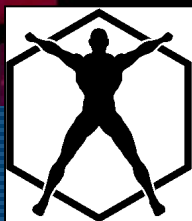


# DIGITAL HERO

# #29

APR 2005



In this issue:

- Pirates
- Land Ahoy



- Healers
- Livers
- Hunters



- Mutants
- Monsters
- Miniatures



# Table of Contents

## HERO HIGHWAY

### WHEN LAST WE LEFT OUR HEROES...

Keep up with the news from Hero Games. This issue – Lose yourself in some of Hero's *Hidden Lands*. 2

### HEROGLYPHS

See how Steve Long himself answers rules questions. This issue – Physician, heal thyself with REC-based Regeneration. 3

### YOU GOTTA HAVE CHARACTER

"Liver-Eating" Johnson was one of the most fearsome mountain men ever to inhabit the Old West. 5

### LEFTOVER HERO

Captain Claw and his pirate ship, the Doom Rose, escaped from the upcoming book, *Hidden Lands*. 13

### MINIATURE HERO

Getting miniatures to look good close up is an art, but getting them to look good over the internet is a science. 17

## ADVENTURE ALLEY

### PROJECT: PREDATOR

Amnesiac mutants try to escape their captors and remain free in this mutants-on-the-run convention game. 23

## BONUS FEATURE

### CHAMPIONS CROSSWORD

Every now and then, we need an extra page to fill out an issue. So, sharpen those pencils for the Champions Crossword. 64



## DIGITAL HERO

### Publisher

Hero Games

### Editor

Dave Mattingly

### Authors

Ed Hastings

William Keyes

Steven S. Long

Dave Mattingly

Jason Walters

Darren Watts

### Artists

Ed Hastings

Brad Parnell

### Photography

William Keyes

### Cover Artist

Andrew Hale

### Online

[herogames.com](http://herogames.com)

### To Subscribe

[herogames.com/digitalhero](http://herogames.com/digitalhero)

HERO System™ is DOJ, Inc.'s trademark for its roleplaying system.

HERO System Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Champions Copyright © 1984, 1989, 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

Justice Inc., Danger International, Dark Champions, Fantasy Hero, and Star Hero Copyright © 2002 by DOJ, Inc. d/b/a Hero Games. All rights reserved.

No part of this electronic magazine may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: DOJ, Inc., 1 Haight Street, Suite A, San Francisco, California 94102.

Issue #29 (April 2005)





# When Last We Left Our Heroes...

by Steven S. Long

One of the little niches of the Champions Universe that's never really been explored are the lost and hidden civilizations that superheroes encounter: warm valleys in the Antarctic that mankind doesn't know about where wondrous beings live; societies of ancient peoples who've maintained their traditions in isolation from the world; places where "weird" things happen with unusual regularity. The Atlantis of the previous CU was well-described by Patrick Bradley, but that's about as far as this subject was ever really covered, which is too bad — locations like these are instant tickets to adventure; they're rife with plots, conspiracies, culture clashes, powerful beings, fanatics, and character creation ideas.

Hero's next book, *Hidden Lands*, makes up for that particular lack — it's your guide to places like that in the Champions Universe. For players, it's got lots of juicy details that provide great background material for PCs, Package Deals for the members of the various races that live in them, and other such scrumptious tidbits. For GMs, it offers plenty of locations, plots, and villains to bedevil the heroes with — Lemuria alone could spawn a plethora of story arcs and adversaries.

*Hidden Lands* has five chapters. Chapter One, *Atlantis: The Kingdom Beneath The Waves*, details the ancient realm of Atlantis. With their roots lying tens of thousands of years ago in a wondrous pre-Cataclysm empire, the Atlanteans mostly just want to live in peace under the sea... but some of them have evil intentions toward the surface world, and all of them know that increasing contact with "Landers" is going to have a profound effect on their society.

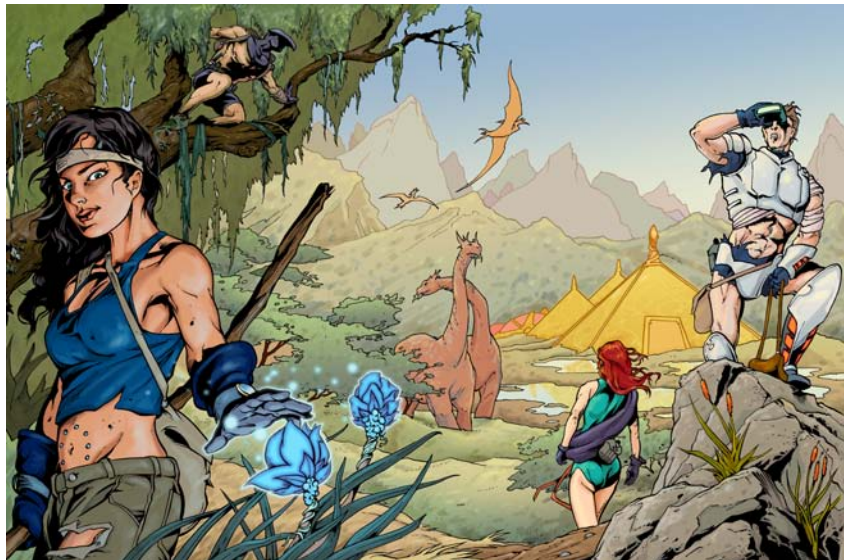
Chapter Two, *Arcadia: The City Of Gold*, presents the Empyreans, a race of superpowerful immortals who were alive and aware before *Homo sapiens* even existed. Most of them long ago retreated to the hidden wonderland of Arcadia in Antarctica, but more than a few walk among their human cousins, observing, learning... and sometimes helping or threatening.

Chapter Three, *Other Hidden Lands*, covers several of the less important or less well-known hidden places: Shamballah and Agharti, founts of mystical martial arts knowledge for good or ill; the Well Of Worlds, where the Dreamtime of the Aborigines sometimes intrudes on the real world with terrifying results; Sunday Pond, Maine, home to the mysterious Witness; and Beast Mountain, where a village of animal-men try to live their lives outside the sight of humanity.

Chapter Four is for the GM, with a section of GMing advice and the *GM's Vault* that's become such a familiar and important part of Hero's setting books. Chapter Five, *Lemuria: The Dying Kingdom*, comes after the Vault because it's almost entirely GM's information. Compared to Atlantis and Arcadia, it's unlikely the PCs know much about Lemuria until they encounter it in play. An ancient enemy of Atlantis, and like it now an undersea kingdom, Lemuria uses a strange mystico-mechanical technology to build war-vehicles and vast engines of destruction with which to destroy its enemies... but it has sunk so far in power over the millennia that many Lemurians no longer even care about the fate of their society.

So get ready to meet some strange new heroes, fight some eerie and powerful new villains, and explore secret places of wonder — it's time to visit the *Hidden Lands*!

— Steven S. Long  
HERO System Line  
Developer



# HEROglyphs by Steven S. Long

## Be Healed!

### SOME OPTIONAL AND ALTERNATE RULES FOR HEALING

The Adjustment Power *Healing* is one of the most popular Powers in many *HERO System* campaigns, particularly in *Fantasy Hero* and other Heroic campaigns. It's a necessary evil, since in most cases the "author" (the GM) can't properly and fairly prevent characters from suffering injury and harm the way the author of a novel or screenplay can – he has to rely on the dice and the rules, and that means characters get hurt a lot. To keep them from losing the ability to function throughout the course of a scenario or campaign, the game system has to provide rules for "removing" the effects of damage. (In contrast, think of *The Lord Of The Rings*. The major characters go through the entire epic suffering few, if any injuries – and the ones they do suffer usually either were a specific element of the plot, or were just "flavor text" with no "game effect." Running a roleplaying campaign of that scope would almost always involve far more injuries... and thus the need for healing.)

Here are a few optional and expanded rules that may help you enjoy Healing more in your campaign.

### Recovery-Based Regeneration

**Type:** Special Power

**Duration:** Persistent

**Target:** Self Only

**Range:** Self

**Costs END:** No

**Cost:** See table

Instead of basing Regeneration on Healing, it might be possible (though not necessarily advisable) to base it on Recover (REC), the Characteristic already associated with the healing of injuries. In essence, this form of Regeneration speeds up the rate at which characters can apply their REC to heal BODY lost to attacks (it has no effect on STUN, END, or any reduction of other Characteristics, and cannot be bought to affect any other Characteristics – it only heals BODY). The more Character Points a character spends on this form of Regeneration, the quicker he heals (to a maximum of REC per Turn). See the accompanying table, and the summary data above, for specifics.

### RECOVERY-BASED REGENERATION

Points	Effect
0	REC in BODY per Month (standard rule for all characters)
10	REC in BODY per Week
20	REC in BODY per Day
30	REC in BODY per 6 Hours
40	REC in BODY per 1 Hour
50	REC in BODY per 20 Minutes
60	REC in BODY per 1 Minute
70	REC in BODY per 1 Turn (every Post-Segment 12 Recovery)

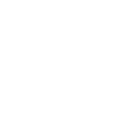
Characters using this form of Regeneration Recover their REC's worth of BODY at the end of each indicated time period. The GM may, if he prefers, "pro-rate" the Recovery of BODY over the time period. For example, if a character with REC 5 has Regeneration (REC in BODY per Week), he might Recover 1 BODY roughly every day, instead of all 5 BODY at the end of each Week.

Characters cannot buy Regeneration to Recover BODY more frequently than once per Turn.

If a character wants to Recover less than his full REC in BODY per time increment of Regeneration, he can take a Limitation on his Regeneration. If his Regeneration uses 75-90% of his REC, it's a -1/4 Limitation; if 50-74%, a -1/2 Limitation; if 25-49%, a -3/4 Limitation; and if less than 25% (typically only 1 REC), it's a -1 Limitation. The GM can adjust these values as he sees fit based on how restricted he thinks the power really is.

### Greater Effect Healing

One of the most frustrating things about Healing (and other Adjustment Powers) is the unpredictable results of the Effect Roll. From a dramatic perspective, it doesn't always make sense that a priest's curing-spell would have near-maximum effect one Turn, and almost no effect a few Phases later. Applying the Standard Effect Rule eliminates this problem, but may make things too rigid. Here are two optional rules that help make Healing work in a more dramatically appropriate manner.



## TAKING EXTRA TIME FOR FULL EFFECT

The way most Healing-based powers and abilities work, it's plausible to think that a character who takes more time should get a better result. Normally a character might be able to obtain this sort of result with the *Continuous* (+1) Advantage, but the maximum effect rules for Healing mean a character may have to take a *lot* of time and make a *lot* of rolls before he gets his full result.

As an optional rule, the GM can say that any character who takes additional time when using his Healing power – one step down the Time Chart – automatically gains the maximum result for his Healing without having to make an Effect Roll.

*Example:* Father Mikael has a Curing-Spell (Simplified Healing 6d6) with the Limitation Extra Time (1 Turn). If he takes even more time – 1 Minute, the next step down the Time Chart from 1 Turn – he automatically does 36 STUN, 12 BODY with his Healing without having to make an Effect Roll.

(The GM can, if he wishes, use this rule/concept with other powers. For example, if a character has a typical Mind Control attack, maybe if he takes a full Turn to use it on a target, he automatically gets his maximum Effect Roll.)

## CUMULATIVE HEALING

Normally characters cannot apply the *Cumulative* Advantage to Healing, since it doesn't involve applying a total rolled on the dice to a defense to determine an effect. However, if the GM prefers, characters can use Cumulative with Healing as a way to guarantee they can achieve their maximum effect with every use. A character can use Cumulative Healing again and again on a particular character (or, if preferred, a specific wound), adding the effect rolls together without later rolls having to exceed earlier rolls, until the character reaches the maximum possible effect for his Healing. Characters cannot pay extra for Cumulative to increase the maximum effect of their Healing; they're restricted to the maximum imposed by the dice of Healing they've purchased.

*Example:* Anne O'Dyne has the ability to heal the injuries of others, which she's bought as Healing 4d6, Cumulative. When she uses her Healing, she can keep using it again and again until her Effect Rolls add up to 24 STUN, 8 BODY – the maximum result she could achieve on a 4d6 roll.

Anne's helping Nighthawk on a secret mission, and during the mission Nighthawk gets shot. He suffers a 21 STUN, 7 BODY wound (after applying his defenses). Anne heals him. She applies her Healing, rolling 12 STUN, 4 BODY on her first roll (leaving Nighthawk at -9 STUN, -4 BODY). Her next Phase, she applies Healing again, rolling 6 STUN, 2 BODY (total of 18 STUN, 6 BODY, leaving Nighthawk at -3 STUN, -2 BODY). She tries again her third Phase, rolling 13 STUN, 4 BODY (total of 24 STUN [her maximum], 8 BODY [her maximum], enough to heal Nighthawk completely.

## RECOVERY AS HEALING

In some settings and genres, such as Swords And Sorcery Fantasy, easily-used healing powers aren't appropriate. You want the heroes to be more leery of combat and danger, and slower to heal the injuries they suffer, to emphasize the "gritty" or "realistic" aspects of the genre or setting. However, you may still want ways to give characters *some* improved form of recuperation, lest they spend the entire campaign crippled by one injury or another.

A possible solution here is a properly-constructed Aid REC that increases a character's REC for a month, thus increasing the amount of BODY the character gets back over the course of a month. This applies only to a specific wound, not to the character's REC generally or any injury he suffers. If the GM uses the optional rules for pro-rating the Recovery of BODY over the course of a month, this sort of ability or power gives a character a way to get back to fighting trim more quickly. For example, here's a spell that lets a character Recover an additional 6 BODY per Month, or approximately +1 BODY every five days, to heal a specific wound:

*Valdorian Healing-Spell:* Aid REC 4d6 (standard effect: +6 REC), Delayed Return Rate (all points fade after 1 Month or when subject wounds are fully healed by any means, +1½) (100 Active Points); OAF Expendable (special mystic powders and fetishes, Difficult to obtain, -1¼), Concentration (0 DCV throughout casting, -1), Extra Time (1 Turn, -1¼), Only Increases REC For Purposes Of Recovering BODY From A Specific Wound/Injury (-½). Total cost: 20 points.

# You Gotta Have Character

by Jason Walters

"Life is lived forwards, but understood backwards." — Kierkegaard

"Surely, as mere killer of Indians, mere bloody-bearded eater of red men's livers, the Crow Killer would be worth little investigation; we could easily dismiss him as inhuman or insane. But he was not simply inhuman or insane; he was not even simply cruel; he cannot be so easily understood."

— Raymond W. Thorp,  
*Crow-Killer: The Saga of  
Liver-Eating Johnson*

It was eight days riding after we left Bear Claw's cabin that we found the ashes of a campfire where there ought not to have been none. It worried me some considerable amount, but Johnson assured me that the fire had been set by Blackfoot [whom we were not frightened of]. So we rode on steady until we reached his old aspen-wood cabin up on Owl Creek, which was well hidden beneath the underbrush.

Still I kept a close eye on Liver-Eater. Something was out the ordinary... but what? As the darkness set in around us like an ocean of murk he lit up a powerful big campfire himself, so bright that it lit up the bushes and trees around us like daytime. We stuck up like nosy prairie dogs on the plane, obvious targets for any foe that might happen by.

Finally I couldn't keep it to myself any longer.

"Ye said them last ashes was Blackfoot but they warn't." I told him angrily. "What's wrong with ya? Kain't you tell Blackfeets from Crows no more?"

He just grinned at me. Knocking the ashes out of his pipe he slowly rose from the log whar he sat. "Figgered mebber I could make ye think ye didn't know," he chuckled gaily, "but reckon ye did. Now kick out that fire, Del."

Without another word Johnson vanished into the scrub-brush. Now particularly worried by his queer behavior, I stamped out the fire quickly with my boots. A moment later I too vanished into the night with my rifle clutched half-cocked in my hands. Hidden in the shadows I strained to here

what was going on around me, but all that I could make out was the sound of our horses munching away on sod nearby. Then, at last, I heard Johnson's muffled cursing followed by a grunt in another voice I didn't recognize. Mixed in with these sounds I heard the "thud" of a moccasin slamming heavily against flesh. Into the faint light still shed by the fires dying embers, a huge Crow warrior flew through the air landing on his rear end in the dust.

He had barely gotten himself to his feet when Liver-Eater came upon him, moving incredible quick for a man his size. The big Crow barely had time to lift his tomahawk before Johnson kicked him square in the groin, sending him to the ground again as the weapon fell limply from his hand. Then the big mountain man stepped over him and, after what seemed like a sort of deliberation, buried his Bowie knife in his chest.

Liver-Eater sat back down on his log without barely a word.

"Let's hev us a fire ag'in, Del." Was all he said. The whole fight had only taken a few seconds.

"There may be other of 'em about." I was just fussin though. I rebuilt the fire as asked anyhow.

He shook his head in an amused kind of way as he packed his pipe.

"This'n," he said, "air number eighteen. Jist two of their twenty warrior is left now."

If ever there was a good time to ask about Liver-Eater's famous feud with the Crow, I reckoned this was it. So I put the questions to him: how did he kill so many of them? What whar his methods?

"I've me a whole strategy worked out." he replied after some period of smoking and meditating. "First I kick them intar position. Then when they tries to straighten up after that kick I give 'em another in thar manly parts. Then they ends up on my sticker before they knows what happens. Painless it are."

"I never use my shooting irons with the Crow," he concluded, "on account of it's personal."

## LIVER-EATING JOHNSON QUOTES

"A sight met her passengers which was certainly calculated to shock the nerves of any Eastern tenderfoot. Along the brink of the river bank on both sides of the landing a row of stakes was planted, and each stake carried a white, grinning Indian skull. They were evidently the pride of the inhabitants, and a little to one side, as if guarding them, stood a trapper, well-known throughout eastern Montana by the soubriquet of 'Liver-Eating' Johnson. He was leaning on a crutch, with one leg bandaged, and the day being hot, his entire dress consisted of a scant, much shrunken, red undershirt, reaching just below his hips. His matted hair and busy beard fluttered in the breeze, and his giant frame and limbs, so fiercely exposed to view, formed an exceedingly impressive and characteristic picture."

— Peter Koch,  
private journal 1869

"Accounts vary as to why or how he got the name, but generally it appears that in July of 1870, Mrs. Captain Hawley was picking Juneberries with an Indian Squaw about





300 yards from a post on the Musselshell River when she was hit in the neck by a bullet from a Sioux war party of nine men. Johnson and nine others found the woman, scalped, but alive. They pursued the Indians, intent on killing all. Johnson reported he removed a liver from one of the Indians, who may or may not have been dead when he started to cut it out, and asked 'who would take his liver rare?' Blood from Johnson's chin may have added a little color to the story, as some accounts state the Indians were 'quartered, piled, and scalps taken' by the group. Whether or not Johnson actually ate any of the liver was never revealed."

— S.P. Pantton,  
*Billings Gazette* 1881

"Dave introduced me to a big man with a heavy red beard and said he was Liver-Eating Johnson.... There was a hide-hunter down there said that he had shook down Whistler's squaw's corpse from a tree where she was resting on the Republican; Mexican dollars, about 200, had been buried with [her] to make her journey easier.... Some of the men wanted to hang the hide-hunter right then and there, but Johnson said it was too much

Liver-Eater stood up. He tested the sharpness of his Bowie against his thumb, than began a demonstration for me that have stayed with me fer all my days. Even now I can see it clearly in my mind's eye. He grasped the dead Crow by his topknot, ran the point of the blade in a quick pattern round its base, then whipped off the dead man's scalp in a movement so quick that he hardly seemed to move 'tall. This whar showing off: most fellers put their foot on a victim's head when scalping, but Liver-Eater were a fan of precision over strength precisely because he whar so strong hisself. 'Course he had probably scalped more men than this old coon ere ever seen.

Johnson leaned over his victim once more. I knew what be coming.

"How many men ye reckon ye've skelped?" I asked quickly, hoping to put off the bloody inevitable.

"Well," the answer came, "oh, mebbe, not countin' a few pore Diggers, some four, five hunderd." He tossed the dead Indian's scalp to me casually then stooped again.

"Don't, Liver-Eatin!" I cried out in horror. "Don't do that now! Now, Liver-Eatin', I'm a-goin'ter gag."

"Gag, then." He whispered with a shrug. With a subtle sweep of his Bowie Johnson opened the Crow's abdomen. Then he plunged his hand inside.

— from the unpublished memoirs  
of Mountain Man "Del" Gue

John "Liver-Eating" Johnson was the most notorious and feared of all the Old West's mountain men: hard-bitten, fatalistic individualists who lived alone or in pairs in desert high country, fighting Indians, trapping for furs, and hunting for their food. Mountain men such as "Crazy Bill" Williams, "Portuguese" Phillips, and "Bear Claw" Chris Lapp were a fiercely independent, colorful, unlearned, unwashed, drunk, and violent bunch who tore a bloody swath across the then-unconquered American West from the 1810s to the 1890s. Yet it is Johnson in particular who is remembered as the embodiment of their ethos: a feared warrior, accomplished fur-trapper, celebrated woodsman, and unabashedly ghoulish cannibal with a peculiar twist. For one dark morning in 1847 he returned to his Rocky Mountain cabin to find the slaughtered remains of his Flathead wife and her unborn child, who had been killed by a Crow raiding party. Swearing a blood oath he began a personal war against the entire Crow Nation. Tracking their warriors both singly as well as in groups, he killed an estimated 300 of them in hand-to-hand combat, scalped them, and consumed their livers raw as a gesture of his vengeance. Later in life he made peace with the Crow, even becoming an honorary chief of their tribe. He fought for the Union in the Civil War, for the Crow and Flatfoot in several Indian Wars, and acted as both Deputy Sheriff of Custer County as well as Town Marshall for Red Lodge Montana.



**Liver-Eating Johnson**



trouble over nothing  
and threw the fellow  
out. The door was  
shut and when the  
hide-man hit it, it  
came off the hinges.”

