it had a "manifest destiny," a divine mandate to occupy the west, and that any British presence in the region was intolerable. The slogan among many Americans was "54-40 or Fight" (54 degrees by 40 minutes latitude marked the southern boundary of the Russian claim). Eventually the Oregon dispute was settled by foreign arbitration, with the border continuing to follow the 49th parallel all the way to the Pacific and the British obtaining Vancouver Island.

Americans cursed the settlement and northerners noted that President Polk, a slave-holding Southerner, had taken a hard line with the dispute on the borders of Texas but not in Oregon. The British, who felt they'd done more to settle and exploit the region through the efforts of the Hudson's Bay and Northwest Companies, were similarly unhappy. Such is the way of diplomacy.

THE PIG WAR

There was ambiguity in the treaty over the possession of the San Juan Islands, an issue that came to a head in 1859 in the last armed border dispute between Canada and the United States, the Pig War. Both Americans and Canadians settled on San Juan Island in the Strait of Juan de Fuca. One day, an American farmer spotted a large black pig in his garden eating his potatoes. Grabbing a rifle, he promptly shot it dead. The pig turned out to be the property of a Canadian resident who worked for the Hudson's Bay Company.

"Keep your pig out of my taters!" the farmer snapped.

"Keep your taters out of my pigs!" the Canadian replied.

Unable to settle their differences, each side contacted their home governments, who sent troops and gunboats to San Juan Island to enforce their claim. Soon hundreds of American soldiers faced five British gunboats holding over 2,000 men. When the provincial governor asked the British rear admiral to land his troops on the island, the naval commander wondered aloud: "Do you really want two great nations to go to war over a pig?"

The legendary Winfield Scott was dispatched to meet with the British governor and settle the dispute. San Juan Island was ceded to the United States; the pig was the only casualty of the war. It was the last shot fired in a border dispute between Canada and the United States. To this day the Canada-US border remains the longest international border in the world. Defended only by law enforcement personnel, it's a symbol of peace and a source of pride for both nations.

ALASKA AND THE NORTHERN SEAS

The last major boundary dispute between Canada and the United States was settled in 1898. The Yukon Gold Rush had made the border between Alaska and Canada a significant issue. Canadians wanted all but the most coastal areas, Americans wanted a large swath of land jutting inland. A British arbiter sided mostly with the American claim, giving the Americans control of the Alaskan panhandle. The Canadians were outraged at what they viewed as a British betrayal, making the decision an early spur for Canadian nationalism.

One outstanding area of contention exists between the United States and Canada on the issue of boundaries. Canada claims the waters between its northern coasts and the North Pole, while America rejects the claim and frequently sends icebreakers into that region. The northern issue is likely to become more contentious if global warming (or a supervillain's weather-control satellite!) makes the polar waters more navigable — and thus more valuable.

STRUGGLES AGAINST THE CROWN

After the War of 1812, waves of immigration from Europe began to swell the population of Lower and Upper Canada. But there was a serpent in the nest. Two powerful oligarchies controlled the Canadas. In Lower Canada, a group of merchants known as the Château Clique held sway. In Upper Canada, Bishop Strachan ruled a similar group called the Family Compact. Each controlled its territories with an iron fist, using the power of the law — and occasionally violence — to stifle opposition. Their control of Crown land gave them and their cronies an enormous power base.

In 1837, violent opposition arose in both Canadas. The leader in Upper Canada was William Lyon Mackenzie, “The Firebrand,” a newspaper publisher and former mayor of Toronto who hated the Family Compact and constantly railed against it (despite thugs who occasionally threw his printing press into Lake Ontario). An economic downturn and a rise in farm foreclosures increased local discontent and fed the desire for change. In 1837, Mackenzie openly declared his support for republicanism and launched a rebellion. But Mackenzie was no military commander and hesitated long enough for the government to gather its forces. Two short engagements ended in quick defeats, and Mackenzie fled to the United States to set up a “government in exile.”

While the rebellion in Upper Canada had comedic overtones, the Lower Canada rebellion was far more serious. Opposition to the policies of the Château Clique came in the form of Louis-Joseph Papineau, head of the radical *Patriote* party, which call for legal reform and an elected government. Inspired by the American Revolution and largely opposed to the Catholic Church, it presented a long series of demands to the Crown. When the Crown refused to listen, the Patriotes became increasingly radicalized. In 1837 they finally rebelled. A small band overcame the British at Saint-Denys and captured several towns. But the British counterattack soon overwhelmed the rebels, and like his northern counterpart Papineau fled to the States. The Patriotes renewed their struggle in 1838, but were again driven back. Inspired by the rebellion of Texas, an American secret society called the Hunter Patriots launched an attack on Windsor and several operations on the New York border that were intended to support revolution. These too were ineffectual.

The British, puzzled by the rebellions, sent Lord Durham to Canada to investigate their causes. Durham was a haughty man who loathed the French and did little to hide his disdain. He urged Britain to unite the two Canadas and assimilate the French. He did, however, advocate responsible government (government

by elected officials and not Crown-appointed cliques like the Family Compact). In 1841, the Act of Union merged the two Canadas into the province of Canada, which was divided into Canada East (the future Quebec) and Canada West (the future Ontario).

Despite the replacement of key members of the Family Compact and the gradual movement toward democracy, unrest continued throughout the 1840s. In 1847, the more tolerant Lord Elgin was appointed Governor-General of the Canadas and pledged his support for the principle of responsible government. Next year that promise was put to the test when the reform government of Robert Baldwin brought in a bill to compensate those in Canada East who’d lost property in the Rebellion of 1837 and had not been convicted of sedition. Believing some monies would be awarded to people who’d rebelled but had never been caught, the opposition Conservative Party declared it “a gift to traitors” and asked Elgin to throw out the bill. Though Elgin personally disapproved of the measure, he refused to interfere with the bill’s passage.

English-speaking Quebeckers rioted, burning down the legislature. The Canadian government was forced to move from Montreal to York. The repeal of British corn laws, which provided good protection for Canadians wishing to sell produce to Europe, also outraged farmers and increased anti-British sentiment. Republican movements began to spring up within Canada.

Elgin also intended to move Canada’s capital to the city of Bywater (now Ottawa) and announced he would publicly inspect the city. So great was the enmity among the English minority in Canada East that even this innocuous act sparked violence. During the Stony Monday riot, a confrontation on a bridge over the Rideau canal between pro- and anti-Elgin sides, 30 people were injured and one man was shot to death.

In 1853, Elgin signed a treaty of trade reciprocity with the United States, the first formal economic agreement with America. Opening the markets largely satisfied the farmers, as did increased interprovincial trade and the establishment of a railway system in Ontario. Influxes of immigrants sparked population surges. This had, however, an unexpected side effect: the Act of Union gave Canada East and Canada West an equal number of seats in the legislature. In 1840, the former Canada East had a larger population and wanted representation by population. Canada West disagreed. By 1860, Canada West had the larger population — and now wanted representation by population. For some, this was a vexing problem. For John A. Macdonald, new leader of the governing Conservative-Liberal Party, it was an opportunity to unite all of British North America, from Atlantic to Pacific, into one great northern nation.

A NATION EMERGES

The Fenian Brotherhood was a Irish separatist organization formed by Irish-American immigrants. Seeking independence for their homeland, they figured they could get it in trade by conquering Canada. The United States did not officially support them, though members of the US Congress spoke openly about them, claiming sympathy for their “noble cause.” The Brotherhood purchased large caches of weapons and recruited many battle-hardened Civil War veterans. In June 1866, a band of 800 Fenians launched an invasion of the Niagara, briefly capturing Fort Erie. Coordinated assaults also attacked targets in the St. Lawrence Valley. The United States, suddenly realizing that the Fenians were going further than they had expected — and risking all-out war with Britain — cut off their supplies and told them to stop using US soil as a base for their attacks.

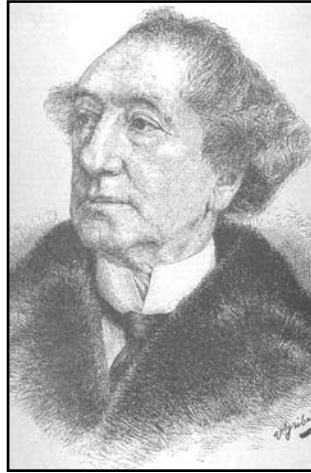
The attacks threw British North America into a panic. Many believed that the attacks were a precursor to the next American war. Imperial Britain was at its zenith, but its forces were spread around the globe, and it preferred to let its provinces fend for themselves. The United States had displayed terrible military might and bloody resolve in the Civil War and was an aggressive, ever-expanding power. The vast unsettled areas of British North America had to be a tempting target. People openly talked about the need for British North America to unite to survive.

In 1866, the United States, in reaction to Britain’s conduct in the Civil War (and an unfavorable Canadian tariff), ended the treaty of reciprocity. This was seen as another threatening sign. However, some Canadian nationalists argued that they had another market — increasing interprovincial ties within British North America could ease some of the economic pain caused by the loss of trade.

JOHN MACDONALD

Economic, security, and political reasons all pushed the colonies of British North America together. Just as importantly, it was pushed by the vision of a man — Canada’s founder, Sir John A. Macdonald.

Macdonald, though born a Scotsman, had emigrated from Glasgow to Kingston when he was 5. He set up a law practice and achieved a good reputation as a public defender; ironically his first major case was defending Hunter Patriots captured at the Battle of the Windmill in 1838. After a successful law career, Macdonald entered politics, joining the Conservative Party. The Conservatives had moderated their views after the



Montreal riots and attracted moderate reformers to form the coalition Liberal-Conservative Party in 1853. An able politician with a bad temper, a notorious drinking problem, and a tragic home life, Macdonald saw himself not as a Canadian but as a British subject who was protecting British interests. But he helped build a country.

To organize the new nation, two conferences were held, the first in Charlottetown and the second in Quebec, to discuss the make-up of this proposed union. There were deep concerns that the less populous Maritime provinces would get a raw deal — because of this, Prince Edward Island delayed entry until 1873, while Newfoundland would not join until 1949. However, others agreed to unite. Macdonald wanted to call the new country “The Kingdom of Canada,” but many feared that the Americans would find the name too provocative, so it was changed to “The Dominion of Canada.”

The Dominion had four founding provinces: Ontario, Nova Scotia, New Brunswick, and Quebec. Canada controlled its domestic affairs, though foreign policy still originated in London and the British Privy Council was its highest court of appeal, Canadians were officially British citizens, and only Britain could amend the Canadian constitution. Nonetheless on July 1, 1867 the Canadian nation was born.

FENIAN AGGRESSION

Canada’s early years were tumultuous, as the coalitions that formed the country quickly broke down and the usual politics ensued while the Fenian threat intensified. In 1868 a convention of thousands of Fenians publicly paraded in Philadelphia, vowing to launch a new attack on Canada. Undoubtedly the Canadians noticed this, but the most unexpected blow occurred on April 7, 1868 when a Fenian sympathizer murdered Canadian politician Thomas D’arcy McGee. A newspaperman who was once an

Irish republican himself, McGee came to oppose the idea of a separate Irish state. It was the last assassination of a political figure in Canadian history (though not for lack of a few supervillains trying late in the twentieth century).

After 1868, however, dissent began to form within the ranks of the American Fenians. Tired of their infighting, the Irish parent organization abandoned support for its American cousin. The Fenian movement never achieved such strength again, though it continued to re-emerge from time to time, at one point even launching a submarine to sink Canadian shipping (perhaps inspiring the notorious supervillain Black Captain many years later).

LOUIS RIEL

The Hudson Bay Company and the Northwest Company, bitter rivals for many years, had merged in 1821 to form the most powerful trading company in North America. The new Hudson's Bay Company owned most of the land north of the 49th parallel and guarded its monopoly with an iron hand. When another organization, the Red River Company, was founded to compete with them in what later became Manitoba, the Hudson's Bay Company prosecuted them to the full extent of the law. In 1849 one Red River trapper, a Métis (a descendent of First Nations and French traders), was arrested for breaking the monopoly in the Red River settlement. As soon as his trial began, the courthouse found itself surrounded by a band of armed Métis who protested the proceedings. Their message was clear: acquit or suffer the consequences. Intimidated by the show of force, the court hastily dismissed the case, a decision that effectively broke the Hudson Bay's monopoly in the region.

The head of the Métis protesters was a local leader named Louis Riel. He had eleven children, the eldest of whom was also named Louis. The younger Louis was raised with a Catholic education and a fierce pride in his Métis and French heritages. After a failed career as a law clerk in Quebec, young Riel returned to Red River and found trouble brewing. Canada had purchased Rupertsland, the vast territory owned by the Hudson's Bay Company, and was determined to settle it. The first thing it did was dispatch a survey team to map out the land with an eye to future settlements.

The Métis and the First Nations people were alarmed. There'd already been an influx of settlers from Ontario who didn't mix well with the aboriginals. Now it looked like the floodgates would open, overwhelming the natives. Riel assumed leadership of the Métis, intercepted the survey, and declared it would be turned away unless the government negotiated first with the Métis.

Unfortunately the Canadians didn't appreciate Riel's brand of frontier diplomacy. When they refused to negotiate, the Métis seized Fort Gerry and prepared for a fight. When the English-speaking minority of Red River organized a pro-Canadian party and tried to raise their own armed force, the Métis seized and imprisoned them. Declaring themselves the provisional government of Red River, the Métis put the rebels on trial for insubordination. One prisoner, a particularly insulting man named Thomas Scott, dared Riel to execute him. Riel had been merciful to the others, but chose to oblige the insolent Scott.

Following the execution, a tense truce reigned over Red River. Riel used it as an opportunity to send a delegation to Ottawa and negotiate a settlement with the federal government. This time, Ottawa accepted. Many of the Métis demands were incorporated into the Manitoba Act that admitted the Red River settlement into Confederation as the province of Manitoba. The Canadian government, concerned about American incursions in the territory, immediately sent troops to reinforce the settlement. The one provision that the Canadians had refused was a general amnesty for the rebels. Riel, believing the army would lynch him at the earliest opportunity, fled to the United States.

There were two powerful reactions in Canada to Riel's action. In English Canada, a movement arose ("Canada First!") to vilify Riel for Scott's murder. As a result of their efforts, any pardon for Riel became politically infeasible in Ontario. French Canada saw Riel as one of its own. Riel's arguments produced widespread sympathy in Quebec for the Métis. As with the Compensation Bill of 1841, Canada was once again deeply divided along ethnic lines. Ultimately, the wound produced by this fracture would prove almost more than the country could bear.

RIVER OF STEEL

With the Hudson's Bay territories under Canadian control and Manitoba a province, Sir John A. Macdonald's vision of a united Canada had grown markedly closer to fruition. Now his attention turned west to the territory of British Columbia, the bustling frontier province on the Pacific. British Columbia was governed by an eccentric idealist who had his name legally changed to Amour De Cosmos ("Lover of the Universe"). De Cosmos agreed to lead British Columbia into Canada, but worried that American immigrants (many of whom flooded into the province during the Barkerville Gold Rush of 1858) would overwhelm the British population and place BC under American control. De Cosmos wanted the federal government to build a railroad to unite British Columbia with the rest of Canada. Macdonald agreed.

It was an audacious move. Much of the railroad would need to be built in uncharted territory and no one knew if there was a pass through the Canadian Rockies. The transcontinental railroad would be the among the most difficult — and most expensive — feats of engineering ever attempted.

The railroad was a source of contention in Canadian politics for the next 15 years. Because of the railroad, Macdonald and his Conservatives were implicated in a financing scandal that drove them from power in 1873. Macdonald's successor, Alexander Mackenzie, was more dedicated to establishing the machinery of government than the railroad. Though Mackenzie was personally sympathetic to the railway project, it faced strong opposition within his Liberal party, and little was done during his tenure. The same economic downturn that struck the United States in the 1870s also affected Canada, and Mackenzie's popularity waned. In 1878, no longer tainted by the corruption scandal, Sir John A. Macdonald returned to power on a strongly protectionist platform.

Macdonald's highest priority was the completion of the railroad. In 1880, a consortium of businessmen won the contract to build the line, which would be known as the Canadian Pacific Railway (or CPR). Ironically, the consortium included Donald Smith, Lord Strathcona, a political opponent of Sir John A.'s whom he had once challenged to a fistfight in the House of Commons. Now Macdonald was relying on his former adversary to complete his dream and keep his promise to British Columbia.

When the initial work on the railroad proved too slow, the CPR hired American railroad executive William Van Horne to oversee construction. Van Horne was efficient but the cost was brutal — it's said one worker, most of them Chinese immigrants, died for every mile of track laid. (Decades later, the spirits of these men, awakened by the supervillain Tilingkoot, would attack Canada on numerous occasions.)

The original agreement with British Columbia was to build the CPR all the way to the port of Esquimalt on Vancouver Island. This was ridiculously unfeasible — even today, no one's dared to build a bridge or a tunnel to connect Vancouver Island with the mainland — so it was decided that Gastown, at the head of the Fraser River, would be the western terminus instead. Gastown soon grew into the city of Vancouver. De Cosmos felt betrayed and turned against the railroad for the rest of his public life before insanity finally overwhelmed his keen but eccentric intellect. He died, legally insane, in 1895.

RIEL RETURNS

Another person also on the brink of insanity was Louis Riel. Always a devout Catholic, by the mid-1870s Riel began to see himself as a messiah for the Métis people. He was committed twice, under assumed names, to Quebec insane asylums. When not confined he lived in hiding despite repeated attempts by his allies to win him a pardon and (embarrassing to the government) his continual re-election to Parliament.

After the Red River crisis settled down, many of the Métis migrated westward to the Saskatchewan Valley. English-speaking immigrants from Ontario also settled there, so the Métis experienced similar difficulties to those they had known in Red River, with the additional complication of native unrest due to the extermination of the buffalo herds. A delegation of Saskatchewan Métis led by Gabriel Dumont came to Louis and asked him to become their champion. Riel enthusiastically agreed.

Riel traveled to the Saskatchewan territory where he initially preached a moderate course of action. Most were impressed by his considerable speaking skills, but this did not include the lieutenant governor of the territory, who waged a campaign to turn the English-speaking members of the community against him. Riel became increasingly unhinged and messianic in response. When the federal government told Riel it would form a committee to study the issues, Riel became convinced that it was stalling and withdrew his forces to the Métis village of Batoche, where he once again declared a provisional government. He hoped to repeat the same tactic that had won him a compromise in Red River.

However Riel didn't count on a new development. Governments are more lightly to negotiate with someone when they're out of reach — and the partially constructed CPR gave the government a far longer reach than it had in 1870. Despite its greater distance, the first troops arrived in Saskatchewan in under two weeks (as opposed to the three months it had taken for them to reach Red River in 1870).

Dumont and his First Nations allies saw the arrival of the troops and realized that they wouldn't defeat them in open battle. Dumont quickly organized a guerilla campaign, but Riel insisted that all Métis forces be withdrawn to Batoche, his holy city. Gathered together in one vulnerable spot, the Métis were easy pickings for the British and Canadian regulars. After several days of skirmishes, Riel surrendered and was placed on trial in Regina.

All twelve members of his jury were English-speaking white Protestants. Riel refused to plead insanity, instead he defended himself quite ably. In the end, the jurors decided he was guilty of the crime, but (perhaps surprisingly) recommended mercy. However, having been plagued by Riel-led uprisings twice in his life, Macdonald had no mercy left in him. His hand-picked judge dismissed the jury's recommendation and Riel was executed. Ontario rejoiced, Quebec, on the other hand, was very, very angry. Sir Wilfred Laurier, the future Liberal Prime Minister who otherwise respected Macdonald, openly accused him of murder in the House of Commons. He was not the only Quebecker who made that allegation.

As a result of Riel's death, for close to seventy years, Macdonald's Conservative Party was shut out of Quebec and rarely came to power thereafter. Meanwhile the Liberals enjoyed a hegemony that lasted through most of the next century.

While Macdonald had removed one enemy, ironically another of old foes received a great honor. With the discovery of Rogers' Pass in 1881, a route could now be carved through to the Pacific that allowed the CPR to compete effectively with American railways. In 1886, the CPR was finally completed, and Donald Smith drove in the last spike. The nation was physically united by a river of steel, however that same river had helped to crack a fissure that remains in the country's soul to the present day.

MEN IN RED

One of the great tasks for Canada was maintaining law and order in new frontier settlements. One of the most notorious of these was Fort Whoop-Up, a center of the whiskey trade located near modern day Lethbridge, Alberta. Traders known as "wolfers" who often used the fort as a base were involved in a 1873 massacre of the Nakoda First Nations, prompted by the (presumed) theft of their horses. Canadians were outraged to hear of Americans committing such an atrocity on Canadian soil; Macdonald saw the act as a threat to Canadian sovereignty in the west. Sir John A. authorized the creation of the Northwest Mounted Police. Despite a comical "Long March" to the prairies (where it spent much time floundering because of bad maps and poor supply decisions) the NWMP soon established itself in the territory.

The NWMP was instrumental in negotiating a treaty between Canada and many of the Plains Indian bands in 1877; even Sitting Bull spoke of the Canadians in glowing terms. Unfortunately, life on the plains was about to change for the worse — the buffalo herds, on which the Indian nations relied for food and materials, were being slaughtered by hunters.

By 1879, the Indian bands were starving. NWMP Commissioner Macleod did his best to persuade the government to provide them with food, but the ruling Liberal Party, which saw the NWMP as a Conservative creation, denied the request and attacked the NWMP as fiscally irresponsible. Macleod resigned in disgust. Widespread Indian starvation soon followed.

Even so, the groundwork had been laid for the effective policing and settlement of the west largely because of the trust established between the early NWMP and local First Nations tribes. The Mounties (as they came to be known) established law and order across the Canadian northwest. Efforts to recruit European immigrants to settle the underpopulated region were so successful that the provinces of Alberta and Saskatchewan were soon carved out of the Northwest Territories.

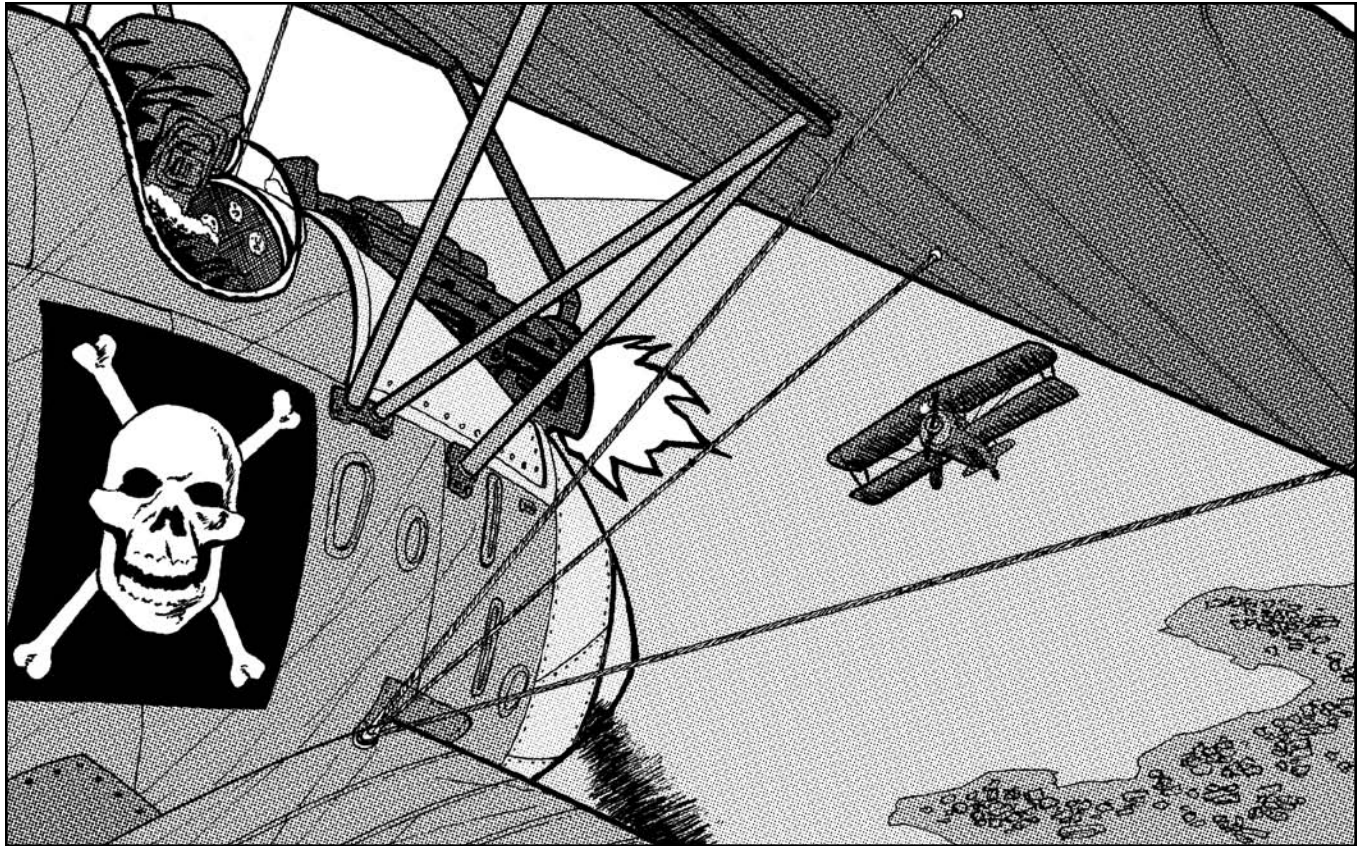
WORLD WAR I

As of the outbreak of "the Great War" in 1914, Canada had no official control over its foreign policy, which was still run in London. Thus the Great White North found itself dragged into the War. There was no shortage of volunteers, and soon tens of thousands of Canadians were streaming overseas for service as part of the British army.

The first major engagement in which Canadians distinguished themselves was the Second Battle of Ypres, where (despite taking 6,000 casualties) the Canadian forces were the only Allied country not to break in the face of Germany's first major use of poison gas. This steadfastness became a hallmark of Canadian soldiers.

The greatest Canadian triumph was the battle of Vimy Ridge in April 1917. The French had spent a year and taken over 100,000 casualties attempting to capture it. The task was handed over to the Canadians. Canadian sappers dug tunnels under the position to plant mines that soldiers would detonate at the beginning of the attack. They shelled the German positions with over a million shells prior to the attack, creating enough noise to be heard a hundred miles away in southern England. They gave the troops detailed instructions of the entire battle plan so the men understood the strategic as well as tactical significance. Units trained using scale models to prepare themselves for the battle, giving them an unmatched level of preparedness. Finally, Brigadier Currie, the brilliant artillery specialist who was one of the Canadian commanders, developed techniques for indirect fire and "rolling artillery barrages" that used artillery fire to provide cover for forces as they advanced. The battle began on April 9; by the 12th the ridge was in Canadian hands — the greatest Allied victory for two years.

Canadians also distinguished themselves in the air war. The greatest of the Canadian aces was Billy Bishop, a hellraiser who was as determined a flyboy as anyone who ever flew over No Man's Land. Bishop scored 72 kills, more than anyone else in the Empire. Ray Collishaw, a more responsible military man, was not far behind him, scoring 60 kills. Billy Barker had only 40 kills, but three of them occurred in a remarkable dogfight where he was outnumbered by at least 15 to 1 — and was shot three times in the legs and had his left elbow blown away before he crashed. Rescued by a French infantryman who'd watched the battle, Barker survived to become the most decorated Canadian soldier of the war.



Unfortunately, other battles were not as triumphant. Canadian casualties mounted to immense levels: 25,000 died at the Somme, 12,000 more at Passchendaele. Everyone had a family member or knew someone who'd died in the trenches. Canadians had generously volunteered for the war, but by 1917, it was obvious that Canada needed more manpower. Prime Minister Robert Borden turned to conscription to raise new troops.

The conscription issue turned out to be every bit as divisive as Riel. Ontario and English Canada viewed the war as a patriotic duty. Quebec and French Canada had come to see it as an imperialist abomination. There were riots in Montreal. Sir Wilfred Laurier, Borden's predecessor and now the leader of the Opposition, angrily fought the measure. Most of his English-speaking Liberal colleagues jumped to Borden to form a Union government for the remainder of the war. Words like "traitor" were liberally hurled at Laurier and Quebec, even by his former colleagues. Laurier never recovered from the blow and died shortly after the war.

In 1918, the war mercifully came to an end. Of 600,000 Canadians who served out of a population of eight million, 60,000 died and 150,000 were wounded. In addition, two other tragedies compounded Canada's sorrows: a December 7, 1917 ship collision in Halifax harbor that caused the greatest manmade explosion in history prior to Hiroshima and killed or injured nearly 12,000 people and flattened the town; and the Spanish flu outbreak of 1918, which killed 50,000 Canadians.

BETWEEN THE WARS

The post-war period was not a happy time for many Canadians. People traumatized by war came home to find rampant unemployment, deflated wages, and poor working conditions. The pandemic of 1918-1919 greatly worsened the situation. In eastern Europe, the Bolshevik Revolution brought radical change. In the days before Stalin, many in the West still thought such changes could be positive and compatible with democracy.

In 1919 in Winnipeg, labor unrest escalated to a general strike. Initially it was peaceful, but as it continued the press claimed that Bolsheviks and anarchists had overturned the civil order. The government instituted harsh new penalties for sedition. RNWMP units (the word "royal" had been added in 1910; in 1920, the organization formally changed its name to the RCMP) went into Winnipeg to disperse the protest. The Riot Act was read and the crowd was ordered to disperse. When it didn't, violence ensued. Two men died, ten were injured.

The government had miscalculated. Though some of the strikers were inspired by revolutionary movements, most didn't want revolution, just better working conditions. One of the strike leaders, a man named J.S. Woodsworth, went on to found Canada's first democratic socialist party, the CCF, a precursor to the modern NDP.

Due to the hard times, the Conservatives' popularity waned, and in 1921 William Lyon Mackenzie King was elected Prime Minister. A grandson of William Lyon Mackenzie, he had supported Laurier when most English-speaking

Liberals had turned against him. King was an untutored eccentric with bizarre habits. These included regularly conducting seances to communicate with the dead (most notably his dead mother, Laurier, Leonardo de Vinci, and his dead dog Pat). Despite his secret interests, King was a consummate politician, although often in the worst sense of the word (as one commentator acidly put it, he had “a weather vane where his heart should be”). But his uncanny ability to conform to public whim helped him cling to power for most of the next twenty-five years. An uncharismatic loner who never married, he was neither liked nor respected by many, yet he presided over Canada during some of the most tumultuous years in its history.

One of King’s few strong beliefs was in the need for an autonomous Canada. In 1922, King was infuriated by a British declaration that Britain wanted the dominions’ help with a problem in Turkey — a declaration King learned about through the press rather than diplomatic channels. The secretary who issued the press release was Winston Churchill. The two men would have a chilly relationship for the rest of their lives.

In the mid-1920s, King had a confrontation with the crown’s representative, the governor-general Lord Byng. Byng was popular where King was not, passionately interested in sports, and deeply sympathetic to Canada, even appointing Canadian aides instead of British. In 1925, King, plagued by scandal and no longer able to hold his coalition government together, decided to dissolve Parliament mere months after the previous election. Lord Byng refused to ratify the decision; instead he invited the opposition parties to form a coalition and take control. King railed against this interference — which was a legitimate interpretation of the Constitution but felt like foreign rule — and handily won reelection.

In 1926, King helped to draft the Balfour Declaration, which asserted that all dominions of the British Empire were equal partners. In 1931 the Statute of Westminster would declare them autonomous nations, replacing an Empire with a Commonwealth.

RUM

Canada enjoyed a general prosperity during the 1920s. By that time relations between Canada and the United States had improved markedly, with no significant military conflict since the Fenian raids of the 1870s. For many years there’d been a lot of migration back and forth between Canada and America; many people had significant branches of their family on the other side of the border. Many Canadians now studied at American, rather than British, universities, increasing ties with the United States and decreasing connections to the Empire. American attitudes improved as well. They consumed pulp novels about adventures in the Canadian wilderness, and would soon flock to movies starring Nelson Eddy and Jeanette MacDonald that featured singing Mounties. The great Canadian stereotype had been born.

One area where Canada and the United States did not see eye-to-eye was in the sale of liquor. The United States enacted Prohibition in 1920. Canada had also invoked it during the war, but only as a wartime sacrifice. Quebec gleefully scorned the measure and sold alcohol freely; it became known as the “sinkhole of North America,” and tourist business boomed. British Columbia followed suit in 1920, and Ontario in 1927. Provinces set up liquor control boards to regulate the sale of liquor, which could only be sold at government liquor store and licensed establishments (a practice that continues to this day).

The United States’ Prohibition was more severe, and subsequently demand for illegal booze was high. Entrepreneurial Canadians and Americans made arrangements to smuggle booze into the United States, despite the best efforts of treasury agents (“revenueurs”) to stop them. Crimelord Al Capone famously declared “I don’t know what street that Canada is on,” but he certainly knew where his liquor came from. Maine, the offshore New York coast, the Great Lakes, and the West Coast all bustled with Canadian smugglers and the twelve mile legal limit for search and seizure became known as the Rum Line. Numerous smuggler holes dotted the Canadian coastline. At its height, the competition between rum-runners was so fierce that some held wild parties aboard their vessels to attract business. The more unscrupulous ones sunk their competition after stealing their cargo.

Gender was no barrier to the trade. Women like Hilda Stone were as vital to the trade as Ray Olmstead, a dismissed Seattle police lieutenant who was so successful that he bought a radio station in Seattle and sent coded messages to smugglers hidden in broadcasts of children's bedtime stories.

There were numerous incidents between rum-runners and revenuers; the most notorious involved the Canadian boat *I'm Alone* in 1929, which was sunk by the US Coast Guard off the coast of Louisiana. The US claimed it was sunk in American waters, Captain John Randall (a feisty veteran of the Boer War and the First World War) claimed he was taken in international waters. American Prohibition advocates, comparing rum-running to slave-trading, rejoiced. Canadians were outraged. But the Depression brought an end to America's dalliance with puritanical abstinence. In 1933, the Volstead Act was repealed, driving most of the rumrunners out of business — though the more successful often used the money they'd made to start legitimate enterprises.

THE GREAT DEPRESSION

In 1929, the Great Depression hit Canada. Its GNP fell by 40% (as compared to 37% in the United States) and unemployment reached 30% (higher in some regions). Vancouver in particular was full of thousand of hungry, desperate people, many of them crowded into tent cities.

No banks defaulted, and Britain's intervention opened up markets closed by American tariffs, so perhaps the effects of the Depression could have been even worse. Nonetheless times were desperate, particularly as the Dust Bowl caused widespread crop failures while wheat prices plummeted from deflation. And after the winds blew away the topsoil, plagues of grasshoppers followed. At the height of the Great Depression, two-thirds of Saskatchewan farmers were forced onto government assistance.

King lost the 1930 election to R.B. Bennett, a conservative. Bennett's economic policies were of little success against the crushing weight of a worldwide economic nightmare. Despite his efforts, conditions got so bad that people could no longer afford gas for their cars and had them pulled by horses. These vehicles were known as "Bennett buggies."

Radical political parties emerged across Canada. In Alberta, the people elected "Bible Bill" Aberhart as the province's premier. Aberhart tried to take control of the province's banks and issued "prosperity certificates" that were meant to be Alberta's own currency, a way to counter the country's chronic money shortage. Neither plan revived the economy or survived examination by the courts.

Many unemployed people in Vancouver were forced into work camps. They built roads at a wage of twenty cents a day. By June 1935, they'd had enough. Provoked by communist agitators, hundreds trekked across Canada to march on Ottawa and protest conditions and pay. The government

stopped the protesters in Regina and met to discuss their concerns. Unfortunately, conservative businessmen and communist radicals were a poor mix. Predictably negotiations devolved into a screaming match between the leaders and the volatile Prime Minister. Returning to address the trek at a rally in front of 1,500 people held in Regina's market square, the leaders relayed their frustrations. The police tried to break up the meeting and a riot ensued. One policeman and one protester were killed. Bennett claimed the trekkers had fired a pistol at the police, but few believed him. In the election a few months later, Bennett was handily defeated. King and the Liberals once again assumed the reigns of power.

But that didn't end the troubles. In 1938 King cut subsidies to the provinces for work relief projects, resulting in unemployment for thousands. Communist activists sponsored a sit-down strike at Vancouver's post office, art gallery, and the Hotel Vancouver. When police attempted to evict squatters from these premises, violence resulted. There were no casualties, but the brutality of the police assault sparked protest from over 10,000 demonstrators who came out in support on the day after the riot.

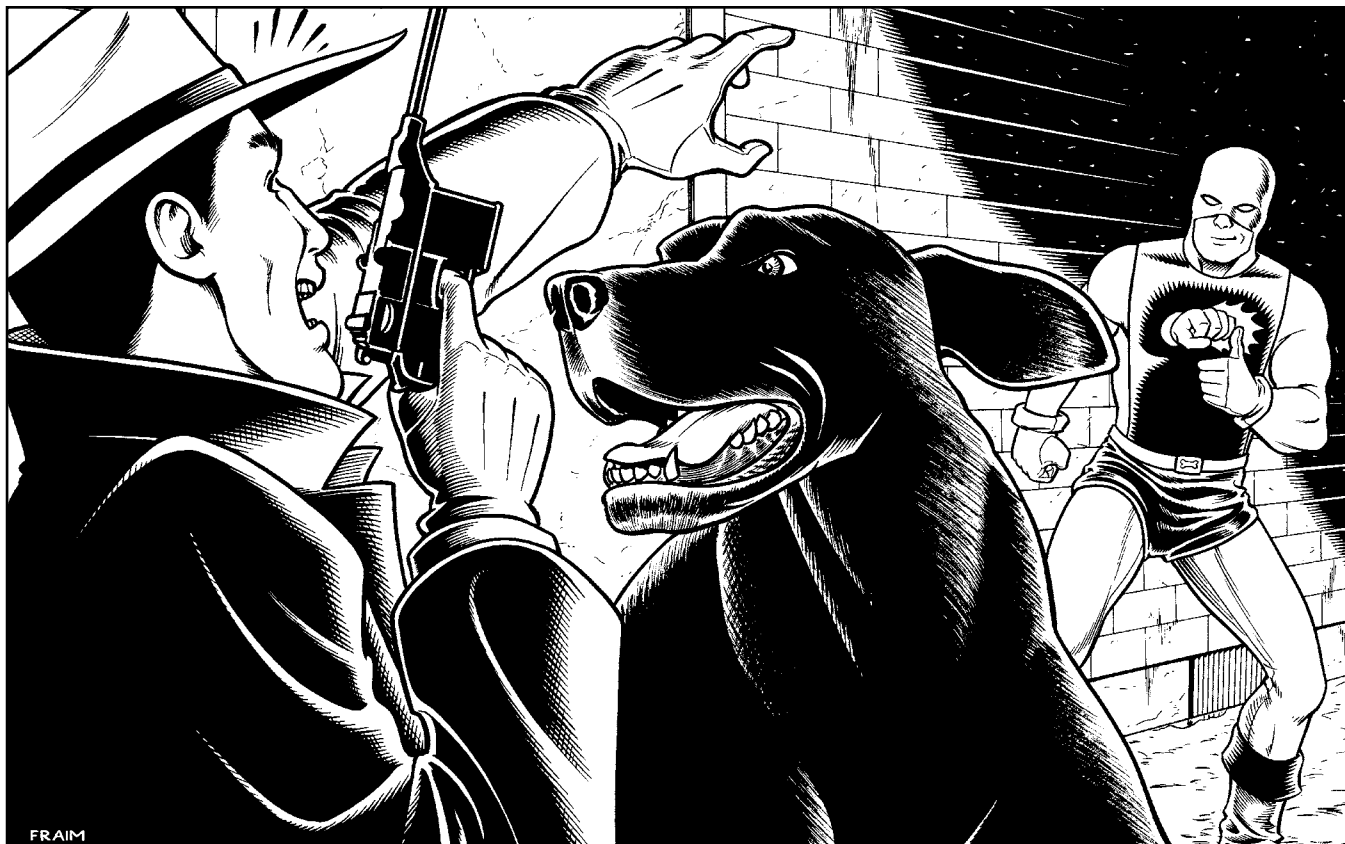
Despite the turmoil on the west coast and in the prairies, Canada gradually recovered. Bennett had depended on Britain for survival, and while Britain had shielded Canada from collapse, it was no longer enough of an economic giant that it could assure Canada's return to prosperity. King decided to choose "the American road," linking his country's fortunes (as Laurier had tried) to his southern neighbor. He built New Deal-style programs in Canada, and his make-work programs resulted in the building of dozens of airstrips and roads. In this task he relied on the organizational savvy of his most remarkable minister, C.D. Howe. "American-born, Canadian by choice," Howe was an often testy man with a can-do attitude. He went on to become the most powerful Liberal of the next two decades and one of the chief architects of modern Canada.

THE GREAT PULP HEROES OF CANADA

Despite the despair of the period, the Depression was the first time larger-than-life heroes appeared on the public stage in Canada, following a similar emergence of heroes like the Raven and Captain Battle in the United States.

In Vancouver, a city that endured the worst the Dirty Thirties had to offer, a band of futuristic soldiers called the Canadian Rocket Brigade fought sky pirates, foreign saboteurs, an insane German countess, and demonic forces that gathered to feed on the city's misery. Along with their band of hand-picked specialists, the Rocket Men vanished in the 1938 explosion of a mad scientist's experimental rocket ship (though local legends swear that they survived the explosion and rocketed away from Earth to adventure among the stars).

In Toronto, Dr. Keith Courage and the Courageous Foundation fought lake pirates and the Underlords, a hidden empire located in a domed city deep below Lake Ontario. One member of



FRAIM

the Courageous Foundation, Dr. Ivan Stewart, attained special fame as a missionary in Africa who protected natives from Nazi incursions in World War II. Courage himself died fighting the Italians in Ethiopia; his will dedicated his fortune to the fight against fascism.

In Montreal, *La Société Rouge*, a band of seven reformed criminals, fought to protect their city from a demon who'd infiltrated the criminal underworld and the mayor's office. They also battled a secret society of mystics that tried to seize power in La Belle Province.

In the northern wilderness, a special squad of the RCMP, Colin Maccreary and his special force, the Canadian Wolves, protected the people and the land from many threats. It was Maccreary and the Wolves who discovered Princess Aureole, Daughter of the North, trapped in Vultok's ice prison. Her release began Canada's Golden Age of superheroes.

WORLD WAR II

King seemed largely oblivious to the oncoming storm. He had already met with Adolph Hitler and wrote in his diary that the Führer was "a caring person... who might come to be thought of as one of the saviours of the world." King shared his opinion with Neville Chamberlain that Hitler could be trusted, ignoring a warning from a brilliant young diplomat named Lester Pearson, who had very different views of the German leader.

When Germany invaded Poland, King realized he'd been wrong about Hitler, and he also knew that a great European war was coming that Canada could not avoid. Too many people in English Canada still felt strong ties to the Empire for Canada to remain neutral. Nonetheless, King waited for a week after Britain declared war before doing the same. Having barely emerged from the Depression, Canada's army was woefully unprepared for war. Fortunately President Roosevelt saw the need for troops to fight Hitler even if he could not directly act. The United States lifted a long-standing embargo on weapons, providing the Canadian armed forces with much-needed military equipment.

Canada's first wartime task was to join Britain in the defense of Hong Kong, which was being invaded by Japan. The operation was a disaster. Numerous casualties were suffered, and those unfortunate to be captured by the Japanese endured years of hell within Japanese prisoner of war camps.

The next noteworthy Canadian operation was the invasion of Dieppe in August 1942. After the

aborted Operation Rutter, Lord Mountbatten, the British commander who was coordinating Allied operations, was determined to take a city on the French coast and lure the Luftwaffe into a prearranged trap. Unfortunately, a combination of bad weather and faulty intelligence reversed the trap — the Germans were ready for the Allies. Of the 6,000 Canadians who stormed the beach that day, approximately 1,000 were killed and 2,500 were captured. The Allies did not stage another invasion of France until D-Day. Lorne Greene, later star of television's *Bonanza*, became known as “the voice of doom” on CBC radio as he announced the names of Canadian casualties into the waiting ears of an agonized people.

After Dieppe, Canada did not engage in major operations for nearly a year, until the Italy campaign. Canadian units, having trained for two to three years in England, were champing at the bit for some action, and they did not disappoint. At last Canadians were able to meet the standards for Canadian soldiers set by their fathers at Vimy. A mixed Canadian-American unit, the Devil's Brigade, were the first Allied troops into Rome. Known for the vicious commando tactics that inspired its nickname, the Devil's Brigade was one of the inspirations for modern special forces units.

A bigger task — the liberation of France and Western Europe — lay ahead. Canadian troops played a significant role in the June 6, 1944 D-Day assault, landing on Juno Beach and taking their objectives on schedule, even while some of their allies tarried. Their good fortune was not to last. The Canadians captured the key city of Caen on July 8, but were greatly slowed by heavier than expected German resistance. Even fiercer fighting lay ahead — Canada suffered a major loss at VerriPres Ridge on July 25, suffering 1,500 casualties in one day. Next to Dieppe, it was the bloodiest day of the Second World War.

By February 1945, the Allies were ready for the push to Berlin. Joining with the armies that had helped to conquer Italy, the Canadians swept into the Netherlands and liberated them. A generation of great friendship between the Dutch and Canadians followed. By the time Holland was freed, Nazi Germany's defeat was all but assured. Hitler, once King's “saviour of the world,” committed suicide and the Reich formally surrendered on May 8.

THE CANADIAN GOLDEN AGE

The Second World War was the dawn of the superheroic age, and Canada was swept up in the emergence of superhumans just like its neighbor to the south, though to a lesser extent. The first Canadian superhero was *Aureole*, a mystic being formed from the frozen tears of a barren Inuit goddess that passed through the Northern Lights. She served as protector of the Inuit for centuries, riding her flying whale *Kenalogak* into battle against monsters set against them by the Ice.

Imprisoned for centuries by the evil Ice King Vultok, Aureole was freed by a team of heroic RCMP agents in 1938 and promptly returned to the fight against Vultok, who'd also emerged from centuries of dormancy to forge an alliance with Hitler. When the war ended in Germany's defeat, the vengeful Vultok planned to detonate a stolen atomic bomb at the San Francisco conference that formed the United Nations. With the help of her good friend Steve Stevens, better known as Spysmasher of the RCMP, Aureole and a group of Canadian superheroes infiltrated Vultok's ice dome to confront the villain in the heart of his kingdom of hate. Vultok accidentally detonated the A-bomb inside the dome, destroying the Ice Realm and killing himself. The nigh-mortally wounded Aureole returned to the Northern Lights to heal, but vowed that someday she would return and resume her role as guardian for her people.

Aureole was Canada's most powerful Golden Age hero, but the most famous was Tommy Brock, *the Red Ensign*. A distant relation of Isaac Brock, hero of the War of 1812, the Red Ensign went on many sabotage missions behind enemy lines, even punching Hitler in the face on two separate occasions. On D-Day the Red Ensign helped lead Canada's charge onto Juno Beach and was also on the front lines when his countrymen entered the Netherlands. But several days before the end of the war, he was struck by Ernst Von Niehl's annihilation ray during the assault on Niehl's “Molecular Fortress” and vanished without a trace. Twenty years later his nephew Jim took up the mantle, becoming the second Red Ensign, and his grandson David followed in his footsteps as Red Ensign III in the 1990s until his death at the hands of Baron Nihil in 2001.

The *Ace Hellion* was Canada's greatest pilot, one of many heroes of the Battle of Britain who went on to fly numerous missions through nearly impregnable defensive cordons to bomb bridges, rail lines, and factories. He was finally shot down over Dresden in 1945. The Dresden missions was notable as the one occasion when *Ace Helena*, the “fighting she-devil,” refused to fly at Hellion's side. Helena was a remarkable pilot in her own right; unhappy with her role in the Canadian Woman's Auxiliary Airforce. She resigned from the force with several of her best colleagues and created an all-female team of mercenary pilots known as the Hellcat Squadron. Though the authorities dis-



trusted them, the Hellcats proved extremely useful to the Allied cause, never refusing a mission no matter how suicidal it might seem (provided they were paid, of course). The destruction of Dresden sickened Helena, and she refused to participate in that particular bombing campaign on moral grounds... but she never forgave herself for not flying at Ace's side on his final mission.

Deuce Laroche worked with the French Resistance while coordinating plans with the Royal Rifles, his home military unit. *The Human Pistol*, who spent a lot of time in the Italian campaign, died in the battle at VerriPres Ridge. *Rex Sterling*, *Hound of Tomorrow*, was a spybusting black Labrador that served as faithful companion to several superheroes. One of these masters, *Dr. Cerebro*, "the world's smartest man," worked with the RCMP and the federal government to fight saboteurs in Ottawa and Quebec. *Tommy Canada* was best known for his muscles and his ego; he was a wrestler and physical fitness buff who fought crime in the Toronto area but who achieved more success selling bonds than stopping saboteurs. Many young Canadian kids grew up as members of the Tommy Canada Club ("It's Tommy Time!") and gatherings of "ex-Tommies" held on Tommy Canada's birthday (April 17) are still a special occasion in many Canadian cities.

The biggest Canadian supervillains of the period were Vultok and *Dr. Scar*, a Nazi plastic surgeon who ran an Ottawa spy ring that was ultimately busted by Steve Stevens and Rex Sterling. But the greatest adversary of all never even touched Canadian soil during the war. Assigned the task of killing the Red Ensign by Hitler himself, *Ernst Von Niehl* was programmed with a fanatical hatred toward all Canadians. Apparently killed in a lab accident, he was brought back to life as Baron Nihil in modern times.

THE POST-WAR PERIOD

King's first major act after the Second World War was to implement the Canadian Citizenship Act. On July 1, 1947, the residents of Canada would no longer be British citizens living on Canadian soil — they would be Canadian citizens. The first citizenship card was issued to the Prime Minister himself. It was the capstone to King's political career. And in 1949, Newfoundland finally joined Confederation.

King retired in 1946 and appointed Louis St. Laurent as his successor. A more energetic man than his isolationist predecessor, St. Laurent defined Canada as one of the world's "middle powers." He was one of the prime architects of NATO; Canada was a charter member when that organization was formed in 1949. This was the first of several Canada-US defense partnerships. The DEW (Distant Early Warning) line was built in the Canadian North in 1957, and NORAD (NORTH American Air Defense Command) was formed in 1958.

But relations with the Americans weren't always cordial. John Diefenbaker, who was Prime

Minister in the early Sixties, didn't support President Kennedy during the Cuban Missile Crisis. When later asked whether he'd called Diefenbaker "a son of a bitch," Kennedy responded, "I couldn't have. I didn't know that he was one at the time." Diefenbaker also cancelled the Avro Arrow plane program, infuriating Canadian nationalists and driving 32 of Canada's best aerospace engineers to NASA. Lester Pearson, Diefenbaker successor, publicly opposed the Vietnam War. According to some accounts, after Pearson had made a speech on the War, President Johnson grabbed Pearson by the lapels, lifted him off the ground, and snarled "Dammit Les, don't piss on my parade." Pearson allowed Canadians to volunteer into the US Army, but otherwise Canada remained neutral. Canada served as a haven for American draft dodgers during the conflict, which still rankles American conservatives to this day. Despite his conflict with Johnson over Vietnam, eventually Pearson re-established a strong rapport between Ottawa and Washington and improved the two nations' already close trade ties.

THE SILVER AGE

Unbeknownst to Aureole and the heroes of the Golden Age, Vultok was not the only great power hidden in the Kingdom of Ice. Long ago, one of the Inuit gods refused to renounce his allegiance to Ice and was imprisoned by his fellow gods in a huge slab of basalt. The slab was worshipped as a god by Vultok, but he could not break it open. But the atomic explosion he unleashed cracked the stone surface. For nearly twenty agonizing years, the trapped god struggled to rend himself loose from his prison. In 1964, *Kigatilik* finally broke free.

To counter their old enemy, the gods bestowed great power on four champions who later called themselves *The Mighty Canadians*. From the west, there was *Timberline*, fearsome fighter and strongman. From the east came *Bonne Vivian*, the battling beauty of Quebec. In the south (well, Windsor) arose *Celestar*, who was given the powers of the stars. From the north came *Kivioq*, the legendary eternal traveler of the Inuit people. Together these four champions became inseparable friends who journeyed throughout the wilds of Canada, battling the ancient evils summoned by *Kigatilik*. The *Mighty Canadians*' career lasted ten years (making them the longest-lasting superhero team in the nation's history) until a final showdown with *Kigatilik* in 1975 sealed the god and all of them except *Celestar* inside the Frost Tomb, a dimension of impenetrable ice.

Inspired by the *Mighty Canadians* and the memory of his uncle, James Brock took up the mantle of the Red Ensign in 1964. He was an instant sensation, though soon he would unwittingly play a part in the nation's greatest controversy.

The Avro Arrow controversy also spawned one of Canada's most distinguished superheroes. Wally Thompson was an Avro engineer who secretly kept some of the project's technology after Diefenbaker had all the prototypes destroyed and used it to

develop his first series of *Forceknight* armors.

THE QUIET REVOLUTION

The Catholic Church had held a rigid, iron grip over Quebec society dating as far back as the time of Champlain. Quebec's heavily Jesuit-influenced brand of Catholicism was one of the most severe in the world. It discouraged dissent, told parishioners that voting for anti-Catholic politicians was a sin, and disparaged the arts as decadent. Sometimes priests even discouraged Quebecers from pursuing commerce, since the acquisition of wealth was sinful.

In 1959, campaigning under the slogan *maitres chez nous* ("masters of our own house"), the provincial Liberals swept the Union Nationale party out of power for the first time in decades and instituted a wide variety of social reforms designed to secularize and transform Quebec society. The result were vast changes in the character of the province on every level. Artists and authors were free to produce powerful works. French-speaking Quebecers took control of many businesses. Hydro-Quebec, under the leadership of Rene Lévesque, wrested control of the province's electricity system and began constructing a series of ambitious dams.

In 1967, Montreal celebrated the country's centennial with one of the greatest World Fairs ever. Expo 67 was a tribute to the newfound energy and ability of the people of Quebec and the vibrancy of Montreal, one of North America's most colorful metropolises.

The spirit of renewal emboldened French-speaking Quebecers, who began to think about their place in Canada. A man who offered his unsolicited advice on this issue was French president Charles DeGaulle. DeGaulle arrived at Expo 67 and chose to make a speech from the balcony of Montreal's city hall, shouting "Vivre le Quebec libre!" ("Long live free Quebec!").

The implications were obvious. Members of the nascent Quebec nationalist movement were overjoyed at the recognition, while everyone else (especially Prime Minister Pearson) considered it a churlish act. DeGaulle then skipped out on a scheduled private meeting with the Canadian Prime Minister and returned to France.

Next year, a former Liberal provincial cabinet minister resigned from his party when it refused to discuss Quebec independence at its convention and founded the Parti Quebecois. His name was Rene Lévesque.

TRUDEAUMANIA

In 1967, Canada celebrated its centennial in lavish style, and Canadians were filled with optimism. The economy was good, and Canada had avoided the quagmire of Vietnam. In 1968, they chose a new Prime Minister — a debonair, irreverent French-Canadian named Pierre Trudeau. With a rose in his lapel and a barbed quip always on his tongue, Trudeau carried himself like a rock star. "Trudeaumania" took the country by storm, and he won a decisive majority in the 1968 elec-



tion. He instituted a number of reforms, including the adoption of the metric system and official bilingualism for all federal government services, even in English-speaking regions. Traditionalists reacted angrily — one popular book summed up the fears of many in English-Canada at the time: *Bilingualism Today, French Tomorrow*. Trudeau's vision was a Canada that reversed the decision of the Manitoba Schools Act, one where French-speakers would feel welcome from coast to coast. Within Quebec, however, the forces of its own nationalist movement had wildly different plans.

QUEBECOIS TERROR

The Sixties was a time of radicalism and Quebec's Quiet Revolution bred more than its fair share. The leading radical intellectual was Pierre ValliPres, whose book *Nègres blancs d'Amérique* took a cue from Marx and compared the situation of French-Canadians to that of American negroes. It called for violent resistance against the English minority that controlled and exploited Quebec. The message found its audience in *Front de libération du Québec* (FLQ), a terrorist group that first appeared in Quebec in 1963. Engaging in small scale bombings at first, the Felquistes (a contraction of the letters FLQ) committed numerous bank robberies and other petty crimes, resulting in several deaths. They often marked the scene of these robberies with the words "La Cogne" ("The Axe," the name of their underground newspaper; this was later taken as a *nom du guerre* by a Quebec supervillain).

The police broke up FLQ cells on many occasions only to have them reform. In 1969, two deadly attacks increased the tension. On February

13, the FLQ bombed the Montreal stock exchange, and on September 28, it detonated a bomb placed in the toilet of mayor Jean Drapeau's house. But the worst was yet to come.

On October 5, 1970, the FLQ kidnapped James Cross, the British Trade Commissioner. On October 10, Pierre Laporte, Quebec's Vice-Premier was kidnapped by a second FLQ cell. Student radicals demonstrated in favor of the FLQ, shutting down major French-language education institutions; on October 15, there was a rally of 3,000 students in support of the terrorists. Disturbed by the turn of events, Trudeau authorized the use of the War Measures Act — martial law — to hunt the terrorists down. When asked how far he'd go to stop the FLQ, Trudeau said, "Just watch me."

On October 17, a member of the FLQ phoned a radio program with instructions on where to find Laporte's body. People were horrified. Nationalists who had initially expressed support for some of the organization's complaints (if not their tactics) were aghast by how far it was willing to go.

Using the powers of the War Measures Act to their fullest, the RCMP arrested nearly 500 radicals, most of whom had few or no FLQ connections. Some were held for up to three weeks without charges being laid. According to one poll, 90% of the country supported the use of the War Measures Act, yet the sight of army troops in the streets of Montreal left a lasting stain on Trudeau's reputation within Quebec and served as a rallying point for separatists (or, as they prefer to be known, "sovereignists").

Nonetheless, the FLQ was broken. Cross was returned, safe and sound, in December 1970 and the FLQ never mounted another

major operation. Quebec's natural evolution was correcting many of the societal injustices that spurred the radicals, and the 1975 election of René Lévesque and the Parti Québécois showed that Quebec nationalists could reach toward its aspirations through democratic means.

However, the FLQ left a lingering scar on the reputation of Quebec separatists, particularly in the United States. For years afterwards, the very democratic Quebec independence movement remained linked in the minds of many foreigners to the events of October 1970.

In 2007, the RCMP received letters from individuals calling themselves "the New FLQ." Investigation turned up no actual trace of neo-Felquistes and as of July 2007 there have been no terrorist incidents to back up the claims.

Superhumans And The FLQ

The FLQ was never a large organization. The only supervillain associated with the group was Henri Lalonde, better known as *La Punition* ("The Punishment"). In truth, La Punition wasn't an active member of any cell, but he openly sympathized with the organization even after Laporte's death. He was arrested after a Montreal battle against Forceknigh on October 28, 1970. To this day he remains an unrepentant Felquiste and continues to advocate violent struggle against the authorities even after most ex-FLQers repented. Most Quebecers consider him an embarrassment, though a few admire his ability to rile English Canadians. (See page 129 for more about La Punition.)

THE LATE TWENTIETH CENTURY

The FLQ crisis seemed to drain the optimism out of the country. The Seventies was the decade of malaise, when the post-war economic boom finally slowed down and government deficits ballooned. Watergate cynicism crept across the border, and Trudeau's natural arrogant streak (including one famous incident where he made obscene gestures at protesters) began to wear thin in some regions of the country.

The 1976 Summer Olympics in Montreal were perhaps symbolic of the malaise. Montreal was a capable host, but the Olympic Stadium project went spectacularly over budget and corruption were rampant. To add insult to injury, no Canadian won a gold medal at the Games, making Canada the only host nation to fail to capture a gold at its own summer Olympics.

Political tensions continued to rise in Quebec, particularly as the Parti Québécois instituted measures meant to safeguard Francophone linguistic supremacy in education and public places. Bill 101 was decried as racist by the rest of Canada, but embraced by Francophone Quebecers as a necessary step toward becoming *maitres chez nous*. Many anglophobes fled the province. In 1980, the Parti Québécois finally held their long-promised

referendum on separation from Canada, proposing to a "sovereignty association" option where Quebecers would keep economic ties to Canada, but would otherwise be an autonomous nation. The province voted against separation by a 40% to 60% margin.

MULRONEY AND CHRETIEN

In 1984, Pierre Trudeau finally retired and power shifted to the Conservatives. Brian Mulroney soon came to power. His efforts at reforming the tax code and insitituting a goods and services tax proved unpopular, and his Meech Lake accords aimed at bringing Quebec fully into Canada's constitutional fold failed. On a brighter note, he negotiated a free trade agreement with the United States and was close friend with Presidents Reagan and George H. W. Bush. But his unpopularity over various domestic economic matters, perceived favoritism toward central Canada, and other issues cost the Conservatives. The Liberals returned to office with former Trudeau cabinet minister Jean Chretien as Prime Minister.

During his 1990-2003 tenure, Chretien had to deal with a number of sticky issues, including the divisive 1995 Quebec referendum on separation, which came out in favor of remaining part of Canada by a razor-thin 50.5% to 49.5% vote in which 94% of Quebecers participated. New laws and court precedents were put in place to clarify issues surrounding referenda in the event the issue arises again in the future.

Economic Slowdown And Recovery

Thanks to a stifling anti-inflation campaign by the Bank of Canada, Canada's economy had been in a deep recession throughout the late Eighties and early Nineties. But thanks to government action and the general improvement of the world economy, by the mid-Nineties there was a dramatic rebound, especially in central Canada. Part of the economic recovery was due to the construction boom that accompanied the building of Millennium City, and also in repairing damage caused on American cities by the spike of supervillain activity that followed the deaths of so many heroes in the tragedy.

THE BRONZE AGE

Most experts date the modern age of Canadian superheroes to 1975, when the Mighty Canadians dissolved. Although the Canadian Bronze Age was far more tumultuous than the two eras preceding it, many superheroes protected Canada nobly and well during this period, even if they often received less acclaim than earlier heroes. Others date it to 1976, where the Quebec superheroes Hivernant and Voyageur stopped a massive VIPER attack at the 1976 Olympic games.

In 1978 Red Ensign II was ready to retire and chose an entire team as his replacement. After getting government sanction, the *Northern Guard* was formed. The initial team was comprised of *Red Ensign II*, *Loupe Garou*, *Beacon*, and *Mariner*. Red Ensign II finally stepped down in 1980, and *Canadian Ghost* and *the Laurentian* took his place.

In 1985 the new federal government decided it needed to modernize its attitude toward superhumans and put forward the Superhuman Sponsorship Act, which required that superheroes register with the government. Red Ensign agreed with the bill, but his former teammates (with the exception of the Canadian Ghost) did not. The team disbanded over the conflict, leaving Canada dangerously open to villainous attack.

On the west coast, the superhero team SUNDER (Shamus, Avenger, Thundrax, Cryo, Flux, and the Solar Sentinel) fought the international criminal cartel VIPER. VIPER had been active in Canada since the 1960s, and while the absence of political assassinations gave it a lower profile than the FLQ, its persistence made it a major threat.

The worst superhuman threat of the 1980s was *Tilingkoot*, a demon summoned by the fallen god Kigatilik. Tilingkoot teamed with the Quebec villain *Roi D'Hiver* to create a "Black Winter" over Quebec. The plot was foiled by Hivernant and a new Quebec hero, *Le Fort*, who soon became one of the most popular heroes in the country.

The 1990s

One bright spot in the depression of the early 1990s was in the superhero world. Despite the often troubled times, superheroes continued to protect Canada from supervillain attacks, alien incursions, and other bizarre menaces.

In 1992, during Dr. Destroyer's attack on Detroit, some of the carnage spilled into neighboring Windsor, Ontario. Celestar was on the scene and worked tirelessly on both sides of the border to help the victims of the tragedy. Canadian relief workers were not far behind. The damaged areas of Windsor were rebuilt and christened Memorial City (though it's still technically a district of Windsor).

In 1994, after several heroes teamed up to fight a Gadroon incursion into northern Canada, a new incarnation of the Northern Guard was formed. Led by *Forceknight*, the "Norguarders" consisted of *Ravenspeaker*, *Voyageur*, *Thundrax*, *Snowblind*, *Augury*, and *Justiciar*. They defeated the Gadroon, demolished a major VIPER plot the next year, and went on to defeat a dizzying number of American and Canadian supervillains. Easily the most successful and famous superhero team in Canada's history, without warning it voted to disband in July 1998. After a journey into Laurentia caused Augury to experience a nervous breakdown, she had a vision of destruction from the Land itself, promising a Canadian apocalypse unless the team disbanded. Forceknight wasn't inclined to believe her, but a Ravenspeaker-led visit to a mystic nexus in the Canadian North called the Cat's Cradle changed his mind. The team followed his lead, and for a second time Canada's premier superhero team was no more.

Quebec also had its guardians, who were no less valiant. Based in Montreal and known as *Les Esprits Gardiens*, this team (which remains active as of 2007) consists of four superheroes who stand ready to defend La Belle Province and lend a friendly hand beyond its borders. Best known to the

public are *Le Fort* and *Voyageur*, two veteran heroes; the other members are *Surcheval* (the second Quebecois hero to take that name) and *Chateleine* (arguably Canada's most powerful mystic, and the most ardent separatist on the team).

The disbanding of the Northern Guard left a huge hole in Canada's defense against superhumans, one the government was eager to fill. The Canadian Superhuman Security Service, formed in 1980, had bounced between RCMP and CSIS control. In 1998, it had become obvious that more was needed and there were public calls for a task force similar to the United States' PRIMUS. In 1998, the *Steelhead Branch* of the RCMP was set up to deal with superhuman threats, and Forceknight designed the *Steelsman* light powered armor to equip the force. Mark Derringer, the retired superhero Avenger, was appointed to head the agency. He was a controversial choice, but Derringer's aggressiveness has served the agency well. To increase security, Canada built Stronghold North, allegedly one of the most secure superprisons in the world, in 1999.

9-11 AND AFTER

Growing tensions between the United States and Canada ebbed briefly when terrorists flew airplanes into the World Trade Center on September 11, 2001. Over two dozen Canadian citizens died in the attack. Canada cooperated with the United States to shut down North America's air system to foil hijackers and many Canadians provided hospitality for stranded travelers.

But the goodwill did not last. Concerns about the inability of Canadians to prosecute terrorism led to increasing tensions between the two governments. An incident where a Canadian citizen coming home from Tunisia was diverted in New York and deported to Syria also raised tempers. The Chretien administration's open contempt for American conservatives won no friends for Canada south of the border, while the Republican administration's defenders in the conservative media matched them sneer for sneer. When the United States invaded Iraq, Canada was unconvinced by President Bush's evidence of an imminent Iraqi threat and chose not to involve itself in the war without United Nations approval. However, the Canadian Navy quietly lent support to the US in the Persian Gulf, and Canada became a leader in the Afghanistan conflict (conveniently freeing American troops for Iraq).

In 2004 it was revealed that sponsorship money funneled into Quebec had been diverted into the pockets of Chretien's cronies in the Quebec wing of the Liberal party. Chretien resigned in favor of long-time rival Paul Martin and left office before he faced electoral humiliation. Martin soon gained a reputation as a weak leader and the nickname "Mr. Dithers"; in 2006 he was defeated by Stephen Harper's Conservative Party, which won a minority government. Harper increased funds for the Canadian military and committed Canada to a much more prominent role in the fight against Afghanistan's Taliban remnants. These increases,

along with Harper's support for Israel during her 2006 invasion of Lebanon, prompted criticism that he was too cozy with America and prepared to sacrifice traditional Canadian neutrality to further an ideological agenda. As of mid-2007, Harper remains Prime Minister.

CANADIAN SUPERHUMANITY IN 2007

Here's the current state of affairs in Canada's Superhuman World as of mid-2007; see Chapter Four for more information.

CANADA'S HEROES

Since the breakup of the Northern Guard in 1998, Canada hasn't had a national superhero team in that mold, though it has fielded JTF-X abroad (see below). Instead, individual superheroes and the RCMP Steelhead Brigade have held the line against villainy and evil. All Canadian heroes live under the early twenty-first century's shadow of tightened security and closely-watched borders, so local heroes sometimes have to show visiting heroes who's boss if the "invaders" display the slightest disrespect for Canadian sovereignty.

As of 2007, Canada has three major "unofficial" active hero teams. StarForce, though bereft of its two famous founders, thrives in Toronto under the leadership of veteran hero Justiciar. In Montreal, Les Esprits Gardiens, led by another veteran hero (Le Fort), protects the entire province of Quebec. Ottawa is the home base of a team of COMET, five students transformed by alien technology.

To help with the war in Afghanistan, the Canadian military dispatched Canada's first team of military supers, *JTF-X*, into Kabul. The membership of this team remains a top secret matter, and its activities are kept quiet as much as possible. Based on the information that has leaked out, the team seems to include at least two superhumanly strong heroes, one gadgeteer, and a mystic, but the team's exact size and composition are unknown.

Most of the other heroes in Canada aren't on "full duty" for one reason or another. The Red Ensign, the third in the line of Canada's pre-eminent superheroes, was killed by Baron Nihil in 2001 (though no body was found). Celestar, Canada's most powerful hero, is semi-active; many believe he's never recovered from the destruction of Detroit. ForceKnight, Canada's mightiest powered armor hero, has shown a degradation in ability (many suspect the suit has a new pilot). Ravenspeaker, Haida guardian of the West Coast, remains much as he's always been, a trickster as well as a powerful mystic superhero. Scattered throughout Canada are a number of other retired and semi-retired heroes like Thundrax, Mark "Avenger" Derrenger, Edmonton's Polar Bear, St. John's Fisher King, Montreal's *Le Astrologue*, Halifax's Surfacer and Fire Maiden, and even marginal heroes like Toronto's "Mr. Maple" and "Leaf."

Unfortunately, this number is dwindling rapidly: nearly a dozen local heroes and fledgling teams have been destroyed by Necrull and his minions in the last two years.

In reaction to supervillainous threats to Canada, Prime Minister Harper has bolstered the Steelheads, transforming them from RCMP officers with big guns into a first rate security force. He also funded the *Steelweb*, a series of sensor installations designed to track superhuman movement and power sources operating in remote wilderness areas. So far it has yet to truly justify its enormous pricetag, though it has yielded some useful data.

CANADIAN VILLAINY

Supervillains have become an increasing problem for Canada. Many of them see Canada's resources as "low lying fruit" and Canada's vast wilderness as a good location for a hidden base. (In other words, most of the villains in *Conquerors*, *Killers and Crooks*, *Evil Unleashed*, and *Villains*, *Vandals*, *And Vermin* are fair game for a campaign set in Canada.) Canada also has the misfortune to be the home of several villains of note.

Borealis

In the modern day, the most wanted supervillain in Canada is one of its oldest: a radical patriot and terrorist named Borealis, who first appeared in 1988. Borealis, operating on both political and physical levels, inspired the *Canada Destiny* party



SUPERHUMAN BORDER TENSIONS

The Justice Squadron-StarForce incident is far from the only misunderstanding that's ever occurred between American and Canadian heroes, but it was one of the most significant and prompted some action on the issue. With the assistance of UNTIL, both nations began talks to facilitate easy cross-border travel by established super-heroes from each country. However, due to fears of terrorism, the Department of Homeland Security has blocked any final agreement. Lately, Canadian authorities have been equally hardline on border issues, especially after a 2006 incident in which "gunslinging" American superheroes defeated by Necrull ended up making the necrotic madman stronger.

of radical nationalists. After a five year campaign of terror, he was captured by SUNDER and shuffled from prison to prison until the government finished building Stronghold North. But even that fortress could not hold him indefinitely. When he escaped in 2005, his old organization welcomed him with open arms. This included two superhuman lieutenants: *the Landsman* (a young strongman with a mysterious bond to the Land) and *Augury*, a former member of the Northern Guard.

Angered by the Harper government's resolution of a softwood lumber dispute with the United States, Borealis vowed that American timber interests would pay four dollars for every dollar they'd "stolen" and launched a series of devastating attacks against American lumber mills and storage yards. This contributed seriously to the decline in Canada-US relations, as the US blamed Canadian incompetence for Borealis's 2005 escape from Stronghold North. Many Americans in the timber industry have demanded that the Canadian government reimburse American companies for their "negligence."

Other Major Villains

Borealis has captured most of the headlines, but other villains are equally dangerous. First among them is *Baron Nihil*, who in 1999 was somehow released from the extra-dimensional prison where the original Red Ensign trapped him. Nihil killed Red Ensign III in 2001, earning him the enmity of superheroes worldwide.

The most macabre villain operating in Canada today is *Necrull*, a mad doctor whose medical experiments have advanced the cause of "necrotic science" and achieved a mockery of immortality. Over the last two centuries, Necrull has committed hundreds of murders to forward his unholy experiments; some people even suspect he was Jack the Ripper. Active in Canada since the Thirties, Necrull has gradually built his power to its current superhuman levels. He recently absorbed the powers of several members of the short-lived Vancouver superhero team Vanguard (who named themselves after the superhero who fell in Detroit). Necrull is Canada's equivalent of Takofanes, and a very unsettling one at that.

Organizations

Quebec's premier villain, *Mechaniste*, took over Montreal's VIPER operations in 2000 and began an aggressive campaign against the Steelheads and local heroes like Le Fort. VIPER

remains a national threat: *Redstone* took command on the West Coast, where he was opposed by the hero Ravenspeaker. Another VIPER-aligned group, *The Chain Gang*, a team of duplicating thieves, first appeared in 2005 and has committed numerous robberies in Toronto.

The other major criminal organization in Canada was *Canada First*, an anti-Francophone organization named after the nineteenth century movement. It splintered from Borealis's organization in the Nineties. It was finally defeated in 2005 by Les Esprits Gardiens, but the memories of its hate-crimes remain painfully fresh.

Teleios

Another controversial name commonly associated with Canada is that of Teleios, the Perfect Man. The so-called "Homo sapiens transcendentum" first came to the public's attention in 2000, when he was linked to a number of monstrous genetic mutations wandering in the Canadian Shield. But Teleios was too smart to leave many "footprints" near his home base; while the authorities found three of his lairs, all were long abandoned and mostly barren. He remains at large and is considered one of the most dangerous superhuman threats in the world. The authorities believe his headquarters is somewhere in Northern Ontario. His most recent activity involved releasing a strange being into the Canadian wilds for an unknown purpose: *the Lodge*, a creature that feeds off its victims' memories and leaves them quivering amnesiacs.

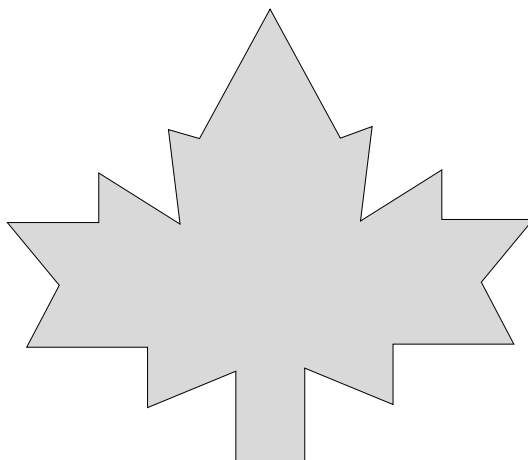
Teleios was also responsible for the most serious incident in US-Canada superhero relations. In early 2001, an attack by Teleios's monsters in upper New York state caused the Justice Squadron to cross the border in search of their foe. The Justice Squadron neither had nor has permission from Canadian authorities to operate on Canadian soil or violate Canadian airspace, and ended up accidentally fighting the newly established StarForce team (see above), whom the Squadroners mistakenly believed were Teleios's minions.

For his part, Teleios doesn't perceive the world in terms of political boundaries but as a habitat for the biological species he studies and manipulates. He harbors no special desire to conquer Canada; it's just a good location for his base. The quirks of borders and sovereignty laws, not to mention the relative isolation, play to his advantage.

c h a p t e r t w o



The Canada Gazetteer



CANADA



The northernmost country of North America, Canada is the world's second largest country by area (about 10 million square kilometers), and its 36th largest by population (about 33 million people). Most Canadians live in a strip within 200 km of the country's southern border. Canada is one of the world's middle powers — economically, militarily, and politically powerful, but greatly overshadowed by its mother countries (Great Britain and France) and its southern neighbor (the United States).

Canada is a charter member of the United Nations and the NATO and NORAD defense alliances. Its Gross Domestic Product places its economy between seventh and sixteenth in the world, depending on the indicator. Canada is the storehouse of the world; its vast reserves of timber, minerals, and petroleum fuel the nation's economy, and its proximity to the United States gives it access to an extremely large customer base. Not surprisingly, Canada is the United States's largest trading partner.

POLITICS

Canada was originally a colony of France, then Britain, and, upon obtaining nationhood in 1867, a dominion of the British Empire. Today it is an autonomous nation-state in the British Commonwealth. It's governed by a constitutional monarchy: the crown of Great Britain (as of mid-2007, Queen Elizabeth II) is officially the head of state of Canada. The crown's representative in Canada is the Governor-General (as of mid-2007, Michaëlle Jean), who resides at Rideau Hall in Canada's capital, Ottawa.

The role of the monarchy and the Governor-General is ceremonial; political power resides with Parliament. There are a number of major political parties in Canada (see below). Whichever of them wins the most seats in Parliament becomes the governing party, and the leader of that party becomes Prime Minister, the country's chief executive. The Prime Minister as of mid-2007 is Stephen Harper of the Conservative Party.

THE LEGISLATURE

Legislation is passed through the House of Commons. Bills have to be ratified by the Canadian Senate; like the British House of Lords, this is an appointed body, usually staffed by political operatives, favorites, bureaucrats, and the occasional celebrity. The Senate is expected to rubber-stamp legislation; however, it also serves as a deliberative body and a chamber of "sober second thought" to reconsider hasty and unwise legislation. In recent years, the bureaucratic expertise of the Senate has produced reports and advice the House has considered beneficial. Even so, there have been calls for Senate reform and an elected senate for decades, primarily to give a greater voice to Canada's regions.

Usually one party wins a majority in Parliament and can promote the agenda they wish with minimal opposition. Sometimes a party wins less than 50% of the seats and must form a coalition with other parties (known as a "minority government") or moderate its policies to become more compatible with other ideologies.

THE JUDICIARY

Canada's judicial branch consists of a Supreme Court with various lesser courts beneath it, similar in some respects to the American federal judiciary. Quebec has a civil law system; the rest of the country uses common law in the Anglo-American tradition. Criminal law is entirely federal and uniform throughout the nation.

PARTIES

Canada has many political parties representing mainstream and fringe interests. As of mid-2007, the major political parties are:

The Liberal Party of Canada: One of the two longest-lived parties in Canada; the Liberals (or Grits) are a centrist/left-of-center party that (currently) believes in mild socialism, a robust and strong federal government, and a strong emphasis on civil rights. They are largely a party of Canada's urban and suburban areas. As of mid-2007 their leader is Stéphane Dion, of Quebec.

The Conservative Party of Canada: Canada's other longstanding party. The Conservatives (or Tories) are a right-of-center party that believes in free market economics, security, strong regional representation at the expense of the federal government, and traditional values. It's strongest in rural areas, particularly in Western Canada. As of mid-2007, its leader is Stephen Harper (who currently represents Calgary-West in Parliament).



The New Democratic Party: The NDP is Canada's democratic socialist party. It's a union of socialist and labour interests, though the interests of the latter group are waning, and current leader Jack Layton (of Toronto) is trying to reinvent it as an urban party.

The Bloc Quebecois: The unofficial mouthpiece of Quebec's separatist Parti Quebecois in Ottawa; the Bloc occasionally portrays itself as neutral in political disputes, though it's often prickly when Quebec issues come up. As of mid-2007 its leader is Gilles Duceppe.

Other Canadian parties include the Green Party, the Christian Heritage Party, the Marxist-Leninist Party, and the Marijuana Party. In the past, the Rhino Party provided a platform for artists (particularly in Quebec) to parody politicians and the political process, but it disbanded in 1993. In the Champions Universe, the Canada Destiny Party, apologists for the supervillain Borealis and his agenda, are a significant force that garnered 2.8% of the vote in the last federal election.

GEOGRAPHY

Canada consists of ten provinces and three territories separated into four geographic regions: the West (British Columbia, Alberta, Saskatchewan, and Manitoba); Central Canada (Ontario and Quebec); the Maritimes (New Brunswick, Nova Scotia, Prince Edward Island, and Newfoundland and Labrador); and the North (the Yukon Territory, the Northwest Territories, and Nunavut). See below for more information about each region.

The major geographic features of Canada (from west to east) are:

THE APPALACHIANS

Some people consider this feature an adjunct to the Canadian Shield (see below). This ancient mountain range has been eroded into low mountains, hills, and valleys; it covers eastern Quebec (including the Gaspé region) and most of the Maritimes. It includes the grassy, gently rolling hills that inspired Nova Scotia's name.

THE CANADIAN SHIELD

Forming a large "C" around Hudson's Bay for thousands of kilometers is an ancient mountain range that's been worn down by time: the Canadian Shield. It's an area rich in low scrub forests and mineral deposits, including some of the largest copper and nickel mines in the world near Sudbury, Ontario.



THE GREAT LAKES/ST. LAWRENCE BASIN

This region was formed by retreating glaciers toward the end of the Ice Age. Carved into the heart of south-central Canada is the St. Lawrence River, along which most of the original European settlements lay, and it feeds into the Great Lakes. The chain of five lakes make up the largest body of fresh water in the world, one that with the exception of Lake Michigan (which lies entirely in the US) is shared by Canada and the United States.

THE GREAT PLAINS

The area between the Rockies and the Great Lakes are a vast plain, a northern continuation of the prairies of America's Plains States. It includes covers most of Alberta, Saskatchewan, and Manitoba.

THE ROCKY MOUNTAINS

The Rockies are Canada's most famous mountain range. Once seen as an impassable barrier between East and West, they are now most famous as a tourist spot. Banff and Jasper National Parks, both in the Rockies, are two of the most spectacular (and accessible) parks in Canada and among the most popular tourist destinations in North America.

THE WESTERN CORDILLERA

This is a region of mountains and valleys that covers most of British Columbia. The two major chains are the Coast Mountains (which run from Alaska to Oregon; the tallest mountain is the Yukon's Mount Logan, which rises 5,957 meters above sea level) and the Rockies. The Coast range contains many active volcanoes.

CANADIAN HOT SPOTS

Since costumed adventurers and superhumans began appearing in Canada, several locations have achieved notoriety as places where villains often strike or heroes often appear. These include:

The Canadian Shield: This sometimes rugged terrain is ideal for supervillain hideouts. VIPER has built several small bases here, mostly to support Nest Leaders who need a place to hide from the authorities. Teleios has taken advantage of the Shield's geography many times. One of his former lairs, known as "the Pit," is so heavily infested with his genetic monstrosities that even superheroes have been unable to fully penetrate it; UNTIL would like to clear the lair of obstructions so it can see if it can find some useful information on the master villain.

The Great Plains: Perhaps the deadliest place in Canada is an underground cavern 200 km northwest of Churchill, Manitoba. This was the location of the impenetrable Ice Dome of King Vultok, Canada's most dangerous Golden Age villain, which was destroyed by an underground nuclear explosion. Numerous villains (including the Mighty Canadians' archnemesis Atomica) have tried to brave the radiation and exploit Vultok's buried technological wonders, but thankfully none have yet succeeded. UNTIL has designated the area as a Class 8 Hazard Site and keeps a permanent watch station near the entrance.

The Great Lakes: The domed city of the Underlords, a civilization that lived underneath Lake Ontario, was destroyed in 1967 by the Mighty Canadians' nemesis Clair De Lune in an attempt to force war between Canada and the Lake peoples that went tragically awry. The ruins are now the site of a small UNTIL base.

The North: Over the years UNTIL has seized a number of supervillain bases in the North, including Fortress Borealis, Borealis's stronghold that was captured in 1991. It's converted most of them into bases or other facilities as a money-saving measure.

The Pacific Cordillera: The volcano closest to a major Canadian population center is Mount Baker, which is located about 100 km southeast of Vancouver in Washington State. Since the pulp era, local villains have attempted to set off eruptions on numerous occasions, or used it to spur earthquakes.

The Rockies: Banff and Jasper National Parks, both in the Rockies, are two of the most spectacular (and accessible) parks in Canada. Jasper was the site of a devastating battle between Celestar and Firewing in 2005. In 1996 the Northern Guard destroyed an orbital death ray projector, constructed (along with its targeting reflector satellite) by a still-unknown villain, on the slopes of Mount Athabaska; the remains of the device can still be seen.

The Provinces

Here's a quick review of each of Canada's provinces as of mid-2007:

ALBERTA

Population: 3,400,000 (4th)
Area: 661,000 sq. km (4th)
Capital: Edmonton
Major Cities: Calgary, Red Deer, Lethbridge, Medicine Hat, Grande Prairie, Camrose

Economic Interests: Petroleum, Farming

East of British Columbia is Alberta, Canada's richest province because of its vast oil reserves. The federal government uses Alberta's wealth (often to the province's dismay) to bolster the fortunes of "have not" provinces in the country's complex scheme of transfer payments. Even so, Alberta is the only province without a public debt or a Provincial Sales Tax.

Long associated with American commercial interests, Alberta is more closely tied to American conservative values than any other province. The University of Calgary is a center of Canada's conservative movement. Prime Minister Stephen Harper, an adopted Albertan, once spoke of the need to build a firewall around Alberta to protect it from the federal government; it's a view shared by many within the province.

BRITISH COLUMBIA

Population: 4,000,000 (3rd)
Area: 944,000 sq. km (3rd)
Capital: Victoria
Major Cities: Vancouver, New Westminster, Surrey, Chilliwack, Abbotsford, Nanaimo, Kamloops, Prince George, Prince Rupert, Vernon, Kelowna, Dawson Creek
Economic Interests: Timber, Tourism, Petroleum, Natural Gas, Mining

British Columbia ("BC") is the westernmost province of Canada. Long settled by First Nations cultures, its current political boundaries were set in 1846. British and Americans seeking their fortunes in the 1858 Gold Rush settled the province in the nineteenth century. Long the backbone of Canada's timber industry, BC's fortunes have waxed and waned with the lumber market. Today it's thriving and preparing for the 2010 Winter Olympics to be held in the resort town of Whistler, north of Vancouver.

British Columbia is home to two large ethnic blocs: Chinese (about 10% of the population, mostly concentrated in Vancouver), and Punjabi (about 5% of the population, mostly concentrated in the Fraser Valley).

MANITOBA

Population: 1,117,000 (5th)
Area: 647,000 sq. km (6th)
Capital: Winnipeg
Major Cities: Brandon, Thompson, Portage la Prairie, Steinbach

Economic Interests: Agriculture, Ranching, Defense

Manitoba, the province that was birthed by Louis Riel, is the gateway to the West. Winnipeg, the capital, houses over half of the province's population. It's one of the industrial centers of western Canada and a major hub of the nation's transportation network.

NEW BRUNSWICK

Population: 750,000 (8th)
Area: 72,800 sq. km (8th)
Capital: Fredericton
Major Cities: Moncton, St. John.
Economic Interests: Forestry, Farming, Mining, Fishing

One of Canada's founding provinces, New Brunswick is the nation's only officially bilingual province; its proximity to Quebec's Gaspé region means people speak French as well as English. The province is famous as the center of Canada's potato industry, one of Canada's largest food manufacturers, the McCain's Corporation, is located here.

NEWFOUNDLAND AND LABRADOR

Population: 507,000 (9th)
Area: 405,212 sq. km (7th)
Capital: St. John's
Major Cities: Mount Pearl, Conception Bay, Cornerbrook, Labrador City

Economic Interests: Fishing, Offshore Petroleum

The easternmost province of Canada, Newfoundland and Labrador (its formal name, most people still call it Newfoundland) was once a sovereign country. It refused to join Canada at the time of Confederation and remained attached to Britain, achieving dominion status in 1907. The hard times of the Depression brought insolvency and forced it back into the British fold. After the Second World War, Joey Smallwood persuaded (some say tricked) Newfoundland into joining Canada.

Colonized largely by Irish fishermen, Newfoundland retains a strong Irish influence, as evidenced by its heavily accented dialect. For centuries, Newfoundlanders made their living through fishing, but overfishing (largely by European factory boats) caused a catastrophic decline in fish stocks in the early Nineties. Offshore drilling is a major source of revenue, though there's been bitter squabbling with Ottawa over revenue sharing.

Newfoundland is also in its own time zone, a half-hour ahead of Atlantic Time. This has contributed to Newfoundland's comical reputation, and Newfoundlanders (or "Newfies" as they're derogatorily called) often find themselves the butt of the rest of the nation's jokes.

NOVA SCOTIA

Population: 940,000 (7th)
Area: 55,283 sq. km (9th)
Capital: Halifax
Major Cities: Sydney, Dartmouth
Economic Interests: Fishing, Mining, Music

Meaning "New Scotland" in Latin, Nova Scotia is one of Canada's most beautiful provinces, a quality that's drawn many artists and folk musicians to its shores. Its Bay of Fundy is one of two points in Canada tied for the world's highest tides — they average 17 meters (8.5"), and in extreme conditions can exceed 21 meters (10.5").

ONTARIO

Population: 12,800,000 (1st)
Area: 1,075,000 sq. km (2nd)
Capital: Toronto
Major Cities: Ottawa, Hamilton, London, Kitchener, St. Catherine's, Oshawa, Windsor

Economic Interests: Industry, Finance

The center of English Canada, Ontario is the most populous and influential Canadian province (the city of Toronto alone has a higher population than Alberta, Saskatchewan, and Manitoba combined). Originally colonized by United Empire Loyalists, its early years in Confederation were heavily influenced by Oliver Mowat, its third premier, whose aggressive pursuit of provincial rights played a major role in defining Canada's federal-provincial relations.

Southern Ontario is the center of Canada's heavy industry. Hamilton is Canada's steel manufacturing center, while Windsor is the center of the automobile industry. The Windsor-Quebec City corridor is the most heavily populated strip in Canada; it's served by Highway 401, one of busiest freeways in the world.

PRINCE EDWARD ISLAND

Population: 176,000 (10th)
Area: 5,583 sq. km (10th)
Capital: Charlottetown
Major Cities: Summerside
Economic Interests: Fishing, Farming, Tourism

Prince Edward Island ("PEI," named for Queen Victoria's father) is Canada's smallest province. There are actually 23 larger islands in the country; PEI's importance didn't come from its size, but from its early strategic significance at the head of the Gulf of St. Lawrence. Though the Charlottetown Conference was one of the seminal events in Canadian history, PEI did not join the Confederation until 1873.

PEI was made famous in the book *Anne of Green Gables* by Lucy Maud Montgomery. The success of the *Avonlea* television series, along with PEI's beautiful Appalachian geography, has attracted many tourists to the island.

QUEBEC

Population:	7,651,000 (2 nd)
Area:	1,543,000 sq. km (1 st)
Capital:	Quebec City
Major Cities:	Montreal, Gatineau, Sherbrooke, Saguenay, Trois-Rivières
Economic Interests:	High Technology, Farming, Timber, Textiles, Defense, Print- ing Roleplaying Games

The oldest province settled by Europeans, Quebec is the center of French Canada and home to one of Canada's most vibrant cultures. The divergent culture and history of Quebec has produced a strong separatist movement that was criticized for intolerance and provincialism, though in recent years, some of the excesses of the early movement have been tempered with maturity.

Quebeckers turn a bit of a jaundiced eye toward *les triomphateurs* (the Quebec term for superhero), but despite a certain lack of respect, heroes like *Les Esprit Gardiens* do their jobs bravely and unhesitatingly.

SASKATCHEWAN

Population:	1,000,000 (6 th)
Area:	661,000 sq. km (5 th)
Capital:	Regina
	Lorne Calvert (NDP)
Major Cities:	Saskatoon, Prince Albert, Moose Jaw, Yorkton, Swift Current, North Battleford, Estevan, Weyburn
Economic Interests:	Agriculture

One of the western territories colonized in the late nineteenth century immigrant boom, Saskatchewan has always been Canada's breadbasket. It currently produces 46% of the country's grain. While farming has always been a hard living, a steep drop in grain prices since the 1980s has led to a decline in agriculture and the departure of many families for other provinces. There's a large reserve of oil sands in the north; while difficult to refine, they do provide a medium-term solution to the province's economic woes.

Since the Dust Bowl days, Saskatchewan's farmers have been strong advocates for government assistance in tough times and a social safety net. In stark contrast with its neighbor Alberta, Saskatchewan is the birthplace of many social reforms; Tommy Douglas, the CCF premier of Saskatchewan from 1944-1961, was the first leader to introduce a public health care system in Canada.

Territories

Territories are a secondary jurisdiction in the Canadian political system. Unlike provinces, which have clearly defined jurisdictional areas defined by the Canadian Constitution, effectively territories are governed at the whim of the federal government.

Canada's three territories are mostly populated by aboriginal peoples and people who came north to work at a government job in the capital.

THE NORTHWEST TERRITORIES

Population:	41,465 (1 st)
Area:	1,340,000 sq. km (2 nd)
Capital:	Yellowknife
Major Towns:	Inuvik, Hay River, Fort Smith, Behchoko, Fort Simpson
Economic Interests:	Mining

The Northwest Territories were ceded to Canada by the Hudson's Bay Company in 1870. This vast territory has been carved into pieces ever since: the Yukon, Saskatchewan, Alberta, and Inuvit were formed out of these vast territories.

The Northwest Territories is made up of 10% Inuit, 40% First Nations/Métis, and 50% non-aboriginal. Inuvik, located 100 km south of the Arctic Circle, is the northernmost Canadian settlement that can be reached by road (though only in summer).

NUNAVUT

Population:	28,400 (3 rd)
Area:	2,093,000 sq. km (1 st)
Capital:	Iqaluit (formerly Frobisher Bay)
Major Towns:	Rankin Inlet, Arviat, Baker Lake, Igloolik, and Cambridge Bay
Economic Interests:	Mining

The newest and largest of Canada's regions, Nunavut was established as a separate territory in 1999 to comply with a plebiscite that took place 17 years earlier. It's one of the least densely populated areas on Earth — it's slightly smaller than Greenland but has only half that island's population. Mining (primarily for zinc, gold, and diamonds) is its principle industry.

YUKON TERRITORY

Population:	31,447 (2 nd)
Area:	482,000 sq. km (3 rd)
Capital:	Whitehorse
Major Towns:	Dawson, Watson Lake
Economic Interests:	Mining, Hydroelectricity

The Yukon was founded in 1898 when the Klondike Gold Rush saw over 40,000 people come to Dawson City in search of gold and an easy living. The population plummeted after the Gold Rush, but the government remained. Today, it's a largely unpopulated sub-arctic wilderness inhabited by First Nations bands of the Athabaska Nations group. Most of the population (approximately 23,000) live in Whitehorse. Though it's the smallest of the three territories, it's still a big place — one larger than the state of California.

Canadian Cities

To properly detail a city for a campaign takes a lot of work. Five of most likely cities for a *Champions* game are described below, along with a few plot suggestions and hooks for superheroes that will hopefully get the characters into the spirit of the city and narrow down the GM's search for interesting places and situations to stage scenes. But the descriptions are far from exhaustive; GMs and players are encouraged to consult other reference sources for more information.

MONTREAL

Located on the St. Lawrence river, Montreal is the largest city in Quebec, the second largest in Canada, and the second largest French-speaking city in the world (after Paris). A cosmopolitan center within French Canada, Montreal is a bustling metropolis that's aware of its great history and takes pride in its heritage. Known (perhaps unfairly) for their short tempers and bad driving, most Montrealers are conversant in English as well as in French.



MONTREAL

Vital Statistics

Population (2006): 1,620,693 (city);
3,535,571 (region)

Climate:

	Average Temperature (Low/High) (F)	Average Precipitation
Jan	6/22	2.8 in
March	21/34	2.8 in
May	37/65	2.7 in
July	62/78	3.4 in
Sept	52/67	3.3 in
Nov	29/40	3.5 in

History

Montreal's name derives from Mont Royal, the name Cartier gave to the great mountain that overlooked islands in the St. Lawrence. In the days of New Canada it was a minor city compared to Quebec, but it achieved prominence after UEL refugees fled the United States and made Montreal the center of the fur trade. Under their influence, Montreal became the most cosmopolitan center in Quebec and the largest city in Canada. Its World's Fair, Expo 67, the celebration of Canada's centennial, was a high watermark for the city and the nation. Montreal lost a bit of its luster after the election of the PQ caused many businesses to flee

the city and Toronto eclipsed it as the nation's largest and most important city. However, it remains a vibrant, much-storied vista, Canada's most cultured city.

Major Districts

Old Montreal is the heart of the city, containing structures that date back to the time of New France. The St-Sulpician Seminary, constructed in 1685, is the oldest standing building in Montreal.

The Underground City ("*La ville souterraine*") is a series of hotels and commercial properties connected by 32 km of tunnels. Some call it the largest indoor complex in the world. The underground city helps Montrealers function normally in the icy winter months.

Montreal features several islands. *Île Notre-Dame* is an artificial island built in the center of the St. Lawrence River for Expo 67. It's now parkland and hosts the Montreal Grand-Prix every year.

Outremont is a city on the north side of Mont-Royal, a home of wealthy Francophones. *Westmont* is a city within a city. Once the heart of the wealthy and influential Anglophone population, it's a more ethnically diverse area than Outremont. *Mile End*, northeast of the downtown core, is an area of artists and video game production; it's the core of Montreal's independent music scene.

Hochelaga-Maisonneuve is a heavily populated area in eastern Montreal that's one of the poorer areas of the city. The adjacent Centre-Sud district is known for its heavy drug use and the prominence of the sex trade. Pointe St. Charles and Griffintown, in the southwest, are two other poor neighborhoods that have been associated with crime; Griffintown was the home base of the *La Société Noir* ("The Black Society"), a coven of mystics who raised an army of revenants in the 1930s; the ghosts periodically reappear (as does the coven).

Rue Sainte-Catherine is the main thoroughfare, running past everything from Ogilvy's Department store to the old Montreal Forum to *Archambault Musique* (a popular book and music store) to McGill University to numerous strip bars and porn theaters (though some of its more sleazy clubs have been cleaned up over the last few years).

Landmarks

Montreal has an incredibly varied and rich culture; no other city in Canada rivals its diversity and vigor. Major landmarks include: the Biosphere (a dome built for Expo 67, now a museum of the environment); Bonsecours Market (a large indoor market); Habitat 67 (a large housing project built for Expo 67); *Hôtel de Ville* (Montreal City Hall, built in 1877); *Oratoire Saint-Joseph du Mont-Royal* (St. Joseph's Oratory, the largest Catholic church in Montreal, which includes a prominent statue of Brother Andre, a miracle worker of the late nineteenth and early twentieth centuries who was beatified in 1982); *Cathédrale Marie-Reine-du-Monde* (the Cathedral of Mary,



Queen of the World, the center of the Roman Catholic Church); Olympic Stadium; Pepsi Forum (once the Montreal Forum, home of the Montreal Canadiens before they moved to the Bell Center); *Place des Arts* (host for many of Montreal's ballet and orchestral events); the Queen Elizabeth Hotel; Montreal's Botanical Garden (with the largest collection of bonsai trees outside Japan and classes in the Japanese tea ceremony); Mont Royal (Montreal's most prominent natural landmark).

Festivals

Annual events in Montreal include: *Fete National* (St. Jean Baptiste's Day, the Quebec National Holiday that's celebrated on June 24, the city's biggest celebration); *Montréal en lumiPre* ("the Montreal High Lights" festival, February); the Montreal Grand Prix (the third most watched sporting event in the world in 2005, held in June); the Montreal International Jazz Festival (late June-early July); Montreal Fireworks Festival (June-July); *Juste Pour Rire* (the "Just For Laughs" comedy festival, held in July); Festival du Nouveau Cinéma (October).

Sports Teams

Montreal's sports franchises include: Les Canadiens (NHL); Alouettes (CFL). Grand Prix racing, while not technically a team sport, is a huge part of Montreal's sports scene.

Major Newspapers

Montreal's main papers are the *Montreal Gazette* (English), *La Presse*, *Le Journal de Montreal* (tabloid), and *Le Devoir*.

Local Superheroes

The chief superheroes of Montreal are *Les Esprits Gardiens* (pae 26). Additionally, there are a number of vigilantes and stranger folk who protect the city: *Le Meutrier* ("The Murderer") is Montreal's answer to the Harbinger of Justice, though he prefers to arrange cruelly ironic deaths for his victims. *Le Astrologue* is a reformed supervillain who can predict the future by making someone's horoscope; *Dame de Fer* ("the Iron Lady") is a large steel statue who appears when someone is threatening a Roman Catholic Church and frightens the would-be vandal away.

Crime

Montreal has been associated for a long time with organized crime, specifically the Bonanno family of La Cosa Nostra. From the late Fifties to the late Seventies, the city's kingpin was Vic "The Egg" Cotroni, whose "man of respect" image was almost the epitome of the Mafia stereotype. Alas, things are now less colorful; Vic passed away in 1984, the power of the mobs dwindled after a bloody civil war. Now biker gangs and petty criminals hold sway (though VIPER has done a lot to unify them in recent years).

OTTAWA

The capital of Canada is located on the Ontario-Quebec border along the Ottawa River. The Ottawa-Gatineau area is the fourth largest metropolitan region in the country. Ottawa is a workaholic city, a place of mandarins calmly going about their business — the only thing that gets them really excited is an Ottawa Senators playoff run.



OTTAWA

Vital Statistics

Population (2006): 774,072 (city);
1,130,761 (region)

Climate:

	Average Temperature (Low/High) (F)	Average Precipitation
Jan	6/22	2.8 in
March	21/34	2.8 in
May	37/65	2.7 in
July	62/78	3.4 in
Sept	52/67	3.3 in
Nov	29/40	3.5 in

Ottawa was originally a lumber center called Bytown. Founded after the War of 1812, it grew over the decades until the 1850s, when Queen Victoria chose it as Canada's capital. Folk tales claim she liked the sound of the name, chose it by sticking a hatpin in a map of Canada, or the like; the real reasons seem to have more to do with compromising between English and French Canada. Since that time Ottawa has grown from its humble origins into a major metropolis, a city of commerce, government, and beauty.

Major Districts

Most of the attractions in Ottawa are centered in the downtown area. *Wellington Street* is the main thoroughfare; it intersects with Parliament Hill.

The East End is a blend of wealthy Anglophone areas like *Rockcliffe Park* (Ottawa's wealthiest neighborhood) and *New Edinburgh* (where the Prime Minister and the Governor-General reside) with neighborhoods like *Vanier*, a more rough-and-tumble Francophone area.

The West and South ends are largely residential. *Heron Gate*, *Rideau View*, *Lincoln Heights*, and *Michelle Heights* (all in the South end) have some of the highest crime rate in the city, and the Wellington strip of *Hintonburg* (also on the South side) is known for prostitution, but there are very few "seedy districts" (in the Dark Champions sense) within the metro area.

The city is surrounded by a Greenbelt that was created in the Fifties to prevent urban sprawl. Beyond the Greenbelt, the suburb of Kanata is known for its high-tech industry.

Across the Ottawa River is the Quebec town of Gatineau (formerly Hull), which provides a secondary administrative center for the country. The Rideau canal, completed in 1832, connects Ottawa by water to Kingston on Lake Ontario.

Landmarks

Ottawa is the center of Canada's government and renowned for its political buildings and prestigious cultural institutions. Examples include Parliament Hill (with its Peace Tower), the National Gallery, the Canada Museum of Civilization, the Canada War Museum, the Canada Museum of Science and Technology, the Supreme Court, the National Library, 24 Sussex Drive (the Prime Minister's residence), the Canada Aviation Museum, Rideau Hall (the Governor-General's residence), the American Embassy (opposite Parliament Hill), and Chateau Laurier (one of the most famous hotels in the country).

Festivals

Noted events during the Ottawa year include the Ottawa International Hockey Festival (January), Winterlude (February), the Tulip Festival (May), Canada Day (July 1), and OttawaSuperEx (August).

Sports Teams

Ottawa's sports franchises include: the Senators (NHL); the Lynx (AAA baseball); the Ottawa 67s (OHL), and the Ottawa Harlequins (Rugby). The most popular of these tends to be the Senators, a successor team to the original franchise which was one of the first five in the NHL and won four Stanley Cups in the 1917-1934 period.

Major Newspapers

Ottawans get their print news from *Le Droit* (French), the *Ottawa Citizen*, and the *Ottawa Sun* (a tabloid).

Local Superheroes

The main superhero team of Ottawa is COMET (five college students given superpowers by a mysterious alien object), though Ottawans tend to get nervous about costumed crimefighters. Thundrax (Craig Carson, MP-NDP Vancouver East) is often on the Hill and is considered the superhuman protector of Parliament when it's attacked. On occasion he fights supervillainy elsewhere in Ottawa, though he's generally retired. Ravenspeaker (see Chapter Four) sometimes appears here; possibly he comes to town to study the exhibits at the Museum of Civilization and simply responds to incidents that occur while he's around.

Crime

Ottawa is plagued with the same type of crime as any other metropolises, though locals boast that the crime rate is low compared to cities of a similar size. Among organized gangs, the Hell's Angels (and their Montreal-based VIPER allies) are the most notable, but small-time gangs like the Crack Down Posse (CDP) can be extremely dangerous.

TORONTO

A port on the west shore of Lake Ontario, Toronto is the largest city in Canada and the fifth largest city in North America (behind Mexico City, New York City, Los Angeles, and Chicago). It's often thought of as Canada's New York City, but with better manners. It's the city where Hollywood films "generic major American city" scenes for television shows... but only after sprinkling the streets with enough trash to make the shots look authentic. The last generation of Torontonians have experienced a huge increase in population and economic status, and it shows. Some accuse the city of "Leaf Nation" of acting like it would prefer to be a great American metropolis; Torontonians dismiss these remarks as provincial (if not petty).



TORONTO

Vital Statistics

Population (2006): 2,503,581 (city);
5,555,9127 (region)

Climate:

	Average Temperature (Low/High) (F)	Average Precipitation
Jan	16/39	2.7 in.
March	23/37	2.6 in.
May	45/63	2.9 in.
July	59/79	2.8 in.
Sept	52/70	2.9 in.
Nov	30/43	2.8 in.

History

Originally Fort York, Toronto was established in 1793 by Governor John Simcoe as a British citadel. Incorporated in 1834, it took its name from a Mohawk word that means "where trees stand in the water." It was a major destination for immigrants in the 1840s, and soon became one of Canada's largest cities. By the time of the Depression, it was second to Montreal as Canada's most important city. The Toronto Stock Exchange, established in 1934, soon became Canada's largest. After the Parti Quebecois was elected in 1980, many businesses moved from Montreal to Toronto, increasing its size and importance. Today, Toronto is unchallenged as the commercial and media centre of Canada, though many resent its size and influence.



Major Districts

Toronto is a union of six municipalities: downtown Toronto, York, East York, North York, Etobicoke, and Scarborough. There are over 500 distinct neighborhoods in these six large districts.

Major areas in the downtown include: Bay Street (the heart of Toronto's financial district); Yonge Street (Toronto's main street, which once boasted of being "the longest street in the world"); the Distillery District (an area of many historic heritage buildings); Church and Wellsley (the gay district); and the St. Lawrence Market (an indoor market at Front and Jarvis that's at the heart of old Toronto). Cabbagetown (named after the diet of the Irish immigrants who first settled there) is a neighborhood of artists, academics, and literary types on the east side of Toronto's downtown core. Ethnic groups are well-represented in Toronto, with a Greek community centered at Greektown ("Greektown on the Danforth", in the east end), two Italian communities (one at Little Italy, and a larger one at Corso Italia, both in the west end), a Koreatown, a Chinatown, and smaller sections for other immigrants.

Landmarks

Some of the best-known sites in Toronto include: the Art Gallery of Ontario; Shri Swaminarayan Mandir (a newly opened Hindu temple); Casa Loma; CN Tower; First Canadian Place (the tallest skyscraper in Canada); Maple Leaf Gardens; Massey Hall; Ontario Science Museum; Princess of Wales Theater; Queen's

Park; the Royal Ontario Museum; Roy Thompson Hall; St. Michael's Cathedral; Union Station; and the Walk of Fame (Toronto).

Festivals

Annual events in Toronto include: the Caribana Festival (July-August); the Canadian National Exhibition (August-Labour Day); Pride Week (June); the Toronto Film Festival (September); the Toronto International Festival of Authors (October); and the Santa Claus Parade (November).

Sports Teams

Toronto's sports franchises include the Maple Leafs (NHL), the Argonauts (CFL), the Raptors (NBA), the Giants (WHL), the Blue Jays (MLB), and the Toronto FC (Major League Soccer). The Maple Leafs in particular seem to have a large and enthusiastic fan following.

Major Newspapers

Torontonians typically read the *Toronto Star* (a standard newspaper) or the *Toronto Sun* (a tabloid). The *National Post* and the *Globe and Mail*, though national papers, are published in Toronto and have a major Toronto focus.

Local Superheroes

Canada's premier superteam, StarForce, is the city's main superhuman defense (see Chapter Four for more information). Others include:

■ **Mr. Maple and his sidekick Leaf.** At one point in the 1970s, they were semi-serious superheroes who patrolled dangerous areas and assisted the police, and even got into a few altercations. Years later, they grew up, got out of shape, and eventually retired. New incarnations of Mr. Maple and Leaf have sprouted over the years. The latest are members of Toronto's gay community; they patrol the city's downtown area, particularly when homophobic incidents occur.

■ **Thrace** is a hero of Toronto's Greek community. A handsome young man who's the son of a local restaurateur, he's become a fixture in the city's Danforth (Greektown) neighborhood. He can fly and has vibration powers; he's fun at parties, but isn't that keen on actual heroing (though he does stop criminals in his neighborhood and has trained with StarForce).

Crime

Toronto's nickname is "Toronto the Good." Its crime rate is lower than most comparable American cities, and Torontonians take pride in the condition of their metropolis. This seems to be slowly changing as Toronto becomes older; urban crime and shootings have become more frequent than in the past.

The Jamestown neighborhood of Rexdale (in northwest Toronto) has been nicknamed "Doomstown" due to the presence of the Jamestown Crew gang (largely composed of Jamaican immigrants). In June 2007, there were 60 arrests of the Driftwood Crips in the Jane and Finch neighborhood of North York, one of the heaviest concentrations of immigrants. The Hell's Angels and immigrant groups are also sources of gang violence.

VANCOUVER

The third largest city in Canada, Vancouver is a major West Coast port and Canada's "gateway to the Pacific." Long thought of as a "whitebread" city with a pedestrian mentality, Vancouver is giving way to a more cosmopolitan culture as numerous influences, particularly European, Chinese, and East Indian, mix together to create a vibrant and remarkably harmonious culture.



VANCOUVER

Vital Statistics

Population (2006): 587,891 (city);
2,180,737 (region)

Climate:

	Average Temperature (Low/High) (F)	Average Precipitation
Jan	32/41	5.7 in.
March	36/49	4.0 in
May	46/62	2.2 in
July	71/55	1.2 in.
Sept	50/65	2.3 in.
Nov	37/48	6.1 in.

History

The Vancouver area was originally settled by the Squamish and the Musqueam tribes of the Salish. Legends say that a great battle took place between northern and southern First Nations tribes on Deadman's Island in what is now Stanley Park.

In the 1790s, several explorers, including George Vancouver and the Spaniard Juan de Fuca, explored the region. The first European settlements came after the Gold Rush of 1858; soon a thriving logging business took hold. Vancouver's future was assured when it was selected as the western terminus of the Canadian Pacific Railway. The city was incorporated in 1886. A fire burned it down that same year, but it was quickly rebuilt, and grew to a size of 100,000 by 1911. The Great Depression hit Vancouver harder than most places, since it relied on timber and the transport of prairie wheat, and both industries nearly collapsed. Many shantytowns rose up around the city.

Racial tensions have often been a part of the city's history. In addition to conflicts between colonists and First Nations bands, a major riot against Asians took place in 1907, and the city was a center for the internment of Japanese-Canadians in World War II. The post-War period brought about an economic boom

and Vancouver soon became the third largest city in Canada. In 1986, it hosted Expo 86, a highly successful World's Fair, and in 2010 it will host the Winter Olympics. Today, Vancouver is a thriving city that exudes confidence in its economic strength and multicultural character.

Major Districts

The Downtown East Side is the oldest section of Vancouver, now notorious for its slums and considered one of the worst urban areas in Canada. In 2003, as a reaction to its having the highest rates of HIV in the western world, a program was established to provide drug addicts with needles, access to clinics, and a safe site to inject drugs. The Downtown Eastside also includes tourist areas like Chinatown and Gastown, site of the original Vancouver settlement (which was named after "Gassy Jack" Deighton, saloonkeeper and long-winded teller of stories).

Downtown Vancouver is a large area of businesses and office towers. Granville Street is the commercial hub of the city, while Howe Street is the center of the business district. East Vancouver, a lower middle class area east of the downtown core, is a multicultural area where the city's Chinese, Greek, and Italian communities are centered. South Vancouver is a middle class area south of the downtown core, home to large populations of Chinese and Indians.

Stanley Park, a thousand-acre peninsula, is the largest city-owned park in Canada. Among its numerous attractions are: a memorial to Japanese *nisei* immigrants and First World War veterans, Lumberman's Arch (a memorial to loggers built on the site of the deserted Squamish village of Whoi Whoi), the burial site of poet Pauline Johnston, and memorials to various sunken ships. The Vancouver aquarium, Canada's largest and the site of a top research facility studying Pacific coast marine mammals, is also located here.

Other Vancouver neighborhoods include:

- **False Creek:** the site of Expo 86, now densely packed with condominiums
- **Kitsilano:** an upscale neighborhood and market area that's home to Vancouver's best beaches.
- **Point Grey:** the far southwest corner of Vancouver is home to the University of British Columbia and the infamous Wreck Beach (an area set aside for nudists).
- **Yaletown:** A recently redeveloped area between the downtown area and False Creek, this is a trendy yuppie neighborhood that's home to entertainment businesses and nascent software companies.

Outlying areas include North Vancouver, Whistler (where the 2010 Olympics will be held), New Westminster and the Fraser Valley to the east, and Richmond (and Vancouver airport) to the south.

Landmarks

Popular attractions in Vancouver include: the University of British Columbia Museum of Anthropology (which has one of the largest collections of Pacific Northwest First Nations art in the world); the Vancouver Art Gallery (a former courthouse in the middle of downtown, right next to the equally historic Hotel Vancouver); the Vancouver Planetarium (with its famous crab statue); and the Pacific Science Center (with a dome built for Expo 86).

Festivals

The Polar Bear Swim (January 1) is just the thing for anyone who loves diving into freezing cold water and staying there awhile. The Dragon Boat Race (late June) is a traditional Chinese event. The Nanaimo Bathtub Race (July) involves boats built out of or designed around bathtubs, making for an interesting mix of sport and spectacle. The Pacific National Exhibition is a 17-day fair held in August that features all sorts of events and entertainment.

Sports Teams

Vancouver's active sports scene focuses on the Canucks (NHL), the Lions (CFL), the Giants (WHL), the Canadians (single A baseball), and the Whitecaps (US Soccer League 1st Division).

Major Newspapers

Besides the Vancouver Province (a tabloid) and the Vancouver Sun (a standard paper), the city also has several Chinese-language daily papers.

Local Superheroes

Vancouver has had a lot of heroes in its history. The most famous is SUNDER, a much-respected UNTIL-associated superhero team active between 1982 and 1992. Its team leader was a telepathic detective named *Shamus*; other members included *Avenger* (an immortal vigilante with regenerative powers), *Thundrax* (a conscientious brick who could switch from a mortal to immortal form, he later joined StarForce, then retired to become a Member of Parliament), *Cryo* (a cold projecting mutant), *Flux* (a scientist in a magnetic battlesuit), *Solar Sentinel* (an astronaut mutated by exposure to alien forces). Most of them have retired from heroing altogether; a few still respond to emergencies when appropriate.

Other Vancouver heroes include *Raven-speaker* (see Chapter Four); the *Vanguard* (a superhero team from 2002-2006, the subject of the most tragic incident involving superheroes in Canadian history; see page 28); and *Lion Khalsa Singh*. The latter is a vigilante with minor invisibility powers whose parents were killed in the 1985 terrorist bombing of Air India Flight 182; he was raised by his grandparents, who trained him to avenge their deaths. Active since 2005 and dressed in the garb of a traditional Sikh warrior, he wields the *kirpan* (Sikh dagger) with extraordinary skill. Though he initially fought crime only in the local Indo-Canadian community, he now battles street crime throughout the lower mainland.

Crime

Vancouver is one of Canada’s most criminally active cities. The adjacent Fraser Valley is the hotbed of Canada’s marijuana industry. Some Indo-Canadian criminals have styled themselves after American gangsters, and drive-by shootings are not unheard of. As in other parts of Canada, biker gangs are active participants in the criminal underworld.

WINDSOR

The southernmost city in Canada (it’s actually south of some parts of the United States), Windsor is the southern anchor of the Quebec City-Windsor corridor in which so much of Canada’s population resides. It’s across the Detroit River from Detroit (or, in the Champions Universe, Millennium City); during the Battle of Detroit, some of the destruction spilled over into Windsor. That now-rebuilt section of the city is known as Memorial City, though it’s really part of overall Windsor.



WINDSOR

Vital Statistics

Population (2006): 216,473 (city);
332,342 (region)

Climate:

	Average Temperature (Low/High) (F)	Average Precipitation
Jan	17/30	2 in.
March	27/42	2.6 in.
May	47/67	3.2 in.
July	62/82	3.3 in.
Sept	54/73	2.8 in.
Nov	3¾/7	2.5 in.

History

Windsor was originally settled by the French, and still retains some French influences. It became a British settlement after the American Revolution. After the Grand Trunk railway connection was completed in 1858 it grew rapidly.

In 1992, the devastation of the battle between Dr. Destroyer and numerous heroes that destroyed Detroit also lapped over the border into Windsor. The Ambassador Bridge was all but destroyed, and the Windsor-Detroit tunnel collapsed. The damage wasn’t nearly as extensive as the devastation in Detroit, but still led to extensive rebuilding. Today Windsor is one of Canada’s most modern cities, a center of industry in the traditional automobile industry, but also in plastics and the burgeoning aerospace industry.

Major Districts

Modern Windsor has most been shaped by the Battle of Detroit and the rebuilding that followed it. The area east of Memorial Park (see below) and north of Tecumseh Road West to Howard Avenue is designated as Memorial City. This includes the University of Windsor, which was devastated in the 1992 attack but later rebuilt. Memorial City shares many of the same architectural and technological advancements as Millennium City, though it lacks others (such as computerized traffic monitoring).

The parcel of land north of LaSalle extending to Huron Church Road and the Ambassador Bridge has been designated Memorial Park — a large park that commemorates the Battle of Detroit. On the west side of the Ambassador Bridge, a statue of Celestar reaches across to a large statue of Vanguard on the other side of the river. An unidentified telepath who lost her parents in the tragedy took offense at the “trivialization” of the disaster and used her powers so that anyone who touched either statue hears the screams and moans of the Battle’s victims. Celestar later said that was a far more fitting memorial than “some stupid statue.”

Along the waterfront, east of Memorial City is a less heralded reconstructed area: Memorial Casino and a cluster of vice shops. Locals call it “the Den,” a little Las Vegas on the border. Its glamorous façade hides the worst crime in the city, but the province makes too much money from the casino to look at what’s going on. The Memorial City VIPER Nest, currently led by Naja Ivankov (a Russian mobster who’s a physical powerhouse), is one of the most influential in Canada and a thorn in Celestar’s side.

Of course, many districts of Windsor predate the disaster and were left relatively intact during the Battle. Lasalle is a heavily Francophone area, and Lakeshore is one of the largest enclaves of French-speakers in Ontario. Walkerville is the center of the distillery trade; in the East End Ford and GM have construction plants.

Landmarks

Some of Windsor’s prominent features include: Memorial Park (founded to preserve the memories of those who died during the Battle of Destroit); the Hiram Walker & Sons Distillery; the Daimler-Chrysler assembly plant; the Duff-Baby House (built in 1798 and originally used as a fur-trading post); the Ambassador Bridge (the busiest border crossing in Canada; in the Champions Universe, a second span was added when the bridge was rebuilt in 1994); and the Detroit-Windsor tunnel.

Of greatest interest to herophiles is Celestar’s headquarters, an enormous tower carved out of a single piece of space quartz (much like the Star-Force headquarters being built in Toronto, but smaller and more beautiful). It sits on an artificial hill in Memorial Park, overlooking the river.

Festivals

The only major annual event in Windsor is the Millennium Memorial Freedom Festival, July 1st through 4th. It's four days of concerts, rides, fireworks, and other events to celebrate the memory of those who died in the Battle of Detroit, and it seems to be getting bigger and gaudier every year.

Sports Teams

Windsor's only significant professional sports franchise is the Spitfires, a junior ice hockey team.

Major Newspapers

Windsor has one newspaper, the *Windsor Star*.

Local Superheroes

Windsor only has one local superhero, but he's a powerful one: Celestar. For the most part he's all the protection the city needs. Recently, however, a local police officer named Michael Tate introduced the Steelback suit, a modified Steelman armor. No one knows where he got it from, but so far the authorities are looking the other way as he uses it to fight crime.

Crime

In some respects Windsor is known as a "vice town." The "Den" district (see above) is particularly well-known for this sort of thing. Locals complain that this "service industry" caters mostly to depraved Americans who travel over from Millennium City, but there seems to be no shortage of native Canadians who enjoy gambling and drinking.

OTHER CITIES IN BRIEF

Here are some brief details about other Canadian cities.

Calgary

Calgary is the largest city in Alberta and an economic and political center of western Canada. Nestled against the foothills of the Rocky Mountains on the shore of the Bow River, it's only 120 kilometers east of the resort town of Banff. It's considered conservative, and is proud of its "Western heritage." It's a hard-charging, freewheeling, free enterprise-loving town that's experienced a lot of growth since the Seventies, when many companies moved their Montreal offices to Calgary.

Population: 988,193 (city); 1,019,310 (region)

Landmarks: the Calgary Saddledome; Calgary Tower; Devonian Gardens; Glenbow Museum; Jubilee Auditorium; Nose Hill Park; the Olympic Oval; the Petro-Canada Center.

Festivals: the Lilac Festival (May); the Calgary Stampede (a rodeo, exhibition, and festival held for ten days in July that draws in about 1.2 million attendees).

Sports Teams: the Calgary Flames (NHL); the Calgary Stampeders (CFL); the Calgary Hitmen (WHL).

Newspapers: the *Calgary Herald*; the *Calgary Sun* (tabloid).

Other Notes: Alberta has a rich abundance of dinosaur fossils. The Royal Tyrell Museum of Paleontology in Drumheller (about 120 km northeast

of Calgary) has the world's largest collection of dinosaur fossils; Drumheller also features a life-sized replica of a Tyrannosaurus Rex.

Calgary has a strong rivalry with Vancouver, as the two cities contend for leadership in Western Canada. However Calgary's most heated rivalry is with the city of Edmonton (mockingly called "Redmonton" because it's seen as more liberal). Both rivalries come to the fore in football and hockey.

Edmonton

Edmonton is the capital of Alberta and a center of Canada's petroleum industry. It's a sprawling city located on the north fork of the Saskatchewan River, and like its rival Calgary is one of Canada's fastest-growing cities. Its prosperity has attracted a wide variety of companies, ranging from General Motors to the video game producer Bioware. It's largely recovered from a devastating tornado that struck it in 1987.

Population: 730,372 (city); 1,034,310 (region)

Landmarks: the Alberta Legislature; the Dinosaur Walk Museum; Rexall Place; the Royal Alberta Museum; the Muttart Conservatory; and the West Edmonton Mall (the largest shopping mall in North America and third largest in the world; it includes theme parks and hotels, and is a major tourist attraction).

Festivals: Capital Ex (a ten-day exhibition at the end of July, formerly known as Klondike Days); the Edmonton Heritage Festival (August).

Sports Teams: the Edmonton Oilers (NHL); the Edmonton Eskimos (CFL); the Edmonton Oil Kings (WHL).

Major Newspapers: the *Edmonton Journal*; the *Edmonton Sun* (tabloid).

Other Notes: Edmonton is close to CFB Edmonton, the most important military base in Western Canada and home to the 1 Canadian Mechanized Brigade Group.

Halifax

The capital of Nova Scotia, Halifax is the largest city in the Maritimes and the oldest major city of English Canada — it was founded by the British in 1748. In 1917 large portions of it were destroyed, and 2,000 people killed, when two ships carrying explosives collided in the harbor, creating the largest man-made explosion ever before the use of the atomic bomb. In the modern day, its economic mainstays are port trade and defense. Halifax is also a local center for regional energy development projects, such as the natural gas field off the coast of Sable Island.