— Doc Carver,  
private letter 1877

**Liver-Eating Johnson**

Val	Char	Cost	Roll	Notes
23	STR	13	14-	600kg; 4½d6 HTH [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll: 12-
17	EGO	14	12-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
13	COM	2	12-	
10	PD	5		Total: 16 PD (6 rPD)
6	ED	2		Total: 12 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
9	REC	0		
45	END	3		
50	STUN	8		

**Total Characteristic Cost: 153**

**Movement:** Running: 6"/12"  
 Leaping: 4½"/9"  
 Swimming: 2"/4"

**Cost Martial Arts: Indian Fighting**

Maneuver	OCV	DCV	Damage
4 Choke Hold	-2	+0	Grab 1 Limb, 3d6 NND
4 Disarm		-1	43 STR Disarm
5 Joint Break	-1	-2	Grab 1 Limb, HKA 1½d6, Disable
4 Low Kick	+0	+2	8½d6 Strike
5 Passing Strike	+1	+0	6½d6+v/5, FMove
4 Sudden Strike	+2	+0	8½d6 Strike
8	+2 Damage Classes (Already Added In)		

**Perks**

- 9 Reputation: Most Feared Mountain Man in the West (Large Group) 14-, +3/+3d6

**Talents**

- 12 Combat Luck  
 18 Combat Sense (Sense) 13-  
 20 Danger Sense (Self Only, in Combat, Sense) 15-  
 4 EM: No Penalties on Natural Terrain  
 2 Trackless Stride  
 4 Mounted Warrior (Melee Combat)  
 4 Mounted Warrior (Ranged Combat)

**Skills**

- 24 +3 with All Combat  
 9 Penalty Skill Levels: +3 vs. Range Modifiers with All Attacks  
 6 AK: The Mountains 15-  
 2 Animal Handler (Equines) 14-  
 3 Breakfall 13-  
 3 Climbing 13-  
 3 Concealment 12-  
 5 CuK: American Indians 14-  
 5 CuK: Mountain Men 14-  
 10 Defense Maneuver IV  
 3 KS: Anatomy 13-  
 3 KS: Cooking 13-  
 3 Language: Native Languages (Fluent)  
 4 Navigation (Land) 13-  
 3 Paramedics 12-  
 3 PS: Military Scout 12-  
 5 PS: Trapper 14-  
 3 Riding 13-  
 3 Shadowing 12-  
 3 Stealth 13-  
 10 Survival (Arctic/Subarctic, Desert, Mountain) 14-  
 3 Tactics 12-  
 5 Tracking 13-  
 3 Trading 14-  
 7 WF: Early Firearms, Axes, Maces, Hammers, and Picks, Blades, Handguns, Rifles, Shotguns, Thrown Knives, Axes, and Darts

**Total Powers & Skills Cost: 238****Total Cost: 391****200+ Disadvantages**

- 25 Distinctive Features: Extremely Fearsome Mountain Man (Not Concealable, Extreme)  
 25 Hunted: The Crow Nation 14- (Mo Pow, Harshly Punish)  
 5 Money: Poor  
 15 Psychological Limitation: Hatred of Crow (Common, Strong)  
 10 Psychological Limitation: Mountain Man's Code of Honor (Common, Moderate)  
 20 Reputation: Most Dangerous Mountain Man Alive, 14- (Extreme)  
 5 Social Limitation: Mountain Man (Occasionally, Minor)  
 86 Experience Points

**Total Disadvantage Points: 391**

Weapon	OCV	RMod	Damage	STUNx	Shots
.50 Caliber Hawken Rifle	0	+1	2d6+1	+1	1
.45 Army Colt Revolver	+1	0	1½d6	0	6
Bowie Knife	0	—	1d6		
Stone Tomahawk	+1	-1	1d6+1	+1	

## Liver-Eating Johnson

**Background/History:** John “Liver-Eating” Johnson was born John Garrison in Little York, New Jersey in 1824. A military sailor of Scottish descent, John changed his name after striking an officer during the Mexican War and then deserting to avoid punishment. Since desertion was a capital offense, he changed his name and drifted west. Arriving on the scene in St. Joe, Missouri in the fall of 1843, Johnston outfitted himself with the necessities of a trapper from the trading post of infamous frontiersman Joe Robidoux, a merchant so crooked that he would later cheat his own son out of a small real estate fortune. Yet there must have been something about the 20-year-old Johnson that stilled old Robidoux’s swindling instincts because he treated the young man kindly, even putting him up for the night. The following morning he set off into the wilderness with a .30 caliber Hawken rifle, a Bowie knife, some traps, tobacco, and a horse.

Still, the joke was on Johnson. As a practical joke, Robidoux pointed him in the direction of the trapped-out Big Blue region. Fortunately, it was there that the greenhorn trapper met Old John Hatcher, a capable elder mountain man of considerable renown. Their introduction served as Johnson’s first lesson: Hatcher ambushed him for amusement. Still the older man, who needed a strong partner for the coming year’s work, took him on as an “apprentice” mountain man. Over the following year, Hatcher taught him how to hunt, trap, scalp opponents, move silently and unobserved through the brush, and in general stay alive in the uncompromising environment of the Indian Territories. Johnston proved to be an apt student, staying with Hatcher at his cabin on the Little Snake River in Northern Colorado for several years. In 1846, Hatcher sent his two Cheyenne wives back to their people and moved to California. Johnston took over the cabin set out with a new partner, bald Quebecois trapper with six-inch mustachios known as “Del” Gue.

After a successful year together, Johnson split up from his partner and set out with well-loaded packhorses for the Flathead (or Salish) Nation located in the Bitterroot Valley of Montana, south of present day Missoula. The previous year a subchief named Bear’s Head had offered to sell to Johnson for a minimal price his “homely” daughter The Swan, a beautiful maiden so named because her mother had chosen to allow her forehead to grow with a natural curve rather than tying a flat rock to it when she was an infant. Instead, he arrived with a massive dowry of rifles, knives, horses, and spices that he offered in exchange for her hand in marriage. The surprised and delighted father readily agreed and, after several days of celebrations, the newly

married couple left on the return trip to his cabin on the Little Snake. During their time on the trail together, Johnson gave her a rifle and taught her to use it so she would have meat during the winter while he was away trapping. In return, he learned to speak Salish. By the time they reached the cabin it was early autumn and, after setting up stores to keep her comfortable, he set out to do his winter’s work in the Uintahs where beaver and mink were reported to be plentiful. Neither of them knew that The Swan was pregnant.

Early the following spring, Johnson returned to his cabin with a belt full of enemy scalps and an unexpectedly large catch of furs. Little did he know that he was on a date with his destiny. Upon arriving home, he found the vulture-picked remains of his wife and unborn child sprawled in the doorway. His home had been stripped clean save for a stool, a kettle, and, revealingly to the experienced mountain man, a single long eagle feather indicative of a Crow (or *Absaroka*) warrior. “Crow, or this child never et beaver tail,” he muttered darkly to himself. Placing the remains of his wife and child in the kettle, he hid his “kittle of bones” in a private cache in the mountains nearby where they would be hidden from predators on both two legs as well as four. He would return to it often over the next few decades, for from that moment on, no Crow warrior in the West was safe from his wrath.

Sometime in the summer of 1848, the scalped and mutilated bodies of Crow warriors began appearing throughout the Northern Rockies, the plains of Wyoming, and Montana (basically, wherever the Crow roamed). Each warrior was found in the same state with a slit beneath the ribs through which his liver had been removed. Over time, it became publicly known that Johnston was carrying on a one-man war with the Crow, scalping and *eating* the livers of his warrior victims after killing them in single combat. From that point forward, Johnston was known as *Dapiék Absaroka* (the Killer of Crows) or simply Liver-Eating Johnson. It wasn’t known initially what set Johnston on the trail of the Crow, but in time, it was learned that Johnston was on a mission of vengeance for his murdered wife.

Public opinion of the Western Crow (with whom Johnson carried on his feud) in the Indian world swung from one of initial sympathy to anger, disdain, and even mockery. The Sioux and Blackfoot, in particular, mocked their ancient foes at trading posts, drawing their fingers across their abdomens before crying out *Insantanka* (Big Knife)! Such insults to honor almost immediately resulted in fights to the death, but the Liver-Eater’s one-man war on the Western Crow Nation was beginning to wear on them. Whatever the tribal elders might have thought of original rights and wrongs in Johnson’s case,

## THE CROW PEOPLE

It is extremely unfortunate that the actions of a few violent renegades pitted the entire western Crow Nation against John Johnson. As *Dapiék Absaroka* was to point out many times in his later years, the Crow possessed many excellent qualities. They were proud, brave, and stalwart. Unlike their neighbors the Blackfeet (who were continually at war with some tribe or the other) they were not quarrelsome. The Crow braves were good family men who listened to such wisdom as their women might have, in spite of the fact that other tribesmen mocked them for this “weakness.” The Crows were skilled artisans and manufacturers, able to trade rather than existing as thieves and marauders like many of their neighbors. They were peaceful in that they did not seek wars, but when attacked they usually won. In short, the Crow exemplified the nobility, dignity, wise council, and fighting strength for which the Western Indian is now best remembered.

## LIVER-EATING JOHNSON PLOT SEEDS

*The Ogre:* The Absaroka Indians have come to the PCs with a problem. A terrible monster known as *Dapieik Absaroka* is attacking their young men, tracking and killing them while they hunt, then consuming their livers. The chiefs have offered a large reward in gold to the PCs if they will hunt down this cannibal murderer and bring him to tribal justice. Of course, accepting the assignment and actually bringing in the Liver Eater are entirely different matters....

*The Sioux Indian War:* The PCs have been hired as scouts and skirmishers against the Sioux Nation in a bloody war which has been ravishing the Montana and Dakota territories for the last few years. Their job is to accompany the infamous mountain man Liver-Eating Johnson and his Crow followers on a punitive raid against a nearby village. In the course of the adventure, Johnson exposes the PCs to his unique culinary tastes.

*The Old Sheriff:* Outlaws have been menacing the peaceful community of Red Lodge, even going so far as to shoot their sheriff! While

extreme measures had to be taken if their (rather deserved) reputation as superb warriors were to survive. The tribe's principal chief Big Robert called a council of war in which 20 handpicked warriors were put on the trail of the Crow Killer. They were to operate under a strict set of rules to ensure the restoration of Crow honor: they were to operate alone, they were to confront *Dapieik Absaroka* in hand-to-hand combat, and they were not allowed to return or even visit their families until the task was completed.

None of these legendary warriors ever came home; Johnson killed them one by one over the next eighteen years. But in 1861, the Crow came close to getting their hands on their tormentor. In a rare moment of inattentiveness, a Blackfoot war party got the drop on Johnson while he was transporting two twenty gallon kegs of whiskey to his Flathead relations. Captured, beaten, humiliated, and held for ransom to the Crow by the ambitious young chief known as The Wolf, the Liver-Eater spent a torturous evening listening to his captors consuming his whisky while he chewed through his sinew bonds. Once freed, he overcame his drunken guard using a series of crippling kicks, removed the young warrior's entire left leg for use as food, and fled into the night. He faced a two hundred mile hike naked through freezing winter snowdrifts. Sleeping in caves where he could, Johnson was on several occasions forced to fight off wild animals using the unfortunate brave's semi-frozen leg as a club. Finally, half starved and nearly insane, he reached the cabin of his friend Del Gue, who kindly nursed him back to health over the following months.

In 1864, the Liver-Eater took time out from his normal happy routine of trapping, hunting, Crow killing, and generally wild adventure to join the Union Army along with a band of young trappers. He spent the next seventeen months as a sharpshooter under General J. A. Blunt, where he distinguished himself as a brave combatant in the third and fourth battles of Netwonla, Missouri. Unfortunately, Johnson's lust from taking scalps overcame his good sense on the battlefield; he received a severe reprimand for scalping the bodies of Union allied Cherokee as well as Confederate allied Seminole on the battlefield. In spite of this misunderstanding, he was honorably discharged in 1865.

Returning to the mountains, he traded his uniform and boots to the Pawnee chief Bear That Walks On Two Feet for a fresh set of buckskins and a pair of moccasins before picking up where he left off almost two years before. Yet history had other plans for the Liver-Eater. In the year 1866, the greatest concentration of hostile Indians ever seen in the West initiated a series of military engagements and massacres that were to continue until the early 1870s. The Sioux had

convinced the Cheyenne, the Arapahos, the Blackfoot, and some Crow tribes to join them on the warpath in a last desperate attempt to drive the white man out of the West. Soon Johnson was caught up in the general fighting, both as an individual combatant as well as working with the military and small groups of mountain men. He helped with the defense of Fort Hawley against the Sioux in 1869. Later that year, he assisted Portuguese Philips during his infamous "death ride" to rescue the garrison at Fort Phil Kearny. More importantly, the Liver-Eater killed the twentieth and final Crow brave which had been sent against him. After publicly reflecting upon the many positive qualities of the Crow to his friend "X" Beidler, Johnson tracked down and formally made peace with the great Western Crow chief Gray Bear. He was even given a sacred (and razor sharp) stone tomahawk as a symbol of his new friendship with the tribe.

In 1870, Nez Perce Indians of the Salmon Eater band fell upon a group of Shoshone women and children gathering roots, killing all of them. The tribe formally asked Johnson (who was an honorary chief of that tribe as well as a chief of the Flatheads and Crow) to assist them in their war against the hated band. He quickly agreed, forming up a band of 50 hardened mountain men, 28 Shoshone, 50 Flathead, 30 Crow, and three Ute trackers. After being led into an ambush by their trackers, the tiny private army did battle with their foe at the Lemhi River. They were victorious, but in the process both the infamously vengeful mountain man Mad Mose (who had lived most of his life *sans* his scalp) and the legendary Mexican trapper Big Anton were killed.

By the 1880s, Liver-Eating Johnson was ready for a change of pace. Still youthful, vigorous, and feared in his sixties (X Beidler described him as still having "a magnificent physique fit to take hand with anyone that wished to collide with him") he became Deputy of Custer County, where he was extremely popular with those ordinary citizens who wanted peace and quiet. The county's hardened desperados simply left as soon as he got the appointment. His policing style was unique and, by the standards of the time, particularly non-violent. "Wa'al boys," he would tell offenders, "this hez gone far 'nuff. An' whichever coon don't like thet, kin meet me now, hyar on ther spot, wi' fists, knives, clubs, or guns." Understandably, nobody took the massive mountain man up on his challenge.

After a few years of working in law enforcement Johnson returned to the mountains, trapping the Upper Milk River area of Alberta with his old friend Arkansas Pete. In 1888, he returned to his home country, building a cabin near Bear Creek in Montana. He was busy



enjoying a solitary life of trapping and hunting when he discovered, much to his surprise, that he had been unanimously elected to be the first marshal of the nearby town of Red Lodge. He accepted the position, which immediately caused every outlaw in the vicinity to relocate. With his duties reduced to occasional hassles with drunks (which he handled with ease) he had plenty of time to hunt in the nearby Big Snow Mountains for food.

Liver-Eating Johnson's health failed him all at once in 1895. Although he was beloved by the townspeople of Red Lodge who did everything they could for him, Johnson hated the idea of charity. He fretted constantly about becoming a burden for others. Finally, unable to work at the age of 76, he moved to the Los Angeles Veterans Home where in 1900 he died and was buried nearby. Interestingly, his story does not stop there. Thanks to the efforts of a Lancaster, California seventh grade teacher moved by the Robert Redford film *Jeremiah Johnson*, his remains were exhumed from the "San Juan Hill" section of the Los Angeles Veterans Cemetery in 1974. He was reburied in the cemetery of Old Trail Town, a recreated Western Town near Cody, Wyoming; a far more fitting resting place for this man of the wilderness. Two thousand people attended his final services and Robert Redford, who portrayed him in the movie *Jeremiah Johnson*, acted as a pallbearer in the ceremony.

**Personality/Motivation:** Liver-Eating Johnson is a man who enjoys solitude, friendship, adventure, and revenge in about that order. Indeed, he has little choice but to enjoy solitude. A brutal legend amongst mountain men who were themselves legendary for their toughness, his vendetta against the Crow has become so infamous that mothers in far-flung outposts threaten their children with cries of, "Behave or I will set Liver-Eating Johnson after you with his knife!" On those rare occasions when he comes down from the high country to visit outlying posts, womenfolk close their shutters and peer through the crack at the dreaded *solitaire* cannibal woodsman with his blood red beard and belt of bleeding scalps. Socially proscribed, feared, even hated, yet respected by Indian and settler alike, he is perhaps the loneliest figure that the lonely West has ever seen.

Yet Johnson seems to enjoy his infamous life. He is almost settled into his place (a thousand miles of untouched wilderness) with his family, that small number of other mountain men such as Bear Claw Lapp, Bigfoot Davis, and Del Gue whom he considers his close friends. After his initial burst of bloody vengeance against the Crow after his wife's murder, he seems fairly content to let them come to him

rather than actively seeking additional revenge. Although violent and murderous when provoked, he is more than content to adopt a "live and let live" attitude toward others so long as they leave him alone. He very much enjoys the steady routine of hunting, fishing, trapping, woodcraft, and baking that, when combined with annual rendezvous during which he socializes with Indians and other trappers, comprise his life.

If history didn't keep intruding on his peace and quiet, that is. Then things tend to get kind of macabre in a culinary sort of way.

**Quote:** "Watch yer scalp."

**Powers/Tactics:** Simply put, Liver-Eating Johnson is Old West death on two legs. He is deadly with a rifle, deadly with a pistol, deadly with his bowie knife, and deadly with a tomahawk. He fights equally well from horseback or foot. What's more, he's deadly with his bare hands to boot. Johnson has developed his own personal "Indian Fighting" martial art that relies on kicks, crippling blows, and chokeholds that invariably ends fatally for his opponent. Most sane individuals avoid angering or crossing him at all costs because those that don't often end up not only dead but often missing their scalps and livers as well. Nobody wants to end up on *Dapiak Absaroka's* dinner menu, nobody is overly eager to fistfight him, and nobody is enthusiastic about engaging him in a gun battle either.

A superb woodsman, Johnson excels at hunting, trapping, stalking, and ambushing opponents. He can live off of the land indefinitely with no ill effects to his health. He is superhumanly strong, fast, and agile with a keen (if somewhat narrowly focused) intellect. He possesses a sixth sense that warns him of approaching danger and seemingly assists him in combat situations. His reputation as a dangerous combatant is nothing short of legendary and his appearance so fearsome that infamous black-hearted murderers have been known to move to the next territory to avoid coming into contact with him. He ages slowly and seemingly without any effect upon his physique or constitution. He can move freely through dense forest undergrowth without leaving tracks. He's a scary cannibal fellow.

**Campaign Use:** Liver-Eating Johnson is intended for use as a colorful NPC in a *Western Hero* campaign, either as himself or as a general "mountain man" type modified to create different characters. Many of Hollywood's cinematic "mountain men" are loosely based on Johnson or his friends. Mel Brook's *Blazing Saddles* memorable Gabby Johnson (who speaks "authentic frontier gibberish"), Robert Redford's *Jeremiah Johnson*, the wizened and

recovering from his wound, John Johnson charges the PCs with bringing these desperados to justice before they can harm any more members of the community. Although destitute, he also explains a little bit about his fascinating and brutal life to them in exchange for their assistance.

cantankerous Henry Frapp (played by Brian Keith) in *The Mountain Men*, and the character of James “Grizzly” Adams from the 1970s television series of the same name are all based on information gleaned from Thorp and Bunker’s seminal (and refreshingly politically incorrect) 1958 book *Crow Killer*. The book is a bible for those interested in the history of mountain men.

In your campaign, Johnson can be best used either as local color or as a sort of *deus ex machina* for saving greenhorn PCs who have gotten in over their heads in the Wild West. He can arrive just in time to save them from outlaws, Indians, angry grizzly bears, or just about any other menace the wilderness has to offer. An older Liver-Eating Johnson could also be the infamous sheriff of a nearby town to whom the PCs turn over captured villains.... or their remains.

**Appearance:** Standing 6 feet, 6 inches tall, and weighing 250 pounds “Liver-Eating” Johnson is a fearsome sight. With his long auburn hair, bushy red beard, and extraordinarily long arms that hang from thick, broad shoulders, Johnson is the very picture of an ogre; indeed, many Indians and white settlers view *Dapiek Absaroka* (the Killer of Crows) with the same sort of dread that a medieval peasant would have viewed a werewolf. He has a full strong face that is dominated by a set of pale blue eyes that seem to become almost gray when he is angered or confused. Men have spoken of their “merciless depths” with something approaching supernatural dread.

Johnson wears the fringed buckskins typical of a mountain man, including knee high moccasins and a specially constructed wide leather belt adorned with metal rings for holding scalps. He also wears a huge coat made from the skin of a grizzly bear. For weapons, he carries a Bowie knife tucked into his belt, a .45 Army Colt revolver, a richly decorated stone tomahawk, and a .50 Hawkins rifle.

## BIBLIOGRAPHY

Laycock, George *The Mountain Men*, The Lyons Press; 1996

Thorp, Raymond W. and Robert Bunker, *Crow Killer: The Saga of Liver-Eating Johnson*, Indiana UP; 1958.

Uttley, Robert M. *A Life Wild and Perilous: Mountain Men and the Paths to the Pacific*, Henry Holt & Company; 1997

## FILMOGRAPHY

*Jeremiah Johnson*, Sydney Pollack, 1972

*The Mountain Men*, Richard Lang, 1980



# Leftover Hero

by Darren Watts

## Captain Claw

**Background/History:** Ever since <NAME> was a young boy, he'd been fascinated by tales of life on the high seas. He eagerly devoured tales of pirates, sailors, and submarines, and when he went on to college he earned his degree in Marine Engineering. He started a small company devoted to high-tech shipbuilding, and soon had developed a prototype miniature submarine that he told his investors he would offer for sale to the public, making them all fabulously wealthy.

Unfortunately, <NAME> had other plans. As soon as the prototype sub was complete, he instead hired a small gang of thugs, designed himself a costume complete with mask and cutlass, renamed his ship *The Doom Rose* and himself Captain Claw, and put out to sea where he began his career as a seagoing supervillain, robbing ships with style and panache. He was surprisingly successful in his early days, relying on speed and stealth and selecting defenseless targets that yielded modest bounties. However, as his record grew, so did his ego, and he began taking on larger ships and ever-more public crimes. He's battled a number of seagoing superheroes over the years, from Sea King and Amphibian off the coast of Florida to the Chevalier in French waters, but his most common sparring partner recently has been Marus. He's been imprisoned twice, the first time managing to plea-bargain his way down to a minimal sentence. The second time he was caught, he hired another villain to break him out before his trial. He's on the fourth version of his sub, as the others keep getting destroyed by superheroes or impounded by the authorities.

**Personality/Motivation:** Captain Claw is in most ways a stable, bright, and generally happy fellow. It's just that his life's work is piracy on the high seas, an avocation he pursues with gusto and style. He throws himself into his work with such flair and *joie de vivre* that he's hard not to like, unless of course you're trying to stop him from robbing a container ship or stealing the wallets and jewelry from the passengers of a cruise ship.

Captain Claw actively enjoys the life of a costumed supervillain, and draws particular thrill from defeating or at least escaping from superpowered crimefighters using his wits, skill and gadgetry. If he goes too long without encountering a superhero, he's prone to increasing the profile of crimes he commits until he does get their attention. (However, when he's short on cash or needs to get another ship built, he's quite willing to take on some quieter jobs to amass the necessary funds.)

When committing his crimes, Captain Claw affects an outrageous pseudo-European accent (sometimes French, British, Italian, or a hopeless melange) and generally behaves like Errol Flynn or some other movie highwayman. He'll return a pretty woman's jewelry in exchange for a kiss, and then humiliate her boyfriend for a laugh. He won't use any more violence than is necessary — though if in danger of actually being captured (or fighting a foe he considers “worthy”) he goes all out. He's also prone to taunting his opponents and generally “playing to the crowd.”

**Quote:** “Now, why don't you gentlemen empty the vaults for my associates here, and let's not have any further unpleasantness.”