Population: 119,292 (city); 372,629 (region)

Landmarks: Dalhousie University; Halifax Citadel; the Halifax Dockyard; the Pier 21 Museum; Province House; St. Mary's Basilica.

Festivals: the Royal Nova Scotia International Tattoo (June-July); the Halifax Pop Explosion (October); the Nova Scotia Tall Ships Festival (in July every 3-4 years).



Sports Teams: the Halifax Mooseheads (Quebec Major Junior Hockey)

Major Newspapers: the *Chronicle-Herald*; the *Daily News* (tabloid).

Other Notes: Halifax has a pair of superhuman protectors, a husband/wife team who call themselves Surfacers and Fire Maiden (they control water and fire, respectively). They're sponsored by the provincial government.

Hamilton

Founded by George Hamilton during the War of 1812, Hamilton is located 70 kilometers south of Toronto on the shores of Lake Ontario; Toronto, Hamilton, and Niagara Falls form a rough equilateral triangle. Hamilton is the steel manufacturing center of Canada. A strong union town, it has a rough and tumble character tempered by an active, thriving arts community.

Population: 504,569 (city); 692,911 (region)

Landmarks: the Royal Botanical Gardens; the Canadian Warplane Museum; the Cathedral of Christ the King; the Pigott Building (one of Ontario's first skyscrapers, a beautiful work of Twenties architecture); the HMCS Haida Historical Site (Canada's most famous warship, which sunk 14 ships during World War II); the Grand Lodge of Canada (the head of Canadian freemasons).

Festivals: "It's Your Festival" (July).

Sports Teams: the Hamilton Tiger-Cats (CFL); the Hamilton Bulldogs (American Hockey League).

Major Newspapers: the *Hamilton Spectator*

Quebec City

The beautiful provincial capital of Quebec has a distinctive French character, though it's much less cosmopolitan than Montreal. Located on the north shore of the St. Lawrence River, it's Canada's oldest city and still retains some of its New France charm even after 240 years. The *Vieux-Quebec* (Old Quebec), located on a promontory above the river, is a district that includes many of Quebec City's original fortifications; it's a protected world heritage site.

Population: 491,152 (city); 717,600 (region)

Landmarks: the Basilica of Sainte-Anne-de-Beaupré (in nearby Beaupré); the Chateau Frontenac (Canada's finest hotel); Montmorency Falls; the Musée de la Civilisation (Museum of Civilization); the National Assembly of Quebec; *Notre-Dame de Québec*; *Citadelle* of Quebec (both a historical site of Old Quebec and a current CFB base)

Festivals: the Winter Carnival (February); the FLte Nationale du Québec (Quebec's national holiday, June 23-24)

Sports Teams: the Quebec Ramparts (Quebec Major Junior League). The Quebec Nordiques was an NHL franchise that was moved to Colorado in 1995. The Avalanche (as it's now called) still has a following in Quebec, and former Quebec goalie Patrick Roy is a major local hero.

Major Newspapers: *Le Soleil*; *Voir*; *Le Journal de Québec* (tabloid).

Other Notes: Located on the north shore of the St. Lawrence River, Quebec is Canada's oldest city, and still retains some of its New France charm even

after 240 years. The Vieux-Quebec (Old Quebec), located on a promontory above the river; this section includes many of Quebec City's original fortifications. It's a protected world heritage site.

Regina

The capital of Saskatchewan is a prairie city struggling to find its identity in the wake of major changes in the agricultural industry. Located in the southeast part of the province, and used as a major base by the RCMP, it came to national attention with the execution of Louis Riel.

Population: 179,246 (city); 194,971 (region)

Landmarks: Wescana Center (a park near the University of Regina); the RCMP Academy Depot; Government House; the Holy Rosary Roman Catholic Cathedral; the Royal Saskatchewan Museum.

Festivals: Buffalo Days Exhibition (August); Canadian Western Agribition (November).

Sports Teams: the Saskatchewan Roughriders (CFL); the Regina Pats (WHL).

Major Newspapers: the *Regina Leader-Post*.

Other Notes: Regina is known for its fanatical football fans ("Rider Pride"); Regina and the surrounding area follows the Saskatchewan Roughriders with high-religious devotion. Regina has one of the highest rates of violent crime in Canada.

Winnipeg

Capital of and largest city in Manitoba, Winnipeg is the great transportation nexus of the prairies and the gateway to western Canada. It has a strong aviation heritage dating back to World War II and is home to numerous aviation companies. Located at the center of a flood plain where the Red and Assiniboine Rivers join, Winnipeg was originally Fort Rouge, established by French-Canadian explorers in 1738, and re-established by the British as Fort Gerry in 1822.

Population: 633,451 (city); 694,688 (region)

Landmarks: the Provincial Legislature; the Royal Canadian Mint (all Canadian coins are minted here); the Western Canadian Aviation Museum; the Manitoba Museum (which includes a full-sized replica of the *Nonesuch*, whose 1668 voyage led to the establishment of the Hudson Bay Company).

Festivals: Festival du Voyageur (February); the Winnipeg Fringe Theatre Festival (July); the Winnie the Pooh Friendship Festival (the "Winnie" that Pooh is based on is short for Winnipeg; July); Folklorama (August).

Sports Teams: the Winnipeg Blue Bombers (CFL); the Manitoba Moose (WHL).

Major Newspapers: the *Winnipeg Free Press*; the *Winnipeg Sun* (tabloid).

Other Notes: The world-class Royal Winnipeg Ballet is based in Winnipeg.

Yellowknife

The capital of the Northwest Territories, Yellowknife is a rough northern mining town that shares its turf with members of the territorial bureaucracy. Located on the north shore of Great Slave Lake, it's known in the Dogrib tongue as *Somba K'e* ("where the money is"). Established in 1936, it became capital of the Northwest Territories in 1967.

Yellowknife's growth was spurred by several gold rushes, those mines were closed and abandoned in the 1980s and '90s, but the discovery of diamonds in the region kept the expansion going. Aurora tourism (people who come to see the Northern Lights) is very popular in Yellowknife (particularly among the Japanese). The supervillain Borealis is thought to have a secret headquarters in the area and some local support.

Population: 19,000 (city and region)

Landmarks: the Northern Arts and Cultural Center; the Wildcat Café.

Festivals: the Caribou Carnival (March); Raven Mad Daze (June); the Snow King Winter Festival (November).

Sports Teams: None.

Major Newspapers: None.

Other Notes: In 1978 a nuclear-powered Soviet satellite crashed in Yellowknife and was only partially recovered.

Domestic Relations

Canada is an alliance of regions with vastly different characters and temperaments. As such, there is a lot of internal conflict and occasional threats of separatism (which in Quebec's case, is more than idle).

QUEBEC

Quebec's independence movement is referred to as "separatism" or "sovereignism"; like many passionate issues, the struggle extends even to the lexicon, as each side tries to present the other in terms that promote a negative connotation. Whatever one chooses to call it, Canada remains under the shadow of the independence question.

Quebec is divided into three factions: hardcore separatists (about 20-30% of the population); soft separatists (people who'd be inclined to separate, but who'd be content to stay in Canada provided they receive more autonomy); and federalists. Many federalists would like to negotiate better terms too, so the border between soft separatists and soft federalists often blurs. There's a small minority of hardcore federalists who share Trudeau's vision of a strong French presence within a multicultural Canada.

The sovereignty issue is on the backburner as of mid-2007, but Quebec nationalism could flare at any moment — one wrong move from the federal side or even small groups like the Quebec Liberal Party can potentially re-ignite the conflict. Quebec politicians who lean too closely toward

federalism (particularly Trudeau, but also Jean Chretien and more recently, Stéphane Dion) are the targets of intense vitriol in the hardcore sovereigntist camp. Likewise, most federalists don't have kind things to say about sovereigntists, and Jacques Parizeau is a particularly favorite (and easy) target.

Meanwhile, the natural evolution of politics has gradually moved toward satisfying many of Quebec's demands. In the Meech Lake Accord, provinces balked at calling Quebec a distinct society, but in 2006 Parliament passed a motion declaring Quebec "a nation within a united Canada." For its part, many of the measures that Quebec imposed in the early years of the Parti Quebecois (such as the language laws that were much vilified in English Canada) have been quietly withdrawn. Quebec is a far more confident and comfortable culturally than it was in 1980. Even most separatists would prefer to negotiate better terms (a "sovereignty-association") before proclaiming an outright break.

The consequences of Quebec separating from Canada are difficult to predict. If there's a "soft landing" and a spirit of accommodation during the negotiation phase, both nations might quickly recover from the blow. A "messy divorce" is likely to be extremely costly to both parties, and might even lead to the fragmentation of Canada and the assimilation of some of its pieces within the United States.

WESTERN CANADA

Western Canada has its own distinct character (or multiple characters). Rural British Columbia and Alberta make up the conservative core of the west, while BC's urban areas and Vancouver Island and Saskatchewan have noticeably different values. Nonetheless, the political support for conservatism and traditional values is strongest in western Canada. Alberta threatened to invoke the constitution's "Not withstanding" clause to block the federal same-sex marriage legislation, but never went through with the threat. Both Alberta and British Columbia have angered the federal government by moving toward the privatization of the provincial health care system by using private "for pay" services.

Despite some rhetoric, separatism is not taken seriously by many westerners. But there's a definite feeling that westerners are ignored or held in contempt by Ottawa (particularly during Liberal majorities).

THE MARITIMES

The Maritimes are the hard luck case of Canada. Having had their resources depleted in the Eighties and Nineties, they've had to struggle with massive changes. The seasonal nature of employment there has always left them with a large number of citizens who rely on government assistance, and some conservatives (including Stephen Harper) have openly expressed their contempt for this.

Some of the blow has been softened by recent developments in offshore resource development, but this has also been the source of conflict as Ottawa and the provinces wrangle over revenue sharing. In response to this conflict Newfoundland's premier Danny Williams ordered the Canadian flag to be removed from the provincial capital building, while Nova Scotia has taken the federal government to court.

THE NORTH

The situation in the north depends mostly on relations with aboriginal cultures (see below) and environmental concerns over resource development. Beyond that, the north's population is too low to give it a major voice in Canadian affairs, though as global warming and disputes over the Northwest Passage raise their ugly heads it may become a more important area... but not necessarily a more influential one.

International Relations

RELATIONS WITH AMERICA

"Living next to you," Pierre Trudeau once told the American National Press Club, "is like sleeping with an elephant; no matter how friendly and even-tempered is the beast, one is affected by every twitch and grunt."

Canada has had a very complicated relationship with its southern neighbor. Three events shaped the evolution of Canada's formation as a nation: the colonization of New France; the rejection of the American Revolution; and fear of American assimilation in the mid-nineteenth century. Two of these events explicitly rejected the American state.

It's difficult to travel through Canada without hearing negative opinions of the United States. America is too blinded by its own patriotism. America is too aggressive. America will go back on its word the moment that it feels inconvenienced. America is too religious. America is a thrall of corporate interests and godless capitalism. America is too violent. America is too fond of war. America is too ignorant of anything beyond its borders (especially Canada, as illustrated in Rick Mercer's one-joke CBC series "Talking With Americans," where Americans on the street are interviewed and manipulated into playing along with hilarious inaccuracies about Canada).

This contempt is magnified when it comes to Canada's relationship with American conservatives. In a Macleans article entitled "Hope You Lose, Eh," a poll taken during the 2004 US elections showed that only 15% of Canadians would have voted for George Bush. Given that more than 15% of Canadians identify themselves as "conservative," this was an astonishingly low figure.

Some Americans return the contempt with equal vigor. Conservative commentators have pointed at Canada's "inferiority complex" and have been quoted as saying that "without the United States, Canada is like Honduras, but colder and less interesting."

Although both nations have a great deal in common, there are some specific matters on which they differ. Historical events like the treatment of UELs in the American Revolution and American sponsorship of the Fenian Raids aside, modern times have raised such issues as Canada's acceptance of Vietnam War draft dodgers, its very different approach to health care, various trade disputes, Canada's rejection of capital punishment, and Canada's refusal to accept the Bush administration's arguments for war in Iraq or to commit troops to the cause. Recent changes in immigration policy that require Canadians to have a passport to enter the United States have elicited an outraged response.

Despite all of these issues and opinions, there's also a great deal of love and affection between the two countries, which share not only a continent but much in the way of British-derived culture. Most Canadians have numerous American friends and/or relatives and enjoy the "adventure" of a trip into a foreign country. On an individual level, friendships endure between many Canadians and Americans, and when people from either country are in trouble, the grumpy neighbor quickly puts quarrels aside, lends helping hand, and then returns to his grouching and gentle fun-poking. On 9/11, even Jean Chretien, whose relations with America have not exactly been friendly, did not hesitate to cooperate with American officials in shutting down North America air space in the wake of the terrorist attacks. Canada's presence on the front lines in Afghanistan is intended (much to Canadian liberals' chagrin) to aid the US military effort while maintaining a moral high ground of neutrality in Iraq. In all likelihood, barring a radical shift in either country, this relationship isn't going to change. Canada and the United States, each others' largest trading partner, will continue to rely and depend on each other despite the occasional difference.

Canada-United States Superhuman Relations

Canada's superheroes have had a much better relationship with American supers than its politicians have had with each other. They're more collegial and polite, but there are still undertones of cultural prejudices. American supers sometimes come across as thinking they're more capable than Canadian ones ("if you were a real superhero, you'd be working in the States"), while Canadian supers (particularly Celestar and Forceknight) sometimes appear sanctimonious and holier-than-thou to Americans. Much depends on the individual superhero; Justiciar's friendship and partnership with the Justice Squadron is well-known.

This attitude extends to American supervillains. Many American villains view their Canadian counterparts as second-raters with laughable goals ("Oooo! You're trying to take over New Brunswick! Real scary, dude!"). Borealis is often mocked for his ambition of wanting to conquer Canada while still maintaining a righteous façade (though it takes someone of Destroyer's power level to get away with doing that to his face safely).

The recent crackdown on superhumans crossing the border, while next to impossible to enforce, has reduced the cross-country hero traffic; people don't go where they're not wanted. Nevertheless, when the heroes of one nation need help from those of the other, the response is quick.

OTHER NATIONS

Since the close of the Second World War, Canada has sought a role for itself as an "honest broker," a conciliatory middle power that's a respected negotiator in world conflicts while still maintaining credibility with its allies. Canada belongs to many world alliances: the United Nations, the British Commonwealth, NATO, and NORAD; it's a signator to the North American Free Trade Agreement and the Kyoto Accord to fight global warming.

Canada enjoys a good friendship with Great Britain, and is strengthening its ties with Mexico (as a result of NAFTA). Canada's relations with continental Europe are a little strained, largely because the current Prime Minister is seen as toeing the American line too tightly. Canada has had issues with Europe overfishing and agricultural subsidies for many years.

Canada has a minor boundary with Denmark over possession of Hans Island off the coast of Ellsmere Island. Some say that the dispute is vitally important to determining the Northwest Passage, others believe it's just plain silly.

Canada has had some disputes with China over its human rights record; they've also had a major conflict with Iran over Zahra Kazemi, an Iranian-Canadian citizen who, while in Tehran in 2003 to photograph protests, was raped and murdered while in custody. Iranian attempts to "investigate" her death are widely regarded as a cover-up.

The presence of Canadian troops supporting the Afghanistan government has drawn criticism in the Arab world. It's placed a considerable strain on Canada's relations with Pakistan, which many Canadians believe covertly supports the Taliban remnants currently engaged in a guerilla war with Canadian-led NATO troops. Canada's unconditional support for Israel in its recent incursion into Lebanon has also been criticized.

WEAPONS LAWS

Guns are more heavily frowned upon in Canada than in many parts of the United States. There's a weapon registry and extensive laws regarding the sale of firearms. Generally, anyone who carries firearms is expected to go through RCMP certification and direct sponsorship, or he'll be charged with illegal possession. Similarly, Canada Customs does not allow anyone to import weapons across the Canadian border without appropriate certification and approval. There's no tradition in Canada that corresponds to the Second Amendment of the United States, though some rural, conservative citizens (particularly in western Canada) have adopted the attitude.

LAW

Canada operates under common law, much like the United States and Great Britain. The legal process is very similar to that in the United States, though there are no elected judges, sheriffs, or other court officials. The state is referred to as the Crown, and the prosecutor for the Crown is the Crown Counsel. Canada has a single criminal code; the same rules govern criminal conduct in every part of the country. Canada has not had the death penalty since 1976 (and hasn't executed anyone since 1962); its policy is to refuse extradition to any country where someone is likely to face a death penalty (like the United States).

In some civil cases, Canada has experimented with deferring justice to a religious court. This has been most successfully done with First Nations sentencing circles and rabbinical law courts; attempts to allow Muslim-Canadians to resolve disputes with Shari'a law have met with vocal opposition.

THE CONSTITUTION

The Canadian Constitution divides Canada's responsibilities between the federal, provincial, and municipal levels of government. Municipal governments are responsible for water, sewage, waste collection, public transit, land use planning, libraries, emergency services, animal control, and local economic development. Provincial governments are responsible for property and civil rights, the administration of justice, natural resources and the environment, education, health, and welfare. The federal government is responsible for all other areas, including defense, criminal law, employment insurance, postal service, census, copyrights, trade regulation, external relations, money and banking, transportation, citizenship, and Indian affairs.

QUEBEC

Quebec is a special case in several regards. For civil cases, it relies on continental civil law rather than common law. Quebec is the only province that collects its share of income tax, rather than receiving it from the federal government after it's collected. Quebec has cultivated independent ties with France and French-speaking African nations, and both Quebec and New Brunswick are members of *La Francophonie*, a collective of French-speaking states.

THE CHARTER OF RIGHTS

One of the major additions to the Canadian legal system was the Charter of Rights and Freedoms, adopted by Pierre Trudeau in 1982. It moved Canada away from a British model of rights defined by tradition to an American model where they were defined in law. In some areas, the Canadian model went further than that of the US, such as the 2004 decision to legalize same-sex marriage, where the legislature has accepted the interpretation of the court as a *fait accompli*.

The Bill of Rights contains Section 33, a Notwithstanding Clause, that allows a province to overrule the charter of rights and court decisions based on it. This was most famously invoked in 1989 by Quebec to protect its sign laws (the laws were later rewritten after a United Nations human rights tribunal criticized them).

LAW ENFORCEMENT, INTELLIGENCE, AND THE MILITARY

Canada has had a distinguished history in the areas of law enforcement and the military. Today, many thousands of Canadians risk their lives as members of Canada's services.

The RCMP

The main Canadian police agency is the Royal Canadian Mounted Police. This proud force began as a military regiment, the Northwest Mounted Police, who came to the West to maintain law and order and establish a Canadian presence in the wild frontier. In 1920, its name was changed to the Royal Canadian Mounted Police. Its official motto is *Maintiens le Droit* ("Uphold the Law")

Today, the RCMP is the preeminent police force in Canada, with about 25,000 officers nationwide. It's rented as a provincial police force by eight out of the ten provinces and all three territories (Quebec and Ontario both have their own provincial police, and parts of Newfoundland retain the Royal Newfoundland Constabulary, the oldest organized police force in North America). Many towns also employ the RCMP as a municipal police force. The RCMP's other major duty is to provide security for the Prime Minister, diplomats, and other government officials.

Any Canadian citizen with a secondary school degree can apply to join the RCMP. Historically, there were height and weight minima, but to make the force accessible to women they were replaced with tests measuring cardiovascular capacity and strength. Six months minimum training and a credit and criminal check are required. Higher-ranking positions often require bilingualism.

RANKS, AWARDS, AND UNIFORM

The ranks of non-commissioned officers (from lowest to highest, with the *Law Enforcement Rank* Perk cost listed in parentheses) are:

- Constable (1 point)
- Corporal (1 point)
- Sergeant (2 points)
- Staff Sergeant (2 points)
- Staff Sergeant Major (2 points)
- Sergeant Major (3 points)
- Corps Sergeant Major (3 points)

Commissioned officers are appointed by Ottawa to serve as administrators. Their ranks are:

- Inspector (4 points)
- Superintendent (5 points)
- Chief Superintendent (6 points)
- Assistant Commissioner (7 points)
- Deputy Commissioner (8 points)
- Commissioner (10 points)

As of 2007, the commissioner is William Elliot, who was appointed to his position in the wake of a scandal involving possible RCMP involvement in the Maher Arar incident.

RCMP officers earn awards and badges for conspicuous service. Merit badges include: Air Service, Sharpshooter, Service (one for every five years), Good Conduct, Musical Ride Badge, Emergency Response Team, First Aid Instructor, Rough Rider, Dog Handler, Instructor, and Piper.

The formal RCMP uniform is a distinctive red uniform known as the “serge.”

BASIC RCMP OFFICER PACKAGE DEAL

Abilities

Cost Ability

- 2 *Observant*: +1 PER with Sight Group
- 2 *Foot Pursuit*: Running +1” (7” total)

Perks

- 4 Contacts (4 points’ worth)
- 3 Fringe Benefit: Federal/National Police Powers
- 1 Fringe Benefit: Weapon Permit

Skills

- 2 AK: specific neighborhood in the city 11-
- 1 Combat Driving 8-
- 3 Conversation (INT Roll)
- 3 Criminology (INT Roll)
- 3 Deduction (INT Roll)
- 3 Interrogation (PRE Roll)
- 2 AK or CK appropriate to job or jurisdiction 11-
- 2 KS: Criminal Law And Procedure 11-
- 2 KS: The Law Enforcement World 11-
- 2 KS: RCMP 11-
- 3 Paramedic (INT Roll)
- 2 PS: Police Officer 11-
- 3 Streetwise (PRE Roll)
- 2 WF: Small Arms

Total Cost Of Package Abilities And Equipment: 45

Disadvantages

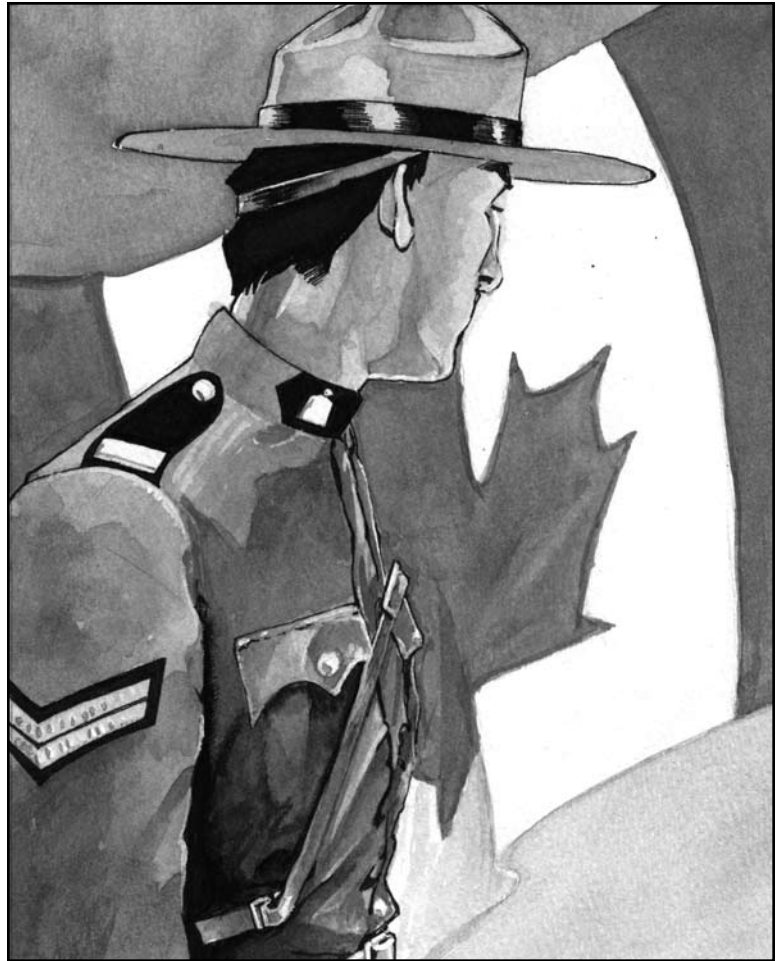
Value Disadvantage

- 5 Distinctive Features: Uniform and/or Badge (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 Hunted: department he works for 8- (Mo Pow, NCI, Watching)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)

Total Value Of Package Disadvantages: 35

RCMP PACKAGE DEALS

The accompanying text box provides a Package Deal for your standard RCMP officer in the modern day. The text below describes a few options for RCMP officer characters.



Dog Handling Unit

A picture of a helpful German shepherd adorns the badge given to the RCMP officer that masters this specialty. As being pulled by a German shepherd is tiring work, these officers tend to be a little fitter than the norm.

To create an officer who belongs to the Dog Handling Unit, buy the following additional Skills: Running +1”; Animal Handler (Canines) (PRE Roll) (total additional cost: 4 points).

Musical Ride

One of the most popular duties of the RCMP is the Musical Ride, an exhibition of skilled riding and performance. This grew out of regimental drills that were a part of the corps since its beginning; now these days, a troupe of 32 riders perform equestrian drills at exhibitions throughout Canada (often at the CNE in Toronto) and the world, promoting good will for the RCMP (and Canada in general).

To create an officer who participates in the Musical Ride, buy the following additional Skills: Acting (PRE Roll); Animal Handler (Equines) (PRE Roll); +2 with KS: RCMP; Riding (DEX Roll); Teamwork (DEX Roll) (total additional cost: 13 points).

Sharpshooter

The RCMP takes pride in its heritage, and part of the old west heritage of the RCMP is the fine art of sharpshooting. An officer with the RCMP Sharpshooter badge is a deadly shot with a rifle.

THE RCMP IN THE MEDIA

The RCMP, of course, has been extensively portrayed in the media, if not always in a dignified manner. The earliest popular impressions, immortalized in fiction, portrayed them as noble and incorruptible (if somewhat uptight) Canadian supermen, able to tame vast tracts of wild landscape by merely scowling at a wrongdoer — officers of the peace who “always got their man.”

RCMP portrayals became camp very early. Though no one may have intended the musicals of Nelson Eddy and Jeanette MacDonald to have been comedic at the time, it's hard not to choke back a guffaw at a singing Mountie. The serge, being such a distinctive uniform, tends to push a lot of comedian's “saturize me” buttons.

The definitive comic Mountie is Jay Ward's Sixties cartoon character, Dudley Do-Right, a delightful send-up of vaudevillian melodramas featuring a dim-witted but unspeakably noble paladin of an RCMP officer, his beloved horse, and his girlfriend.

In the modern era, the definitive Mountie portrayal, also comedic (though usually more arch than camp) is Paul Gross's Constable Benton Fraser, on the TV series *Due South*. Another portrayal, less flattering, was Jacques Rougeau's villainous pro-wrestler, the Mountie, a wrestling mainstay in the Nineties. The RCMP was so offended by the portrayal that they petitioned (successfully) to have the Mountie character barred from Canada.

To create an officer who participates in the Musical Ride, buy the following additional Skills: Range Skill Levels (+6 versus the Range Modifier with Firearms); KS: Firearms 11-; Weaponsmith (Firearms) 8- (total additional cost: 15 points).

UNTIL Reservist

Over the years the RCMP's relationship with UNTIL has ranged from good to excellent. In the 1980s a special “UNTIL Reservist” program was established in which selected RCMP officers could train to serve as reserve UNTIL officers. (Being an UNTIL Reservist for a year or more makes it almost certain an officer can become a full-fledged UNTIL agent if he applies.) An UNTIL Reservist takes a six month sabbatical to train with UNTIL and participate in exercises with UNTIL several weekends each year (and of course is subject to being called up for duty).

To create an officer who's an UNTIL Reservist, buy the following additional Skills: Concealment (INT Roll); KS: International Law And Law Enforcement 8-; KS: The Superhuman World 8-; KS: The United Nations 8-; KS: UNTIL 8- (total additional cost: 7 points). The officer also takes the following Disadvantages: Hunted: UNTIL 8- (Mo Pow, NCI, Watching) (10 points) and Hunted: Enemies of UNTIL 8- (Mo Pow, Capture/Kill, sometimes NCI) (10 or 15 points).

SUPERHEROES AND THE RCMP

Since the days when Princess Aureole worked for the RCMP in her secret identity, the RCMP has had a close working relationship with the capes and cowls set. In the Thirties and Forties the RCMP had several heroic adventurers on staff, including Colin Maccreary and the Canadian Wolves, the Canada Goose (one of the more obscure Golden Age superheroes), and Kivioq.

Since 1992, superheroes may train with the RCMP without revealing their identities. Any willing to take this training undergo an eighteen week course at the RCMP College. When a hero graduates, a motion is put forward in the Canadian Parliament to bestow on him the rank of Inspector (this is usually a formality).

“Serge Cape” Inspectors are required to provide the RCMP with reliable contact information and act on call, but, they do retain their autonomy and are not employees, and they don't draw a salary. Only a handful of superheroes have taken this program. There are rumors that mow, with increased funding from the current government, they'll put together a Canadian superhero team, but time will tell if that ever comes to pass.

To create a character who's undergone RCMP training, buy the following abilities (if he doesn't have them already): Fringe Benefit: Federal/National Police Powers; Law Enforcement Rank (RCMP Inspector); Criminology (INT Roll); KS: Criminal Law And Procedure 11-; KS: The Law Enforcement World 8-; KS: RCMP 8-; Paramedic (INT Roll); Streetwise (PRE Roll) (total cost: 20 points).

Superhero Registration Laws

The Superhero Sponsorship Act of 1985 regulates superheroes in Canada. Essentially, superheroes require some sort of corporate or government sponsor to cover insurance and legal concerns. A hero can maintain a secret identity, but the sponsor (or some party designated by the sponsor) must register with the government and work with the RCMP in cases where the superhero is suspected or accused of a crime. The superhero doesn't have to reveal his identity until he's found guilty of a crime, and (depending on a judge's decision) could remain masked even while serving his sentence. The latter depended, of course, on the severity of the crime.

Sponsored superheroes were originally required to register directly with the government themselves, but that provision was overturned by Canada's Supreme Court in 1991. Many have criticized the Act for setting up a secondary system of “soft justice” for Canadian superhumans, but the Court has refused to apply sponsorship to those who are not actively engaged in fighting superhuman crime.

THE STEELHEAD DIVISION

The Steelheads are the RCMP's solution to the challenge of today's supercrime. Named after Sam Steele, the Steelhead Division tracks and investigates supervillains, coordinates with local heroes, and has agents stationed in recurring trouble spots. Founded in 1986, it was meant to smooth over tensions with the superhero community caused by the Superhero Sponsorship Act.

The head of the Steelheads is Mark Derringer, known in the Eighties as Avenger, a controversial mainstay of Vancouver's SUNDER team. An immortal American who was a pulp adventurer in the 1930s, Assistant Commissioner Derringer is intense and irreverent (and some would say a borderline psychopath). He's a dedicated taskmaster for the team, but his inability to compromise or play politics has many saying he won't last long at his job... the same thing they've been saying since he was appointed in 1998.

Steelhead Armor

The ultimate technology for the Steelheads is the Steelsman armor, *a.k.a.* the Squad Suit, developed by Wally Thompson (the original Forceknight) as an inexpensive battlearmor. There are two versions: one with a weapon for riot control and security, and one with a dedicated anti-supervillain weapon. See the accompanying text box for *HERO System* rules for the suits.

The Steelheads have been associated with several incidents where the RCMP was accused of using excessive force, and people are usually *not* reassured when they appear on the scene. Derringer really doesn't care, and the RCMP's official response on the allegations (and the Steelheads' PR problems in general) is “no comment.”

STEELHEAD ARMOR

Cost Steelhead Armor

- 5 **Augmentation:** +10 STR; OIF (-½), No Figured Characteristics (-½)
- 7 **Augmentation:** +5 DEX; OIF (-½), No Figured Characteristics (-½)
- 8 **Augmentation:** +8 CON; OIF (-½), No Figured Characteristics (-½)
- 7 **Augmentation:** +1 SPD; OIF (-½)
- 20 **Protective Armor:** Armor (10 PD/10 ED); OIF (-½)
- 10 **Leg Augmentation Systems:** Running +5", Reduced Endurance (0 END; +½); OIF (-½)
- 10 **Leg Augmentation Systems:** Leaping +10", Reduced Endurance (0 END; +½); OIF (-½)
- 6 **Communications Uplink:** HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 3 **Sight Augmentation Systems:** Infrared Perception (Sight Group); OIF (-½)
- 3 **Sight Augmentation Systems:** Nightvision; OIF (-½)
- 3 **Sight Augmentation Systems:** Ultraviolet Perception (Sight Group); OIF (-½)
- 6 **Sight Augmentation Systems:** +6 versus Range Modifier for Sight Group; OIF (-½)
- 4 **Computerized RCMP Database:** Detect Match for Photos in Criminal Record (INT Roll +3) (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
- 3 **Cameras And Recorders:** Eidetic Memory; OIF (-½), Sight And Sound Memories Only (-¼)
- 5 **Visual Filters:** Sight Group Flash Defense (8 points); OIF (-½)
- 5 **Noise Compensation:** Hearing Group Flash Defense (8 points); OIF (-½)

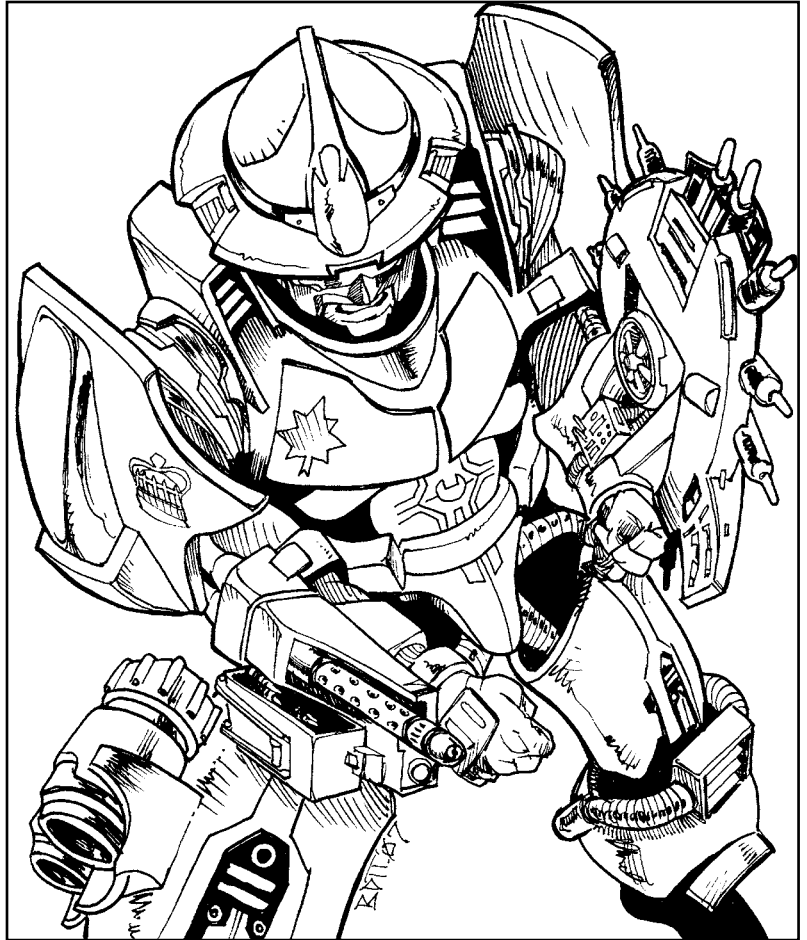
Total cost: 105 points

ADDITIONAL SYSTEMS

Choose one of the following weapons for each Steelhead suit:

Cost Power

- 115 **Pepper Spray Launcher:** Sight Group Flash 6d6, NND (defense is solid eye covering; +1), Area Of Effect (One Hex; +½), Delayed Recovery (see *Dark Champions*; +2); OIF (-½), 16 Charges (-0) plus Energy Blast 3d6, NND (defense is solid eye covering; +1), Area Of Effect (One Hex; +½); OIF (-½), 16 Charges (-0)
- 78 **Electrified Net Launcher:** Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Takes No Damage From Linked Attack (+¼); OIF (-½), 16 Charges (-0) plus Energy Blast 3d6, Area Of Effect (One Hex; +½), Continuous (+1), NND (defense is Power Defense; +1), Reduced Endurance (0 END; +½), Trigger (when Entangle succeeds; +¼), Uncontrolled (remains in effect until captured victims are freed; +½); OIF (-½), Does Not Affect Persons Who Enter Area After Attack Begins Or Try To Free Entangled Victims (-¼), Linked (-¼), No Knockback (-¼), 16 Charges (-0)



Other Canadian Police Forces

Ontario and Quebec each have their own police forces (the Ontario Provincial Police and Sfrété du Québec respectively). Additionally, major cities like Montreal, Vancouver, and Toronto have their own local forces.

UNTIL in Canada

The United Nations Tribunal on International Law has worked with the RCMP and other Canadian authorities since its inception. UNTIL's largest Canadian facility is in Toronto, but it has smaller bases in Ottawa, Vancouver, and Halifax as well as small satellite offices in most other major cities. Canada's complement to UNTIL currently stands at approximately 2,200 field agents and 350 non-field officers, with an additional 1,500 RCMP, OPP, and SQ officers possessing UNTIL Reservist badges. The RCMP has a special UNTIL liaison department (as well as the Reservist program described above), and works well with UNTIL in general.

UNTIL sponsored both Vancouver's (now defunct) SUNDER team and the Mighty Canadians, and works closely with StarForce. The Northern Guard was officially attached to UNTIL's UNITY team until the Guard disbanded in 1998. The Canadian superhero Two-Fist served with UNITY from 1989-1991 (he died in Detroit

in 1992). Two-Fist's younger brother, the more famous Canadian superhero Thundrax, served with distinction in UNITY from 1995-1999 and there's some talk about bringing Celestar onto the current UNITY squad to serve as a heavy-hitter.



Organized Crime In Canada

Canada has more than its share of crime, violent and otherwise. Modern organized crime syndicates established a foothold in Canada shortly after they did in the United States, and Prohibition made it lucrative for them to forge close connections with Canadian criminals. A darkly symbiotic relationship has existed ever since.

Crime syndicates like the Mafia operated in Canada as satellites of American criminal families, but as their influence waned in the United States they lost control of Canada's criminal network. Today, the largest criminal organizations are biker gangs, many based in Toronto. Montreal has been a particularly tough place for these gangs, as the Hell's Angels and a biker gang called the Rock Machine waged a bloody turf war from 1985 to 2000. The Hell's Angels won that war and are now considered a major player in the drug trade nationwide. Some of the Rock Machine defected into the rival Bandidos biker gang, but they're not considered a major force in Canada as of mid-2007.

BC BUD

British Columbia is a major haven for the marijuana trade, with dealers buying homes specifically for "grow-ops." In 2005, a sophisticated 100 meter-long tunnel was dug between houses in British Columbia and Washington State to help smuggle marijuana between the two countries. Lenient penalties and a culture that encourages marijuana use (particularly in Vancouver, the Gulf Islands, and the Kootenays) are blamed for a trade that smuggles over 2000 tons of cannabis into the United States every year.

THE PUNJABI MAFIA

One of the most notable organized crime rings in Canada is the so-called "Punjabi Mafia," an alliance of powerful Indo-Canadian families controlling crime in their community. Many of the early crime bosses, like the infamous Bindy Johal, styled themselves after American gangsters, but the most flamboyant leaders were soon killed — in fact, over 70 people have died in shootings in British Columbia's Indo-Canadian community.

These deaths pale in comparison to Canada's most notorious terrorist incident, also linked to Vancouver's radical Sikh community. A bomb blew up Air India Flight 189 in 1985, resulting in the deaths of 329 people. The attack was allegedly the work of Khalistan separatists based in Vancouver. But the trial of the accused perpetrators was bungled, and only one person — a man who confessed to making the bomb — has been convicted of the crime.

The CSIS

For many years, the RCMP handled issues of national security as well as policing. In the early Eighties, the government decided that this task would be better served by an agency dedicated solely to intelligence gathering. In 1984 it founded the Canadian Security and Intelligence Service (CSIS) to serve as Canada's domestic spy agency.

Primarily CSIS operates within Canada, looking for threats to national security and working to neutralize them. It monitors suspected threats to internal security and infiltrates suspicious groups. It also operates abroad, but (at least officially) only to gather information on threats to Canadian security, not to spy on other countries or work against their interests. A Security Liaison Officer works at foreign consulates and embassies to coordinate the gathering of intelligence data. CSIS works with the intelligence agencies of the United States, the UK, and Australia to share information on joint threats.

The Canadian Military

In 1968, Canada's military organized its branches under a single command — *Forces Canada* took control of the Canadian Army, Royal Canadian Navy, and Royal Canadian Air Force and formed them into a unified service. While the Queen is technically the head of Canadian military forces, since 1904 they've essentially been under the control of the Prime Minister. The operational head of the Canadian military is the Chief of Defense Staff — as of mid-2007 General Rick Hillier, a gung-ho officer who's an advocate of a strong military and its current mission in Afghanistan (though he's been criticized as too politically close to the current Conservative government).

As of mid-2007, Forces Canada fields 64,000 soldiers in the three service branches, with an additional 28,000 reservists. The Canadian army has 58 Leopard tanks; its navy includes 4 submarines and a fleet of close to 100 fighter aircraft.

Canada's troops are renowned for their training (although some American observers believe they're "overtrained"). Canadians have most recently seen action in the Gulf War, peacekeeping missions in Somalia and Bosnia, and with NATO in Afghanistan.

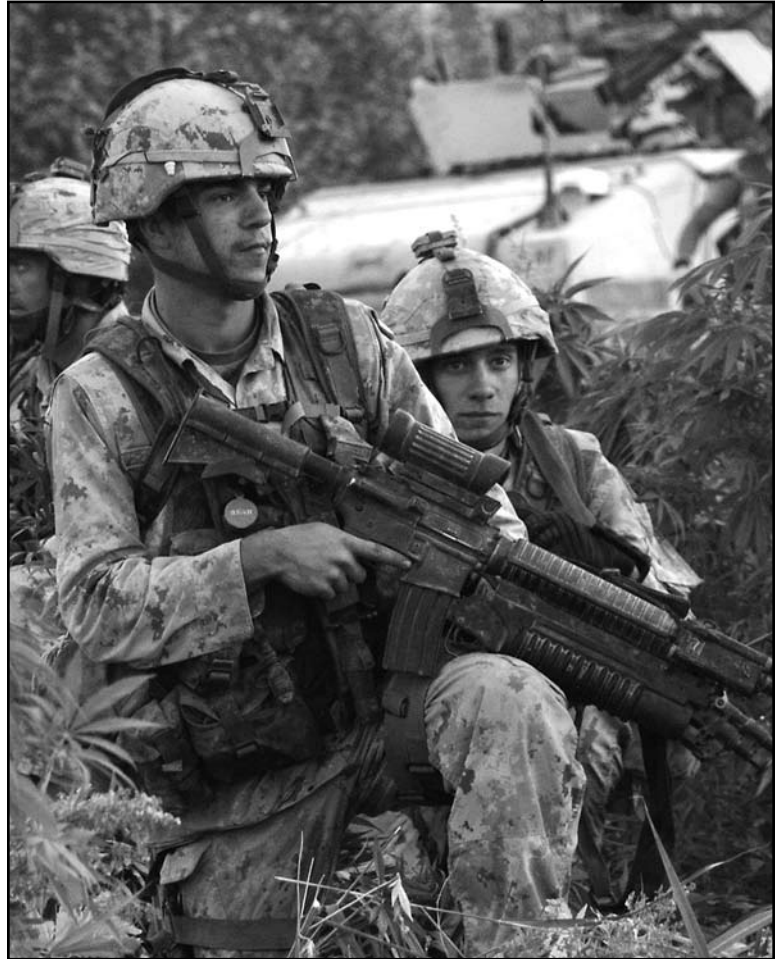
Forces Canada has the following bases:

Army: CFB Edmonton (Alberta), CFB Gagetown (New Brunswick), CFB Kingston (Ontario), CFB Montreal, CFB Petawawa (Ontario), CFB Shilo (Manitoba), CFB Suffield (Alberta), CFB Valcartier (Quebec), CFB Wainwright (Alberta) and the training base LFCATC Medford near Parry Sound (Ontario).

Navy: CFB Esquimalt (British Columbia), CFB (Halifax), with support in St. John's, Nanoose Bay (BC) and a radio command in Aldergrove (BC).

Air Force: Bagotville (Quebec), Comox (BC), Cold Lake (Alberta), Gander (Newfoundland), Goose Bay (Newfoundland), Greenwood (Nova Scotia), Moose Jaw (Saskatchewan), North Bay (Ontario), Shearwater (Nova Scotia), Trenton (Ontario), Winnipeg.

In the Champions Universe, the Canadian army has commissioned the construction of 50 Steelhead suits modified to have heavier defense (15 PD/15 ED Armor) and a suite of more powerful weapons.



JTF-2

Joint Task Force-2 is Canada's elite unit, the equivalent of the US Army Delta Force or the British SAS. It's an anti-terrorism unit held in reserve for special operations that affect the national interest. Its superhuman branch, *Joint Task Force-Excalibur* (JTF-X), is the codename for Canada's superhuman special forces team whose membership and activities are a top state secret.

JTF-2 places a premium on all aspects of a possible mission, from paramedics to tactics to relating with a populace in a hostile area to training militia. Its training program is incredibly well-rounded; it's probably safe to assume JTF-X has a similar training regimen.

TRADE AND COMMERCE

Canada's currency since 1858 has been the Canadian dollar. Canada abolished the gold standard for the currency in 1933. The dollar (known in Canada as "the Loonie" for the image of the loon on the \$1 coin) has experienced considerable variation on the world currency markets, but its current high price reflects the stability of Canadian markets. As of early August 2007, one American dollar is worth approximately \$1.06 Canadian.

Canada has a \$1 and a \$2 coin ("the Toonie"), and bills for \$5, \$10, \$20, \$50, and \$100. Unlike the United States, its currency is colored coded, including watermarks and holograms for security against counterfeiters. Canada's currency is produced at the Royal Canadian Mint in Winnipeg.

In 2006, Canada's GDP was nearly \$1.2 trillion, eleventh highest in the world. Canada's exports that year were \$405 billion, as opposed to imports of \$353 billion, giving it a \$53 billion trade surplus. A full 85% of the exports were to the United States, with Japan its next largest trade partner at 2%. 59% of its imports came from the United States. (Conversely, 23% of the United States' imports go to Canada, 16% to Mexico, and 6% to Japan, while Canadian exports make up 16% of all US imports, 1% more than the United States' second biggest importer, China.) Canada exports more oil to the United States than any other country — over 30% more than either of its two biggest competitors, Mexico and Saudi Arabia.

Canada's economy is primarily resource-based. Petroleum, natural gas, gold, silver, nickel, copper, and timber are its main products. Ontario's automobile industry is also a major source of jobs.

SCIENCE AND INVENTION

Canada may not be the mother of invention, but she might be its midwife. Many inventors and inventions came from Canadians, though they often had to leave the country to succeed. Major inventions Canadians take credit for include the telephone (Alexander Graham Bell), the snowmobile (Joseph-Armand Bombardier), two-way radio (Reginald Fessenden), standard time (Sandford Fleming), chiropractic medicine (D. D. Palmer), and alkaline batteries (Lewis Urry).

SPORTS

Superheroes are often jocks, and an understanding of a nation's sports culture is often a good parallel for its superhero culture. Canada's heritage in sports dates back to its earliest years, when Jean Brebeuf saw the Hurons participating in a ritualized warfare and called it "Lacrosse" after the shape of their sticks.

BOAT RACING

Canada's maritime tradition is well-represented. In the last twenty years, Canada has become a powerhouse in Olympic rowing, and many of its recent gold medals have been in that sport.

Canada's most famous yacht was the *Bluenose*, a Nova Scotia cod-fishing schooner that was undefeated in the Fisherman's Cup for seventeen years (from 1921-1938). Its victories were immortalized in a postage stamp (1929) that many consider one of the most beautiful ever designed. Unfortunately, after the war fishing boat races went into a decline, and the *Bluenose* was sold to a fishing concern. It sank off the coast of Haiti in 1946.

BASEBALL

America's pastime is also played north of the border, and there are numerous slow-pitch and softball summer leagues. Two teams have played in the majors, the Toronto Blue Jays and the now-defunct Montreal Expos. The Expos won the NL division title in 1981 but failed to advance; they were en route to another title in 1994 when they fell victim to the baseball strike. The team never recovered. Toronto, on the other hand, has been more successful, with five division titles and two World Series championships (1992-1993).

Canada has made a few contributions to big league players. The most famous is probably Ferguson Jenkins, a Chatham, Ontario-born pitcher who played most of his career for the Chicago Cubs. Minnesota Twins first baseman Justin Morneau is the second Canadian born player to win an MVP award. Canada also has a minor league tradition; Jackie Robinson debuted for the Montreal Royals of the International League (where he was very popular) before hitting the majors.

CANADIAN FOOTBALL

Next to hockey, football is Canada's premier professional sport. The Grey Cup has been awarded to Canada's best football club since 1909, and to the champion of the Canadian Football League since 1958. Canadian football found its roots when rugby teams played American college football teams and adapted the rules.

CFL football has 3 downs (so passing is encouraged), a wider field, 12 men per squad instead of 11, a longer field (110 yards), and a 5 yard no-go zone when someone receives a kick or a punt (so punt returns are frequent and often spectacular). Teams have an import limit that requires them to keep Canadian players.

The CFL has had its ups and downs, but appears to be on the upswing. Notable players in CFL history have included: Warren Moon (who starred in Edmonton before moving in the NFL); Ron Lancaster (standout QB for the Saskatchewan Roughriders); Russ Jackson (Ottawa QB and DB); Jackie Parker (QB Edmonton); Garnet Henley (Hamilton, DB); George Reed (Sask, running back); Doug Flutie (QB); and many others.

Toronto has lobbied for an NFL franchise for years. Some Canadians fear that if it actually gets one, bringing the NFL to Canada will kill interest in the CFL.

CURLING

Curling is Canada's answer to cricket — if you don't get it, you'll often be left scratching your head about it. Curling is a Scottish invention brought to Canada by Scots immigrants; the Montreal Curling Club was founded in 1830 and may be the oldest athletic club in North America.

Curling is essentially shuffleboard on ice. Two teams, composed of four players apiece, compete against each other. One player hurls a heavy disk (called a "stone") down a sheet of ice toward a bullseye ("the house"). The teams alternate in throwing stones down the ice. Two teammates use brooms to momentarily melt the ice and control the friction produced by the ice surface. The interplay of the stones bouncing off each other (or setting up "guards") gives the game its strategy and drama.

After eight stones (two per player) are thrown, the period (or "end") is over and points are counted. There are ten ends in a game. The last stone thrown in an end is called a "hammer." A team's captain is called a "skip."

Curling is an immensely popular participation sport, particularly in small towns and on the prairie. It's a team sport at the Winter Olympics; success at the Games is a source of national pride.

LACROSSE

For many years, lacrosse was Canada's official sport, even though hockey held the nation's heart. Today it's the official summer sport, with hockey the official game of winter.

The earliest lacrosse was played as a form of ritualized warfare by Huron and Algonquin Indians, sometimes with an enemy head as a ball. Fields could be miles long, teams consisted of dozens of people, and games lasted for days. European settlers soon adopted the game and adapted it to their preferences. The rules were standardized in 1867, and a trophy, the Minto Cup, was awarded to the champion team in 1901.

Box Lacrosse

In the 1930s, a new form of lacrosse — box lacrosse, an indoor game — took over and soon became the most popular form of the sport in Canada. Teams field five players and a goaltender. The objective is to get the ball into the net and score a goal. Many of the rules are the same as those in hockey, including the division of the game into three 20-minute periods. A team has 30

seconds to take a shot or lose possession, leading to fast-paced games. Played on bare concrete with solid sticks (and with legal cross-checks), it's one of the roughest team sports in the world.

The Mann Cup is awarded to champions in the sport of box lacrosse. Many teams are proud of their First Nations heritage, such as the Coquitlam Adanacs, and the New Westminster Salmonbellies. The Iroquois Nation fields its own squad and competes at the world championships.

The Good Ol' Hockey Game

Hockey is Canada's national sport. It's a competitive game of two teams with six players skating on a sheet of ice, each attempting to shoot a rubber puck into a net. But that prosaic description does nothing to explain why hockey occupies such an honored place in the Canadian soul.

Hockey players perpetuate the myth (also seen in soldiers) of the stodgy rural Canadian farmboy, a quiet superman who endures the Canadian winter to hone his skills with countless hours playing on frozen ponds, and thus, through raw determination, builds himself into an NHL star. The ideal hockey player is tough without being dirty. He doesn't complain, but also doesn't back down from a challenge or a fight. He's skilled without being a prima donna. He defends his teammates. He represents his country. One can see a lot about Canadian ideals in what Canadians expect from their hockey players.

Hockey has been ingrained in the Canadian soul almost since the country's inception. In 1892, Lord Stanley, governor-general of Canada, donated a trophy to present to the best amateur hockey team in Canada. By 1915, a tacit agreement formed whereby it would be presented to the winner of a contest between the champion of the Pacific Coast Hockey Association and the National Hockey Association. In 1926, the Cup became exclusive to the National Hockey League.

The next four decades were the era of the "Original Six." Until 1966, the NHL was comprised of only six teams: the Toronto Maple Leafs, Montreal Canadiens, New York Rangers, Chicago Black Hawks, Boston Bruins, and Detroit Red Wings. These teams fought each other in some of the fiercest rivalries in the history of North American sports. In hockey, familiarity breeds ferocity... and over the course of a 50-70 game schedule, these teams got to be very familiar with each other.

In 1967, the first of several rounds of expansion occurred with the intention of increasing the game's exposure, particularly in the United States (as well as revenues). Longtime fans complained it diluted the game, but hockey expanded rapidly. A rival hockey league, the WHA, formed in the 1970s. It folded, but many of its teams were subsumed into the NHL; among the defunct league's stars was an extremely talented young forward named Wayne Gretzky.

Today, forty years after the first expansion, the NHL has close to 30 teams, some in such unlikely locations as southern California and North Carolina.



A general decline in American television revenues, the widespread adoption of stifling defensive systems, and a disastrous hockey strike has put several franchises in jeopardy, though the league is in no danger of collapse in the foreseeable future.

HOCKEY AND THE NATIONAL CHARACTER

In the US, ice hockey is a minor sport with a small but passionate following. In Canada, it's almost the national *raison d'être*. Playing hockey is the one thing Canadians think they do better than anyone else in the world. They may not be able to compete against the United States or Europe in other arenas, but hockey is the one activity where Canadians can excel.

In Quebec, particularly prior to the Quiet Revolution of the 1960s, the importance of hockey in the provincial identity cannot be understated. The heroes of Quebec hockey — Howie Morenz, Rocket Richard, Jean Beliveau — embody Quebecois skill and passion. Watching *Les Habitants* (as the Canadiens were popularly known, after a term for Quebec farmboys) defeat English-speaking teams like the hated Toronto Maple Leafs was a way to relieve some of the pressures of the cultural divide.

Every Saturday in Canada, *Hockey Night in Canada* comes on television. Shown on the CBC, HNIC airs two games each evening, a Toronto game at 7:00 PM Eastern time/4:00 PM Pacific, followed by a western game three hours later. A Canadian institution, it's consistently one of the highest-rated programs in the country.

THE FIGHT GAME

The most controversial aspect of professional hockey is fighting. Hockey games often involve players dropping their gloves and punching each other. Many fans love fighting; others do not, and some non-fans are quick to criticize this part of the NHL game.

The primary reason for fights in hockey is tradition. Fighting's proponents argue that when NHLers skate with each other at high speeds, things happen that referees don't catch, and that fighting provides a safety valve to settle disputes without the use of sticks or more dangerous implements. Detractors see this explanation as pure self-justification (sometimes pointing out that fighting's not present in college hockey).

Fights usually occur in one of five situations. First, early in the game, two designated tough guys (also known as enforcers) square off to show the other side that their team is prepared to play rough (implicitly telling them that they'd better behave). Second, near the end of a game (particularly if one team's scored a lopsided win and the teams are scheduled to meet again soon) someone starts a fight to show the winner it hasn't broken the losing team's spirits. Third, if someone makes a cheap hit, both players may opt to settle the score immediately. Fourth, if someone's been making cheap hits on a team (even in a previous game), that team may force him into a fight with a "policeman" to enact retribution. Finally, if someone's made a hit that injures a star player, an enforcer is expected to settle the score.

The last two are the most controversial, and illustrate hockey's complex code of conduct. Whether fans, the media, or the officials like it, players police their own behavior. Someone who makes a cheap shot on (or hurts) a team's star players is expected to stand up and take his lumps from one of the opponent's tough guys. The infamous 2004 attack by Todd Bertuzzi of the Vancouver Canucks on the Colorado Avalanche's Steve Moore is an example of what can happen when a player violates the code. Moore had injured Canucks captain Markus Naslund in an earlier game, and then skated away from challenges by the Canucks's toughest players during the fateful game. He was skating away from a Bertuzzi challenge when he got nailed.

CANADIAN CULTURE

Briefly describing the culture of a nation as large and diverse as Canada is difficult, but here are a few notes on the highlights to help GMs and players.

Margaret Atwood wrote *"Canadian history defeats attempts to construct traditional society-saving or society changing heroes."* The Canadian eye has always look skeptically on saviors and patriots. This skepticism has produced a culture that is influenced by—but often at arm's length from—the entertainment mills of the American south.

ART AND LITERATURE

Early Canada's rustic, harsh wilderness did not lend itself to sophisticated culture. Not surprisingly, most early Canadian literature came in the form of travelogues and wilderness adventure stories. Until after World War II, the main literary tradition in Canada featured tales of pioneering and the wilderness. During the post-War period Canadian literature flowered and expanded, featuring English-Canadians authors like Robertson Davies, Timothy Findlay, Mordecai Richler, Michael Ondaatje, Alice Munro, W.P. Kinsella, Margaret Atwood, and Farley Mowat.

Quebec's literary tradition was dominated by the Catholic Church until the mid-twentieth century, when authors like Ann Hébert and Gabrielle

Roy appeared. Perhaps the most famous Quebec short story is the nostalgic "The Hockey Sweater," by Roch Carrier (a story that's even commemorated on Canada's \$5 bill).

Canadian literature tends to involve themes like alienation from conservative values, respect for nature (even when the struggle against nature threatens to destroy you), the loss of innocence in obtaining manhood or womanhood, the conflict between rural and urban Canada, and a distrust toward one's political neighbors (English Canada for Quebec writers, the United States for English-Canadian authors). A lot of Canada's most acclaimed fiction is strongly influenced by American southern authors like William Faulkner, Eudora Welty, and Tennessee Williams.

BROADCASTING

The CBC (Canadian Broadcasting Corporation) was founded in 1936 as one of C.D. Howe's pet projects to provide a counter to American culture that was seeping into Canada via radio. The CBC is a government crown corporation, though it's protected from political interference by strict regulation. The CBC began broadcasting television programs in the early 1950s, and moved to a national broadcast in 1958 with color programming. CBC Newsworld, an all-news channel, was established in 1989.



The other two rival networks are CTV (Canadian Tele-Vision, a privately owned network established in 1960 by John Diefenbaker as a competitor to the CBC) and the Global Network (founded in 1974 by Izzy Asper; it's noted as the voice of conservatism among Canadian television networks). In recent years the explosion of cable television has led to the establishment of numerous cable networks, including TSN (sports), MuchMusic (music videos), Space (science-fiction), Vision (religion), Knowledge Network (education), and YTV (children's shows). Quebec's French-language programming networks experienced a similar expansion, with channels like Télé-Québec (education), MusiquePlus (music), Le Canal Nouvelles (news), and TVA (movies).

The most popular (and longest-lasting) Canadian program is *Hockey Night in Canada*, first broadcast in 1952. Other staples of Canadian programming include: *Mr. Dressup* (a show for very young children, 1968-96); *The Friendly Giant* (another kid's show that aired on the CBC from 1958-1984); *The Littlest Hobo* (the adventures of an uncannily intelligent German shepherd who helped people solve problems, 1963-1965 and 1979-1985); *Wayne and Shuster* (a series of monthly comedy specials); *SCTV* (a classic sketch comedy troupe from Toronto's Second City theater group that rivaled *Saturday Night Live* as the premier comedy show of its day; 1976-84); and *Due South* (a 1994-99 American series about a polite and capable Mountie partnered with a hard-nosed American cop in Chicago)

Quebec has had a long history of home-grown television as is an important element of Quebec culture. Prime time soap operas known as *téléromans* are a mainstay; *La Famille Plouffe* is the most famous. Other famous Quebec series include: *Lance et Comte* (a TVA series about a hockey team), *Caillou* (a popular children's cartoon), and translated American series like *Perdu* ("Lost"). Though the best Quebec series are critically acclaimed and imported across the French-speaking world, the advent of cable television has led to a shortage of native programming; 80% of the current comedy and drama aired on Quebec television are translated American imports.

Canadian Content Regulations

Given that the flood of foreign entertainment is seen as a threat to domestic culture, the Canadian broadcast industry has imposed regulations requiring Canadian content (meaning content with at least two of the following characteristics: the chief performers/artist is Canadian, the writers/lyricists are Canadian, the composer was Canadian, or it was produced at a Canadian facility). Canadian music stations are required to play 35% Canadian content (with some exceptions for genres with relatively little Canadian presence, like

jazz). Canadian television stations are required to air 50% Canadian content in prime time, and 60% Canadian content in the off-hours. Additionally, when a cable television program is shown on an American station at the same time as a Canadian station, the American version is blocked so Canadians are forced to view Canadian commercials.

Movies

Canada has never had a great domestic film industry, but it has sent talent across the border. Canadian exports include actors like "America's Sweetheart" Mary Pickford, Christopher Plummer, Leslie Nielsen, Ryan Reynolds, and of course the legendary William Shatner.

MUSIC

Canada's first great musical superstar was Guy Lombardo, who formed the "Royal Canadians" in 1924 and began a tradition of playing *Auld Lang Syne* on New Year's Eve in Time's Square. Canadians branched out into music with a vengeance. In the early rock 'n' roll era, Paul Anka was a major talent.

The Tragically Hip is probably considered the most quintessentially Canadian band of modern times. Like Gordon Lightfoot before it, it often incorporates Canadian history into its songs. Lightfoot, Leonard Cohen, and Bruce Cockburn are well-known Canadian popular songwriters. In rock, Rush has probably achieved the greatest longevity of any Canadian band; the Guess Who was a major Canadian band of the Sixties which morphed into Bachman-Turner Overdrive in the Seventies. In the Eighties, Bryan Adams was a huge name in pop music. More recently, Nickelback has been a top rock act.

Quebec has had more than a few great chanteurs and chanteuses. Michael Bublé is the latest of a long line that includes Celine Dion, Alanis Morissette, Nelly Furtado, Gino Vanelli, and many others. The quintessential Quebec song is probably *Mon Pays* by Gilles Vigneault.

RELIGION

Canada has never believed in the formal separation of church and state. The Anglican Church had considerable sway over English Canada, while the Roman Catholic faith held Quebec in a virtual stranglehold for centuries.

Today, Canada is far less religious — and far more diverse — than in earlier days. Most Canadians still profess religious beliefs: 12 million Canadians are Roman Catholics; 8 million are Protestants. Evangelical Christians are a smaller block than in the United States and are less interested in politics (and support a wider diversity of political views than their American counterparts). Canada has approximately 600,000 Muslims, 500,000 Jews, and 300,000 Sikhs.

THE ABORIGINAL WORLD



First Nations” (the preferred Canadian term for “Native Americans” or Indians) was coined in the Eighties as an umbrella term for non-Métis and Inuit aboriginal peoples. There are over 600 bands (the Canadian term for “tribes”) in Canada, most of which are concentrated in Ontario and British Columbia.

The history of the First Nations in Canada has been a sad one, as contact with Europeans brought disease, a decline in foodstuffs, alcoholism, widespread prejudice, and marginalization. This was particularly true in the late nineteenth and early twentieth centuries, during the settlement of the Canadian west (which coincided with the fiercest attack on their culture).

The First Nations are governed by the Indian Act, a part of the Constitution that was ratified in 1876. The Act defines the rights and benefits of Indians, which requires them to register their name with the government; those registered are considered “status” Indians. Over the course of time, many had lost status benefits due to marriage with non-status Indians, illegitimacy, or renunciation of status to gain the right the vote (which was not changed until 1960). In 1985, the Indian Act was amended to restore these benefits.

In 1969, the federal government White Paper, issued at a time of strong nationalism, urged the government to abolish the Indian Act and treat First Nations peoples as just another minority. The First Nations vehemently opposed this. In 1982, the Charter of Rights and Freedoms established the benefits of the Indian Act as a fundamental, irrevocable civil liberty for Canadian aboriginals. In 1995, a Royal Commission recommended the encouragement of First Nations self-rule, a principle the bands have enthusiastically endorsed. Since then a number of treaties have been signed. The Kelowna Accord of 2005 allocated billions of dollars to modernizing reserves, but the Harper government has refused to abide by the accord.

The Assembly of First Nations is the national body that represents First Nations interests with the federal government. It has attempted to present itself as being on an equal footing with provinces, but with limited success. As of mid-2007, its leader is Phil Fontaine.

THE BANDS

A band is defined as a community of aboriginals who associate with each other and share common leadership, language, customs, and religious beliefs. While there can be significant differences in the structure and mythology of even a single band, the most common similarities probably follow these lines:

Central And Eastern Canada

This category primarily consists of the Algonquin and Iroquois tribes of Ontario, Quebec, and Labrador. Traditionally thriving on hunting and fishing, they also grew corn, squash, and beans (and for ceremonial purposes, tobacco). The Algonquin had a loose alliance of villages, while the Iroquois united into one of the mightiest confederacies of the New World.

Plains First Nations

Unlike their eastern cousins, these peoples lived a nomadic lifestyle, following the buffalo as they roamed the prairies, and dwelled in tipis (teepees). The destruction of the herds in the late 1870s devastated their traditional livelihood and they never recovered. They share many traditions with American Plains States natives like the Crow and the Blackfoot. Some Alberta Plains tribes built medicine wheels, huge circles of laid stone, which figured into their rituals.

West Coast First Nations

The West Coast First Nations had one of the most vibrant of all indigenous cultures in the western hemisphere. The scenery of British Columbia combined with their attractive totem poles made them a haven for artists, but also brought the ire of Christian missionaries, who considered them idolatrous. But totem poles were never objects of spiritual worship, just works of art that commemorated legends, prominent elders, and events; occasionally they were used as mortuaries. Another practice of West Coast nations cultures that was once banned was the *Potlatch*, a gift-giving ceremony.

Inuit

The Inuit are the people of the north, also known as Eskimos, who live primarily in the territory of Nunavut. Once they were a nomadic people who hunted whales, musk ox, caribou, and walrus, using their meat for food and their bones and ivory for tools. A recent surge in population made it difficult to continue the traditional nomadic lifestyle, so most Inuit have moved into settled communities.

FIRST NATIONS LANGUAGES

The native peoples of Canada had many native tongues. Some of the most commonly-spoken include Algonquin, Inuit languages such as Inuktitut, Athabaskan languages, Sioux (and related tongues), Iroquoian languages like Mohawk and Oneida, and numerous West Coast tongues like Haida, Kwakiutl, and the Salishan languages. See *The Ultimate Skill* for Language Familiarity Tables covering these languages.

Métis

These are the descendents of First Nations women and French-Canadian voyageurs and settlers. They combine both cultures, having developed a pidgin dialect that combines French with Cree. They have isolated communities throughout Western Canada.



MYTHOLOGIES AND MYSTICISM

The mythologies and legend-cycles of the First Nations peoples are as diverse as the tribes themselves. As inspiration for players and GMs, here's a *brief* look at some of them (often with Anglicized spellings for ease of pronunciation).

ALGONQUIN/EASTERN

The Algonquins teach that the grandson of *Nakomis* (the Earth) was *Manabohzo* (or Manabush) the Hare. He is the Elder Brother of all living things, and his vitality and fertility shaped the world and brought life and light to it.

The Algonquins believe in *manitous*, a term often interpreted as “powerful spirit” but which actually refers to any creature, physical or spiritual, that's greater than humans. Some modern First Nations identify superhumans as manitous. The greatest manitou is *Kitshi Manitou* (“The Great Spirit”), who's sometimes identified with the Christian God.

INUIT

The world is inhabited by powerful *tuurngait* (possessing spirits) and *anirniit* (the released souls of animals and humans, who have the power to take revenge on anyone who harmed them in life). Anirniit may belong to a single animal, or to an entire species. The job of placating these spirits is the role of the *angakok*, or shaman.

Creation and afterlife beliefs vary by region, and often depend on exposure to other cultures. Some Inuit did not believe in a creator or afterlife, others believed souls remained in the world, and some adopted a Christian belief in heaven and hell.

The most powerful spirit anirniit are often identified as gods (though powerful demons may be more accurate). *Sedna* is the spirit of sea animals; *Nanook* the spirit of polar bears; *Tekkeitsertok* is the Hunter, master of caribou, *Amaguq* was the spirit of the wolf, and a trickster; *Wentshukumishiteu* is the White Otter who protects otterkind from hunters.

Other major spirits included *Isitoq*, a giant flying eye who punished those who broke taboos, the *Adlet* (ten monstrous offspring of a “red woman” and a demon dog that drank blood), *Kigatilik* (the slayer of shamans, who in the Champions Universe, extends his mission to slay any superhuman who dares to protect the Inuit peoples; he was entombed in a dimension of ice by the Mighty Canadians), and *Amorak* (a giant wolf who hunted those who hunted at night).

PLAINS

Plains tribes have many diverse cosmologies. Many believe the world was chaos, but a supreme god created the Earth, which gave birth to the Trickster — *Wisahkêcahk* (in Cree), *Napi* (the Old Man of the Blackfoot), *Iktomi* (the Spider in some Lakota beliefs) — who ordered the world and gave

names and knowledge. Clever and mischievous, the Trickster can be benign or malicious, depending on his mood. He also taught the secret of the dreamcatcher, to catch bad dreams sent by evil spirits to plague people in the night. Other figures, like the White Buffalo Woman of the Lakota who brings peace and prosperity, also play a prominent role in stories.

PACIFIC COAST

As with Plains nations, the central figure of most west coast bands was a Trickster, Raven, who brought order to the universe. In Haida belief, Raven released the first men from a cockle shell so he could have guests for a party. He borrowed the sun and stars from the sky god, brought them fish, and tricked Beaver into giving the secret of building a home. The Killer Whale rules the sea, and those who drown go to serve him in his underwater city.

A potlatch is a gift-giving ceremony that marks weddings, funerals, and rites of passage for many West Coast nations. The more lavish the gifts given, the greater the honor bestowed on the giver. Potlatches usually also include singing, dancing, and the performance of legends.

FIRST NATIONS MYTHOLOGY AND THE CHAMPIONS UNIVERSE

In the Champions Universe, four powerful spirits dominate the mythological landscape of the North: the Sky, the Land, the Ice, and the Sea. They often manifest as various gods or spirits of specific bodies of legend, but ultimately those manifestations are not their true selves. They aren't characters but forces of nature and plot devices. When they're in a good mood, they create benevolent superhumans; when they're angry, they create supervillains, or evil monsters like the Wen-di-go.

The Four Great Spirits cannot be fought. They do not directly talk with mankind except in unusual circumstances (such as empowering superhumans) or in a mystical nexus called the Cat's Cradle (also known as the Lynx's Fold). However, they do send animal spirits as messengers and go-betweens. They occasionally listen to superhumans or shamans who visit certain mystical nexus points, primarily the Cat's Cradle (which is somewhere in the Canadian North near Hudson's Bay) or an unnamed one located on Haida Gwaii near the hidden village of Niikwan (see Ravenspeaker's character sheet in Chapter Four).

To speak with one of the Four Great Spirits, a man must make a vision quest, experiencing the same conditions of deprivation as a shaman. Only when he's on the edge of death or madness will the Cat's Cradle open to receive him. Once within the Cradle, a petitioner must pass tests of fear, intelligence, bravery, and humility; these tests differ for each person (and are left to the GM to design). When all of these qualities have been displayed, an emissary escorts the person to the presence of the Spirits, where he may request a boon, ask for information, or the like. Usually the Spirits honor such requests, though they do not tolerate greed, arrogance, or hubris well.

The spirits themselves reside in extra-dimensional realms: the Sea in a place called the Great Water; the Land in the Happy Hunting Grounds; the Ice in the Tomb. The Sky has no realm of its own, but is content to spread its essence like a blanket over all worlds. Whales and orcas are the Sea's emissaries; animal spirits (such as the spirit bear, or *kermode*, of Vancouver Island) are the Land's; thunderbirds and eagles serve the Sky, and demons and polar bears serve the Ice.

MYSTIC PRACTICES

Canada's aboriginal cultures are a remarkably spiritual people; they pride themselves in their closeness with nature and integrating the forces of nature into their world. Within aboriginal bands, the leader of their religion is sometimes known as a shaman, or (more commonly) "medicine elder" or "spirit healer." (The Inuit term is *angakok*.) These men and women see to the emotional and spiritual health of their people. They conduct ceremonies; administer herbal remedies, sweat lodges, and other cures for various ills; perform rites to protect the band from evil spirits; counsel troubled people; arbitrate disputes; and wander alone into the wilderness to speak with the spirits.

Dreams

Dreams have a special meaning to many First Nations cultures because they are expressions of a man's connection to the spirit world. One of a shaman's tasks is to interpret dreams for people and draw advice from them for the dreamer. (In game terms you can buy this as a form of Precognition, or as a Skill [such as the optional *Divination* Skill from *The Ultimate Skill*].)

Circle Ceremonies

A traditional practice of most First Nations culture is performing *circle ceremonies*. A circle gathers people together for sharing (passing along stories), teaching, soothing troubles and disputes, and sentencing (the justice system of Canada recognizes sentencing circles as an alternative trial system for minor crimes, as it brings the accused face-to-face with his victims). A ceremony begins with a "smudge" with a sacred plant (such as sage, tobacco, sweet grass, or cedar) and the passing around of a talking stick (usually dressed with an eagle feather); whoever holds the talking stick has the undivided attention of the group. If healing is required, an additional ceremony is performed.

Spells

First Nation shamans' spells allow them to assist healing processes by driving away bad spirits and tending wounds and illnesses; communicate with spirits; protect people and bands against demons and evil spirits, and drive such malign beings away; interpret dreams; attract rainy or sunny weather as needed; and the like. See the *Shamanism* section of *The Fantasy Hero Grimoire II* for example spells suitable to characters of this type.

One aspect of shamanism found in virtually every culture is the idea of a *vision quest*: a prophetic venture into the wilderness. Sometimes used as a rite of passage for young men, more commonly it's the way shamans and angakoks renew their ties to the spirit world. It's also dangerous; not only do shamans have to weather the elements and conquer the limitations of their own bodies, they must fend off attacks from dangerous spirits like tuurngait. It involves a combination of fasting, sleep deprivation, and a long, solitary journey into the wilds. There the shaman battles demons (both external and internal), communes with the spirits, and returns renewed with prophetic insight. Not all vision quests involve journeys; in the Lakota *yuwipi* ceremony, the medicine man is tied in a special blanket to induce the prophetic state, and some Inuit cultures imprison *angakok* in a tiny igloo that's one step removed from a tomb.

Creatures Of First Nations Mythology

The tradition of monsters in First Nations cosmologies is an old and time-honored one. Here are game stats for creatures from the tales of various aboriginal peoples. These are intended for use in a heroic level game, but notes are provided to upgrade them for use with superheroes.

ADLET

28 STR	15 DEX	20 CON	20 BODY
8 INT	5 EGO	20 PRE	8 COM
11 PD	6 ED	3 SPD	10 REC
40 END	44 STUN		

Abilities: *Bloody Feast*: Aid HKA and STR 6d6, Delayed Return Rate (points return at the rate of 5 per Minute), Only When Eating Its Kill; *Bloody Feast II*: Healing BODY 2d6, Only When Eating Its Kill (-1); *Bite*: HKA 1½d6 (3d6+1 w/STR), Reduced Penetration (-¼); *Tough Skin*: Damage Resistance (2 PD/2 ED); *Heavy*: Knockback Resistance -3"; *Horse's Legs*: Running +5" (11" total); *Wolf's Senses*: +1 PER with All Sense Groups but Sight Group; *Wolf's Eyes*: Nightvision; *Wolf's Nose*: +3 PER with Smell/Taste Group; *Wolf's Nose*: Tracking with Normal Smell; *Wolf's Ears*: +3 PER with Hearing Group; *Wolf's Ears*: Ultra-sonic Perception (Hearing Group); +2 with HTH Combat; Concealment 11-; Stealth 12-; Tactics 11-; Teamwork 12-

75+ Disadvantages: Physical Limitation: Animal Intelligence; Physical Limitation: Large (-2 DCV, +2 to PER Rolls to perceive); Physical Limitation: Poor Eyesight (-2 to all Sight PER Rolls); Physical Limitation: Very Limited Manipulation; Psychological Limitation: Hungers For Blood

Notes: The monstrous offspring of a woman and a Red Dog (which some have linked to the *loup garou* of Quebec legends). There were ten pups in this evil litter, and now they wander the lands devouring anyone unfortunate enough to cross

their path. Five pups were allegedly sent overseas, where they bred the white peoples of Europe.

Superhuman Variations: To boost the adlet to challenge *Champions* level characters, add +12-15 to each of its defenses, increase its SPD to 5, its DEX to 20, its STR to 35, its bite to 2d6, and its Running to +11".

ANIRNIIT

10 STR	18 DEX	10 CON	10 BODY
10 INT	18 EGO	20 PRE	8 COM
5 PD	5 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: *Ghost Powers*: Elemental Control, 80-point powers — 1) *Psychokinesis*: Telekinesis (15 STR), Reduced Endurance (0 END), Affects Physical World; 2) *Fading*: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END); 3) *Ghost Touch*: RKA 1d6+1, Reduced Endurance (0 END), Invisible Power Effects (Fully Invisible), Affects Physical World, No Range; *Ghostly Form*: Desolidification (affected by magic), Reduced Endurance (0 END), Persistent, Inherent, Always On; *Undead Vitality*: Life Support (Immunity to all diseases and poisons, Longevity: Immortal; all Safe Environments, Self-Contained Breathing; Diminished Sleeping: no need to sleep); *Undead Form*: No Hit Locations; *Ghostwalking*: Flight 8, Reduced Endurance (0 END); *Hunger For Life*: Detect Life 11-, Range, Sense; *Undead Senses*: +4 PER with All Sense Groups, Only To Perceive Images Created By Means Other Than Necromancy; Animal Handler (all categories) 13-; AK: Canadian North 11-; CuK: Inuit 13-; Language: Inuktitut (idiomatic); Shadowing 11-; Stealth 13-; Survival 11-; Tracking 11-; TF: Dog Sleds, Dogs, Sleds, Snowmobiles

75+ Disadvantages: Psychological Limitation: Must Enact Vengeance on Killer (Very Common, Moderate); Psychological Limitation: Cannot Touch Those Who Obey Taboos (Common, Total)

Notes: A creature from Inuit mythology. When someone, even a hunter, kills another creature without performing the proper rituals, the soul of the creature is released as an *anirniit* to strike them down. The proper rituals can put an *anirniit* to rest.

Superhuman Version: It shouldn't be necessary to upgrade these creatures for *Champions* — just use more than one at a time against superhumans. Since *anirniit* aren't exclusively human, graft another creatures' abilities onto the *anirniit* "template" can create even more unusual threats.

OGOPOGO

45 STR	20 DEX	30 CON	20 BODY
8 INT	5 EGO	30 PRE	8 COM
21 PD	18 ED	4 SPD	15 REC
60 END	58 STUN		

Abilities: *Bite:* HKA 1½d6 (3d6+1 w/STR); *Tail Bash:* HA +2d6; *Tough Skin:* Armor (6 PD/6 ED), Hardened; *Heavy:* Knockback Resistance -10"; *Underwater Adaptation:* Life Support (Expanded Breathing); *Swift Swimmer:* Swimming +16", x4 Noncombat; *Only Swims:* Running -6"; *Underwater Senses:* Spatial Awareness (no Sense Group), Ultraviolet Perception (Sight Group); +3 with Bite, Grab, Tail Bash; Stealth 13-

75+ Disadvantages: Physical Limitation: Huge (-4 DCV, +4 to PER Rolls to perceive); Physical Limitation: Animal Intelligence; Physical Limitation: Reduced Leap, cannot leap; Physical Limitation: Very Limited Manipulation

Notes: The ogopogo is a black-grey lake serpent, four to eight meters (2"-4", or 15-30 feet) long, with multiple finned humps on its back and two huge eyes set in a relatively small head. It's native to Canada's fresh water lakes, where it lives in deep underwater caves. Elusive but territorial, it attacks swimmers and boats, so First Nations fishermen avoid waters claimed by one. It is. The ogopogo of Okanagan Lake is the most famous of these creatures, but other legends speak about similar monsters in Lake Manitoba (Manipogo) and Lake Champlain (whose monster is nicknamed "Champ").

Superhuman Variation: To adjust the Ogotopogo for superhumans, add Damage Reduction and boost its Bite to 2d6. For a wilder version, give it Teleportation as an escape power, and some Healing Regeneration.

SASQUATCH

25 STR	14 DEX	23 CON	16 BODY
8 INT	10 EGO	20 PRE	8 COM
8 PD	9 ED	3 SPD	10 REC
46 END	41 STUN		

Abilities: Concealment 11-; Shadowing 11-; Stealth 15-, Survival 13-; Tracking 11-; +6" Running.

200+ Disadvantages: Hunted: Cryptozoologists 8-; Psychological Limitation: Shy, Avoids All Contact With Humans

Notes: A favorite creature of North American cryptozoologists, the legendary sasquatch is a man-sized bipedal creature from seven to ten feet tall that's native to the forest wilderness of Western North America, particularly in British Columbia and Washington State. First spotted in 1924 in Ape Canyon near Mount St. Helens, the "man-ape" was later linked to a legendary First Nations creature ("sasquatch" is Salishan for "hairy man"). There've been numerous sightings of sasquatches over the years, especially in southwest British Columbia, though many have been revealed as hoaxes. Some cryptozoologists postulate that the creature lives in isolated family

groups. In a Pulp campaign, they might be more intelligent and have a hidden civilization.

Superhuman Versions: A race of Bigfoots suitable for a supers game would have higher Characteristics, at least among exceptional individuals: STR 40-50; SPD 4-5, PD/ED 15-25 (with a few points of Resistant Defense). For a wilder touch, give them Invisibility to Sight Group.

THUNDERBIRD

45 STR	12 DEX	30 CON	29 BODY
18 INT	20 EGO	40 PRE	20 COM
10 PD	15 ED	4 SPD	15 REC
60 END	67 STUN		

Abilities: *Colossal Talons:* Area Of Effect (One Hex) for 60 STR, Reduced Endurance (0 END); *Sheet Lightning As It Blinks:* RKA 2d6, Area Of Effect (320" Radius), Personal Immunity, Reduced Endurance (0 END); No Range; *Forked Lightning From Its Talons:* RKA 3d6, Area Of Effect (9,216" Line), No Range Modifier, Reduced Endurance (0 END); *Creates Storms As It Flies:* Change Environment 2,048" radius, -3 to Normal Sight PER Rolls, +3 Points of Telekinetic STR, -1 Temperature Level Adjustment, -3" Flight, Long-Lasting (20 Minutes), Multiple Combat Effects, Personal Immunity, No Range; *Thunderous Flapping:* Hearing Group Flash 8d6, Area Of Effect (5" Radius), Personal Immunity, Reduced Endurance (0 END), Persistent, Linked (Wings; -¼); *Reach:* Stretching 12," Reduced Endurance (0 END), Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼); *Beak:* HKA 2d6 (4d6 with STR); *Talons:* HKA 2d6 (4d6 with STR), Reduced Penetration (-¼); *Tough Skin:* Damage Resistance (5 PD/5 ED); *Heavy:* Knockback Resistance -12"; *Wings:* Flight 25," x4 Noncombat, Reduced Endurance (half END), Restrained; *Eagle Eyes:* +3 PER with Sight Group; *Eagle Eyes:* +10 versus Range Modifier for Sight Group;

75+ Disadvantages: Physical Limitation: Colossal (-10 DCV, +10 to PER Rolls to perceive); Physical Limitation: Reduced Leap, can only leap half as far as STR indicates; Physical Limitation: Very Limited Manipulation; Psychological Limitation: Imperious, Likes To Be Treated With Respect

Notes: One of the most important creatures in the cosmology of many First Nations bands, the thunderbird is usually a messenger or emissary of the Great Spirit or (as in the legend of Thunderbird and Whale) a protector of the people from the forces of nature. Sheet lightning comes from its wings as it beats them (and the beating is the sound of thunder) and forked lightning comes from a snake in its talons. Additionally, some West Coast legends add the ability to shapechange into a human.

In the legends of the Nootka, there's only a single thunderbird; in the legends of the Kwakiutl, there are many.

Superhuman Versions: A major *Champions* team should have a tough fight against one thunderbird. Give it Resistant Damage Reduction (50% for a small team, 75% for a large team), adjust its defenses to the 25-30 range, and increase the damage dealt from its lightning bolts to 4d6.

TUURNGAIT

10 STR	18 DEX	10 CON	10 BODY
10 INT	18 EGO	20 PRE	8 COM
5 PD	5 ED	3 SPD	4 REC
20 END	20 STUN		

Abilities: *Ghost Powers:* Elemental Control, 80-point powers — 1) *Make Someone Unlucky:* Major Transform 1½d6 (bestow 3d6 Unluck), Reduced Endurance (0 END), Invisible Power Effects (Fully Invisible), Affects Physical World, No Range; 2) *Bad Luck:* RKA 1d6+1, Penetrating, Invisible Power Effects (Fully Invisible), Affects Physical World, Only Versus Tools And Vehicles, No Range; 3) *Attack Someone's Being:* Ego Attack 2½d6, Reduced Endurance (½ END), Affects Physical World; 4) *Fading:* Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END); 5) *Possession:* Mind Control 12d6, Telepathic, Reduced Endurance (0 END), Must Merge With Victim's Body; *Ghostly Form:* Desolidification (affected by magic), Reduced Endurance (0 END), Persistent, Inherent, Always On; *Undead Vitality:* Life Support (Immunity to all diseases and poisons, Longevity: Immortality; all Safe Environments; Self-Contained Breathing; Diminished Sleeping: no need to sleep); *Undead Form:* No Hit Locations; *Ghostwalking:* Flight 8," Reduced Endurance (0 END); *Hunger For Life:* Detect Life 11- (no Sense Group), Range, Sense; *Undead Senses:* +4 PER with All Sense Groups, Only To Perceive Images Created By Means Other Than Necromancy; Animal Handler (all categories) 13-; AK: Canadian North 11-; CuK: Inuit 13-; Language: Inuktitut (idiomatic) (4 Active Points); Shadowing 11-; Stealth 13-; Survival 11-; Tracking 11-; TF: Dog Sleds, Dogs, Sleds, Snowmobiles

75+ Disadvantages: Psychological Limitation: Hunger For Human Life or Must Complete Death-Task; Psychological Limitation: Cannot Touch Anything Protected by An Angakok's Rituals; Vulnerability: 1½x Effect from Angakok rituals

Notes: Tuurngait are demons from Inuit mythology who can possess people and make them unlucky (either in general, or by causing tools to break, punching holes in kayaks, and the like). They're extremely malevolent, but can be battled by angakok and driven out by exorcism rituals.

WEN-DI-GO

25 STR	18 DEX	23 CON	15 BODY
3 INT	15 EGO	25 PRE	2 COM
12 PD	12 ED	4 SPD	10 REC
46 END	40 STUN		

Abilities: *Claws And Fangs:* HKA 1½d6 (3d6+1 w/ STR); *Smell Human:* Discriminatory and Analyze with Smell/Taste Group; *Animal Perception:* +4 PER with all Sense Groups; Running +7" (13" total); Damage Resistance (4 PD/4 ED); Stealth 13-; Concealment 10-; Shadowing 10-; Survival 10-; Tracking 10-

200+ Disadvantages: Hunted: Indian Braves 8-; Psychological Limitation: Lusts For Human Flesh

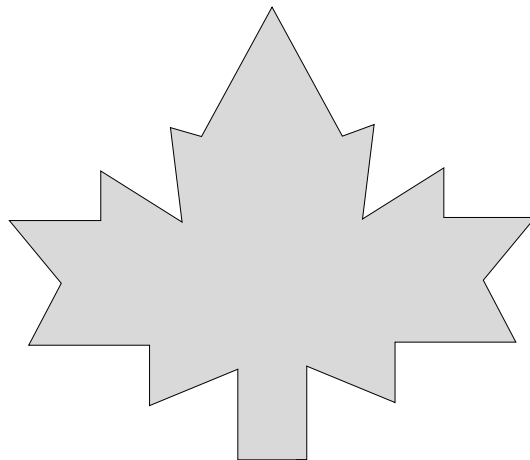
Notes: Greedy humans who consume their own dead become *wen-di-go*, a cannibalistic spirit, in the legends of the Algonquin. A ghoulish creature, the *wen-di-go* looks like an emaciated, walking corpse. It grows larger as it eats, but its hunger can never be satisfied, so the larger it gets, the more hungry and bestial it becomes. Some tribes held *wen-di-go* dances during times of famine to reinforce the anti-cannibalism taboo.

Superhuman Versions: To adjust the *wen-di-go* to face *Champions* characters, add more Damage Resistance, Invisibility when in the snow, Find Weakness with Claws And Fangs, and Healing Regeneration that works in any Turn in which the creature draws blood.

c h a p t e r t h r e e



Gamemastering Canada



GAMEMASTERING CANADA



The Great White North is a nice place to visit or to set a *Champions* game. But there are pitfalls.

STEREOTYPES

As with any country, Canada has been subjected to its fair share of mischaracterizations and literary clichés. Clichés often have elements of truth and some clichés are so endearing that they may be embraced, but overreliance on them can be annoying, if not insulting. An occasional “eh,” works just fine, but using it at the end of every sentence gets old fast.

The Great Canadian Stereotypes include:

1. All Canadians Are Neat, Fastidious, And Incredibly Polite

Fact: Previous generations of Canadians were raised with English colonial, rather than American frontier, values, which had a greater emphasis on manners and propriety than American values. This trend has lessened over the last two generations as Canada moves away from its colonial roots and develops its own culture.

2. There's Snow In Canada In Summer!

Fact: The climate in the southern part of Canada, where most Canadians live, is similar to that of the northern United States — just a few degrees colder. The average daily high temperature in July for Edmonton (one of the northernmost major cities) is 23° Celsius (73° Fahrenheit). The same average temperature for Whitehorse (in the Yukon) is 20° C (68° F). It can get cold and snowy in winter, but not more dramatically than the northern United States. However... weather-controlling villains and devices do exist!

3. Canada Is Socialist!

Fact: The Canadian system tends to be a mix of free market with traces of socialism. Most of the experiments in true socialism were overturned in the Eighties by the Mulroney government (and in the Nineties by Ontario's Mike Harris government). Today, Canada is about as socialist as the United States in all but a handful of areas. Canada does have a major socialist political party (the NDP), though its influence has declined since the Seventies.

4. The Canadian Dollar Is Worth Half As Much As The American

Fact: Currencies fluctuate. In the early Seventies, the Canadian dollar was higher than the US dollar. In 2003, “the loonie” was below 63 cents US, but four years later, it's more or less at par. Consult the business section of your local newspaper for the current value. Unlike jokes, currencies change.

5. All Canadians Say “Eh”

Fact: This is an East Coast dialect variation, probably influenced by Irish immigrants. It's rarer in central Canada, and almost never used in the west.

6. Canadians Like To Call Each Other “Hoser”

Fact: “Hoser” is an obscure hockey term. Prior to the invention of the zamboni, the losers of a hockey game had to hose down the rink to make sure the ice was fresh for the next game, while the winners went off to celebrate. However, it's not a term in common usage, unless someone's doing a bad parody of Bob and Doug Mackenzie.

7. Every Canadian Has Tim Horton's Donuts And Shops At Canadian Tire

Fact: Not everyone, but it seems that way sometimes. Both chains like to portray themselves as quintessential Canadian experiences (Tim Horton's even bought a restaurant in Kandahar, Afghanistan, to serve Canadian troops), though both chains are relatively recent additions to the Canadian landscape. “The Bay” department store is another classic Canadian reference, while games set in the Twenties through the Eighties can probably make a casual mention of Eaton's, then a major Canadian department store/mail retailer.

A foreign GM who makes a casual reference to “Timmy's” will probably be in the right spirit. Just be aware that every Canadian town has at least one McDonalds and Starbucks, and that other major American chains are represented.

An area where Americans can make things seem more Canadian is in chocolate bars. While Canada carries most American chocolate bars, it also has British chocolate bars like Aeros (a bubbly chocolate confection), Coffee Crisps, Smarties, and Crispy Crunches.

8. Quebec Separatists Are Terrorists!

Fact: No. They haven't been associated with even minor vandalism in over a decade. The last major Quebec terrorist incident was in the Seventies. As of 2007, Quebec's separatist movement is entirely democratic. Portraying its members as villains or terrorists is silly and insulting (similar to how modern American leftists would view a washed-out hippie villain who never wanted the Sixties to end). But of course, in the comics (and games they inspire), extremes do exist that are absent in the real world.

9. Canadian Superheroes Would Be Government Pawns!

Fact: Who knows? There's no reason to suppose that Canadian heroes would be any more pro-government than their American counterparts. One of the purposes of the Superhero Sponsorship Act mentioned on page 50 is to facilitate a campaign where superheroes don't operate under government sanction.

THE CANADIAN CAMPAIGN

If you're setting a campaign in Canada, here's a general guide to running it.

LOCATION

Typically *Champions* campaigns are based in a specific major city. In Canada the primary choices tend to be Toronto, Montreal, and Vancouver, with Quebec City and Ottawa as second-tier choices. If you speak English and choose Montreal or Quebec City, you may have to deal with language issues at some point. See Chapter Two for more information on all these cities, and more.

THEME

There are several Canada-specific themes you can bring into a Canada-based campaign depending on the location and the villains you use.

American-Canadian Hero Conflict

It's an old chestnut of the comics that heroes from two nations often get into fights, at least (a) when they first meet and don't know each other yet, and/or (b) if their nations are currently involved in a political dispute of some sort. This can degenerate into the realm of the tasteless, but if handled properly is a lot of fun.

For best results, not to mention frequent usage, this theme requires a city near the border (Vancouver or Windsor, for example). Supervillains are operating on both sides of the border, blithely ignoring international laws as they ignore so many others. The States won't let Canadian heroes cross; Canada doesn't want Yankee heroes on her soil. To make matters worse there's a team of obnoxious American heroes, bullies who figure they can do what they please and who cause a lot of property damage on Canadian soil. Naturally this leads to confrontations with the Canadian heroes which are all the more tragic in that they give the villains free rein (or at least greater rein) to do as they please and more chances to escape. Ultimately, the campaign should move to reconciliation between the two teams (and two countries) without sugar-coating the personalities or the differences.

Conflict Between The Modern World And The Land

One of the most common themes of superhero games set in Canada is the hero as humanity's guardian against the forces of the aboriginal spirit world (and vice versa). The characters start off by discovering the spirit world, then learn how to battle minor demons, and gradually escalate until they're facing evils like Tilingkoot and discovering the secrets of the Land. This is a particularly enjoyable theme if you (a) have a technology-oriented PC to contrast with mystic powers, and/or (b) have a mystic PC whom you can use as a conduit of information and occasionally give a special opportunity to shine in his chosen field.

Regional Conflict

What happens when a laconic Ontario superhero is forced to work with a hyperactive Quebecer? When a Saskatchewan farmboy hero teams up with a young Toronto street-smart Jamaican-Canadian? When an outspoken Albertan joins the same team as a dour Maritimer? There's a reason why *The Odd Couple* is a classic comedy. Use the differences to your advantage.

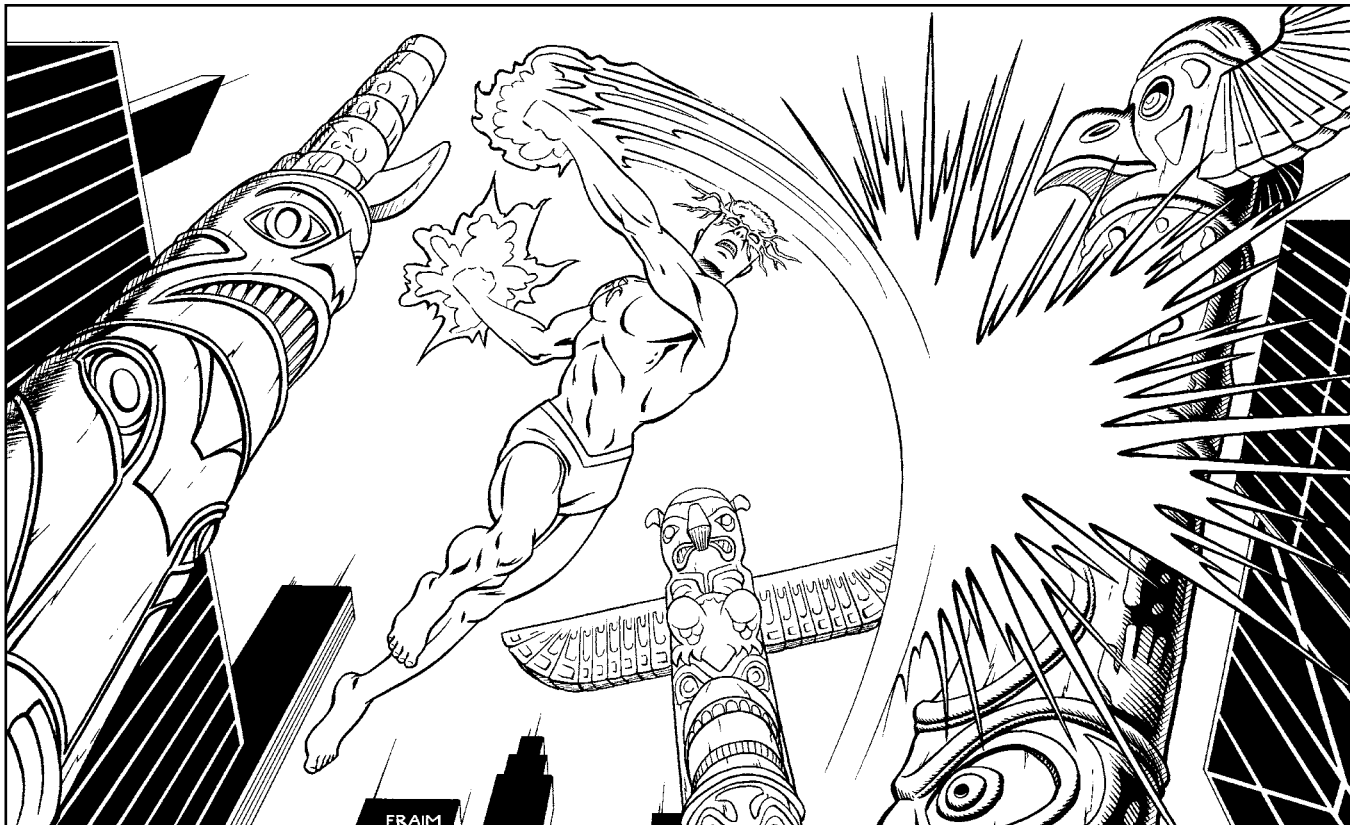
VILLAINS

Choose villains that match your PCs' interests and motifs, as well as the themes you want to emphasize. Got a First Nations shaman? Give him an aboriginal demon (and or conversely, a corrupt white developer who's trying to destroy his tribe). A proud Canadian powered armor wearer? Pit him against an evil American who's trying to steal his suit, or throw a government bureaucrat in his way who worries that such weapons are a menace (perhaps with good reason...). A great Canadian patriot? His adversary's got to be a twisted patriot like Borealis or an anti-patriot. A military super? For him the ideal choices tend to be a terrorist villain who wants revenge for an incident that occurred on a peacekeeping mission, or even a crazy like Baron Nihil.

Once you have your villain, figure out his goals, then brainstorm five ways he might achieve his goal. If he wants to be rich, what are five get-rich schemes that might involve the PC? If he wants revenge, give him five murder schemes. If he wants power, five master plans. Then you can weave these five plots into the overall campaign as subplots, perhaps saving one or two to be the main focus of campaign sessions. By the time those five are played out, you'll have plenty of other ideas and campaign history to draw on for more exciting adventures.

COLOR

Whenever possible, use *local color*. Don't just have the heroes and villains fight in a Winnipeg warehouse, fight in the rigging of the reconstructed *Nonesuch*, on the grounds of the Mint, or on the legislature dome! Get pictures of the battlegrounds you plan to use and show them to your players — there are plenty of real-world resources out there that you can use to make your game come alive, even if neither you nor any of your players have ever been to Canada.



CANADA AMOK: THE ROAD TRIP SCENARIO

One of the great comic book traditions (which stretches credulity into operatic taffy) is the Meeting. The first time two superheroes meet, the laws of comicdom demands that (instead of sensibly sitting down at a Tim Horton's and discussing their shared trade) they must fight tooth and nail, usually because of some misunderstanding or mistake. This tradition makes perfect sense in a comic book — when you introduce a colorfully-attired superhuman who possesses fantastic powers, you want to see him show off his powers, not his diction. But roleplaying games aren't comic books, and PCs are contrary beasts who often have little respect for tradition.

So how do you make them fight? And (more importantly) how do you make it plausible and interesting in an RPG context? Well, first and foremost you have to have a good reason to bring the two heroes (or hero teams) together, and that means either the Canadian team has to go to your campaign setting, or your PCs have to visit the Great White North.

It's Better To Travel

So, what would prompt a superhero, Canadian or otherwise, to travel? There are plenty of prosaic reasons, such as being sent there by his boss in his Secret Identity or visiting his obnoxious cousin Steve in Halifax. But a clever GM can come up with better plot hooks and stories than that! Some of the classics from the comics include:

THE "PEACEFUL" VACATION

Even the most dedicated superhero needs some time off occasionally! What better place for a relaxing vacation than Canada, with its wealth of natural beauty, historical sites, and opportunities for recreation?

Naturally, a superhero's vacation is likely to come with a few complications that he has to resolve before he can truly relax. Some potential complications include:

The Mind Control Experiment

By some strange coincidence, the hero arrives at his chosen vacation spot at the same time that some villain's conducting a foul mind control experiment. Perhaps he's mentally commanding the locals to serve as slave labor — to build an alien device (or repair a damaged alien spaceship), dig wealth from a hidden mine, or worship some evil god. The victims could be close relatives of the hero, neighbors of relatives, a key demographic, or the entire town.

The villain could be an alien, a mystic, or a cult leader. He or she might be shapechanged to look like a respective town figure, or sequestered in his secret lair.

The mind control might be for temporary periods (like every night between midnight and dawn, after which the victims awaken with no memories of the influence), or permanent until broken by the PCs' intervention. Even when mind control is temporary, there may still be side effects. The victims may spend their waking hours angry or paranoid, or so emotionally numb they almost seem to be in a trance. They also may be "inexplicably" very tired.

The most serious type of mind control plot is the *body snatching* scheme, in which aliens either possess townsfolk, or kill them and take on their physical forms. In body snatching plots, the local scene is usually just the beachhead for a larger invasion — if the PCs don't stop it here, it will spread to the entire world! But of course, truly insidious aliens might secretly graft their "seeds" into Our Heroes and then wait for the PCs to leave town and spread the alien offspring like dandelion seeds in the wind....

Last but not least, sometimes the locals aren't controlled at all — they're scared of the dreadful power of the invader and have been frightened into cooperating (or even sending their loved ones into the mind controller's waiting arms). In this case they may even fight *against* the heroes if they think the heroes can't stop the villain and will simply cause more trouble.

And never forget — villains have all sorts of ideas for experiments. Instead of mind control they might want to transform the populace into animals, teleport everyone to a distant planet, or harvest their internal organs....

The Mysterious Disappearance

While the hero's on vacation, someone just... vanishes. Little Sammy goes skinny-dipping in Lake Ogopogo, but the only thing anyone finds when he doesn't return home for lunch are his swim trunks. Bob and Keith head off into the woods to shoot rifles, and then no one sees them for three days.

Alternately, or at the same time, "mysterious signs" appear or occur. A bear is found ripped to pieces. Trees are blown down in a circular pattern. Every wolf within a hundred kilometers goes nuts. All the fish in the local reservoir die. The Ghost of Farmer Brady is seen haunting the orchards, and it's said the scarecrows are moving....

In either case, the mystery is a trigger for a PC to get involved in what turns out to be a strange and dangerous situation. The disappearance or signs may point to supervillain activity, an alien invasion, an imminent attack by Mole People, or just about anything else your fiendish mind can conceive.

The Villain Convention

A more comedic take on this situation is the convention of supervillains. Criminals take vacations too, and perhaps they want to get together, compare notes, and network. Killing a superhero would be a great way to honor their keynote speaker (Black Paladin); maybe they've brought someone with them (a captured hero from another

city, whom the PCs need to rescue) or they go searching for "fresh meat" like Our Heroes.

Despite the serious undertones, a villain convention is mainly played for laughs and to give the PCs a chance to cut loose. They get to impersonate supervillains so they can mingle with the convention attendees and spy on them. While "in disguise" they attend seminars like "Supervillainesses — More Than Cleavage And Black Leather" and "Critique My Master Plan." They could also participate in special activities designed around the features of the vacation locale. For example, at an isolated ski resort they might let captured UNTIL agents have skis and then release them to give them a "sporting chance" to escape; at lake resorts, mad scientist villains breed mutant lake monsters for blood sports.

THE PURSUIT AND/OR RETRIEVAL

One of the most obvious reasons for a foreign hero to go to Canada is to pursue a fleeing criminal, and/or to retrieve an object or person. The hero doesn't even need permission from the Canadian government, since he's a firm believer in the wonderful power of forgiveness — as long as it's his trespassing that requires it.

In a "pursuit" scenario, usually one of two situations occurs: the heroes are literally in hot pursuit of a villain fleeing from the scene of a crime; or the heroes learn that a master villain based in Canada is about to launch a major plot of some sort and they have to stop it immediately. The key element in both situations is that there isn't time to ask for official permission, get clearance from the authorities, or liase with local heroes... which of course means there may be confrontations with those heroes, or other implications to the heroes' actions even if they succeed in preventing Borealis from melting the polar ice caps.

In the "retrieval" scenario, the heroes have to recover a lost or stolen object that's vital to national security, necessary to save a world from some supervillain's plot, or otherwise of great importance. Examples include a fallen spy satellite with incriminating data, a spacecraft secretly transporting a supervillain to an orbital prison, a crashed alien starship occupied by someone the heroes' scientists want to examine, a defector who knows too many secrets, or a prototype robot that wants to run free. The object might seem perfectly ordinary, or obviously be special; it might even have the ability to move or camouflage itself... or to fight back if it doesn't want to be taken away.

THE WALKABOUT

Call it a walkabout, a vision quest, or a retreat, it's basically the same thing: a hero experiences a tragedy (or a moment of angst), decides to leave his team for awhile to take a break from the chaotic life of a superhero, and ventures into the wilderness... only to encounter the very thing he's trying to escape from!

If at all possible, this scenario should be player-driven — initiated by a PC, not the GM. If a hero decides to go off into the wilds of

Canada, then run a Walkabout plot, but don't force the PC to go out just to facilitate the plot. Since this is largely a solo adventure, you may need to run it separately so that you don't waste the other players' time.

In a Walkabout scenario, one of four things usually happen to a PC:

The Arch-Enemy Attacks

Hunted are Hunteds for a reason, and the Walkabout scenario is the perfect place for a sneak attack. In Canada-based Walkabout adventure, collateral damage is a must: bricks tear up mountains and shred forests like a rampaging tornado, energy blasters start forest fires. (Apparently superbattles in the middle of the wilderness tear up more real estate than in the city. Funny things, comic books.)

The Mystical Experience

In this adventure, the PC undergoes some sort of spiritual experience. Perhaps he goes hunting and he ends up on the trail of a mystical beast or a monster like a wen-di-go. Maybe he's partaking in a vision quest, and through a combination of physical hardship and natural hallucinogens he participates in a surreal vision that helps him deal with his current problems by exposing his subconscious feelings (or that grants him an oracular premonition of the future). In the end, he comes back to the team with a renewed purpose.

The Secret Installation

Canada is a big country. It's so big that you'd expect that someone who runs off into the bush won't find much, but coincidence is a staple of the comics. It's entirely possible your wandering hero will stumble across a hidden VIPER base, one of Teleios's monster pits, or even something as "prosaic" as a band of smugglers.

Stranger In A Village

The character craves anonymity and acceptance, so he travels to a fishing village or a mining town and blends in with the community. (Often he's found half-dead, and possibly suffering from amnesia, in the wilderness by one of the townsfolk and nursed back to health.) Once he bonds with the locals, he discovers there's trouble in paradise — a jealous rival intent on killing him, a local monster that's killing people, a major industrial corporation that's polluting the land, or the like. After seeing horrible things happen to the people he cares about, the reluctant hero gets caught up in a series of events that forces him back into action. (One of the other elements described above, like the hero's arch-nemesis or a secret installation, could easily be involved.) But even if the hero does some good, in the end a break occurs between the hero and the village. Typically the hero realizes his place is elsewhere, but in some cases the villagers see him as a destructive force and ask him to leave (or, more tragically, the village is destroyed during the course of the adventure).

Hero Versus Hero Conflict

One of the main objects of a Road Trip scenario is get the heroes into a fight with other, Canadian, heroes. The adversary heroes usually fall into one of the following categories:

The Obnoxious Team: They're primed to fight a bunch of invaders in their hometown. They don't care if the heroes have a good reason for being there. Perhaps they're blinded by nationalism, or they might be scum one shade removed from supervillains who want to earn a "rep" by beating Our Heroes. Either way, they won't back down from a fight. They may not even accept a surrender.

The Order-Followers: They mean well, but they work for the government and they follow rules to the letter. They've been given explicit instructions to capture the heroes or give them a sound thrashing. And that's exactly what they're gonna do.

The Dupes: The Canadian heroes have false information — either of the type to throw them into a blind panic about the heroes' motivation so they shoot first and ask questions later; or deliberate misinformation fed to them by a government official or supervillain in disguise. The easiest way to resolve the situation is for the PCs to hold them down long enough to explain things to them so they stop and think, but they're going to be a handful.

The Controlled: Instead of being duped, the Canadians are under a spell. To save them, Our Heroes must beat the living daylight out of them!

The Own Agenda: One or more of the Canadian heroes has a *personal* reason for wanting to stop Our Heroes and sabotages any effort at peace. He might even ignore orders from local authorities to "stand down" ("Sorry, that rock smashed my communicator, say again?").

Suppose the heroes surrender and avoid the fight entirely? Well, there are ways around that:

Villains In Disguise: The heroes recognize one of the Canadian supers as an old enemy who fled their country and took on a new identity. Either the villain has genuinely reformed but panics when he thinks the PCs have come for him and lashes out at them, or he's still entirely villainous and takes advantage of their surrender to sneak attack them (perhaps while "escorting" them to the authorities...).

Bureaucrats: One of the PCs suddenly remembers that the last time that heroes from their country surrendered they spent four months in a Canadian prison, apparently under hellish conditions, before they were allowed to speak to a lawyer and plead their case. The heroes can't afford to wait four months. They have to leave immediately!

The Villain Shows Up: Now that the heroes have been neutralized, an evil third party shows up to attack them, obtain the item they want for himself, or the like. The locals are caught off guard, so it's up to the PCs to save them... even if they were incredible jerks five minutes ago...



Alternatively, you can turn the fight into a troika, or a scavenger hunt involving four or five parties who are arriving simultaneously on the scene. The bad guys are wrestling for the McGuffin; do you wait for them to wear themselves out, or do you figure that the best defense is a good offense? Similarly, something may occur that pushes the scenario to a climax: the villain's machine will activate in minutes; the alien destroyer robot becomes activated when exposed to a certain amount of moonlight; the demon gate opens and its denizens may freely walk the Earth.

Environmental considerations might also come into play. Does the battle involve a smoldering volcanic crater, or a cracking ice floe where one wrong move might break the ice? Or it may take place near a priceless local treasure (that the PCs will get blamed for breaking if it's damaged or destroyed). Perhaps (for Canadian purposes) it's in the middle of a medicine wheel or one of the oldest known examples of the Inuit *inukshuk*?

The Reconciliation Scene

If you're running this scenario as a one-shot, and you don't intend to ever have your PCs return to Canada, eventually you have to wrap things up. All tricksters must be exposed, all hidden agendas brought to light. No loose ends can remain between the PCs and the Canadian heroes. Second, someone has to make a gesture of reconciliation and/or apology. If it's not going to be the heroes, a humble Canadian hero must shame them all with a display of humility and generosity. Hopefully the two teams will parts as friends, or at least colleagues.

If the two groups of heroes *don't* reconcile and you intend to restart the conflict later, give them a chance to sneer or growl at each other. As the PCs strut away, one of the Canadians balls his fist and vows "this is *not* over." Return engagements are usually on the other guys' turf, so sequel scenarios typically feature the same Canadian heroes coming down to Our Heroes' homeland (usually the United States) for a conflict. This might be the reverse of the adventure that took the heroes to Canada, an attempt to get back whatever they took, or a villain playing on the latent animosity to stir up trouble. Usually the conflict is totally resolved by the end of the second scenario, but there's no particularly reason why you have to be a slave to genre, especially if the players enjoy the rivalry....

Ten Unusual Road Trip Scenarios For American Superheroes In Canada

As most superhero games set in a modern milieu involve Americans, and some of the juiciest conflicts in a Canadian superhero game are probably with Americans, here are some reasons for American heroes to come north.

1 The Switch: A radical Canadian patriot (either Borealis, a mad scientist, or a mystic) has figured out a way to make Canada a world power — by switching Canada with Cabotia, the extremely well-armed and aggressive alternate Canada where Prime Minister-General Stephen Harper reacts by threatening to drop “Pacification Devices” on major world cities unless his empire (the American territory annexed by Cabotia) is returned to him at once. His Patriot Guard (an alliance of Cabotian superheroes) stands ready to enforce his will.

2 Statue of Infidelity: The Statue of Liberty defects! The Statue of Liberty has vanished from New York harbor and reappeared in front of Pier 21 in Halifax, and paperwork has appeared in Ottawa, allegedly from the statue, claiming that she’s a political refugee. Is this someone’s idea of a bad joke? If so, whose?

3 Welcome to the House of Common Brawls: Friendly Canadian heroes have asked you to testify to the Canadian House of Commons to urge the government to loosen restrictions on foreign superheroes. When you arrive in Ottawa, your sponsor heroes are nowhere to be found — and when you go to parliament, you find the backbenchers include supervillains!

4 Yankee Go Home!: The PCs are on vacation in Canada when suddenly an insane anti-American fervor grips the entire country. Everyone known to be American (and every institution sporting a US flag or symbol) is attacked by angry mobs. Even bald eagles nesting on Vancouver Island are being hunted down and killed. What’s behind this... and what does Canada’s most notoriously anti-American politician have to do with it?

5 Closure: There’s a mass murderer hiding in Canada, but he’s a Canadian citizen and the authorities won’t extradite him because he faces the death penalty in the US. Some of his victims’ families beg the PCs to go to Canada and bring him back to the States to face trial on American soil. What do the PCs do?

6 Hair Today, More Tomorrow: A friend of the PCs has been infected with a genetic virus that’s turning him into a sasquatch! When the transformation’s complete, he’ll become a bestial ape-man permanently. The only way to stop the process is to develop a counteragent, but that requires tissue samples taken from a live sasquatch. The largest known colony is believed to frequent British Columbia’s eastern Fraser Valley... but they’re notoriously hard to find, and may fight to protect themselves from intruders....

7 Welcome To Goose River, Eh?: The PCs have gotten in trouble with the local authorities, who’ve made it clear that they don’t appreciate the collateral damage done to their city by the heroes’ last superbattle. In fact, they want the PCs gone, now. Fortunately, the rural Canadian town of Goose River is suffering from an infestation of supervillains and has no heroes to protect it. It’s so desperate that it’s willing to welcome the PCs as its new protectors! But why are supervillains targeting a boondock Canadian town? How well will a big city American team cope with rural Canada? And will the town survive the first battle?

8 Flame To A Moth: The PCs are chasing an escaped alien creature, a carnivorous moth who’ll give birth to millions of ravenous offspring unless she’s contained. Unfortunately, she has the power to make anyone who sees her fall in love with her.

9 Reunion: One of the PCs harbors a terrible secret — he went to school in Canada! But he’s not the only one keeping secrets. The bully who tormented him from kindergarten to graduation also has superhuman powers — specifically the ability to steal other people’s superpowers. After he turns the PCs into ordinary people, they have to find a way to get their powers back... but their enemy is a respected businessman now with a lot of local clout.

10 Where There’s A Will: An old Canadian friend is dying, and he wants the PCs to come to Canada and be with him when he dies. Unfortunately, an enemy has made an adjustment in the RCMP records, and unbeknownst to you, the RCMP thinks the heroes are wanted criminals!

CANADIAN PLOT SEEDS

Here are some more plot seeds for Canadian scenarios:

Ten Ways For Bad Guys To Conquer Canada

1 Divided: When a bullet strikes down a leading Quebec separatist, a resurgent *Canada First!* takes the blame, claiming it will kill the leader of any party that tries to break up Canada. Naturally, this quickly shores up the resolve of Quebec separatists and moves many others into the separatist camp, and not in a good way. But the chaos is merely the beginning of a villain's insidious campaign to break Canada apart so he can conquer the pieces....

2 Mind Control: If you've got a majority in parliament, then mind control on the Prime Minister works wonders. Of course, telepaths have tried that trick so many times people have caught on and taken precautions. But what if an evil mentalist (such as Menton) subtly gets legislation enacted that reorganizes control of the government to put his flunkies in charge of major bureaucracies?

3 Martial Law: After supervillains target five nuclear reactors, sabotaging them in the name of a previously unknown criminal organization, the Canadian government responds by activating the Emergencies Act (the modern version of the War Measures Act)... which is precisely what the shape-changer impersonating Canada's top general wants.

4 Rights and Privileges: Why control a country when you control its *real* wealth? A new conglomeration is buying up rights for drilling, mining, timber, and hydroelectricity all over Canada. No one's sure who these people are (aside from their lawyers), but they seem to have a bottomless reserve of cash.

5 Timbits of Terror: Someone's put a mind control chemical in Tim Horton's ice cappuccino and tidbits (doughnut holes). The victims have an uncontrollable urge to go to a particular spot in Ontario, where the villain plans to hold literally hundreds of thousands of people for ransom. The price: rulership of Canada.

6 Some Guardians: A mystic villain summons one invisible guardian spirit for every Canadian. If any Canadian even says nasty things about the new overlord, the spirit punishes him; if he actively works to overthrow the villain, the spirit tears him to pieces!

7 A Fiend In Deed: A villain claims possession of a rare object: an 1864 bill of sale from the Hudson's Bay Company, indicating the purchase of the entire Northwest Territories at the time of Confederation. And it's legitimate! Now he's suing at the World Court for possession of most of Canada.

8 I've Heard of Homeland Security, But This is Ridiculous!: After luring most of Canada's major superheroes and supervillains out of the country and issuing a control code to shut down the Steelhead Squad suits, a major villain performs a ritual that seals Canada's borders. The only access point is through the one disputed area in Canada: Hans Island, which is claimed by both Canada and Denmark, off the coast of Ellsmere Island in the far north.

9 He Kidnaps, He Scores!: A supervillain with a screw loose bets another supervillain he can conquer Canada. His plan — kidnap every hockey player in the NHL, with the ransom being that the Canadian Parliament passes a motion making him absolute ruler for one day, long enough to win the bet. (No one said it had to be a *good* plan to conquer Canada.) But is this a plan that's so insane it might actually work?

10 "Wolverines!": After a diplomatic conference goes tragically wrong, the United States suddenly launches an invasion of Canada. Soon the US Air Force will launch bombers to target every major Canadian population center unless it surrenders. Meanwhile a Canadian resistance movement plans to fight back. What's behind the sudden flaring of hostilities?

THE LOUPE GAROU

The Loupe Garou is a Canadian variation on the traditional werewolf legend. A Loupe Garou transforms into a beast at night (usually into a wolf, but cows, horses, and other animal shapes are not unknown). Many of the traditional werewolf elements do not apply: silver and the moon play no part in the Loupe Garou's powers. Instead, the curse of the Loupe Garou lasts for 101 days; the victim is sickly during the day and a ravenous predator at night, and at the end of the 101 days passes on the curse to someone he knows. If someone recognizes him in *were* form and draws his blood, the curse is lifted; they may not, however, speak of the incident until the 101 days end, or both men fall under the curse.

Ten Interesting Canadian Locations And Legends

- 1 Shag Harbor, Nova Scotia:** The site of Canada's most famous UFO incident. In October 1967, a UFO crashed into the waters off the coast of this small community. Canadian Navy divers allegedly hit the scene almost immediately and pulled up aluminum fragments from the wreckage. The object that crashed is supposedly listed as "UFO" on official records.
- 2 Lost Lemon Mine:** In the 1870s, a prospector named Frank Lemon (and his partner Black Jack) allegedly discovered a huge gold deposit in the Rocky Mountains southwest of Calgary. A First Nations chief found out about it and placed a curse on the gold. Lemon murdered Black Jack to get sole possession of the claim, went insane, and took the secret of the location of the mine ("with gold nuggets as big as your fist") to his grave.
- 3 Oak Island, Nova Scotia:** This island, located a little ways southwest of Halifax, is supposedly the burial site of Captain Kidd's treasure. The area where it's said to be buried has been excavated so many times that it's been nicknamed "The Money Pit." The treasure has never been found.
- 4 Sable Island:** Known as the "Graveyard of the Atlantic," this large (42 km long by 1 km wide), crescent-shaped sandbar is located 180 km off the southeast coast of Canada. Thanks to fog, nor'easters, and shallow shoals, over 300 shipwrecks have occurred there. Is it merely bad weather, or could this be a curse?
- 5 Tom Thomson:** Canada's most influential painter died under mysterious circumstances in 1917, on Canoe Lake in Algonquin Park. Some say he drowned in a canoeing accident, others that he was murdered by the owners of a local lodge over some money. His family refused to allow anyone to exhume the body. Is there a dark secret connected to this unexplained death?

6 Magnetic Hill: This is a "gravity hill" near Moncton, New Brunswick where cars in neutral (and a nearby stream) seem to fall uphill. Experts (of course) claim it's only an optical illusion, but is it?

7 Brother XII: Claiming to be the reincarnation of Osiris, Brother XII (the twelfth in a line of reincarnated mystics) founded a free love cult in Nanaimo, BC in 1927. During its height, he duped over 2,000 people into joining him. When the authorities cracked down, he and his sadistic whip-wielding assistant, Madame Zee, fled to the Gulf Islands along with his most loyal cultists. There they established the colony of the Aquarian Foundation. This was to be a utopia where Brother XII's occult powers would allow them to survive the apocalypse he claimed was coming. Eventually his debauchery and cruelty alienated his followers. When finally exposed as a charlatan, he again fled (this time to Switzerland), where he died in 1934. Some say his swindled fortune is still buried somewhere on DeCourcey Island.

8 D'Arcy Island: This was Canada's only leper colony, used to intern Chinese lepers from 1894 to 1924. Forty-nine people were sent here by BC's provincial government to die, alone and without medical care, in the most squalid conditions. What could a necromantic villain do with the lingering spirits of death, disease, and agony here?

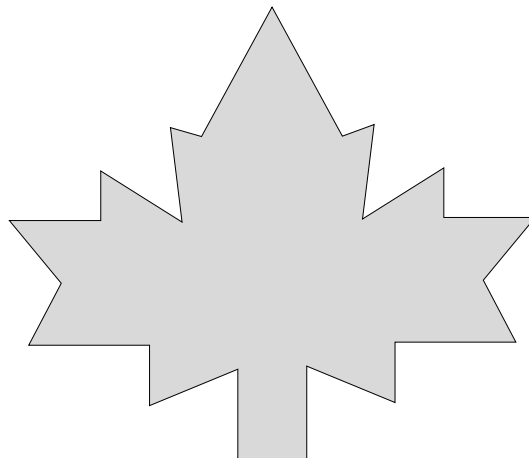
9 Alert, Nunavut: Located a mere 800 km away from the North Pole on the shore of Ellsmere Island, this is the northernmost settlement in the world. (It's a military and weather observation station with a permanent population of 5.) It's so isolated it's perfect for a Horror scenario.