**Powers/Tactics:** Captain Claw relies on his stealthy mini-sub and an array of gadgets to commit his crimes. Built for stealth, *The Doom Rose* has extensive sound-baffling and anti-sonar shielding, and it does have one powerful cannon useful for punching holes in the sides of ships or knocking pesky superheroes out of the sky. His favored method of operation is to sneak up on a cruise ship (or perhaps a container vessel that he knows to be carrying something portable and valuable), board it with his small team of henchmen who are usually armed with blasters or similar equipment, clean it out, and be gone before any authorities arrive in the area.

Personally Captain Claw is a fairly-skilled combatant with the sword, but knows he's no match for most superheroes in a standup fight. He happily takes hostages or otherwise threatens innocents, but less scrupulous heroes may eventually learn it's an act, as he really doesn't like to hurt bystanders. Over the years he's added to his arsenal of tricks, most notably a cutlass with several electrical-based gimmicks in the hilt and an experimental force-field-generator in his belt he stole from an ARGENT shipment he waylaid.

**Campaign Use:** Captain Claw makes a handy minor villain or excuse for characters to find themselves out in the open seas. He may waylay a ship that PCs are vacationing on, or luck his way into a particularly powerful plot device (high-tech gadget or mystical artifact) during a caper and find himself in over his head.

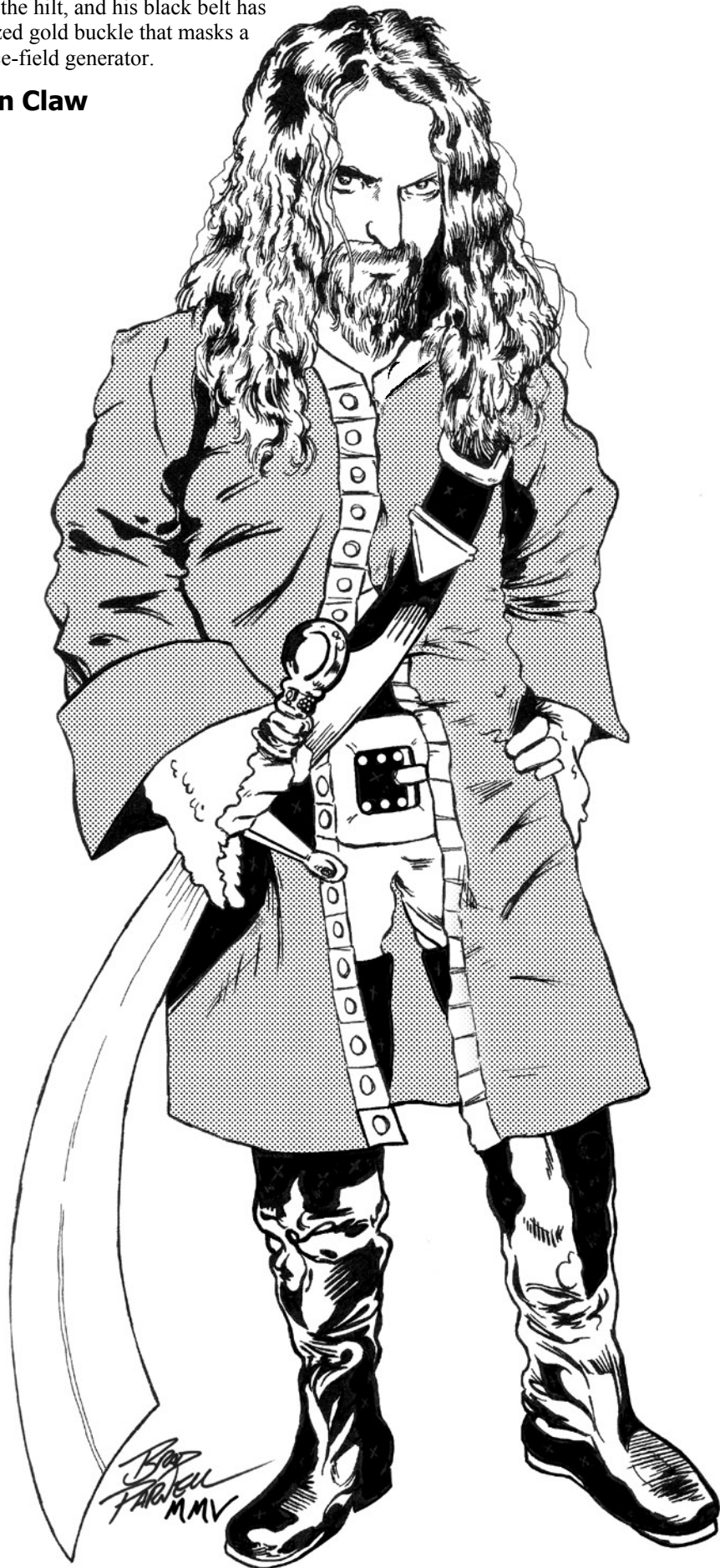
**Appearance:** Captain Claw wears fanciful pirate gear, including a scarlet overcoat, tight brown pants and thigh-high black boots. He stands about 5'10" and weighs 175 pounds, with long brown hair, a goatee and a twinkle in his eye. He carries a cutlass with assorted devices

## LINE DEVELOPER'S NOTE

Here's a character I had to cut from *Hidden Lands* for space and other reasons. I haven't edited/developed him at all (heck, I haven't even given him a real name, since he was slated for use as a CBLDF donor), but I thought the DH readers might enjoy getting a look at him.

hidden in the hilt, and his black belt has an oversized gold buckle that masks a small force-field generator.

### Captain Claw





**Captain Claw**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll: 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
7	PD	4		Total: 27 PD (20 rPD)
7	ED	3		Total: 27 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
30	STUN	0		

**Total Characteristic Cost: 114**

**Movement:** Running: 6"/12"  
 Leaping: 3"/6"  
 Swimming: 4"/8"

Cost	Powers	END
68	<i>Cutlass</i> : Multipower, 102-point Reserve; all slots OIF (-1/2)	—
2u	1) <i>Blade</i> : HKA 2d6 (3d6 with STR); OIF (-1/2)	3
1u	2) <i>Parrying</i> : Missile Deflection (Bullets), Adjacent (+1/2); OIF (-1/2), Will Not Work against Heavy Missiles (-1/4)	0
5u	3) <i>Electrical Blast I</i> : Energy Blast 13d6, 32 Charges (+1/4); OIF (-1/2)	[32]
6u	4) <i>Electrical Blast II</i> : Energy Blast 10d6, Area Of Effect (One Hex, +1/2), 32 Charges (+1/4); OIF (-1/2)	[32]
3u	5) <i>EM Pulse</i> : Dispel Electrical-based Powers 8d6, All at Once (+2), Area Of Effect (8" Radius, +1), Personal Immunity (+1/4); OIF (-1/2), No Range (-1/2), 4 Charges (-1)	[4]

**Martial Arts: Swashbuckling Swordplay**

Maneuver	OCV	DCV	Notes
4 Parry	+2	+2	Block, Abort
4 Disarm	-1	+1	25 STR
4 Slash	+0	+2	3 1/2 d6K
5 Passing Strike	+1	+0	3d6K+v/5, FMove
5 Hack	-2	+1	4d6K
0			Weapon Element: Swords
16			<i>Costume</i> : Armor (8 PD/8 ED); OIF (-1/2)
34			<i>Personal Force Field Projector Belt</i> : Force Field (12 PD/12 ED), Protects Carried Items, 8 Continuing Charges lasting 5 Minutes each (+1/2); OIF (-1/2)[8cc]
2			<i>Rebreather</i> : Life Support (Breathe Underwater), 2 Continuing Charges lasting 1 Hour each (+0); OAF (-1) [2cc]

2 *Good Swimmer*: Swimming +2" (4" Total)

10 *Just Plain Lucky*: Luck 2d6

**Perks**

20 Followers (8x 50-point Henchmen)  
 45 Vehicle: The Doom Rose (see below)  
 10 Money: Wealthy

**Skills**

20 +4 with HTH Combat

3 Acrobatics 14-  
 3 Acting 12-  
 3 AK: The North Atlantic 12-  
 3 Breakfall 14-  
 3 Climbing 14-  
 10 Defense Maneuver I-IV  
 3 Electronics 12-  
 3 Fast Draw 14-  
 3 Gambling (Dice Games, Poker) 12-  
 3 KS: History of Piracy 12-  
 1 Language: Spanish (Basic)  
 1 Language: French (Basic)  
 3 Mechanics 12-  
 2 Navigation (Marine) 12-  
 3 Oratory 12-  
 3 Paramedics 12-  
 3 PS: Pirate 12-  
 3 Stealth 14-  
 2 Survival (Marine) 12-  
 3 Trading 12-  
 5 TF: Large Motorized Boats, SCUBA, Small Motorized Boats, Small Rowed Boats, Submarines  
 2 WF: Common Melee Weapons

**Total Powers & Skill Cost: 334****Total Cost: 448****200+ Disadvantages**

10 Hunted: Marus 8- (As Pow)  
 15 Hunted: UNTIL 8- (Mo Pow, NCI, Limited Area)  
 15 Psychological Limitation: Enjoys a Challenge (Common, Strong)  
 15 Psychological Limitation: Greedy (Common, Strong)  
 15 Psychological Limitation: Highwayman's Code: Polite To Ladies, Only Violent When Necessary (Common, Strong)  
 5 Reputation: Notorious Criminal of the High Seas, 8-  
 10 Social Limitation: Public Identity: <NAME> (Occasionally, Major)  
 163 Experience Points

**Total Disadvantage Points: 448**

## The Doom Rose

### Captain Claw's Ship

Val	Char	Cost	Notes
9	SIZE	45	8"x4"; -9 KB; -6 DCV
55	STR	0	Lift 50 tons; 11d6 HTH [0]
10	DEX	0	OCV: 3/DCV: 3
25	BODY	6	
15	DEF	39	
4	SPD	20	Phases: 3, 6, 9, 12

**Total Characteristic Cost: 110**

**Movement:** Ground: 0"/0"  
Swimming: 12"/96"

#### Abilities & Equipment

Cost	Propulsion Systems	END
30	<i>Silent Running Underwater</i> <i>Propulsion:</i> Swimming +10" (12" Total), 8x Noncombat, Invisible to All Sense Groups (Power, Not Source, +½), 1 Continuing Fuel Charge Lasting 1 Month (+0) [1cc]	
-12	<i>Water Vehicle:</i> Ground Movement -6" (0" Total)	

#### Tactical Systems

22	<i>Sonar Disruption Field:</i> Invisibility to Radio Group and Active Sonar, Reduced Endurance (0 END, +½)	0
75	<i>Anti-Hero Cannon:</i> EB 12d6, Armor Piercing (+½), Area Of Effect (One Hex, +½), Reduced Endurance (0 END, +½); OIF (Bulky, -1)	0
3	<i>Targeting Systems:</i> +3 OCV with Anti-Hero Cannon; OIF (Bulky, -1)	

#### Operation Systems

11	<i>Submersible:</i> Life Support (Self-Contained Breathing, Safe in High Pressure)	0
13	<i>360° Sensors:</i> Clairsentience (Sight Group), Reduced Endurance (0 END, +½); OIF (Bulky, -1), Limited Range (20"; -¼)	0

**Total Abilities & Equipment Cost: 142**

**Total Vehicle Cost: 252**

#### Value Disadvantages

25	Distinctive Features: Pirate Submarine (Not Concealable, Extreme Fear)
----	------------------------------------------------------------------------

**Total Disadvantage Points: 25**

**Total Vehicle Cost: 227/5 = 45**



# Miniature Hero by William Keyes

## Photographing Your Miniatures

"Hey guys, check out the photo of this great miniature I just finished!"

"Ooh, that's cool. Are your players going face-to-face with the dreaded MudMan next week?"

"Um... actually, it's a picture of the mini I did for Witchcraft...."

So you've modified and painted the perfect miniature. The pose is dynamic, the skin tone is perfect, the colors are dramatic, and now you want to show it off to your friends across the country. Maybe you want to put a picture up on your website or enter it into an online contest – but every single photo you take is either too dark, too blurry, has too much glare, or it misses the great details you've included.

I get asked this question a lot. How do you take good, clear, detailed pictures of a miniature? It's a tough question, but with more and more miniature artists wanting to show off their work, it's one that I think is important to address. What follows is a brief tutorial on the steps required to take really good, near-professional quality photographs of your figures. Be warned, though – taking great pictures of your minis is almost as much work as painting them!

## Equipment

Obviously, you're going to need a **camera**. Though you can certainly get by with a 35mm film camera, most people these days are moving to digital photography. I recommend digital cameras because I like to see what the picture will look like before I take it. Digital pictures are also good when you want to manipulate your photos on the computer (though almost all film processing centers will put your pictures on disk if you ask them to).

Your digital camera needs three features: **manual settings**, an **LCD viewer**, and a **macro setting**. Manual settings will help you adjust lighting and color of your pictures. LCD view – much better than a simple optical viewfinder – let you preview exactly what your photos will look like. A macro setting allows you to get extremely close to the miniature and take fine detailed pictures. You can of course make do without these features, but in miniature photography (as with everything else), you get what you pay for.

Next, you'll need a **tripod**. For the type of photos you'll be taking, your hands just aren't steady enough to hold the camera properly. I bought a decent tripod at Best Buy for about

\$30; you may also be able to get them at discount stores like Wal-Mart for a little bit less. You certainly don't need an expensive, high-end tripod (though they can be worth the investment if you're planning to take a lot of pictures), but you do need one with adjustable height, to which your camera will firmly attach. Most modern cameras have a hole on the bottom that the tripod can screw into.

In addition to the tripod, you'll need to find a place to take your pictures. Holding the miniature in your hand isn't conducive to good photography. A sturdy table or workbench works just fine, as long as you can get your tripod and camera close to it.

Next, you'll need good lighting. I recommend using at least two lights; three lights are better. I use 60- or 75-watt daylight bulbs. Others prefer OTT-LITES ([www.ottlight.com](http://www.ottlight.com)), which give off simulated natural light – though these are expensive. You can use normal light bulbs, but these tend to be too yellow and don't show off the true colors of your miniatures. Be careful when you set up your lights, because they get very hot! I've burned myself many times reaching for a miniature that was too close to a light bulb. Plastic miniatures can get soft if they get too hot, and I've heard stories of paint-jobs and conversions melting, so use caution.



**Flexi-Foam**

Finally, you should get a **backdrop**. Miniatures photograph better when they are against a plain background. You can use a large piece of smooth cloth, such as silk (shiny-side down) or linen. Avoid using felt; it's too "hairy." A sheet of light poster board also works well; I use large pieces of flexible, colored foam called Flexi-Foam Sheets, which you can find at Michael's or Hobby Lobby. You should use an unnatural but neutral color, one which detracts less from the final image. I recommend bright white or medium-dark blue. This will also make it easier to replace the background if you decide to process the image on your computer.

If you want to manipulate or alter your pictures, you will also need image processing software, like Adobe Photoshop™.

## Putting Together Your Studio

"Studio" sounds pretty fancy, conjuring images of professional photo shoots with big lights and complex backdrops, but it doesn't need to be anything of the sort. I take most of my miniatures pictures in my living room. All you really need is an area where you can set up a table, a tripod, your camera, and the lights.

First, set up your backdrop. Lay it down in such a way that you have a seamless curve from top to bottom. No wrinkles or edges should show. This will prevent horizontal lines and shadows which will ruin an otherwise beautiful photo. You can simply prop up the back with some books or another suitable object.

Next, set up your lighting. As any photographer will tell you, good lighting is probably the most important aspect of taking good pictures. If you have only two lights, set one up on either side and a little bit to the front of the miniature. You want to point the lights fairly low; otherwise, the top of your figure will be well-lit while the bottom remains in shadow. If you're using three lights, put the third light directly above the miniature. This helps eliminate shadows and makes sure your pictures are bright and the colors are crisp. All lights should be set about 6 to 8 inches away from the miniature.

You can use a **light diffuser** or **soft box** to reduce shadows, eliminate glare, and provide more even lighting, but they are expensive (running anywhere from \$50 to \$100), and are not really a necessity. If you're planning to do a lot of miniatures photography and would like to try this option, EZCube ([www.ezcube.com](http://www.ezcube.com)) makes a nice light diffuser. I know some people who drape handkerchiefs over their lights to duplicate the effects of a soft box, but knowing how hot light bulbs can get I do *not* recommend this at all. The last thing you want to do is start a fire!



**A typical studio setup – a few table lamps and a sheet of blue Flexi-Foam on a table**

## Setting Up Your Camera

Once the studio is set up, you're ready to get out your camera. But don't start taking pictures yet! If you want to take really nice pictures of your miniatures, there are a few things you should know about the art and science of digital photography.

First of all, digital cameras have two types of **zoom** features. An **optical zoom** uses the lens of the camera to move the image closer. A **digital zoom** enlarges the image digitally. Enlarging an image digitally will reduce your picture quality, so use this feature with caution. I personally never use the digital zoom feature when photographing my figures, since I can always resize the picture later with my image processing software.

The main function of a camera's lens is to collect light. The **aperture** (expressed as F-stop or f/#) is the diameter of the lens opening; the larger this opening, the more light reaches the film/image sensor. This affects the depth of the field – the range of sharpness from the foreground to the background of your picture. The smaller you set the F-stop, the deeper the range of sharpness. If you set the widest aperture (expressed as a smaller number), the background will go out of focus. If you set the narrowest aperture (expressed as a larger number), the entire picture – from close up to far away – will be in focus.





**f/2.0 aperture – Notice how the forward-pointing hand is sharp and clear but the face and body are slightly blurry, and the back hand and skull are completely out of focus**

If you are taking a picture of a single miniature, I recommend you use a narrow aperture (say, f/8 or f/11). This will ensure that your entire miniature is in focus. This is especially important with large figures, or figures that have pieces that extend from the main figure (like a sword or a staff). Nothing is more annoying to a photographer than a miniature that is partially out of focus. If you're taking pictures of a large battle scene, use a larger aperture (around an f/2.8 or f/3.2). That will let you focus on one individual part of the battle, making your miniature the focal point of the photograph.

(Let me reiterate – a wide aperture is described by a small number, and a narrow aperture is a large number. Yes, these terms are a little bit counter-intuitive. All you really need to remember is that if you're taking a picture of a single figure, use a larger F-stop number in order to get the whole miniature in focus).

If your camera doesn't allow you to adjust your aperture, set your **shutter speed** to 1/200<sup>th</sup> of a second. This will duplicate most of the effects of a narrow aperture.



**f/8.0 aperture – The entire picture is sharp and clear**

Also, keep in mind that using a narrow aperture or a slow shutter speed only works properly if you are using a tripod to hold the camera steady. I must reiterate – when you are taking such finely-detailed photos, your hands simply cannot hold the camera steady enough. If you try it, your pictures will almost certainly turn out blurry.

Few people have had much experience with close-up photography, and many are baffled by its mysteries. Digital cameras change all that, allowing amateur photographers to experience the thrill of extreme close-up shots. Most newer digital cameras have a macro setting, which allows you to get very close, very detailed pictures.

When using the **macro** setting, you should always use the LCD viewer. This will help you verify sharp focus and proper framing. Optical viewfinders don't frame properly up close. Do not use a flash in macro mode (it can cast hard, ugly shadows); instead, use lamps to illuminate your figure. Set your camera 6 to 10 inches away from the figure and use the optical zoom feature to zoom in. And always use a tripod – trust me, the final results make the expense worth it!

**Spot metering** and **white balance** are elements of your digital camera that are beyond the scope of this article. Most cameras pre-set these features, and that's usually good enough for our purposes. However, if you're interested in learning more about them, I recommend the Olympus Digital Photography School at [olympusdigitalschool.com](http://olympusdigitalschool.com); this site offers some very good (and free) tutorials on using the advanced features of your digital camera.

## Manipulating Your Photo

Now that you've taken the perfect picture, what can you do with it? Whether your miniature is for show or for gaming, there are ways to get the most out of the pictures you've taken. I use Adobe Photoshop when I adjust my pictures, but most photo editing programs have similar qualities – they'll allow you to manipulate light levels, contrast, and the background of your pictures, and show them off as the works of art they are!

This is not meant to be a tutorial on using Photoshop; there are plenty of books and websites that are more than adequate for that. They'll teach you how to adjust the level and white balance, change the hue/saturation, fix the color balance, and remove unwanted noise. This article just has a few tips and tricks that will help you get the most out of your photography. Check out GoodTutorials ([www.good-tutorials.com](http://www.good-tutorials.com)) and WebDog ([www.webdogpro.com/content/blogcategory/73/79](http://www.webdogpro.com/content/blogcategory/73/79)) for advanced tips and some neat ideas on how to do backgrounds for your pictures.

## Changing the Background

Often times, you'll want to make your figure appear extraordinary and spectacular – as if it were leaping off the cover of a comic book. Removing the plain, drab background and replacing it with something more dramatic is an easy way to do this. You can replace the background with a flashy special effect, another photograph, or the cover of your favorite book.

To remove the background using Photoshop, you can use the **Multi-Point Lasso** tool to select the area you wish to remove. When removing your backdrop, you should set the **Feather** to 1 pixel, in order to make sure the photo blends in properly with the new background.

If your background is all one color (as it should be if you used a backdrop), you can also use the **Magic Wand** tool to remove the background. However, this method is more “brute force,” and you can end up accidentally deleting more (or less) than you intended.



Removing the background

Once you've removed the background, you can replace it with virtually anything you like. In PhotoShop, click on the **Layer** tab. At the bottom of the Layer window, click on the folded paper icon to create a new Layer. Make the new layer into the background by dragging it underneath the image Layer. Import your new background picture, and then crop and position the picture as necessary.



Photoshop Layers

## Special Effects

Another way to liven up a picture is to put some special effects in it. While the effects you can put in with Photoshop are virtually limitless, I'm going to concentrate on a couple of really simple ones. If you'd like to see more ideas, check out GoodTutorials and WebDog.