10 Vulcan, Alberta: This town decided to capitalize on its name by constructing a special monument: a 4-meter long replica of the starship *Enterprise*. In 2007 it added the Vulcan Space Adventure, a "virtual reality" game involving holographic technology.

c h a p t e r f o u r



Canada In The Champions Universe



THE GM'S VAULT



This chapter contains additional and/or secret information about the Champions Universe and recent events in the various Champions settings for the GM's eyes alone. *If you're playing in, or plan to play in a campaign based in the Champions Universe, do not read this section!*

CHAPTER ONE

BEFORE CABOT: THE MYTHIC HISTORY

Mentioned here and there throughout the history of Champions Universe Canada are two great beings, Land and Ice (as well as their "junior cousins," like Sea). In the beginning of history, the northern part of the North American land mass was at war. The two combatants were continental spirits who strove for supremacy: one spirit was the Land; the other spirit was the Ice. For uncounted centuries, the Ice held sway, but then humans crossed the land bridge from Asia and settled in North America. These were the peoples of the First Nations. With the magic of shaman and angakok at their disposal, they fed the Land's power and turned the tables on Ice. Even the gods of the North, long friendly to Ice, listened to the new peoples and rejected their ancient alliances. It was Man, industrious, warlike, and worshipful, who swore allegiance to Land and gave it the victory. Only the Nard-uuk-ul, the people of the immortal Lord Vultok, remained loyal to the purposes of Ice.

The Ice retreated to the far north, leaving behind a continent of burgeoning wonders. Mountains soared, forests rose, rivers were carved from nigh-unyielding stone. Man settled on the coasts and in the valleys, along the lakes and rivers, and in the heart of the great plains.

After the defeat of Ice, the ages of the Earth passed like dandelion seeds in a swift breeze, but the Land was untroubled by them. Stars fell to earth, forests grew and great storms and fires destroyed them, and the human tribes made war on each other, but for the most part, the continent was undisturbed.

CHAPTER TWO

PAGE 36 — MONTREAL

Here are some plot seeds for Montreal:

Pentagram in the Sky: A huge pentagram appears in the sky over the heroes' campaign city and rains fire. Upon Investigating it, the learn that a similar incident occurred in Montreal in 1934 when Brother Andre, invoking the power of St. Joseph, performed an exorcism. No one wants to talk about it, and previous investigators have died under mysterious circumstances. The clues to solve this mystery are in Montreal.

Just For Diabolical Laughs: Black Harlequin sends your heroes tickets for the "Just For Laughs" festival in Montreal. Is the Jackanape Jackal planning to perform there, or does he have some other scheme in mind? What happens when he unleashes his Babel Box on the audience so that any attempt to speak French yields English, and vice versa? (And where the heck did Black Harlequin get a Babel box?)

PAGE 38 — OTTAWA

Here are some plot seeds for Ottawa:

As Heard on the Internet: Tired of hearing boasts by Canadians on the Internet that they burned down the White House in 1812, an old friend of one of the PCs who's gone nuts decides to return the favor by firebombing Parliament Hill.

Room with A Doom: A Soviet superweapon, a captured alien device, is being unleashed by Eurostar on America. There's no record of the device, except for an obscure mention in the records of Igor Gouzenko, a Russian defector to Canada. The references point to another document that was in Gouzenko's possession but was never delivered to the RCMP. The heroes have to find Gouzenko's lost papers and figure out a way to stop the Soviet Doom-Engine.

PAGE 39 — TORONTO

Here are some plot seeds for Toronto:

Leaf Nation Frustration: A wealthy but psychotic Toronto Maple Leafs fan, who can't stand the fact that the Leafs have gone forty years without winning the Cup, has hired VIPER to poison rival NHL teams so the Leafs can win. When the heroes appear at a charity event and a hockey player mysteriously collapses, the clues lead to the multimillion dollar estate of the world's most demented hockey fan, who's motto is: "I shoot, he's gored!"

WolfCon1: When pressed into duty at a Toronto area superhero convention (ignoring the glares of Canadian customs as you cross the border), the PCs meet a young con-goer who claims someone just placed a mysterious object on top of the CN Tower. Another mind control device, right? Investigating, the heroes discover that the object's harmless — and that the con-goer is a young superhuman who placed it on the tower as a cry for attention. Can they steer the youth down a less disruptive path? And what about the supervillain who was secretly attending the con and has a different proposal for developing the young superhuman's gift?

PAGE 40 — VANCOUVER

Near Vancouver, in the town of Abbotsford, in the heart of Fraser Valley, VIPER operates Canada's largest Nest under the guidance of VIPER's unofficial head of Canadian operations, a supervillain codenamed Redstone (see page 79).

Here are some plot seeds for Vancouver:

Living Museum Of Anthropology: While the heroes are on vacation in Vancouver, the residents suddenly vanish, replaced by animal spirits from First Nations folklore. Where'd the people go? Who's responsible? How do you get them back?

Olympic Fever: The trail of one of the PCs' archenemies leads to the resort town of Whistler, where he's apparently vacationing. But he's also pumping stolen money into a facility near the future site of the Olympic Games. Does he have a long-range plan for some Olympic gold?

PAGE 42 — WINDSOR

Here are some plot seeds for Windsor and Memorial City:

Striking At Memorial City: Tensions rise when rumors spread that an automobile plant is going to close in Millennium City and reopen in Windsor. The rumor seems crazy, but an unnatural panic strikes the workforce and they charge across the border to launch a full-scale attack on the Canadian plant. This stinks of mind control, but whose?

The Statue: One of the PCs' archenemies has found a way to become invincible. He can't be hurt. He can't be contained. But the heroes learn that he can be stopped... if they can overload his mind with millions of unbearable sensations simultaneously. All they have to do is to lure him to Windsor and force him to touch the statue of Celestar.



PAGE 43 — HALIFAX

The heroes Surface and Fire Maiden work as aides in the premier's office in their secret identities. The premier does not know who they are.

PAGE 45 — YELLOWKNIFE

The supervillain Borealis has a secret headquarters in the Yellowknife area. Some of the locals support him, though they're quiet about it.

In 1978 a nuclear-powered Soviet satellite crashed in Yellowknife and was only partially recovered. Perhaps the parts that weren't found weren't destroyed, but taken by a mad scientist or supervillain.

PAGE 53 — JTF-X

The composition of JTF-X is left to the GM. Ideally the team should be balanced against the PC team to give them a good fight during "Road Trip" scenarios (see Chapter Three), since it's likely the Canadian government will send them to oppose "invading" PCs.

THE CHAMPIONS UNIVERSE



Members of JTF-X team have crossed the Pakistan border on several occasions, causing two major (albeit secret) diplomatic incidents. The Canadian government will refuse to comment on any allegations pertaining to this.

Because of the controversy regarding cross-border traffic, American superheroes are finding it more difficult to cross into Canada for routine missions. Some people have even speculated that this deliberate separation is a supervillain plot, and they're right. It's the unlikely combination of Teleios and VIPER.

The Justice Squadron

Justiciar is officially an associate member in the Squadron. Until about three years ago, the Squadron operated with minimal difficulty in Canada.

What the Justice Squadron hasn't told anyone (except Justiciar and local band leaders) is that it has a secret base in the Canadian north. Sitting on Dene lands on an island in Great Bear Lake, the base is normally inhabited only by some robots built by Digitak years ago; from a distance they look like ordinary First Nations folk. Known as "the Last Resort," the base can be used as a waystation and supply depot, but it's primary purpose is as a shelter against catastrophe. If civilization were to collapse around them, the Justice Squadron members could retreat there to regroup, relying on its inaccessibility to hide them (and their families)



from their enemies. The place is well-stocked with just about any supplies you can imagine.

Teleios

Teleios is trying to keep American superheroes from interfering in his operations. He's done a few favors for people in various parts of the government and the media in exchange for them planting the seed that "America's borders need to be tightened against foreign supervillains." With foreign supervillains like Eurostar and Dr. Destroyer wreaking havoc on American soil, it's hard not think they have a point. The fact that Necrull's actions encouraged Canadian authorities to tighten their borders was simply a happy accident.

Since Teleios lacks the resources to pull all this off singlehandedly (at least not as quickly as he wanted to), he turned to VIPER. VIPER was a little curious about Teleios's actions; but the

Supreme Serpent deduced Teleios's scheme, realized it would also be to VIPER's advantage, and allowed it to proceed.

With the borders more secure against interference from the Justice Squadron and the Sentinels, Teleios is stepping up research on three big projects.

The first, mostly a form of recreation, is Project Jurassic: recreating dinosaurs. It's occurred to Teleios that hunting a Tyrannosaurus Rex would be a fun diversion, so he's going to do it. More importantly, if he can create a fake "Lost World" somewhere in a remote wilderness region, it might serve as a useful diversion for superheroes and the authorities... or even an incredibly profitable game reserve catering to ultra-wealthy hunters.

The second is Project Expansion, his bio-psionics research. Having recently come into possession of a number of alien symbiotic telepathic parasites, Teleios wants to see them in action. The Lodge (page 125) is the first fruit of this project, but there will be others. The eventual idea is to breed a network of telepathic spies to gather information worldwide. Over the long term he hopes this biotechnology will let him develop the ability to breed giant, genetically-enhanced superbodies into which he can project his consciousness. The Enkidu Project that produced the Landsman (page 114) is the first step in developing these "super shells." Eventually he hopes Project Expansion will yield results that put him on a physical par with major superhumans. He isn't spoiling for a fight, but realizes he needs to take more precautions when his plans accelerate.

The third is Project Roentgen — the development of Radio-Men. This is a mutation that allows superhumans to function safely in heavily radioactive environments. In essence Teleios is breeding a race of drones from the DNA of King Vultok's Ice People. He would like to take over the ruins of the Kingdom and rebuild it into a major base. Then the final stage of Teleios's plans concerning Canada will be to drive a wedge between UNTIL and the Canadian government to weaken UNTIL's watch over Vultok's realm until he can infiltrate it and make it his own.

VIPER

In the Champions Universe, the most pernicious organized crime threat is VIPER. It's closely allied with biker gangs and similar organizations and has muscled its way into control of vice in



Vancouver, Toronto, Montreal, and Calgary.

VIPER's Canadian headquarters is located in the city Abbotsford, 80 km east of Vancouver, in British Columbia's central Fraser Valley. It's run by Redstone, a ruthless martial artist and acrobat (see *VIPER*, page 37). But the Vancouver Nest poses more than the usual VIPERine threat. Beneath Sumas Mountain, in a large cavern carved out by the Nama Snake Cult in the Twenties, a terror slumbers. The cavern is located along a mystical ley line that's particularly sensitive to snake magic; Redstone's assistant, Mister Fang, is a master of serpent magic and is said to commune with "the serpentine powers of the multiverse." While Mechaniste, the Montreal-based criminal who's the other major Canadian VIPER leader, has a good relationship with the Abbotsford Nest, he's privately worried his West Coast counterpart is evolving into an organization that's closer to DEMON than to VIPER.

Mechaniste's plans are far more mundane. In addition to narcotics, smuggling, robbery, prostitution, and counterfeiting, VIPER's Montreal crimelord is dedicated to building infrastructure (particularly boltholes for VIPER agents and supervillains in the event of emergency) and gathering resources. VIPER

owns shares in local resource companies and shipping networks, and occasionally sabotages competitors. Perhaps the most disturbing trend is VIPER's efforts to "acquire" casino partnerships on First Nations reserves, though many of the First Nations deceived into working with VIPER are fighting back.

DEMON

DEMON has a presence in Canada, but it's relatively small. DEMON's

leader in Canada, the Dread MacKinnon, lives in Guelph, Ontario near Toronto. Recent setbacks have forced him to abandon his cover as a publishing business, and he has retreated to an unknown location. DEMON's followers in the Great White North now take orders from ten disembodied spirits known as Adam's Jury (*a.k.a.* the Jury of the Damned, named after its foreman, Leighton Adams). The Jury can be summoned in an abandoned courthouse used by the Family Compact (the wealthy, Anglican, elite) in the 1830s. A few Compact members belonged to various sorcerous conspiracies, and some of their most enduring magicks have essentially transferred their "allegiance" to DEMON.

DEMON's major project in Canada is locating a mystical artifact called the Paw of Nanabush, a foot cut off the body of the Cree trickster god. It's said to have numerous wonderful powers. DEMON operatives are also conducting "mystic surveys" of Canada's ley lines and mana wells, looking for ideal places to tap the dimensional forces. Undoubtedly they would like to find the Cat's Cradle as well.

Other Villains

A number of other major supervillains have operatives in Canada, including Dr. Destroyer (who has agents in the German, French, and Russian embassies in Ottawa and Toronto); Invictus (whose CenturyCorps members work in a number of American consulates and corporations), and the IHA (whose Canadian leader, Dante Grayson, is a Toronto lawyer who's the leader of the Humanity Party). As in the United States, the IHA has no criminal profile in Canada — it operates openly, as a lobbying and advocacy group, though it's mostly confined to the fringes of social discourse.

Black Paladin has a long history in Canada. In 1988, the Knight of the Crow took advantage of a mystic phenomenon called the Ravenyear; he used it to gather an army of ravens, but was stopped by Thundrax. This was the trigger for a long and bitter feud; the Paladin intends to wait until Thundrax is old and feeble, capture him, and kill him through slow torture. Black Paladin tried his raven plan again in 1999, but was stopped by Ravenspeaker, against whom he's developed a similar (though less intense) grudge. In 2010, the cycle of the raven-year will come around again... just in time for the Winter Olympics in Vancouver.

The greatest supervillain of them all has been honored by Canadians. In 2001 college students founded the Foxbat Appreciation Society in St. John's Newfoundland. When Foxbat reacted graciously; Newfoundlanders adopted Foxbat as a kindred spirit and the mayor of Cornerbrook has named him an honorary citizen. When informed of this, Foxbat sniffled and fought back a tear; failed to hold it back, and then claimed his sobs were part of his master plan.



CANADIAN HEROES



CELESTAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,00 kg; 8d6 [4]
26	DEX	48	14-	OCV: 9/DCV: 9
40	CON	60	17-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
15	PD	7		Total: 40 PD (25 rPD)
21	ED	13		Total: 46 ED (25 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
16	REC	0		
80	END	0		
80	STUN	20		Total Characteristics Cost: 283

Movement: Running: 6"/12"
Teleportation: 48"/768"

Cost	Powers	END
80	<i>Cosmic Ray Powers:</i> Elemental Control, 160-point powers	
85	1) <i>Cosmic Ray Blast I:</i> Energy Blast 22d6, No Range Modifier (+½)	16
80	2) <i>Cosmic Ray Blast II:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½), No Range Modifier (+½)	0
59	3) <i>Wide Cosmic Ray Blast:</i> Energy Blast 15d6, Area Of Effect (20" Cone; +1), Reduced Endurance (½ END; +¼); No Range (-½)	7
67	4) <i>Intense Cosmic Ray Blast:</i> RKA 6d6, No Range Modifier (+½), Penetrating (+½); Increased Endurance Cost (x2 END; -½)	36
86	5) <i>Transform To Tachyons:</i> Teleportation 48", x16 Noncombat, Reduced Endurance (0 END; +½)	0
86	6) <i>Energy Control:</i> Suppress 7d6, all Energy powers simultaneously (+2), Area Of Effect (12" Radius; +1), Selective (+¼), Reduced Endurance (0 END; +½)	0
95	7) <i>Reduce Energy Barriers:</i> Drain 7d6, any Energy-based Armor, Entangle, Force Field, or Force Wall simultaneously (+1), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Reduced Endurance (½ END; +¼)	8
40	<i>Energy Absorption:</i> Absorption 8d6 (energy, to STUN)	0
40	<i>Energy Form:</i> Desolidification (affected by any type of energy)	4

100	<i>Cosmic Shield:</i> Force Field (25 PD/25 ED), Reduced Endurance (0 END; +½), Persistent (+½)	0
3	<i>Energy Mind:</i> Mental Defense (7 points total)	0
20	<i>Energy Form:</i> Power Defense (20 points)	0
47	<i>Energy Form:</i> Life Support (Diminished Eating: once per week; Diminished Sleeping: 8 hours per week; Immunity: all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: Immortality; Safe Environments: all; Self-Contained Breathing)	0
24	<i>Tachyon Flight:</i> FTL Travel (2 LY/week)	0
12	<i>Cosmic Senses:</i> High Range Radio Perception (Radio Group)	0
22	<i>Energy Sense:</i> Sense Energy 13- (no Sense Group), Discriminatory, Analyze, Range, Sense	0

Perks

21	Contact: Canadian Government 13- (Contact has access to major institutions, Contact has significant Contacts of his own, Good relationship with Contact), Organization Contact (x3)	
8	Reputation: Great Canadian Hero (among Canadians) 11-, +4/+4d6	

Talents

3	Bump of Direction	
5	Eidetic Memory	
3	Lightning Calculator	
4	Speed Reading (x10)	

Skills

24	+3 with All Combat	
3	Analyze Energy Forms 13-	
3	Bureaucratics 17-	
3	Computer Programming 13-	
3	Conversation 17-	
3	Criminology 13-	
3	Deduction 13-	
3	Electronics 13-	
3	Inventor 13-	
2	Language: French (fluent conversation; English is Native)	
2	Language: German (fluent conversation)	
3	Navigation 13-	
3	Paramedics 13-	
3	Power: Cosmic Ray Control 13-	
3	PS: Instructor 13-	
5	PS: Scientist 14-	
3	SS: Mathematics 13-	
7	SS: Physics 17-	
3	Systems Operation 13-	

- 3 Tactics 13-
- 3 Teamwork 14-

Total Powers & Skills Cost: 1,068

Total Cost: 1,351

200+ Disadvantages

- 0 Dependence: must expose himself to solar rays at least once every 6 Hours or take 1d6 damage (Very Common)
 - 10 Dependent NPC: wife 8- (Normal)
 - 10 Dependent NPC: teenaged daughter 8- (Normal)
 - 15 Hunted: Borealis 8- (As Pow, NCI, Harshly Punish)
 - 10 Hunted: Tilingkoot 8- (As Pow, Harshly Punish)
 - 10 Psychological Limitation: Driven To Hunt First Nations/Inuit Demons (Common, Moderate)
 - 10 Psychological Limitation: Code Versus Killing (Common, Moderate)
 - 5 Vulnerability: $1\frac{1}{2}$ x BODY from Anti-Matter Radiation (Uncommon)
 - 5 Vulnerability: $1\frac{1}{2}$ x STUN from Anti-Matter Radiation (Uncommon)
- 1,076 Experience Points

Total Disadvantage Points: 1,351

Background: Few things were ordinary about Lonnie Lawrence. While researching high-energy physics at the University of Toronto in 1964, Lonnie began an experiment in the Canadian North to measure cosmic ray fluctuations. Unbeknownst to him, he ventured into the Cat's Cradle, a place where the spirit realm and the physical realm met. It was here that the Land, the greatest of all the spirits of the North, visited him. The Land needed people to fight its old enemy Kigatilik, the renegade Inuit god of the frozen north.

"I need one who will fight the ancient evil," the Land stated. "The one who devours like ice."

Lonnie pondered the statement for a moment. The young scientist didn't need any help to understand the implications of the Land's request. Like so many others, Lonnie had followed the adventures of superheroes his entire life. He admired costumed champions. He was young and had a bit of a Bohemian streak; the idea of living a heroic life and traveling the world appealed to him.

"What will you give me?" he asked.

"The power of the Stars," the Land answered.

He didn't even stop to consider the offer.

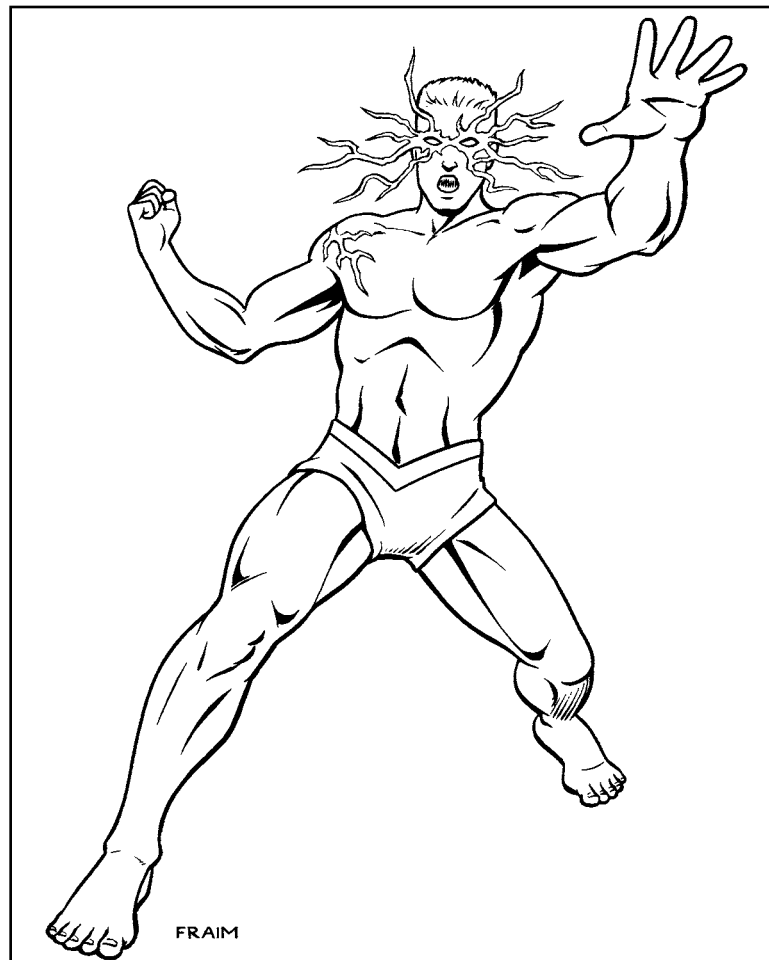
"Sure!"

In a blinding instant, Lonnie's life was changed forever. He became a being of living cosmic rays, surrounded by St. Elmo's fire. He was no longer just a Masters student in physics. He was now Celestar, wielder of cosmic fire!

"Now," the Land said. "Let me tell you about Kigatilik..."

After the briefing, the Land united him with three other champions it had made. Despite being from different regions and cultures, the four quickly bonded to form a superhero team, the Mighty Canadians: Celestar, Timberline, Bonne Vivian, and Kivioq. With each member a powerhouse in his own right, the Mighty Canadians ranked among the greatest superheroes of their day. They fought most of the major American villains of the Sixties and Seventies as well as many from their own rogues' gallery — the supervillain team Canadoom, the many servants of the renegade Inuit deity Kigatilik.

The Mighty Canadians were overshadowed somewhat by the second Red Ensign in the press and popular imagination. Though they were courteous enough, the Canadians were jealous of the Ensign's acclaim, and kept their distance from him. Many in the press noted this coolness, and disapproved.



CELESTAR PLOT SEEDS

An extremely powerful creature named Stargon lands on Earth and demands that Celestar surrender himself so he can make the hero his “emissary.” Celestar is uncharacteristically frightened and, believing the PCs have something that can conceal his location from Stargon’s cosmic senses, begs them to hide him. What is Stargon? Why is Celestar afraid of him? And what do the heroes possess that can protect Celestar from a seemingly nigh-invincible cosmic being?

Celestar has vowed to release his old comrades, the Mighty Canadians, from their icy prison in the Tomb. The PCs have discovered a way to get there... but the Land warns them that freeing the Canadians also frees Kigatilik, who’ll then have the added power of the Tomb at his disposal.

A cruel enemy — a brain parasite bred by Teleios — forces Celestar to relive the terrible day when Detroit was destroyed. To battle it, the heroes must go into Celestar’s mind and relive that day with him.

In 1975, after many years of battling Kigatilik’s minions, the Mighty Canadians had their final showdown with the monstrous demiurge. They trapped Kigatilik in a hell of ice called the Tomb, a prison dimension that was so cold even Kigatilik could not escape. Unfortunately, all the Mighty Canadians save Celestar were also trapped inside the Tomb.

Celestar tried to free his teammates. He returned to the Cat’s Cradle and talked again with the Land, but the great spirit was perfectly happy to confine three good men to a frozen hell if it meant its enemy was also imprisoned. For years, Celestar tried to find a way to breach the dimensional barrier, to no avail.

Although Celestar’s body didn’t age, he began to feel old. He tired of the superhero game. Without his teammates to prop up his spirits, he burned out. The press wondered aloud if he wasn’t responsible for his teammates’ death. He’d always been short-tempered and taciturn whenever someone put a microphone in his face; now he didn’t bother hiding his contempt for the press. People responded by calling him cold, arrogant, and inhuman.

Disgusted with his entire life, Lonnie went into space for close to five years to pass the time, only to find the interstellar depths as dull as the terrestrial.

In 1984 he returned to earth and tried to pick up the pieces of his life. He fell in love, got married, and raised a family. He moved to Windsor and taught at a local community college. His students thought he was the coolest prof ever. He also helped out against local criminals; even Detroit was happy to have him nearby in case something serious happened. That lasted until 1990, when a Detroit mob boss planted a series of “exposés” in the *Michigan Press* about Celestar’s “shameful” conduct toward Americans. The public outcry was loud enough that the mayor of Detroit could no longer invite him across the border.

Two years later, the people of Detroit would regret that decision in a big way — had the authorities asked for help from Celestar when Destroyer came a-calling, it might have tipped the scales... or at least saved a few lives. Celestar did his best to help Detroit in the aftermath of that terrible day, and for many days thereafter. He pushed himself hard, too hard; a year after the incident, he was hospitalized for a nervous breakdown. When the second Northern Guard formed in 1994 and asked him for his help in fighting the Gadroon, Celestar was too much of a mess to join them. He had hit rock bottom.

With the help of friends, family, and therapists, Celestar regained the will to fight and slowly put the pieces of his life back together. By 1996, he returned to teaching, and in 1998, he became an active superhero again. He had grown more powerful over the years, and the trials he’d endured had a surprising side effect: after years of derision, the press finally warmed to him. Though he hadn’t realized it at the time, his efforts in Millennium City had done much to rehabilitate his

reputation and the publicity from his breakdown had made the stellar man seem more accessible, more human. When the second Northern Guard disbanded, Lonnie took on the role of Canada’s superhuman guardian. He did well, battling foes like Baron Nihil, Borealis, and Necrull. But the imprisonment of his friends gnawed at him.

In 2007, Celestar ventured again to the Cat’s Cradle. The Land was in a noticeably darker mood, and Celestar felt an anger that was never there before. He uncovered a shocking truth: not only were the other Mighty Canadians trapped in a frozen hell, the Tomb was a dimension of icy torment. His friends had endured the tortures of the damned for thirty years. The realization haunted him. He’d believed they were simply frozen in suspended animation. How could anyone allow this to happen to one’s friends?

Shaken, Celestar began asking for help. People were either uninterested, unavailable, or unqualified. Finally, he turned to help from one of the most unlikely sources imaginable: Teleios, the Perfect Man. Surely one of the people in Teleios’s network of contacts had the ability to crack the dimensional barrier, and would be willing to do it (as long as they didn’t realize they were helping a superhero).

It promises to be the biggest mistake of Celestar’s life.

Personality: Celestar is a little odd. People look at him, see an energy being, and figure he embodies “pure logic” or something like that. But Celestar is as human and moody as anyone. With people he knows and loves (his family, friends, and students), he’s incredibly relaxed, friendly, and shows a wry sense of humor. With people he doesn’t know (or when he’s under pressure), he almost becomes a different person: stiff, uncomfortable, short-tempered, dismissive. Unless he knows you, he’d rather not talk with you, and that goes double for other heroes (though children and the elderly hit a soft spot). To his friends, however, he’s a great guy and as good a friend as you’re going to find.

Quote: “So what does this villain wannabe call himself? If you’re smart, you’ll change your name to the Surrenderer before I start throwing out my knuckle ball.”

Powers/Tactics: Not unlike his enemy Borealis, Celestar is a mutant whose powers were awakened and amplified by a mystical entity of vast power. He’s living cosmic energy in human form. He can emit bursts of cosmic rays with a thought, convert himself into tachyons (his FTL Travel and Teleportation powers), become intangible, and so forth. He’s highly resistant to harm, superhumanly fast, and can sense radio waves and energy as easily as other people see.

Celestar’s powers lend themselves to some fairly basic tactics. He starts with energy bolts from long range; if this doesn’t put the target down (or the target tries to escape), he teleports to closer range and Drains the target’s defenses.

Campaign Use: Celestar is a major NPC hero. He's an old guard figure who should be a reluctant ally (at first), but who may become a stalwart colleague to your PCs. He's the veteran hero whose tendency to dismiss young heroes will infuriate them at first, but will gradually warm to them and perhaps even become a friend.

To increase Celestar's powers, add more Energy Blasts (and similar ranged attacks) in various configurations, and convert his Drain to a Transfer. To decrease his powers, reduce his EBs by 2-4 dice and remove all the *No Range Modifier* (+½) Advantages.

Celestar only Hunts his old enemies and major supervillainous threats as needed. He Watches the children of old enemies whom he thinks may be tempted to go down the path of supervillainy. For the purposes of Hunted, Celestar has NCI.

Appearance: Celestar is a creature of living energy 6'3" tall and weighing 210 pounds. He's shaped like an athletic human, but is blue-white in color and his solid white are eyes surrounded by arcs of lightning. His costume is a pair of metal briefs that are the same color as his skin. He has a glowing gold "tattoo," a native lighting design, on his shoulder.

FORCEKNIGHT

Val	Char	Cost	Roll	Notes
20+25*	STR	22	13-/18-	Lift 400 kg/12.5 tons; 4d6/9d6 [2/4]
18+15*	DEX	46	13-/16-	OCV: 6/11/DCV: 6/11
18+15*	CON	31	13-/16-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
8	PD	4		Total: 33 PD (25 rPD)
8	ED	4		Total: 33 ED (25 rED)
4+3%	SPD	32		Phases: 3, 6, 9, 12/ 2, 4, 6, 7, 9, 11, 12
10	REC	4		
36	END	0		
50	STUN	16		Total Characteristics Cost: 207

*: OIF (Powered Armor; -½) and No Figured Characteristics (-½)

%; OIF (Powered Armor; -½)

Movement: Running: 9"/6"
Flight: 33"/1,056"

Cost	Powers	END
24	<i>Armor Battery:</i> Endurance Reserve (200 END, 0 REC); OIF (-½) plus Endurance Reserve (0 END, 20 REC); OIF (-½), Limited Recovery (when connected or exposed to a source of electricity; -¼)	0
11	<i>Electrical Recharge:</i> Absorption 4d6 (energy, to the END of the Endurance Reserve); OIF (-½), Limited Special Effect (electricity; -¼)	0
60	<i>Battle Armor Weapons:</i> Multipower, 90-point reserve; all slots OIF (-½)	
6u	1) <i>Blaster:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼); OIF (-½)	3
4u	2) <i>Thunder Cannon:</i> RKA 4d6; OIF (-½)	6
5u	3) <i>Machine Gun:</i> RKA 3d6, Autofire (3 shots; +¼), Reduced Endurance (½ END; +½); OIF (-½)	3
6u	4) <i>Pulse Burst:</i> Energy Blast 10d6, Reduced Endurance (½ END; +¼), Explosion (+½); OIF (-½)	3
5u	5) <i>Flare Burst:</i> Sight Group Flash 7d6, Area Of Effect (4" Radius; +1), Reduced Endurance (½ END; +¼); OIF (-½)	4
6u	6) <i>Screech Blast:</i> Energy Blast 6d6, Attack Versus Limited Defense (Hearing Group Flash Defense; +1½), Explosion (+½); OIF (-½)	9

Martial Arts: <i>Extensive Combat Training</i>						
	Maneuver	OCV	DCV	Notes		
4	Block	+2	+2	Block, Abort	15	Money: Filthy Rich
4	Disarm	-1	+1	Disarm; 30 STR/55 STR to Disarm roll	27	Contact: Mayor of Toronto 12- (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has very useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3)
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	10	Contact: a great lawyer 15- (Contact has access to major institutions, Contact has useful Skills or resources, Very Good relationship with Contact)
3	Legsweep	+2	-1	5d6/10d6 Strike, Target Falls		
3	Martial Grab	-1	-1	Grab Two Limbs, 30 STR/55 STR for holding on	15	
4	Nerve Strike	-1	+1	2d6 NND	3	Lightsleep
5	Passing Disarm	-1	-1	Disarm, 30 STR/55 STR to Disarm; FMove	2	<i>Onboard Computer:</i> Absolute Range Sense; OIF (-½)
5	Passing Strike	+1	+0	4d6/9d6 +v/5; FMove	2	<i>Onboard Computer:</i> Absolute Time Sense; OIF (-½)
4	Punch/Snap Kick		+0	+2 6d6/11d6 Strike	2	<i>Onboard Computer:</i> Bump Of Direction; OIF (-½)
5	Side/Spin Kick	-2	+1	8d6/13d6 Strike		
160	<i>Force Screen:</i> Force Field (25 PD/25 ED/15 Mental Defense/15 Power Defense), Reduced Endurance (0 END; +½), Persistent (+½)				20	Skills
10	<i>Sensory Shields:</i> Sight Group Flash Defense (15 points); OIF (-½)				16	+2 Overall
10	<i>Sensory Shields:</i> Hearing Group Flash Defense (15 points); OIF (-½)				3	+2 with All Combat
13	<i>Life Support Systems:</i> Life Support (Self-Contained Breathing; Safe Environments: all); OIF (-½)				3	Acrobatics 13- (16-)
115	<i>Jetpack:</i> Flight 33," x32 Noncombat Movement, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½); OIF (-½)				3	Breakfall 13- (16-)
6	<i>Swift Runner:</i> Running +3" (9" total)				3	Climbing 13- (16-)
3	<i>Visual Sensors Suite:</i> Infrared Perception (Sight Group); Points); OIF (-½)				3	Combat Driving 13- (16-)
3	<i>Visual Sensors Suite:</i> Ultraviolet Perception (Sight Group); Points); OIF (-½)				3	Combat Piloting 13- (16-)
7	<i>Visual Sensors Suite:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; OIF (-½)				3	Computer Programming 13-
2	<i>Audio Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)				7	Demolitions 15-
6	<i>Communications Systems:</i> High Range Radio Perception (Radio Group) (12 Active Points); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)				3	Electronics 13-
13	<i>Radar Array:</i> Radar (Radio Group), Increased Arc of Perception (360 Degrees); OIF (-½)				3	High Society 13-
40	<i>Stealth System:</i> Invisibility to Radio and Hearing Groups, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½); IIF (-¼)				6	AK: Central Canada 16-
					3	KS: The Bible 13-
					3	KS: Canadian History 13-
					3	KS: The Engineering World 13-
					4	KS: Medieval History 14-
					5	KS: The Superhuman World 15-
					2	Language: French (fluent conversation; English is Native)
					3	Language: Greek (completely fluent)
					2	Language: Hebrew (fluent conversation)
					7	Mechanics 15-
					3	PS: Missionary 13-
					3	PS: Test Pilot 13- (16-)
					3	Oratory 13-
					3	Paramedics 13-
					3	Security Systems 13-
					6	SS: Aviation Engineering 16-
					3	Stealth 13- (16-)
					3	Systems Operation 13-
					7	Tactics 15-
					5	Teamwork 14- (17-)
					5	TF: Common Motorized Ground Vehicles, Parachuting, Advanced, Parachuting, Basic, SCUBA, Small Motorized Boats, Two-Wheeled Motorized Ground Vehicles

Perks

15 Money: Filthy Rich

27 Contact: Mayor of Toronto 12- (Contact has access to major institutions, Contact has significant Contacts of his own, Contact has very useful Skills or resources, Very Good relationship with Contact), Organization Contact (x3)

10 Contact: a great lawyer 15- (Contact has access to major institutions, Contact has useful Skills or resources, Very Good relationship with Contact)

Talents

15 Combat Sense 13-

3 Lightsleep

2 *Onboard Computer:* Absolute Range Sense; OIF (-½)

2 *Onboard Computer:* Absolute Time Sense; OIF (-½)

2 *Onboard Computer:* Bump Of Direction; OIF (-½)

2 *Onboard Computer:* Lightning Calculator; OIF (-½)

Skills

20 +2 Overall

16 +2 with All Combat

3 Acrobatics 13- (16-)

3 Breakfall 13- (16-)

3 Climbing 13- (16-)

3 Combat Driving 13- (16-)

3 Combat Piloting 13- (16-)

3 Computer Programming 13-

7 Demolitions 15-

3 Electronics 13-

3 High Society 13-

6 AK: Central Canada 16-

3 KS: The Bible 13-

3 KS: Canadian History 13-

3 KS: The Engineering World 13-

4 KS: Medieval History 14-

5 KS: The Superhuman World 15-

2 Language: French (fluent conversation; English is Native)

3 Language: Greek (completely fluent)

2 Language: Hebrew (fluent conversation)

7 Mechanics 15-

3 PS: Missionary 13-

3 PS: Test Pilot 13- (16-)

3 Oratory 13-

3 Paramedics 13-

3 Security Systems 13-

6 SS: Aviation Engineering 16-

3 Stealth 13- (16-)

3 Systems Operation 13-

7 Tactics 15-

5 Teamwork 14- (17-)

5 TF: Common Motorized Ground Vehicles, Parachuting, Advanced, Parachuting, Basic, SCUBA, Small Motorized Boats, Two-Wheeled Motorized Ground Vehicles

- 7 WF: Small Arms, Blades, General Purpose/ Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons, Thrown Knives, Axes, and Darts

Total Powers & Skills Cost: 790

Total Cost: 997

200+ Disadvantages

- 15 Hunted: Borealis 8- (As Powerful, NCI, Harshly Punish)
 10 Hunted: Canadian Thunder 8- (As Powerful, Capture)
 5 Hunted: Punition 8- (Less Pow, Harshly Punish)
 15 Hunted: VIPER 8- (As Powerful, NCI, Capture/Kill)
 10 Hunted: Canadian Government 11- (As Pow, NCI, Watching)
 10 Psychological Limitation: Obsessed With Family Tradition (Common, Moderate)
 15 Psychological Limitation: Thrillseeker (Common, Strong)
 10 Psychological Limitation: Sworn To Protect Innocents (Uncommon, Strong)
 15 Social Limitation: Secret Identity (Alice Hellion) (Frequently, Major)
 692 Experience Points

Total Disadvantage Points: 1997

Background: The original Forceknight was Wally Thompson, an Avro engineer and a bit of a maverick on the design team for Canada's fleet of fighter planes. He was an expert in materials science, but he had wide-ranging interests in bizarre sciences considered blind alleys by many, most notably force field science. He wanted to use the technology developed for the Arrow to build a battlesuit. Something of a geek, he was inspired both by superheroes and early Japanese cartoons as well as the adventures of the 1930s Canadian Rocket Brigade, Ace Hellion, and tales of knighthood from a Middle Ages that never was. By 1964, Wally had put together his first generation powered armor suit and christened it "Forceknight I."

Forceknight quickly established himself as a standout Canadian superhero and Thompson enjoyed a long career. Unlike other heroes, who found that their obsessions led to burn out, injury, and bitterness, Thompson was only a part-time crimefighter; being a hero was just an excuse to tinker with the suit. Not that he didn't appreciate the people's acclaim or the good work, he did. It just wasn't his passion. Perhaps because of this, Forceknight's career was long, colorful, and storied. But by 1980, even with assistance from the armor, he realized he was getting too old for the game. He quietly passed the suit to a new wearer: Jim Bridges, a pilot in the Canadian Snowbirds and a good friend.

Bridges died from injuries he sustained in a fight with Borealis in 1991 (though the death was accidental; Borealis didn't even realize at the time he'd killed him). Thompson kept Bridges's involvement with the Forceknight project a secret and handed over the controls to Bridges's friend

Lyle Doerksen. Doerksen served as Forceknight from 1991-2005. He enjoyed being a superhero more than the others, and when the opportunity came to lead the second Northern Guard, he took it and turned it into the greatest Canadian superhero team of all time. When the team disbanded, Doerksen had a long career as a solo hero and a founder of StarForce.

By 2003, Doerksen was burning out, and after suffering a serious injury at the hands of Baron Nihil in 2005, he decided to retire. Since the armor was still largely based on Thompson's original Sixties-era designs and subsequent tinkering, Doerksen and Thompson decided to start from scratch and build a new, improved Forceknight armor, a Canadian powered armor suit for the twenty-first century.

They finished the project in 2006, but the new armor needed a pilot. They found their new Forceknight in Alan Hellion, a Steelhead of remarkable parentage. His paternal grandparents were Ace Hellion and Ace Helena, the Golden Age pilots who'd been one of the inspirations for the original armor, and his maternal grandfather was Big Billy Deighton, the famed pulp hero of the Canadian Rocket Brigade in the 1930s. If breeding mattered, Alan was destined for greatness.

Unfortunately, Hellion was infected by the necrotic powers of the supervillain Necrull, turned evil, and killed five people (with his bare hands, not the armor) before the Steelheads finally put him down. Thompson and Doerksen kept Hellion's involvement in the program a secret, but his twin sister Alice discovered her brother's "joyrides" and insisted on taking his place. The old heroes agreed, and after a great deal of training, Alice was ready. So far she's proved to be more than a worthy bearer of the Forceknight name.

Personality: Alice may be the most driven person to wear the Forceknight suit. She's vowed revenge against Necrull for her brother's death, and that obsession may unhinge her. She was always a tomboy, and that's turned into a relentless drive in adulthood: she trains with Mixed Martial Artists to be as good in a fight as any man, and studies the suit's systems (and avionics in general) so she can repair and upgrade the armor as well as the "two wise men" (Thompson and Doerksen).

Despite the violent nature of her new work, Alice is deeply spiritual, having spent several years in seminary training to be a missionary before she felt the call of the family trade and became a pilot in 2004. She continues her coursework at a Bible college in her spare time. Profanity and misogynistic remarks greatly annoy her.

Quote: "This is Forceknight, We can do things the easy way... or the hard way. Before you answer, my armor will project an excerpt from an award-winning CBC News documentary on hospitalized supervillains to assist in your decision...."

Powers/Tactics: Forceknight is a superbly trained pilot who uses one of the world's most sophisticated powered armor suits. The main weapons system runs off a non-recharging battery that

FORCEKNIGHT PLOT SEEDS

Wally Thompson is dying. Before he goes, he wants to have one last scrap with an old nemesis. The rivalry between them has transformed into an odd nostalgic friendship, but the old criminal is currently in prison. Forceknight wants the heroes to pull some strings to arrange for a temporary release. Will they oblige?

A supervillain claims to be auctioning off a replica of the Avro Arrow! Forceknight becomes obsessed with reclaiming her lost heritage, but is it a trap?

While Forceknight's performing a routine rescue, a supervillain takes control of her armor to use as a weapon of war against his archenemy — the PCs. Can the heroes break Forceknight free and stop the villain from tearing apart the city?

requires electricity to “refuel”; this can come from an ordinary household outlet, an attack Absorbed by the armor’s capacitors, or the like. In emergencies, Forceknight has been known to fly into a thunderstorm and allow lightning to hit the suit to recharge it.

Forceknight’s armor has a wide suite of offensive capabilities. The cannon discharges concentrated orbs of force field energy that can be shaped to varying effects, and a sonic screamer she employs for crowd control. Her greatest strength is her mobility; she can move fast, allowing her to play cat and mouse games with a “Passing” Martial Maneuver (so that she ends up away from the target).

Campaign Use: Forceknight’s greatest powers are her speed and mobility. To boost her for a high-powered game, add PSLs for use with her Multipower, give her a Force Wall and an Entangle attack, and increase her SPD to 8. To reduce her point totals to fit her into a lower-powered game, remove her Overall Skill Levels, reduce her Primary Characteristics to no more than 15 each (and SPD 2), and reduce the DCs of her attacks by 15-25%.

Forceknight Hunts individuals associated, or suspecting of associating with, Necrull, and has NCI.



Appearance: Forceknight is a tall, muscular athletic woman in her late twenties; she stands 5’11” and weighs 150 pounds. She has long red hair and blue eyes. In her Forceknight powered armor suit she’s 7’4”. The armor is mostly royal blue, but has white trim and highlights and the faceplate is decorated with a golden thunderbolt.

RAVEN SPEAKER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
16	COM	3	12-	
18	PD	14		Total: 18 PD (4 rPD)
18	ED	13		Total: 18 ED (4 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
10	REC	2		
50	END	0		
53	STUN	0		Total Characteristics Cost: 237

Movement: Running: 6"/12"
Flight: 20"/40"

Cost Powers**END**

132	<i>Mystic Powers:</i> Variable Power Pool (Magic Pool), 60 base + 30 control cost, Cosmic (+2); Magic Only (-¼)	var
105	<i>Calling The Raven:</i> Multipower, 105-point reserve	
7u	1) <i>The Raven's Eye:</i> Clairsentience (Sight and Hearing Groups), Mobile Perception Point (can move up to 48" per Phase), Reduced Endurance (0 END; +½)	0
4u	2) <i>Summoned Ravens Hinder The Foe:</i> Darkness to Sight and Hearing Groups 1" radius, Mobile (+1), Reduced Endurance (0 END; +½)	0
10u	3) <i>Raven's Trickery:</i> Mental Illusions 14d6, Reduced Endurance (0 END; +½)	0
58	<i>Spirit Rattle:</i> Dispel 16d6, all Magic powers simultaneously (+2); OAF (-1), Extra Time (Full Phase, -½)	14
4	<i>Raven's Protection:</i> Damage Resistance (4 PD/4 ED)	0
11	<i>Raven's Protection:</i> Mental Defense (15 points total)	0
10	<i>Raven's Protection:</i> Power Defense (10 points)	0
27	<i>Transform Robes To Wings:</i> Flight 20"; Restrained (-½)	4
8	<i>Look Into the Spirit World:</i> Detect Spirits 14- (no Sense Group), Discriminatory, Range, Sense; OAF (Raven Mask; -1)	0

Perks

1	Fringe Benefit: First Nations Band Membership
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Skills

9	+3 with Mystic Powers
25	+5 DCV
3	Acrobatics 13-
3	Acting 17-
3	Breakfall 13-
3	Bureaucratics 14-
3	Conversation 17-
3	Disguise 14-

3	Forgery (Artwork, Documents) 14-
3	Gambling (Card Games, Dice Games) 14-
3	High Society 17-
3	Interrogation 17-
5	AK: Haida Gwai 16-
3	AK: Canada 14-
5	CuK: Haida Culture 16-
3	KS: Arcane And Occult Lore 14-
3	KS: Haida History And Culture 14-
3	KS: Haida Legends, Lore, And Myth 14-
3	KS: The Mystic World 14-
2	KS: North American Indian History And Culture 11-
3	Lipreading 14-
4	Language: Haida (idiomatic; English is Native)
3	Mimicry 14-
2	Navigation (Air) 14-
3	Oratory 17-
3	Persuasion 17-
3	Seduction 17-
3	Shadowing 14-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 17-
3	Tactics 14-
3	Trading 17-

Total Powers & Skills Cost: 504

Total Cost: 741

200+ Disadvantages

15	Distinctive Features: there's a raven nearby wherever he goes (Not Concealable; Noticed And Recognizable)
10	Hunted: Tax'et 8- (As Pow, Harshly Punish)
10	Hunted: VIPER Vancouver 8- (As Pow, Harshly Punish)
10	Psychological Limitation: Lecherous (Common, Moderate)
15	Psychological Limitation: Hedonistic (Very Common, Moderate)
10	Psychological Limitation: Sworn To Protect The Innocent (Common, Moderate)
10	Psychological Limitation: Loves To Trick Rich People Into Giving Away Possessions (Common, Moderate)
5	Reputation: Trickster Hero, 8-
5	Social Limitation: First Nations Citizen (Occasionally, Minor)
449	Experience Points

Total Disadvantage Points: 741

Background: The ancient spirit of the Raven, Yelth, brought the Haida to Haida Gwai (the Queen Charlotte Islands) long ago. When the white man came, the wise but capricious Raven asked each village if they wanted to meet the newcomers and hold a potlatch with them. The only one with the courage to say "yes" was Niikwan. The Raven decided this courage deserved to be protected, so he showed the people of Niikwan a vision of what contact with the white men would do to them. Though they saw disease and death, the people still declared they did not fear the white man, and still wished to welcome him.

RAVEN SPEAKER PLOT SEEDS

Tired of Ravenspeaker's defiance; Tax'et decides to play rough. He casts a spell that no one who gets too drunk will allow someone to drive for them, he causes anyone with a violent temper to completely lose control, and drives a number of already insane criminals over the edge, turning them into serial killers and letting them loose on the PCs' town. He intends to do it to one city every fortnight, and he'll only stop when Ravenspeaker surrenders. Time for some help from the PCs....

A rally for aboriginal peoples is being held in the PCs' hometown, and Ravenspeaker is a guest. But when the mayor and a bunch of cops show up to make a PR statement, Ravenspeaker uses his powers to humiliate the mayor on camera, sending an illusionary swarm of bees after him that makes him take off his clothes on camera. The mayor is now charging Ravenspeaker with assault and insists that the PCs bring him in.

The PCs are pursuing a felon across the American border when a crisis hits Vancouver. Thanks to the magics of Tax'et, Ravenspeaker has fallen asleep and evil spirits are entering Vancouver. Can the heroes figure out how to awaken the slumbering hero and put an end to the threat?



Impressed by their courage (if not their wits), Raven allowed one white man, an Anglican missionary named Montgomery Edenshaw, to enter Niikwan. Edenshaw immediately fell in love with the Haida, and he feared what his brothers would do to them. The Raven told Edenshaw to explain his people's ways to the folk of Niikwan (which he did), and then the helper of the Haida gave them the choice for the third and final time. Edenshaw's stories had frightened the village so much that they immediately agreed to shun all white men save those who won Raven's trust.

The Raven asked for two prices for his protection. First, every year, the villagers would hold a potlatch for the white man's God, to show him generosity (Raven had overheard the missionary's tales and felt quite sorry for the mighty God's son who was nailed to the enemy's totem pole). Second, the people would swear never to kill a raven.

Everyone agreed to both prices. Then Tax'et, the mighty Haida god of violent death, came to the village. Though not an evil god, Tax'et had feasted on the deaths caused by smallpox and other diseases that struck down the people of the Land. Those banquets had whetted his appetite, and he hungered for Niikwan as well. Raven drove him away with a flash of his beak and a flurry of feathers, but Tax'et vowed that Raven would not keep him away from Niikwan forever.

Niikwan lay outside the world for nearly two centuries. Sometimes Raven would allow a white man who showed great character (and who tolerated his tricks) to enter the village; this happened several times in the Pulp era and once during the early age of heroes. Niikwan remained under Raven's protection, though Tax'et, peeved at being denied his feast, continued to hunger and scheme.

Finally, the day came when young Billy Edenshaw was hunting eagles with his friends in the woods. He was the missionary's great-great-great grandson, despised as sickly and weak by most of the village. The taunts of his friends made him angry, and he longed to prove himself. Seeing a great white eagle perched on a tree branch, he listened to his friends when they dared him to scare the bird by throwing a stone at its feet. Unfortunately his throwing aim was better than he'd hoped; he struck the white eagle in the head and killed it instantly. On closer inspection, however, the eagle turned out not to be an eagle at all, but a rare white raven.

Billy had broken the vow made by every child in Niikwan from the time they were old enough to understand the village tale.

Then Raven laughed, and got to his feet. He told Billy that Tax'et had given him a beautiful white coat at a potlatch; he should have suspected it was a trick ("but," the Raven declared, preening as he ignored the dent on his head, "it makes me look so beautiful!"). Raven pecked out Billy's eyes and ripped out his tongue, then replaced them with his own. It was both a punishment and a blessing. Raven's dark eyes and tongue looked just Billy's, and no one suspected the change.

Now lacking Raven's protection, Niikwan was vulnerable — Tax'et was free to attack the village with the white man's diseases. Billy rushed back to the village and challenged the death god with Raven's voice, demanding that he spare Niikwan. Tax'et laughed and promised that he would, provided Billy defeat Tax'et in a wrestling match. All knew that a mortal against a god would not be a fair contest, but Billy agreed. Before the match he dressed a friendly spirit bear to look like himself, and then took the juice of the fruit of the Nailed God's medicine man, a brew so powerful that only the medicine man (Billy's grandfather) was permitted to drink it. He gave the juice to Tax'et before the match. Tax'et's wits were so addled by the holy juice that he mistook the bear for Billy — and nothing can outwrestle a spirit bear, not even a god. The bear defeated Tax'et, and Niikwan was spared the plague of the death god.

But now Tax'et was even angrier than he was before. Billy knew that as long as he remained in Niikwan, Tax'et would seek revenge on his people, so he left the great village and ventured into the wide world. He saw many things that saddened and shamed him, but he saw great wonders as well. He realized Tax'et was at work everywhere, and a champion was needed to oppose the bringers of violent death. Though Billy was not a god, even the organs of Raven could give someone powers far beyond those of mortal men. Soon the white

men called him Ravenspeaker, and for fifteen years the people of Canada have listed him among their greatest heroes.

Personality: Ravenspeaker is a dedicated hero, though not one who often gets along with others. He has many of Raven's most notorious faults — he's a hedonist and a lecher (he can often be found in many of Vancouver's more seedy bars and clubs), and gets almost as angry as his namesake when he's denied something he wants. But he's capable of enormous compassion and kindness, particularly to the downtrodden. He likes to trick rich people into giving money to the poor and needy (though always in a way that's legal — Ravenspeaker is no thief). Once each year he holds a personal potlatch, which involves stripping off of his clothing and jewelry (except his cloak, mask, and rattle) and giving them as a gift to some poor person whose spirit impresses him.

Ravenspeaker is a sworn enemy of the god of violent death, Tax'et, and anyone who serves him no matter how noble the motive (which means he doesn't get along well with soldiers or vigilantes). Even so, he rarely allows his humorous façade to slip.

Ravenspeaker is a hedonist of the first order. He flirts with everyone (except children) regardless of gender or appearance. He eats any food (or drinks any booze) that's been left lying around without asking permission. He enjoys annoying people in little ways, even when he wouldn't hesitate to give his life for them.

Quote: "Beautiful is the Raven... Magnificent is the Raven... beyond compare is the Raven... and a sweet, sweet liar is the Raven."

Powers/Tactics: Ravenspeaker's powers stem from magic. The eyes and tongue of Raven have replaced those of Billy Edenshaw, making him one of the most powerful mystics in the Champions Universe. Additionally, he's tricked three gifts from various native entities: his mask, robes, and rattle, all of which bolster his powers against intruders from the spirit realm.

Ravenspeaker employs potent magic, though his spells don't look like those of a typical supermage. Instead they take on aspects of Haida (and First People in general) practices, customs, and lore. He might summon spirit animals or living totem poles to fight for him, Entangle his foes with roots growing from the ground or thrown necklaces of Haida design, or craft for himself a second mask that gives him psychic powers. He's particularly adept at summoning a flock of ravens to blind his foes and at tricking people with illusions (he favors images of something the victim desires; he prefers to hoist people on the petard of their own greed and lust). He can also see with Raven's eyes.

Ravenspeaker prefers to handle tight situations with words and trickery, not fighting. If someone's well-meaning but in the wrong, he mocks them a little, but otherwise tries to guide and help them. In the presence of bullies or supervillains, he feigns weakness or otherwise plays for time while he figures the best way to trick them.

Campaign Use: Ravenspeaker is a trickster hero who's part ally, part comic foil. He should exasperate the PCs as much as help them (particularly if they're overconfident, arrogant, stuffy, or otherwise full of themselves), though he's useful to have around (especially in adventures involving Northwest coast Indian lore).

To enhance Ravenspeaker's power, increase his VPP to an 80 or 90 point pool, and add a Lightning Bolt attack (RKA 4d6) to his Multiplier (a power taken by trickery from Kwunxwa, the thunderbird guardian of the Nootka). To weaken him, reduce his SPD to 5, his VPP to a 40-point Pool, and his Mental Illusions to 12d6.

Ravenspeaker Watches anyone he thinks might be a chief servant of Tax'et (*i.e.*, who's likely to cause a lot of violent death, whether deliberately or accidentally). He Hunts those who serve the death-god knowingly. For these purposes he has NCI if the matter involves the First Nations Spirit Realm. Despite his history as a superhero, he doesn't have much pull among authorities in the white man's world.

Much like the Land and the Ice, Tax'et should be considered a plot device; he doesn't need a character sheet. Though he's the mighty god-spirit of violent death, treat him like an amoral Greek god, not an actively evil one. He's petty, and if mortals get in the way of his vengeance that's their problem, but his schemes are only directed at Ravenspeaker... for now.

Appearance: Ravenspeaker is a slender Haida Indian, 6'4" tall and weighing 186 pounds. He has long black hair and a wide, homely face. Usually when fighting crimes he wears a costume patterned after the robes of a Haida shaman, though sometimes he prefers a modern men's suit and tie (with a Haida illustration of a killer whale on the tie). In either case he conceals his face with a Haida raven's mask, and carries his ceremonial rattle tucked into his belt or inside the robes. Wherever he goes, there's always a raven somewhere nearby — perched in a tree or on a rooftop, poking through the grass nearby, or simply soaring through the air.

STARFORCE

Membership: Justiciar (team leader); Constable, Prism Girl, Dust Devil, and Argosy. Celestar and Forceknight are founding members, Thundrax a former member.

Background: In 2000, after the breakup of the Northern Guard, the city of Toronto asked Celestar and Forceknight to join forces and form a superhero team to protect Ontario's urban metropolis. Cosponsored by the city, the province of Ontario, the Toronto Chamber of Commerce, Harmon Industries, and later Byrne Industries, the team would stand as a bulwark against evil in the heart of Canada.

The two heroes formed StarForce (a conglomeration of their names). For their base of operations, Celestar (carefully) landed a meteor between the harbor front and the Toronto Islands. Then he used his powers to shape it into “that thing” or the “ironberg” (two less than flattering names the locals coined) — a seven-story tall irregular spire of hardened meteoric iron known as StarForce Tower. (The Tower shares much in common with typical superhero bases, though it has two special properties that seem to derive from unknown alien technology mysteriously embedded in it at a cellular level: it can generate a Force Wall to protect itself [16 PD/16 ED, Hardened, with 10 points of Lack of Weakness]; and it can create a “force bridge” that connects it to the mainland and can support the weight of ten fully-loaded tractor-trailers.)

StarForce was a success. However, neither hero liked living in Toronto, and after three years they began a search for replacement heroes. The Swedish superhero Potenstorm was recruited to take Forceknight's place, but he met local resistance. Torontonians felt that a Swedish superhero (though powerful and exceptionally skilled) didn't possess the “fighting spirit” and “toughness” that was a trademark of Canadian superheroes. After a tumultuous year serving as Toronto's guardian, Potenstorm resigned and returned to his homeland.

Justiciar had been Forceknight's teammate in the Northern Guard, so when he awoke from a coma and resumed his career, he was an obvious choice to take over as team leader. The veteran hero Thundrax also came aboard for a year after serving with UNITY, but retired from the hero business to run for the NDP in Vancouver East. After Thundrax's departure, Justiciar filled out the ranks with three newcomers: Dust Devil, an émigré from the Prairies; Argosy, the tormented lover of the Sea; and the powerful but untested Prism Girl, a native Ontarian.

The team met with a lot of skepticism — perhaps justifiably — but Justiciar was determined to make these new heroes function as a unit. In early

2007 the Constable came aboard as police liaison (primarily to get him out of the precinct house). Celestar, Forceknight, and (prior to his death) Red Ensign III often added muscle during major crises, but for the most part, it's the basic members — “the Fiver-Twelve” — on duty. They've become Canada's *de facto* national superhero team, and there's been some talk of integrating them with *Les Esprits Gardiens* to form Alliance Canada (a proposal that's been vetoed twice by the Chatelaine).

Group Relations: StarForce is liked throughout most of Canada, which constitutes a minor miracle given many Canadians' opinions of Toronto. It has good relations with the Justice Squadron and the Sentinels despite the recent refusal by the Canadian and American governments to allow quick cross-border traffic. It enjoys an excellent relationship with Canadian law enforcement and UNTIL.

The core members of the team get along reasonably well. Justiciar is highly respected by Canada's superhero community, and that includes his teammates. Though they take a fair bit of criticism in the Toronto media (which is almost as critical of them as it is of the Leafs), the other members are popular enough with the people, and the sight of Justiciar leaping through the streets of Toronto is usually met with smiles and cheers.

STARFORCE PLOT SEEDS

Circ betrays Justiciar! He's infected his body with a machine virus that spreads the cyborg controls to every part of his body, turning Justiciar into his puppet! What happens when Justiciar goes on an uncontrollable crime spree in the PCs' city? And what if they're all minor, mostly victimless crimes, and the whole thing turns into a test by the needy Circ to determine if Justiciar's love and capacity for forgiveness is stronger than his love for his principles?

The superhero Potenstorm did the PCs a favor in the past, a big one (*e.g.*, he saved their lives, or the lives of thousands in their city). Now he wants them to repay him. He's leading a group of novice superheroes in Stockholm. He's scheduled some wargames with his old teammates StarForce... but his goal is not friendly combat training. He wants revenge for the humiliation he suffered in Toronto. His team could never beat StarForce, but — if the PCs dressed up in his teammates' costumes and fought at his side — he might get his revenge. Will the PCs help him? And how far does he intend to go to get satisfaction?

To better promote national understanding and smooth recent controversies in the relationship between Canadian and foreign supers, the non-Canadian PC team is switching places with StarForce for a day. But this bridge-building (some would publicity) stunt goes horribly awry when the PCs' archenemies launch a massive attack against them just as they start to fend off an attack by Borealis and the Landsman!

JUSTICIAR

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [8]
26	DEX	48	14-	OCV: 9/DCV: 9
33	CON	46	16-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
13	PD	5		Total: 22 PD (9 rPD)
13	ED	6		Total: 22 ED (9 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
15	REC	0		
66	END	0		
50	STUN	0		Total Characteristics Cost: 189

Movement: Running: 6"/6"
Leaping: 18"/6"

Cost Powers **END**

25	<i>Cryohand:</i> Multipower, 50-point reserve; all slots OIF (-½), No Range (-½)			
2u	1) <i>Cryogenic Suspension Blast:</i> Major Transform 3d6 (awake, functional person to person in cryogenic suspended animation; heals back via normal Recovery of BODY); OIF (-½), No Range (-½) 4			
2u	2) <i>Freezing Grip:</i> Entangle 5d6, 5 DEF (50 Active Points); OIF (-½), No Range (-½) 5			
2u	3) <i>Freezing Touch:</i> Energy Blast 5d6, No Normal Defense (defense is Life Support [Safe Environment: Intense Cold]; +1); OIF (-½), No Range (-½) 5			
	Martial Arts: <i>Wrestling/Boxing</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4	Crush	+0	+0	12d6 Crush, Must Follow Grab
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
5	Kick	-2	+1	12d6 Strike
4	Martial Escape	+0	+0	55 STR vs. Grabs
3	Martial Grab	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Punch	+0	+2	10d6 Strike
3	Throw	+0	+1	8d6 +v/5, Target Falls
13	<i>Cyborg Body:</i> Armor (9 PD/9 ED); OIF (-½), Activation Roll 14- (-½) 0			
7	<i>Cyberleg:</i> Leaping +10" (18" forward, 9" upward); OIF (-½) 1			
2	<i>Extended Lifespan:</i> Life Support (Longevity: 400 Years) 0			

Perks

2	Fringe Benefit: Local Police Powers
12	Contact: Canadian Government 12- (Good relationship with Contact; Organization)
7	Contact: Toronto Newspaper Editor 12- (Contact has access to major institutions, Contact has significant Contacts of his own, Very Good relationship with Contact)
7	Contact: Tomahawk II 12- (Contact has access to major institutions, Contact has significant Contacts of his own, Very Good relationship with Contact)
10	Money: Wealthy

Skills

15	+3 HTH
3	Analyze Combat 13-
3	Defense Maneuver I
3	Breakfall 14-
3	Climbing 14-
3	CK: Toronto 13-
3	KS: The Superhuman World 13-
3	Language: French (completely fluent; English is Native)
3	Mechanics 13-
3	PS: Businessman 13-
3	SS: Cryogenics 13-
3	SS: Economics 13-
3	Stealth 14-
3	Survival 13-
3	Tactics 13-
3	Teamwork 14-

Total Powers & Skills Cost: 191**Total Cost: 380****200+ Disadvantages**

10	Enraged: Innocents threatened, go 8-, recover 11-
15	Hunted: Baron Nihil 8- (Mo Pow, Harshly Punish)
15	Hunted: Baykok 8- (Mo Pow, Harshly Punish)
10	Hunted: Canadian Media 8- (Mo Pow, NCI, Watching)
0	Physical Limitation: requires periodic hibernation (see text)
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)
10	Psychological Limitation: Thrillseeker (Common, Moderate)
100	Experience Points

Total Disadvantage Points: 389

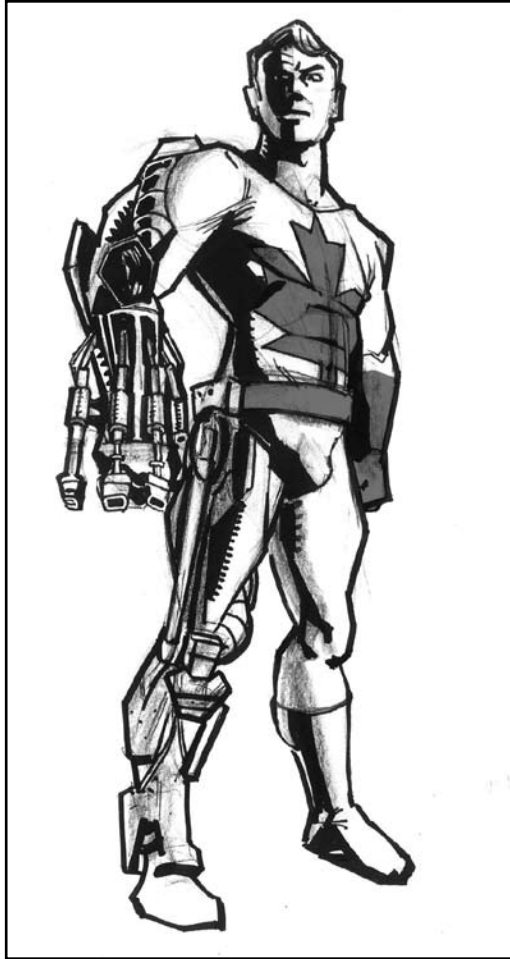
Background: In 1977, David Burrell was climbing near Mount Assiniboine with his friend Bob when his life changed. Tall, handsome, athletically slim, and born to a fortune he forsook in exchange for the life of a drifter, he enjoyed all sorts of daring activities. He loved the mountains until the day he fell fifty feet onto a ledge and broke his back. He begged Bob to push him over the side, but Bob refused and Burrell was rescued... if you can call it that. He lost a hand and a leg to hypothermia. After several years of rehabilitation, he was able to walk again. He became a crusader for the rights

**JUSTICIAR
PLOT SEEDS**

The PCs receive evidence that Circ is actually... Justiciar's father. The supervillain Cyberlord switched his mind with his son's shortly before his death, and everything he's done since then has been an elaborate plan of revenge. But... is the allegation true, or is someone trying to set up a divisive conflict?

In the middle of a fight, Justiciar's systems shut down and he goes into another coma, resulting in his capture by VIPER. He's going to be dissected by Halfjack... and even if he doesn't get carved to pieces, unless he's brought out of the coma in forty-eight hours, he'll never awaken! The rest of StarForce was incapacitated in the last fight; it's up to the PCs to save him.

To raise money for cancer research, Justiciar takes a leave of absence to participate in a fund-raiser: he's going to duplicate Terry Fox's feat, except he's not running just across Canada, he'll go around the globe. When he visits the PCs' hometown, however, some nasty enemies show up looking for revenge.



of the disabled. But his father never accepted the situation and spent much of the family fortune contacting the supervillain Cyberlord, a cybernetics genius, and contracting him to “fix” his son. By that time, Burrell had come to accept his handicap as a badge of honor. Frustrated by his stubborn son, Burrell’s father kidnapped him and forced him to accept cybernetic implants.

But there was an unexpected complication. Cyberlord placed Burrell in a stasis field... but when the procedure was complete, Burrell didn’t wake up. He didn’t die, but he remained comatose. Eventually, Cyberlord killed Burrell’s father (for annoying him too much) and placed the son in cryostorage.

Over a decade passed, and Burrell remained asleep. One night in 1992, a fight occurred in the villain’s lab. Streams of electricity ran through the cryotanks, courtesy of a misfire from the mercenary supervillain Megavolt. Burrell awoke, groggy and stiff, and staggered out of the tank. His father’s betrayal burned in his gut, and he was uncharacteristically violent. He helped the heroes win the battle, though Cyberlord was killed in the fighting. He soon learned that his father was dead, and the board of trustees forced him to assume control of the family business. He also sued for guardianship of Cyberlord’s orphan son Circ, who became his ward.

Burrell realized that with the powers of his cyborg implants he could be a superhero. He took the name *Justiciar*, which sounded like a

good superhero name at the time; the armored leg and hand gave him a quasi-medieval look. He joined the second Northern Guard. Forceknight and Thundrax saw a lot of leadership potential in the young cyborg, and they took him under their wing and trained him to be a team leader. He was the Forceknight’s lieutenant when the team disbanded in 1998.

In 1999, Justiciar discovered that the cryogenic process was not finished; his body suddenly went into a hibernation cycle that lasted over four years. In 2003, thanks to Circ’s efforts, he awoke again. He discovered that his ward had grown from a spindly teenager into a handsome young man who’d inherited his father’s disturbing affinity for machines. The two formed a business partnership. Circ’s inventions and Burrell’s savvy helped restore the fortunes of Burrell Industries.

Soon after he reawoke, Forceknight asked if he’d assume a leadership role in StarForce. Justiciar accepted enthusiastically. He loved Toronto’s energy and felt passionately that the city was the vanguard for the defense of the entire nation. He’s led “the Force” ever since and is arguably Toronto’s greatest hero, though he’s disappointed that Circ has refused to share in his work. Justiciar is also an honorary member of the Justice Squadron (he and Tomahawk II are blood brothers) and until recent border tensions made it politically difficult, he helped smooth admittance for the Justice Squadron whenever their missions took them into Canada.

Personality: Once a bit of a hellraiser, Justiciar has settled down to become a responsible adult and capable leader. He’s the sort of person who works hard, plays hard, and makes friends easily, quietly inspiring those around him with his dedication while annoying those who feel a leader has to be either loud and brash, or overly serious. He’s soft-spoken at the best of times, and avoids getting involved in “minor problems” (interpersonal disputes). If someone annoys him, he’ll teach that person a lesson, but he’s willing to wait weeks, even months, for the perfect moment to teach it.

Quote: “Get out of my city!”

Powers/Tactics: Justiciar is a cyborg who’s also been mutated in some ways (that being necessary to help him survive the cyborging process). He has a cyborg leg (which allows him to leap great distances) and a cyborg hand (through which he can channel cryogenic fluid to freeze someone in place, put them to sleep, or even send them into a hibernation-like state that may take weeks to wear off). Unfortunately, the cryogenic fluid produced by his body has an unwelcome side effect: it can build up in his system to the point where it forces him into a comatose state that can last weeks or even years. (He gets no points for this as a Disadvantage because it’s basically a plot device for the GM to use as he sees fit.) In recent years Circ’s cybernetics genius has minimized the impact of this handicap, but there’s no guarantee Circ can keep doing that indefinitely.

In combat, Justiciar is a brawler, leaping to attack the enemy and overwhelm him before he can strike back. He withstands the brunt of the enemy's firepower and trusts his teammates to take advantage of the distractions he causes to win the battle.

Campaign Use: Justiciar is a standard hero, and his periodic hibernation is a good way to take him out of the campaign for extended periods of time (particularly if you want PCs to take over StarForce).

To increase Justiciar's power level, make him more cybernetic, with more built-in weapons: an HA; some Stretching for his hands/arms; perhaps a blaster; and definitely more defense. To weaken him, drop his SPD to 5, his STR to 30, and his defenses by 3.

Despite his love for Toronto, Justiciar is still attracted to the wilderness, particularly the Rockies. He's been known to Hunt threats lurking in Canada's mountain ranges (though this may be an excuse to go climbing). The supervillain Baykok has been his nemesis on several occasions, so he might keep a wary eye on characters associated with him.

Appearance: Justiciar looks like a handsome man in his late twenties (the cryogenics also slowed the aging process); he's 6'3" tall, weighs 220 pounds, and has an athletic build. He wears a white bodysuit with blue trim and a blue maple leaf blazoned on his chest (not coincidentally, it's similar to the Toronto Maple Leafs home uniform).

THE CONSTABLE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [6]
29	DEX	57	15-	OCV: 10/DCV: 10
28	CON	36	15-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
15	PD	9		Total: 21 PD (6 rPD)
15	ED	9		Total: 21 ED (6 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
56	END	0		
41	STUN	0		Total Characteristics Cost: 183

Movement: Running: 6"/12"
Leaping: 6"/12"

Cost Powers END

	Martial Arts: <i>Boxing</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Cross	+0	+2	10d6 Strike
5	Hook	-2	+1	12d6 Strike
3	Jab	+2	+1	8d6 Strike
8	+2 DCs (already added in)			
1	Use Art with Cestus			
9	<i>Observant:</i> +3 PER with all Sense Groups			
20	<i>See And Talk to Ghosts:</i> Dimensional (perceive into a single other dimension [the Spirit World] with Sight and Hearing Groups			
20	<i>Lucky Man:</i> Luck 4d6			

Perks

- 3 Anonymity
- 2 Fringe Benefit: Local Police Powers
- 15 Follower: faithful police dog

Talents

- 12 Combat Luck (6 PD/6 ED)

Skills

- 9 +3 with Boxing
- 2 Animal Handler (Canines) 14-
- 3 Breakfall 15-
- 3 Bureaucratics 14-
- 3 Combat Driving 15-
- 3 Conversation 14-
- 3 Criminology 12-
- 3 Forensic Medicine 12-
- 3 Lockpicking 15-
- 8 PS: Policeman 17-
- 3 Riding 15-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Sleight Of Hand 15-
- 3 Stealth 15-
- 3 Streetwise 14-

Total Powers & Skills Cost: 167

Total Cost: 350

THE CONSTABLE PLOT SEEDS

The criminal responsible for the Constable's death came to the PCs' hometown, got caught in the crossfire of a battle between the PCs and a villain, and the villain was fatally wounded. He needs a heart transplant or he'll die. If he dies, the Constable's purpose ends and he vanishes into the ether. Is keeping a foreign revenant-superhero alive worth pulling strings to procure a heart transplant for a criminal (instead of a law-abiding citizen)?

The PCs are working a cold case which has suddenly turned hot — a serial killer who once terrorized Toronto is at work in their hometown. The only cop with information on that case is a now-dead officer named Ben Pinsent, whose revenant is the Constable. How can the PCs get the information they need out of him?

After numerous complaints about PC misbehavior and bad manners, a judge (or a team sponsor) orders the PCs to spend seventy-two hours in the company of the most polite, considerate, well-mannered superhero around — the Constable. Can they stand spending three days and three nights with a supernaturally polite Canadian?



200+ Disadvantages

- 5 Enraged: when someone insults the honor of the Toronto PD (Uncommon), go 8-, recover 14-
- 10 Hunted: Vancouver Underworld 8- (As Pow, Harshly Punish)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
- 20 Psychological Limitation: Code Versus Killing (Very Common, Strong)
- 20 Psychological Limitation: Must Be Polite (Very Common, Strong)
- 10 Reputation: wacko police superhero, 11-
- 10 Unluck 2d6
- 55 Experience Points.

Total Disadvantage Points: 350

Background: No one was quite sure who the Constable was when he first appeared in the Toronto PD squadroom. Tall, polite, impossibly handsome, he seemed like a big joke until the police checked the records and discovered an unnamed “Constable” was an official member of the force... and had been for the last 32 years. On a whim the superintendent sent him into the field. On his first day, the Constable stopped a bank robbery, broke an auto theft ring and two major narcotics rings, exposed a corrupt judge, persuaded five teen prostitutes to accept counseling, and returned an escaped tiger to the Toronto Zoo.

Not all of the Constable’s days were quite so dramatic, but it was clear from the beginning that “Dewey South” (a nickname bestowed because his mannerisms and abilities reminded people of the RCMP officer from the TV show *Due South*) was special. No one knew exactly what he was; Dewey just knew he was a police officer. He never went home, he just hung around the station... and had long conversations with the ghosts of murdered police officers, whom he could see and hear.

Needless to say, the Constable creeped everyone out at the station — they liked him, but he still creeped them out. Eventually the higher-ups decided he was a superhero and needed to be around other superheroes. So they made him the official Toronto Police liaison to the newly founded StarForce.

The members of StarForce found Dewey a little creepy too, but gradually they accepted him. In time they peeled back the layers of mystery surrounding his past. They discovered he wasn’t a living human being — he was a revenant, a spirit made flesh. In life, he’d been Constable Ben Pinsent, a 32-year veteran with the Toronto PD who’d been gunned down on the day of his retirement. He came back looking as he did when he was a rookie to solve his own murder. Realizing that solving his murder would end his revenant existence, Ben let that case remain cold so he could concentrate on policework. Superheroing, though more bizarre, was close enough to police work to serve as an acceptable substitute. He’s now gradually restoring ties to his (still unremembered) old life while serving as a member of StarForce.

Personality: In life, Ben was an ordinary guy who swore a lot, drank too much, smoked, and was known as the laziest person on the force. Part of the Constable’s penance seems to be that he’s everything Ben was not: respectful, conscientious, diligent, capable. No one’s quite sure whether he’s atoning for his misdeeds or reliving the promise of his early career.

The Constable is polite to the point of irritation, particularly as he explains his actions.

Quote: “Excuse me, Mr. VIPER Agent? I don’t mean to contradict your Nest Leader’s commands, but if you don’t surrender, I’ll be forced to administer a sound thrashing. Please cooperate.”

Powers/Tactics: The Constable is a revenant — a spirit who’s returned from death he assumed a corporeal form. But unlike most of his kind he’s set aside the mission that resurrected him to protect the common good. His powers seem to reflect that desire to live in the modern world; his sole supernatural powers are extraordinary competence (his high Characteristics) and the ability to talk to ghosts. Although he carries a standard issue Toronto PD sidearm, nobody’s ever seen him draw it, except to fire a shot in the air when he needs to settle an angry crowd.

The Constable prefers to negotiate and settle matters without violence. When this fails (as it does all too frequently), he sighs in exasperation, then closes to HTH Combat range to settle the conflict with his fists (or by Grabbing an opponent so one of his more powerful teammate can blast that foe). This tactic puts him at a disadvantage against opponents with Ranged attacks, though sometimes he’ll find just the right weapon lying beside him when he’s pinned down (Luck can be a very powerful ability).

Campaign Use: Aside from fitting one of the great Canadian stereotypes (which the GM can evolve the Constable away from it if it gets too irritating), the Constable is a good ally for someone who needs a Canadian superhuman investigator as an ally. He makes a great comic foil if the PCs want to play up the brash American/calm Canadian comic contrast.

To make the Constable more powerful, add +6 PD/ED to his Combat Luck and give him more Combat Skill Levels (and possibly some PSLs). To weaken him, reduce his SPD to 5 and his STR to 25.

The Constable Hunts criminals in the city of Toronto. He Watches people suspected of crimes in the Toronto city limits.

Appearance: The Constable appears to be a handsome man in his mid-twenties, 6’2” and 214 pounds. He has an athletic (though slightly stocky) build, dark brown hair worn short, and a boyish face. He typically wears a Toronto PD constable’s uniform.

PRISM GIRL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
11	PRE	1	11-	PRE Attack: 2d6
14	COM	2	12-	
18	PD	15		Total: 18 PD (6 rPD)
18	ED	13		Total: 18 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
10	REC	4		
50	END	0		
32	STUN	0		Total Characteristics Cost: 140

Movement: Running: 6”/12”
Flight: 20”/40”

Cost	Powers	END
50	<i>Prism Blast:</i> Energy Blast 10d6	5
100	<i>Improve Energy Blast:</i> Aid Energy Blast 10d6, Trigger (when desired while Reflecting her Prism Blast, see text; Trigger immediately automatically resets; +1); Self Only (-½), Dice Usable Limited By Reflection (see text; -½)	0
33	<i>Attack Reflection:</i> Missile Deflection and Reflection (any Ranged Attack, any target); Only Works Against Limited Types Of Attack (electromagnetic spectrum attacks, see text; -½)	0
6	<i>Resilient:</i> Damage Resistance (6 PD/6 ED)	0
40	<i>Energy Flight:</i> Flight 20”	4
115	<i>Reflected Forms:</i> Duplication (creates 6 500-point Duplicates)	0

Perks

2 Fringe Benefit: Local Police Powers

Skills

10	+2 with Ranged Combat
12	+4 OCV with Missile Deflection and Reflection
3	Breakfall 13-
3	Concealment 13-
3	Criminology 13-
3	Electronics 13-
4	CK: Toronto 14-
1	Language: French (basic conversation; English is Native)
3	Language: Greek (completely fluent)
3	PS: Security Consultant 13-
3	Streetwise 11-
3	Systems Operation 13-
3	Security Systems 13-

Total Powers & Skills Cost: 400

Total Cost: 540

PRISM GIRL
PLOT SEEDS

Determined to find a superhero mate with a Greek heritage, the Toronto superheroine comes barreling into town to woo one of the PCs, whom she’s sure has to be Greek.

An experiment to measure the light spectrum signature of her duplicates has yielded an unexpected result: Prism Girl can now separate into fourteen duplicates, two of each shade of the spectrum! Unfortunately, one of each of those duplicates is evil, but no one can tell which is which....

A dimensional portal opens, and the armies of Istvatha V’han’s troops come storming through the breach. The portal can be closed by a blast of life energy “that encompasses the entirety of the EM life spectrum,” the energy produced by Prism Girl’s duplication. Unfortunately, duplicating herself in the portal will kill her... and her teammates will not allow one of their own to die because of the lack of good alternatives.

200+ Disadvantages

- 20 Dependent NPC: Mother 11- (Incompetent)
- 10 Hunted: Teleios 8- (Mo Pow, NCI, Watching)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
- 10 Psychological Limitation: Code Versus Killing (Common, Moderate)
- 10 Psychological Limitation: Excessively Social, Always Presumes A Close Relationship (Common, Moderate)
- 5 Vulnerability: 1½ x BODY from Sonic Attacks (Uncommon)
- 5 Vulnerability: 1½ x STUN from Sonic Attacks (Uncommon)
- 260 Experience Points

Total Disadvantage Points: 540

Background: Kathy Gerussi was secretary at a Toronto security firm who fell in love with her boss, Ned Martin. They married, and Kathy became his business partner as well as his life partner. Unfortunately his life was cut short when he discovered one of the firms his company guarded was a VIPER front and reported it to the authorities. VIPER doesn't like squealers, and some of the agents eluded capture... and murdered him within a week of the Nest's destruction.

Kathy found herself a widow running a security company and a vendetta against VIPER. She used contacts in the security business to track down the remainder of the Nest but made the mistake of getting too close — the

leery agents spotted and captured her. The surviving leader, who fancied himself as something of a mad scientist, trapped Kathy in an experimental laser grid chamber and decided to carve her into pieces. For a truly sadistic touch, he pumped in an experimental drug designed to keep her from passing out.

The combination of drug and energy mutated Kathy unpredictably. She found herself divided into seven forms, one for each color of the spectrum. The seven Kathys destroyed the chamber then "singlehandedly" wiped out the agents. Little did the Nest Leader suspect that the gas he pumped into the chamber was actually a mutagen designed by Teleios, who'd slipped it to him and encouraged him to use it. Teleios noted its success and returned to his work. He'd have to keep an eye on "Subject Martin."

"Subject Martin" she realized her powers and security background made her a good fit for the hero business, so she volunteered to help the Toronto PD. (She realized she could probably make more money running a superhuman security agency, but her dreams were never that mercenary.) After some thought she settled on *Prism Girl* as her *nom de guerre*. Sure, it was a little condescending, perhaps even demeaning, but it also made her feel younger. (Odds are she'll change it in a couple of years.) The Toronto PD hooked her up with Justiciar as he was putting together the replacement StarForce, and she became one of the team's most valued members.

Personality: Prism Girl is a passionate, bubbly, often excitable young woman. She has a tendency to want to form social bonds (she claims it's a byproduct of her Greek heritage) but she's no fool, and has a low tolerance for stupidity in her workplace. She cultivates an image that's more ethnic and exotic than justified by her usual behavior; she likes to think herself as more eccentric than she is. She's at a point in her life where she's reconnected with her Greek culture (and the Greek Orthodox Church) and is a little over the top about it. She's also chafing at being a widow and hopes to snare either a handsome young Greek-Canadian superhero (if one exists) or, as a fallback, Justiciar (whom she doesn't realize is gay).

The personalities of her duplicate selves vary slightly according to the color of



the spectrum. The violet-blue duplicates are more reserved than the others, while the red-orange duplicates are more rash and impulsive.

Quote: “Taste my Rainbow!”

Powers/Tactics: Prism Girl is the product of a genetic mutation triggered by an experimental mutagen. She duplicates herself into Red, Orange, Yellow, Green, Blue, Indigo, and Violet duplicates (each of which is a bit weaker than her original form, mainly due to slightly lower Characteristics). Her original form is the Green Prism Girl; the other six are “solid photon beings” she forms from her body. They have independent control of their actions and free will, but usually act in accord with Green’s commands.

Prism Girl can fire a bolt of energy that’s rainbow-colored, though dominated by the color of the self shooting it. Her most impressive attack is to “reflect” a fired bolt through one or more of her selves, which increases the attack’s power — she gains +2d6 of Aid effect for each self that successfully uses Missile Reflection to “channel” the bolt. She’s hoping to expand the range of her energy blasts, and is working hard at this while training with her teammates. She can also use her Missile Deflection and Reflection against other Ranged attacks, but only those involving the electromagnetic spectrum (electricity, light, magnetism, radio waves, gamma rays, and so on; see *The Ultimate Energy Projector* for more information).

As StarForce’s only flyer, Prism Girl usually has to provide “air support” and take on flying villains.

Campaign Use: Prism is an excitable NPC character whose tendency to get close might produce embarrassing situations in the campaign. She’s a good “guest star” character or potential romantic interest.

To raise Prism Girl’s power level, add Infra-red and Ultraviolet duplicates both of whom have Invisibility (and possibly a wider range of attacks). As a disturbing option, Infrared may be a berserker prone to fits of madness, while Ultraviolet is so devious and calculating that she turns against her fellow Prisms. You could also give her a Force Field, Flight, and other energy projector-type powers. To reduce her power level, decrease her EB to 8d6 (and her Aid accordingly).

Prism Girl Hunts remnants of VIPER in the city of Toronto. The likelihood of her Hunting a PC is directly proportional to his involvement with VIPER.

Appearance: Prism Girl is a young woman with shards of mirrored glass permanently embedded into her skin, from which her reflective powers are derived. She’s 5’5” tall and weighs 130 pounds; she keeps her dark brown hair long. She wears a white costume that becomes saturated by the color of her duplicate.

DUST DEVIL

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
29	DEX	57	15-	OCV: 10/DCV: 10
28	CON	36	15-	
14	BODY	8	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
20	PD	12		Total: 20 PD (10 rPD)
20	ED	14		Total: 20 ED (10 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
14	REC	0		
56	END	0		
48	STUN	0		Total Characteristics Cost: 193

Movement: Running: 21”/6”
Leaping: 8”/6”

Cost Powers

Cost	Powers	END
101	<i>Trail Of Lightning:</i> RKA 3d6, Area Of Effect (Trail; +1), Reduced Endurance (½ END; +¼)	4
	Martial Arts: <i>Wrestling</i>	
	Maneuver	OCV DCV Notes
4	Escape	+0 +0 55 STR vs. Grabs
3	Hold	-1 -1 Grab Two Limbs, 50 STR for holding on
4	Reversal	-1 -2 55 STR to Escape; Grab Two Limbs
3	Slam	+0 +1 8d6 +v/5, Target Falls
10	<i>Toughness:</i> Damage Resistance (10 PD/10 ED)	0
44	<i>Superspeed:</i> Running +15” (21” total), x4 Noncombat, Reduced Endurance (½ END; +¼)	1
2	<i>Pressured:</i> Life Support (Safe Environment: Low Pressure/Vacuum)	0

Perks

2 Fringe Benefit: Local Police Powers

Skills

9	+3 with Grab, Move By, And Move Through
2	Animal Handler (Equines) 13-
3	Breakfall 15-
3	AK: Canadian Prairies 12-
1	KS: History 8-
1	KS: The Superhuman World 8-
2	PS: Cowboy 11-
1	PS: Instructor 8-
3	Riding 15-
3	SS: Genetics 12-
3	Stealth 15-
3	Shadowing 12-

Total Powers & Skills Cost: 207

Total Cost: 400

DUST DEVIL PLOT SEEDS

A minor league superhero offers to sell out one of the PCs’ major enemies, but he wants a favor in return. The Canadian superhero Dust Devil recently humiliated him, breaking his arm and collarbone, and then stripped him down to his briefs and tied him to a flagpole. He’ll give the PCs the information they need, and all they have to do first is to deliver a similar public humiliation to a Canadian superhero who pretty much has it coming anyway.

A friend of the PCs’ is a cowboy from Oklahoma who emigrated from Canada. He’s been having some strange dreams where he sees himself as a boy receiving medical treatments in something called the Frontiersman Project. He’s also been hearing voices in his head. What’s going on? The only reference to a Frontiersman Project the PCs can find is an obscure reference to an obnoxious Canadian superhero named Dust Devil. Maybe he can tell the PCs more....

A PC’s son (or the son of a friend of one of the PCs) is engaged in a high school wrestling meet against a visiting Toronto squad. Unfortunately the visiting coach is a blowhard of the highest order; shouts insults at the opposing wrestlers, and even loudly proclaims the inferiority of their country! Someone needs to teach Coach Jesse Kirk some manners, and maybe it should be the PCs.

200+ Disadvantages

- 35 Enraged: Berserk when code-phrase is used (Uncommon), go 14-, recover 8-
- 5 Hunted: Canadian Media 11- (Less Pow, NCI, Watching)
- 15 Hunted: Canadian Government 11- (Mo Pow, NCI, Watching)
- 10 Hunted: Hunter-Patriots 8- (Less Pow, NCI, Capture/Kill)
- 10 Psychological Limitation: Dislikes Taking Orders (Common, Moderate)
- 10 Psychological Limitation: Hydrophobia (Common, Moderate)
- 15 Social Limitation: Secret Identity (Jesse Kirk) (Frequently, Major)
- 15 Susceptibility: when exposed to water while using lightning attack 1d6 damage per Phase (Uncommon)
- 5 Vulnerability: 1½ x BODY from Water Attacks (Uncommon)
- 80 Experience Points

Total Disadvantage Points: 400

Background: In the 1980s a radical group known as the Hunter-Patriots, descendants of a secret society, re-emerged and used stolen technology to create a web of teleports to assist in their terrorist operations. Subject to a vow from their ancestors to destroy British North America, the Hunter-Patriots supported the cause of Western Canadian separatism in the hope of causing Canada to disintegrate.

The Vancouver superhero team SUNDER broke up the teleportal network, but not before the Hunter-Patriots had built a secret base to house Phase II of their plan. This was the Frontiersman Project, which would genetically engineer superhumans. They believed that breeding superhumans and forcing them into the archetypal roles that made the West great (farmers, wranglers, oil-workers, entrepreneurs) would build a culture so strong that it would eventually abandon its ties to Canada.

One of these young superhumans, Jesse Kirk, grew up as a cowboy on a bison farm in Northern Saskatchewan. Pitting his genetically-enhanced strength and speed against the largest animal in the Western Hemisphere was a challenge worthy of a Frontiersman. As expected, Jesse grew into a large, strong young man. He was indoctrinated into the organization as he grew up, and was told he would have a hundred brothers and sisters who would rise up beside him when the time came to strike. What they didn't tell him was that all but a handful of the other Frontiersmen died before reaching their sixteenth birthday, and the few who made it had become uncontrollable berserkers.

On his eighteenth birthday, Jesse was formally recruited. The Hunter-Patriots assigned him to murder a prominent Alberta politician, a Red Tory whose federalist loyalties were seen as hostile to the movement. But Jesse couldn't kill him. The man was so small and scrawny it would have been as easy as stepping on an ant, yet something inside him screamed that it was wrong. And if the deed was wrong, then *he* had to be wrong. His whole life had to be wrong.

Tortured by his unexpected inner struggle, Jesse surrendered to the authorities. A telepathic scan revealed the depth of his programming and proved he was innocent of anything more than being a pawn of the conspiracy. It also showed his entire life was a lie; he had no idea who his real parents were or what was happening to his brothers. He was determined to unravel the mystery of his past.

The authorities debated what to do with him. Some suggested training him for JTF-X, but Justiciar heard about Jesse through the grapevine and wanted him to join StarForce. Jesse was uncertain, but after StarForce foiled an assassination attempt by the Hunter-Patriots against him, he figured he owed them. Thus Dust Devil (a name chosen to reflect his speed... and his mean streak) became a bona fide superhero, hiding under the guise of a Toronto high school wrestling coach. He needs to work at hiding his secret identity (his students figured it out in less than a week, but swore themselves to secrecy), but otherwise he's proven to be a valuable addition to the team.

Personality: Young and affable, Dust Devil is StarForce's resident hothead. He's still not quite grown out of adolescence and has the mentality of a teenager — he's full of self-importance and self-indulgence, and isn't always as tolerant of others as he ought to be. He's very conservative politically, which puts him at odds with some of his Ontario-born teammates. He likes to run off at the mouth and get under his opponents' skin. He's a congeni-



tal braggart and often tells tall tales about how he saves his teammates.

Quote: “You’re going to Hell for that. My hell.”

Powers/Tactics: Dust Devil is an engineered mutant, though exactly who created him remains a mystery (the Frontiersman Project predates the emergence of Teleios, eliminating the most obvious suspect). He’s a capable brick-speeder hybrid who employs standard speedster tactics most of the time, but has one special trick: he can ionize the air behind him and leave a bolt of lightning in his wake. (In game terms this is built with the *Area Of Effect: Trail* Advantage from *The Ultimate Speedster*; basically this lays down the attack in a 1” wide, 1” tall “trail” behind Dust Devil as he moves.) He typically only uses this attack against large groups of foes (such as VIPER agents) to avoid tiring himself out too quickly.

In combat, Dust Devil lives up to his name, both in terms of kicking up dust and his tormenting of his opponents. He likes to humiliate people, and he likes to hurt people, and heaven help anyone who could be talked out of a conflict when he gets involved.

He and the Constable are enigmas to each other, but he has a serious crush on Prism Girl Orange (though Prism Girl Yellow also captures his fancy). He’s a little bothered by Justiciar’s homosexuality, but despite that they’ve become good friends and (to Circ’s chagrin) sparring partners.

There’s one nasty surprise in Dust Devil’s past that no one knows about. All of the Hunter-Patriots’ brainwashing has been removed from his mind — except one protocol. There’s one random code-word that turns him into an uncontrollable berserker. The phrase is known to the leaders of the Hunter-Patriots, but they’re waiting for the right “scenario” before activating it. In the meantime it’s possible, but unlikely, that it will be triggered by accident; if that occurs Dust Devil may not even be entirely aware of why he suddenly went crazy.

Campaign Use: There are other members of the Frontiersman Project at large. Use Dust Devil as a template, but remove most of the Skills, which come from a combination of rage, instinct, and training (or put a “slave helmet” on the victims that lets a Hunter-Patriot leader control them). These “brothers” can usually be found, caged like animals, deep inside Hunter-Patriot bases. If you want to use the Star-Force as a PC team and wish to remove Dust Devil from the roster, he might leave the team if he has an opportunity to rehabilitate these people.

To increase Dust Devil’s power, boost his defenses by 5-10, add +2 Combat Skill Levels with HTH Combat, and increase the dice for his lightning bolt to 4d6. To decrease it, drop his defenses to 16-18, his DEX to 26, and his lightning bolt to 2½d6 RKA.

Dust Devil is searching for people with ties to the Hunter-Patriots, so he’ll only Hunt PCs who appear to him to have such ties.

Appearance: Dust Devil is a huge, muscular Caucasian male, 6’11” tall and 330 pounds with short, sandy-brown hair and blue eyes. He wears a red bodysuit with black trim and a black half-face mask and belt.

ARGOSY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
20	PD	16		Total: 20 PD (5 rPD)
20	ED	15		Total: 20 ED (8 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
10	REC	2		
50	END	0		
33	STUN	0		Total Characteristics Cost: 148

Movement: Running: 6”/12”

Cost	Powers	END
35	<i>The Storm:</i> Mental Illusions 14d6; Mandatory Effect (EGO +20; -½), Set Effect (see text; -½)	7
40	<i>Sight And Sound Of The Sea:</i> Multipower, 60-point reserve; all slots Must Be Subject To Mental Illusion (-½)	
4u	1) <i>The Surf Pounds In the Ears:</i> Ego Attack 6d6; Must Be Subject To Mental Illusion (-½)	3
2u	2) <i>Terrifying Sounds Of The Sea:</i> Mind Control 12d6; Set Effect (do nothing but cower in the face of the storm; -1), Must Be Subject To Mental Illusion (-½)	6
2u	3) <i>The Sea Knows:</i> Telepathy 12d6; Only To Read Memories Of Target’s Past Nautical Experiences (-2), Must Be Subject To Mental Illusion (-½)	6
6	<i>The Sea Abides:</i> Damage Resistance (5 PD/8 ED)	0
12	<i>Will Not Sink:</i> Flight 7”, Usable Underwater (+¼), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), Only When In Water To Remain On/Float To The Surface (-1)	0
13	<i>The Sea Will Not Take Him:</i> Clinging (80 STR), Persistent (+½); Always On (-½), Only To Avoid Being Thrown/Hurled/Knocked Into The Sea (-2)	0
13	<i>The Sea Has Rejected Him:</i> Knockback Resistance -20”; Only To Avoid Being Knocked Back Into The Sea (-2)	0
7	<i>Breath Of The Sea:</i> Life Support (Expanded Breathing: Breathe Underwater; Longevity: 400-year lifespan)	0
Perks		
2	Fringe Benefit: Local Police Powers	
Talents		
3	Perfect Pitch	

ARGOSY PLOT SEEDS

One of the PCs discovers that his great-great uncle is still alive... he's a centuries-old Newfoundland fisherman now known as Argosy. But can the PC find a way to bond with the old curmudgeon? Does he even want to?

A supervillain offers Argosy a way to reconcile with the Sea: a priceless conch that was stolen from her long ago. All he has to do is to betray his friends... who are meeting with the PCs at the same time.

One of the PCs has been kidnapped and taken to the dimension of Storms, which is only accessible via a mystical sailing ship. No man could possibly prepare to make such a voyage — except that the Argosy's powers perfectly duplicate the trip. The PCs need to train with him and hone their sailing skills.

Skills

- 3 Climbing 13-
- 7 AK: Canadian East Coast 16-
- 4 KS: Sea Chanties 13-
- 2 Navigation (Marine) 12-
- 3 Oratory 13-
- 3 PS: Appraisal 12-
- 2 Survival (Marine) 12-
- 3 Tactics 12-
- 5 TF: Large Rowed Boats, Large Wind-Powered Boats, Rafts, Small Rowed Boats, Small Wind-Powered Boats
- 2 WF: Early Emplaced Weapons, Vehicle Weapons

Total Powers & Skills Cost: 173

Total Cost: 321

200+ Disadvantages

- 15 Hunted: Canadian Government 11- (Mo Pow, NCI, Watching)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
- 15 Psychological Limitation: Desperately Wants to Reconcile With The Sea (Common, Strong)
- 10 Psychological Limitation: Judgmental; Views Others In Light of Past Sins (Common, Moderate)
- 15 Susceptibility: takes 3d6 damage instantly if contacts sea water (Uncommon)
- 46 Experience Points

Total Disadvantage Points: 321

Background: The sound of gulls and the crashing waves roared in Morgan Muldoon's ears as he stood on the Rock. The Rock, carved long ago by the Beothuks, was a sentinel that overlooked the Atlantic. The ocean's wildness seemed welcoming to Morgan, who'd loved and lost a woman and had no desire to live without her wildness, so he choose the Sea's in her stead. He would have killed the man she loved — it would be easy to pick a fight, he was the sort of man who did it frequently — but she'd fallen for his own brother. He'd committed sins without number, but fratricide was beyond him. The only thing he could do was to leap into the sea on their wedding day and curse them as he fell.

But the Sea is capricious, even more than the sailors know. She is a living thing, much like the Land, and sometimes her fortune smiles on a despairing sailor. Morgan Muldoon was taken by the Sea as her lover. For ninety-nine years he lay beneath the waves, held in her embrace. She loved him, fed him, and kept the years from ravaging him. His body was strengthened, and her songs constantly played in his mind. He sang back to her, and said many sweet things, promises of eternity. He was as steadfast as he'd have been to the woman who married his brother (or as steadfast as any sailor could be), but now he was giving that same devotion to the Sea herself.

Many years passed, though Morgan didn't feel them. The seasons moved in washes of warm and cold water. He did not drift, though the currents buffeted; he stayed in the North Atlantic, where the Sea lived. Rarely did he step out of the water, and when he was seen, people thought he was a ghost or a drowned man, and shunned him.

As decades went by, he noticed some changes in the waters. Pollution, a decline in the fish stocks, the change in boats and ships. He paid little notice to it, for the Sea was everything. After decades of communion, however, both the Sea and Morgan were growing bored with each other. Eventually Morgan tried to swim away from the North Atlantic, away from her waters.

The Sea responded with jealous fury. She could have killed him. Perhaps she should have killed him. But she did not. Instead, she exiled him. She spat him upon the land, and would not permit him to touch her. "Women," Morgan said bitterly as he walked away from the shore.

It did not take him long to regret his words. Or his exile. Or his life. He was a stranger in a strange century. His brother was long dead, as was his long lost bride, and he couldn't bring himself to hate their great-grandchildren. The fisheries were dying; what he had glimpsed under the sea was a devastating reality. He couldn't stand the sight of the sea. Yet he longed for the Sea's embrace and couldn't get the sound of her voice out of his mind.

It occurred to him that he was being punished for one of the many sins he committed during his lifetime, and perhaps he needed to atone for them. It did not take him long to realize that his years in the sea, listening to her song, had made him more than human. With a word, he could evoke an image of the fiercest storms in a man's mind, and once they experienced the Storm, he could share other songs.

He used his powers in St. John's against pickpockets and other riffraff. He'd been a petty criminal once himself and had no sympathy for his own. His powers drew the attention of the authorities, and eventually that brought the attention of StarForce. He had nothing better to do, so he joined them. They called him Argosy — a "Toronto-friendly" name, they said — and he didn't care. Somehow he would earn the Sea's forgiveness. Somehow he would end the exile. That's all that matters to him.

Personality: The least heroic (and least powerful) members of StarForce, Morgan Muldoon is a sour, taciturn man. After spending a century underwater, he rarely speaks except to offer harsh judgments about how little life has changed in 100 years and the depressing constancy of the human condition. His one goal is to reconcile with the Sea. He has no idea how to do it, though Justiciar has offered to help him find a way. He's



desperate to reunite with her, but he's no fool — a supervillain who wants to use his desire to get him to turn on the StarForce will have to make a damn good sales pitch.

Quote: “Have you ever been to sea, Billy? Here, let me show you what I’m talking about...”

Powers/Tactics: Argosy is a magically altered human (though compared to his teammates his powers are one-dimensional and generally weak, often leaving him vulnerable). Having listened to the song of the Sea for so long, Argosy learned to speak the word “storm” in her language. That single word is the source of Morgan’s greatest power, the ability to make someone believe he’s a sea captain helming a tall ship in a storm. The illusion may be broken at any time if the character successfully steers

his ship through the storm (this requires a successful Combat Piloting roll by a victim who has TF: Large Boats). He also has adaptations that were necessary to survive in the North Atlantic. Finally, many of his powers reflect his curse. He simply cannot go back into the ocean. The Sea will not permit him to touch her again.

In combat, Morgan unimaginatively follows orders, using his power where Justiciar requests it. If someone bloodies him, he gets revenge as best he can. Argosy is not a gentle soul, and responds to mockery and threats to his person with cold, brutal force.

Campaign Use: Plots revolving around Argosy usually involve some effort by him or others to re-establish his relationship with the Sea. He’s not really temperamentally suited to be a hero; he does it because he thinks that “atonement” will get him what he wants. It hasn’t dawned on him that atone-

ment has to be genuinely motivated, not the road to some selfish desire.

To make Argosy more powerful, increase his defenses to 25-28 and boost his SPD to 6. To reduce his power level, decrease his Mental Illusions to 12d6 and his SPD to 4.

Argosy doesn’t Hunt anyone, unless he feels that someone can help him regain the love of the Sea.

Appearance: Argosy is a ramshackle man of the sea with little appreciation for spit and polish. He appears to be a Caucasian male in his mid-thirties, 6’0”, 205 pounds, with a slightly stocky build. His “costume” consists of a black turtle neck shirt and hip waders. He has short black hair, dark brown eyes, and a stubble beard with hints of grey.

CANADIAN VILLAINS



THE HUNTER-PATRIOTS

Background: The Hunter-Patriots were a secret society of the mid-nineteenth century. They were Americans who were dedicated to the removal of the British from the North American continent. When they were defeated, they made a pact that bound themselves and their descendants that they would never give up the struggle until the British were expelled from North America and replaced with a republic.

In the 1980s, a new organization of western separatists reared its ugly head in British Columbia and Alberta. They also called themselves the Hunter-Patriots, and they began ambitious secret building and superhuman breeding programs. Eventually they were shut down by the Vancouver superhero team SUNDER, but many of their members escaped justice.

In 2004 an American supervillain with a reason to want to see Canada fall apart (his identity left up to the GM)

decided to sponsor a resurgence in that organization. Furthermore he learned about the pact and arranged to activate it by sorcery. As he anticipated, thousands of people descended from the original Hunter-Patriots now felt a compulsion to tear Canada away from its British roots.

Clyde Von Schoultz, an economics professor at the University of Calgary, was one of the descendants who felt this compulsion and decided to use it to further his own agenda. He'd been part of the 1980s Hunter-Patriots and still secretly ran a cell out of their one undiscovered bases; now he wanted to rebuild the organization, making it bigger than it had ever been. He turned it into a vehicle to promote Western Canadian independence, that the West might freely enjoy its

resource-driven prosperity without being plagued by the more liberal policies of the East.

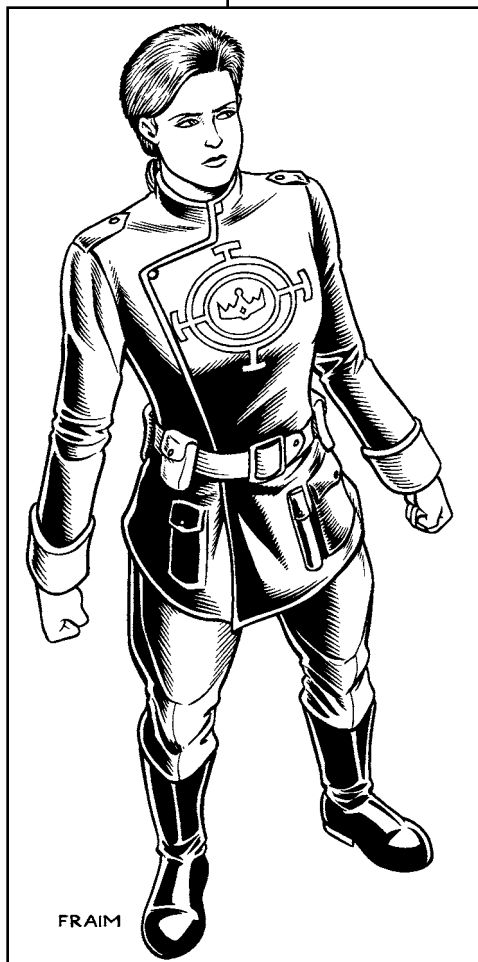
Eventually the descendants of the Hunter-Patriots were drawn together and held a big gathering on the anniversary of the Battle of the Windmill (November 12). At this meeting they came to an agreement on their means and goals. Those who were accepted within the society were bonded with a mystical mark that increased their physical abilities and bound them together mentally. Many rejected the call of the secret society, though they remained tempted, but 700 people but took part in the ritual and became strong.

The Hunter-Patriots combine the trappings of a secret society like the Masons with aspects of modern terrorist/paramilitary groups. Their mystical psychic link gives them an ultra-efficient communications network, and they can coordinate and adapt plans at the drop of a hat. It also lets them share resources easily, so in just a few years they've created something that would have taken major organizations decades to build.

The Hunter-Patriots have a two-pronged plan. First, they intend to attack targets associated with Great Britain in Canada, including consulates, restaurants, touring bands, visiting royals, and military regiments (including the Princess Patricias). Second, they intend to infiltrate Canada's political network and sow seeds of discontent between Western Canada and the rest of the country.

The Hunter-Patriots are based in Calgary, where they've bought space in several office buildings (under cover identities) and a local Masonic lodge (which hides their mystical actions). Their leader is Clyde Von Schoultz; they have a branch in Vancouver led by Adrian Côté, in Edmonton by Paul Johnston, and in Ottawa by Katherine Nelson-Stewart. The "military wing" is based in Calgary and trains under the cover of being a paintball team; they use weapons and armor captured in a recent raid on UNTIL. At present, only a few people in the RCMP have any inkling of how extensive and well-equipped the conspiracy is.

Group Relations: The Hunter-Patriots don't really associate with anyone, though they've recently commissioned weapons from VIPER and ARGENT. Many criminal agencies are aware of them. Both DEMON and the IHA have infiltrated the Hunter-Patriots, though with great care and planning to avoid the dangers of being tripped up by the psychic link.



HUNTER-PATRIOT SOLDIER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
8	PD	4		Total: 14 PD (6 rPD)
8	ED	4		Total: 14 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
30	STUN	0		Total Characteristics Cost: 97

Movement: Running: 9"/6"

Cost	Powers	END
31	<i>Blaster Rifle:</i> Energy Blast 10d6, 30 Charges (+¼); OAF (-1)	[30]
6	<i>Rifle-Butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
28	<i>Paralysis Gas Grenade:</i> Drain DEX 2d6, Area Of Effect (5" Radius; +1), Continuous (+1), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Range Based On STR (+¼); OAF (-1), 2 Continuing Charges lasting 1 Turn each (removed by wind or rain; -1)	[2 cc]
10	<i>Reinforced Combat Clothing:</i> Armor (6 PD/6 ED); IIF (-¼), Activation Roll 14- (-½)	0
7	<i>Life Support Mask:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 1 Hour (+0); OIF (-½)	[1 cc]
6	<i>Fast:</i> Running +3" (9" total)	1
3	<i>U-AS Combat Helmet with Lowlight LensPlate:</i> Nightvision; OIF (-½)	0
28	<i>Mental Link to Hunter-Patriots:</i> Mind Link, up to 1,000 Hunter-Patriot minds at once, No LOS Needed; Feedback (STUN only; -1), Does Not Provide Mental Awareness (-¼), Stops Working If Mentalist Is Knocked Out (-¼)	0
10	<i>Sense Ancestral Enemy:</i> Detect Descendents Of Hunter-Patriot Enemies 11- (no Sense Group), Range, Sense	0
Perks		
1	Fringe Benefit: Membership	
Skills		
8	+4 versus Range Modifier with Small Arms	
6	+2 with Small Arms	
3	Concealment 12-	
4	KS: Canadian History 13-	
3	Security Systems 12-	
3	Stealth 13-	
3	Tactics 12-	
3	Teamwork 13-	
2	WF: Small Arms	

Total Powers & Skills Cost: 165

Total Cost: 262

50+ Disadvantages

20	Hunted: RCMP 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Determined to Overthrow Vestiges Of The British In North America (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
5	Susceptibility: takes 1d6 whenever another Hunter-Patriot within 20" dies a violent death (Uncommon)
152	Experience Points

Total Disadvantage Points: 262

Background: There are about 50 Hunter-Patriots males (and a few females) in their physical prime; these constitute the combat core of the organization. Armed with retooled UNTIL weapons captured during a recent raid on a Canadian UNTIL post, they perform the active duties of the Hunter-Patriots: terrorism, espionage, sabotage, and misdirection.

The Hunter-Patriot uniform is brown with green trim and has a very deliberate military look. The suit is made of a heavy cloth with Kevlar padding and joint fittings. The Hunter-Patriot symbol on the chest is a crown set in a crosshairs.

HUNTER-PATRIOT PACKAGE DEAL

Abilities

Cost	Ability
10	<i>Mystically Enhanced Abilities:</i> +10 STR
30	<i>Mystically Enhanced Abilities:</i> +10 DEX
20	<i>Mystically Enhanced Abilities:</i> +10 CON
28	<i>Mental Link to Hunter-Patriots:</i> Mind Link, up to 1,000 Hunter-Patriot minds at once, No LOS Needed; Feedback (STUN only; -1), Does Not Provide Mental Awareness (-¼), Stops Working If Mentalist Is Knocked Out (-¼)
10	<i>Sense Ancestral Enemy:</i> Detect Descendents Of Hunter-Patriot Enemies 11- (no Sense Group), Range, Sense
4	KS: Canadian History (INT Roll +1)

Total Cost Of Package Abilities And Equipment: 102

Disadvantages

Value	Disadvantage
20	Hunted: RCMP 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Determined to Overthrow Vestiges Of The British In North America (Common, Strong)
20	Social Limitation: Subject To Orders (Very Frequently, Major)
5	Susceptibility: takes 1d6 whenever another Hunter-Patriot within 20" dies a violent death (Uncommon)

Total Value Of Package Disadvantages: 60

HUNTER-PATRIOT PLOT SEEDS

To increase tension between the RCMP and the First Nations, the Hunter-Patriots are dressing up as RCMP officers and harassing members of a local band. If the heroes don't expose this troublemaking, *real* trouble might result.

Stars of Britain's most popular soap opera stars are on tour in Canada. If you want to strike at a nation's heart, then strike at the telly! The heroes are charged with protecting the visitors, and of course the Hunter-Patriots attack....

The current incarnation of the Hunter-Patriots is a front for an older conspiracy: the original Hunter-Patriots, preserved by a necrotic force similar to Necrull's Necrullitic medicine, faked their 1838 executions and have waged a secret war against Canada ever since. Now these undead abominations are linking up with their descendents — but will the Hunter turn out to be prey?

MASTER VILLAINS

Baron Nihil

BARON NIHIL

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
28	CON	36	15-	
30	BODY	40	15-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
35	PRE	25	16-	PRE Attack: 7d6
8	COM	-1	11-	
18	PD	12		Total: 18 PD (9 rPD)
18	ED	12		Total: 18 ED (9 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
12	REC	0		
56	END	0		
59	STUN	0		Total Characteristics Cost: 258

Movement: Running: 6"/12"
Leaping: 6"/12"
Flight: 30"/240"

Cost	Powers	END
135	<i>Nihil-Winds Of Death:</i> Multipower, 135-point reserve	
13u	1) <i>Killing Nihil-Wind:</i> Energy Blast 12d6, Double Knockback (+¾), Reduced Endurance (0 END; +½)	0
9u	2) <i>Nihil-Winds Of Destruction:</i> Energy Blast 12d6, Area Of Effect (25" Cone; +1¼); No Range (-½)	12
11u	3) <i>Nihil-Winds At My Command:</i> Telekinesis (70 STR), Fine Manipulation	11
9	<i>Semi-Intangible:</i> Damage Resistance (9 PD/9 ED)	0
24	<i>Semi-Intangible:</i> Physical Damage Reduction, Resistant, 50%; Does Not Work In A Vacuum	0
24	<i>Semi-Intangible:</i> Energy Damage Reduction, Resistant, 50%; Does Not Work In A Vacuum	0
6	<i>Iron Will:</i> Mental Defense (10 points total)	0
20	<i>Semi-Intangible:</i> Knockback Resistance -10"	0
5	<i>Semi-Intangible:</i> Lack Of Weakness (-5) for Normal Defenses	0
48	<i>Semi-Intangible:</i> Life Support (Total, except for Safe Environment: Low Pressure/Vacuum, and plus Longevity: Immortality)	0
105	<i>Energy Travel:</i> Flight 30," x8 Noncombat, Reduced Endurance (0 END; +½)	0
46	<i>Create Portal To Adjacent Dimensions:</i> Extra-Dimensional Movement (related group of dimensions [alternate Earths "near" to Champions Universe Earth], Any Location corresponding to current physical location), x2 Increased Mass, Safe Blind Travel (+¼)	5

15	<i>Dimensional Sense:</i> Detect Dimensional Disturbance 13- (no Sense Group), Discriminatory, Range, Sense	0
15	<i>Energy Sense:</i> Detect Energy Forms 13- (no Sense Group), Discriminatory, Range, Sense	0

Perks

10	Fringe Benefit: Head of State (ruler of Saguenay)
44	Followers: his five <i>Gewittergarde</i> (see text)

Skills

16	+2 with All Combat
3	Bureaucratics 16-
3	Computer Programming 13-
3	Cryptography 13-
3	Demolitions 13-
3	Electronics 13-
3	Interrogation 16-
3	Inventor 13-
3	KS: German History And Culture 13-
3	KS: Nazi Germany 13-
5	KS: Nearby Dimensions 15-
3	Language: English (completely fluent; German is Native)
2	Language: French (fluent conversation)
3	Power: Nihil-Wind Powers 13-
3	Tactics 13-
3	Mechanics 13-
3	Oratory 16-
3	Stealth 15-
2	Weaponsmith (Energy Weapons) 13-
3	Scientist
4	1) SS: Dimensional Engineering 15-
3	2) SS: Mathematics 14-
4	3) SS: Physics 15-

Total Powers & Skills Cost: 623

Total Cost: 881

200+ Disadvantages

20	Hunted: RCMP 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: StarForce 8- (As Pow, Capture/Kill)
15	Psychological Limitation: Hatred Of Canadians (Common, Strong)
10	Psychological Limitation: Determined To Restore The Third Reich (Common, Moderate)
10	Psychological Limitation: Arrogant (Common, Moderate)
20	Susceptibility: takes 1d6 per Segment in hard vacuum (Uncommon)
586	Experience Points

Total Disadvantage Points: 881

*"Some people call you World War II leftovers
"legacies." In your case, Nihil, you're just a relic."
—Red Ensign III*

Background: Ernst Von Niehl grew up in Germany in the years before the Great War, the great patriotic disaster. Through hard work and study he advanced through the ranks of German weapon engineers. A Nazi from the early years, he found favor in the Reich and became one of its leading weapons technicians. His Party connections allowed him to advance to a high position in the SS overseeing the occupation of Holland, but his bizarre weapons projects earned him the nickname "Von Nihil" for his love of destruction and his belief that he could develop a form of energy — Nihil energy, he called it — that was more than a thousand times destructive than a split atom!

In 1943, the Führer, outraged by two attacks on his person, assigned Von Niehl the task of killing the Red Ensign. Eager to please his leader, Von Niehl nonetheless made the near-fatal mistake of asking whether the Reich had greater enemies that needed to be exterminated first. Hitler angrily ordered his servant into an experimental indoctrination program. All of Von Niehl's hatred, all of the Nazi despite that was twisting inside him, was channeled toward Canadians, especially the Red Ensign. Von Niehl was now dedicated to the complete destruction of the venomous nation of Canada.

Through diligent effort Von Niehl perfected his "Nihil energy device." He was about to fire his annihilation gun on Canada's armies when the Red Ensign smashed into his base at the head of an elite military squad called the Canuck Commandos. Von Niehl fired the weapon, but thanks to the heroism of Red Ensign, who gave his life in the effort, the gun misfired and only the Molecular Fortress was destroyed. Von Niehl attempted to activate an escape device, only to find himself stranded in what he later came to call "the annihilation dimension."

Years passed. Von Nihil (the name he now thought of as his own) coalesced his energy form into the semblance of a human body. A lesser man would have been torn asunder by the dimensional winds, but hate kept him alive. His Nihil senses became attuned to dimensional disturbances around him, and one day he decided to make the leap. One brief, agonizing instant later, Baron Nihil rematerialized on what he thought was Earth. An Earth populated by beautiful, tall Nordic specimens, the prime of Aryanhood! He had in fact ventured into an extra-dimensional pocket dimension, the Kingdom of the Saguenay. After proving his newly found power by reducing the king to a smoldering corpse, he assumed leadership of the kingdom, naming himself Baron Nihil (he chose baron instead of king because he considered his newly-conquered land a territory of the Third Reich).

It took him years to learn how to perfect his powers, but eventually he made a portal from the kingdom of the Saguenay to his home earth.

There, he discovered changes of the most alarming sort. The Third Reich defeated! Hitler dead! And worst of all, Canada had been permitted to grow, its influence spreading over the globe like a pernicious plague!

Baron Nihil was determined to change that. For years he plotted, and finally scored his greatest success — the death of Red Ensign III in 2001. This act has made Nihil one of the most hated villains in Canada, and even foreign heroes would like to capture him.

Personality: Baron Nihil is the unleashed force of Nazi hatred in the modern world. He doesn't care that he's seen as an anachronism. To him, the west's disrespect for his Nazi traditions is a sign of its decadence and a harbinger of its ultimate downfall. He views himself as the last true Nazi, and intends to hold his gains — the Kingdom of Saguenay — as a last possession of the Reich. He hopes that when he's purged the world of Canada, he'll be able to inspire or frighten the world into re-embracing Nazism and that a new Führer will arise to lead Germany to a thousand years of greatness....

No one gets along well with Baron Nihil; most people dismiss him as a nut. He and Borealis despise each other. Teleios sees him as an easily-manipulated buffoon. Tilingkoot pays him no notice. VIPER considers him as an ally, albeit an unstable one.

Quote: "They say Canadians aren't vermin, that they're actually human beings. I say that anyone who feels this way should be shot!"

Powers/Tactics: Baron Nihil's powers result from the merging of his life force with the energies of "the annihilation dimension," though the exact nature of this dimension (or even if it is truly a dimension) remain mysterious. His powers involve control of what he calls the "Nihil-Wind," a sort of energy projection. His "wind" blasts unleash in a spray of purple energy and an ionic discharge that produces a sound like thunder. Though his powers are not especially given to subtlety, he can employ the Nihil-Winds to manipulate objects at a distance.

The Baron is not particularly brave, and prefers to have his *Gewittergarde* — soldiers from Saguenay, who dress like medieval knights but whose armor and weapons are comic book-tech modern — do the bulk of his fighting for him. If the odds are against him, he opens a portal to the most secure area of *Schloss Unbesiegbar*, his fortress in Saguenay. If he thinks the odds are in his favor, he attacks, but only if he has a backup force to protect him if things go wrong.

Nihil is usually accompanied everywhere he goes by his five *Gewittergarde*, or Storm Knights (see accompanying character sheet). He can have more of these bodyguards if necessary.

The Baron is a scientific genius, particularly in the field of energy weapons. His tastes and inventions run to the "Fifties atomic horror" style, with death ray cannons, "dark-pulse" (EMP) bombs, neural inhibitor rays, and the like.

BARON NIHIL PLOT SEEDS

Baron Nihil uses a powerful magical ritual to pull every inch of Canadian soil into another dimension — one that's about to be swallowed by a dimension-consuming beast! Can the PCs rescue Canada from Nihil's ultimate act of nihilism?

At the anniversary commemorating a famous Canadian battle, Baron Nihil plans to attack the survivors and their relatives and kill as many of them as possible. It's up to the PCs to uncover his plot and stop it.

Baron Nihil leaks word to the press that several of Canada's Golden Age heroes were Nazi collaborators — and he has the evidence to back up the claim! Can the heroes get to the bottom of these allegations and restore the besmirched reputation of their noble predecessors?

Campaign Use: Baron Nihil is a master villain with a (deliberately) Silver Age flavor. He doesn't have a lot of depth, but serves as a good foil for World War II legacy characters and those with a Canadian patriot motif. His lordship of the Kingdom of Saguenay is an excuse for Canadian PCs to fight through hordes of anachronistic agents and run a liberation scenario. If you want to make him a more serious villain, then change his name from "Baron Nihil" to "Nihil" and alter his motivation from a programmed blind hatred of Canada to a pure desire to conquer the world in the name of a "Fourth Reich" (to be led by him, of course). (Alternately, you could dispense with the Nazi angle and just make him a mad scientist type.)

To raise Baron Nihil's power level, increase his SPD to 8, his DEX to 33, and his Nihil-Winds powers by 2-3 DCs each (or more). To reduce it, lower his SPD to 5 or 6, his DEX to 26, and his attacks by 3-4 DCs.