You can give your photo captions or word bubbles, to make it look like the cover of a comic book. To use the Text editor in Photoshop, select **Type Tool** from the **Tool** menu. Click in the area where you want to place the text (don't worry about being exact – you can move it later). Select

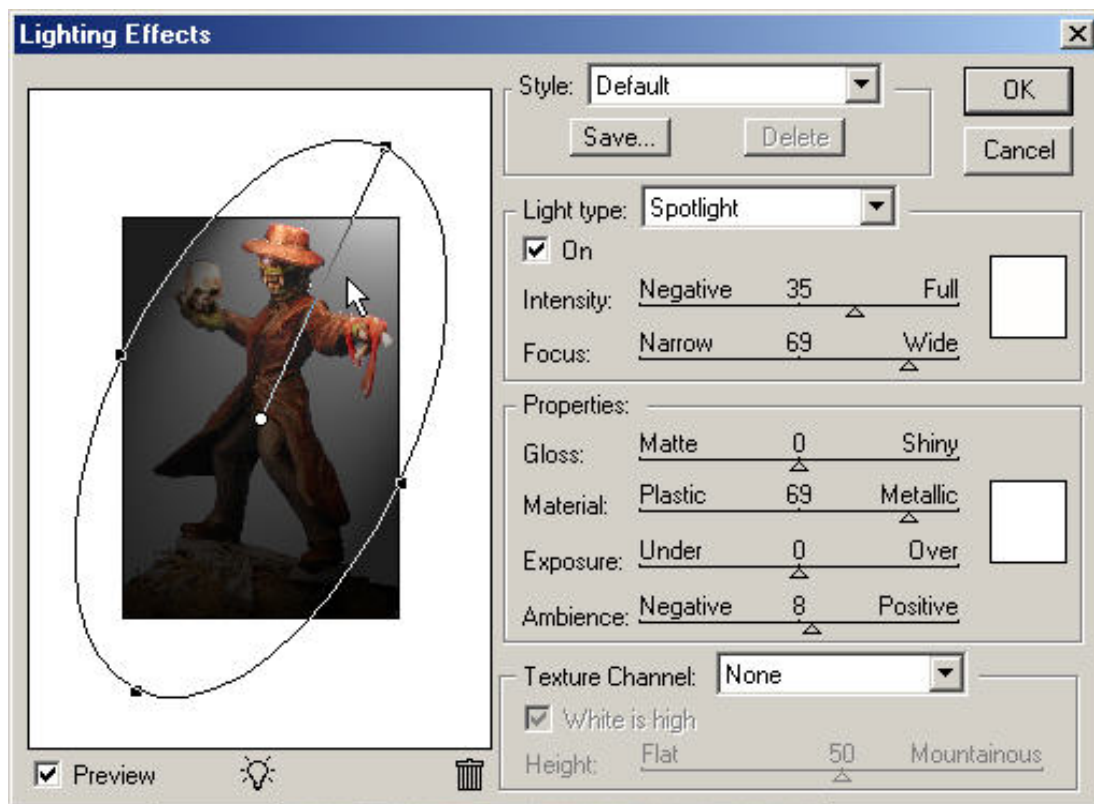


The Type Tool in Photoshop

the font, size, and color you want the text to be, then type it into the box provided. You'll see the text appear on your picture as you type. If the text is the wrong size or color, highlight what you've typed and change them until you get the right look. Click OK and you're good to go! Do you want to change the lighting on your photo, or make it look like a watercolor painting or a 1940s art deco movie poster? Photoshop comes with the **Filter** feature, which lets you alter the general look of your picture. For our photo, we're just going to change the lighting – to make it look like the Monster is emerging from the moonlit shadows of the stormy, darkened city streets.

First, make sure you are on the proper layer. It wouldn't do to change the look of something you want to keep as-is! Select **Filter** from the menu bar, then select **Render**. Choose **Lighting Effects**. From here, I'm going to select **Spotlight** (which makes the picture seem as if it is lit from a single point-source), then focus the spotlight above and slightly to the right of the Monster. You can also change the intensity of the light (a four-color star-spangled hero might call for a very bright spotlight, for instance), but for this example, a dimmer light is better.

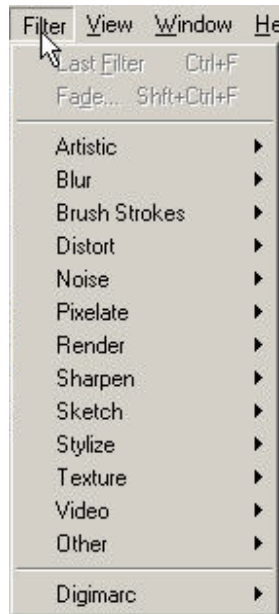
Play with the other features if you like – it's always fun to see how your photo would look with different special effects. Once you're happy with how everything looks, click OK and see the magic.



The Lighting Effects tool in Photoshop



If you make a mistake while you're playing with your picture, don't worry. Photoshop has a **History** feature that allows you to undo any changes you've made that you don't like. Even old pros have to undo their work sometimes! Don't forget to save frequently. I always save the original photo under a different name, just in case I ever want to try something new with my pictures – that way, I don't have to set up my studio and take the picture again!



### Using the Filter Tool in Photoshop

### The Finished Product

Once you're happy with your picture, flatten and save the image. JPEG pictures are optimized for photographic quality images, so I recommend saving your picture in that format. There is some loss in resolution, but most photographers agree that the way JPEGs handle true color makes up for it. GIF images only use 256 colors – and you don't want all your hard work to have gone to waste!

Now, keep in mind that some online miniatures sites don't allow any photo manipulation – especially in painting contests. However, if you want something impressive to show off to your friends or to put up on your website, a little extra work can go a long way!

Although miniature photography can be tough work, when you see the finished product you will be impressed. It involves more than just getting your camera really close to the figure. Taking the time to learn how to get the most out of your camera is very rewarding – you will be impressed with the results – and so will the people who see your pictures!



**The finished product.**  
**The Monster is practically leaping out of the picture at you!**

"Hey, I just took a picture of my latest miniature. Check it out!"

"Wow, you can really see the detail – and look at the great colors! Her fleshtones are just perfect! Come on, fess up, you downloaded this picture from a professional site, didn't you?"

"No way, man. That's all my own work – from the painting to the photography. Impressed yet?"





# Project: PREDATOR by Ed Hastings

## PROJECT: PREDATOR

PARANORMAL RESEARCH EXPERIMENTATION DEVELOPMENT  
TRAINING OPERATIONS AND REGULATION



*Project: PREDATOR* is a modern “mutants on the run” *Champions* adventure.

### Using This Adventure

Project: PREDATOR is a short one-shot adventure designed to be run in tournament style play, with these key points:

1) It will most likely be observed by non-HERO players, and it might be their only experience with the system; so the aim is instant action and excitement.

2) A common complaint about HERO is that combat takes too long; this adventure shoots for very fast paced play.

3) Since not all players will be HERO veterans or even superhero fans, the characters are as clean and archetypal as possible without being boring.

The plot is nothing new: Government secret agency kidnapping young paranormals, subjecting them to brainwashing and training them to be covert agents. PCs break their conditioning and escape. Chase ensues. The difference is in the details, but the plotline is purposely familiar as the players don’t have time in a one shot tournament game to try to figure out a Machiavellian convolution. The government base can be put in any remote area as long as there is an airport or a national border within a few hours distance (preferably both), or some other reasonable way to evade capture.

Provided in this adventure are full character write-ups for 10 pre-made PCs, 6 government paranormal antagonists, and normal human agents. There is also sufficient information for this organization and these characters to be incorporated into an existing gameworld and campaign with just a little bit of development.

The key to remember is that during the course of the adventure as written, the PCs have no memory of the “real” world, but possess full intelligence and awareness, so that everything appears new to them. Intelligence and PER rolls are appropriate to see if the PCs can make intuitive guesses about various things that they encounter, like cars, phones, airplanes, etc.

### Background Information

In 1972, the External Security Committee (E.S.C.) was formed under the cognizance of the N.S.A. to ‘...monitor activities, conduct research, collect intelligence, make threat assessments, develop scenario protocols, plan and conduct experimentation for the purposes of exploitation, and assume cognizance of and full presidential authority in all matters pertaining to the paranormal...’

The Paranormal Research, Experimentation, Development, Training, Operations, and Regulation (PREDATOR) Project Office was established in late 1974 to implement Project: PREDATOR, a bold endeavor whose premise was that if it takes a thief to catch a thief, then it takes a mutant to catch a mutant. The plan as set

forth was to acquire young latent paranormals on which to experiment to discover what causes paranormal powers to emerge, and then subject the paranormals to personality removal, training, and indoctrination. These paranormals would then be used as a covert government strike force for use in apprehending criminal paranormals.

Experimentation was conducted on captured paranormal criminals and by the second quarter of 1975, a battery of tests had been developed that it was believed would reveal latent paranormal potential.

Authorization was granted in late 1975 to covertly perform tests on the general population. Teams of PREDATOR scientists covertly set up shop in the maternity wards of several inner city hospitals nationwide and initiated Project: STORK, running the battery of tests they had developed on all of the babies they delivered. After two months of work six subjects out of over 3,000 tested had definite indicators, and 17 others were possibles.

One of the six definites was an unwanted baby; careful arrangements were made and the child was brought to the PREDATOR testing facility in inland California. This child, the original #1, was raised in a crèche by nurses, with batteries of tests being run continuously. Simultaneously the paranormal detection protocols were improved, Project: STORK expanded, and other unwanted children with positive protocols were acquired. Files were kept on all other positive matches.

The original #1 was used as the principal of the project, as dozens of programs ranging from education to training to developing and inculcating a model psychological profile to nutrition and exercise to personality shaping were conceived and developed then tried on him. Successful programs were subsequently used on the growing cadre of young children.

#1 was successfully catalyzed when he was 13; evincing superhuman physical capabilities and training began in earnest. Others were likewise catalyzed; however, some were accidentally killed or permanently damaged, and still others had abilities deemed to be of little use to the organization beyond examples of possible mutations.

Upon reaching legal adulthood, #1 was given a name, legal identity, a utilitarian uniform, and the codename Hunter. Readied since birth, trained and honed by teams of scientists, experts, and government agents since his childhood, and possessing little or no personality, only a finely honed cunning and indoctrinated obedience to orders, he was more than a match for the few paranormal criminals he was sent out against as tests.

The year was 1994, and Project: PREDATOR was a success. Hunter has acquitted himself with outstanding honors and, at this date, has been personally responsible for the apprehension of 16 paranormals deemed threatening to National Security, as well as 11 other incidentals.

Other PREDATOR subjects of the original crèche achieved adulthood and assumed the roles that they had been trained for. Regional teams were formed under the cognizance of the E.S.C., operating in tandem with normal agents to conduct “black-ops” style covert operations against paranormals who are deemed to be a threat to National Security, both at home and abroad, and in other situations at the behest of the N.S.A. In total, there were 28 serviceable agents gleaned from the Project: STORK nursery.

With the completion of Project: STORK, Project: GYPSY was initiated. Its eventual goal the refinement of personality wiping and indoctrination techniques to be used in the later-planned Project: SHANGHAI (rendering captured “active” paranormals willing agents for the E.S.C), Project: GYPSY would use latent paranormals to decrease the risk factor. The files of Project: STORK contained the names and pertinent details of over three thousand subjects who had tested positive for latent paranormal abilities at birth. All potential candidates were researched with an eye towards runaways, broken homes, accidental orphans, fosterages, and other such unsettled situations. The 20 most likely subjects were identified and subsequently apprehended.

Through the use of advanced personality removal techniques and brainwashing, the 20 subjects were reduced to a controlled existence, possessing intelligence and volition without memory or independence. Project: GYPSY progressed well for almost 4 years, the subjects undergoing an accelerated version of the techniques developed by Project: STORK. Six of the subjects did not survive the catalyzation process (4 fatalities, 2 impairments); two could not be brought to catalyzation despite the best efforts of the project’s scientists, and one other had abilities that were unsuitable. The other eleven were entirely satisfactory and were soon to be readied for service.

The unfortunate incidents that followed hardly reflected on any inherent flaw in the program...<sup>1</sup>

<sup>1</sup> Excerpt from the introductory statement investigation of N.S.A. subcommittee E.S.C., Special Projects Division Project: PREDATOR sub-Project: GYPSY, November 3, 1998

## Project: Predator

The adventure starts with a quick and dirty Danger Room-style session to break the ice and ensure that everybody is familiar with his or her character. After the players have chosen their characters, determine who is going to face off against whom. It's important that the PCs not take much in the way of BODY damage, or they will be at a serious disadvantage for the rest of the adventure. If one or more of the PCs does get injured, you might consider inserting an appropriate period of time between the training session and the escape, though you will need to tweak the rationale for how the escape is engineered (below).

The first scene opens with the PCs each alone in a Spartan living cubicle ("coffin" bunk that flips up to reveal a storage area, toilet, and beach-style shower). The doors open and the PCs are directed by a neutral, clinical voice over an intercom to proceed to "Training Area Delta" (For example, "*Numbers 1, 3, 11, and 14 proceed to Training Area Delta*").

This all feels familiar, but the PCs have no memory or, at this point, volition. They have the vague feeling that this is a familiar routine as if it has happened many times before.

They emerge from their rooms into a long fluorescent lighted white hallway lined with windowless doors 10 to a side numbered 1 to 20; the doors to their own rooms close and lock behind them. The hallway runs roughly east to west; a blast door terminates the hallway to the east. An identical blast door to the west unlocks and slides open after the room doors have closed. Through the blast doors, the hallway makes a "T" juncture with a hallway running north-south in which there are 5 large blast doors spread far apart on the west side. The fourth door from the left slides open with a hiss, giving access to Training Area Delta, a large featureless metal vault 130 feet to a side, (20"x20"x20", for simplicity's sake) lit by harsh fluorescent lights in the ceiling.

Micro-cameras are located in a comprehensive, redundant grid system around the room, allowing for all movements to be captured by a complicated 3-D motion-mapping device. In addition, sensitive mikes are scattered, as are speakers.

The PCs are issued commands in the same detached clinical voice, which we will call the Trainer. The Trainer will pair the PCs off and instruct them as to the nature of their conflict.

For the test scenario, you as the GM should pair the PCs in a fashion that you think will make for interesting short engagements, with an eye towards fairness. Also some of the provided PCs are more offensive or defensive than others, so simply setting them head to head may not

always be wise. You should take care to pair lethal PCs against PCs with reasonable resistant defenses, and to give each PC a goal which they can reasonably accomplish. Setting #6 against #3 for a straight up fight isn't very fair for example, but setting #6 against #10 in a "rabbit" scenario where #6 must evade #10 and #10 must knock out #6 could make for an interesting skirmish.

You should run all the engagements in the same area concurrently, on the same SPD countdown to make the most of the time available, to get the players used to the flow of combat, and to avoid having people sitting around waiting for their turn. The practice session should not take up more than 30 minutes real time, 45 minutes at the most, so try to maintain a brisk pace.

During the ensuing combat, the Trainer can issue occasional commands to the individual PCs. This is your opportunity as the GM to make sure each player explores the full depth of his character's powers. You can also have the Trainer alter objectives to react to events in play and make a more interesting scene. If one PC succeeds early, you could have the defeated PC play "Poison" against other pairs, and change the winning PC's mission to assisting the target of the "Poison" PC, and so on.

Example Trainer monologue: "Number 6, Number 10. In this exercise Number 10 is the aggressor, Number 6 is the defender. Number 9, your mission is to incapacitate Number 6. Number 6, your mission is to remain operational. This is a non-lethal exercise. Deadly Force is not authorized. Number 1, Number 3. In this exercise Number 1 is an aggressor, Number 3 is an aggressor. Number 1 your mission is to incapacitate Number 3. Number 3 your mission is to incapacitate Number 1. Mark Time: 10 seconds and 8 seconds and 6 seconds and 4 seconds and 2 seconds and begin."

After the session, the PCs return to their rooms. Some undetermined time later, their room doors open again, but no directions are given. The PCs have the feeling that this is an unusual occurrence. Verbal directions always precede the door opening.

A small person in the same sort of uniform as they, with the number 4 on its breast, pokes his head in each door and orders the PCs into the hallway and to stand against a wall and walks down the line, closing his eyes and concentrating while putting his hand on each PC's head in turn. In his wake, he leaves awareness and freewill, but not memory.

#4 explains hurriedly to the PCs that they have been kidnapped, brainwashed, and held in a secret government base against their will for almost 4 years, and that they must try to escape or else they will become slaves to the government for life. He also tells them that out

of 20 original subjects, 4 have already died, and that 2 others were crippled for life and subsequently used as test subjects. He tells them that their memories will return slowly now that he has broken the conditioning, but that they need to escape and stay free or else they will just be reconditioned.

#4's paranormal abilities allowed him to break the conditioning; he is primarily a telepath with low-level telekinetic and telemechanic abilities. He is able to remotely access and operate the central computerized control system; unfortunately, the access codes to the subjects' rooms are changed on a daily basis. He was able to open the PCs' doors because the Trainer had to enter the access codes earlier to release them for their training session; #4 was himself released earlier for a medical examination after forcing himself to vomit. He has initiated a video loop so that the PCs appear to still be in their rooms, and will remotely open the doors out of the compound, and fool the security cameras.

However, once the PCs leave the underground facility they have to exit through the base's business "front," a small shipping and receiving company (so that semis coming and going are not remarked on), of which #4 knows nothing, as it is not controlled by nor networked to the same facility management computer as the underground base. #4 stays behind to wait for a chance to free the others. If you had to insert a pause between the training session and escape for some reason such as injury, you'll need to tweak this a bit, or avoid giving an explanation.

True to his word, #4 opens the eastern blast door, which leads down another long hallway of locked doors to another north-south hallway. At the north end is a large open elevator that is incongruously dirty, scarred, and only has three buttons: 1, 2, and 3. It takes the PCs up (and up and up) and they emerge to see mid-afternoon sunlight shining into a combination loading and maintenance area for large semi trucks through open garage doors, with a 3 story office structure to their back.

Fortunately, no one seems to be about. A large semi truck is in one of the bays, with its back end towards the PCs, and a forklift sitting off to the left with a hydraulic still hissing from recent use. The trailer's door is up, and several crates are lashed down inside but only standing one or two high, providing plenty of room for the PCs if they squeeze. The sound of men laughing and joking can be heard through a partially open side door and the smell of cigarette smoke (which the PCs won't recognize, but which will seem vaguely familiar) is in the air.

At this point, the adventure is in the control of the PCs, and their decisions will drive the action. Here are some scenarios that might transpire and responses you might consider:

*The Dither Scenario:* The players may not be able to decide what to do. They sit around arguing around the table out of character (OOC), or waiting for someone to take charge.

*The Slasher-Flick Scenario:* The PCs split up taking individual escape routes.

*The Strider Scenario:* The PCs set out on foot.

*The Stowaway Scenario:* The PCs accept the plot device and get in the semi.

*The Spartacus Scenario:* The PCs opt not to escape, and instead decide to attack the base from within.

Here are some responses you might consider, in the same order.

*The Dither Scenario:* You can try to spur them on by having the workmen hear them and start looking around, or even sound a general alarm. E.S.C. Agents can be employed as a goad to crystallize the group into action at this point. This scenario does require you to start the "hot pursuit" portion of the escape much sooner, and greatly decreases the group's chances of success unless you adapt the scenario a bit to make escape avenues closer.

*The Slasher-Flick Scenario:* This is a difficult scenario to deal with, particularly in a tournament or convention with players you are unfamiliar with. The best advice I can offer is to either try to herd the group back together, or identify the most disruptive player(s) and take them out first. Making an example out of them could goad the group to reunite for greater safety while at the same time removing the most disruptive player from the mix.

*The Strider Scenario:* This scenario is workable if the group is composed of enough characters with travel powers to move with some speed. Otherwise, you might need to delay the "hot pursuit" phase of the adventure a bit to allow the PCs a chance to get closer to an escape avenue.

*The Stowaway Scenario:* This is really the easiest scenario to deal with. The semi can cover as much distance to an escape avenue as you think fair before being intercepted. The PCs may decide to bail at a pit stop or forcibly en route as well. Either way, it's the smoothest means of transition. If the PCs climb into the truck and close the door, the trucker will eventually leave with them in tow heading towards the nearest major city (distance determined by you)

*The Spartacus Scenario:* There is nothing intrinsically wrong with the attack scenario. The PCs will be heavily overmatched, but if they manage to free some of the other stock PCs, you

could either hand them out or run them yourself, allowing for a decent chance of success. So long as the session is fun, this can be an enjoyable twist. Of course, no floor plan of the base is provided, but assume that the 2<sup>nd</sup> floor is operations, containing living and working space and accommodations for around 50 E.S.C. Agents and the PREDATOR paranormals. Central to this area is a large high-tech operations center and ready room, and a high-speed tunnel transit to a helicopter facility hidden nearby. The 3<sup>rd</sup> floor is the research facility; roughly  $\frac{1}{3}$  is given over to the testing and development of the paranormals in the form of various labs, super-gyms, and so forth;  $\frac{1}{3}$  is given over to the cells and training areas (which have already been described), and  $\frac{1}{3}$  is given over to facilities to house and entertain a staff of about 20 scientists and other lab workers.

The PCs can be discovered missing whenever you deem it appropriate for pacing and a search pattern is launched from the E.S.C. Operation Center. There are six PREDATOR Agents on hand (Apollo, Raven, Relentless, Spike, Stasis, and Tank), as well as around 50 E.S.C. Agents deployable as you see fit. The facility has 4 transport capable military helicopters available to it, as various land vehicles as you deem fit, ranging from HMMWV (Hummers) to government style Suburbans. Any and all resources you think they should have are at their disposal. However, keep in mind that Project: PREDATOR is highly classified, and the E.S.C. is a very covert arm of the N.S.A. Some well-informed people in the general public know that the E.S.C. exists (or is conjectured to), but not much else about it.

The amount of resistance the PCs meet depends entirely on how clever they are and the GM's discretion, but at no time should they be totally overwhelmed. Enough pressure should be applied to harass them and keep them moving, and pick off a few of them as the situation plays out. Some GMs might hesitate to remove a PC from play, but as that is the central theme of this adventure, such hesitation should be overcome or else the game loses a lot of its adrenaline-factor. Also, as PCs are captured, note the time they were captured. This affects scoring later. If the PCs manage to make it to an escape avenue, you can either end the game or continue the chase until time runs out.

## Concluding the Adventure

The game ends at the allotted time for the session and points are awarded based on the following:

For each hour in play:	1 pt
Are in hiding/still at large:	1 pt
Clean Getaway:	3 pts (GM call)
Roleplaying:	1-3 pts
PREDATOR Agents downed:	1 pt each
E.S.C. Agents taken out:	1 pt per 5

The tournament winner is the one with the most points still at large. Players still at large should be left with the feeling that they are still hunted unless they manage to come up with something really clever. The "Clean Getaway" bonus should be awarded to any character that has, in the GM's discretion, totally escaped the E.S.C.'s immediate grasp.

Some interesting "Clean Getaways" from past players have included escaping via an international flight, faking one's own death via an explosion, and contacting major News agencies to go public with the ordeal.



## The Heroes

There are 10 pre-made PCs provided for this scenario: a few very simple characters for new players, some mid-complexity characters for competent players, and a few complicated characters for veteran players. Some of the tournament PCs would not be suitable PCs in a long-term campaign, but are not too unbalancing in a one-shot adventure and allow someone the chance to actually play a character that is above most GMs' point cap, even if just for one time.

As presented in this supplement the escapees are all dressed in plain black lycra/nylon bodysuits with their appropriate number in white on the left breast and shoulder. The only suit different in any way is that of #9, which is insulated and includes a tight fitting hood and removable insulated gloves. The suits have passive locators sewn into the back of the stiffened collars. This can be discovered with a close inspection of the collar. They do not transmit or receive information, but act as telltales for scanners. Other than their clothing, the PCs have nothing whatsoever.

These characters can also be used either as is or as independent superheroes/villains in long-term campaigns. Or if run in-house rather than as a tournament game, they might actually show up later on in a primary campaign, reconditioned and willfully subservient (perhaps to hunt down PCs deemed threatening to National Security).

To aid this eventuality, the following codenames are presented for each: #1: Lynx, #3: Rampage, #6: Warp, #9: Faradine, #10: Precis, #12: Javelin, #13: Sinewave, #14: Fusillade, #17: Dirge, #20: Stampede.

The sex and ethnicity is not very important for each PC, and can easily be changed, but for purposes of illustration, both were chosen. The key to remember is that the PCs have *no* personality or memory initially; they also have no inculcated ethics, morals, or value system, as well as no cultural references (quotes from books and movies and clichés and so forth are right out). The roleplaying challenge is to start off with a totally clean slate and develop personality based on events as they happen and to escape the usual trend towards hip, cool, "with it" characters. Some players will not be able or willing to do this sort of immersive roleplaying; simply don't give them any roleplaying bonus in the scoring later.

Each of the PCs is intended to fit various common archetypes found in comics. You might consider just describing the characters to the players and letting them choose without looking at the statistics first. This maintains the surprise factor of other PCs for veteran players, and is less intimidating for players unfamiliar with the HERO System mechanics.

## The Villains

There are 6 pre-made government paranormals (Tank, Apollo, Raven, Stasis, Relentless, and Spiker), and an E.S.C. Agent templates provided for this adventure. The 6 paranormals are stationed at the base where the PC's are being processed, which serves as a regional HQ for where ever you decide to place it. The E.S.C. Agents are well trained Normals, and are opponents that the PC's can reasonably defeat unless completely outnumbered.

The 6 paranormals are all from Project: STORK, an early paranormal development process, and have been conditioned and indoctrinated since birth (whereas the PCs were part of an experiment to capture young latent paranormals and condition them). They have no personal lives, lack social skills, and have very rudimentary personalities. They are, however, very intense and focused professionals and are not to be taken lightly. They are conditioned to not only obey the External Security Committee in all things, but to do so willingly and to act in the best interests of the E.S.C. at all times.

They are kept under a tight leash, although they do not chafe at the collar as this is all that they have ever known; to them it is normal. They have no authority over or direct comm-links with the E.S.C. agents whom they work in tandem with, with the exception of Stasis who has com-link communication with 4 bodyguards assigned to protect her safety at all costs, and Apollo who functions as a field commander. All six paranormals wear utilitarian black uniforms or armor, unmarked in anyway, to avoid revealing information to observers.

The six paranormal agents are very cold and impersonal; the epitome of professionalism. They will say "official" sounding things like "We are authorized by the External Security Committee of the United States Government to apprehend and detain you. Please do not resist arrest; we have no intentions of harming you." They will have no idea what the PCs are talking about if they mention the various things that #4 told them, as they are kept completely in the dark about the nature of Project: GYPSY; they have been told that paranormal criminals have escaped. They are attempting to apprehend the PCs, not to kill them, and will do so piecemeal if necessary, knocking 1 out and dragging them off to be incarcerated by normal Agents.

The most important consideration in this scenario is the pacing. This is designed to be a very fast, almost real-time scenario. The PCs should be constantly pressured and harried, but never totally overrun or the game will quickly end with no one happy or satisfied. Rather, they should be picked off one by one. The E.S.C. is trying to recover the very-valuable PCs without

losing too many Agents or any of the Project: STORK paranormals, who are each more valuable than the PCs on an individual basis (one in the hand is worth two in the bush). The PCs can't be reindoctrinated if they are dead, after all. However, the E.S.C. would order the PCs killed to protect the secret of the project.

Tank, Apollo, Relentless, and Raven (as long as he stays airborne) should be able to go toe to toe with the PCs without fear of death, but Stasis and Spike are far more vulnerable, and must be carefully managed and supported. Remember, you have effectively unlimited numbers of human agents to use (50 should be plenty); the paranormals are the high points.

The E.S.C. agents are all highly qualified individuals with a variety of military and civil services backgrounds prior to being accepted into the N.S.A. and eventually being assigned to Project: PREDATOR. They have all been psychologically screened to insure that they do not have 'paraphobia' or 'parapathy,' i.e. irrational fear or hatred of paranormals, and are all very professional and controlled. The statistics given should be treated as 'baseline'; all of the agents would have a host of skills and experiences on which to draw.

## Variations

The basic material provided herein can be used as indicated, but there are other possibilities.

*Hunter Scenario:* You could run the mission from the other side; Tank, Apollo, Stasis, Raven, Spiker, and Relentless could be the PCs hunting all 10 of the provided stock characters run by you. Allow each to command 4 E.S.C. Agents, use helicopters, etc. in their pursuit. You'll need to add in a base commander with authority over them, but no statistics are even necessary, just trot out your best crusty ex-military voice and have at it.

*Freedom Scenario:* You could run the adventure as if the PCs already escaped at some point in the past, and the survivors are now returning to covertly attack the base to free their former victims and/or recover files to determine their true identities. This is similar to the "Spartacus" scenario mentioned above, except the PCs probably have developed more personality in the ensuing time.

*Cadre Scenario:* Instead of running this adventure as designed, you could instead just drop Project: PREDATOR into another existing set up and use all 16 of the paranormals as antagonists for other characters. Just tweak the stock PCs to change their disadvantages to match those of the six E.S.C. paranormals (Apollo and pals).

**#1**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #1 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #1 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #1 is a paranormal possessing superhuman reflexes, agility, and speed almost four times greater than an average normal human. In addition to his astonishing reaction time, #1 also possess several low-order abilities including nails capable of scoring steel, heightened alertness, a wiry musculature that is stronger than his size would indicate possible, and an accelerated healing capacity. Small-caliber bullets or stab wounds instantly heal, and more serious injuries heal within minutes. It is possible to cut #1’s skin open with a scalpel and watch the wound close behind the blade, and further such minor injuries do not appear to cause #1 any pain at all.

#1’s collection of paranormal traits makes him ideally suited to hand-to-hand combat. He has been given basic defensive combat training along those lines to augment his natural claw attacks as part of his development. Unfortunately, due to the lethality of #1’s claws, we have not been able to test his abilities as fully as we have those of #10, but there are indications that they are roughly comparable combatants.

#1’s only real weakness, as such, is versus other paranormals. His claws are deadly to the unarmored, but are relatively ineffective against some highly resistant paranormals. In the future, we may give #1 greater combat training to at least partially overcome this failing.

**Campaign Use:** #1 is a capable hand-to-hand fighter.

**Appearance:** 5’7”, 110lbs, Black Hair, Black Eyes, Hispanic.



## DIGITAL HERO #29

### #1

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH [2]
23	DEX	39	14-	OCV: 8/DCV: 9
20	CON	20	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll: 15-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	3		Total: 8 PD (8 rPD)
8	ED	4		Total: 8 ED (8 rED)
7	SPD	37		Phases: 2,4,6,7,9,11,12
10	REC	2		
40	END	0		
45	STUN	2		

**Total Characteristics Cost: 158**

**Movement:** Running: 8"/16"  
Leaping: 8"/16"  
Swimming: 4"/8"

Cost	Powers	END
33	<i>Sharp Nails:</i> HKA 1d6+1 (2d6 with STR), Reduced Endurance (0 END, +1/2), Armor Piercing (x2, +1); -2 Decreased STUN Multiplier (-1/2)	0
8	<i>Instant Healing:</i> Damage Resistance (8 PD/8 ED)	0
11	<i>Rapid Healing:</i> Healing (Regeneration) 1 BODY, Can Heal Limbs, Reduced Endurance (0 END, +1/2), Persistent (+1/2); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2)	0
4	<i>Swift:</i> Running +2" (8" Total)	2
3	<i>Swift:</i> Leaping +3" (8" Total)	2
2	<i>Swift:</i> Swimming +2" (4" Total)	1
12	<i>Heightened Senses:</i> +4 PER with All Sense Groups	0

#### Martial Arts: Basic E.S.C Training

##### Maneuver OCVDCV Notes

4	Disarm	-1	+1	35 STR Disarm
4	Escape	+0	+0	40 STR vs. Grabs
4	Dodge	—	+5	Dodge, Abort

#### Perks

5 *Not in the System:* Anonymity

#### Skills

6 +3 with Claws  
5 +1 with DCV (figured in)

**Total Powers & Skills Cost: 92**

**Total Cost: 250**

### 150+ Disadvantages

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 10 Physical Limitation: Fidgety and Hyperactive (Frequently, Slightly)
- 10 Susceptibility: 2d6 Damage from Flashes (Instant, Uncommon)
- 15 Unluck: 3d6
- 10 Vulnerability: 2x Effect Flashes (Uncommon)

**Total Disadvantage Points: 250**

**#3**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #3 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #3 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #3 is a paranormal with superhuman strength allowing him to dead lift approximately 25 tons or press 12.5 tons without undue effort, and a highly resilient physique providing comprehensive protection from harm. #3 also has an hyperactive adrenal system which allows him to strike with even greater force than he normally is able to with effort, and which goes into overdrive whenever #3 is seriously injured, accelerating his healing process and making him even stronger but simultaneously sending #3 into an uncontrollable rage in which #3 cannot determine friend from foe.

#3 is extremely dangerous in hand-to-hand combat due to his elevated strength and durability. However, he is not very dexterous and has problems striking agile opponents.

In addition to his lack of physical coordination, #3's berserk fits are a danger to allies as well as foes. All research indicates that these fits are purely physiological, a byproduct of #3's paranormal abilities, rather than psychological. Ongoing research is searching for possible counter-hormones to cancel or minimize the volatile fits.

**Campaign Use:** #3 is a capable brick with creditable defenses and a viable offensive capability.

**Appearance:** 6', 300lbs, Black Hair, Black Eyes, Caucasian.

**NOTE:** Page 272 of the HERO System 5<sup>th</sup> Edition explains that a character with a Hand Attack which has Advantages can use as many points of non-Advantaged STR as the HA has base points before the Advantages are factored in. Thus, #3 can use up to 25 STR with his Smashing Blow, for a total of 10d6 AP x2 and a total cost of 12 END.

On a Rampage abilities only work while #3 is Berserk. The Berserk Disadvantage is explained on page 217 of the HERO System 5<sup>th</sup> Edition. In summary, the character cannot take defensive actions, must use any Combat Levels for OCV, and will attack the nearest target with his most offensive attack until he breaks out of the Berserk.

If #3 goes Berserk but does not stay Berserk

for an entire TURN, the GM should prorate the 5 BODY Regeneration fairly for the duration of the Turn that #3 was Berserk. Thus if #3 were Berserk for 1/2 the TURN, then 3 BODY should be Regenerated.





## DIGITAL HERO #29

### #3

Val	Char	Cost	Roll	Notes
50	STR	40	19-	25 tons; 10d6 HTH [5]
8	DEX	-6	11-	OCV: 3/DCV: 3
20	CON	20	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll: 11-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
12	PD	2		Total: 12 PD (12 rPD)
12	ED	8		Total: 12 ED (12 rED)
4	SPD	22		Phases: 3, 6, 9, 12
15	REC	2		
40	END	0		
60	STUN	5		

**Total Characteristics Cost: 122**

**Movement:** Running: 6"/12"  
Leaping: 10"/20"  
Swimming: 2"/4"

Cost	Powers	END
21	<i>On a Rampage:</i> +10 STR, +10 CON, +1 REC; Only When Berserk (-½)	0
31	<i>Rapid Healing:</i> Healing (Regeneration) 5 BODY, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1¼), Self Only (-½), Only When Berserk (-½)	0
18	<i>Smashing Blow:</i> HA +5d6 (10d6 with STR), 2x Armor Piercing (+1); Extra Time (Full Phase, Delayed Phase, -¾), HA Lim (-½), Increased Endurance Cost (2x END, -½)	10
18	<i>Tough Hide:</i> Damage Resistance (12 PD/12 ED), Hardened (+¼), Inherent (+¼)	0
8	<i>Strong Balance:</i> Knockback Resistance -5"; Nonpersistent (-¼)	0
5	<i>Tough Eardrums:</i> Hearing Group Flash Defense (5 points)	0
5	<i>Tough Retinas:</i> Sight Group Flash Defense (5 points)	0
5	<i>Tough Physique:</i> Power Defense (5 points)	0

#### Perks

5 *Not in the System:* Anonymity

#### Skills

12 +4 with Smashing Blow, Strike, Haymaker

**Total Powers & Skills Cost: 128**

**Total Cost: 250**

### 150+ Disadvantages

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses; Not Distinctive in Some Cultures)
- 25 Enraged: Berserk Below 10 BODY or 30 STUN (Uncommon, Go 11-, Recover 11-)
- 15 Enraged: in Combat (Common, Go 11-, Recover 14-)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 5 Physical Limitation: Unusually Heavy (300 lbs) (Infrequently, Slightly)

**Total Disadvantage Points: 250**

## #6

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #6 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #6 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #6 is a versatile paranormal with hyper-spatial manipulation abilities, able to teleport both near and far distances, apoport objects and people, teleport up to 80 feet away to attack or manipulate something and back again in a second, and cause space around a target to attenuate with some other dimensional space, causing damage to that target. #6 is also able to partially phase her self back and forth between this dimension and some other, which has the odd effect of “shunting” incoming attacks from her or her from them as need be, granting a form of superhuman resilience.

Unfortunately the intricacies of #6’s paranormal abilities are beyond the comprehension of current science, and the nature of the training program makes it difficult to fully test her abilities, but it appears that #6 travels to another dimension or dimensions subconsciously and then moves back into this dimension in a split-second, traversing distance in this dimension if she wishes in the process.

However, #6 does not have complete control over her abilities; when surprised she often teleports randomly as a defensive mechanism. Additionally, #6 is physically somewhat frail. She has been given basic self defense techniques to bolster this weakness, but with mixed results.

**Campaign Use:** “6” is a teleporter with a multitude of abilities.

**Appearance:** 5’8”, 130 lbs, Hazel Eyes, Brown Hair, Caucasian.

**NOTE:** *Floating Fixed Locations* can be changed as a *Full Turn* action. They can be placed on a moving location such as a vehicle, but the location must be in range to be used. When starting, assume that #6 has one of her *Floating Locations* set to her cell in the PREDATOR Base and one unassigned.

*Safe Blind Teleport* does not allow #6 to ignore the *Floating Location Only Limitation* on powers which have both; it merely protects her in case an object or person is occupying the same space as her *Floating Locations*.

*No Relative Velocity* allows #6 to teleport onto a moving vehicle and adjust for its velocity, or vice versa, teleport to a dead stop even if she

has velocity. Thus she could teleport to the ground while falling and take no damage.

*Position Shift* allows #6 to change her facing and/or orientation when Teleporting. Thus she could face a target and teleport behind him still facing him, teleport to standing from prone, or from upside down to right-side-up.

*Martial Arts* can be used with *Stretching*. Thus #6 can execute her *Basic Strike* and *Shove Maneuvers* from up to 12” away. The special effect of her *Stretching* ability is that she teleports up to 12” and back to her starting position in a single second.

*Damage Reduction* is factored last, after all other *Defenses* have been applied.



## #6

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100kg; 2d6 HTH [1]
20	DEX	30	13-	OCV: 7/DCV: 7
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
18	COM	4	13-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
4	REC	0		
20	END	0		
25	STUN	5		

**Total Characteristics Cost: 60**

**Movement:** Running: 6"/12"  
 Leaping: 2"/4"  
 Swimming: 2"/4"  
 Teleport: 20"/40"

Cost	Powers	END
14	<i>Inner Reserves:</i> Endurance Reserve (70 END, 7 REC) <sup>2</sup>	0
75	<i>Warping:</i> Multipower, 75-point Reserve –	
7u	1) <i>Personal Warp:</i> Teleportation 20", No Relative Velocity, Position Shift, 2x Increased Mass, Safe Blind Teleport (+1/4)	7
4u	2) <i>Interpersonal Warp:</i> Teleportation 15", Usable As Attack (4x Mass, Not versus Teleporters, Dimensional Travelers, or through Force Fields/Walls, +1 1/2); Activation Roll 14- (-1/2), Side Effects (If Activation Fails, #6 Teleports to Location Intended for Target, -1/2)	7
5u	3) <i>Long Range Warp:</i> Teleportation 8", No Relative Velocity, Position Shift, 2x Mass, Safe Blind Teleport (+1/4), MegaScale (1" = 10 km, +1/2), Can Be Scaled Down to 1" = 1km (+1/4); Can Only Teleport to Floating Locations (-1/2)	7
7u	4) <i>T-port Lunge:</i> Stretching 12", Does Not Cross Intervening Space (+1/4)	7
7u	5) <i>Dimensional Attenuation:</i> EB 3d6, No Normal Defense (Teleportation Powers, EDM, Force Field/Wall, +1), Indirect (Any Origin, Any Direction, +3/4), Does BODY (+1), Autofire (3 Shots, +1 1/4)	7
10	<i>Warp Loci:</i> 2 Floating Locations	0

40 *Dimensional Shunt:* Physical and Energy Damage Reduction, Resistant, 50%; Nonpersistent (-1/4), Costs Endurance to Activate (-1/4) 3

**Martial Arts: Basic E.S.C Training Maneuver OCVDCV Notes**

4	Flying Dodge	—	+4	Dodge, Abort, FMove
4	Shove	+0	+0	30 STR to Shove
4	Strike	+1	+0	5d6 Strike
4	+1 Damage Class (Figured In)			

**Perks**

5 *Not in the System:* Anonymity

**Total Powers & Skills Cost: 190**

**Total Cost: 250**

**150+ Disadvantages**

- 15 *Accidental Teleport:* Accidentally Teleports 3d6" in a Random Direction when Surprised 11- (Uses Personal Warp, pays END Costs Normally) (Common)
- 10 *Distinctive Features:* Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 25 *Hunted:* E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 *Normal Characteristic Maxima*
- 20 *Physical Limitation:* Amnesiac (All the Time, Greatly)
- 10 *Unluck:* 2d6

**Total Disadvantage Points: 250**

<sup>2</sup> Multipower uses END Reserve, Shunting uses personal END

## #9

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #9 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #9 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #9 is a paranormal with powerful electrical emission abilities. #9 has an altered metabolism that generates vast amounts of excess bioelectrical energy, which #9 can project over short distances for a variety of effects. #9 can also run a constant charge through her skin which will form a closed circuit with a conductive target (such as a human being) upon contact, arcing lethal amounts of electricity through the target. #9 is also able to absorb electrical energies, which seem to rejuvenate #9 rather than harm her. However, #9 is otherwise physically normal, and possesses no form of superhuman resistance to harm from other than electrical sources. Further, while #9 possesses the capacity to be quite lethal to normal human beings, paranormals with superhuman resistance could be largely resistant to the brunt of #9’s energy projection powers.

**Campaign Use:** “9” is a lethal short ranged and versatile energy blaster.

**Appearance:** 5’3”, 98 lbs, Black Eyes, Black Hair, Asian.

**NOTE:** All of the attacks in #9’s Multipower Pool originate from her, but do not actually take effect until DEX 9 if she acts on her DEX, or later if #9 has held an action and is going at a lower DEX order (Delayed Phase = ½ DEX resolution). This means it is possible for #9 to target an opponent, and for that target to get an action at a lower DEX before the power resolves and move away, thus avoiding the effect.

Several of #9’s powers are No Range and AOE. No Range Lines, Cones, and Any Area AOE’s originate from an adjacent hex and spread from there. An adjacent hex is DCV 0 for purposes of an AOE, so #9 rarely misses with those attacks.

Clinging Damage Shields are allowed on page 94 of the HERO System 5<sup>th</sup> Edition. In short, someone grabbing or grabbed by #9 is affected by a 30 STR Grab.



## DIGITAL HERO #29

### #9

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75kg; 1½d6 HTH [1]
17	DEX	21	12-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
11	PRE	1	11-	PRE Attack: 2d6
16	COM	3	12-	
2	PD	0		Total: 2 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
3	SPD	3		Phases: 4, 8, 12
4	REC	0		
20	END	0		
20	STUN	1		

#### Total Characteristics Cost: 33

**Movement:** Running: 6"/12"  
Leaping: 1½"/3"  
Swimming: 2"/4"

Cost	Powers	END
12	<i>Electrical Reserves:</i> Endurance Reserve (60 END, 6 REC)	0
34	<i>Bioelectrical Surge:</i> Multipower, 60-point Reserve; No Range (-½), Extra Time (Delayed Phase, -¼)	—
3u	1) <i>Shocking Blast:</i> EB 6d6, Area Of Effect (12" Line, +1); No Knockback (-¼)	6
3u	2) <i>Shocking Radius:</i> EB 5d6, Area Of Effect (3" Radius, +1), Selective (+¼); No Knockback (-¼)	6
3u	3) <i>Shocking Taser:</i> EB 6d6, No Normal Defense (Insulated or Grounded, +1)	6
3u	4) <i>Shocking Tendrils:</i> EB 5d6, Area Of Effect (6" Any Area, +¼); No Knockback (-¼)	6
3u	5) <i>Shocking Touch:</i> EB 12d6; No Knockback	6
3u	6) <i>Surging Blast:</i> RKA 2d6, Area Of Effect (12" Line, +1); No Knockback (-¼)	6
3u	7) <i>Surging Radius:</i> RKA 1½d6, Area Of Effect (3" Radius, +1), Selective (+¼); No Knockback (-¼)	6
3u	8) <i>Surging Taser:</i> RKA 1d6+1, No Normal Defense (Insulated or Grounded, +1), Does BODY (+1)	6
3u	9) <i>Surging Tendrils:</i> RKA 2d6-1, Area Of Effect (6" Any Area, +¼); No Knockback (-¼)	6
3u	10) <i>Surging Touch:</i> RKA 4d6; No Knockback (-¼)	6

30	<i>Human Farad:</i> Elemental Control, 60-point Powers	—
13	1) <i>Electrical Dispersion:</i> Armor (20 ED), Hardened (+¼); Only Works against Electricity (-1), Costs Endurance to Activate (-¼)	4
13	2) <i>Electrical Sponge:</i> Absorption 7d6 (from Energy, ½ to BODY, ½ to END Reserve); Only Restores to Starting Values (-½), Limited Phenomena (Electrical Only, -½), Costs Endurance to Activate (-¼)	3
64	3) <i>Look But Don't Touch:</i> HKA 2d6+1 (versus ED), Costs END Only to Activate (+¼), +1 Increased STUN Multiplier (+¼), Damage Shield (Offensive, +¾), Continuous (+1); No STR Bonus (-½), No Knockback (-¼) <b>plus Static Cling:</b> Clinging (30 STR), Damage Shield (+½); Linked (-¼), Cannot Resist Knockback (-¼)	10

#### Perks

5 *Not in the System:* Anonymity

#### Skills

16 +2 with All Combat

#### 150+ Disadvantages

20	Distinctive Features: Blue Electricity Arcs (Harmlessly) Between #9 and Conductive Inanimate Object (Concealable, Extreme)
10	Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
5	Distinctive Features: Smells of Ozone (Concealable, Noticed, Not Distinctive in Some Cultures)
25	Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
20	Normal Characteristic Maxima
20	Physical Limitation: Amnesiac (All the Time, Greatly)

#### Total Disadvantage Points: 250



**#10**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #10 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #10 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #10 is a paranormal possessed of intuitive physical awareness, which has the practical effect of making him very agile and athletically adept.