Baron Nihil only Hunts people who are acknowledged as the protectors of Canada or otherwise connected with that nation. His approach isn't subtle; he launches one grandiose scheme after another in an attempt to first embarrass and then destroy his adversary.

Appearance: Baron Nihil is no longer human — he's now a 6'6" tall man-shaped maelstrom of purple energy, within which blue lightning swirls like water. He wears an SS colonel's uniform. His voice is distorted, but the German accent is still audible.

KNIGHTS OF SAGUENAY (GEWITTERGARDE)

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [3]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
9	PD	6		Total: 19 PD (10 rPD)
9	ED	5		Total: 19 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 90

Movement: Running: 6"/12"
Flight: 20"/80"

Cost	Powers	END
30	<i>Energy Lance:</i> Multipower, 60-point reserve; all OAF (-1)	
3u	1) <i>Blaster:</i> Energy Blast 12d6; OAF (-1)	6
2u	2) <i>Spearhead:</i> RKA 2½d6, Reduced Endurance (0 END; +½); OAF (-1), No Range (-½)	0
33	<i>Hover Platform:</i> Flight 20," x4 Noncombat, Reduced Endurance (0 END; +½); OAF (-1)	0
17	<i>Knightly Armor:</i> Armor (10 PD/10 ED); OIF (-½), Activation Roll 15- (-¼)	0
1	<i>Longevity:</i> LS (Longevity: double human life span)	0

Skills

6	+2 with Energy Lance
8	+4 versus Range Modifier with Energy Lance
10	<i>Shield:</i> +3 DCV; OIF (-½)
3	Breakfall 13-
3	Climbing 13-
3	Combat Piloting 13-
3	Demolitions 12-
3	Interrogation 13-
3	Paramedics 12-
3	Shadowing 12-
3	Stealth 13-
4	Survival (Arctic/Subarctic, Marine) 12-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 144

Total Cost: 234



75+ Disadvantages

- 20 Psychological Limitation: Loyal To Baron Nihil (Very Common, Strong)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 15 Psychological Limitation: Love To Bully People (Common, Strong)
- 20 Hunted: Current Red Ensign 8- (Mo Pow, NCI, Capture/Kill)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 69 Experience Points

Total Disadvantage Points: 234

Background: Christened the “storm knights” by Baron Nihil, the best soldiers of the Kingdom of Saguenay are placed inside an “energy infuser” device invented by Nihil that augments them to near the peak of human perfection. He then equips them with armor reminiscent of that of a medieval knight, a bladed “lance” that also fires energy bolts, a shield emblazoned with a twisted knightly cross, and a hover platform.

Five Storm Knights, all blonde Viking-like people representing the best of Saguenay, serve as Nihil’s bodyguard. They are:

Breog: The oldest of the Storm Knights, a doughty warrior who was once legendary in Saguenay. Even with his body rejuvenated, he feels old and tired, but his battlecraft and cunning are appreciated by the others.

Matil: The only female bodyguard, a young woman who’s the current leader of the team. Matil sees herself as a Valkyrie and enjoys hunting her “prey.”

Wulf: The impulsive prince of the group, Wulf is the rightful heir to Saguenay, but Nihil murdered Wulf’s father and brainwashed him into becoming the Storm King’s retainer and surrogate son. Wulf is Nihil’s whipping boy; every time there’s a failure, it’s Wulf’s fault.

Damos and Daros: These twins, in their early thirties, as ruthless as they are laconic.

Borealis

BOREALIS					
Val	Char	Cost	Roll	Notes	
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]	
26	DEX	48	14-	OCV: 9/DCV: 9	
35	CON	50	16-		
23	BODY	26	14-		
23	INT	13	14-	PER Roll 14-	
18	EGO	16	13-	ECV: 6	
35	PRE	25	16-	PRE Attack: 7d6	
12	COM	1	11-		
20	PD	14		Total: 50 PD (30 rPD)	
20	ED	13		Total: 50 ED (30 rED)	
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12	
20	REC	14			
90	END	10			
90	STUN	34		Total Characteristics Cost: 308	

Movement: Running: 6”/12”
Teleportation: 25”/50”
MegaTeleportation: up to 50,000 km
FTL Travel: 1 LY/year

Cost	Powers	END
220	<i>Gift Of The Northern Lights:</i> Multipower, 220-point reserve	
6u	1) <i>Aurora Mega-Blast:</i> Energy Blast 22d6, Reduced Endurance (0 END; +½); Only When The Aurora Borealis Is Visible (-2), No Knockback (-¼) plus Sight Group Flash 6d6, Reduced Endurance (0 END; +½); Only When The Aurora Borealis Is Visible (-2), Linked (-½)	0
16u	2) <i>Intense Light Blast:</i> Energy Blast 15d6, Reduced Endurance (0 END; +½) plus Sight Group Flash 10d6, Reduced Endurance (0 END; +½); Linked (-½)	0
16u	3) <i>Field Of Light:</i> Energy Blast 12d6, Area Of Effect (8” radius; +1), Reduced Endurance (½ END; +¼); No Knockback (-¼) plus Sight Group Flash 6d6, Area Of Effect (8” radius, +1¼), (Reduced Endurance (½ END; +¼); Linked (-½)	11
21u	4) <i>Concentrated Light Blast:</i> Sight Group Flash 12d6, Reduced Endurance (0 END; +½), No Range Modifier (+½) plus RKA 3d6, Reduced Endurance (0 END; +½), No Range Modifier (+½)	0
18u	5) <i>Intensely Painful Light:</i> Sight Group Flash 12d6, Reduced Endurance (0 END; +½) plus Energy Blast 8d6, Attack Versus Limited Defense (Sight Group Flash Defense; +1½), Reduced Endurance (½ END; +¼); Linked (-¼)	5
12u	6) <i>Solid Light Bands:</i> Entangle 7d6, 7 DEF, Stops A Given Sense (Sight Group), Reduced Endurance (0 END; +½)	0
20u	7) <i>Light Control:</i> Drain Light Powers 4d6, all Light powers simultaneously (+2), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Reduced Endurance (0 END; +½)	0

**BOREALIS
PLOT SEEDS**

Borealis, tired of the anti-Canadian blustering of the current American ambassador, hypnotizes him into becoming the figure-head leader of a group of American villains who’ve vowed to take over Canada. But unbeknownst to Borealis, the ambassador has super-powers and is a serious threat! The whole mess threatens to destabilize both nations unless the PCs can stop it.

Borealis discovers a superhuman who can supercharge the atmosphere, creating auroras... and granting Borealis immense power nearly everywhere he goes! As Borealis prepares for a major attack on Ottawa, the heroes must locate and stop the aurora mutant.... and then stop Borealis.

Borealis has figured a way to hijack engineering supplies from a development in the United States — which he claims is a VIPER front — to improve conditions on a Canadian First Nations reserve. He says he needs help from respectable, well-connected heroes like the PCs to execute his plan. Is he on the level? If he is, are the heroes willing to work with him on a just cause?

15u	8) <i>Blinding Light</i> : Sight Group Flash 20d6, Reduced Endurance (0 END; +½)	0
12u	9) <i>Blinding Light Field</i> : Sight Group Flash 14d6, Reduced Endurance (½ END; +¼), Explosion (+½)	5
5u	10) <i>Hypnotic Lights</i> : Mind Control 16d6; Normal Range (-¼), Subject To Range Modifier (-¼)	8
17u	11) <i>Lightwall</i> : Force Wall (16 PD/16 ED/ 8 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)	0
69	<i>Aurora Boost</i> : Aid STR, DEX, EGO, and PRE 8d6, four Characteristics simultaneously (+1), Delayed Return Rate (points fade at the rate of 5 per Hour; +1); Self Only (-½), Only When The Aurora Borealis Is Visible (-2)	0
32	<i>Absorb Light</i> : Absorption 8d6 (energy, goes to STUN); Limited Phenomenon (Light only; -¼)	0
19	<i>Create Light</i> : Sight Group Images, +4 to PER Rolls, Increased Size (8" radius; +¾); Only To Create Light (-1)	4
90	<i>Lightshield</i> : Force Field (30 PD/30 ED), Reduced Endurance (0 END; +½)	0
10	<i>Aurora Shield</i> : Energy Damage Reduction, Resistant, 50%; Only When The Aurora Borealis Is Visible (-2)	0
10	<i>Aurora Shield</i> : Physical Damage Reduction, Resistant, 50%; Only When The Aurora Borealis Is Visible (-2)	0
30	<i>Eyes Of Light</i> : Sight Group Flash Defense (30 points)	0
16	<i>Intense Willpower</i> : Mental Defense (20 points total)	0
5	<i>Tough Lightshield</i> : Lack Of Weakness (-5) for Resistant Defenses	0
11	<i>Immortal Form</i> : Life Support (Longevity: Immortality; Safe Environments: High Radiation, Intense Cold, Intense Heat)	0
75	<i>Lightspeed Travel</i> : Multipower, 75-point reserve	
7u	1) <i>Atmospheric Combat Lightspeed Travel</i> : Teleportation 25", Reduced Endurance (0 END; +½)	0
3u	2) <i>Atmospheric Distance Lightspeed Travel</i> : Teleportation 5", MegaScale (1" = 10,000 km, can be scaled down to 1" = 1 km; +1½), Reduced Endurance (0 END; +½); Does Not Work Outside The Atmosphere (-0)	0
1u	3) <i>Lightspeed Travel In Space</i> : FTL Travel (1 Light-Year per year)	0
5	<i>Borealis Eyes</i> : Infrared Perception (Sight Group)	0
5	<i>Borealis Eyes</i> : Ultraviolet Perception (Sight Group)	0
24	<i>Borealis Eyes</i> : +12 to PER Rolls with Sight Group	0
48	<i>Light Form</i> : Desolidification (affected by Light or Darkness powers), Reduced Endurance (0 END; +½); Cannot Pass Through Opaque Barriers (-¼)	0
19	<i>Regeneration By The Aurora</i> : Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Can Heal Limbs, Resurrection (does not work in darkness or shadow), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn [Post-Segment 12]; -1¼), Only When The Aurora Borealis Is Visible (-2), Self Only (-½)	0
Talents		
29	<i>Limited Precognition</i> : Danger Sense 23- (immediate vicinity, out of combat, Sense, Intuitive)	
Skills		
15	+3 with Ranged Combat	
3	Bureaucratics 16-	
3	Disguise 14-	
5	AK: Canada 16-	
5	CuK: Canada 16-	
6	KS: Canadian History 17-	
4	KS: The Canadian Military 15-	
5	KS: Canadian Politics 16-	
2	Navigation (Land) 14-	
3	Oratory 16-	
3	Persuasion 16-	
9	Power: Light Powers 17-	
6	Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 14-	
3	Tactics 14-	
3	Linguist	
1	1) Language: Algonquian (fluent conversation)	
3	2) Language: French (idiomatic) (4 Active Points)	
1	3) Language: Haidan (fluent conversation)	
1	4) Language: Inuktitut (fluent conversation)	
1	5) Language: Iroquoian (fluent conversation)	
1	6) Language: Salishan (fluent conversation)	
1	7) Language: Siouan (fluent conversation)	
1	8) Language: Tsimshian (fluent conversation)	
1	9) Language: Wakashan (fluent conversation)	
Total Powers & Skills Cost: 972		
Total Cost: 1,280		
200+ Disadvantages		
15	Dependent NPC: Rhea Frobisher (ex-wife) 8- (Incompetent)	
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)	
10	Enraged: when takes BODY damage from an attack (Uncommon), go 11-, recover 14-	
20	Hunted: Canadian Government 8- (Mo Pow, NCI, Capture)	
10	Hunted: Celestar 8- (As Pow, Capture)	
5	Hunted: COMET 11- (Less Pow, Limited Geographical Area, Capture)	
20	Psychological Limitation: Fanatical Canadian Nationalist (Common, Total)	
10	Psychological Limitation: Messianic Complex (Common, Moderate)	
10	Psychological Limitation: Hates Government (Common, Moderate)	

- 20 Reputation: Canadian revolutionary supervillain, 14- (Extreme)
- 5 Vulnerability: 1½x BODY from Darkness/Shadow attacks (Uncommon)
- 945 Experience Points

Total Disadvantage Points: 1,280

Background: “The twentieth century belongs to Canada.”

Stirring words can be prologues for great dramas. Those words, spoken at the beginning of the twentieth century by Canadian Prime Minister Sir Wilfred Laurier, left a permanent mark in Martin Frobisher's psyche. Son of a schoolteacher in a northern Ontario mining town, he could see so much wrong with his country, and yet he could feel its grandeur around him. Those words took him away from the bitter reality around him — drunken aboriginals; sneering, profane whites; brutal, ugly scars carved into the Canadian Shield — and took him into the Canadian Ideal: a country linked from sea to sea by steel, populated by a vigorous, prosperous people working toward the highest ideals, allowing neither greed nor modern cynicism to stand in their way. It was a vision that demanded fulfillment.

Martin got older and life got more brutal, but Martin never surrendered those ideals, the dream of the Canada that *should* be. He got an arts degree and a job as an administrator in Ottawa, working for the Department of Indian and Northern Affairs. Unfortunately, the job that should have fueled his passion for Canada disheartened him instead. Instead of teamwork, there was office politics. Instead of the best and brightest fighting together to solve Canada's problems, people fought over promotions and perks. There had to be a better way.

As his discontent grew, he began to experience dreams of a vast snowy landscape barren of trees. It was calling to him. At first he thought it was a dream, then a sign that he was going crazy. Finally it became a mission for which he would not apologize. In 1988 he quit his job, abandoned his marriage, packed his things, and journeyed into the Far North.

He nearly died. He should have died. But at the end of his ordeal, when he lay on his stomach freezing in the cold of an arctic night, came not death but apotheosis. He became greater than what he was. The Land saw this dying man and sensed great power within him. It allowed that power to blossom. He became the most powerful superhuman in Canada. He christened himself Borealis because he believed his powers came from the northern lights.

Borealis emerged from the North and proclaimed a new Canadian Order — a fierce, independent Canada that would lead the world. He attacked American icebreakers in Canadian waters and American defense installations on Canadian soil. He brutalized a Russian diplomat who'd killed a Canadian woman in a drunk-driving incident. He took Canadian bureaucrats and judges who were guilty of what he consid-

ered corruption and incompetence and stranded them on top of the Peace Tower, to put their corruption in public view. He soon became the most wanted supervillain in Canada, but thanks to his nationalism also the most popular. He never deliberately killed his targets, though some people did die in the attacks, including a few bystanders. Since several of these deaths occurred on American soil, he's been wanted in the US ever since. Nevertheless, in Canada he had (and has) more than a few defenders.

In 1993, Borealis made his largest grandstand play yet. Claiming that Canada was “America's parking lot for nuclear weapons,” he attacked a NATO installation and seized American missiles stationed on Canadian soil. He intended to embarrass the United States and destroy the missiles. But the United States reacted with alarm, dispatching a makeshift team of military supers with orders to bringing Borealis down at all costs. Realizing the Americans intended to kill him — and that he had an opportunity to play Canada and the US against each other in an unprecedented way — Borealis surrendered to his old enemies, the Vancouver superhero team SUNDER. He hoped the Americans would use lethal force to attack SUNDER and trigger a diplomatic incident that would prove his point. Instead, the heroes found the missing missiles and settled the dispute without coming to blows. Worse, Borealis had overestimated his ability to escape from captivity. The RCMP had prepared a special containment unit just for him.

Borealis spent seven years in prison before becoming the first inmate in Stronghold North in 2001. He'd played the role of rebel martyr for years, and maintained a small but rabid following. He smuggled out messages and essays from prison which were compiled into a book *Canadian Blood, Canadian Soil*, a national best seller in 2004. Some of his supporters lobbied for a pardon but no one was remotely inclined to give him one. Because America had a death penalty, Canada refused to extradite him for his crimes on American soil, which probably saved his life.

By 2005, Borealis had become desperate to escape. He missed his freedom and the open sky. He had no way of knowing what was happening on the outside except when a guard got careless. The thought that he would die as a forgotten relic, trapped inside a force field prison, was more than he could take. When an agent of the Land attacked the prison, Borealis was overjoyed. The aurora was shining in the sky, and his powers were at their zenith. But there was a snag — the Land demanded that he renounce his allegiance to Canada and place himself directly in service to the Land.

“I will always respect the Land of my birth,” Borealis answered, drawing himself up haughtily. “But my light was meant for eyes that can see it.”

The Land was displeased, but did not directly oppose Borealis's escape. At least he was respectful. Moreover, failure would crush him as it had done before, as it does any man who dares to think of himself as a Force.



Borealis returned to Canada with a vengeance. He attacked Parliament Hill but was beaten back by Celestar. He gathered his sympathizers into a new, militant Canada Destiny and assaulted major foreign interests on Canadian soil. He invaded the United States and visited destruction on American timber firms and American listening posts built along the US border.

Currently, Borealis is one of the most wanted felons in the world. His patriotism has turned into a full-blown messianic complex; he believes the conquest of Canada is the first step to a greater goal, a *Pax Canadiana*, a utopia where the world is reorganized along “Canadian” lines of peace, tolerance, and respect for the poor and the environment. He hasn’t figured out how to achieve this objective. He intends to maintain his assault on government corruption until the system breaks so he can seize power to institute “reforms”... and Heaven help anyone who has different ideas. He’s recruited gangs of young followers, some of whom have infiltrated Canadian security interests, and even has two superhuman lackeys: the Landsman; and his old enemy Augury, the precognitive ex-member of the Northern Guard.

Personality: Martin Frobisher has adopted the guise of the noble villain who’ll become an enlightened dictator when he assumes power. It’s a façade. Borealis is as petty and ruthless as they come. Prior to his incarceration he had a streak of nobility; he cared

about the human condition. That’s all but gone now, replaced by bitterness and a harsh, uncompromising hate. He’s capable of great individual acts of charity and mercy — but only to individuals, not collectives, and only to maintain the image of Borealis, not out of true compassion. The legend has become greater than the man.

Borealis loves to make grandiloquent, politically-charged speeches that rail against the injustice of his foes. His love of oratory is his great weakness: he’d rather face his opponents and argue than blast from a safe distance.

Borealis takes pains not to harm innocent bystanders, though he’s not as careful as he once was. He’s far more willing to sacrifice innocent lives for the cause than before. It’s only a matter of time before he causes a major tragedy.

Borealis is too close to the heroic ideal for many villains, who run on the pragmatic side. He despises Baron Nihil and would gladly team up with heroes to foil the Baron’s most dangerous schemes; the same goes for Necrull. Teleios sees him as a buffoon whom he can easily manipulate; he views Teleios as a coward and a fool. Doctor Destroyer thinks of Borealis as a poseur and “intellectual dilettante playing at games best left to his betters.” Tilingkoot pays him no notice. VIPER thinks of him as an ally, albeit an unstable one.

Quote: “The twenty-first century has begun in darkness. Who better to bring light to it than I?”

Powers/Tactics: Borealis is a mutant whose powers of light control and manipulation were unlocked by the Land. They have a bit of a mystical tinge (the powers usable only under the light of an aurora are magical), but for the most part Borealis is a genetic enhancement.

Borealis has numerous tactical options at his command — direct attacks or area-affecting ones, attacks that severely injure versus those that just blind or stun. If need be he can even erect a Force Wall to *really* protect himself, though that defense comes at the price of preventing him from attacking. He becomes especially powerful when the aurora borealis is visible in the sky, gaining significant boosts to several Characteristics, the ability to regenerate damage, and access to more powerful attacks. Needless to say he tries to plan as many of his missions as possible to take advantage of this, though there's only so much he can do.

Campaign Use: Borealis is meant to be one of the five heavyweight villains for a Canadian campaign (along with Tilingkoot, Necrull, Baron Nihil, and Teleios). In addition to his raw power, which should be enough to let him take on entire superteams singlehandedly, he's got the forces of national pride and social reform on his side to some extent. Plenty of Canadians support his goals (if not always his actions in achieving them) and he enjoys a lot more popular acclaim (and help) than any of the other four major Canadian villains. Canadians debate whether Borealis is a hero the same way they debate historical figures like Riel, Papineau, and the FLQ.

If Borealis isn't powerful enough to take on your team of PCs by himself, ratchet up his power until he is. Change the "only during aurora borealis" limitation to something like "Only In Sun-, Moon-, Or Starlight" and add a few DCs to all of his attacks across the board. Increasing his SPD to 7, 8, or even higher also gives him a real leg up when fighting multiple heroes; you should also consider increasing his Damage Reduction to 75% (though at 50 defense and 50% Reduction he shouldn't take much damage to begin with). Since he's meant to be powerful, don't reduce his abilities unless that's absolutely necessary to keep him from running roughshod over your PCs; trimming down his Characteristics and reducing his Damage Reduction to 25% might be good places to start.

Borealis Hunts people he regards as threats to his plans or threats to Canada (and he has a broad definition of what "threatens" his homeland), though he's not as fervent about this as he once was. He Watches people he thinks might be valuable recruits for Canada Destiny.

Appearance: Borealis is 55 years old, but his mutant powers, which include reduced aging, make him look like a man in his mid-thirties. He stands 6'0" tall and weighs a solid 175 pounds. He has thinning black hair and green eyes. His costume is a light green bodysuit with gold mask, gloves, cape, belt, and boots.

AUGURY

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [2]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
6	PD	4		Total: 36 PD (30 rPD)
6	ED	3		Total: 34 ED (28 rED)
5	SPD	26		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
31	STUN	0		Total Characteristics Cost: 113

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost Powers END

35	<i>Temporal Visions:</i> Mental Illusions 14d6; Can Only Be Used In Phase After The Use Of Oracle Sight (-½), Set Effect (only to show a person something horrible from a possible future; -½)	
100	<i>Temporal Escape Route:</i> Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense/20 Sight Group Flash Defense), Reduced Endurance (0 END; +½); Instant (-½), Requires A Danger Sense Roll (no Active Point penalty; -0)	0
15	<i>Armored Costume:</i> Armor (10 PD/8 ED); OIF (-½), Activation Roll 15- (-¼)	0
5	<i>Mental Strength:</i> Mental Defense (10 points total)	0
27	<i>Paradox Path:</i> Teleportation 20"; Side Effects (see text, always occurs; -½)	4
52	<i>Oracle Sight:</i> Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition, Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Precognition And Retrocognition Only (-½)	0
3	<i>Hold The Ravages Of Time At Bay:</i> Life Support (Longevity: x8 lifespan)	0
15	<i>Precognitive Advantage:</i> Luck 3d6	0

Talents

43	Danger Sense (immediate vicinity, any danger, Discriminatory, Sense) 18-
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Skills

10	+2 with Mental Combat
27	+5 with all Non-Combat Skills; Only Applies In Phase After The Use Of Oracle Sight (-½)
3	Bureaucratics 13-
3	Conversation 13-
3	Criminology 12-
3	Climbing 12-
3	Combat Driving 12-
3	Forensic Medicine 12-
2	Gambling (Card Games) 12-
3	High Society 13-
3	Interrogation 13-

AUGURY PLOT SEEDS

Augury is about to turn on Borealis, but then the PCs receive a visit from her future self warning that she must not betray him or dire consequences will result. Do the PCs believe her? Try to capture her? And what happens when Star-Force finds out what's going on and moves in to capture her?

Someone (a mystic of some sort, probably, or maybe Captain Chronos) tells a PC's DNPC that he's already helped save the world once. Now he must fulfill the rest of his destiny and do it again, but the prophecy or clues given to him make no sense. Augury might clarify the situation... if she's willing to help.

The Drifter claims Augury isn't herself at all — she's Augury from the extradimensional realm of Cabotia, and she's setting the world up for an invasion by the Imperial Canadian Armada. Is this for real?

- 2 KS: The Superhuman World 11-
- 4 Language: French (idiomatic; English is Native)
- 3 Oratory 13-
- 3 Paramedics 12-
- 2 PS: Secretary 11-
- 3 Security Systems 12-
- 4 Survival (Arctic/Subarctic, Temperate/Sub-tropical) 12-

Total Powers & Skills Cost: 382

Total Cost: 495

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 15 Hunted: StarForce 8- (As Pow, NCI, Capture/Kill)
- 20 Hunted: Canadian Government 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: Borealis 11- (Mo Pow, Watching)
- 10 Hunted: IHA 8- (As Pow, Capture/Kill)
- 15 Psychological Limitation: Dedicated To The Greatest Good For The Greatest Number (Common, Strong)
- 10 Psychological Limitation: Compassion Toward The Weak (Common, Moderate)
- 15 Reputation: traitorous precognitive, 14-
- 190 Experience Bonus

Total Disadvantage Points: 495

Background: In a small green house in Peterborough, there lived an ordinary housewife named Connie Smith. Her life was not a happy one. She was trapped in a dead-end marriage to an abusive spouse. She kept telling herself that things would get better. But one day when she received a visit from someone: a badly-beaten future version of herself appeared on her doorstep. "Things don't get better, you idiot," she told herself as she dragged herself into the house.

A long conversation followed, and the future Connie awoke her younger self's powers. "There," she said. "I've undone my existence and created a paradox for you, just so you don't get messed over. Don't screw it up."

Connie began to explore her powers. Motivated by her compassion toward the weak, helpless, and innocent, she debuted as the superheroine *Augury* in 1991, where she began working as a consultant to the Toronto PD Special Crimes unit. When the second incarnation of the Northern Guard formed, she joined. She fought crime and fought it well. Then came 1998.

It began with her first visit to another dimension, Laurentia, where Quebec held sway over the world and polite politicians from her world were Nazi-like thugs. It was hard enough to balance the timelines of one dimension; being exposed to multiple dimensions drove her to the verge of insanity. She began experiencing apocalyptic



visions and was convinced that if the Northern Guard remained together, Canada was doomed.

No one believed her, but Forceknight, the team leader, decided to check it out. He traveled to the Cat's Cradle, the interdimensional nexus located in northern Canada, and spoke to the Land itself. The Land confirmed that Augury was telling the truth... so Forceknight disbanded the team.

People weren't happy when the Northern Guard disbanded and they took it out on Augury. Still nursing a nervous breakdown, she bounced between a few sympathetic relatives who never approved of "that superhero stuff" and now had an opportunity to say "I told you so." Their "care" didn't help her sanity very much.

In 2004, Augury began to have visions of a new superhuman, one who needed to be helped at all costs. These visions led her to pledge her allegiance to Canada Destiny, and its leader, the archcriminal Borealis. Borealis was suspicious at first, but she knew the right words to soothe even his suspicions. But her true objective isn't to aid Borealis, though she does so ably. It's to help mentor Borealis's other superhuman follower, the Landsman, in whom she senses a destiny far greater than that of the man he serves.

Personality: Augury comes across as a remote, emotionally detached woman. That's largely due to the circumstances of her powers and her emotional breakdown, all of which lead her to view life with a clinical eye. She still shows compassion toward the innocent, helpless, and oppressed, especially children.

Although she hides it, Augury experiences anguish over her decision to join Borealis. Although she knows it was necessary, she feels a great deal of shame when she faces established heroes, especially her old comrades.

Quote: "Pray that time proves me wrong. Or be prepared to weep."

Powers/Tactics: Augury is a mutant with precognition powers, which sometimes makes her a bit tricky to use in a scenario. First, there's her most fundamental power, Oracle Sight, which allows her to view and hear both the past and the future. This could be very unbalancing in the hands of a PC; you need to take care not to make it too overwhelmingly powerful in the hands of a villain. Use it for flavor and clever tactics, not to thwart everything the heroes try to do. It also serves as a prerequisite for the use of her main psychic powers and other abilities, so she'll spend a lot of Phases using it alone.

Second, she's got a *Temporal Escape Route* ability that represents how she can get out of the way of danger or avert other unpleasantness. If she makes a Danger Sense roll, she gets extra defenses (the special effect of them being, "she gets out of the way, dodges, or otherwise avoids the harm").

Third, she has Skill Levels with All Non-Combat Skills because of her ability to "scan" past events and future timelines to see what caused something to occur or the results of her actions. For example, her Security Systems roll might benefit from a retrocognitive flash of vision that shows her how a system component was installed. On the other hand, she can't "fake" having Demolitions to disarm a bomb (*i.e.*, she lacks Demolitions, so the Skill Levels are useless in that situation).

Augury's *Paradox Path* ability is in some respects her most powerful, since it represents an ability to actually alter the past in tiny ways (and hints at the possibility that she may develop other temporal manipulation powers at some point). She wills herself to be at some other place within 20" by changing what she did in the past so she ends up standing where she wants to be. This creates minute temporal paradoxes within her body, causing her pain. In game terms she takes ½d6 Normal Damage for every 5" of Teleportation (or fraction thereof) she uses, with a minimum of 1 BODY and 3 STUN damage regardless of the roll or the distance traveled.

Augury's tactics are similar to those employed by any sensible telepath: maintain as much distance as possible to take advantage of the LOS range of her powers. She primarily relies on her Mental Illusions, though her Luck is often quite helpful.

Campaign Use: Augury is full of plot potential — she might sense a great destiny in a PC and be moved to help or hinder him to see it come to fruition, for example.

To make Augury more powerful, give her more precognition-based powers (see the relevant sections of *The UNTIL Superpowers Databases* for plenty of examples). To weaken her, halve the effect of her Temporal Escape Route and remove her Paradox Path power.

Augury generally doesn't Hunt anyone. If she does so, it's because she senses that her "victim" has some important future role to play that she needs to be part of, much like she's currently shaping the destinies of Borealis and the Landsman.

Appearance: Augury appears to be an athletic woman in her late twenties (though she is in fact much older). She has long, wavy brown hair and green eyes. She wears a green bodysuit with gold shoulder pads, belt, glove, and boots, and a golden circlet on her forehead.

THE LANDSMAN PLOT SEEDS

The Landsman feels compelled to raise a mountain in the center of the prairies. Not only has he never shown such tectonic powers before, he has no one has a clue why he's doing it. The heroes have to find out, then use that knowledge to stop him.

To prick people's consciences regarding various environmental disasters, the Landsman goes to where they occurred and makes the stones scream the stories of what happened at inhumanly-loud volume, 24 hours a day, seven days a week. The heroes have to stop it... if they feel they should.

After reading a comic book, the Landsman decides it'd be a good idea to have a sidekick, a companion who would help him on his mission. He's chosen a friend of one of the PCs (if not a DNPC) who's been a very vocal environmentalist and is petitioning the Land to empower him. Is this a bad idea, or a very bad idea?

THE LANDSMAN

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [12]
24	DEX	42	14-	OCV: 8/DCV: 8
33	CON	46	16-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
15	PD	3		Total: 25 PD (10 rPD)
15	ED	8		Total: 25 ED (10 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
20	REC	2		
66	END	0		
67	STUN	0		Total Characteristics Cost: 248
Movement: Running: 26"/52"				
Leaping: 12"/24"				
Tunneling: 5"/10"				
Cost Powers END				
22	Stone Powers: Elemental Control, 44-point powers			
34	1) <i>Stone Passage</i> : Tunneling 5" through 12 DEF material, Fill In			6
15	2) <i>Dense As Stone</i> : Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -6" KB), Reduced Endurance (0 END; +½); Limited Use (see text; -½)			0
15	3) <i>Create Earthen Form</i> : Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide), Reduced Endurance (0 END; +½); Limited Use (see text; -½)			0
22	4) <i>Talk to the Stones and Hear A Tale of What Happened There</i> : Clairsentience (Sight And Hearing Groups), Retrocognition; Requires Natural Stones (-¼)			5
25	5) <i>The Earth Moves Under His Feet</i> : Running +20" (26" total), Reduced Endurance (0 END; +½); Limited Use (see text; -½)			0
30	<i>Earth Immunity</i> : Physical Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (Earth/Stone; -1)			0
24	<i>Natural Armor</i> : Armor (10 PD/10 ED); Only Works When In Contact With The Ground (-¼)			0
4	<i>Create Earthen Limbs</i> : Extra Limbs (2); Only Works When In Contact With The Ground (-¼)			0
16	<i>Rooted</i> : Knockback Resistance -10"; Only Works When In Contact With The Ground (-¼)			0
8	<i>Rooted</i> : Power Defense (10 points); Requires Contact With the Ground (-¼)			0
24	<i>Gift Of The Land</i> : Life Support (Longevity: Immortality; all Safe Environments; Self-Contained Breathing)			0

Skills

- 24 +3 with All Combat
- 3 Breakfall 14-
- 3 Climbing 14-
- 9 Power: Earth/Stone Powers 14-
- 6 Survival (Arctic/Subarctic, Temperate/Subtropical, Mountain) 11-
- 3 Tactics 11-

Total Powers & Skills Cost: 287

Total Cost: 535

200+ Disadvantages

- 25 Dependence: must establish contact with Natural Earth or Stone at least once every 6 Hours or suffer 3d6 damage per Minute (Very Common)
- 15 Hunted: Borealis 14- (Mo Pow, Watching)
- 20 Hunted: Teleios 14- (Mo Pow, NCI, Watching)
- 20 Hunted: RCMP 8- (Mo Pow, NCI, Capture)
- 5 Physical Limitation: unknown to him is mentally linked to Teleios's computers (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Sworn Protector Of The Environment (Common, Strong)
- 5 Social Limitation: No Citizenship (Occasionally, Minor)
- 5 Vulnerability: 1½ x BODY from Biological attacks (Uncommon)
- 5 Vulnerability: 1½ x STUN Biological attacks (Uncommon)
- 220 Experience Points

Total Disadvantage Points: 535

Background: The Landsman has no name. One of Teleios's greatest creations, he was the result of Project Enkidu: Teleios bred an eight-foot-tall man, the perfect son for the Perfect Man, then left him out in the wilderness to fend for himself (after establishing a permanent mental link between the "boy" and one of his computers so he could monitor what happened, of course). Teleios wanted to see if a physically perfect tabula rasa could survive and grow without intellectual guidance. His plans were derailed when the Land found the man and saw in him a perfect vessel for its will. It bestowed upon him the ability to speak, power over earth and stone, and a great love for the world.

When reports of a rampaging superhuman powerhouse reached the ears of Borealis, he decided to investigate. Borealis prepared himself for a fight, but the man beheld the villain and was entranced by his light (even without Borealis's powers). Although Borealis's words irritated him — the man talked far too much for his liking — he felt something in his soul that was close to his own. Borealis could see the influence of the Land on him and decided to accept him as his acolyte, christening him as "The Landsman." When Borealis needs brute force and raw power, the Landsman gathers the earth around him and becomes a colossus of stone and dirt; in the right environment, he ranks among the most powerful men on Earth.

Teleios, although frustrated that his experiment was interrupted, was delighted that he had an unsuspecting agent in a potential rival's midst. He continues to use the Landsman to monitor (and when possible, influence) Borealis's activities.

Personality: The Landsman is a solitary, stoic man, uncomfortable with strong passions or self-expression. He rarely answers questions directly, preferring to respond with a tangential remark related to the topic at hand. He's not stupid, but can come across as a dullard until you get to know him. He's not completely anti-social, but it takes the right combination of an emotional detachment and a philosophical nature to spark an interested conversation. His other odd habit, talking with the stones to find out their memories of what happened where they are, would seem like schizophrenia if other people couldn't hear the stones talking back.

The Landsman's sole passion is toward the wilderness. He delights in wandering around unspoiled landscapes, smelling fresh air and drinking from unspoiled mountain springs. But he's attached himself to Borealis and remains stubbornly loyal to him despite his annoying tendency toward long-winded speeches.

The Landsman doesn't know his origin and is only mildly curious about the mysteries of his background. He doesn't care for Borealis's nationalistic agenda, but he likes many of the other things he represents. He has no idea Teleios keeps tabs on everything he does.

Quote: "Why do I serve Borealis? (pause) Why do I stare into the morning, when the frozen land touches the clear cold northern sky?"

Powers/Tactics: The Landsman is a magical/mutant hybrid. Formed in Teleios's laboratories, he was given a mystical bond with Canada by the Land itself. He can't manipulate earth and rock the way superhumans like Temblor and Geos can; instead, his powers involve drawing on the power within the land to make himself rockier (heavier), larger, give himself two extra arms, and so on. (In game terms, any power with the *Limited Use* Limitation only has full effect in the mountains; it's at roughly 75% effect on rocky ground or concrete, 50% effect on dirt or soil, and 25% effect on grass or sand. Like many of his other powers it has no effect at all if he's not in contact with the ground, such as when he's on the second or higher floor of a building.)

The Landsman's tactics are very simple: get as big and as dense as he possibly can, then attack. He prefers to avoid combat but won't back down if ordered into battle. His tactics tend to be very brick-ish; against flyers, he often Grabs opponents or objects and hurls them as missiles to knock the foe out of the air. Against non-flyers, he tries to engage in a more conventional slugfest. If necessary, he retreats by tunneling into the earth or running away at top speed.



Campaign Use: The Landsman is a minion with a mysterious past for the PCs to investigate. Beyond that, he's a big opponent with some flashy special effects that's perfect for bricko-a-bricko combat.

To make the Landsman tougher, give him some Damage Reduction (usually 50% works well) and the ability to shape his rocky limbs (when using Density Increase or Extra Limbs) into weapons — stone blades, stone spiked maces, and the like. He might also be able to Absorb Physical damage into his STUN or BODY. To weaken him, reduce his STR to 30-40, his HTH Combat Skill Levels to only one, and the Active Points in his Elemental Control slots to more like 30 points each.

The Landsman only Hunts people if ordered to do so by Borealis, in which case he follows orders.

Appearance: The Landsman is over 8 feet tall and weighs over 400 pounds. He has long brown hair, piercing green eyes, and an extraordinarily handsome face atop a broad, bronzed physique. He eschews normal clothing, but usually wears a crust of rock and earth that serve as pants from the waist down, and a thin layer of dirt covers most of his (otherwise shirtless) upper body.

Necrull

NECRULL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
22	BODY	24	13-	
30	INT	20	15-	PER Roll 15-
28	EGO	36	15-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
4	COM	-3	9-	
8	PD	4		Total: 8 PD (6 rPD)
8	ED	4		Total: 8 ED (6 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	2		
41	STUN	0		Total Characteristic Cost: 189

Movement: Running: 6"/12"

Cost	Powers	END		
90	<i>Necrullitic Powers:</i> Multipower, 90-point reserve			
9u	1) <i>Necrullitic Lightning:</i> Energy Blast 18d6	9		
9u	2) <i>Necrullitic Life Energy Drain:</i> Drain BODY 3d6, Delayed Return Rate (points return at the rate of 5 per Month; +2)	9		
4u	3) <i>Necrullitic Paralysis:</i> Entangle 3d6, 4 DEF, BOECV (+1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼); Mental Defense Adds To EGO (-½), No Range (-½), Cannot Form Barriers (-¼)	9		
2u	4) <i>Necrullitic Regeneration:</i> Healing BODY 8d6, Can Heal Limbs; OAF Expendable (human flesh and body parts needed, Extremely Difficult to obtain; -2), Self Only (-½)	9		
144	<i>Power Replication:</i> Variable Power Pool (Power Assimilation Pool), 90 base + 45 control cost, Cosmic (+2); Only Powers Of Anyone Whose Flesh He's Assimilated Through Necrullitic Regeneration (-1), Powers May Only Be As Powerful As The Powers Of The Target Assimilated (-½)	var		
	Martial Arts: <i>Fencing</i>			
	Maneuver	OCV	DCV	Notes
5	Fleche	+1	+0	Weapon +v/5; FMove
5	Lunge	+1	-2	Weapon + 4DC
4	Parry	+2	+2	Block, Abort
4	Riposte	+2	+2	Weapon +2 DC, Must Follow Block
5	Slash	-2	+1	Weapon +4 DC
5	Thrust	+1	+3	Weapon
3	Trip	+2	-1	Weapon + 1 DC, Target Falls
4	Void	—	+5	Dodge, Affects All Attacks, Abort
22	<i>Flesh Disguise:</i> Shape Shift			(Sight,

Smell/Taste, and Touch Groups, any humanoid shape), Cellular, Makeover, Imitation, 1 Continuing Charge lasting 1 Week; +½); OAF Expendable (the epidermis of another person, or specifically the person being imitated, Extremely Difficult to obtain; -2), Affects Body Only (-½) [1cc]

10 *Horridifying Demeanor:* +20 PRE; Only To Make Fear-Based PRE Attacks (-1)

120 *Unfeeling Flesh:* Physical and Energy Damage Reduction, Resistant, 75% 0

50 *Half-Life Body:* Life Support (Total, including Longevity: Immortality) 0

10 *Half-Life Mind:* Mental Defense (16 points total) 0

Perks

106 *Necrulticians:* 60 Followers built on 359 Character Points (plus Disadvantages)

15 Money: Filthy Rich

Skills

20 +4 HTH

20 +4 with *Necrullitic Powers* Multipower

3 Computer Programming 15-

5 Cramming

3 Cryptography 15-

3 Interrogation 15-

3 Deduction 15-

3 Demolitions 15-

3 Disguise 15-

3 Electronics 15-

2 Gambling (Card Games) 15-

3 High Society 15-

3 Inventor 15-

3 Mechanics 15-

3 Oratory 15-

3 Paramedics 15-

3 Persuasion 15-

3 Poisoning 15-

3 Sleight Of Hand 14-

3 Tactics 15-

10 Two-Weapon Fighting (HTH)

2 WF: Blades, Off Hand

2 Weaponsmith (Energy Weapons) 15-

3 Linguist

1 1) Language: Arabic (Egyptian) (fluent conversation; English is Native)

1 2) Language: Egyptian, Ancient (basic conversation)

4 3) Language: French (imitate dialects)

1 4) Language: German (fluent conversation)

1 5) Language: Greek (Modern) (fluent conversation)

1 6) Language: Latin (fluent conversation)

3 Scholar

2 1) KS: Art History 15-

2 2) KS: Fencing 15-

2 3) KS: History 15-

2 4) KS: Literature 15-

- 3 Scientist
- 2 1) SS: Anatomy 15-
- 2 2) SS: Bacteriology/Virology 15-
- 2 3) SS: Biochemistry 15-
- 2 4) SS: Biology 15-
- 2 5) SS: Botany 15-
- 2 6) SS: Chemistry 15-
- 2 7) SS: Egyptology 15-
- 2 8) SS: Genetics 15-
- 2 9) SS: Medicine 15-
- 2 10) SS: Pharmacology/Toxicology 15-
- 2 11) SS: Surgery 15-
- 2 12) SS: Zoology 15-
- 3 Traveler
- 2 1) AK: Eastern Canada (circa 1890-1920s) 15-
- 2 2) AK: England (circa 1880s) 15-
- 2 3) AK: France (circa 1910s) 15-
- 2 4) AK: Germany (circa 1930-40s) 15-
- 2 5) AK: Western Canada (circa 1920-1930s) 15-
- 2 6) CK: Berlin (circa 1930-1940s) 15-
- 2 7) CK: London (circa 1880s) 15-
- 2 8) CK: Paris (circa 1910s) 15-
- 2 9) CK: Quebec City (circa 1890-1920s) 15-
- 2 10) CK: Vancouver (circa 1920-1930s) 15-
- 2 11) CuK: French (circa 1910s) 15-
- 2 12) CuK: French Canadian (circa 1890-1920s) 15-
- 2 13) CuK: German (circa 1930-1940s) 15-
- 2 14) CuK: Victorian England 15-
- 2 15) CuK: Western Canadian (1920-1930s) 15-

Total Powers & Skill Cost: 811

Total Cost: 1,000

200+ Disadvantages

- 5 Accidental Change: Flesh Disguise peels away whenever he's hit by any attack that does BODY 8- (Uncommon)
- 0 Dependence: requires human flesh and other body parts at least once per week or suffers Weakness (-3 to all Characteristics) (Extremely Difficult To Obtain)
- 10 Distinctive Features: has a faint odor of death, "that bouquet of the slaughterhouse" (Concealable With Effort; Noticed and Recognizable)
- 20 Distinctive Features: creepy facial expressions, body language, and demeanor (Not Concealable; Causes Major Reaction)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Hunted: Forceknight 11- (As Pow, Capture)
- 5 Physical Limitation: cannot Recover BODY, must use Necrullitic Healing (Infrequently, Slightly Impairing)
- 20 Psychological Limitation: Devoted To Completing His "Great Work" (Very Common, Strong)
- 15 Psychological Limitation: Sociopath; Considers Humanity "Spare Parts" (Common, Strong)
- 20 Reputation: significant threat to human existence, 14- (Extreme)
- 20 Susceptibility: takes 3d6 damage instantly if subjected to Healing BODY (other than his Necrullitic Healing) (Common)

- 20 Susceptibility: takes 3d6 damage instantly if subjected to Life Energy powers (Common)
- 15 Vulnerability: 1½ x STUN from Electricity attacks (Very Common)
- 10 Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)
- 5 Vulnerability: 1½ x STUN from Life Energy attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Life Energy attacks (Uncommon)
- 595 Experience Points

Total Disadvantage Points: 1,000

Background/History: Necrull's origins are unclear; what little is known was pieced together by Scotland Yard in the late 1880s and early 1890s. A mysterious Dr. Necrull became the subject of police interest in regard to a series of unsolved murders of prostitutes in the Whitechapel district of London in 1888. While Scotland yard could not link Dr. Necrull to the Whitechapel murders, it did uncover many other crimes he was guilty of, ranging from bodysnatching to monstrous medical experiments performed on the mentally ill. Before Scotland Yard could arrest him, Dr. Necrull fled on a steamer bound for Canada posing as a Dr. Jack Whitechapel.

After Necrull's escape, Scotland Yard's investigation into Dr. Necrull's background was hampered not only by Necrull's uncanny ability to impersonate others, but due to a cover up by unknown members of the British government. What was learned was that the man known as Dr. Necrull was born in 1843 under a very different name — a name the investigators were sworn never to reveal by those in the highest levels of government. He was the son of an English aristocrat who was some kind of adventurer in Egypt during the 1830s and whose activities were not a subject for polite company. When his father returned to England, he brought with him much wealth and many Egyptian artifacts. He also returned with a bride, Necrull's mother, a woman of some unseemly Egyptian background. They isolated themselves at his father's country estate to avoid public disdain for their mixed marriage. Beyond that, Scotland Yard's files, which remain sealed to this day, reveal nothing.

Necrull grew up on the country estate hearing stories of his father's exploits and strange Egyptian tales told by his mother. One night during a massive electrical storm, while his parents were away in London, a powerful bolt of lightning struck the lightning rod on the mansion's roof. The force of the bolt so energized the air that the statue of Anubis in the study danced with a green-glowing corona. Flares of green energy shot about the room, one of which struck a display holding a mummified cat. To Necrull's amazement the mummified cat came back to life! This incident stimulated Necrull's early obsession regarding the nature of life and death which eventually led him to study medicine at King's College in London.

Upon graduation, Necrull returned home to

NECRULL PLOT SEEDS

Necrull, annoyed by comments from the Canadian Prime Minister, sets out to punish him for his arrogance. He plans to release canisters of necrolytic gas on each of Canada's major cities unless the Prime Minister of Canada gets on his knees in front of the House of Commons and begs Nocrull not to do it. The Prime Minister wants the advice and assistance of the PCs.

Teleios (who mocks Nocrull for "playing with dead things," while Nocrull refers to the Perfect Man as a "spoiled child") decides to test his prowess and tweak the nose of his rival. He captures one of the Necrulticians and develops a "cure." This angers Nocrull, who sends an army of zombie-like followers and flesh-monsters to storm what he thinks is Teleios's hideout. Unfortunately, the town of Churchill, Manitoba is in the way....

Nocrull makes the mistake of absorbing the abilities of a superhero with life powers — and discovers they're poisonous! He now needs a superhuman with death powers to staunch the "infection."

put his knowledge to use. He promptly set up a laboratory in the mansion's basement to research the strange life-giving properties secreted in the statue of Anubis. He wanted to recreate the conditions that restored life back to the cat... but this time he planned to use a human instead. He conducted many electrical experiments in an attempt to energize the statue, but nothing worked. He concluded that only natural lightning had the power to charge it. He had to wait many years until the weather conditions were just right to recreate that event. When they were, he stole a corpse from the local cemetery so he could restore it to life. Unfortunately, Nocrull's theft did not go unnoticed.

Before Nocrull's hopes and dreams became realized, a mob of angry villagers smashed its way into his laboratory and destroyed his equipment. He tried to stop them but an enraged villager impaled him on a pitchfork, piercing his heart. At the moment of his death, a bolt of lightning empowered his equipment, charging the statue of Anubis. As the statue was engulfed in a green halo and its eyes gleamed with sinister purpose, the villagers fled in terror. Then the aura of the statue pulsed, bathing Nocrull's corpse with a green energy before fading out of existence. When Nocrull awoke from the dead, he did not realize what had happen to him until the side effects of his transformation began to affect him.

The power of Anubis's statue imbued him with a strange life-giving energy. On the one hand, this energy animated his body and mind... but on the other, it ravaged his flesh with a kind of decay that caused him great pain. It was in a pain-induced state of madness that he killed a prostitute who was pestering him in a dark and secluded alleyway — and he discovered that the women's blood on his flayed hand stilled the pain. After a few brutal, murderous, experiments he learned he could alleviate his condition by assimilating the flesh of others. The horror of this drove him into madness for good. He became obsessed with finding a cure for his condition.

Upon arriving in Canada, Nocrull set up shop in Quebec City. During this time he developed a serum from the secretions of his own body that he claimed could give a person eternal life — though in fact it merely inflicted a degenerative condition. Using this serum as a lure, he recruited some of the world's most promising scientists to help him with his research into true eternal life. Bound to him by the fact that only he could provide a (temporary) antidote to the serum's degenerative effects, they conducted his grisly experiments in secret until the outbreak of the Great War gave Nocrull the opportunity to conduct research on a grander scale.

During the Great War, Dr. Nocrull moved his "research team" to Paris. There he expanded the ranks of his assistants — the Necrulticians — ordering them to redirect causalities from the frontlines of the war to his research facilities. The disappearances of these brave soldiers do not go unnoticed by the French authorities and a

famous detective, Claude Renaud of the Prefecture of Police, was called upon to investigate. With help from information obtained from Scotland Yard veterans still living, Renaud unraveled Dr. Nocrull's hideous plot and shut down his operations. Most of the Necrulticians were lost in a great fire as his laboratory was burned to the ground by the French authorities. Once again Nocrull had to flee to Quebec City... but this time he was pursued by Renaud and his Canadian ally, Dr. Keith Courage. The constant pressure of their investigations finally forced Nocrull to vanish into western Canada.

After many false starts, Dr. Nocrull's evil finally came to rest in the city of Vancouver. His activities remained mostly undetected for many years until the early Thirties, when they were discovered by a secret branch of the RCMP known as the Specialists. It took the Canadian authorities a while to realize the danger Nocrull posed until the criminal mastermind known as "Dr. Fume" weaponized some of Nocrull's serum into a zombifying gas. After many misadventures, the Specialists, Renaud, and Courage finally cornered Nocrull in his hidden laboratory. This climatic battle resulted in a great explosion and wildfire that the Specialists and their allies barely survived. While the Specialists were skeptical that Nocrull had actually been destroyed, no further evidence of his activities was found and the case was closed.

Unknown to the Specialists, Nocrull survived. He fled to Germany where he thought his research might be appreciated. The Nazis welcomed him and supplied him with everything he needed. Nocrull felt that he'd finally found a place where he could settle down and do some consistent research without fear... but then came World War II. During the war, Nocrull's operations were sometimes disrupted by various superhuman commandos. Toward the end of the war, the Soviet Super Patriots attacked Nocrull's laboratory fortress complex in east Germany. Their first assault was repelled and one of the Super Patriots, the Golden Sickle, was captured. Badly wounded during the assault, Nocrull decided to assimilate the Sickle's flesh to regenerate himself. To his astonishment and delight, he discovered that as he consumed her flesh he also absorbed her powers. Realizing the situation in Germany was hopeless and it was only a matter of time before the Allies won, Nocrull retreated back to Canada.

Declared a war criminal after the War ended, Nocrull was hunted extensively by various superhuman crimebusters. None was more committed to hunting him down than the Iron Hammer, the Golden Sickle's husband. On the run and with limited resources, Nocrull decided the best way to outrun his enemies was to outlive them. After a few daring bank robberies he had enough money to build a crude cryogenic chamber and make a few insightful investments in the postwar economy. He comforted himself that he would awaken in a future that would have forgotten him.

Fifty years later, Nocrull found the future

a disappointment — “Where are all the flying cars?” But on the other hand, advancements in medical technology, particularly knowledge of DNA, exceeded even his wildest expectations. Necrull realized he would have to spend a few catching up. With several years of study under his belt, and funded by his past investments in aviation, banks, and oil, Necrull began to recruit new assistants to help him complete his Great Work. Filled with new ideas generated by his study of modern technology, he began to develop spin-off applications of his general research. It didn’t take long for his activities to come to the attention of the Superhuman World.

During a conflict with Borealis, Echelon, a junior member of Vanguard, was badly injured early in the fight. While the heroes battled with Borealis, paramedics rushed the injured Echelon to the hospital. But when the heroes finally defeated Borealis, they discovered that their teammate had been kidnapped! The “paramedics” were Necrullticians who’d taken Echelon to one of Necrull’s harvesting centers. Vanguard tracked Echelon via his communicator and mounted a rescue operation. Unfortunately, the attack failed; the rest of the team, except for the mentalist Psianide, were captured by Necrull. Psianide’s account of what had been done to Echelon, and thus the likely fate of the other Vanguard members, shocked the Superhuman World. Even Borealis went public, denouncing Necrull as inhuman and monstrous. Speaking in his role as “patron” of Canada, the so-called “Spirit of Northern Enlightenment” endorsed a campaign to wipe out Necrull and his minions, offering a thirty million dollar reward to anyone who brought him Necrull’s head. (The reward offer stands to this day.)

Unfortunately, this open-season campaign on Necrull only strengthened his position as many superhumans converged on Canada. All this did was supply Necrull with a steady source of recruits and “raw materials” for his research and to encourage the Canadian government to close its borders to keep out “foreign gunslingers.”

As of mid-2007, the Steelheads believe Necrull’s strengths and weaknesses must be ascertained and a select group recruited and trained to combat him. Until that’s done, the Canadian government and all sanctioned superhero teams and agencies are charged to contain the threat as best they can and oppose any attempt to directly confront Necrull himself. The current consensus is that the best way to fight Necrull now is to deny him any new resources in attempt to stall the growth of his power.

Personality/Motivation: Necrull’s main motivation is to justify the hundreds of lives he’s destroyed to maintain his own existence. If he perfects his Necrullitic Elixir, he can free humanity from death and disease, thereby atoning for his crimes. In other words, he’s deluded himself into thinking there’s a purpose to his actions beyond pure selfish continuation of his own life and increasing his own power — that he’s been given a “higher pur-

pose” and the means to achieve it. He sees himself as a great humanitarian, his methods misunderstood and his victims the price that must be paid for greater knowledge. That those who oppose him are as ignorant as the angry villagers who once destroyed laboratory and left him for dead.

Necrull’s need to kill others to sustain himself has stripped him of any humanity he may once have had. In many ways he’s more machine-like than human; he has no empathy for others and no remorse for the suffering he causes. The only human feeling he remembers and understands is fear, with which he often tries to manipulate others. Since he doesn’t understand emotions, he has difficulty emulating them. For example, he thinks his big, happy smile puts people at ease around him, when in fact it creeps people out and usually tips them off that something is wrong.

Quote: “Science has its own morality and the basis for that morality is that the end justifies the means.”

Powers/Tactics: Necrull is imbued with Necrullitic Energy, which gives him a kind of immortality by transforming his body into a half-life state. His body no longer ages and no longer needs to eat, sleep, or even breathe. Diseases, poisons, and radiation have no effect on him. He does not feel pain in the human sense. His internal organs can be damaged or even destroyed to no effect (though destroying enough tissue will, of course, kill him). Weapons that rely upon doing internal trauma have no real effect on him. It’s hard to say whether he’s truly alive or is just a walking corpse deluded into some grotesque parody of life.

The Necrullitic Energy coursing through Necrull’s body wages a terrible war on his physiology, eating away at his tissue and organs. The only way he’s found to arrest this decay is to absorb new tissue and organs harvested from other human beings to replace the decaying ones. Referred to as Necrullitic Regeneration, this ability allows Necrull to absorb new tissue and organs directly into his body. Aside from Necrullitic Regeneration, Necrull has no other natural means to heal his body.

Necrull’s ability to regenerate by absorbing another person’s flesh also allows him to absorb any natural superhuman powers that person possesses. However, he can only absorb powers that are a part of the subject’s natural or altered DNA. He cannot absorb knowledge, and thus not abilities or powers such as Skills, super-skills, training, magical enhancements, or gadgets.

One of the other benefits of his regenerative ability is that he can appear to be human by grafting another human’s epidermis onto skinless portions of his own body using his green luminous bodily secretions instead of absorbing it through his normal regeneration process. This bond is tenuous at best; any abrasion or damage may cause the applied skin to peel away, revealing his horrific self. Necrull can appear to be almost anyone equal to his size. Facial imitation is possible though not without some kind reconstructive surgery (due to



varying bone structure). He can imitate most of the donor's biometric features, such as fingerprints or even retina prints, by transplanting the appropriate body parts. However, while he can assume another person's physical appearance like putting on a suit, his alien demeanor soon betrays him as something unnatural.

Necrull can also tap and manipulate the Necrullitic Energy flowing within his body and discharge it like a kind of green-hued lightning, or reverse this ability to draw life energy from another living being. This makes the victim look withered; if the victim dies he leaves a useless, desiccated corpse. Necrull only uses this ability if he has no other option because he hates to waste useful resources. His preferred attack is to paralyze a target by touch, which lets him quickly dispatch an opponent without damaging any potential recruits or raw materials. Once helpless, most opponents become compliant to his fear tactics.

Besides Necrull's Necrullitic abilities and the powers he's stolen, he also has at his disposal a vast array of technology, scientific discoveries, and experience. For example, the Necrullitic Elixir he creates from the glowing green secretions that ooze from his body can be injected into a person to grant immortality, or used to create a poison that kills and then turns the character into a Necrullitic-powered animated corpse who obeys Necrull. He also knows how to create numerous biological weapons powerful enough to wipe out humanity... if that were his goal. The most disturb-

ing offshoot of his research is his ability to combine superhuman and animal DNA, creating monsters to guard his base and enforce his will. Some of these monstrous creations have human intelligence, while others are more animalistic.

Campaign Use: Necrull isn't the most powerful villain in the world, but he's no pushover either. The threat he poses lies in his ability to entice people with his supposed cure for death. A person who gives in to temptation must pay a heavy price to maintain this immortality — one that eventually enslaves him to Necrull's cause. In the end his participation in Necrull's hideous crimes strips him of his humanity, making him something abominable and monstrous like Necrull himself. In a sense, Necrull reproduces himself in others through the curse of his brand of immortality.

For established campaigns outside of Canada, you can use Necrull as a

way to introduce PCs to the Great White North. Necrull's always looking for fresh meat and could establish a harvesting operation outside of Canada in the PC's city. Necrulliticians could abduct a PC's DNPCs and transport that person north in attempt to lure the heroes into a trap.

Necrull probably doesn't need to be more powerful for most campaigns, though you could assume that he's permanently absorbed some superhuman powers (such as much higher Characteristics) if necessary. To weaken him, make his powers take more time and effort to use, reducing him to an odd, creepy mad scientist type instead of a true supervillain.

Necrull Hunts heroes who have some connection to his past enemies, or whom he thinks can further his research in some way; he also Watches people who've received his treatments or might be likely candidates for them. As a Hunter he's patience personified, biding his time until it's just the right moment to strike.

Appearance: When not in a Flesh Disguise, Necrull walks around wearing a blood-soaked hooded robe. The blood soothes the degeneration of his flayed nerve ends. Usually the only part of him that can be seen is his skull-like face, its skin peeling off to expose raw, decomposing flesh that oozes a strange, glowing green fluid.

NECRULTICIAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
12	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6/8d6
6	COM	-2	10-	
12	PD	8		Total: 12 PD (0 rPD)
10	ED	6		Total: 10 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	8		Total Characteristic Cost: 114

Movement: Running: 6"/12"

Cost	Powers	END
62	<i>Necrullitic Powers:</i> Multipower, 62-point reserve	
6u	1) <i>Necrullitic Lightning:</i> Energy Blast 12d6	6
6u	2) <i>Necrullitic Life Energy Drain:</i> Drain BODY 2d6, Delayed Return Rate (points return at the rate of 5 per Month; +2)	6
3u	3) <i>Necrullitic Paralysis:</i> Entangle 2d6, 3 DEF, BOECV (+1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼); Mental Defense Adds To EGO (-½), No Range (-½), Cannot Form Barriers (-¼)	9
1u	4) <i>Necrullitic Regeneration:</i> Healing BODY 4d6, Can Heal Limbs; OAF Expendable (human flesh and body parts needed, Extremely Difficult to obtain; -2), Self Only (-½)	9
144	<i>Power Replication:</i> Variable Power Pool (Power Assimilation Pool), 90 base + 45 control cost, Cosmic (+2); Only Powers Of Anyone Whose Flesh He's Assimilated Through Necrullitic Regeneration (-1), Powers May Only Be As Powerful As The Powers Of The Target Assimilated (-½)	var
5	<i>Horridifying Demeanor:</i> +10 PRE; Only To Make Fear-Based PRE Attacks (-1)	
60	<i>Unfeeling Flesh:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Half-Life Mind:</i> Mental Defense (13 points total)	0
50	<i>Half-Life Body:</i> Life Support (Total, including Longevity: Immortality)	0
22	<i>Flesh Disguise:</i> Shape Shift (Sight, Smell/Taste, and Touch Groups, any humanoid shape), Cellular, Makeover, Imitation, 1 Continuing Charge lasting 1 Week; +½); OAF Expendable (the epidermis of another person, or specifically the person being imitated, Extremely Difficult to obtain; -2), Affects Body Only (-½)	[1cc]

Skills

15	+3 HTH
15	+3 with <i>Necrullitic Powers</i> Multipower
3	Combat Driving 13-
3	Concealment 13-
3	Disguise 13-
3	Lockpicking 13-
3	Paramedics 13-
2	PS: Paramedic 11-
3	SS: Medicine 13-
3	SS: Surgery 13-
3	Security Systems 13-
3	Shadowing 13-
3	Stealth 13-

Total Powers & Skill Cost: 421

Total Cost: 535

200+ Disadvantages

5	Accidental Change: Flesh Disguise peels away whenever he's hit by any attack that does BODY 8- (Uncommon)
0	Dependence: requires human flesh and other body parts at least once per week or suffers Weakness (-3 to all Characteristics) (Extremely Difficult To Obtain)
10	Distinctive Features: has a faint odor of death, "that bouquet of the slaughterhouse" (Concealable With Effort; Noticed and Recognizable)
20	Distinctive Features: creepy facial expressions, body language, and demeanor (Not Concealable; Causes Major Reaction)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Hunted: Forceknight 11- (As Pow, Capture)
5	Physical Limitation: cannot Recover BODY, must use Necrullitic Healing (Infrequently, Slightly Impairing)
20	Psychological Limitation: Devoted To Helping Necrull Complete His "Great Work" (Very Common, Strong)
15	Psychological Limitation: Sociopath; Considers Humanity "Spare Parts" (Common, Strong)
20	Susceptibility: takes 3d6 damage instantly if subjected to Healing BODY (other than his Necrullitic Healing) (Common)
20	Susceptibility: takes 3d6 damage instantly if subjected to Life Energy powers (Common)
10	Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)
5	Vulnerability: 1½ x STUN from Life Energy attacks (Uncommon)
5	Vulnerability: 1½ x BODY from Life Energy attacks (Uncommon)
165	Experience Points

Total Disadvantage Points: 535

Background/History: In Necrull's early years of research, he had a few run-ins with local law enforcement that cost him some valuable data. He that needed to distance himself from the process of collecting new specimens and "raw materials." For his first assistants he recruited medical and scientific men by offering them the secret of immortality in exchange for their service... and in fact tricked them into ultimate servitude with his degenerative serum. Later "Necrulticians" (as he dubbed them) haven't necessarily met these same high standards, but are bound to Necrull all the same.