#10 is an incredible hand-to-hand combatant. In tests to date, the subject has been able to defeat trained agents in groups as large as 5 against 1. #10 is capable of amazing feats of dexterity and has a preternatural capacity to avoid attacks that he is aware of. He is also able to land blows with punishing accuracy, and is often able to find some area of weakness on even the most armored of foes.

It is believed that #10's abilities are rooted in some form of subconscious probability awareness or manipulation, but as our knowledge of probability theory is currently insufficient, the mechanics of #10's paranormal abilities remain a mystery.

However, #10 has no resistances to attacks that he cannot avoid, and aside from his superhuman reflexes he is otherwise physically and mentally normal with but one exception. The catalyzation process rendered #10 albinoid. The meaning of this odd byproduct has yet to be determined, but #10 suffers from problems common to those with extreme albinism.

**Campaign Use:** “10” is a capable martial artist with a balanced offense and defense.

**Appearance:** 5'8", 145 lbs, Pink Eyes, Platinum Blonde Hair, Caucasian, Albino.

**NOTE:** Overall Levels may be used as Combat Levels, Skill Levels, with Perception Checks, and with Find Weakness Rolls.

*Find Weakness is a ½ Phase Action that is not an Attack. Thus #10 can Find Weakness as a ½ Phase Action, and then attack as a ½ Phase Action in the same Phase. A successful Find Weakness roll reduces an opponent's defenses by half versus the character that found the weakness. However, Find Weakness takes a cumulative -2 to the roll with each additional attempt on the same target, only lasts for the duration of one battle, and must specify whether the found weakness goes against a target's resistant or non-resistant defenses before rolling.*

*As #10 has both Fast Strike, which applies*

*to non-resistant defenses, and Killing Strike, which applies to resistant defenses, be sure to use the appropriate attack relative to which type of defenses have been lowered via Find Weakness.*

*Combat Luck is Hardened, but only protects from damage that the character is aware of. It is also non-Persistent so it turns off if the character is Stunned or knocked out.*

*Flying Dodge works best versus melee opponents; those with ranged attacks can still target the character in the hex they move to, though the character does get the benefit of +4 DCV against those attacks. However, Hand-to-Hand or No Range attacks fail automatically as long as the Flying Dodger ends movement outside of hand-to-hand range (including any Stretching opponents might have).*

*Martial Flash is prevented by eye protection such as visors or enclosed helmets. Similarly, Nerve Strike is prevented by rigid armor.*

*Disarming Throw does not provide extra STR to throw an opponent, only to Disarm. Typically, the opponent is knocked down in their current hex unless the attacker using Disarming Throw is particularly strong (which #10 isn't). Falling inflicts no extra damage on the opponent. It does, however, put them at a combat disadvantage.*

*Martial Maneuvers can be used as part of a Multiple Power Attack, using the worse of all modifiers. Thus #10 can Martial Flash and Killing Strike at a -2 OCV/-1 DCV. Page 234 of the HERO System 5<sup>th</sup> Edition details this use.*

## DIGITAL HERO #29

### #10

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
23	DEX	39	14-	OCV: 8/DCV: 8
15	CON	10	12-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
3	PD	1		Total: 15 PD (12 rPD)
3	ED	0		Total: 15 ED (12 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
6	REC	2		
30	END	0		
30	STUN	2		

**Total Characteristics Cost: 101**

**Movement:** Running: 6"/12"  
Leaping: 2"/4"  
Swimming: 2"/4"

Cost	Powers	END	
30	<i>Lucky Shot:</i> Find Weakness 13- with Martial Arts	0	
2	<i>Dark Glasses:</i> Sight Group Flash Defense (5 points); OAF Fragile (Dark Shades; -1¼)	0	
<b>Martial Arts: Probability Savant</b>			
Maneuver	OCV	DCV	Notes
5 Disarming Throw	+0	+0	Grab Weapon, 35 STR, Target Falls
4 Fast Strike	+2	+0	8d6 Strike
5 Flying Dodge	—	+4	Dodge, Abort, FMove
4 Killing Strike	-2	+0	HKA 2d6
4 Escape	+0	+0	45 STR vs. Grabs
4 Flash	-1	-1	Flash 8d6
4 Nerve Strike	-1	+1	4d6 NND
16	+4 HTH Damage Classes (Figured In)		
<b>Talents</b>			
24	<i>Lucky Evasion:</i> Combat Luck (12 PD/ 12 ED)		
10	<i>Lucky:</i> Luck 2d6		
<b>Perks</b>			
5	<i>Not in the System:</i> Anonymity		
<b>Skills</b>			
20	+2 Overall		
6	+2 with Martial Arts		
3	Acrobatics 14-		
3	Breakfall 14-		

**Total Powers & Skill Cost: 149**

**Total Cost: 250**

### 150+ Disadvantages

- 15 Distinctive Features: Albino (Not Concealable)
- 5 Distinctive Features: Moves with Uncommon Grace and Balance (Concealable, Not Distinctive in Some Cultures)
- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 10 Susceptibility: Strong Sunlight, 1d6 damage per 5 Minutes (Very Common)
- 10 *Probability Backlash:* Unluck: 2d6
- 5 Vulnerability: 1½x Effect Light-based Flash versus Sight (Uncommon)

**Total Disadvantage Points: 250**



**#12**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #12 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #12 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #12 is a paranormal with several significant abilities including superhuman strength allowing him to dead lift approximately 6 tons or press 3 tons without undue effort. #12's flesh has unique characteristics, and appears to be semi-metallic, providing protection from harm sufficient to render him immune to small arms fire. Further, via some innate means of magnetic manipulation, #12 is able to levitate himself at speeds ranging from 23 to 100 mph, although the process is tiring for him.

#12 is a very versatile and durable paranormal with mobility, strength, and resilience.

#12's only weakness is a moderate offense. He has trouble versus other physically-oriented paranormals.

**Campaign Use:** #12 is a capable flying “light” brick with creditable defenses and some offensive capability.

**Appearance:** 5'10", 280 lbs, Bronze Eyes, No Hair, Asian.

**NOTE:** *The Levitation Limitation is described in the Ultimate Superpowers Database on page 225. In brief, a Levitation Only Power can only move up or down normally. However, #12 has a variation of this called Horizontal Levitation; meaning #12 can only move laterally rather than up or down. In other words, #12 can't choose to ascend or descend, and may only move side to side. He can still gain elevation via leaping or by climbing a vertical surface.*

*Position Shift indicates that #12 can change his facing and relative orientation via his flight.*

*Because #12's skin is metallic, his Damage Resistance is Visible.*



## DIGITAL HERO #29

### #12

Val	Char	Cost	Roll	Notes
40	STR	30	17-	6400 kg; 8d6 HTH [4]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll: 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
20	COM	5	13-	
15	PD	7		Total: 15 PD (15 rPD)
15	ED	9		Total: 15 ED (15 rED)
4	SPD	10		Phases: 3, 6, 9, 12
16	REC	4		
60	END	0		
60	STUN	5		

**Total Characteristics Cost: 170**

**Movement:** Running: 6"/12"  
Leaping: 8"/16"  
Swimming: 2"/4"  
Flight: 15"/120"

Cost	Powers	END
18	<i>Bronze Hide:</i> Damage Resistance (15 PD/15 ED), Hardened (+1/4), Inherent (+1/4); Visible (-1/4)	0
37	<i>Mag-lev:</i> Flight 15", Position Shift, 8x Noncombat, Combat Acceleration/Deceleration (+1/4); Horizontal Levitation (-1/2)	6
5	<i>Man of Bronze:</i> Power Defense (5 points)	0

#### Perks

5 *Not in the System:* Anonymity

#### Skills

15 +5 with Strike, Move By, Move Through

**Total Powers & Skill Cost: 80**

**Total Cost: 250**

#### 150+ Disadvantages

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 15 Distinctive Features: Shiny Hard Bronze Skin, No Hair (Not Concealable, Major, Not Distinctive in Some Cultures)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 5 Physical Limitation: Unusually Heavy (280 lbs) (Infrequently, Slightly)
- 15 Susceptibility: Magnetism, 1d6 Damage per Phase (Uncommon)
- 10 Vulnerability: 2x Effect from Magnetic Attacks (Uncommon)

**Total Disadvantage Points: 250**

**#13**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #13 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #13 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #13 is a versatile Telekinetic.

#13 has the ability to manipulate objects remotely via telekinesis. #13 is able to use this ability for numerous applications including the ability to agitate air molecules around herself to form an effective force field, to propel herself through the air at up to 20 mph, to maintain constant awareness of her surroundings remotely via “feel,” to move objects of up to 3200 kg with effort, and to remotely manipulate objects with a high degree of fine manipulation. #13 is also able to put her abilities to use in a combat role, pummeling, crushing, and choking targets remotely.

However, #13 is otherwise physically normal, and though versatile, #13 lacks the raw power of some other paranormals and might find herself quickly outmatched against some of them. She also tires somewhat quickly, though she does recuperate rapidly. Also, #13’s abilities generally are short ranged.

**Campaign Use:** “13” is a short ranged telekinetic with a multitude of abilities.

**Appearance:** 6’, 165 lbs, Green Eyes, Brown Hair, Caucasian.

**NOTE:** Powers normally have a range of Active Points x5 in hexes; thus #13’s ranged Powers in the Telekinesis MP would have a range of 250”. However, due to the 1/4 Normal Range Limitation they only have a range of 63”.

Spatial Awareness is both Targeting and N-Ray. Also, as #13’s is not based on a sense group, it is not affected by most sense affecting Powers unless they specifically affect Spatial Awareness.

The Protects Carried Items adder of #13’s Force Field will not protect things carried by her TK; only things #13 is actually holding on to physically are protected.



## DIGITAL HERO #29

### #13

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
17	DEX	21	12-	OCV: 6/DCV: 6
13	CON	6	12-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll: 12-
17	EGO	14	12-	ECV: 6
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
3	PD	1		Total: 16 PD (13 rPD)
3	ED	0		Total: 16 ED (13 rED)
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	10		
50	END	12		
30	STUN	5		

**Total Characteristics Cost: 92**

<b>Movement:</b>	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"
	Flight:	13"/13"

Cost	Powers	END
40	<i>Telekinesis</i> : Multipower, 50-point Reserve; Limited Range (¼ Normal Range, -¼)	—
4u	1) <i>TK Brute</i> : Telekinesis (33 STR); Limited Range (-¼)	5
4u	2) <i>TK Fine</i> : Telekinesis (20 STR), Fine Manipulation, Costs END Only to Activate (+¼); Limited Range (-¼)	4
4u	3) <i>TK Punch</i> : EB 10d6; Limited Range (¼ Normal Range, -¼)	5
4u	4) <i>TK Crush</i> : RKA 3d6+1 (versus PD); Limited Range (-¼)	5
4u	5) <i>TK Choke</i> : EB 2d6, No Normal Defense (Self-Contained Breathing or Inhuman Physiology, +1), Does BODY (+1), Continuous (+1), Uncontrolled (+½); Limited Range (-¼)	4
23	<i>Telekinetic Skills</i> : Elemental Control, 46-point Powers	—
18	1) <i>TK Flight</i> : Flight 13", Position Shift, Combat Acceleration/Deceleration (+¼), Costs END Only to Activate (+¼); No Noncombat Movement (-¼)	4
25	2) <i>TK Shield</i> : Force Field (13 PD/13 ED), Protect Carried Items, Hardened (+¼), Costs END Only to Activate (+¼); Extra Time (Full Phase, Only to Activate, -¼)	4
18	3) <i>Tactile TK</i> : Spatial Awareness (No Sense Group), Discriminatory, Analyze, 360°, Range, Telescopic (+4 versus Range Modifier); Costs Endurance Only to Activate (-¼)	5

### Perks

5 *Not in the System*: Anonymity

### Skills

9 +3 with Telekinesis

**Total Powers & Skill Cost: 158**

**Total Cost: 250**

### 150+ Disadvantages

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 20 Distinctive Features: When Upset, Subconsciously Pushes Things around Telekinetically (Concealable, Extreme)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Normal Characteristic Maxima
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 5 Unluck: 1d6

**Total Disadvantage Points: 250**



**#14**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #14 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #14 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #14 is a lethal long-range energy projector ideally suited for use against paranormals with extreme damage reduction capabilities.

#14 has only one salient ability; he can project streams of pure plasma-based energy from his eyes with a range of high-temperatures approaching that of the outer layers of the sun at #14's upper range. #14 does not have extremely fine control over this projection, unleashing quite a bit of energy with each use of his powers, but is able to direct these energies somewhat accurately with effort. #14 is able to hit multiple targets with each blast. At his most restrained, #14 can project primarily only visible light, though at such intensities that tissue damage can still be inflicted on unprotected targets. #14 seems to never grow fatigued from use of his powers, apparently having a tap on a limitless source of energy.

In addition to his primary ability, #14 has a few secondary abilities. His eyes are practically immune to strobing effects of any sort, and his body is highly resistant to heat and radiation. Also, he seems to generate sufficient heat to withstand extreme cold as well.

However, #14 has no other resistances to damage and is physically as frail as any normal person of his age, build, and condition.

**Campaign Use:** “14” is an extremely dangerous but one-dimensional mass energy projector.

**Appearance:** 6'2", 200 lbs, Brown Eyes, Black Hair, Hispanic.

**NOTE:** Flash that Does BODY is counted like Normal Damage for purposes of how much BODY is inflicted; which is to say 1 = 0, 2-5 = 1, and 6 = 2 BODY. This is in addition to the Flash effect itself. Any relevant Flash Defense does apply to this BODY.

Autofire Skills (Accurate Sprayfire, Concentrated Spray Fire, Skipover Sprayfire) are covered in the HERO System 5<sup>th</sup> Edition on page 33.



## #14

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2 ½d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
12	INT	2	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
12	COM	1	11-	
3	PD	0		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	0		

Total Characteristics Cost: 48

**Movement:** Running: 6"/12"  
Leaping: 2½"/5"  
Swimming: 2"/4"

Cost	Powers	END
60	<i>Fusillade:</i> Multipower, 120-point Reserve; Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	—
4u	1) <i>Bright Plasma Emission:</i> Sight and Radio Groups Flash 5d6, Reduced Endurance (0 END, +½), Does BODY (+1), Area Of Effect Nonselective (16" Cone, +¾), Conforming (+½); No Range (-½), Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	0
6u	2) <i>Lethal Plasma Barrage:</i> RKA 3d6-1 (versus ED), Autofire (10 Shots, +1), Reduced Endurance (0 END, +1); Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	0
6u	3) <i>Lethal Plasma Torrent:</i> RKA 3d6-1 (versus ED), Reduced Endurance (0 END, +½), Area Of Effect (13" Cone, +1), Conforming (+½); Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	0
6u	4) <i>Plasma Barrage:</i> EB 8d6 (versus ED), Autofire (10 Shots, +1), Reduced Endurance (0 END, +1); Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	0
5u	5) <i>Plasma Torrent:</i> EB 8d6 (versus ED), Reduced Endurance (0 END, +½), Area Of Effect Nonselective (25" Cone, +1), Conforming (+½); No Range (-½), Extra Time (Full Phase, -½), No Knockback (-¼), Must Use at Max Power (-¼)	0

- 37 *Plasma Immunity:* Armor (25 ED), Hardened (+¼), Inherent (+¼); Only Works Against Plasma, Radiation, and Heat (-½) 0
- 15 *Ocular Adaptation:* Sight Group Flash Defense (10 points), Inherent (+¼), Hardened (+¼) 0
- 7 *Plasma Immunity:* Life Support (Safe in High Radiation, Intense Cold, and Intense Heat), Inherent (+¼) 0

**Perks**

- 5 *Not in the System:* Anonymity

**Skills**

- 36 +12 with Fusillade Multipower
- 15 Accurate Concentrated Skipover Sprayfire

Total Powers &amp; Skill Cost: 202

Total Cost: 250

**150+ Disadvantages**

- 25 Distinctive Features: Eyes Emit Red Energy Emission (Not Concealable, Extreme)
- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Normal Characteristic Maxima
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)

Total Disadvantage Points: 250

**#17**

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #17 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #17 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #17 is an extremely versatile paranormal with broad sonic-oriented abilities.

#17 has a highly advanced larynx allowing him to emit sound in a highly controlled fashion across the entire sound spectrum. He can do anything from imitate complex sounds with near-perfect precision, to shatter steel fire doors with focused sonic vibrations. #17 can also use sonic emissions to erect both a personal force screen and, with effort, a larger dome capable of resisting small arms fire and protecting any within it. #17 also has a form of sonar and the ability to hear into the ultrasonic range.

In addition to his paranormal abilities, #17 is athletically inclined, and has responded well to basic self defense training techniques, making him more effective in close combat situations.

#17's only real downfall is that all of his primary paranormal abilities affect a large area, making him ill-suited to working with others. #17 also has limited sustainability, growing tired from the constant use of his ultrasonic abilities in approximately 1 minute, and he requires approximately 5 minutes of rest to completely recover. Also, #17's adapted vocal chords have a couple of cosmetic side effects; most noticeably, #17's neck is disproportionately large and muscled. Further, #17's speaking voice is multi-tonal; when #17 speaks normally it sounds as if several people are speaking at once, however due to his advanced mastery over sound emission, #17 can hide this later issue when he wishes, with some concentration.

**Campaign Use:** “17” is an extremely versatile paranormal with powerful offensive and moderate defensive abilities.

**Appearance:** 6'1", 220 lbs, Brown Eyes, Black Hair, Black.

**NOTE:** *No Range Lines, Cones, and Any Area AOE's originate from an adjacent hex and spread from there. An adjacent hex is DCV 0 for purposes of an AOE.*



## #17

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll: 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
15	COM	3	12-	
4	PD	1		Total: 10 PD (6 rPD)
4	ED	1		Total: 10 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	4		
30	END	0		
35	STUN	4		

Total Characteristics Cost: 78

**Movement:** Running: 6"/12"  
 Leaping: 3"/6"  
 Swimming: 2"/4"

Cost	Powers	END
18	<i>Good Lungs:</i> Endurance Reserve (90 END, 18 REC); Slow Recovery 1 Minute (-1/2); Personal REC (-1/2)	0
40	<i>Dirge:</i> Multipower, 90-point Reserve; Extra Time (Full Phase, -1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	-
4u	1) <i>Deafen:</i> Minor Transform 4 1/2d6 (Deafness), Area Of Effect (10" Cone, +1); Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	2) <i>Howl:</i> Hearing Group Flash 6d6, Does BODY (+1), Does Knockback (+1/4), Double Knockback (+3/4), Area Of Effect (13" Cone, +1), Conforming (+1/2); Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	3) <i>Mimic:</i> Hearing Group Images, 64" Radius (+1 1/2), ±10 to PER Rolls; Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	4) <i>Scream:</i> EB 9d6 (versus ED), Area Of Effect (10" Cone, +1); Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	5) <i>Screech:</i> EB 5d6 (versus ED), Area Of Effect (13" Cone, +1), Attack Versus Limited Defense (Hearing Flash Defense, +1 1/2); Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	6) <i>Shatter:</i> RKA 3d6 (versus ED), Area Of Effect (10" Cone, +1); Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4)	9
4u	7) <i>Wall of Sound:</i> Force Wall (11 DEF, 4" Long by 1" Tall), Opaque to Hearing Group (+1/4), Hardened (+1/4);	

Restricted Shape (Dome, -1/4), Full Phase (-1/2), No Range (-1/2), Concentration (1/2 DCV, -1/4) 9

10	<i>Sonic Shield:</i> Force Field (6 PD/6 ED); Noisy (-1/4)	1
15	<i>Aural Adaptation:</i> Hearing Group Flash Defense (10 points), Inherent (+1/4), Hardened (+1/4)	0
2	<i>Good Lungs:</i> Life Support (Extended Breathing: 1 END per Minute)	0
3	<i>High Range Hearing:</i> Ultrasonic Perception (Hearing Group)	0
15	<i>Sonar Sense:</i> Active Sonar (Hearing Group)	0

**Martial Arts: Basic E.S.C. Training Maneuver OCVDCV Notes**

4	Disarm	-1	+1	30 STR Disarm
4	Dodge	—	+5	Dodge, Abort
4	Escape	+0	+0	35 STR versus Grabs
4	Fast Strike	+2	+0	6d6 Strike
4	+1 Damage Class (Figured In)			

**Perks**

5	<i>Not in the System:</i> Anonymity
---	-------------------------------------

**Talents**

3	Perfect Pitch
---	---------------

**Skills**

8	+1 with All Combat
5	Mimicry (Voice) 13-

Total Powers &amp; Skill Cost: 172

Total Cost: 250

**150+ Disadvantages**

10	Distinctive Features: Multi-Tonal Speaking Voice (Easily Concealed, Major)
	<b>NOTES:</b> #17's speaking voice emits over several registers, so that it sounds like several people are talking at once. #17 can control this behavior and modulate his voice (and in fact can potentially sound like anyone he wishes to), but it requires a Voice Mimicry Roll per scene.
10	Distinctive Features: Overdeveloped Neck Muscles (Concealable)
10	Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
25	Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
20	Normal Characteristic Maxima
20	Physical Limitation: Amnesiac (All the Time, Greatly)
5	Unluck: 1d6

Total Disadvantage Points: 250

## #20

**Background/History:** Acquired by the E.S.C. like other subjects of Project: GYPSY, #20 is one of the subjects that survived catalyzation and also responded to subsequent training attempts.

**Personality/Motivation:** Like other subjects of Project: GYPSY, #20 has been submitted to various protocols designed to sever past connections and ensure a “blank slate” for behavioral conditioning.

**Powers/Tactics:** #20 has paranormal abilities allowing him to run at superhuman speeds and resist impact damage due to an adapted skeleton and musculature.

#20 is able to attain high velocity and run directly into or make passing attacks on opponents, imparting considerable impact via velocity. #20 is able to reach and maintain speeds approaching 200 mph sustained, and is able to move at approximately 50 mph while in combat. While running, #20's body undergoes various minor alterations allowing him to absorb considerable impact and physical stress without serious harm, and #20's reaction time seems to improve allowing him to avoid incoming dangers at a markedly improved rate.

However, #20 has no resistance to non-physical attacks that he cannot avoid, and further must remain in motion for his abilities to function. Standing still, #20 is essentially no different than a normal human save for an Olympian equivalent level of physical fitness.

**Campaign Use:** #20 is a capable speedster “move-through” specialist.

**Appearance:** 6'4", 195 lbs, Green Eyes, Red Hair, Caucasian.

*NOTE: Several of #20's abilities have the “Only While Running (Must at Least Half Move)” Limitation. This indicates that #20 must move at least 12" in a Phase for the limited abilities to be “on” until #20's next Phase.*

*Combat Luck is Hardened, but only protects vs. damage that the character is aware of. It is also non-Persistent so it turns off if the character is Stunned or knocked out.*

*Damage Reduction is factored in last; after all other Defenses have been applied.*

*Page 272 of the HERO System 5<sup>th</sup> Edition explains that a character with a Hand Attack which has Advantages can use as many points of non-Advantaged STR as the HA has base points before the Advantages are factored in. Thus #20 can use the Wallop Power with up to 15 STR, for 6d6 damage and a total cost of 2 END.*

*Also covered on page 272 is how to figure Movement Damage in conjunction with other attacks. In this case, since #20's Wallop HA has*

*no Advantages on it, simply add the STR damage + HA damage to the damage from the velocity based maneuver. Under ideal circumstances if performing a full 25" move, #20 can do 14d6 damage with a Move Thru, or 9½d6 with a Move By.*



## DIGITAL HERO #29

### #20

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH [1]
20	DEX	30	13-	OCV: 7/DCV: 7(12)
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll: 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
14	COM	2	12-	
10	PD	7		Total: 16 PD (6 rPD)
4	ED	0		Total: 10 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
40	END	0		
40	STUN	7		

**Total Characteristics Cost: 101**

**Movement:** Running: 25"/100"  
Leaping: 5"/10"  
Swimming: 4"/8"

Cost	Powers	END
7	<i>Wallop:</i> HA +3d6 (6d6 with STR); HA Lim (-½), Only While Running (Must at Least Half Move, -½)	1
8	<i>Avoidance:</i> Combat Luck (6 PD/6 ED); Only While Running (Must at Least Half Move, -½)	-
17	<i>Evasion:</i> +5 DCV; Only While Running (Must at Least Half Move, -½)	0
20	<i>Resilience:</i> Physical Damage Reduction, Resistant, 50%; Only While Running (Must at Least Half Move, -½)	0
3	<i>Swift:</i> Leaping +2" (5" Total)	1
4	<i>Swift:</i> Swimming +2" (4" Total)	1
70	<i>Stampede:</i> Running +19" (25" Total), 4x Noncombat, Reduced Endurance (0 END, +½)	0

#### Perks

5 *Not in the System:* Anonymity

#### Skills

18 +6 with Move Through, Move By, Strike

**Total Powers & Skill Cost: 149**

**Total Cost: 250**

### 150+ Disadvantages

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
- 25 Hunted: E.S.C. 11- (Mo Pow, NCI, Capture)
- 20 Physical Limitation: Amnesiac (All the Time, Greatly)
- 10 Physical Limitation: Fidgety and Hyperactive (Frequently, Slightly)
- 20 Susceptibility: 3d6 Damage per Turn from Drains versus Running (Uncommon)
- 15 Unluck: 3d6

**Total Disadvantage Points: 250**



## E.S.C. Agent

**Background/History:** E.S.C. Agents are all highly qualified individuals with a variety of military and civil services backgrounds prior to being accepted into the N.S.A. and eventually being assigned to Project: PREDATOR. They have all been psychologically screened to ensure that they do not have ‘paraphobia’ or ‘parapathy’, i.e. irrational fear or hatred of paranormals, and are all very professional and controlled. These are professional government agents, not thugs or goons. They believe that what they are doing is in the best interests of National Security. They will attempt to capture the PCs, but if given the order to terminate them rather than let the secret of Project: PREDATOR be exposed, most are prepared to do so. The statistics given should be treated as baseline; all of the individual agents would have a selection of personal skills and experiences on which to draw. You should also feel free to “sub out” skills and equipment as needed.

**Personality/Motivation:** Follow Orders, Advance Career.

**Quote:** “You are under arrest. Put your hands in the air and do not resist.”

**Powers/Tactics:** The agents wear an advanced fabric mesh/weave composed of multiple layers of poly-carbons, a titanium mesh, and reinforced by armor-quality ceramic plates over vulnerable spots. The armored helmet includes an auto-polarizing visor and sound filters as well as a secure scrambled multi-channel com-link. All of the agents are provided with a small unit worn over the back of the off-hand when needed that generates a “vibro shield” when activated that provides additional protection. The shield units are holstered when not in use to preserve battery life (no game effect) and to free up the hand.

The agents carry a variety of semi-automatic pistols, riot shotguns, assault rifles/sub machine guns, and sniper rifles; each agent typically carries a pistol and one of the other firearms. All the agents also carry a “stun baton” that acts like a taser when brought into contact with an unshielded target.

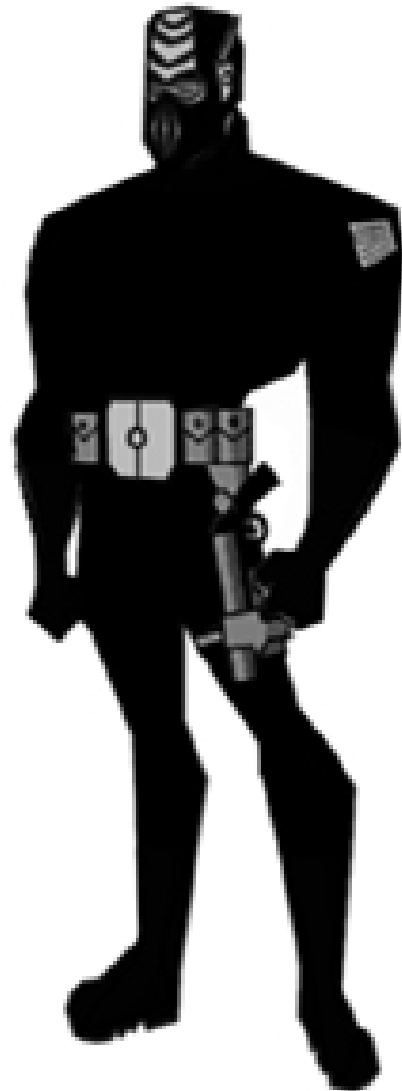
**Campaign Use:** E.S.C. agents represent opponents that the PCs can fight and feel “super” against but still be challenged. These are the rank and file enforcers of the E.S.C., but the E.S.C. doesn’t exactly have an army of them. Unless you feel the need to increase the number, there shouldn’t be more than 50 total agents available to the entire facility, if they were mustered to the last man.

They are typically deployed by helicopter, but any means of fast-moving transport will suffice. As a general rule of thumb, use 3 agents

for every 2 PCs, grouped in teams of 6 and sub teams of 2 men, or 1 per 1 if the E.S.C.’s paranormals are also being used. One of the agents will be senior, denoted by a collar stud. The paranormals of Project PREDATOR represent a separate element but are expected to defer to the senior agent in the field.

**Appearance:** Black uniformed, helmeted, heavily armed government agents. American Flag badge on left shoulder.

# E.S.C.



**E.S.C. Agent**

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll: 12-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
4	PD	1		Total: 12 PD (8 rPD)
4	ED	1		Total: 12 ED (8 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
30	STUN	6		

**Total Characteristics Cost: 47**

**Movement:** Running: 6"/12"  
 Leaping: 2½"/5"  
 Swimming: 2"/4"

Cost	Equipment	END
35	<i>Firearms:</i> Multipower, 61-point Reserve; OIF (Firearms, -½), Real Weapon (-¼)	—
3u	1) <i>Assault Rifle:</i> RKA 2d6+1, Autofire (3 shots, +¼), 4 clips of 32 Charges (+½); OAF (-1), Real Weapon (-¼) [32]	
3u	2) <i>Pistol:</i> RKA 2d6, Penetrating (+½), 16 clips of 16 Charges (+½); OAF (-1), Real Weapon (-¼) [16]	
3u	3) <i>Sniper Rifle:</i> RKA 4d6 (versus ED), 16 clips of 6 Charges (+0); OAF (Plasma Rifle, -1), Real Weapon (-¼) [6]	
2u	4) <i>Riot Shotgun:</i> RKA 2d6+1, Explosion (Cone, -1 DC/4", +¾); OIF (-1), No Range (-½), 2 clips of 6 Charges (-½), Real Weapon (-¼) [6]	
10	<i>Command Comms:</i> Radio Perception/Transmission (Radio Group), Concealed (-3 to PER Rolls); IIF (-¼)	0
3	<i>Ear Protection:</i> Hearing Group Flash Defense (5 points); OIF (-½)	0
16	<i>Kevlar Fighting Suit with Helmet:</i> Armor (8 PD/8 ED); OIF (-½)	0
15	<i>Stun Baton:</i> HA +3d6 (5½d6 with STR), No Normal Defense (Make a CON Roll, Extraordinarily Common Defense, +½), Reduced Endurance (0 END, +½); HA Lim (-½), OIF (-½)	0
12	<i>Vibe Shield:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END, +½); Activation Roll 11- (-1), OIF (-½)	0
3	<i>Visor:</i> Sight Group Flash Defense (5 points); OIF (-½)	0

**Martial Arts: Basic E.S.C. Training**

Maneuver	OCV	DCV	Notes
4 Disarm	-1	+1	28 STR Disarm
4 Fast Strike	+2	+0	5½d6 Strike
4 Dodge	—	+5	Dodge, Abort
4 Escape	+0	+0	33 STR
3 Grab	-1	-1	28 STR
4	+1 Damage Class (factored in)		

**Perks**

10 *Privileged Membership:* Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

**Skills**

8 +1 with All Combat  
 3 +1 with Martial Arts  
 3 +1 with Firearms Multipower  
 3 Breakfall 12-  
 3 Bureaucratics 12-  
 3 Combat Driving 12-  
 1 Criminology 8-  
 3 Fast Draw 12-  
 2 KS: Government Service 11-  
 2 PS: Government Agent 11-  
 3 Streetwise 12-  
 3 Tactics 12-  
 3 Teamwork 12-

**Total Powers & Skill Cost: 178****Total Cost: 225****100+ Disadvantages**

5 Distinctive Features: E.S.C. Uniform (Easily Concealed)  
 20 Hunted: E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)  
 20 Normal Characteristic Maxima  
 5 Reputation: Paranormal Hunters 8- (Extreme, Small Group)  
 25 Social Limitation: Must Follow Orders (Very Frequently, Severe)  
 50 Experience Points

**Total Disadvantage Points: 225**

# APOLLO



## Apollo

**Background/History:** Apollo is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the government, Apollo, aka Thomas Vandergriff, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of his controllers.

One of the most powerful of the Project: STORK crèche, Apollo was selected for a potential leadership role even as a child and was honed in that direction. Apollo formed an aggressive rivalry with the original Project: PREDATOR subject, the paranormal codenamed Hunter, and has striven to outperform Hunter since being appointed a field leader of a team of 5 other paranormals. Apollo has been an integral part of PREDATOR operations since early adulthood. He has been used in many successful and semi-successful operations versus other paranormals as directed by his controllers. Traditionally Apollo has been paired with another Project: STORK graduate, the paranormal codenamed Tank. Both are super-strong melee combatants, and few paranormals they have been set upon have proven to be able to withstand them both.

**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** “Surrender and I will not harm you.”

**Powers/Tactics:** Apollo has a very straightforward paranormal ability; he is simply at the peak of human ability in all things, and is almost indestructible. While this is a great ability conceptually, it doesn't measure up much against other paranormals with more extreme abilities. Thus, Apollo was trained as a youth in a wide array of martial arts and modern fighting styles, becoming an extremely adept master of close combat melee.

Apollo is practically undefeatable by normal human beings, and is more than a match for most paranormals if he is able to close with them.

**Campaign Use:** The team leader, the concept behind Apollo is the “Flawless Man.” He has the skill Tactics, and is trained at seizing battlefield advantages and knowing when to withdraw.

**Appearance:** 6'6", 220 lbs, Blue Eyes, Blonde Hair, Caucasian. Incredible physique. Extremely handsome.

## DIGITAL HERO #29

### Apollo

Val	Char	Cost	Roll	Notes
30	STR	20	15-	1600 kg; 6d6 HTH [3]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
30	BODY	40	15-	
30	INT	20	15-	PER Roll: 15-
30	EGO	40	15-	ECV: 10
30	PRE	20	15-	PRE Attack: 6d6
30	COM	10	15-	
15	PD	9		Total: 15 PD (15 rPD)
15	ED	9		Total: 15 ED (15 rED)
5	SPD	10		Phases: 3, 5, 8, 10, 12
12	REC	0		
60	END	0		
60	STUN	0		

**Total Characteristics Cost: 278**

**Movement:** Running: 8"/16"  
Leaping: 6"/12"  
Swimming: 4"/8"

Cost	Equipment	END
7	<i>Incredible Balance:</i> Knockback Resistance -5"; Nonpersistent (-¼), Requires a DEX Roll (-¼)	0
6	<i>Perfect Specimen:</i> Lack Of Weakness (-4) for Normal and Resistant Defenses; Requires a CON Roll (-¼)	0
19	<i>Without Flaw:</i> Damage Resistance (15 PD/15 ED), Hardened (+¼)	0
3	<i>Without Flaw:</i> Mental Defense (10 points Total); Requires an EGO Roll (-¼)	0
8	<i>Without Flaw:</i> Power Defense (10 points); Requires a CON Roll (-¼)	0
4	<i>Swift:</i> Running +2" (8" Total)	2
2	<i>Swift:</i> Swimming +2" (4" Total)	1

#### Martial Arts: Basic E.S.C. Training

Maneuver	OCV	DCV	Notes
5 Block	+1	+3	Block, Abort
4 Chop	-2	+0	HKA 2½d6
5 Defensive Strike	+1	+3	10d6 Strike
5 Flying Dodge	—	+4	Dodge, Abort, FMove
3 Grab	-1	-1	60 STR
4 Nerve Strike	-1	+1	4d6 NND
5 Passing Strike	+1	+0	10d6+v/5, FMove
4 Reversal	-1	-2	65 STR Escape, Grab
4 Strike	+2	+0	12d6 Strike
5 Takeaway	+0	+0	60 STR to Grab Weapon
3 Takedown	+1	+1	10d6 Strike, Target Falls
3 Throw	+0	+1	10d6 +v/5, Target Falls
16	+4 Damage Classes (Figured In)		

8 *Comms:* Radio Perception/Transmission (Radio Group); IIF (-¼) 0

#### Perks

5 *Not in the System:* Anonymity  
10 *Privileged Membership:* Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

#### Talents

9 Ambidexterity (Full)  
3 Bump of Direction  
5 Eidetic Memory  
3 Lightsleep  
3 Perfect Pitch  
5 Rapid Healing  
4 Speed Reading (x10)

#### Skills

10 +1 Overall  
6 +2 with Martial Arts  
  
3 Acrobatics 15-  
3 Breakfall 15-  
1 Combat Driving 8-  
1 Deduction 8-  
3 Paramedics 15-  
3 Tactics 15-  
3 Teamwork 15-  
2 WF: Small Arms

**Total Powers & Skill Cost: 205**

**Total Cost: 483**

#### 250+ Disadvantages

10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)  
20 Hunted: E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)  
10 Psychological Limitation: Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)  
10 Rivalry: Professional (Hunter, More Powerful, Seek to Outdo; Rival Aware)  
25 Social Limitation: In Control of E.S.C.; Secret ID (Very Frequently, Severe)  
158 Experience Points

**Total Disadvantage Points: 483**

## Raven

**Background/History:** Raven is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the Government, Raven, aka Joseph Rand, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of his controllers.

Raven has been an integral part of PREDATOR operations since early adulthood. He has been used in many successful and semi-successful operations versus other paranormals as directed by his controllers. Traditionally Raven is used to infiltrate and recover other member of the team, using his astounding speed to deliver or retrieve his teammates from a staging point. However, he is capable of fighting directly, using swiping attacks on other opponents, and he is particularly well trained for fighting other flyers.

**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** “Inbound.”

**Powers/Tactics:** Raven is a paranormal with the ability to generate thrust psionically, allowing him to fly at high speeds. He also subconsciously projects a force field around himself while he is flying that is proof against most physical attacks, and offers some protection versus energy attacks as well. Raven has incredible air control, with the ability to start, stop, and turn at will.

Raven is able to fly at extreme speeds. His maximum clocked speed is 11,185 mph, or approximately MACH 17 (16.95) at 20,000 feet (Speed of Sound = 660 mph at 20k feet). This is obviously an astronomical figure, and we are not aware of any other paranormal with equivalent airspeed. Raven is able to break the sound barrier at Mach 1 from a dead stop in a split second, with such force that an extremely pronounced “sonic boom” is generated. To put it into perspective, he could fly from Albany, New York to San Diego, California in around 15 minutes.

More practically, Raven flies at approximately 45 mph normally, unless in transit over a long distance.

**Campaign Use:** Raven’s primary use for apprehending the PCs is that he is able to transport teammates to the location of the PCs faster than any conventional means of transport, and to extricate a teammate if the PCs manage to get the upper hand. He will typically ferry 2 members at a time and circle high above in a support role. He can also deliver vicious Move

Bys if need be, and might be ordered to do so by Apollo or operations command.

**Appearance:** 5’10”, 160 lbs, Blue Eyes, Black Hair, Caucasian. Slim. Wears a red visor and a breathing mask; the breathing mask allows him to fly in “black sky” if need be, where the atmosphere is thin.



**Raven**

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-/17-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
12	COM	1	11-	
7	PD	4		Total: 32 PD (25 rPD)
5	ED	2		Total: 20 ED (15 rED)
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	8		
50	END	10		
50	STUN	19		

**Total Characteristics Cost: 115**

<b>Movement:</b>	Running:	8"/16"
	Leaping:	6"/12"
	Swimming:	1"/2"
	Flight:	30"/30"

Cost	Equipment	END
96	<i>Flight:</i> Multipower, 120-point Reserve; No Noncombat Movement (-¼)	—
4u	1) <i>Cruising Speed:</i> Flight 15", MegaScale (1" = 100 km, Can Be Scaled Down to 1" = 1km, +¼), Combat Acceleration/Deceleration (+¼), Difficult to Dispel (+¼), Reduced Endurance (0 END, +½); Noisy (-¼), No Noncombat Movement (-¼)	0
5u	2) <i>Maneuver Speed:</i> Flight 30", Combat Acceleration/Deceleration (+¼), Difficult to Dispel (+¼), Reduced Endurance (0 END, +½); No Noncombat Movement (-¼)	0
60	<i>Slipstream Shield:</i> Force Field (25 PD/15 ED), Protects Carried Items, Reduced Endurance (0 END, +½); Only When Flying (Must at Least Half Move, -¼)	0
8	<i>Air Lift:</i> +15 STR; No Figured Characteristics (-½), Only When Flying (Must at Least Half Move, -¼)	1
5	<i>Slipstream Adaptation:</i> Life Support (Safe in High Pressure, Intense Cold, and Intense Heat)	0
4	<i>Swift:</i> Running +2" (8" Total)	2
1	<i>Breathing Mask:</i> Life Support (Extended Breathing: 1 END per Minute); OIF (-½)	0
7	<i>Visor:</i> +5 PER with Sight Group; OIF (-½)	0
8	<i>Comms:</i> Radio Perception/Transmission (Radio Group); IIF (-¼)	0

**Perks**

- 5 *Not in the System:* Anonymity  
 10 *Privileged Membership:* Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

**Talents**

- 3 Bump of Direction

**Skills**

- 8 +4 with Move By  
 12 +6 with Flight  
 3 Acrobatics 12-  
 3 Breakfall 12-  
 3 Teamwork 12-

**Total Powers & Skill Cost: 245****Total Cost: 360****250+ Disadvantages**

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)  
 20 Hunted: E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)  
 20 Normal Characteristic Maxima  
 10 Psychological Limitation: Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)  
 25 Social Limitation: Secret ID [Under Control of the E.S.C.] (Very Frequently, Severe)  
 25 Experience Points

**Total Disadvantage Points: 360**



## Relentless

**Background/History:** Relentless is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the Government, Relentless, aka Jacob Marner, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of his controllers. Relentless has been a useful part of PREDATOR operations since early adulthood. He has been used in many successful and semi-successful operations vs. other paranormals as directed by his controllers. Traditionally Relentless works alone or as a kind of “free safety,” augmenting other paranormals and normal E.S.C. Agents as needed.

**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** “You cannot escape me.”

**Powers/Tactics:** Relentless is a paranormal with a hyper-regenerative hyper-efficient metabolism that makes him nearly unkillable. He can absorb and regenerate a staggering amount of damage. He also has boundless stamina and an excellent level of natural fitness. However, while this is a great ability conceptually, it doesn't quite measure up against some other paranormals with more extreme abilities. Thus Relentless has been trained from youth in a wide array of martial arts and modern fighting styles, becoming an extremely adept master of close combat melee with a focus on aggressive high-offense styles. Relentless is practically undefeatable by normal human beings, and is more than a match for most paranormals if he is able to close with them.

**Campaign Use:** Relentless is a hard-to-kill melee opponent who just keeps coming at an opponent, ignoring almost all damage visited upon him. He is extremely intimidating, and if portrayed well can be a very memorable opponent.

**Appearance:** 6'4", 210 lbs, Black Hair, Brown Eyes, Black. Excellent physique, Handsome. Moves in a very determined, aggressive, and confident fashion.

# RELENTLESS



**Relentless**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH [2]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll: 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
8	PD	4		Total: 8 PD (8 rPD)
8	ED	0		Total: 8 ED (8 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
15	REC	6		
80	END	0		
50	STUN	0		

**Total Characteristics Cost: 191**

**Movement:** Running: 8"/16"  
Leaping: 4"/8"  
Swimming: 2"/4"

Cost	Equipment	END
19	<i>Regrowth:</i> Healing (Regeneration) 1 BODY, Can Heal Limbs, Resurrection, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (1 Hour, -2¼), Self Only (-½)	0
36	<i>Rapid Healing:</i> Healing (Regeneration) 5 BODY, Reduced Endurance (0 END, +½), Persistent (+½); Extra Time (1 Turn, Post-Segment 12) (-1¼), Self Only (-½)	0
27	<i>Efficient Metabolism:</i> Life Support (Eat once per Week, Sleep 8 Hours per Week, Extended Breathing: 1 END per Minute, Age at ½ Normal Rate, Immune to All Terrestrial Diseases, Biowarfare Agents, Terrestrial Poisons, and Chemical Warfare Agents, Safe in High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Linked (Regrowth, -¼)	0
40	<i>Pain Resistance:</i> Physical Damage Reduction, Resistant, 50%; Requires a CON Roll (-¼), Linked (Regrowth, -¼) (Real Cost: 20) <b>plus</b> Energy Damage Reduction, Resistant, 50%; Requires a CON Roll (-¼), Linked (Regrowth, -¼)	0
10	<i>Relentlessly Tough:</i> Damage Resistance (8 PD/8 ED), Hardened (+¼), Inherent (+¼); Linked (Regrowth, -¼)	0
6	<i>Determined:</i> Mental Defense (10 points Total)	0
8	<i>Resilient:</i> Power Defense (10 points); Linked (Regrowth, -¼)	0
4	<i>Swift:</i> Running +2" (8" Total)	2
8	<i>Comms:</i> Radio Perception/Transmission (Radio Group); IIF (-¼)	0

**Martial Arts: Basic E.S.C. Training**

Maneuver	OCV	DCV	Notes
4 Chop	-2	+0	HKA 2½d6
4 Disarm	+2	-2	50 STR Disarm
4 Escape	+0	+0	55 STR to Escape
3 Grab	-1	-1	50 STR Grab
4 Lunge	+2	-2	8d6 +v/5, FMove
5 Sacrifice	+1	-2	12d6 Strike
4 Shove	+0	+0	55 STR Shove
3 Throw	+2	+1	8d6 Strike, Both Fall
16	+4 Damage Classes (Figured In)		

**Perks**

- 5 *Not in the System:* Anonymity  
10 *Privileged Membership:* Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

**Talents**

- 3 Lightsleep

**Skills**

- 10 +1 Overall  
9 +3 with Martial Arts  
3 Breakfall 13-  
3 Combat Driving 13-  
3 Paramedics 12-  
3 Tactics 12-  
3 Teamwork 13-  
2 WF: Small Arms

**Total Powers & Skill Cost: 255****Total Cost: 450****250+ Disadvantages**

- 10 Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)  
20 Hunted: E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)  
10 Psychological Limitation: Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)  
10 Rivalry: Other E.S.C. Agents (Professional, Mo Pow, Seek to Outdo, Rival Aware)  
25 Social Limitation: Secret ID [Under Control of the E.S.C.] (Very Frequently, Severe)  
25 Experience Points

**Total Disadvantage Points: 450**

## Spiker

**Background/History:** Spiker is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the Government, Spiker, aka Geraldine Falk, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of her controllers.