Personality/Motivation: A Necrultician's curse of immortality has over time superseded any other personal agenda he might have had other than completing Necrull's "Great Work." At first each of them was fooled by the false hope that by helping Necrull find the cure for the curse, and thus a means of true immortality, he could redeem himself. But overtime, the grim task of the harvesting human flesh has taken a great toll on their souls, giving the lie to this vain hope. Now they're more machine-like than human, performing their grisly day-to-day tasks more as a ritual than through any sense of personal motivation.

Quote: "I will wear your flesh."

Powers/Tactics: Necrulticians have similar powers to their master, though at a lower level of effect. While harvesting human beings they like to be as discreet as possible. Once they used to infiltrate hospitals by replacing principal members of the staff until the authorities became aware of their activities. Now they tend to pose as less critical staff members, particularly those who work under little or no supervision on the so-called "graveyard shift." Most modern hospitals produce enough medical waste to supply their regeneration needs with little chance of exposure. Only Necrull himself requires live specimens.

Necrulticians engaged in bodysnatching operations usually make a phony 911 emergency call, luring an ambulance to a location of their choosing. They take the place of the ambulance's paramedic crew (who become specimens) using their Flesh Disguise ability. They then spend the night responding to emergency calls, rerouting their patients to Necrull's harvesting facilities instead. At the end of their "shift" they abandon the vehicle.

In combat, Necrulticians prefer to attack from surprise either by ambush or by using their Flesh Disguise ability. If possible they capture opponents alive for Necrull rather than killing them. Their tactics are more offensive than defensive due to their natural invulnerability; a Necrultician will sacrifice himself if it means he can get in an attack on his foe in the process.

Campaign Use: Necrulticians are Necrull's primary agents for the harvesting of "raw materials" needed to sustain his operations. Thus, they're the first ambassadors of his evil the PCs will encounter. Necrull uses them at various levels to insulate himself and his research from the more dangerous tasks that have a higher risk of discovery and reprisal. Most harvesting operations and centers are self-contained which can leave those first discovering one the impression that they are unique incident. If it was not for Borealis publicly exposing Necrull's existence to the world, many would not connecting these horrors to a greater conspiracy of evil.

Appearance: In a Flesh Disguise, a Necrultician can appear to be almost anyone equal to his size. His ability to impersonate whoever he's masked themselves as is limited because of his odd and unnatural about facial expressions and movements, which can give him away. At a distance (greater than 4") in good lighting conditions Necrulticians can easily pass as normal but a close range (4" or less), their indecorous nature becomes evident. Without a Flesh Disguise, a Necrultician looks like a flayed corpse at an early stage of decomposition that oozes a green glowing fluid. The exact level of decay depends upon how many days since it's been since he assimilated any new flesh through the Necrullitic Healing process. A Necrultician who has recently assimilated new flesh resembles a freshly dead corpse while one who hasn't replenished himself for over a week would be quite ripe.

FLESH REAPERS

Necrull has another version of the Necrultician known as a *Flesh Reaper*. Designed for operations where subtlety is not called for, they're much larger and tougher (30 STR, 23 DEX, 30 CON, 15 BODY) and usually armed with terrifying weapons like butchers' cleavers, chainsaws, scythes, and the like. They dress in spiked black leather and wear blood-smeared white aprons.

SOLO VILLAINS

CHAIN GANG

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
22	PD	14		Total: 22 PD (9 rPD)
22	ED	16		Total: 22 ED (9 rED)
4	SPD	10		Phases: 3, 6, 9, 12
18	REC	8		
56	END	0		
60	STUN	8		Total Characteristics Cost: 180
Movement: Running: 7"/6" Leaping: 8"/6"				
Cost Powers END				
7	<i>Chain:</i> Multipower, 15-point reserve; all slots OAF (-1)			
1u	1) <i>Chain Bash:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)			
1u	2) <i>Menacing Defensive Chain Twirl:</i> +3 DCV; OAF (-1)			
	Martial Arts: <i>Chainfighting</i>			
	Maneuver	OCV	DCV	Notes
4	Choke	-2	+0	Grab One Limb; 2d6 NND
3	Hold	-1	-1	Grab Two Limbs, 50 STR for holding on
4	Martial Strike	+0	+2	Weapon +2 DC Strike
5	Takeaway	+0	+0	Grab Weapon, 50 STR to take weapon away
3	Takedown	+1	+1	Weapon Strike; Target Falls
1	Use Art with Chain & Rope Weapons			
16	<i>Chain Reach:</i> Stretching 5", Reduced Endurance (0 END; +½); OAF (-1), No Noncombat Stretching (-¼)			
9	<i>Hardbody:</i> Damage Resistance (9 PD/9 ED)			
2	<i>Strong Legs:</i> Running +1" (7" total)			
34	<i>Gang Forms:</i> Shape Shift (Sight, Hearing, Mental, Smell/Taste, and Touch Groups, four shapes), Costs Endurance Only To Change Shape (+¼); Cannot Assume Form Of Gang Member Currently In Existence Via Duplication (-0)			
39	<i>The Links:</i> Duplication (creates four 340-point Duplicates); OAF (-1)			

Skills

15	+3 HTH
3	Breakfall 13-
3	Combat Driving 13-
10	Defense Maneuver IV
2	KS: The Superhuman World 11-
2	KS: VIPER 11-
1	Language: French (basic conversation; English is Native)
3	Mechanics 11-
3	Stealth 13-
3	Streetwise 13-
3	Shadowing 11-

Total Powers & Skills Cost: 177

Total Cost: 357

200+ Disadvantages

15	Dependent NPC: Amanda (daughter) 8- (Incompetent)
20	Enraged: if mocked or not taken seriously (Very Common), go 11-, recover 14-
20	Hunted: Steelheads 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Relentlessly Macho; Thinks He's God's Gift To Women (Common, Strong)
10	Psychological Limitation: Greedy (Common, Moderate)
15	Social Limitation: Secret Identity (Luke Gautier) (Frequently, Major)
5	Vulnerability: 1½ x BODY from Sonic attacks (Uncommon)
5	Vulnerability: 1½ x STUN from Sonic attacks (Uncommon)
52	Experience Points

Total Disadvantage Points: 357

Background: Luke Gautier grew up as a truck driver in Tennessee. He was a big, strong guy trapped in a dead-end job, a single parent who wanted better for his kid, so he turned to crime. After knocking over a few liquor stores on a nationwide spree, he was captured by the Arizona police and put in prison.

The warden of the penitentiary was a throwback who liked forcing prisoners to work on chain gangs in the desert heat. Luke found himself cleaning Arizona highways along with four other men. One of the other inmates had an unusual escape plan: a sorcerous ritual to turn the entire chain gang into superhumans. Luke agreed to participate, but things went awry. The other members of the Chain Gang were drawn into Luke's body, and he found himself superhumanly strong. Naturally, Luke did the only sensible thing a guy could do at the time: escape, grab his kid, and get as far away from the authorities as possible.

Luke went to Canada, where he discovered that besides being superhumanly strong, he could assume the form of any one of the other four members of the gang, and by concentrating on the chain could "summon" the other gang members. Seeing this as a useful talent, Luke went to VIPER. He now works primarily for Mechaniste as an enforcer for the Montreal VIPER cell, but

CHAIN GANG PLOT SEEDS

Someone's kidnapped Chain Gang's daughter. VIPER promises to help, but Chain Gang is desperate enough to go to a group of superheroes and turn on the powerful Montreal Nest if they can recover her. Is it a trap? Is VIPER setting up Chain Gang for a test of loyalty? Or is there really a scared little girl desperate for help?

Bulldozer becomes convinced that Chain Gang is stealing his "gimmick" and is out to get him. He's got together with a few other minor league villains (of the GM's choosing) and is on a road trip to Canada. When he arrives he'll crush this imposter, Bulldozer style! Unfortunately, Bulldozer on a road trip with three other loser villains, especially as they pass through the town where the PCs are taking a fishing vacation, is not a pretty sight.

The warden of the penitentiary from which Chain Gang escaped wants the PCs to act as bounty hunters and retrieve him. But the local district attorney informs them he'd like Chain Gang to stay up north where he's Canada's problem.



he's sometimes hired out to other VIPER cells (or VIPER's allies), and sometimes he gets involved with crimes of his own.

Personality: Chain Gang has subsumed the personalities of the other inmates (*i.e.*, his Duplicates) into his own. He's a working class stiff, aggressive, greedy, generally good to his friends and even to strangers (until you get in his way), with a bit of a misogynistic streak. When he's your enemy, there's no pity or compassion in him whatsoever. He takes his work seriously and enjoys using his powers to beat people up. Every time a victim appeals to his compassion, he remembers he's doing it for his little girl and that thought helps him get the job done, no matter how ugly it gets. He sees himself as a professional criminal, and takes the job seriously enough to learn a bit of French (so he can better work and play in Quebec). He likes Canada, but the winters are awfully cold, and he misses the culture of the American rural south.

Quote: "See this chain? I'm gonna to wrap it around your throat and squeeze until your eyes bug out!"

Powers/Tactics: Chain Gang derives his superhuman abilities from possession of a magical chain created through a strange magical ritual. Losing the chain means losing his abilities (though it doesn't cause any Duplicates in existence to disappear spontaneously).

In combat, the Chain Gang likes to team up against a single opponent. One of the "links" trips or Grabs an opponent, then the others beat him into the ground with their chains. If that doesn't work, they tend to rely on Defensive Chain Whirl (+3 DCV) combined with Martial Strikes (with no HA added damage), switching to adding the HA only if a heavy offense is called for.

Campaign Use: The biggest question surrounding Chain Gang is... who was that inmate who knew such

a powerful magical ritual? What else might that inmate intend to do with other magical powers he might possess? Is Chain Gang just a pawn in a more powerful villain's plan?

To make Chain Gang tougher, increase his SPD to 5, STR to 50, and defenses to 25-28. To weaken him, reduce his HA to +2d6 and change his Martial Strike to a Defensive Strike.

As a mercenary, Chain Gang only Hunts someone he's hired to Hunt, in which case he follows orders.

Appearance: Chain Gang is a big, brawny man, 6'4" with a powerful build. When he uses his Duplication power, his counterparts are similarly built men of varying ethnicity (two Hispanics, one Caucasian, and one African-American). Luke himself has crew-cut blonde hair, bright blue eyes, and wears a domino mask and an orange prison jumpsuit. He carries his signature weapon, a length of heavy chain, in his right hand.

THE LODGE

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6ktons; 16d6 [8]
10	DEX	0	11-	OCV: 3/DCV: 3
40	CON	60	17-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
25	PD	9		Total: 25 PD (0 rPD)
25	ED	17		Total: 25 ED (0 rED)
3	SPD	12		Phases: 4, 8, 12
24	REC	0		
80	END	0		
90	STUN	0		Total Characteristics Cost: 250

Movement: Running: 13"/26"
Leaping: 16"/12"

Cost Powers

		END
69	<i>Engulfs On Contact:</i> Entangle 6d6, 6 DEF, Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½); Lockout (can't affect more than one person at a time, using attack on a second person automatically frees the first; -½), Victims Are Automatically Expelled From His Body If They Can Go 24 Hours Without Panicking (-¼)	0
53	<i>Skill Engulfment:</i> Variable Power Pool (Skill Pool), 40 base + 20 control cost; Only For Skills Possessed By An Entangled Victim (-½)	var
80	<i>Telepathic Union:</i> Telepathy 12d6, Reduced Endurance (0 END; +½); Only Versus Persons Trapped By His Entangle (-½)	0
21	<i>Render Victim Amnesiac:</i> Major Transform 3d6 (human with memories to human with no memory at all, heals back normally), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); Extra Time (1 Day, see text, -4), Limited Target (person currently trapped in Entangle; -1)	0
25	<i>Rocky Form:</i> Damage Resistance (25 PD/25 ED)	0
120	<i>Rocky Form:</i> Physical and Energy Damage Reduction, Resistant, 75%	0
12	<i>Powerful Mind:</i> Mental Defense (16 points total)	0
22	<i>Rapid Healing:</i> Healing BODY 3d6 (Regeneration 3 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn [Post-Segment 12]; -¼), Self Only (-½)	0
24	<i>Heavy:</i> Knockback Resistance -12"	0
14	<i>Enormous Stride:</i> Running +7" (13" total)	1
25	<i>Long Arms:</i> Stretching 5", Reduced Endurance (0 END; +½); No Noncombat Stretching (-¼), Always Direct (-¼)	0

Talents

- 3 Bump Of Direction
21 Universal Translator 17-; Only Languages Possessed By The Person Trapped Inside It (-¼)

Skills

- 40 +5 with All Combat
3 Climbing 11-
2 Navigation (Land) 11-
3 Stealth 11-
2 Survival (Temperate/Subtropical) 11-

Total Powers & Skills Cost: 539

Total Cost: 789

200+ Disadvantages

- 10 Hunted: Celestar 8- (As Pow, Capture/Kill)
10 Hunted: Forceknight 8- (As Pow, Capture/Kill)
20 Hunted: Teleios 14- (Mo Pow, NCI, Watching)
10 Psychological Limitation: Driven To Assimilate People (Common, Moderate)
5 Vulnerability: 1½ x BODY from Water attacks (Uncommon)
534 Experience Points

Total Disadvantage Points: 789

Background: Some creations are too successful for their own good. The Lodge is Teleios's creation, though nothing like his usual handiwork. The Perfect Man acquired a sample of an aggressive alien predator from a Hzeel world — a telepathic predator that trapped creatures inside its body so it could feed off their claustrophobic panic — and wanted to see how it would function on Earth. He genetically engineered a humanoid body for it, then released it into the outside world in northern Manitoba. So far it's consumed hundreds of victims (though instinctual cunning leads it to avoid major population centers), and no hero's been able to stop it.

Personality: The Lodge is a monster. It's not unintelligent, and can learn and grow, but it's primarily a creature governed by ravenous instinct. It reacts to the thoughts and feelings of the people trapped inside it — but being trapped in a rocky tomb doesn't exactly inspire a lot of positive thoughts to help the Lodge grow into a more substantive creature.

Quote: "Enter me. Feed me."

Powers/Tactics: The Lodge is hybrid created primarily from alien genetic material but with some human (and superhuman) DNA to boot. It "feeds" by grabbing (Entangling) intelligent beings and keeping them trapped inside its body, which typically produces feelings of fear and claustrophobic panic that it finds delicious. It can communicate with a trapped victim telepathically, and assumes the victim's Skills. A victim who remains trapped for a day or longer may be rendered amnesiac. (In game terms the Major Transform should be considered to activate over the course of a day while the Lodge does other things, even though that's not normally allowed for Extra Time attacks.)

THE LODGE PLOT SEEDS

A social worker, an activist with a very strong social conscience, is convinced that there's no such thing as a monster. She wants the Lodge to devour her so she can communicate with it and convert it. But she's not so idealistic that she won't employ safeguards; in this case, she wants a telepath (a PC) to be in her mind when she enters. What happens when a PC feels her body and soul get consumed by the Lodge's darkness?

The reason for the Lodge's consumption of minds is revealed: reproduction! The Lodge reproduces by fission, and soon there'll be dozens of Lodges roaming the countryside unless the PCs find a way to stop it.

A down on his luck ex-con with a long list of grudges befriends the Lodge and persuades it to attack his enemies. A series of incidents occur in which people (some prominent businessmen, lawyers, and journalists) are lured out into a wilderness area for a Lodge attack. The PCs have to figure out the pattern of these strange attacks and stop them.

Once a victim becomes an amnesiac the Lodge spits it out and looks for fresh prey. “Breaking out” of the Entangle means squeezing out of its body; doing so doesn’t inflict any harm on the Lodge.

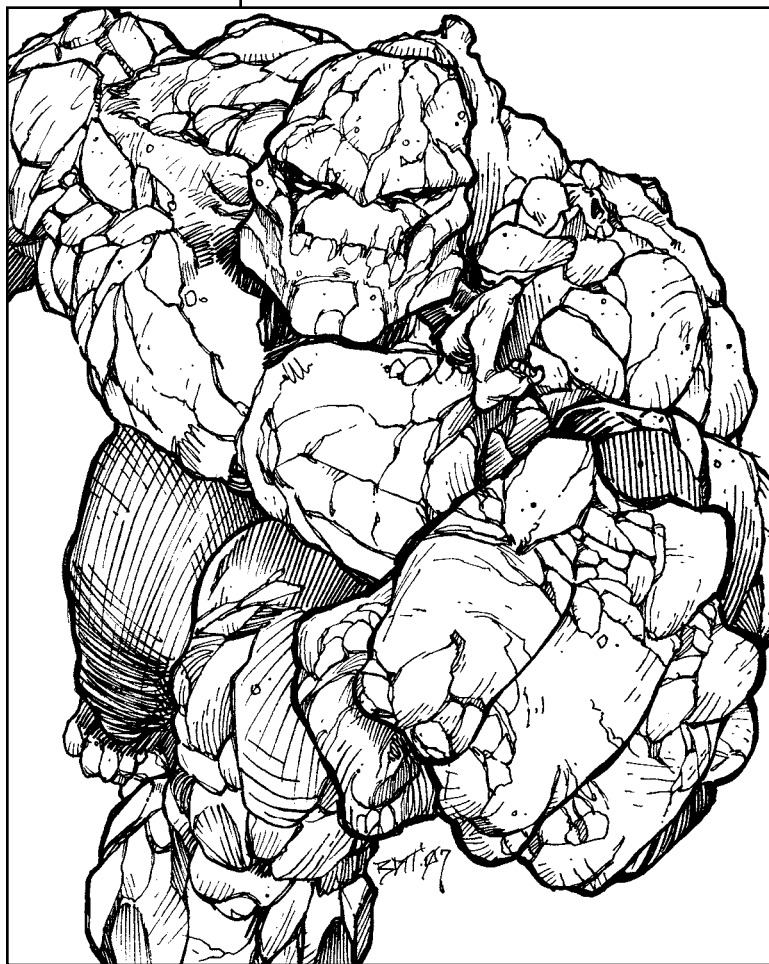
Unbeknownst to the Lodge, Teleios maintains telepathic contact with it via a mutated parrot, allowing him to monitor everything the Lodge or one of the Lodge’s victims thinks or does.

Campaign Use: The Lodge’s connection to Teleios isn’t evident — only someone familiar with the Perfect Man’s “technique” who closely examines samples of the Lodge’s DNA could discern the creature’s origin.

The Lodge is already high-powered, but if it needs to be tougher still to compete with your PCs, increase its SPD to 5 or more. You could also consider giving it more Mental Powers, such as an Ego Attack to blast its enemies, or Mind Control to lure prey closer. To weaken him, reduce his STR to 60, his CON to 30, and his defenses to 20.

The Lodge doesn’t Hunt anyone.

Appearance: The Lodge is a big trundling earth elemental type of being with a traditional rocky body, but his size varies — he ranges from 20-30 feet in height depending on the size of the victim trapped inside his body. He can adjust the size of his hands to do delicate work when he has the skills. Occasionally, a hand or a leg (or a face) can be seen jutting out of his monstrous body from some odd place, like a shoulders, his chest, or a thigh.



MECHANISTE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
22	CON	24	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
12	PD	8		Total: 24 PD (12 rPD)
12	ED	8		Total: 24 ED (12 rED)
4	SPD	7		Phases: 3, 6, 9, 12
9	REC	2		
44	END	0		
35	STUN	4		Total Characteristics Cost: 131

Movement: Running: 8"/16"
Leaping: 6"/12"

Cost Powers END

22	VRD-A4 Mk II "Frosty" Ice Rifle: Multipower, 50-point reserve; all slots OAF (-1); 12 Charges for entire Multipower (-¼) [12]			
2u	1) <i>Icy Blast</i> : Energy Blast 10d6; OAF (-1)			
2u	2) <i>Frozen Stiff</i> : Drain SPD 3d6, Ranged (+½); OAF (-1)			
2u	3) <i>Block Of Ice</i> : Entangle 4d6, 6 DEF; OAF (-1), Vulnerable (Fire/Heat; -1)			
2u	4) <i>Icy Ground</i> : Change Environment (create icy sheet) 32" radius, -4 to DEX Rolls to move on the sheet; OAF (-1), Only Affects Characters Who Are Moving On The Ground (-¼)			
33	<i>Machine Empathy</i> : Multipower, 50-point reserve, ; all slots No Range (-½)			
3u	1) <i>Control Android</i> : Mind Control 8d6 (Machine class of minds); No Range (-½) 4			
3u	2) <i>Speak To Machines</i> : Telepathy 10d6 (Machine class of minds); No Range (-½) 5			
	Martial Arts: <i>Hebjitsu</i>			
	Maneuver	OCV	DCV	Notes
3	Constricting Snake Delighted By Its Prey	-1	-1	Grab Two Limbs, 30 STR for holding on
4	Serpent At The Throat	-2	+0	Grab One Limb; 2d6 NND
4	Serpent's Fang Sinking Deep In Flesh	-2	+0	HKA 1d6+1
5	Serpent Suddenly Lashing Out From Shadow	-2	+1	8d6 Strike
3	Serpent Unexpectedly Underfoot	+2	-1	5d6 Strike Target falls
4	Sinuous Serpent	—	+5	Dodge, Affects All Attacks, Abort

4	Snake On Guard Against The Mongoose	+2	+2	Block, Abort	
4	Snake Wriggle	+0	+0	35 STR versus Grabs	
4	Sudden Serpent Strike	-1	+1	Disarm; 30 STR to Disarm	
12	VIPER BCU (Elite): Armor (8 PD/8 ED) (24 Active Points); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½)				0
3	VIPER Helmet (Elite) Protection: Armor (4 PD/4 ED); Activation Roll 8- (only protects Hit Locations 3-5; -2), OIF (-½)				0
6	VIPER Helmet (Elite) Communications System: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)				0
3	VIPER Helmet (Elite) Nightvision System: Nightvision; OIF (-½)				0
4	Athletic: Running +2" (8" total)				1
2	Athletic: Leaping +2" (6" forward, 3" upward)				1
23	Machinesense: Detect Machines 14- (no Sense Group), Discriminatory, Analyze, Range, Sense				
22	Data Retrieval: Detect Computer Data 13- (no Sense Group), Discriminatory, Analyze, Transmit				0

Perks

5	Fringe Benefit: Organized crime group overall leader	
7	Contact: Biker Gang Leader 13- (Contact has access to major institutions, Contact has significant Contacts of his own, Good relationship with Contact) 13-	
7	Contact: Official in Mayor's Office 13- (Contact has access to major institutions, Contact has significant Contacts of his own, Good relationship with Contact) 13-	

Skills

24	+3 with All Combat	
3	Breakfall 14-	
3	Bureaucratics 13-	
3	Climbing 14-	
3	Contortionist 14-	
3	Combat Driving 14-	
3	Computer Programming 13-	
3	Concealment 13-	
3	Disguise 13-	
3	Electronics 13-	
3	Interrogation 13-	
3	Inventor 13-	
3	KS: ARGENT 13-	
3	KS: The Canadian Military 13-	
3	KS: The Criminal World 13-	
3	KS: The Superhuman World 13-	
3	KS: VIPER 13-	
3	Lockpicking 14-	
3	Mechanics 13-	
3	Oratory 13-	
3	Persuasion 13-	
3	PS: Criminal Mastermind 13-	

4	SS: Computer Science 14-	
4	SS: Robotics 14-	
3	Security Systems 13-	
3	Sleight Of Hand 14-	
3	Stealth 14-	
3	Streetwise 13-	
3	Systems Operation 13-	
3	Tactics 13-	
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms	

Total Powers & Skills Cost: 327**Total Cost: 458****200+ Disadvantages**

20	Hunted: Les Esprits Gardiens 8- (Mo Pow, NCI, Capture)	
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)	
10	Hunted: The Supreme Serpent and the Council Of Thirty 8- (Mo Pow, NCI, Watching)	
15	Psychological Limitation: Stubborn (Common, Strong)	
10	Psychological Limitation: Compulsive Tinkerer (Common, Moderate)	
5	Rivalry: Professional, with other high-ranking members of VIPER	
20	Social Limitation: Subject To Orders (Very Frequently, Major)	
15	Social Limitation: Secret Identity (Yvan Lafleur) (Frequently, Major)	
143	Experience Points	

Total Disadvantage Points: 458

Background: The most powerful man in VIPER Canada is Yvan Lafleur, better known as Mechaniste. When he was a boy, his grandfather, a former Pulp-era adventurer, gave Yvan a souvenir of his adventures — a statuette made from Chinese jade, shaped into the form of a snake, called the Whisperer in Jade. That statuette was magical. His grandfather thought it would bring him luck, but instead it whispered poison into his ear.

Yvan grew up hard, cold, and ambitious. He began with breaking and entering, the narcotics trade, and auto theft. The last one was his favorite. He liked machines, the engines of progress. Sometimes, when he listened really closely to the whispers in his mind, he thought he could hear a machine in the background. The throbbing of the machine grew louder and louder until one day, when he was 19 and running from the law, his eardrums almost burst from the sound and he suffered internal bleeding. Something had awoken within him.

He served a short prison sentence, where he made some criminal contacts and learned some valuable tips of the trade —and where his subtle affinity for machines helped him make friends quickly. His next stop was VIPER. He rose up the ranks in typical fashion (survival of the fittest and sneakiest) and eventually became head of VIPER Montreal, where he forged an alliance between VIPER and the biker gangs that run Eastern Canada's narcotics.

Now Montreal is one of the two centers of VIPER in Canada (Vancouver is the other) and

**MECHANISTE
PLOT SEEDS**

Mechaniste wants the ultimate machine: the suit of armor that Dr. Destroyer wore when he destroyed Detroit. It was never found during the construction of Millennium City, but someone may have absconded before it could be salvaged. Who took it? Can Mechaniste be stopped from getting his hands on it? And what happens if Destroyer finds out about the operation?

A biker leader has hit a Montreal "VIPER bar," a bar frequented by suspected VIPER agents. Mechaniste is planning massive retribution, and doesn't care who gets in the way. It's up to the PCs to stop the bloodbath.

The journal of a pulp adventurer mentions a threat posed by the Whisperer in Jade. As Mechaniste has pursued its own schemes, the evil statuette has insidiously persuaded him to "help" with a few of its own mystically-oriented projects. What is the Whisperer building under the cover of an ordinary criminal organization... and what are its true motivations?



Mechaniste is extending his reach westward. His goal is to build a criminal empire that spans from Manitoba to Newfoundland, then challenge for control of crime in the northern United States. He's building up VIPER's military capability, not for a war to kill heroes (though they're a constant thorn in his side) or overthrow the government, but to wipe out traditional organized crime and replace it with his criminal machine.

Personality: Mechaniste is a cool, calculating sociopath. He still hears the whispers of the snake, advising him, pushing him to acts both wise and evil. When he shows even the slightest hint of emotion, you know he's boiling with rage. Appeals to patriotism are as futile as pleas for mercy. To rise to the head of VIPER, one must be a snake... and Mechaniste is one of the nastiest snakes of them all.

Mechaniste's main personality flaw is that he's in love with a clockwork order — disruptions in routine and inefficiency in general irritate him — and he's overly fond of his plans. While Mechaniste expects some disruption in his plans, when the disruptions exceed his predictions, he gets very angry.

Mechaniste is most comfortable around machines. His office is piled high with electronic devices, monitors, clocks, and computers, a labyrinth of equipment he's perfect at home in, a digital wonderland he navigates with pure thought.

Quote: "Let's talk business." [Shoots the person] "Deal closed. Guards, take this transaction down to the St. Lawrence and dump him."

Powers/Tactics: Mutant or magically empowered? Mechaniste may be a little of both; or a magically-influenced mutant. He's a low-powered cyberkinetic who can speak to and control machines. His most unusual powers are his senses; he can read and write data onto a computer with a glance, and he can gauge the properties of any technological mechanism he perceives.

Mechaniste's battle tactics are fairly basic: he gets others to fight his fights while a small personal guard escorts him to an escape craft. If his back is against the wall, he'll draw his VIPER ice blaster rifle and fire defiantly, even when he knows he'll be captured.

Campaign Use: Mechaniste is a fairly standard crime boss in most respects. His

cyberkinetic powers and ambition give him a bit of an extra twist, but other than that, he's basically an extraordinarily capable agent. He can't go up against most superheroes in a one-on-one fight and knows it; he has no pride about this shortcoming and quickly flees from any situation he can't maintain control of.

To make Mechaniste a tougher foe, increase his SPD to 5 and expand the scope of his cyberkinetic powers. You could also give him a Gadget Pool or a more powerful blaster rifle. To reduce his abilities for a lower-powered campaign, decrease his DEX to 18 and his defenses to 20, and give him a less exotic weapon from VIPER's arsenal.

Mechaniste rarely wastes time and resources Hunting someone, though he'll do so if ordered to by his higher-ups in VIPER.

Appearance: Mechaniste is a broad-shouldered, hulking Caucasian male in his late thirties who looks like a stereotypical mobster, complete with pinstripe suit. He's 5'8" tall and weighs 225 pounds; he has short black hair and a slightly squashed-looking face.

PUNITION				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
28	CON	36	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
14	COM	2	12-	
15	PD	8		Total: 27 PD (12 rPD)
15	ED	9		Total: 23 ED (8 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
13	REC	0		
56	END	0		
52	STUN	0		Total Characteristics Cost: 200

Movement: Running: 6"/12"
Flight: 15"/60"

Cost	Powers	END
60	<i>Magnetic Powers:</i> Multipower, 75-point reserve; all slots Does Not Function In Someone Else's Magnetic Field (-¼)	
6u	1) <i>Magnetic Blast:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼); Does Not Function In Someone Else's Magnetic Field (-¼)	3
4u	2) <i>Magnetic Manipulation:</i> Telekinesis (40 STR), Fine Manipulation; Ferrous Metals Only (-½), Does Not Function In Someone Else's Magnetic Field (-¼)	7
6u	3) <i>Magnetic Bonds:</i> Entangle 6d6, 6 DEF, Reduced Endurance (½ END; +¼); Does Not Function In Someone Else's Magnetic Field (-¼)	3
6u	4) <i>Magnetic Forcewall:</i> Force Wall (15 PD/9 ED), Reduced Endurance (½ END; +¼); Does Not Function In Someone Else's Magnetic Field (-¼)	3
4u	5) <i>Force Field Lash:</i> Stretching 6," Reduced Endurance (0 END; +½); Does Not Function In Someone Else's Magnetic Field (-¼)	0
4u	6) <i>Make Blood Scream:</i> RKA 1d6, Continuous (+1), No Normal Defense (defense is Power Defense or not having iron-based blood; +1); Does Not Function In Someone Else's Magnetic Field (-¼)	4
24	<i>Magnetic Shield:</i> Force Field (12 PD/8 ED), Reduced Endurance (0 END; +½); Does Not Function In Someone Else's Magnetic Field (-¼)	0
28	<i>Magnetic Field Riding:</i> Flight 15," x4 Noncombat; Does Not Function In Someone Else's Magnetic Field (-¼)	3
Skills		
6	+2 with <i>Magnetic Powers</i> Multipower	
6	+3 versus Range Modifier with <i>Magnetic Powers</i> Multipower	
3	Breakfall 14-	
3	Combat Piloting 14-	
3	Concealment 12-	
3	Conversation 14-	

3	Demolitions 12-
3	Disguise 12-
3	Interrogation 14-
5	CK: Montreal 14-
4	CuK: Quebec 13-
3	Lockpicking 14-
2	Navigation (Land) 12-
3	PS: Instructor 12-
4	SS: Magnetism 13-
4	SS: Physics 13-
3	Oratory 14-
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 14-
3	Tactics 12-

Total Powers & Skills Cost: 221

Total Cost: 421

200+ Disadvantages

10	Enraged: when Quebec insulted by an Anglophone (Uncommon), go 11-, recover 14-
5	Enraged: when accused of "betraying" Quebec nationalism (Uncommon), go 8-, recover 14-
15	Hunted: Steelheads 8- (As Pow, NCI, Capture/Kill)
15	Hunted: COMET 8- (As Pow, NCI, Capture/Kill)
15	Psychological Limitation: Views Self As The Last Of The Great Revolutionaries (Common, Strong)
10	Psychological Limitation: Vengeful; Rarely Forgets Grudges (Common, Moderate)
15	Reputation: Murderous French-Canadian radical, 11- (Extreme)
10	Social Limitation: Criminal Record (Frequently, Minor)
15	Social Limitation: Secret Identity (Henri Lalonde) (Frequently, Major)
111	Experience Points

Total Disadvantage Points: 421

Background: Henri Lalonde grew up at Collège Sainte-Marie de Montréal — at the time, Montreal's Jesuit college for French-speaking Canadians. He entered the college's science program, hoping that a science career would make his stern father proud. University changed Henri even as the times — the mid-1960s — changed Quebec. Henri encountered the idea of separatism at college and became radicalized.

In early 1970, Henri, in a reckless attempt to prove himself, volunteered to assist with an experiment involving high energy magnets. He should have been safe, but Henri (in his zeal) had forgotten to check his safety gear. An accidental overload both empowered him and affected his mind. His stern father, whom he'd always tried unsuccessfully to please, had always spoken for the need for *Punition*, the punishment of sins. Henri would become Punition made flesh. He would punish those who stood against Quebec, or who coddled the enemies of a sovereign Quebec.

PUNITION PLOT SEEDS

Punition goes completely off the deep end and proclaims himself the new messiah of Quebec. He's demolishing Quebec's churches, claiming they offend him, and calls upon Quebecois to form a new church based on his revelations. He's an obsessed loon, but this goes beyond the pale. Perhaps a telepathic villain is using him as a catspaw... but if so, why?

Punition grabs his daughter, Genevieve Paiement, and takes her to a magnetic chamber similar to the one that gave him his powers. He wants to restore his abilities and gain a superhuman disciple in one stroke. The PCs have to stop him before either a tragedy occurs, or they have two new powerful foes to fight.

Baron Nihil recruits Punition as an ally, but Punition realizes Nihil is no friend of Quebec and decides to betray him before he can threaten his beloved home province. He sets up Nihil for an ambush, but decides the only place that won't raise suspicion would have to be an extremely public place, where dozens of innocent people will be in danger...



Henri attempted to join the FLQ, but he could never convince anyone from their cells that he could be trusted, so he became his own cell, the Brebeuf cell. He used his powers to overturn vehicles with Canadian government plates and commit other minor acts against the government. After the October Crisis, he became bolder, donning a fleur-de-lis uniform and attacking Canadian troops stationed in Montreal as part of the War Measures Act. This brought intervention from Forceknight and Surcheval, who fought him on October 28. After being captured he was held for four months before the authorities realized he was guilty of little more than minor vandalism.

A decade of supervillainy followed. It didn't matter that his punishments were targeted against English-speaking businesses and their political allies. Ex-Felquistes disavowed him. The Archbishop of Montreal said his actions were disgusting. His list of enemies — people to be punished — grew exponentially longer with each passing year.

In 1980, the first referendum was held on Quebec sovereignty. When the “oui” vote lost, Puniton went on a rampage, destroying dozens of businesses and killing over thirty people. Two of the people he murdered were his parents, who had voted against separatism.

Quebec had finally had enough of Puniton. It brought in the big guns: UNTIL superheroes were recruited to team up with Voyageur and Surcheval and bring him to justice. In the end, Puniton was

captured, tried, convicted, and sentenced to life imprisonment.

In 1987, Puniton succeeded on his third escape attempt, eluded recapture, disguised himself as a mild-mannered Quebec City native, and found a job in a local post office. Determined never to be recaptured, he swallowed his more radical feelings and built himself a normal life, using VIPER's help to establish a new identity. But he got bored, sloppy. He began using his powers to perform robberies.

As the police closed in on Puniton, he was undone by an unexpected source. The RCMP busted the VIPER's Nest that had arranged his cover identity, so it now had Puniton's location. Several superheroes joined the RCMP task force that caught him. But he had a family now and the incident didn't go well — his wife was caught in the crossfire and lapsed into a coma from which she's never awoken, and his two twin daughters, only 2 years old, were taken as wards of the state and adopted.

Again Puniton languished in prison, ironically spending several years in a cell adjoining that of the ardent Canadian nationalist Borealis. As one might expect from two such political polar opposites, the two men quickly came to despise each other; when the 1995 referendum ended in a narrow victory for federalists, an enraged Puniton broke out of his cell and Borealis gleefully (and brutally) halted his escape. Borealis quickly rose to the top of La Liste, but by this time, the list of people who needed to be “punished” was too long for Puniton to remember (and Borealis was soon replaced by fresher grudges).

Puniton finally escaped in 2002 when local officials botched an attempt to transfer him to Stronghold North. Seeing that his earlier attempt to live a normal life was a complete failure, he became a mercenary villain. That has shielded him from capture and given him plenty of money to live on... as long as he doesn't do anything stupid. He was almost collared in 2005 while giving a rant on an underground Quebec radio station, but eluded Les Esprits Gardiens when they stormed the station.

Puniton is now approaching the age of 60. While his mutation has kept his body from showing his age, he's not immortal, and his powers aren't what they used to be. Seeing how there are so many new villains and so many new ways to create them, Puniton's researching ways to restore and even boost his powers. Unbeknownst to him, his daughter Jocelyn is Comet Green of the crime-fighting team COMET that he's clashed with on more than one occasion.

Personality: Passion without discipline; commitment without love — these are dangerous combinations, and Puniton possesses both. He's a psychopath who's barely functional in society. Sometimes he's given to messianic episodes where he believes he's divinely chosen to punish the enemies of Quebec. At other times he's more rational, and he's never become so irrational that he's become incapable of hiding his identity or ignoring what's going on around him.

Punition has three goals. First, the bloody expulsion of any English influence in Quebec, New Brunswick, Nova Scotia, and PEI, the rightful land of French Canada. Second, the recovery of his daughters so they may become agents in the struggle. Third, finding a way to restore his youth (or extend his lifespan) and to return his powers to their former level. As noted in Chapter Three, he's an embarrassment to the separatist movement, much like an aging hippie villain would seem to Americans.

These days, most of Punition's crimes are mercenary; he commits robberies and kidnappings for money and protection. But he still attacks targets out of spite, or because they're an unchecked name on *La Liste*, and he feels he doesn't do enough to support *La Mission*. As he gets older, and *La Liste* gets longer, Punition becomes more bitter, paranoid, delusional, and desperate. The realization that he's a joke and not the folk hero he previously imagined himself to be is taking its toll.

Quote: "Quebec, c'est mon Dieu. Et vous?"

Powers/Tactics: Punition is a mutated human with magnetism powers. Once his powers were much stronger (EB 15d6, 50 STR Telekinesis, a 40 STR (1 Hex AE) Telekinesis power, Force Field 18 PD/12 ED), but they've weakened over the years. He attributes it to the effects of aging, and it's true that his concentration isn't what it used to be; but it's possible he just needs another dose of exposure to a high-level magnetic field to recharge himself. Since the accident that gave him his powers was painful, Punition is reluctant to try it again.

Punition's primary tactic is to keep his distance and blast or Entangle anyone who tries to get close, then fly back to a safe distance and do the same thing again. He prefers to stay close to the ground (3-5") in a fight; he's been knocked out of the sky on too many occasions and he doesn't want to be hurt again. He reserves his NND RKA mostly for people on *La Liste*; he's psychotic, but he's not a casual killer.

Campaign Use: Punition fills the niche of "the has-been villain." Because of this, don't raise his power levels unless you have another "magnetic accident" occur to him (see above for guidelines on how powerful he used to be). To decrease his power level, lower his SPD to 5, his DEX to 20-23, and his Multipower to a 60 point reserve.

Punition makes a splendid Hunted, given his tendency to start vendettas and put people on *La Liste* at the drop of a hat. He simply seeks out his target and attacks at a convenient moment; he's too full of rage and bitterness to plan anything more.

Appearance: Punition is a Caucasian male, 5'11" and 210 pounds. Despite his age, he maintains an athletic build, though he's beginning to sag a bit at the edges. His hair is white and thinning, and his lined face shows his years. His costume is a one-piece bodysuit in Quebec's traditional blue and white colors (though he no longer wears the fleur-de-lis because it's disrespectful to wear his nation's flag.)

ROI D'HIVER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
28	CON	36	15-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
15	PD	9		Total: 30 PD (15 rPD)
15	ED	9		Total: 30 ED (15 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
14	REC	4		
56	END	0		
50	STUN	6		Total Characteristics Cost: 194

Movement: Running: 28"/6"
Leaping: 6"/12"

Cost	Powers	END
55	<i>Ice Powers:</i> Multipower, 82-point reserve; all slots Only In Winter (-½)	
5u	1) <i>Ice Blast:</i> Energy Blast 16d6; Only In Winter (-½)	8
5u	2) <i>Ice Ball:</i> Energy Blast 10d6, Area Of Effect (One Hex; +½); Only In Winter (-½)	7
5u	3) <i>Chilled To The Bone:</i> Energy Blast 8d6, No Normal Defense (Safe Environment: Intense Cold; +1); Only In Winter (-½)	8
3u	4) <i>Ice Bonds:</i> Entangle 8d6, 8 DEF; Vulnerable (Fire/Heat; -1), Only In Winter (-½)	8
5u	5) <i>Icicle Blast:</i> RKA 2d6, Area Of Effect (10" Cone; +1), Armor Piercing (+½); Only In Winter (-½)	7
5u	6) <i>Coat Feet With Ice:</i> Drain DEX 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Area Of Effect (10" Radius; +1¼), Selective (+¼); Only To Affect DEX Penalties For Running/Walking (-¼), Easily Removed (see text; -½)	8
33	<i>Field Of Winter:</i> Energy Blast 2d6, Area Of Effect (3" Radius; +1), No Normal Defense (Defense is Life Support [Safe Environment: Intense Cold] or being within 1" of a source of intense heat; +1), Reduced Endurance (0 END; +½), Persistent (+½); Only in Winter (-½), No Range (-½) plus Change Environment 4" radius, -2 Temperature Levels, Reduced Endurance (0 END; +½), Persistent (+½); Only in Winter (-½), No Range (-½)	0
27	<i>Ice Powers:</i> Elemental Control, 54-point powers	
29	1) <i>Ice Armor:</i> Force Field (16 PD/16 ED), Hardened (+¼), Reduced Endurance (0 END; +½)	0
28	2) <i>Ice Slides:</i> Running +22" (28" total), Reduced Endurance (½ END; +¼)	2

ROI D'HIVER PLOT SEEDS

Le Roi D'Hiver has developed a new power, the ability to summon wolves of ice. He's ordered them to go into Quebec's schoolyards and herd schoolkids like sheep into a gateway to the Tomb, where he plans to hold a winter carnival that lasts forever.

Global warming concerns many people, but for Roi D'Hiver it's an opportunity! Thanks to a temporary gift from the Ice, he's manufactured a special ice charm: a snowy star available at Canadian Tire so everyone in Canada can buy one! It's a novelty idea that's billed as "fighting global warming... just looking at it makes you feel colder." When the time is right, he'll trigger the Ice's curse, freezing everything around each star in a 100 meter radius.

A superhero's DNPC, a little girl, declares that Le Roi D'Hiver can't possibly be *that* bad, and that the goodly spirit of Bonhomme Carnaval has to exist somewhere inside him. Can the PCs persuade this little girl to change her mind about this monster before it ends in tragedy? Or is she right?

- 27 3) *Ice Wall*: Force Wall (12 PD/8 ED; 3" long and 1" tall) 5
- 70 4) *Ice Sheet*: Change Environment (create ice sheet) 4,000" radius, -2 Temperature Levels, -4 to DEX Rolls to move on, Multiple Combat Effects, Personal Immunity (+¼), Reduced Endurance (0 END; +½); Only In Winter (-½), Only Affects Characters Who Are Moving On The Ground (-¼) 0
- 31 5) *Merge Into The Snow*: Desolidification (affected by heat and magic attacks); Only To Merge Into Snow/Ice (-2) **plus** Invisibility to Sight, Hearing, Mystic, Radio, Smell/Taste, and Touch Groups, No Fringe; Only To "Hide" In Snow/Ice (-2) 9
- 12 *Doesn't Feel The Cold*: Life Support (Safe Environment: Intense Cold; Self-Contained Breathing) 0
- Talents**
- 3 Absolute Time Sense
- 1 Environmental Movement: Icewalking (no penalties on slippery surfaces)
- 2 Trackless Stride
- Skills**
- 9 +3 with *Ice Powers* Multipower
- 3 Acrobatics 14-
- 3 Acting 14-
- 3 Contortionist 14-

- 3 CK: Quebec City 14-
- 3 Mimicry 12-
- 4 PS: Entertainer 13-
- 3 Stealth 14-
- 3 Streetwise 14-

Total Powers & Skills Cost: 380

Total Cost: 574

200+ Disadvantages

- 20 Hunted: Les Esprit Gardiens 8- (Mo Pow, NCI, Capture)
- 20 Hunted: Steelheads 8- (Mo Pow, NCI, Capture)
- 10 Psychological Limitation: Egomaniac; Demands Worship (Common, Moderate)
- 15 Psychological Limitation: Pyrophobia (Fear Of Fire) (Common, Strong)
- 20 Social Limitation: Subject To Orders From The Ice (Very Frequently, Major)
- 10 Vulnerability: 1½ x STUN from Fire/Heat attacks (Common)
- 10 Vulnerability: 1½ x BODY from Fire/Heat attacks (Common)
- 269 Experience Points

Total Disadvantage Points: 574

Background: For evil, few things are more pleasurable than the corruption of the symbols of good. One of Quebec's most endearing symbols is Bonhomme Carnaval, the mascot of Quebec City's winter carnival. Many years ago the evil Tilingkoot decided white people didn't deserve joy in winter. He corrupted Bonhomme Carnaval by possessing it with a demon. But though Tilingkoot summoned it, the demon's allegiance was to something bigger — it was an agent of Ice, the unforgiving spirit of cold that ruled Canada 12,000 years ago. Voyageur defeated the demon... but every subsequent winter, Roi D'Hiver has returned to plague the people of Quebec by bringing the will of Ice to life and freezing large areas of the province. At winter's end, it returns to the Tomb, the domain of Ice.

Personality: Unlike other Canadian villains, Roi D'Hiver is just a minion; he has no goals except to wreak havoc and spread the power of winter over the land. He's intelligent enough to understand the world around him but doesn't have much in the way of free will. Indeed, when people try to comprehend his motives, they inevitably end up frustrated. Roi D'hiver finds the idea of free will baffling; humans find his inability to listen to reason infuriating.

Roi D'Hiver still plays the carnival fool, smiling, merrily laughing and waving at people like they're children and he's their best clown friend, even while he's trying to kill them. It's not some psychotic attempt to be evil through irony; it's just his nature. If people play along with him, it sometimes quiets him down... but sometimes he *demands* that people play with him, and if they don't show him deference he gets *really* destructive. Typically if someone plays along with his role as King of Winter, he stays calm — but he's cruel even when he's playful. He most enjoys watching little children get



bullied (iceballs in the face, for example) by packs of bigger children.

Roi D'Hiver sometimes works with Tilingkoot; both share a desire to spread cold and misery (though unlike Tilingkoot, Roi D'Hiver limits his activities to "the Carnival Lands," the region between Ottawa and Quebec City).

Quote: "Bonjour, mes amies!"

Powers/Tactics: Le Roi D'Hiver is a magical demon in the form of Ice. Just as Le Fort, the Landsman, and Borealis were empowered by the Land, and Argosy was changed by the Sea, Roi D'Hiver was created by another continent-spanning spirit, the Ice. He's a spirit of winter, and thus usually can only exist during the winter months (December 22 to March 21). His powers don't depend on temperature but on the season; he can exist just as well during a freak winter heat wave and he can't exist in April no matter how cold it gets.

Roi D'Hiver's powers all involve manipulating cold and ice (similar to superhumans like Snowblind and Winter Dragon... though as he would point out he's much more stylish and fun). He usually opens combat by putting a sheet of ice over the area to make walking difficult, followed up by freezing blocks of ice to nearby opponents' feet to make standing up nigh-impossible. (These blocks can be knocked off someone's feet if he takes a Full Phase Action to do so, or as a Zero Phase Action if he has Fire powers or other sources of intense heat on his feet.) Then he blasts or Entangles his foes as needed. Just being within 3" of him causes 2d6 NND damage per Phase.

Roi D'Hiver's goal is to spread mischief (which escalates from a friendly snowball fight to massive destruction), not to fight superheroes and win battles. He fights for as long as it's safe and fun, then he merges with the snow and escapes to "play" another day (which often makes him a infuriating opponent).

Campaign Use: Roi D'Hiver is meant as a starting villain for superhero groups based in Canada. He doesn't Hunt people, he simply "plays"... but the PCs have to stop his merriment before people get hurt.

If Roi D'Hiver isn't powerful enough for you, increase his Multipower so he can have an Energy Blast 18d6 (and improve his other powers proportionately), increase his DEX to 29, and add Damage Reduction (50%, Resistant) and Healing Regeneration that only works in the presence of snow. To weaken him, reduce his Multipower and attacks to 60-70 points, his SPD to 5, and his Defenses to 25, and make his Change Environment cover a much smaller area.

Appearance: Roi D'Hiver appears similar to the beloved Quebec figure, Bonhomme Carnaval, but with a tinge of evil — the snow that makes up its body is dirty, and some of the vestments differ. He's 6'7" and weighs 220 pounds.

TILINGKOOT

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
28	CON	36	15-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
35	PRE	25	16-	PRE Attack: 7d6
4	COM	-3	10-	
18	PD	13		Total: 18 PD (10 rPD)
18	ED	12		Total: 18 ED (10 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
11	REC	0		
56	END	0		
85	STUN	38		Total Characteristics Cost: 248

Movement: Running: 6"/12"
Flight: 22"/44"

Cost Powers

END

165	<i>Powers Of The Lost:</i> Multipower, 165-point reserve	
4u	1) <i>Images Of False Safety:</i> Mental Illusions 14d6, Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½); Only Works On Targets Subject To At Least EGO +20 Mind Control (-½), Set Effect (makes target think he's in someplace safe; -1½), Only Affects Targets In Tilingkoot's Darkness (-½)	0
6u	2) <i>Evoke Loss:</i> Mind Control 13d6, Telepathic (+¼), Invisible Power Effects (Fully Invisible; +½), Reduced Endurance (0 END; +½); Mandatory Effect (EGO +20; -½), Set Effect (forget all familiar places, become lost; -1)	0
11u	3) <i>Bring Forth Lost Spirits:</i> Summon up to 64 spirits/monsters built on up to 400 Character Points, Expanded Class (see text; +¼), Weak-Willed (-2 on EGO Rolls; +¼); Summoned Being Must Inhabit Locale (-½)	16
97	<i>Evoke Darkness:</i> Darkness to Sight and Hearing Groups 6" radius, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	4
45	<i>Demon Claws:</i> HKA 2d6 (3d6 with STR), Penetrating (+½)	4
27	<i>Illusion's Weakness:</i> Find Weakness 17- with HKA; Only On Those Affected by Mental Illusion (-½)	0
69	<i>Ceremonial Blessing Of Destruction:</i> Aid 15d6, all Destructive Area-Affecting powers simultaneously (+2); OAF Expendable (heart of a hero, Extremely Difficult to obtain; -2), Extra Time (6 Hours; -3½)	0
70	<i>Shape Powers:</i> Multipower, 70-point reserve	
4u	1) <i>Unseen Form:</i> Invisibility to Sight, Hearing, Mental, and Smell/Taste Groups, Reduced Endurance (½ END; +¼)	1

TILINGKOOT PLOT SEEDS

What if Tilingkoot could extend the power of his darkness and his Mind Control over an entire city? Vancouver is about to find out....

Tilingkoot allies with the Haida god of violent death, Taxet, to increase Taxet's power to the point where he can destroy Ravenspeaker. But before Taxet will agree to place himself in the hands of a demon from a rival pantheon, Tilingkoot must sacrifice the hearts of four heroes to him. And there happen to be at least four PCs....

What happens when a mystical creature summons demons so a mad scientist — Teleios — can experiment on them? And if a normal Wen-Di-Go is bad enough, what happens when Tilingkoot fields an army of *mutant* aboriginal demons?

6u	2) <i>Altered Form</i> : Shape Shift (Sight and Hearing Groups, any humanoid shape), Cellular, Imitation, Instant Change, Costs Endurance Only To Change Shape (+¼)	6
4u	3) <i>Spirit Form</i> : Desolidification (affected by magic)	4
60	<i>Spirit Body</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
10	<i>Spirit Body</i> : Damage Resistance (10 PD/10 ED)	0
10	<i>Spirit Mind</i> : Mental Defense (14 points total)	0
10	<i>Spirit Resilience</i> : Power Defense (10 points)	0
47	<i>Spirit Body</i> : Life Support (Total except for Diminished Eating, plus Longevity: Immortality)	0
44	<i>Spirit Swiftness</i> : Flight 22"	4
10	<i>Spirits Senses</i> : Discriminatory with Smell/Taste Group	0
20	<i>Spirits Senses</i> : Targeting with Smell/Taste Group	0

Talents

24	Universal Translator 17-
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Skills

3	Acting 16-
3	Conversation 16-
3	Concealment 13-
3	Contortionist 14-
3	High Society 16-
3	Interrogation 16-
2	KS: First Nations Culture 11-
3	Mimicry 13-
3	Shadowing 13-
3	Stealth 14-
3	Tracking 13-

Total Powers & Skills Cost: 730**Total Cost: 978****200+ Disadvantages**

25	Distinctive Features: Aura Of Ancient, Absolute Evil (Not Concealable, Causes Extreme Reaction [fear])
15	Hunted: Celestar 8- (As Pow, NCI, Capture/Kill)
20	Hunted: RCMP Steelheads 8- (Mo Pow, NCI, Capture/Kill)
10	Hunted: Ravenspeaker 8- (As Powerful, Kill)
25	Psychological Limitation: Sadistic, Loves To Play Cat And Mouse Games (Very Common, Total)
10	Psychological Limitation: Hates The Light (Common, Moderate)
5	Vulnerability: 1½ x BODY from those who reject (i.e., are unaffected by) his Mental Illusions (Uncommon)
5	Vulnerability: 1½ x STUN from those who reject (i.e., are unaffected by) Mental Illusions (Uncommon)
663	Experience Points

Total Disadvantage Points: 978

Background: The demon of the Lost, Tilingkoot plagued Indian nations across Canada from the earliest days. It was he who made people lose their way in the forests, placed false hopes in their minds to ensnare them, and then devoured them. The Black-foot hero Api-Kunni, taking advice from his friend Beaver, trapped Tilingkoot in the center of a beaver dam. Whenever he tried to escape, the beavers repaired the dam and made it bigger, so Tilingkoot no longer plagued the peoples of the forest.

This is the way that things were until modern times, when the slayer of spirit doctors, medicine chiefs, and angakok, Kigatilik of the Inuit, searched the Land for allies. He found one in Tilingkoot and freed him from his captivity.

For thirty years, Tilingkoot has terrorized Canada. He's tried to drown the land in shadow and freeze it in eternal winter. He's been opposed by every major superhero during that time, and even some foreign superheroes (and villains). Every few years he comes up with an insanely grand scheme, which barely fails. Then for a time



he scales back his plans, living his role as a demon that waylays and devours unfortunate travelers, while mulling new strategies.

Personality: Tilingkoot is a larger than life demon. He views humanity in the same way that cats view mice: toys to bat around for awhile, then devour. He has no pity or any other emotions save hunger and malice, nor is he capable of developing any positive traits. He's a monstrous god who mocks people as he torments them.

Quote: "Have you lost your way? Perhaps you should look behind you, little creature?"

Powers/Tactics: Tilingkoot is a demon/god with vast magical powers that he uses in a particular sequence. First he Mind Controls a victim to make him forget all landmarks and the like, then he uses his Darkness, and finally his Images to lure the victim to his doom. Tilingkoot is also a patron of other creatures who destroy and harm. He can boost the scale of someone else's destructive powers that affect an area.

When he's not "playing," Tilingkoot summons local monsters or spirits (such as a loupe garou or wen-di-go) and lets them tackle his adversar-

ies while he departs. But since the creatures have to be native to the environment, this power isn't always as effective as he might like.

Campaign Use: Tilingkoot fills the niche of the big bad mystical bad guy for a Champions game that uses North American aboriginal cultures. To promote a more mythic feel, his powers are a little different than most master villains; if you want a more traditional villain than "demon of the lost," remove the limitations on his Mental Illusions, and perhaps give him some other Mental Powers.

To decrease Tilingkoot's power level for a lower point campaign, limit his Summon to 8 creatures, reduce his Damage Reduction to 25%, and remove his Shape Powers Multipower. To increase it for a high powered game, boost his Damage Reduction to 75%, increase his HKA to 2½d6.

Tilingkoot generally doesn't Hunt anyone; there are plenty of victims to play with if one of them proves to be too much of a bother.

Appearance: Tilingkoot appears in the form of a 6'7", athletically slim man dressed with an Indian blanket over his shoulders, a rawhide loincloth, and a mask depicting the face of a demonic black bear.

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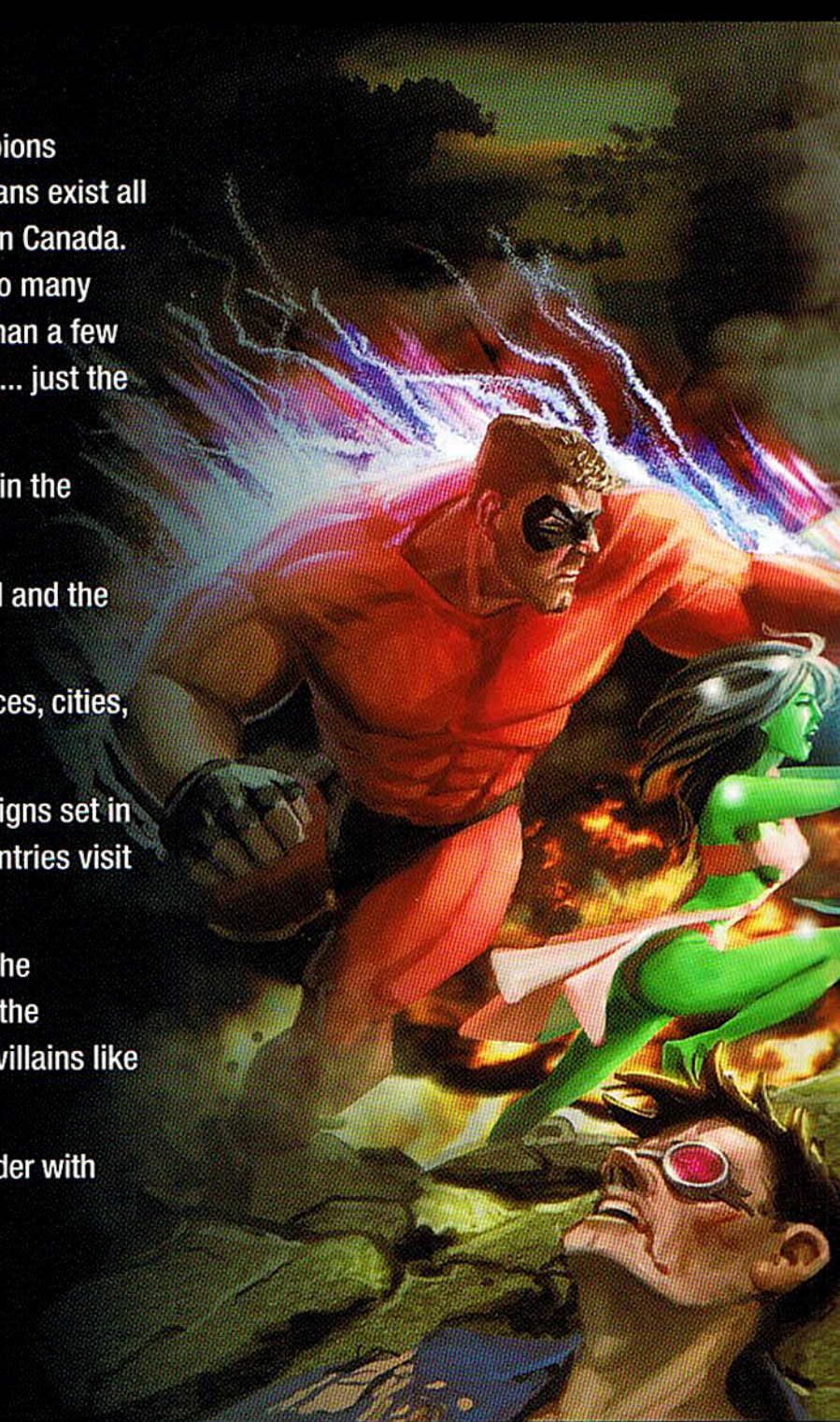
INTO THE NORTH

The United States isn't the only place in the Champions Universe with superheroes and villains! Superhumans exist all over the world, and nowhere more prominently than Canada. Though it seems like a calm and easygoing place to many outsiders, the Great White North is home to more than a few superbattles, villainous plots, and evil conspiracies... just the sort of things your heroes need to deal with!

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