Spiker's paranormal abilities are not as comprehensive or effective as many of the other Project: STORK paranormals, and thus she was given extensive "agent" training to compensate her innate abilities with skills. Traditionally, she is used for infiltration-type missions, as she can get in and out of most places unassisted.

**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** "Mission accomplished."

**Powers/Tactics:** Spiker is a paranormal with the ability to generate a field that disrupts neural activity. This disruption can be varied to be largely harmless (though painful) or very damaging, at Spiker's discretion. This is her only paranormal ability, and she is otherwise normal.

Spiker has received some training in combat techniques, and has received comprehensive training on skills useful for infiltration.

**Campaign Use:** Spiker is useful if the PCs flee into an urban area or take shelter in some kind of semi-secure area.

**Appearance:** 5'4", 110 lbs, Black Eyes, Black Hair, Asian. Slim build.



**Spiker**

Val	Char	Cost	Roll	Notes
13	STR	3	12-	150 kg; 2½d6 HTH [1]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll: 12-
12	EGO	4	11-	ECV: 4
16	PRE	6	12-	PRE Attack: 3d6
18	COM	4	13-	
5	PD	2		Total: 11 PD (6 rPD)
5	ED	2		Total: 11 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
10	REC	8		
30	END	1		
30	STUN	0		

**Total Characteristics Cost: 89**

**Movement:** Running: 6"/12"  
 Leaping: 2"/4"  
 Swimming: 2"/4"

Cost	Equipment	END
45	<i>Field of Pain:</i> RKA 1d6 (versus ED), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END, +½), Continuous (+1), 2x Penetrating (+1), Damage Shield (Offensive, Affects Mental and Physical Attackers, +¼); Extra Time (Full Phase to Activate, Delayed Phase, -½), No Knockback (-¼)	0
51	<i>Neural Discharges:</i> Multipower, 45-point Reserve, all Slots 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	—
2u	1) <i>Hands of Pain:</i> HKA 3d6 (versus ED), 2x Penetrating (+1); No STR Bonus (-½), Only versus Organics (-½), No Knockback (-¼)	4
3u	2) <i>Neural Spike:</i> RKA 3d6 (versus ED), 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	4
3u	3) <i>Neural Splinters:</i> EB 6d6 (versus ED), Autofire (5 shots, +½), 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	4
3u	4) <i>Neural Stun:</i> RKA 2d6 (versus ED), +2 Increased STUN Multiplier (+½), 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	4
3u	5) <i>Neural Thorn:</i> EB 9d6 (versus ED), 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	4
3u	6) <i>Spike Wave:</i> RKA 2d6 (versus ED), Autofire (5 shots, +½), 2x Penetrating (+1); Only versus Organics (-½), No Knockback (-¼)	4

12	<i>Kevlar Fighting Suit:</i> Armor (6 PD/6 ED); OIF (-½)	0
8	<i>Comms:</i> Radio Perception/Transmission (Radio Group); IIF (-¼)	0

**Martial Arts: Basic E.S.C. Training Maneuver OCVDCV Notes**

4	Choke Hold	-2	+0	Grab One Limb, 3d6 NND
5	Block	+1	+3	Block, Abort
4	Dodge	—	+5	Dodge, Abort
3	Grab	-1	-1	Grab Two Limbs, 33 STR to Hold
4	Reversal	-1	-2	38 STR Escape, Grab Two Limbs
8	+2 Damage Classes (already added in)			

**Perks**

5	<i>Not in the System:</i> Anonymity
10	<i>Privileged Membership:</i> Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

**Skills**

20	+2 Overall
24	+3 with All Combat
5	Rapid Attack (Ranged)
3	Acrobatics 13-
3	Breakfall 13-
3	Bugging 12-
3	Climbing 13-
3	Computer Programming 12-
3	Concealment 12-
3	Demolitions 12-
3	Lockpicking 13-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
3	Teamwork 13-

**Total Powers & Skill Cost: 261****Total Cost: 350****250+ Disadvantages**

10	Distinctive Features: Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
20	Hunted: E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
20	Normal Characteristic Maxima
10	Psychological Limitation: Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)
25	Social Limitation: Secret ID [Under Control of the E.S.C.] (Very Frequently, Severe)
5	Unluck: 1d6
10	Vulnerability: 2x Effect from Nerve Gas (Uncommon)

**Total Disadvantage Points: 350**

## Stasis

**Background/History:** Stasis is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the Government, Stasis, aka Shawanda Jones, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of her controllers.

Shawanda's paranormal abilities are very specialized, but valuable to Project: PREDATOR. Because of her value to the efforts of the E.S.C., Stasis is deployed with great care so as to limit dangers to her. She is usually only employed with a contingent of E.S.C. Agents whose mission is primarily to protect her from harm or capture. Raven is also usually kept on standby to extract her in case of emergency.

**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** "Hold it right there..."

**Powers/Tactics:** Stasis is a paranormal with the ability to generate a field that slows time. Stasis is able to manipulate the slowing of time in various ways, either independently or in tandem. However, the effects are centered on her when activated, and requires concentration to activate. Also, she is immune to her own powers but everyone else in the area is affected, friend or foe. Stasis is also not particularly coordinated or athletic, and has no natural protections from damage; and so has been trained in avoidance techniques, but is still ill-suited to direct altercations.

Stasis will usually hold an action so that she can move in and then immediately use one of her Stasis effects (usually the Entangle), and then will either flee or continue to put out more Stasis effects (usually Drain versus DEX – When DEX is drained past 0, characters must start making DEX rolls at their reduced DEX level to take actions requiring movement, including attacks). She usually only uses the Change Environment in extreme circumstances, because it interferes with her allies' attempts to apprehend the subjects.

**Campaign Use:** Stasis has one purpose: capture targets. Once targets are locked down, E.S.C. Agents or other PREDATOR paranormals can easily put targets in custody.

**Appearance:** 5'9", 120 lbs Brown Eyes, Black Hair, Black. Lanky build.

# STASIS



**Stasis**

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH [1]
11	DEX	3	11-	OCV: 4/DCV: 4(6)
13	CON	6	12-	
13	BODY	4	12-	
13	INT	3	12-	PER Roll: 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
3	PD	1		Total: 9 PD (6 rPD)
3	ED	0		Total: 9 ED (6 rED)
2	SPD	0		Phases: 6, 12
10	REC	10		
50	END	12		
30	STUN	5		

**Total Characteristics Cost: 61**

**Movement:** Running: 6"/12"  
 Leaping: 2"/4"  
 Swimming: 2"/4"

**Cost Equipment END**

208	<i>Stasis Effect:</i>	Multipower, 250-point Reserve, all Slots Personal Immunity (+1/4); all Slots Concentration (1/2 DCV, -1/4), Extra Time (Full Phase to Activate, -1/4)	—
16u	1) <i>Stasis Field I:</i>	Change Environment 16" Radius, -12" of Flight, -12" of Gliding, -12" of Leaping, -12" of Running, -12" of Teleportation, -4 DCV, -4 DEX Roll and all DEX Skill Rolls, Long-Lasting (20 Minutes), Multiple Combat Effects; Extra Time (Full Phase to Activate, -1/4), Concentration (1/2 DCV, -1/4)	25
16u	2) <i>Stasis Field II:</i>	Drain DEX 6d6, Reduced Endurance (0 END, +1/2), Uncontrolled (Lasts for 6d6 Phases, +1/2), Area Of Effect (18" Radius, +1), Continuous (+1); Concentration (1/2 DCV, -1/4), Extra Time (Full Phase to Activate, -1/4)	0
11u	3) <i>Stasis Field III:</i>	Entangle 5d6, 5 DEF, Cannot Be Escaped with Teleportation (+1/4), Reduced Endurance (1/2 END, +1/4), Takes No Damage From Attacks (+1/2), Fully Invisible Power Effects (+1), Area Of Effect (20" Radius, +1), Resisted with DEX, not STR (+1); No Range (-1/2), Cannot Form Barriers (-1/4), Concentration (1/2 DCV, -1/4), Extra Time (Full Phase to Activate, -1/4)	11

20	<i>Pistol:</i>	RKA 2d6; 4 clips of 12 Charges (-0), OIF (-1/2)	[12]
12	<i>Kevlar Fighting Suit:</i>	Armor (6 PD/6 ED); OIF (-1/2)	0
3	<i>Visor:</i>	Sight Group Flash Defense (5 points); OIF (-1/2)	
8	<i>Comms:</i>	Radio Perception/Transmission (Radio Group); IIF (-1/4)	0

**Martial Arts: Basic E.S.C. Training****Maneuver OCVDCV Notes**

5	Block	+1	+3	Block, Abort
4	Dodge	—	+5	Dodge, Abort
4	Escape	+0	+0	25 STR vs. Grabs

**Perks**

5	<i>Not in the System:</i>	Anonymity
10	<i>Privileged Membership:</i>	Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

**Skills**

10	+2 with DCV
4	+2 with Pistol
3	Teamwork 11-

**Total Powers & Skill Cost: 339****Total Cost: 400****250+ Disadvantages**

10	Distinctive Features:	Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
20	Hunted:	E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
20	Normal Characteristic Maxima	
10	Psychological Limitation:	Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)
25	Social Limitation:	Secret ID [Under Control of the E.S.C.] (Very Frequently, Severe)
5	Unluck:	1d6
10	Vulnerability:	2x Effect from Time Powers (Uncommon)
50	Experience Points	

**Total Disadvantage Points: 400**



## Tank

**Background/History:** Tank is from the original series of paranormals developed by the PREDATOR branch of the External Security Committee (E.S.C.) from childhood (Project: STORK). Trained and honed from childhood to be a secret operative for the Government, Tank, aka Richard Tuering, has little in the way of individuality or personality, but is well trained when it comes to taking down other paranormals at the behest of his controllers.

One of the more powerful of the Project: STORK crèche, Tank has been an integral part of PREDATOR operations since early adulthood. He has been used in many successful and semi-successful operations versus other paranormals as directed by his controllers. Traditionally Tank has been paired with another of the Project: STORK crèche, the paranormal codenamed Apollo. Both are super-strength melee combatants and few paranormals they have been set upon have proven to be able to withstand them both.

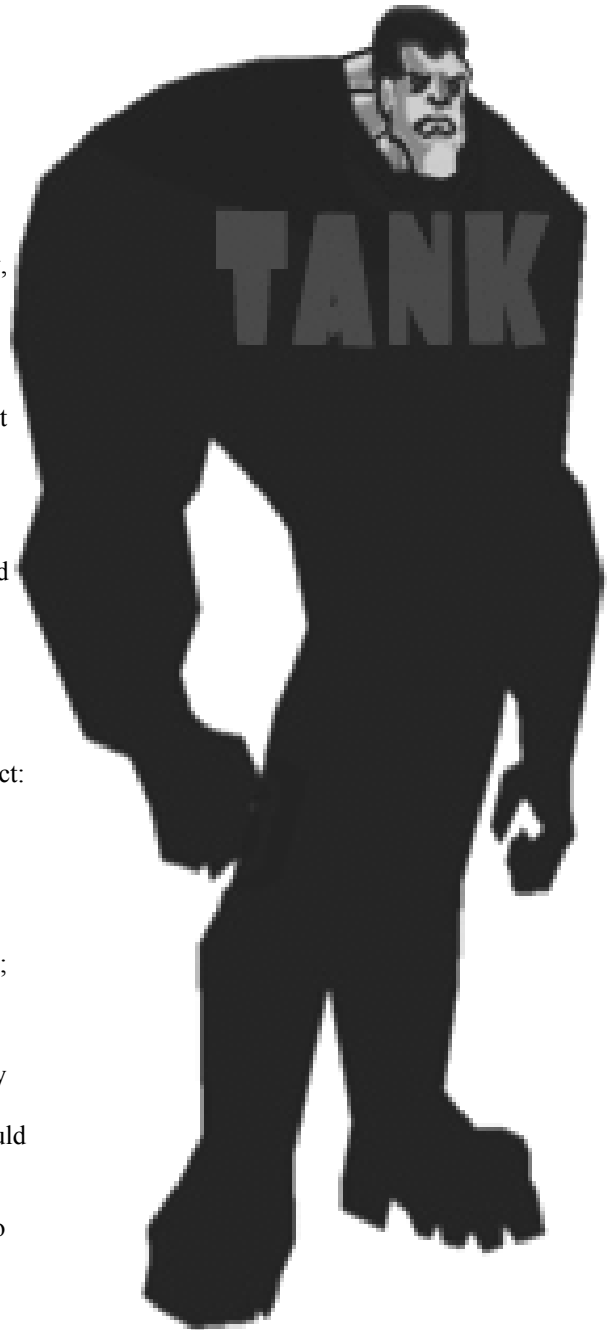
**Personality/Motivation:** Do as told by Project: PREDATOR operations control.

**Quote:** “Grrrrrrrrr....”

**Powers/Tactics:** Tank is a classic Density Increaser, becoming stronger, heavier, more damage-resistant, and more lethal when dense; totally normal when not dense.

**Campaign Use:** The special effect for this character is that he is normally not particularly muscled, but “hulks out,” sprouting heavy muscles when density is activated, which should be suitably impressive to newbie players. The idea is to play Tank up as the threat to be reckoned with to draw fire, allowing Apollo to pick targets and surprise the PCs.

**Appearance:** Average height and build normally (6’2”, 180 lbs), huge and bulging when hyper-dense (7’1”, 25 tons). Black Hair, Black Eyes. Caucasian/Amerind.



## DIGITAL HERO #29

### Tank

Val	Char	Cost	Roll	Notes
15+40	STR	5	13-/20-	200 kg/50 tons, 3d6/11d6 HTH [1/5])
13	DEX	9	12-	OCV: 4/DCV: 4
20	CON	20	13-	
20	BODY	20	13-	
14	INT	4	12-	PER Roll: 12-
11	EGO	2	11-	ECV: 4
15+40	PRE	5	13-/20-	PRE Attack: 3d6/11d6
10	COM	0	11-	
5	PD	2		Total: 5/23 PD (0/23 rPD)
5	ED	1		Total: 5/23 ED (0/23 rED)
4	SPD	17		Phases: 3, 6, 9, 12
10	REC	6		
50	END	5		
50	STUN	12		

**Total Characteristics Cost: 108**

**Movement:** Running: 6"/12"  
Leaping: 3"/6"  
Swimming: 1"/2"

Cost	Equipment	END
40	<i>Tank-Out:</i> Density Increase (20 tons, +40 STR, +8 PD, +8 ED, -8" KB), Costs END Only to Activate (+1/4); Visible (-1/4)	4
15	<i>Shockwave Stomp:</i> Explosion (+1/2) for 55 STR, Indirect (from ground, originating from attacker, +1/4); Increased Endurance Cost (2x END, -1/2), Only When in Contact with the Ground (-1/4), Only versus Others Standing on Ground (-1/4), Linked (Tank-Out, -1/4)	6
	<i>Notes:</i> Stomps the Ground, causing an explosion of force to radiate out from his feet.	
15	<i>Super-Strength Head Flick:</i> No Normal Defense (CON Roll, +1/2) for 55 STR; Increased Endurance Cost (2x END, -1/2), Linked (Tank-Out, -1/4)	6
	<i>Notes:</i> Flicks someone in the head (or snaps a finger by their ear, etc.), stunning him and possibly knocking him out.	
11	<i>Wear Down:</i> Drain STR 1d6, Fully Invisible (+1); Must Be Used with Multiple Power Attack (-1/2), Linked (Tank-Out, -1/4)	2
	<i>Notes:</i> Tank is so overpowering, that those contesting with him get worn down, growing weary and exhausted. Use as part of an MPA with either STR or another Brick Trick Power.	

30	<i>Dense Hide:</i> Armor (10 PD/10 ED), Hardened (+1/4); Linked (Tank-Out, -1/4)	0
13	<i>Dense Flesh:</i> Damage Resistance (13 PD/13 ED), Hardened (+1/4); Linked (Tank-Out, -1/4)	0
25	<i>The Benefit of Being Dense:</i> Life Support (Extended Breathing: 1 END per Minute; Immune to All Terrestrial Diseases, Biowarfare Agents, Terrestrial Poisons, Chemical Warfare; Safe in High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Linked (Tank-Out, -1/4)	0
19	<i>Too Heavy to Move:</i> Knockback Resistance -12"; Linked (Tank-Out, -1/4)	0
-1	<i>Poor Swimmer:</i> Swimming -1" (1" Total)	1
16	<i>Wall of Flesh:</i> Lack Of Weakness -10 for Normal and Resistant Defense; Linked (Tank-Out, -1/4)	0
32	<i>Scary Big:</i> +40 PRE; Linked (Tank-Out, -1/4)	0
8	<i>Comms:</i> Radio Perception/Transmission (Radio Group); IIF (-1/4)	0

### Perks

5	<i>Not in the System:</i> Anonymity
10	<i>Privileged Membership:</i> Fringe Benefit: International Police Powers, Membership (Project: PREDATOR)

### Skills

12	+4 with Brick Tricks (Shockwave Stomp, Super-Strength Head Flick, Wear Down)
----	------------------------------------------------------------------------------

**Total Powers & Skill Cost: 251**

**Total Cost: 358**

### 250+ Disadvantages

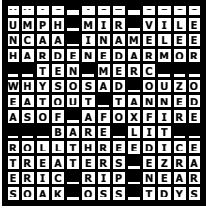
15	<i>Accidental Change:</i> Tanks-Out when suffering 3 or more BODY in normal form 14- (Uncommon)
10	<i>Distinctive Features:</i> Paranormal (Not Concealable, Extreme, Unusual Senses, Not Distinctive in Some Cultures)
20	<i>Hunted:</i> E.S.C. 11- (Mo Pow, NCI, PC is Very Easy to Find, Watching)
20	<i>Normal Characteristic Maxima</i>
10	<i>Psychological Limitation:</i> Brainwashed to Serve Best Interests of E.S.C. (Uncommon, Strong)
25	<i>Social Limitation:</i> Secret ID [Under Control of the E.S.C.] (Very Frequently, Severe)
8	<i>Experience Points</i>

**Total Disadvantage Points: 400**



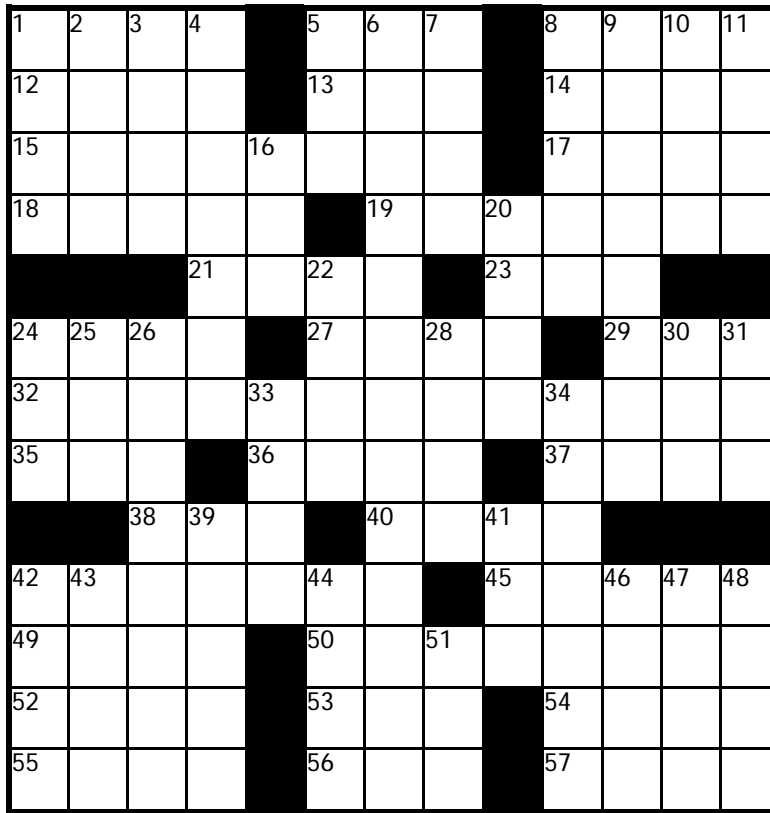
# LAST ISSUE'S PUZZLE KEY

Here is the solution for the crossword puzzle from *Digital Hero* #28.



# Champions Crossword by Dave Mattingly

## Knock 'em Dead



## ACROSS

1. Colored
5. Bullet, e.g. (abbr.)
8. All that
12. Scottish isle
13. Evildoing
14. Word
15. Psych Lim avoiders? (2 words)
17. Sedgwick of film
18. Stun gun
19. Tackle, for one
21. Abominable legend
23. Toothpaste endorsers (abbr.)
24. Cookie sandwich
27. Thing
29. Whole of what is knowable
32. Villain group (2 words)
35. Boss of bosses (abbr.)
36. What Darren does Monday and Steve does Thursday
37. Impulse
38. Humbug
40. Dark wood
42. Challenge (2 words)
45. "Keen!"
49. Type of tradition or hygiene
51. Witchcraft kin
52. Absolutamente (2 words)
53. Bullet card
54. The Bride's intent for Bill
55. Makes lace
56. Knife, e.g. (abbr.)
57. Black

## DOWN

1. Atkins, for one
2. Pensive exercise
3. Rosco's deputy
4. "I double dog \_\_\_\_!" (2 words)
5. Long shot helper? (abbr.)
6. 5- or 56-Across (2 words)
7. Standards group (abbr.)
8. Nudged
9. Farmer's offensive tool?
10. Razor brand
11. Rather's companion
16. Miner's find
20. Countrywide (abbr.)
22. Bottom
24. Fantasy fodder
25. Fish food
26. Psychic assault, archaic (2 words)
28. "I can't believe \_\_\_\_ the whole thing." (2 words)
30. Work unit
31. Science Guy Bill
33. Reverb
34. Singer of "Use the Force" and "Stealing Like a Hobbit" (2 words)
39. Whitman's "\_\_\_\_ Truth" (2 words)
41. Young Skywalker
42. Value
43. Diva solo
44. Rainbow Bridge state
46. Former Uganda dictator
47. Make a Conversation Roll?
48. Sole
51. Pasture